

1 Introduction

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You aren't a hero, you're a knave, a scoundrel, a rogue. A survivor. Play your cards right, and you might stay that way. *Torches in the Dark* is a grim, dark fantasy tabletop role-playing game where survival is a struggle, and death lurks in every shadow.

2 Campaign Primer

2.1 Pillars of the Setting

The Gods Are Silent

The gods are gone—and they will not return. There is no divine magic present in *Torches in the Dark*. The prime pantheon is entirely absent, or simply uncaring. Mortals are left to the mercy of the terrible things that lie in the dark between the stars.

The Wytch Spires

The Wytch Spires—once horrific prisons where the God Binder's legions convened—now "abandoned," draw even darker things to their lightless halls.

In the Wake of a Fallen Empire

You explore in the shadows of an old empire. The God Binder ruled for nearly a thousand years before being slain by the last line of rebellious kings. Ancient armies and things long forgotten now roam freely.

The Enemy in the Dark

When the sun goes down, dread begins. The living are not alone; the border between light and shadow is thin and easily crossed.

2.2 The World of Ohr

Torches in the Dark and the World of Ohr are inspired by pulp greats—Robert E. Howard, Fritz Leiber, Clark Ashton Smith, Michael Moorcock, and Charles R. Saunders—mixing sword & sorcery with gothic and high-fantasy elements.

- ▶ **Brutal Combat:** Fast and bloody. Magical healing is rare to nonexistent beyond rest and scarce herbs.
- ▶ **Magic is Dangerous:** Uncommon and corrupting, tainted by cosmic horrors beyond the veil.
- ▶ **Larger-Than-Life:** PCs are beings of will—spend coin, feast, gamble, and burn bright.
- ▶ **Not Heroes:** Motivated by self-interest: coin, thrill, leverage.

2.3 Locations in Ohr

- ▶ **The Iron Principalities** — Mercenary lords, city-kings at war; devils and demons lurk at night.
- ▶ **The Red Sands** — Ocileb, the city of the emperor; salacious rumors, harlot goddess, sex cults.
- ▶ **The Numb** — Brutal cannibal tribes, barbarian warriors, advancing glaciers.
- ▶ **Old Andminas** — The kingdom of tombs; pyreborn, undead, fallen knights.
- ▶ **Riva Della Morte** — Ancient jungles, primordial reptiles, serpent tombs.
- ▶ **Empire of Swords** — Inquisitors, wytch burnings, peasant armies.
- ▶ **Dahnari Desert** — Dragon cults, fire wurms, devil-men raiders.
- ▶ **The Walking Wilds** — Misty jungles, savage picts, Komuh homeland.
- ▶ **Idruin** — Wastelands and salt flats, quakes and volcanoes.
- ▶ **Ainerth** — Shrine city to the God Binder; zealotry, crusades.
- ▶ **Ixindar** — Steaming jungles; serpent lords, naga, lizardmen.
- ▶ **Ufura** — Tyrant lizards, dense jungles, ancestor worship.

- ▶ **Gravehold** — Prison city; maddened jailors, monstrous brigands.
- ▶ **Rhuneland** — Snow and ice; half-giants, mammoths.
- ▶ **Banyu Getih** — Blood and ice; blood cults, creatures of the night.
- ▶ **The Heart Islands** — Ghost king, spurned lovers, wraith knights.
- ▶ **Ishul Insel** — The last home of mortal elves.
- ▶ **City of Ahnki** — Decadent city of crime, drugs, pleasure cults.
- ▶ **Takama-Hara** — Once-isolated Okma isles; now pirate haven.

- ▶ **The Ivory Tower** — Coral, gems, ivory; sorcerer-king.
- ▶ **The Red Rivers** — Warrior cults of Uthra and Baur.
- ▶ **The Obsidian Scar** — Jagged lava fields east of Kaastark.
- ▶ **Black Barrows** — Rain, despair, stoic warriors; alien gods.
- ▶ **Squall's End** — Largest frontier port; free-city.
- ▶ **Sinner's Refuge** — The Carrion House tavern; "Ash Walkers."
- ▶ **The Gallows** — Marsh lowlands; Black Wyverns, Gallows Crocs.
- ▶ **Ringwell** — Labyrinthine dreamer-city; alien architecture.

A Broken World

These sites are a sampler. Monsters are rare, often unique, and hide in forgotten places. Slavery is common; serfs are slaves in all but name. Racism and prejudice are endemic. Bring a character with a spine and a story—or don't come.

2.4 Myth of Creation

- ▶ **The Keeper (Light)**: First; wove fate and stars; spent herself seeding the void.
- ▶ **Kor'nu (Time)**: Spoke divine syllables; matter formed; time unborn.
- ▶ **Ein Sof (Thought)**: Lit stars, molded worlds, framed laws; found **Shaldrot (Shadow)**.
- ▶ **Shaldrot**: Blind, chaotic; birthed abominations; could not be destroyed.
- ▶ **The Sefrot (Unity)**: Named and empowered; built realms, the vault of mirrors.
- ▶ **War in the Void**: Shaldrot devoured worlds; Ein Sof slew it; cast antithetical shadows.

3 Character Creation

3.1 Ability Scores

Characters begin with 10 attribute points to distribute among nine ability scores. No ability score may exceed +6 at character creation.

- ▶ 10 Starting Points
- ▶ +6 Max at Start
- ▶ 9 Abilities

Example Distribution: Might +2, Finesse +2, Endurance +1, Insight +1, Resolve +0, Presence +2, Faith +0, Magick +0, Luck +2.

3.2 Races

Some races are rare. To play a rare race, roll a d100 and roll equal to or lower than the number shown. Playing as a non-human race is your *Grim Sort*.

- ▶ **Human** | Common — +1 to any ability score, choose one passive and active trait.
- ▶ **Empire Dwarf** | 40% — +3 Endurance, +2 Might, *Iron Gut*.
- ▶ **Drakon** | 20% — +2 Might, +3 Faith, *Unshakable Faith*.
- ▶ **Orkon** | 20% — +4 Might, +1 Endurance, *Tenacious*.
- ▶ **Astral Elf** | 10% — +2 Magick, +3 Presence, *Void Gaze*, *Quiet Mind*.

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Exiled Knight

4 Core Mechanics

4.1 The Strikes System

Every character begins with a number of strikes equal to their class's strike count. For every hit taken, a character loses 1 strike worth of damage. Powerful enemies may cause 2 or 3 strikes of damage.

- ▶ **Defense** = Finesse + 5 + Armor Bonus
- ▶ **Base Save DC** = 15
- ▶ **Checks** = d20 + relevant Ability

4.2 Equipment & Inventory

Players can hold 10 + Endurance slots of equipment.

Armor	Slots	DEF	DR Range (d6)
Light Armor	1	+4	1/6 (roll 1)
Medium Armor	2	+2	2/6 (roll 1-2)
Heavy Armor	3	-2	3/6 (roll 1-3)

Damage Reduction: When hit, you may roll a d6; if the result is within your armor's range, reduce the hit by 1 Strike.

4.2.1 Shields & Helmets

- ▶ **Shield:** +1 to DR chance; destroy to negate one physical attack.
- ▶ **Helmet:** +1 Defense; critical becomes normal hit, then destroyed.

4.3 Resting & Healing

- ▶ **Sanctuary Rest:** Regain all strikes in 24 hours at sanctuary.
- ▶ **Breather:** Heal 1d4 strikes once per day during short rest.

4.4 Combat Mechanics

4.4.1 Initiative

- ▶ **Group-Based:** GM rolls d6: 1-3 enemies first, 4-6 players first.
- ▶ **Single:** Roll d20 + Insight; highest acts first.

4.4.2 Critical Hits & Effects

- ▶ **Natural 20:** +1 Strike of damage.
- ▶ **Weapon Effects:** Knockdown, bleeding, sundering.
- ▶ **Natural 1:** GM determines horrible outcome.

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The Last Torch

5 Spellcasting & Miracles

5.1 Spellcasting (Arcane Magic)

Wytches roll 1d20 + Magick vs the spell's DC. **Base Spell DC: 10.**

5.1.1 Armor Interference

- ▶ Light Armor: +4 to spell DC
- ▶ Medium Armor: +8 to spell DC
- ▶ Heavy Armor: +12 to spell DC

5.2.2 Magical Mishaps (Natural 1)

On a natural 1: (1) Lose 1 Presence; (2) Roll 1d100 on the Magical Mishap Table.

Roll	Effect
01–08	Animals terrified around you.
09–18	Shadows move, crows follow.
19–31	Bestial shadow, whispering voice.
32–40	Disturbing daily ritual.
41–48	No magical healing, +1 Defense.
49–55	Hear voices in head.
56–62	Daylight sensitivity, disadvantage outdoors.
63–70	Sores, horrible scars.
71–80	Glowing red eyes, see in dark.
81–86	Void entity, -1 Presence; die if negative.
87–92	Psionic energy, 3 strikes.
93–99	Tentacles erupt, 5 strikes; allies Resolve DC 14.
100	Madness; Slender Crown agent.

5.2.3 Divine Mishap Table

Roll	Effect
01–10	Stigmata; social disadvantage 1 week.
11–18	No miracles 24 hours; enemies sense you.
19–26	Blasphemous tongue; allies fear save.
27–34	Sacrifice: 2 strikes you, 1 ally.
35–42	Task in 3 days or lose Faith.
43–50	Next miracle fails; random target.
51–58	Healing hurts for 1 week.
59–66	Madness; mental save disadvantage 1 week.
67–74	Divine servant hunts you.
75–82	Miracle on worst target, worst way.
83–90	Lose 1 random ability score.
91–96	Heretic's mark; followers shun.
97–99	Mockery transformation, 1d4 days.
100	God strips divine connection; NPC.

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6 Death & Dying

6.1 Reaching Zero Strikes

At zero strikes, roll 1d12 on the Horrible Wounds table by damage type. Death is brutal.

6.2 Environmental Hazards

Falling Damage: 1 strike per 5 feet fallen. 50 feet = 10 strikes.

6.3 Horrible Wounds Tables

6.3.1 Crushing Damage

Roll	Effect
1	Head battered, STUNNED.
2-5	Beaten, STUNNED 1d4 rounds.
6	Head bashed, SKULL CRACK.
7-8	Limb broken, EXHAUSTED.
9+	Skull crushed, dead.

6.3.2 Slashing Damage

Roll	Effect
1	Lose 1d4 fingers, scream.
2-4	Gush blood, EXHAUSTED.
5	Limb severed, LAST GASP.
6-7	Artery slashed, ARTERY SLASH.
8+	Head rolls, dead.

6.3.3 Puncturing Damage

Roll	Effect
1-2	Knee shot, agony.
3-4	Chest shot, LAST GASP.
5-6	Eye blown out, LAST GASP.
7+	Arrow through head, dead.

6.3.4 Fang & Claw Damage

Roll	Effect
1-2	Chest torn, BLEEDING WOUND.
3	Throat bitten, mute, ARTERY SLASH.
4-6	Eviscerated, LAST GASP.
7+	Head torn off, dead.

6.4 Conditions

- ▶ **Last Gasp:** DC 14 Endurance per encounter; die on fail.
- ▶ **Artery Slash:** DC 12 Endurance per action; die on fail.
- ▶ **Bleeding Wound:** 1 strike/round, ignores DR.
- ▶ **Morale Broken:** Disadvantage; rally DC 16 Presence.
- ▶ **Frostbite:** Disadvantage attacks/movement; 10% death.
- ▶ **Poisoned:** DC 10 Endurance per action; vomit on fail.
- ▶ **Stunned:** No actions next turn; enemies gain advantage.
- ▶ **Skull Crack:** DC 12 Endurance per encounter.
- ▶ **Burning:** 1 strike/round; ignores DR.
- ▶ **Exhausted:** Disadvantage; requires rest, ration, water.

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What the Crows Learn

7 Character Traits

7.1 Passive Traits

- ▶ **Battle Hardened:** +2 max Strikes.
- ▶ **Scarred Veteran:** +2 saves vs fear and mental effects.
- ▶ **Pain Tolerance:** Critical hits deal normal damage.
- ▶ **Combat Reflexes:** +1 Initiative; act first in surprise.
- ▶ **Weapon Master:** +1 attack with chosen weapon type.
- ▶ **Shield Expert:** +1 Defense with shield; negate any attack.
- ▶ **Armor Training:** Ignore movement penalties; sleep in armor.
- ▶ **Defensive Fighter:** +1 Defense when fighting defensively.
- ▶ **Ironbound:** +1 DR chance in heavy armor.
- ▶ **Divine Shell:** Reduce unholy damage by 1 Strike/encounter.
- ▶ **Iron Constitution:** +3 Endurance vs poison, disease.
- ▶ **Keen Senses:** +3 Insight for perception and tracking.
- ▶ **Night Eyes:** See clearly in darkness; stealth advantage.
- ▶ **Beast Friend:** Animals non-hostile; understand intent.
- ▶ **Survivalist:** Find food/water for party once per day.
- ▶ **Trap Sense:** Auto-detect obvious traps; +3 vs effects.
- ▶ **Danger Sense:** Cannot be surprised.
- ▶ **Iron Will:** Ignore one mental effect per encounter.
- ▶ **Commanding Presence:** +3 Presence for intimidation.
- ▶ **Silver Tongue:** +3 Presence for persuasion and deception.
- ▶ **Lore Master:** Know facts about history, monsters, magic.
- ▶ **Street Smart:** +3 Insight for motives; know customs.
- ▶ **Inspiring:** Once per session, grant ally advantage.
- ▶ **Spell Resistance:** +3 saves vs hostile magic.
- ▶ **Magic Sense:** Detect magic within 20 feet.
- ▶ **Ritual Knowledge:** Perform minor rituals.
- ▶ **Arcane Focus:** +2 spellcasting; no armor heavier than light.
- ▶ **Lucky:** Reroll one d20 per session, keep better result.
- ▶ **Tenacious:** Remain conscious until -2 Strikes.
- ▶ **Corpse Robber:** Find extra loot on 5-6 when searching.
- ▶ **Merchant:** Sell items for 25% more; know values.
- ▶ **Berserker:** Below half Strikes: +1 attack, immune fear.
- ▶ **Spell Eater:** Reduce magical damage by 1 Strike/encounter.
- ▶ **Thick Skin:** +1 DR chance regardless of armor.

7.2 Active Traits

- ▶ **Bone-Crushing Blow (1/encounter):** Target permanently loses 1 point from random ability score.
- ▶ **Death's Door (1/encounter):** When reduced to 1 Strike, next attack deals double damage.
- ▶ **Soul Rend (1/encounter):** Target loses 1d4 Resolve permanently on crit.
- ▶ **Void Strike (1/encounter):** Attack ignores all defenses and resistances.

- ▶ **Terror Incarnate (1/encounter):** All enemies in 6 squares save vs fear or flee.
- ▶ **Mortal Wound (1/encounter):** Target cannot heal for 24 hours.
- ▶ **Execution (1/encounter):** Auto-kill target with 3 or fewer Strikes.
- ▶ **Reality Tear (1/encounter):** Teleport anywhere within sight, take 1 Strike.
- ▶ **Nightmare Fuel (1/encounter):** Target gains permanent phobia (GM choice).
- ▶ **Corpse Explosion (1/encounter):** Kill causes body to explode for 2 Strikes in 3 squares.
- ▶ **Soul Drain (1/encounter):** Heal to full Strikes, target loses 1d6 Resolve.
- ▶ **Time Stop (1/encounter):** Take 3 actions while enemies cannot act.
- ▶ **Death Mark (1/encounter):** Next attack vs marked foe deals +5 Strikes.
- ▶ **Plague Touch (1/encounter):** Hit spreads disease to all adjacent enemies.
- ▶ **Mind Shatter (1/encounter):** Target becomes permanently CRAZED.
- ▶ **Void Step (1/encounter):** Phase through walls/enemies for 1 round.
- ▶ **Blood Ritual (1/encounter):** Sacrifice 3 Strikes to double all damage for encounter.
- ▶ **Necromantic Surge (1/encounter):** Animate all corpses in 10 squares as allies.
- ▶ **Divine Wrath (1/encounter):** All enemies in sight take 3 Strikes, lose 2 Faith.
- ▶ **Fate Reversal (1/encounter):** Swap current Strikes with target.
- ▶ **Arterial Strike (2/encounter):** Hit causes ARTERY SLASH condition.
- ▶ **Bone Shatter (2/encounter):** Target's armor permanently loses 1 DR.
- ▶ **Grave Touch (2/encounter):** Heal 1d4 Strikes by touching corpse.
- ▶ **Predator's Instinct (2/encounter):** Auto-hit next attack vs wounded enemy.
- ▶ **Savage Maiming (2/encounter):** Crit causes permanent disfigurement.
- ▶ **Blood Frenzy (2/encounter):** +2 attacks this round, take 1 Strike.
- ▶ **Throat Rip (2/encounter):** Target cannot speak/cast for 1 hour.
- ▶ **Crippling Blow (2/encounter):** Target permanently loses 1 movement.
- ▶ **Pain Mastery (2/encounter):** Ignore all conditions for 1 round.
- ▶ **Unholy Strength (2/encounter):** +3 Strikes damage, lose 1 Faith.
- ▶ **Flesh Rend (2/encounter):** Target gains BLEEDING WOUND and HOBbled.
- ▶ **Terror Strike (2/encounter):** Hit foe must save or gain CONFUSED.
- ▶ **Vampiric Drain (2/encounter):** Heal 2 Strikes on successful hit.
- ▶ **Skull Crack (2/encounter):** Target gains SKULL CRACK condition on hit.
- ▶ **Shadow Step (2/encounter):** Teleport behind enemy for advantage.
- ▶ **Poison Blade (2/encounter):** Weapon becomes POISONED for 3 rounds.
- ▶ **Brutalize (2/encounter):** Hit causes BRUTALIZED condition.
- ▶ **Limb Sever (2/encounter):** Crit removes enemy limb permanently.
- ▶ **Soul Strike (2/encounter):** Damage bypasses armor, hits Resolve instead.
- ▶ **Curse Wound (2/encounter):** Target cannot remove conditions for 24 hours.
- ▶ **Dirty Fighting (3/encounter):** Target disadvantage on next action.
- ▶ **Precise Strike (3/encounter):** Ignore 2 points of DR this hit.
- ▶ **Combat Reflexes (3/encounter):** Act twice in initiative order.
- ▶ **Berserker's Fury (3/encounter):** +1 Strike damage, cannot retreat.
- ▶ **Tactical Advance (3/encounter):** Move and attack without opportunity.
- ▶ **Bloodletting (3/encounter):** All bleeding effects deal +1 damage.
- ▶ **Weapon Mastery (3/encounter):** Reroll attack and damage dice.
- ▶ **Battle Surge (3/encounter):** Heal 1 Strike after killing enemy.
- ▶ **Intimidating Presence (3/encounter):** Enemies -1 to all rolls near you.
- ▶ **Survival Instinct (3/encounter):** Automatically succeed next save.
- ▶ **Quick Strike (3/encounter):** Attack before initiative is rolled.
- ▶ **Defensive Stance (3/encounter):** +3 Defense for 1 round, cannot attack.
- ▶ **Power Attack (3/encounter):** -2 to hit, +2 Strikes damage.
- ▶ **Disabling Strike (3/encounter):** Target loses next action on hit.
- ▶ **Combat Awareness (3/encounter):** Cannot be surprised for encounter.
- ▶ **Killing Blow (3/encounter):** +3 Strikes vs enemies at 1 Strike.
- ▶ **Parry Mastery (3/encounter):** Negate attack and counter-strike.
- ▶ **Exploit Weakness (3/encounter):** Target loses 1 Defense permanently.
- ▶ **Adrenaline Rush (3/encounter):** +2 to all rolls for 1 round.
- ▶ **Martial Focus (3/encounter):** Next attack auto-crits on 18-20.
- ▶ **Evasive Maneuvers (3/encounter):** Move through enemies without attacks.
- ▶ **Finishing Move (3/encounter):** Double damage vs STUNNED enemies.
- ▶ **Battle Hardened (3/encounter):** Ignore 1 Strike of damage this round.
- ▶ **Weapon Throw (3/encounter):** Thrown weapon returns and gains +1 Strike.
- ▶ **Combat Instinct (3/encounter):** Reroll initiative, take higher result.
- ▶ **Savage Strike (3/encounter):** Deal max weapon damage this attack.
- ▶ **Opportunistic (3/encounter):** Free attack when enemy moves adjacent.
- ▶ **Shield Bash (3/encounter):** Attack with shield for STUNNED condition.
- ▶ **Reckless Assault (3/encounter):** +2 attacks, -2 Defense this round.
- ▶ **Last Stand (3/encounter):** +1 attack per missing Strike.

8 Grim Sorts

8.1 Mercenary | 6 Strikes

Professional Soldier

- ▶ Contract Killer (2/encounter): Mark target, +1 Strike for encounter.
- ▶ Combat Veteran (2/encounter): Reroll attack, accept second result.
- ▶ Mercenary's Edge (2/encounter): Heal 2 Strikes on critical hit.

8.2 Knave | 4 Strikes

Cunning Rogue

- ▶ Dirty Fighting (2/encounter): Target disadvantage next round.
- ▶ Lucky Dodge (1/encounter): Turn hit into miss.
- ▶ Knife in the Dark (3/encounter): +2 Strikes if target hasn't acted.

8.3 Wytch Hunter | 5 Strikes

Scourge of the Arcane

- ▶ Sanctified Weapons (Passive): Blessed; +1 Strike to spellcasters.
- ▶ Wytch Sight (3/encounter): See illusions, detect auras 12 sq for 1 round.
- ▶ Supernatural Resistance (Passive): +2 saves vs magical effects.

8.4 Prelate | 4 Strikes

Sawbones and silent gods

- ▶ Medicinal Preparation (Passive): 2 doses/day.
- ▶ Herbal Remedy (2/encounter): Cure Poisoned, Bleeding, or Exhausted.
- ▶ Field Surgery (2/encounter): Heal ally 3 Strikes, stunned next round.

8.5 Marauder | 5 Strikes

Brutal Raider

- ▶ Berserker Rage (1/encounter): 4 rounds; +2 attacks; immune fear/stun.
- ▶ Hate-Fueled (Passive): +1 Strike vs enemies who wounded you.
- ▶ Crushing Blow (3/encounter): Next attack ignores armor/shields.

8.6 Ranger | 5 Strikes

Master Tracker

- ▶ Expert Shot (3/encounter): Ranged ignores cover; +1 Strike.
- ▶ Ranger's Shot (1/encounter): Skip move/attack 1 round; next attack +3 Strikes.
- ▶ Tracker's Sense (Passive): Follow week-old tracks; know creature details.

8.7 Crusader | 6 Strikes

Holy Warrior

- ▶ Empyrean Aura (Passive): Undead/demons in 2 sq take 1 Strike at turn start.
- ▶ Divine Weapon (2/encounter): Next attack +2 Strikes; blessed.
- ▶ Divine Healing (2/encounter): Heal 1 Strike via prayer.

8.8 Pyromancer | 4 Strikes

Fire Wielder

- ▶ Anointed Oil Bomb (2/encounter): Oil explodes 2 Strikes in 4 sq.
- ▶ Flame Divination (Passive): Read omens in fire; sense lies.
- ▶ Righteous Immolation (1/encounter): 3 rounds; immune cold; +2 Strike.

8.9 Corpse Shepherd | 5 Strikes

Commander of the restless dead.

- ▶ **Whisper to Bones (Passive):** Speak with corpses dead less than 7 days; one question per corpse.
- ▶ **Deadman's March (2/encounter):** Animate 1d4 skeletons for encounter; 1 Strike each, +2 attack.
- ▶ **Grave's Embrace (1/encounter):** Touch attack; Endurance DC 14 or CHILLED 3 rounds.

8.10 Mirthless Fool | 4 Strikes

Dark jester of gallows humor.

- ▶ **Bitter Jest (3/encounter):** Mock enemy; they attack you next or take disadvantage on actions.
- ▶ **Fool's Luck (1/encounter):** Force any d20 reroll; accept second result even if worse.
- ▶ **Last Laugh (Passive):** When reduced to 1 Strike, enemies in 3 sq make Resolve DC 12 or STUNNED.

8.11 Alchemist | 4 Strikes

Master of Transmutation

- ▶ Acid Vial (2/encounter): Acid 1 Strike; 1 next round; ignores armor.
- ▶ Mutagen (1/encounter): +5 ability score 10 min; lose 2 Strikes.
- ▶ Alchemical Mastery (Passive): Create 1d4 concoctions daily.

8.12 Wolfgroom | 5 Strikes

Beast Master

- ▶ Go for the Throat (Passive): You and companion +1 attack vs same target.
- ▶ Companion's Sacrifice (1/encounter): Companion takes attack's damage.
- ▶ Drag Down (2/encounter): Wolf drags foe; next attack advantage.

8.13 Blackguard | 6 Strikes

Intimidation & Brutality

- ▶ Ruthless Assault (1/encounter): Two attacks vs target; +2 Strikes if both hit.
- ▶ Cruel Efficiency (Passive): +1 Strike to wounded/frightened/helpless.
- ▶ Intimidating Reputation (Passive): +3 Presence to intimidate.

8.14 Skald | 5 Strikes

Warrior Poet

- ▶ Court Intrigue (Passive): Advantage in social with nobility.
- ▶ Warrior's Challenge (2/encounter): Enemy focuses you 2 rounds.
- ▶ Hero's Last Stand (1/encounter): At 1 Strike, allies +2 attack/Defense.

8.15 Wytch | 3 Strikes

Arcane Practitioner (15%)

- ▶ Harvest the Dead (Passive): Cut spell-inscribed flesh for Black Book.
- ▶ Black Book Ritual (3/encounter): Chant 1 round; cast with advantage.
- ▶ Flesh-Bound Tome (Passive): Indestructible spell-book; horrifies viewers.

8.16 Iron Peddler | 4 Strikes

Nails, knives, armor—then uses them.

- ▶ Merchant's Cunning (Passive): Talk past guard/toll once/session.
- ▶ Hidden Iron (2/encounter): Throw concealed blade for 1 Strike.
- ▶ Spiked Surprise (1/encounter): Caltrops in 1 sq; Finesse DC 12.

8.17 Pit-Fighter | 5 Strikes

Blood-soaked pit veteran.

- ▶ Arena Reflexes (Passive): Advantage Finesse vs grapples/disarms.
- ▶ Low Cut (2/encounter): Halve target's movement 1 round on hit.
- ▶ Show the Crowd (1/encounter): +1 attack rolls after kill. (Max +5)

8.18 Sword Saint | 6 Strikes

Ancestral Blade Master (15%)

- ▶ Ancestral Guidance (Passive): +2 attack with swords; speak with spirits.
- ▶ Oni's Fury (1/encounter): 3 rounds; +3 attack, +2 damage; take 1 Strike/round.
- ▶ Perfect Cut (2/encounter): Ignore armor/shields; +1 Strike; Bleeding Wound.

8.19 Druid | 5 Strikes

Beast-Touched (10%)

- ▶ Primal Shape (1/encounter): Were-beast form 1 hour; +4 Might, +1 damage.
- ▶ Nature's Wrath (2/encounter): 20-foot area; thorns/ice/wind effects.
- ▶ Feral Instincts (Passive): +3 wilderness Insight; track anything.

8.20 Pugilist | 5 Strikes

Street Scrapper

- ▶ Makeshift Master (Passive): Improvised weapons +1 Strike; unarmed 1 Strike.
- ▶ Haymaker (2/encounter): Unarmed +2 Strikes, stun; cannot use vs armor.
- ▶ Dirty Tactics (2/encounter): Sand/debris blind, low blow prone, headbutt stun.

9 Tools of Death

9.1 Common Weapon Tags

- ▶ **Accurate:** +1 Attack.
- ▶ **Balanced:** +1 Defense.
- ▶ **Light:** Weight -1 slot (min 1).
- ▶ **Quick-Draw:** Draw as free action.
- ▶ **Throwing:** Range 6 squares when thrown.
- ▶ **Parrying:** +1 Defense vs melee.
- ▶ **Concealed:** Advantage to hide weapon.
- ▶ **Crude:** Half cost, -1 Attack.
- ▶ **Sturdy:** Advantage vs breaking.
- ▶ **Well-Made:** +10% selling price.
- ▶ **Notched:** +1 damage vs one creature type.
- ▶ **Weather-Sealed:** No penalties in rain/cold.
- ▶ **Weighted Pommel:** +1 to disarm attempts.
- ▶ **Sharp:** Reroll 1s on damage.
- ▶ **Worn Grip:** Advantage vs being disarmed.
- ▶ **Field-Repaired:** Fixed with basic tools.

9.2 Uncommon Weapon Tags

- ▶ **Bashing:** Ignore shields and helmets.
- ▶ **Finesse:** Use Finesse for attack.
- ▶ **Heavy:** -2 Attack, +1 Strike damage.
- ▶ **Reach:** Attack enemies 2 squares away.
- ▶ **Defensive:** +2 Defense, cannot attack.
- ▶ **Serrated:** Crit: BLEEDING WOUND.
- ▶ **Barbed:** Enemy takes 1 Strike on fumble.
- ▶ **Versatile:** Two-handed: +1 Strike.
- ▶ **Vicious:** +1 Strike vs wounded enemies.
- ▶ **Entangling:** Crit: target HOBbled.
- ▶ **Sundering:** Max damage destroys gear.
- ▶ **Flanking:** +1 Attack vs surrounded foes.
- ▶ **Knockback:** Max damage pushes 1 square.
- ▶ **Piercing:** Ignore 1 point of armor DR.
- ▶ **Cold Iron:** +1 Strike vs supernatural.
- ▶ **Spiked:** 1 damage to grapplers.
- ▶ **Momentum:** +1 Strike if moved this turn.
- ▶ **Intimidating:** +2 Presence for threats.
- ▶ **Brittle:** +1 Strike, breaks on nat 1-2.
- ▶ **Weighted:** +1 Strike, -1 Finesse to hit.
- ▶ **Smoke-Wreathed:** Hit: 1 sq obscuring cloud.
- ▶ **Rust-Touched:** Damages metal armor DR.
- ▶ **Chain-Weapon:** 2-square reach, entangles.
- ▶ **Jagged:** All hits cause 1 bleeding.
- ▶ **Crippling:** Max damage: movement halved.
- ▶ **Masterwork:** +1 Attack, double cost.
- ▶ **Dueling:** +2 Defense vs single foe.
- ▶ **Savage:** Crits on 19-20 vs unarmored.
- ▶ **Bone-Carved:** +1 vs undead, horrifies living.
- ▶ **Hunting:** Track wounded enemies.
- ▶ **Throwing-Return:** Returns to hand when thrown.
- ▶ **War-Forged:** Advantage in large battles.

9.3 Rare Weapon Tags

- ▶ **Keen:** Critical range 19-20.
- ▶ **Bloodthirsty:** Heal 1 Strike on kill.
- ▶ **Consecrated:** +2 Strikes vs undead/demons.
- ▶ **Poisoned:** Crit: POISONED condition.
- ▶ **Screaming:** Crit: enemies 3sq Resolve DC 12.
- ▶ **Vampiric:** Heal 1 Strike on crit.
- ▶ **Spell-Storing:** Store 1 spell, release on hit.
- ▶ **Banishing:** Crit vs extraplanar: banish 1 round.
- ▶ **Terror-Forged:** Fear aura 2 squares.
- ▶ **Ghost-Touched:** Hit incorporeal normally.
- ▶ **Doom-Sight:** See enemy's next action.
- ▶ **Rune-Carved:** +2 saves vs magic.
- ▶ **Flesh-Eater:** Heal vs living on crit.
- ▶ **Ward-Piercing:** Ignore magical protections.
- ▶ **Soul-Sight:** See invisible/ethereal.
- ▶ **Phase-Weapon:** 1/encounter: ignore armor.
- ▶ **Madness-Forged:** +1 Attack, lose 1 Resolve daily.
- ▶ **Corpse-Caller:** Kill: body explodes 1 Strike 2sq.
- ▶ **Fear-Drinker:** Heal when enemy fails fear.
- ▶ **Pain-Vessel:** Store damage, release on crit.
- ▶ **Shadow-Wreathed:** Crit: 2sq darkness 1 round.
- ▶ **Spell-Eater:** Absorb spell: +1 Strike next hit.
- ▶ **Life-Stealer:** Crit: age target 1d4 years.
- ▶ **Elemental-Heart:** Choose element: crits add condition.
- ▶ **Nightmare-Fed:** +2 vs CONFUSED/CRAZED.
- ▶ **Throat-Seeker:** +3 vs STUNNED/EXHAUSTED.
- ▶ **Plague-Bearer:** Wounds spread to adjacent foes.
- ▶ **Witch-Bane:** Disrupts spellcasting in 3sq.
- ▶ **Deafening:** Crit: Endurance DC 14 or deaf.
- ▶ **Bone-Breaker:** Crit: HOBbled permanently.
- ▶ **Memory-Thief:** Kill: learn one secret.
- ▶ **Soul-Marker:** Mark hit foes, track anywhere.

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9.4 Very Rare Weapon Tags

- ▶ **Executioner:** Crit: +3 Strikes damage.
- ▶ **Soul-Bound:** Returns to hand each encounter.
- ▶ **Void-Touched:** Phase through armor on 18-20.
- ▶ **Time-Worn:** Crit: age target 2d6 years.
- ▶ **Dimension-Lost:** Teleport to hand at will.
- ▶ **Reality-Rending:** Crit: 1-round portal appears.
- ▶ **Mind-Breaking:** Crit: permanent CRAZED.
- ▶ **Essence-Devouring:** Kill: reduce max Strikes by 1.
- ▶ **Planar-Gateway:** Kill: summon extraplanar ally.
- ▶ **Nightmare-Bound:** Dream of all victims nightly.
- ▶ **Death-Marking:** Mark foe: next hit deals double.
- ▶ **Temporal-Echo:** Attack past for +2 Strikes.
- ▶ **Chaos-Touched:** Random critical effect (d6 table).
- ▶ **Dream-Walker:** Auto-crit vs sleeping targets.
- ▶ **Sanity-Rending:** Crit: lose 1d6 Resolve.
- ▶ **Void-Whisper:** Telepathic link with wielder.
- ▶ **Reality-Anchor:** Immune to teleportation effects.
- ▶ **Death-Sworn:** Cannot be disarmed or stolen.
- ▶ **Entropy-Edge:** Age materials on contact.
- ▶ **Mind-Linked:** Share wounds with chosen ally.
- ▶ **Apocalypse-Forged:** +1 Strike per ally at 1 Strike.
- ▶ **Destiny-Bound:** Reroll any die 1/encounter.
- ▶ **Star-Metal:** Glows near dimensional rifts.
- ▶ **Mirror-Cursed:** Reflect 1 Strike on nat 20.
- ▶ **Bone-Hungry:** Grows +1 Strike per 5 kills (max +5).
- ▶ **Void-Returned:** Roll damage twice, take higher.
- ▶ **Soul-Scarred:** Mark souls: track across planes.
- ▶ **Flame-Cursed:** Crit: BURNING, spreads to nearby.
- ▶ **Fear-Incarnate:** Enemies must save or flee.
- ▶ **Ethereal-Phasing:** Pass through walls 1/day.
- ▶ **Life-Draining:** Heal 1 Strike on 4+ damage.
- ▶ **Skirmisher:** Move without opportunity attacks.

9.5 Legendary Weapon Tags

- ▶ **Army-Breaker:** +1 Strike per enemy beyond first.
- ▶ **Dragon-Bane:** Ignore draconic immunity/resistance.
- ▶ **King-Maker:** Kill ruler: inherit their authority.
- ▶ **Storm-Caller:** Kill: control weather 1 day.
- ▶ **Demon-Binding:** Trap fiend souls, command them.
- ▶ **Hero-Forged:** Heroic deeds: permanent +1 Strike.
- ▶ **Legend-Carved:** Deeds become regional legends.
- ▶ **Battle-Enders:** Kill leader: enemy forces surrender.
- ▶ **City-Shaker:** Strikes felt across settlements.
- ▶ **Soul-Champion:** Fight in realm of death.
- ▶ **Crown-Splitter:** Destroys symbols of power.
- ▶ **Oath-Binding:** Kills create mystical vows.
- ▶ **Mountain-Mover:** Strike earth to reshape terrain.
- ▶ **Phoenix-Heart:** Resurrect wielder 1/month.
- ▶ **Tide-Turner:** Reverse battle momentum.
- ▶ **War-Enders:** Peace treaties form spontaneously.
- ▶ **Giant-Feller:** Size provides no protection.
- ▶ **Plague-Cleanser:** Kills cure regional diseases.
- ▶ **Star-Touched:** Cosmic power under starlight.
- ▶ **Beast-Master:** Command animals within 1 mile.
- ▶ **Fortress-Breaker:** Shatter castle walls.
- ▶ **Ancestor-Called:** Summon heroic spirits.
- ▶ **Curse-Breaking:** Kills end ancient curses.
- ▶ **Realm-Shaping:** Alter local reality through deeds.
- ▶ **Divine-Touched:** Channel godly power.
- ▶ **Void-Sealed:** Contain otherworldly threats.
- ▶ **Hero-Calling:** Attract legendary companions.
- ▶ **Epoch-Marking:** Deeds define new eras.
- ▶ **Empire-Founding:** Victories claim vast territories.
- ▶ **Immortal-Slaying:** Truly kill deathless beings.

9.6 Unique Weapon Tags

- ▶ **Death's Embrace:** Ignore death once per day.
- ▶ **Blood-Bonded:** Share all damage with wielder.
- ▶ **Fate-Cursed:** +3 Strikes, mishaps on 1-3.
- ▶ **God-Slaying:** Permanently destroy divine beings.
- ▶ **World-Ending:** Each kill: +1 all damage forever.
- ▶ **Throne-Breaker:** +10 Strikes vs rulers/authority.
- ▶ **Fate-Severing:** Alter destiny of killed beings.
- ▶ **Creation-Unmaking:** Kills weaken reality itself.
- ▶ **Reality-Eater:** Killed species ceases to exist.
- ▶ **Paradox-Forged:** Timeline splits: parallel actions.
- ▶ **Flesh-Architect:** Reshape corpses into living servants.
- ▶ **Memory-Devourer:** World forgets killed beings existed.
- ▶ **Soul-Forge:** Craft weapons from harvested souls.
- ▶ **Dimension-Splitter:** Kills tear permanent planar rifts.
- ▶ **Name-Stealer:** Assume complete identity of killed.
- ▶ **Concept-Killer:** Destroy abstract ideas from reality.
- ▶ **Death-Reverser:** Every kill resurrects random dead.
- ▶ **Sanity-Harvester:** Trade madness to edit reality.
- ▶ **Time-Murderer:** Erase target from all timelines.
- ▶ **Void-Bearer:** Grows heavier, collapses spacetime.

10 The Omen Called Night

When the last rays of Aith'na sink and the sky bruises to black, the Omen called Night wakes and walks.

10.1 Trigger

The Dread system is active whenever all present light is gone, smothered, or too weak to reach beyond arm's length, or the place itself is lightless.

10.2 Darkness Level

Track DL from 0 to 6. Each minute in exploration or each round in combat without adequate light increases DL by +1.

10.3 Light and DL

Dim light holds DL steady. **Normal light** reduces DL by 1 per round to a minimum of 0. **Bright bonfire or daylight** resets DL to 0 and suppresses Dread effects for 10 minutes.

10.4 Last Light

If the final light dies, advance to DL 6 at once. The Dread acts before the first player turn.

10.5 Dread Effects by Darkness Level

Each level brings the night closer, and the night has teeth

DL	Name	Effect
1	Unease	All Resolve saves are at disadvantage until light returns.
2	Disorientation	Insight and Finesse checks at disadvantage. You drift unless you declare physical contact.
3	Shadows Lengthen	Each character makes a Resolve save DC 12 or suffers Morale Broken.
4	Grasping Dark	One random character is attacked by unseen claws. Fang and Claw damage. Ignores DR.
5	Dragged Screaming	One random character makes an Endurance save DC 14 or is pulled into black and separated.
6	The Hunt	Each round, 1d4 shadow beasts attack until light is restored. Their strikes ignore DR and cause Bleeding Wound.

10.6 The 1d100 Dread Table

Roll when DL increases or when a trigger condition is met. Results escalate. Even low results are bad news.

- | | |
|--|--|
| 1. Your name, whispered from the wrong direction. Only you hear it. | 13. A whisper in your ear says, "Not you first." |
| 2. The air tastes like blood. Any open wound aches. | 14. Every sound you make echoes twice. Once normal. Once wrong. |
| 3. Footsteps circle the group, never visible, but crunching close. | 15. Your shadow freezes in place while you keep moving. |
| 4. A child's laughter echoes from the dark, then cuts off mid-breath. | 16. Wet dripping from nowhere. The smell of copper follows. |
| 5. Shapes move just outside your vision. Too tall. Too thin. | 17. Rats pour past you in a panic. Their eyes are milk-white. |
| 6. A shadow passes between you and your own shadow. | 18. A door you passed earlier is now wide open. |
| 7. Something brushes your neck. Cold fingers or cobwebs or both. | 19. Something scuttles into the pack on your back and does not come out. |
| 8. One pack or pouch is lighter. Half its contents are gone. | 20. All torches burn half as bright for 1d4 turns. |
| 9. Your breath fogs even in summer. The cold sits in your teeth. | 21. A nail traces your ribs from the inside. You feel every inch. |
| 10. An old friend's face hangs in the dark, smiling. The teeth keep widening. | 22. A pale arm snakes out of the dark, strokes your cheek, and is gone. |
| 11. A slow scraping begins. Metal on bone. It does not stop until light returns. | 23. One party member's reflection is missing from polished metal. |
| 12. Dust flakes from above. Looking up is a mistake. | 24. Gnawing from below. Your boot sole feels thinner. |
| | 25. Hot breath sighs against your ear from an unseen mouth. |

26. Cold fingers clasp your wrist. They let go if light touches them.
27. A black worm crawls out of your nostril, drops, and vanishes.
28. A handprint burns into your armor or skin. No damage yet.
29. Something licks your weapon's blade.
30. A wet shape lands on your shoulder and crawls away.
31. One voice changes. Deeper. Slower. Not theirs.
32. A skittering thing climbs inside your boot. It stays.
33. The back of your neck tightens as if gripped and pulled backwards.
34. A single claw hooks your belt and tugs.
35. Chewing inside your pack. You know what you packed. Now less of it is there.
36. Invisible teeth close lightly on your fingers. A warning bite.
37. A warm hand slips into yours. You know no one stands there.
38. Thin blood trickles from your ear.
39. A sharp tug at your ankle. Your foot yanked an inch into shadow.
40. Something slides over your mouth and nose for one breath.
41. A tall, robed, faceless figure paces you. It vanishes in bright light.
42. A mouth opens in the air and speaks backward. Resolve save or lose 1 Strike.
43. The dark pools ahead, writhes, and reforms closer.
44. An insect-legged silhouette stands in the path, swaying. Gone when approached.
45. A massive shadow hand slaps the ground near you. It is testing reach.
46. The air reeks of rot. Maggots spill from between your fingers.
47. The ground softens underfoot. Something beneath is breathing.
48. Light flickers and reveals something standing right behind you.
49. A wet dragging sound grows louder and louder. Then nothing.
50. A cold ripple passes through you. Lose 1d4 Endurance until rested.
51. Eyes open in the dark. Too many. Too far apart.
52. A jaw as wide as a doorway snaps shut in the distance.
53. Light stutters. For a heartbeat everyone's face is wrong.
54. A colossal shape passes overhead, blotting what little light remains.
55. Your shadow peels from the ground and walks away.
56. A voice bargains. "Give me one of you and the rest go free."
57. The ground ahead gleams wet with blood. No bodies.
58. You step in something warm that wriggles between your toes.
59. Your weapon hums in your hand, eager for something you cannot see.
60. A scream erupts nearby, cuts short. None of you made it.
61. The Dread chooses one of you. Resolve DC 14 or dragged 10 feet into black.
62. Shadow tendrils wrench a weapon away into the dark.
63. Your skin blooms with fresh handprints, front and back.
64. A corpse stumbles out whispering your name and collapses.
65. A pale, eyeless head emerges and vomits insects.
66. Breathing around you. Many chests. No bodies.
67. One face becomes unrecognizable to allies for 1d6 turns.
68. The floor drops. You were standing on something's back.
69. A huge human hand sweeps the group. All are knocked prone.
70. Wet, sucking movement on the ceiling. It crawls toward the light.
71. A shadow beast manifests. Treat as a unique monster. Immune to ranged unless lit.
72. Your ears pop. Pressure changes. Something big just arrived.
73. A jaw ruptures from the ground, snapping at random.
74. A wet hide slaps your face and seals it. You cannot breathe.
75. A random character is hauled straight up into black.
76. Light dims by half each round until fed fresh fuel.
77. Weapons feel heavy. Take +2 Strike damage from fatigue until light returns.
78. A second set of footsteps echoes yours exactly. Then stops.
79. The Dread takes the shape of your worst memory. It attacks.
80. Your shadows strangle you. Finesse save or take 1 Strike each round until lit.
81. Your throat fills with cold dark. You are silenced and take 1 Strike per round until an Endurance save DC 15 or light is restored.
82. Edge rot. One wielded weapon or tool crumbles to rust and splinters.
83. All light goes black for 1d6 rounds. Magical light must succeed a Faith or Magick save DC 14 to hold.
84. Time skips. One character loses 1d6 minutes of memory and suffers -1 Defense until dawn.
85. The wall swells and splits. A Womb in the Wall is born nearby.
86. The flagstones gape like a mouth. Night's Jaw wakes under the rear-most character.
87. Your shadows walk away carrying something important. One valuable or needed item is gone.
88. Black silk threads cross the air. Movement halved. A Black Veil arrives in 1d4 rounds.
89. A bell tolls from nowhere. Resolve DC 15 or you shout for help. Enemies converge.
90. Nearest corpse rises as a Bone Lantern. All mundane light within 3 squares snuffs.
91. The Dread names you. Permanently lose 1 Presence unless you sacrifice blood or treasure now.
92. A false moon blooms behind the clouds. Miracles fail for the rest of the night.
93. A cold brand appears on your skin. Lose 1 Luck until scoured with salt and fire.
94. Blood runs uphill toward the darkest point. Bleeding Wounds deal +1 Strike per round.
95. A clutch of Grand Moth eggs burst. Endurance save DC 14 or you are poisoned and blinded for 1d4 rounds.
96. Fog thickens to ink. Visibility is zero. The party is separated and scattered 1d6 squares.
97. A loved one's voice pleads in the dark. Resolve DC 16 or you follow 2 squares per round.
98. The ceiling lowers with creaks and pops. Finesse DC 15 or go prone. A Maw-in-Shadow opens behind you.
99. The Dread demands a tithe. Leave a living creature behind or advance to DL 6 and 1d4 Pale Tenders arrive.
100. **Black Noon.** Night within night. Treat DL as 7. Each round an avatar of The Dread attacks everyone. Only true daylight or a consecrated ward ends it. Survivors gain a scar and a rumor.

10.7 Bestiary of the Dread

The creatures that crawl from shadow when darkness claims the world

10.7.1 Shade-Latcher

The weight on your back when your pack is wrong.

Strikes: 3 **Defense:** 15

Attack: Claw Rake 1 Strike and Morale Broken.

Special: Latched victims have disadvantage on all saves. Removing it requires a Finesse save DC 14 or suffer 1 Strike.

Weakness: Vanishes in direct sunlight or DL 0 magical light.

10.7.2 Maw-in-Shadow

A ring of wet teeth where no mouth should be.

Strikes: 5 **Defense:** 13

Attack: Bite 2 Strikes and Bleeding Wound DC 14 to stop.

Special: Attacks drag the target 5 feet on a critical.

Weakness: Takes +2 Strikes from fire.

10.7.3 The Hollow Choir

They sing with stolen voices and every verse walks you closer.

Strikes: 4 each **Defense:** 12

Attack: Lamentation forces Resolve DC 15 to approach. At 2 squares they bite for 1 Strike and Bleeding Wound.

Special: Listening more than 1 turn gives disadvantage on attacks until silence.

Weakness: Cannot speak in bright light.

10.7.4 Night's Jaw

A pit that was not there a moment ago.

Strikes: 8 **Defense:** 16

Attack: Snap 3 Strikes and auto prone. Finesse DC 15 to avoid.

Special: Stationary burrower that shifts shadow to appear under prey.

Weakness: Baitable. Immobile once committed.

10.7.5 Pale Tenders

Tall. Spindly. Courteous.

Strikes: 6 **Defense:** 15

Attack: Grip and Drag pulls 10 feet on Endurance DC 14 fail.

Special: First contact in loved one's voice. Resolve DC 12 or you hesitate and they gain a free attack.

Weakness: Cannot cross a salt line.

10.7.6 The Grand Moth

Corpse pale wings. A human mouth whispering secrets.

Strikes: 6 **Defense:** 12

Attack: Dust Cloud. Endurance DC 13 or blinded and poisoned for 1d4 turns.

Special: Whispers implant false memories. Resolve DC 15 or accept a harmful lie.

Weakness: Fragile. Fire forces morale checks.

10.8 Running the Dread

How to make the darkness matter

Do not stall. Advance DL when light falters or the scene demands it. Let your players feel the clock tick.

Use short sentences and hard cuts. Let table results interrupt plans.

When in doubt, add breath, cold, and sound. The Dread is a sensory predator.

Reward redundancy. The fool with one torch dies first. The bastard with three lives long enough to be unlucky later.

If a result would be dull where they stand, move the group or move the horror. The Dread wants them. It will come.

11 Torches in the Dark Bestiary

11.1 Human Antagonists

11.1.1 Thief

A desperate cutpurse from the city's underbelly

Strikes: 1 **Defense:** 13

Attributes: Might+0, Finesse+3, Endurance+1, Insight+2, Resolve+1, Presence+1, Faith+0, Magick+0, Luck+2

Special: Backstab (3/3): If target has acted this round, deal +1 Strike

11.1.2 Bandit

A highway robber driven to violence by hunger

Strikes: 1 **Defense:** 11

Attributes: Might+2, Finesse+1, Endurance+2, Insight+1, Resolve+1, Presence+1, Faith+0, Magick+0, Luck+2

Special: Battle Cry (1/1): Nearby allies gain +1 to attack rolls for 1 round

11.1.3 Slaver

A human trafficker who deals in flesh

Strikes: 2 **Defense:** 12

Attributes: Might+2, Finesse+2, Endurance+2, Insight+1, Resolve+2, Presence+1, Faith+0, Magick+0, Luck+1

Special: Whip Crack: Target must pass Resolve save or cower in fear

11.1.4 Brigand

A brutal outlaw hardened by years of violence

Strikes: 2 **Defense:** 13

Attributes: Might+3, Finesse+3, Endurance+2, Insight+1, Resolve+1, Presence+0, Faith+0, Magick+0, Luck+0

Special: Crushing Strike (1/1): Ignore all armor reduction on successful hit

11.1.5 Cannibal

A deranged human who has developed a taste for flesh

Strikes: 2 **Defense:** 11

Attributes: Might+3, Finesse+2, Endurance+3, Insight+1, Resolve+1, Presence-1, Faith-1, Magick+0, Luck+1

Special: Frenzy: +2 to attack rolls when below half strikes

11.1.6 Cultist

A fanatic devoted to dark, forgotten gods

Strikes: 1 **Defense:** 10

Attributes: Might+1, Finesse+0, Endurance+1, Insight+2, Resolve+3, Presence+2, Faith+1, Magick+1, Luck-1

Special: Fanatical Devotion: Immune to fear effects

11.1.7 Assassin

A cold killer who murders for coin

Strikes: 2 **Defense:** 14

Attributes: Might+2, Finesse+4, Endurance+1, Insight+2, Resolve+2, Presence+1, Faith+0, Magick+0, Luck+1

Special: Poisoned Blade (2/2): Target takes 1 additional strike next round

11.1.8 Torturer*A cruel interrogator who enjoys inflicting pain***Strikes:** 2 **Defense:** 11**Attributes:** Might+2, Finesse+2, Endurance+2, Insight+3, Resolve+3, Presence+1, Faith-1, Magick+0, Luck+0**Special:** Pain Tolerance: +2 to Endurance saves against torture**11.1.9 Mercenary***A battle-scarred sellsword***Strikes:** 2 **Defense:** 13**Attributes:** Might+3, Finesse+3, Endurance+2, Insight+1, Resolve+2, Presence+1, Faith+0, Magick+0, Luck+0**Special:** Combat Veteran: +1 to initiative rolls**11.1.10 Pirate***A sea-faring raider with blood on his hands***Strikes:** 2 **Defense:** 13**Attributes:** Might+2, Finesse+3, Endurance+2, Insight+2, Resolve+2, Presence+2, Faith+0, Magick+0, Luck+1**Special:** Sea Legs: Immune to effects that would knock prone on ships**11.1.11 Marauder***A savage raider who lives for battle and plunder***Strikes:** 2 **Defense:** 12**Attributes:** Might+3, Finesse+2, Endurance+3, Insight+1, Resolve+2, Presence+1, Faith+0, Magick+0, Luck+1**Special:** Bloodthirsty: +1 to attack rolls against wounded enemies**11.1.12 Reaver***A merciless warrior who takes no prisoners***Strikes:** 3 **Defense:** 13**Attributes:** Might+4, Finesse+3, Endurance+3, Insight+2, Resolve+3, Presence+2, Faith+0, Magick+0, Luck+1**Special:** Relentless: Can attack again after killing an enemy**11.1.13 Brute***A large, brutish enforcer with little wit***Strikes:** 2 **Defense:** 10**Attributes:** Might+4, Finesse+0, Endurance+3, Insight-1, Resolve+1, Presence+1, Faith+0, Magick+0, Luck+2**Special:** Overwhelming Force: +2 strikes when attacking surprised targets**11.1.14 Guard***A corrupt town watchman who serves whoever pays***Strikes:** 2 **Defense:** 12**Attributes:** Might+2, Finesse+2, Endurance+2, Insight+1, Resolve+2, Presence+1, Faith+0, Magick+0, Luck+0**Special:** Stand Your Ground (2/2): Gain +2 Defense until start of next turn**11.1.15 Zealot***A religious fanatic willing to die for their dark faith***Strikes:** 2 **Defense:** 11**Attributes:** Might+2, Finesse+1, Endurance+2, Insight+1, Resolve+4, Presence+2, Faith+3, Magick+0, Luck+1**Special:** Divine Fervor: +2 to all Faith saves, immune to fear

11.1.16 Wytch Hunter*A grim inquisitor who burns the magically gifted***Strikes:** 3 **Defense:** 13**Attributes:** Might+3, Finesse+3, Endurance+2, Insight+3, Resolve+4, Presence+2, Faith+2, Magick+0, Luck+1**Special:** Wytch Sight: Can detect magical auras, +2 vs spellcasters**11.1.17 Executioner***A hooded killer who serves as judge and jury***Strikes:** 3 **Defense:** 12**Attributes:** Might+4, Finesse+2, Endurance+3, Insight+1, Resolve+3, Presence+1, Faith+0, Magick+0, Luck+1**Special:** Headsman's Axe: Critical hits deal +2 strikes instead of +1**11.1.18 Ronin***A masterless warrior seeking redemption through combat***Strikes:** 3 **Defense:** 14**Attributes:** Might+3, Finesse+4, Endurance+2, Insight+2, Resolve+3, Presence+2, Faith+1, Magick+0, Luck+1**Special:** Precise Strike: Critical hits deal +2 strikes instead of +1**11.1.19 Warlord***A battle-tested leader of men and monsters***Strikes:** 4 **Defense:** 14**Attributes:** Might+4, Finesse+3, Endurance+3, Insight+3, Resolve+4, Presence+4, Faith+1, Magick+0, Luck+2**Special:** Command Presence: Allies within 30ft gain +1 to morale saves**11.1.20 Pit Fighter***A scarred gladiator who fights for survival***Strikes:** 3 **Defense:** 13**Attributes:** Might+4, Finesse+3, Endurance+4, Insight+2, Resolve+3, Presence+2, Faith+0, Magick+0, Luck+2**Special:** Arena Veteran: +1 to attack rolls when outnumbered**11.1.21 Wytch***A crone with knowledge of dark magic***Strikes:** 2 **Defense:** 12**Attributes:** Might+1, Finesse+2, Endurance+2, Insight+4, Resolve+3, Presence+2, Faith-1, Magick+4, Luck+2**Special:** Hex Magic: Curse targets with misfortune**11.1.22 Warlock***A human bound to dark powers***Strikes:** 3 **Defense:** 13**Attributes:** Might+2, Finesse+3, Endurance+2, Insight+3, Resolve+3, Presence+3, Faith-2, Magick+4, Luck+2**Special:** Shadow Coil (3/3), Doombrand (2/2), Eldritch Blast**11.1.23 Necromancer***A master of death magic***Strikes:** 4 **Defense:** 14**Attributes:** Might+1, Finesse+4, Endurance+2, Insight+5, Resolve+4, Presence+3, Faith-3, Magick+6, Luck+2**Special:** Animate Dead, Death Spells, Control Undead

11.1.24 Demon Cultist*A human devoted to infernal powers***Strikes:** 2 **Defense:** 11**Attributes:** Might+2, Finesse+2, Endurance+2, Insight+2, Resolve+3, Presence+2, Faith-2, Magick+2, Luck+1**Special:** Demonic Pact: Summon lesser demon once per day**11.1.25 Mad Prophet***A divine herald driven to insanity***Strikes:** 2 **Defense:** 12**Attributes:** Might+1, Finesse+1, Endurance+2, Insight+3, Resolve+2, Presence+3, Faith+4, Magick+1, Luck-1**Special:** Divine Madness: Speak prophecies that alter fate**11.1.26 Blood Priest***A cleric who serves through sacrifice***Strikes:** 3 **Defense:** 13**Attributes:** Might+2, Finesse+2, Endurance+3, Insight+3, Resolve+4, Presence+3, Faith+4, Magick+1, Luck+1**Special:** Blood Magic: Sacrifice health for powerful spells**11.1.27 Dark Paladin***A fallen knight serving evil***Strikes:** 4 **Defense:** 15**Attributes:** Might+4, Finesse+4, Endurance+3, Insight+2, Resolve+4, Presence+3, Faith-2, Magick+2, Luck+2**Special:** Unholy Smite, Aura of Fear, Dark Healing**11.1.28 Slave Master***A cruel overseer of human chattel***Strikes:** 3 **Defense:** 13**Attributes:** Might+3, Finesse+3, Endurance+2, Insight+2, Resolve+3, Presence+3, Faith+0, Magick+0, Luck+2**Special:** Break Will: Target must pass Resolve save or lose next action**11.1.29 Inquisitor***A religious zealot who purges heretics***Strikes:** 3 **Defense:** 14**Attributes:** Might+3, Finesse+3, Endurance+3, Insight+3, Resolve+4, Presence+3, Faith+3, Magick+0, Luck+1**Special:** Divine Authority: +2 to intimidation, immune to lies**11.1.30 Berserker***A warrior lost to battle rage***Strikes:** 3 **Defense:** 11**Attributes:** Might+5, Finesse+2, Endurance+4, Insight+1, Resolve+2, Presence+2, Faith+0, Magick+0, Luck+2**Special:** Unstoppable Rage: +2 strikes when below half health**11.2 Beasts****11.2.1 Rat***A diseased rodent from the sewers***Strikes:** 1 **Defense:** 12**Attributes:** Might-1, Finesse+2, Endurance+0, Insight+1, Resolve+1, Presence-2, Faith+0, Magick+0, Luck+1**Special:** Disease Bite: Target must pass Endurance save or contract plague

11.2.2 Wolf

A lean predator driven by hunger

Strikes: 2 **Defense:** 13

Attributes: Might+2, Finesse+3, Endurance+2, Insight+2, Resolve+2, Presence+0, Faith+0, Magick+0, Luck+1

Special: Pack Hunter: +1 to attack if ally attacked same target this round

11.2.3 Giant Rat

A sewer rat grown to monstrous size

Strikes: 2 **Defense:** 11

Attributes: Might+1, Finesse+2, Endurance+2, Insight+1, Resolve+1, Presence-1, Faith+0, Magick+0, Luck+1

Special: Gnaw: On critical hit, target's armor loses 1 defense permanently

11.2.4 Cave Bear

A massive predator that dwells in mountain caves

Strikes: 4 **Defense:** 11

Attributes: Might+5, Finesse+1, Endurance+4, Insight+2, Resolve+3, Presence+1, Faith+0, Magick+0, Luck+0

Special: Maul: On critical hit, target must pass Endurance save or be stunned

11.2.5 Dire Wolf

An oversized wolf with intelligence and malice

Strikes: 3 **Defense:** 12

Attributes: Might+3, Finesse+2, Endurance+3, Insight+3, Resolve+2, Presence+1, Faith+0, Magick+0, Luck+1

Special: Intimidating Howl: Enemies within 30ft must pass Resolve save or take -1 to attacks

11.2.6 Saber Cat

A prehistoric feline with massive canine teeth

Strikes: 3 **Defense:** 14

Attributes: Might+4, Finesse+4, Endurance+3, Insight+3, Resolve+2, Presence+1, Faith+0, Magick+0, Luck+2

Special: Pounce: Deal +2 strikes if moved before attacking

11.2.7 Giant Spider

A web-spinning predator the size of a horse

Strikes: 2 **Defense:** 12

Attributes: Might+2, Finesse+3, Endurance+2, Insight+2, Resolve+1, Presence-2, Faith+0, Magick+0, Luck+1

Special: Web Trap: Target must pass Finesse save or be restrained

11.2.8 Viper

A serpent with deadly venom

Strikes: 1 **Defense:** 13

Attributes: Might+1, Finesse+3, Endurance+1, Insight+2, Resolve+1, Presence-2, Faith+0, Magick+0, Luck+1

Special: Lethal Venom: Target must pass Endurance save or take 2 strikes next round

11.2.9 Giant Scorpion

A desert arachnid with crushing claws

Strikes: 3 **Defense:** 13

Attributes: Might+3, Finesse+3, Endurance+4, Insight+1, Resolve+2, Presence-1, Faith+0, Magick+0, Luck+0

Special: Poison Sting: Target must pass Endurance save or be paralyzed for 1 round

11.2.10 Mammoth*A colossal woolly beast from the frozen wastes***Strikes:** 8 **Defense:** 11**Attributes:** Might+8, Finesse+1, Endurance+6, Insight+2, Resolve+4, Presence+3, Faith+0, Magick+0, Luck+1**Special:** Trample: Can move through enemies, dealing 2 strikes to each**11.2.11 Desert Scorpion***A giant arachnid from burning sands***Strikes:** 2 **Defense:** 12**Attributes:** Might+3, Finesse+3, Endurance+3, Insight+2, Resolve+2, Presence+1, Faith+0, Magick+0, Luck+1**Special:** Burning Sting: Venom causes internal fire**11.2.12 Pit Viper***A massive serpent from volcanic depths***Strikes:** 3 **Defense:** 13**Attributes:** Might+4, Finesse+3, Endurance+4, Insight+2, Resolve+2, Presence+1, Faith+0, Magick+0, Luck+2**Special:** Molten Venom: Poison burns like liquid fire**11.2.13 Blood Eagle***A raptor that feeds on still-beating hearts***Strikes:** 2 **Defense:** 15**Attributes:** Might+3, Finesse+5, Endurance+2, Insight+3, Resolve+2, Presence+2, Faith+0, Magick+0, Luck+3**Special:** Heart Ripper: Tear out vital organs in flight**11.2.14 Storm Crow***A giant corvid that heralds disaster***Strikes:** 2 **Defense:** 16**Attributes:** Might+2, Finesse+6, Endurance+2, Insight+4, Resolve+3, Presence+2, Faith+0, Magick+1, Luck+4**Special:** Ill Omen: Enemies suffer -1 to all rolls**11.3 Undead****11.3.1 Skeleton***Animated bones held together by dark magic***Strikes:** 1 **Defense:** 10**Attributes:** Might+1, Finesse+0, Endurance+0, Insight+0, Resolve+3, Presence-2, Faith+0, Magick+0, Luck-1**Special:** Undead Resilience: Immune to fear, poison, and mental effects**11.3.2 Zombie***A shambling corpse that hungers for flesh***Strikes:** 2 **Defense:** 8**Attributes:** Might+3, Finesse-2, Endurance+4, Insight-2, Resolve+1, Presence-3, Faith+0, Magick+0, Luck-2**Special:** Undying: Continue fighting for 1 round after reaching 0 strikes**11.3.3 Ghoul***A flesh-eating corpse with paralyzing claws***Strikes:** 2 **Defense:** 12**Attributes:** Might+2, Finesse+2, Endurance+2, Insight+1, Resolve+2, Presence-1, Faith+0, Magick+0, Luck-1**Special:** Paralysis: Target must pass Endurance save or lose next action

11.3.4 Wight

A powerful undead warrior retaining combat skills

Strikes: 3 **Defense:** 13

Attributes: Might+4, Finesse+3, Endurance+3, Insight+2, Resolve+4, Presence+1, Faith-1, Magick+1, Luck+0

Special: Energy Drain: Target hit loses 1 from random ability score

11.3.5 Wraith

An incorporeal spirit filled with hatred

Strikes: 2 **Defense:** 14

Attributes: Might+1, Finesse+4, Endurance+0, Insight+3, Resolve+4, Presence+2, Faith-2, Magick+3, Luck+1

Special: Life Drain: Heal 1 strike when dealing strikes to living creatures

11.3.6 Specter

A ghostly apparition that feeds on terror

Strikes: 1 **Defense:** 14

Attributes: Might+0, Finesse+4, Endurance+0, Insight+2, Resolve+4, Presence+2, Faith-1, Magick+2, Luck+1

Special: Terror: Target must pass Resolve save or flee in panic

11.3.7 Mummy

An ancient corpse wrapped in cursed bandages

Strikes: 3 **Defense:** 12

Attributes: Might+3, Finesse+2, Endurance+4, Insight+2, Resolve+4, Presence+1, Faith+2, Magick+2, Luck-1

Special: Curse of Ages: Target hit must pass Faith save or age 1 year

11.3.8 Banshee

A wailing spirit of vengeance and sorrow

Strikes: 2 **Defense:** 15

Attributes: Might+1, Finesse+5, Endurance+0, Insight+3, Resolve+5, Presence+3, Faith-2, Magick+4, Luck+2

Special: Wail of Death: All living within 30ft must pass Resolve save or be stunned

11.3.9 Vampire Spawn

A lesser vampire serving its dark master

Strikes: 3 **Defense:** 14

Attributes: Might+3, Finesse+4, Endurance+2, Insight+3, Resolve+3, Presence+3, Faith-3, Magick+1, Luck+2

Special: Blood Drain: Heal 1 strike when dealing strikes to living targets

11.3.10 Lich

An undead sorcerer of terrible power

Strikes: 8 **Defense:** 16

Attributes: Might+2, Finesse+6, Endurance+3, Insight+6, Resolve+6, Presence+4, Faith-3, Magick+8, Luck+2

Special: Spellcaster: Can cast Mage abilities, Paralyzing Touch, Death Magic

11.3.11 Hopping Corpse

A rigid cadaver that moves in stiff, bouncing leaps

Strikes: 2 **Defense:** 11

Attributes: Might+3, Finesse+1, Endurance+3, Insight+1, Resolve+3, Presence-1, Faith+0, Magick+0, Luck-1

Special: Rigid Form: Immune to precision attacks, moves by hopping only

11.3.12 Hungry Ghost*A gaunt spirit with an insatiable appetite***Strikes:** 1 **Defense:** 12**Attributes:** Might+1, Finesse+2, Endurance+1, Insight+2, Resolve+4, Presence+1, Faith-2, Magick+1, Luck+1**Special:** Endless Hunger: Must feed on living essence or grow weaker**11.3.13 Bone Dancer***A skeletal warrior animated by ancient war drums***Strikes:** 2 **Defense:** 13**Attributes:** Might+2, Finesse+3, Endurance+2, Insight+1, Resolve+3, Presence+1, Faith+0, Magick+1, Luck+1**Special:** Rhythmic Combat: +1 to attack rolls when multiple bone dancers present**11.3.14 Paper Talisman***A corpse wrapped in sacred papers that animate it***Strikes:** 1 **Defense:** 10**Attributes:** Might+2, Finesse+0, Endurance+2, Insight+0, Resolve+4, Presence-2, Faith+1, Magick+2, Luck-1**Special:** Seal Bound: Destroyed if talisman papers are removed**11.3.15 Weeping Maiden***A sorrowful female spirit who died in anguish***Strikes:** 2 **Defense:** 14**Attributes:** Might+1, Finesse+4, Endurance+1, Insight+3, Resolve+5, Presence+3, Faith-1, Magick+3, Luck+2**Special:** Tears of Sorrow: All within 20ft must pass Resolve save or take -1 to actions**11.3.16 Iron Teeth***A cannibalistic spirit with metal fangs***Strikes:** 2 **Defense:** 12**Attributes:** Might+3, Finesse+2, Endurance+2, Insight+2, Resolve+2, Presence+1, Faith-2, Magick+0, Luck+1**Special:** Metal Bite: Ignores armor, can chew through metal**11.3.17 Floating Head***A severed head trailing entrails that flies through the night***Strikes:** 1 **Defense:** 15**Attributes:** Might+0, Finesse+5, Endurance+1, Insight+3, Resolve+3, Presence+2, Faith-2, Magick+2, Luck+2**Special:** Blood Drain: Must feed on pregnant women or children to survive**11.3.18 Drowned Sailor***A waterlogged corpse that died at sea***Strikes:** 2 **Defense:** 11**Attributes:** Might+2, Finesse+1, Endurance+3, Insight+2, Resolve+2, Presence+1, Faith-1, Magick+1, Luck+0**Special:** Sea Curse: Can walk on water, immune to drowning**11.3.19 Plague Bearer***A diseased corpse that spreads corruption***Strikes:** 2 **Defense:** 10**Attributes:** Might+2, Finesse+1, Endurance+4, Insight+1, Resolve+2, Presence-1, Faith-1, Magick+0, Luck-1**Special:** Disease Aura: All within 4 squares must pass Endurance save or become ill

11.3.20 Ancestor Shade

The restless spirit of a dishonored elder

Strikes: 3 **Defense:** 13

Attributes: Might+1, Finesse+3, Endurance+2, Insight+4, Resolve+5, Presence+3, Faith+1, Magick+3, Luck+2

Special: Family Curse: +2 strikes against blood relatives

11.3.21 Vampire Lord

An ancient bloodsucker of noble bearing

Strikes: 10 **Defense:** 17

Attributes: Might+6, Finesse+7, Endurance+5, Insight+6, Resolve+6, Presence+7, Faith+4, Magick+4, Luck+4

Special: Dominate (2/2): Target must pass Resolve save or obey one command

11.3.22 Lich King

A master of death and undeath

Strikes: 18 **Defense:** 18

Attributes: Might+4, Finesse+8, Endurance+6, Insight+8, Resolve+8, Presence+6, Faith+5, Magick+10, Luck+3

Special: Death Command (1/1): Instantly kill target with 3 or fewer strikes remaining

11.4 Demi-Human

11.4.1 Goblin

A small, vicious creature from the deep caves

Strikes: 1 **Defense:** 12

Attributes: Might+0, Finesse+2, Endurance+1, Insight+1, Resolve+0, Presence-1, Faith+0, Magick+0, Luck+2

Special: Dirty Fighting: Critical hits on 19-20 against surprised targets

11.4.2 Orc

A brutish warrior with a taste for violence

Strikes: 2 **Defense:** 11

Attributes: Might+4, Finesse+1, Endurance+3, Insight+0, Resolve+1, Presence+1, Faith+0, Magick+0, Luck+0

Special: Berserker Rage: +2 to attack rolls when below half strikes

11.4.3 Cave Dweller

A pale, blind humanoid adapted to underground life

Strikes: 1 **Defense:** 13

Attributes: Might+1, Finesse+3, Endurance+2, Insight+4, Resolve+1, Presence-2, Faith+0, Magick+0, Luck+1

Special: Blindsight: Cannot be surprised, immune to visual effects

11.4.4 Troll

A massive humanoid with regenerative flesh

Strikes: 5 **Defense:** 11

Attributes: Might+6, Finesse+1, Endurance+5, Insight+1, Resolve+2, Presence+1, Faith+0, Magick+0, Luck+0

Special: Regeneration: Regain 1 strike per round unless fire strikes taken

11.4.5 Giant

A colossal humanoid from the ancient world

Strikes: 10 **Defense:** 12

Attributes: Might+8, Finesse+2, Endurance+7, Insight+2, Resolve+4, Presence+3, Faith+0, Magick+0, Luck+1

Special: Boulder Throw: Ranged attack for 3 strikes up to 200ft

11.4.6 Troglodyte

A primitive reptilian humanoid

Strikes: 2 **Defense:** 12

Attributes: Might+3, Finesse+2, Endurance+3, Insight+1, Resolve+1, Presence-1, Faith+0, Magick+0, Luck+1

Special: Stench: Adjacent enemies must pass Endurance save or take -1 to actions

11.4.7 Neanderthal

A primitive human cousin with crude weapons

Strikes: 2 **Defense:** 11

Attributes: Might+3, Finesse+1, Endurance+4, Insight+1, Resolve+2, Presence+1, Faith+0, Magick+0, Luck+1

Special: Stone Tools: Weapons break on natural 1, but deals +1 strike on 20

11.4.8 Watcher

A tall, gaunt humanoid that serves ancient powers

Strikes: 3 **Defense:** 14

Attributes: Might+2, Finesse+4, Endurance+2, Insight+5, Resolve+4, Presence+2, Faith-1, Magick+3, Luck+1

Special: All-Seeing Eyes: Cannot be surprised, sees through illusions

11.4.9 Goblin Scout

A small, vicious cave dweller with yellow eyes

Strikes: 1 **Defense:** 12

Attributes: Might+0, Finesse+2, Endurance+1, Insight+2, Resolve+1, Presence-1, Faith+0, Magick+0, Luck+2

Special: Tunnel Fighter: +2 to attacks in cramped spaces

11.4.10 Orc Raider

A brutish warrior from the badlands

Strikes: 2 **Defense:** 11

Attributes: Might+4, Finesse+1, Endurance+3, Insight+0, Resolve+1, Presence+1, Faith+0, Magick+0, Luck+0

Special: Berserker Fury: +2 to attacks when below half strikes

11.4.11 Serpent-Man

An ancient scaled humanoid from pre-human times

Strikes: 3 **Defense:** 13

Attributes: Might+2, Finesse+3, Endurance+3, Insight+4, Resolve+3, Presence+2, Faith-1, Magick+3, Luck+1

Special: Ancient Knowledge: Can cast simple spells, hypnotic gaze

11.4.12 Ape-Man

A primitive humanoid from the deep jungles

Strikes: 2 **Defense:** 11

Attributes: Might+4, Finesse+2, Endurance+3, Insight+1, Resolve+2, Presence+1, Faith+0, Magick+0, Luck+1

Special: Crushing Grip: Grappled targets take 1 strikes per round

11.4.13 Frost Giant

A colossal humanoid from the frozen north

Strikes: 12 **Defense:** 13

Attributes: Might+9, Finesse+3, Endurance+8, Insight+3, Resolve+5, Presence+4, Faith+1, Magick+1, Luck+2

Special: Ice Weapons, Cold Immunity, Boulder Throw

11.4.14 Fire Giant

A massive humanoid wreathed in flames

Strikes: 14 **Defense:** 14

Attributes: Might+10, Finesse+4, Endurance+9, Insight+4, Resolve+6, Presence+5, Faith+1, Magick+2, Luck+2

Special: Molten Weapon (2/2): Weapon attacks deal +2 strikes and ignite targets

11.4.15 Storm Giant

A colossal being that commands the weather

Strikes: 16 **Defense:** 16

Attributes: Might+9, Finesse+6, Endurance+8, Insight+6, Resolve+7, Presence+7, Faith+2, Magick+5, Luck+3

Special: Lightning Strike (3/3): Call down bolt for 3 strikes against any target within 40 squares

11.4.16 Titan

An ancient giant from the dawn of time

Strikes: 20 **Defense:** 15

Attributes: Might+12, Finesse+5, Endurance+11, Insight+7, Resolve+9, Presence+8, Faith+3, Magick+4, Luck+4

Special: Primordial Strength (1/1): Deal 6 strikes strikes, ignoring all armor and defenses

11.5 Demons

11.5.1 Lesser Demon

A weak fiend summoned from the abyss

Strikes: 2 **Defense:** 12

Attributes: Might+2, Finesse+2, Endurance+2, Insight+1, Resolve+2, Presence+1, Faith-2, Magick+2, Luck+1

Special: Hellfire Claws: Deal fire strikes that ignores armor

11.5.2 Imp

A small, winged demon that delights in cruelty

Strikes: 1 **Defense:** 14

Attributes: Might-1, Finesse+4, Endurance+1, Insight+3, Resolve+2, Presence+1, Faith-2, Magick+3, Luck+2

Special: Invisibility: Become invisible until next attack (2/2 per encounter)

11.5.3 Hell Hound

A fiendish canine wreathed in flames

Strikes: 2 **Defense:** 12

Attributes: Might+3, Finesse+2, Endurance+3, Insight+2, Resolve+2, Presence+1, Faith-2, Magick+1, Luck+1

Special: Breath Fire: 15ft cone, Endurance save or take 1 additional strike

11.5.4 Barbed Devil

A fiend covered in razor-sharp spines

Strikes: 4 **Defense:** 14

Attributes: Might+4, Finesse+4, Endurance+4, Insight+3, Resolve+4, Presence+2, Faith-3, Magick+3, Luck+1

Special: Barbed Hide: Attackers in melee range take 1 strike

11.5.5 Shadow Demon

A creature of living darkness

Strikes: 3 **Defense:** 15

Attributes: Might+2, Finesse+5, Endurance+2, Insight+4, Resolve+4, Presence+2, Faith-3, Magick+4, Luck+2

Special: Shadow Step: Teleport between shadows as a free action

11.5.6 Pit Fiend

A mighty general of the infernal legions

Strikes: 12 **Defense:** 17

Attributes: Might+8, Finesse+7, Endurance+7, Insight+6, Resolve+7, Presence+7, Faith-5, Magick+7, Luck+3

Special: Fear Aura, Fire Immunity, Flight, Multiple Attacks

11.5.7 Chain Devil

A fiend bound in cursed iron links

Strikes: 3 **Defense:** 13

Attributes: Might+4, Finesse+3, Endurance+4, Insight+2, Resolve+4, Presence+2, Faith-3, Magick+2, Luck+1

Special: Binding Chains: Entangle and crush with animated chains

11.5.8 Mirror Fiend

A demon that exists only in reflections

Strikes: 2 **Defense:** 15

Attributes: Might+2, Finesse+5, Endurance+1, Insight+4, Resolve+4, Presence+3, Faith-3, Magick+4, Luck+3

Special: Reflection Prison: Trap souls in mirrors

11.5.9 Demon Lord

A prince of the abyss

Strikes: 16 **Defense:** 18

Attributes: Might+10, Finesse+8, Endurance+8, Insight+7, Resolve+8, Presence+9, Faith-6, Magick+9, Luck+4

Special: Hellgate (1/1): Open portal to summon 3 lesser demons for remainder of encounter

11.5.10 Archfiend

A general of hell's armies

Strikes: 20 **Defense:** 19

Attributes: Might+12, Finesse+9, Endurance+9, Insight+8, Resolve+9, Presence+10, Faith-6, Magick+8, Luck+4

Special: Infernal Decree (1/1): Reshape local reality within 20 squares for 1 encounter

11.6 Nightmares

11.6.1 Terror Hound

A nightmare beast that stalks the fearful

Strikes: 2 **Defense:** 13

Attributes: Might+3, Finesse+3, Endurance+2, Insight+3, Resolve+3, Presence+2, Faith-2, Magick+2, Luck+2

Special: Fear Scent: Can track creatures who have felt fear in last 24 hours

11.6.2 Dream Stalker

An entity that hunts through sleep

Strikes: 1 **Defense:** 15

Attributes: Might+1, Finesse+5, Endurance+1, Insight+4, Resolve+4, Presence+3, Faith-2, Magick+4, Luck+3

Special: Sleep Walker: Can only be harmed by sleeping creatures

11.6.3 Mind Flenser

A horror that feeds on sanity

Strikes: 2 **Defense:** 14

Attributes: Might+1, Finesse+4, Endurance+1, Insight+5, Resolve+5, Presence+3, Faith-3, Magick+5, Luck+2

Special: Madness Touch: Target must pass Resolve save or gain temporary insanity

11.6.4 Void Spawn

An aberration from the space between worlds

Strikes: 3 **Defense:** 13

Attributes: Might+3, Finesse+3, Endurance+2, Insight+5, Resolve+4, Presence+1, Faith-4, Magick+5, Luck+2

Special: Reality Distortion: Reroll any die within 30ft once per round

11.6.5 Night Terror

A formless entity of pure fear

Strikes: 2 **Defense:** 14

Attributes: Might+1, Finesse+4, Endurance+1, Insight+4, Resolve+5, Presence+3, Faith-2, Magick+4, Luck+3

Special: Aura of Dread: All enemies within 8 squares take -1 to all rolls

11.6.6 Dream Thief

A being that steals memories and nightmares

Strikes: 2 **Defense:** 14

Attributes: Might+1, Finesse+4, Endurance+1, Insight+5, Resolve+4, Presence+3, Faith-1, Magick+4, Luck+3

Special: Memory Drain: Steal skills and knowledge from targets

11.6.7 Maze Walker

A being that exists between dimensions

Strikes: 2 **Defense:** 15

Attributes: Might+1, Finesse+5, Endurance+1, Insight+4, Resolve+4, Presence+3, Faith+0, Magick+4, Luck+3

Special: Dimensional Step: Teleport through folded space

11.6.8 Mist Walker

A being that exists partially in another realm

Strikes: 2 **Defense:** 15

Attributes: Might+1, Finesse+5, Endurance+1, Insight+4, Resolve+4, Presence+2, Faith+0, Magick+3, Luck+3

Special: Phase Step: Move between dimensions

11.6.9 Memory Eater

A parasite that devours experiences and knowledge

Strikes: 1 **Defense:** 13

Attributes: Might+0, Finesse+3, Endurance+1, Insight+4, Resolve+3, Presence+2, Faith-2, Magick+3, Luck+2

Special: Forget: Erase memories and learned skills

11.6.10 The Nameless Horror

An unspeakable entity beyond comprehension

Strikes: 22 **Defense:** 20

Attributes: Might+10, Finesse+10, Endurance+10, Insight+15, Resolve+15, Presence+5, Faith-10, Magick+15, Luck+6

Special: Reality Corruption (1/1): Change fundamental laws of physics within 30 squares

11.7 Elementals

11.7.1 Fire Elemental

A being of pure flame and destruction

Strikes: 3 **Defense:** 13

Attributes: Might+3, Finesse+3, Endurance+2, Insight+2, Resolve+3, Presence+1, Faith+0, Magick+4, Luck+2

Special: Ignite: Target catches fire and takes 1 strike next round

11.7.2 Earth Elemental

A massive creature of stone and soil

Strikes: 4 **Defense:** 11

Attributes: Might+6, Finesse+1, Endurance+5, Insight+1, Resolve+4, Presence+0, Faith+0, Magick+2, Luck+1

Special: Earth Glide: Move through stone as if it were air

11.7.3 Water Elemental

A flowing mass of animated water

Strikes: 3 **Defense:** 12

Attributes: Might+3, Finesse+2, Endurance+4, Insight+2, Resolve+3, Presence+0, Faith+0, Magick+3, Luck+1

Special: Drench: Extinguish fires, +2 strikes vs fire-based enemies

11.7.4 Air Elemental

A whirling vortex of wind and storm

Strikes: 3 **Defense:** 16

Attributes: Might+2, Finesse+6, Endurance+2, Insight+2, Resolve+2, Presence+0, Faith+0, Magick+3, Luck+2

Special: Whirlwind: Pull all enemies within 20ft closer by 10ft

11.7.5 Ice Elemental

A being of frozen water and bitter cold

Strikes: 3 **Defense:** 13

Attributes: Might+4, Finesse+3, Endurance+3, Insight+2, Resolve+3, Presence+0, Faith+0, Magick+3, Luck+1

Special: Frost Touch: Target must pass Endurance save or move at half speed

11.7.6 Sandstorm Djinn

A wind spirit from the deep desert

Strikes: 4 **Defense:** 16

Attributes: Might+3, Finesse+6, Endurance+3, Insight+4, Resolve+4, Presence+4, Faith+1, Magick+5, Luck+4

Special: Desert Storm: Create blinding sand cyclones

11.7.7 Molten King

A fire elemental ruler from volcanic realms

Strikes: 7 **Defense:** 15

Attributes: Might+6, Finesse+5, Endurance+6, Insight+4, Resolve+5, Presence+6, Faith+1, Magick+5, Luck+4

Special: Lava Crown: Rule over all fire and molten rock

11.8 Constructs

11.8.1 Stone Golem

A guardian carved from living rock

Strikes: 5 **Defense:** 12

Attributes: Might+6, Finesse+2, Endurance+6, Insight+0, Resolve+4, Presence+0, Faith+0, Magick+0, Luck+0

Special: Slow: Target's actions take twice as long (Magick save negates)

11.8.2 Iron Golem

A warrior forged from enchanted metal

Strikes: 6 **Defense:** 13

Attributes: Might+7, Finesse+3, Endurance+6, Insight+0, Resolve+5, Presence+0, Faith+0, Magick+0, Luck+0
Special: Poison Gas: 6 squares cone, Endurance save or poisoned for 3 rounds

11.8.3 Bone Construct

A shambling mass of assembled skeletons

Strikes: 3 **Defense:** 11

Attributes: Might+4, Finesse+1, Endurance+4, Insight+0, Resolve+3, Presence+0, Faith+0, Magick+0, Luck+0

Special: Reassemble: Regain 1 strike when reduced to 1 strike remaining

11.8.4 Flesh Golem

A patchwork horror of stitched body parts

Strikes: 4 **Defense:** 11

Attributes: Might+5, Finesse+1, Endurance+5, Insight-1, Resolve+2, Presence-2, Faith+0, Magick+0, Luck-1

Special: Berserk: When strikesd, must attack nearest creature (friend or foe)

11.8.5 Animated Armor

An empty suit of armor given malevolent purpose

Strikes: 2 **Defense:** 15

Attributes: Might+3, Finesse+5, Endurance+2, Insight+0, Resolve+3, Presence+0, Faith+0, Magick+1, Luck+0

Special: False Appearance: Appear as normal armor until it attacks

11.8.6 Jade Automaton

An ancient construct of green stone and gold

Strikes: 3 **Defense:** 15

Attributes: Might+4, Finesse+5, Endurance+4, Insight+0, Resolve+5, Presence+0, Faith+0, Magick+2, Luck+0

Special: Jade Skin: Immune to mental effects, regenerates slowly

11.8.7 Singing Sword

A possessed blade that controls its wielder

Strikes: 1 **Defense:** 13

Attributes: Might+3, Finesse+3, Endurance+2, Insight+2, Resolve+3, Presence+2, Faith+0, Magick+2, Luck+2

Special: Soul Prison: Trap consciousness within the blade

11.8.8 Soul Cage

A living prison that traps spirits

Strikes: 2 **Defense:** 10

Attributes: Might+2, Finesse+1, Endurance+4, Insight+2, Resolve+3, Presence+1, Faith-2, Magick+3, Luck+1

Special: Spirit Prison: Trap souls within its body

11.8.9 Clockwork Spy

A mechanical infiltrator with many faces

Strikes: 2 **Defense:** 14

Attributes: Might+2, Finesse+4, Endurance+3, Insight+4, Resolve+3, Presence+4, Faith+0, Magick+1, Luck+2

Special: Perfect Disguise: Mimic any humanoid appearance

11.8.10 Stone Colossus

A walking mountain animated by ancient magic

Strikes: 10 **Defense:** 13

Attributes: Might+10, Finesse+3, Endurance+10, Insight+4, Resolve+6, Presence+5, Faith+2, Magick+4, Luck+3

Special: Mountain Walk: Shake earth with every step

11.9 Fae

11.9.1 Dark Fae

A twisted fairy corrupted by shadow

Strikes: 1 **Defense:** 15

Attributes: Might-1, Finesse+5, Endurance+1, Insight+3, Resolve+2, Presence+3, Faith-1, Magick+3, Luck+3

Special: Curse: Target suffers -1 to random ability score for 24 hours

11.9.2 Hag

A wicked crone with powerful magic

Strikes: 3 **Defense:** 13

Attributes: Might+2, Finesse+3, Endurance+3, Insight+4, Resolve+4, Presence+2, Faith-2, Magick+5, Luck+3

Special: Hex: Target must reroll next successful action

11.9.3 Redcap

A murderous goblin that dyes its hat with blood

Strikes: 2 **Defense:** 12

Attributes: Might+3, Finesse+3, Endurance+2, Insight+2, Resolve+1, Presence+0, Faith-1, Magick+1, Luck+2

Special: Blood Frenzy: +2 to attacks after killing an enemy

11.9.4 Dullahan

A headless horseman harbinger of death

Strikes: 4 **Defense:** 15

Attributes: Might+4, Finesse+5, Endurance+3, Insight+3, Resolve+5, Presence+4, Faith-2, Magick+3, Luck+2

Special: Death Sight: Know exact strikes remaining of all enemies

11.9.5 Bean Sidhe

A wailing spirit that foretells doom

Strikes: 2 **Defense:** 16

Attributes: Might+1, Finesse+6, Endurance+1, Insight+4, Resolve+5, Presence+4, Faith-1, Magick+4, Luck+3

Special: Keen: Predict death, all attacks gain +1 strike for 1 round

11.9.6 Ice Maiden

A woman cursed to spread eternal winter

Strikes: 2 **Defense:** 14

Attributes: Might+1, Finesse+4, Endurance+2, Insight+3, Resolve+4, Presence+5, Faith+1, Magick+3, Luck+2

Special: Frozen Heart: Drain warmth and emotion

11.9.7 Fate Spinner

A weaver who tangles the threads of destiny

Strikes: 3 **Defense:** 13

Attributes: Might+1, Finesse+3, Endurance+2, Insight+5, Resolve+4, Presence+4, Faith+1, Magick+5, Luck+4

Special: Web of Fate: Alter probability and outcomes

11.9.8 Scarlet Maiden

A beautiful woman who feeds on youth and vitality

Strikes: 3 **Defense:** 15

Attributes: Might+2, Finesse+5, Endurance+2, Insight+3, Resolve+4, Presence+6, Faith-2, Magick+3, Luck+4
Special: Youth Drain: Age targets and become stronger

11.9.9 Silver Tongue

A being whose words reshape reality

Strikes: 2 **Defense:** 13

Attributes: Might+1, Finesse+3, Endurance+2, Insight+4, Resolve+4, Presence+6, Faith+1, Magick+4, Luck+3

Special: Command Reality: Make lies become truth through speech

11.9.10 Twilight Lord

A noble from the realm between day and night

Strikes: 4 **Defense:** 15

Attributes: Might+3, Finesse+5, Endurance+3, Insight+5, Resolve+5, Presence+6, Faith+0, Magick+5, Luck+4

Special: Dusk Powers: Control shadows and fading light

11.10 Dragons

11.10.1 Young Dragon

A cunning wyrm with acid breath

Strikes: 6 **Defense:** 15

Attributes: Might+5, Finesse+5, Endurance+4, Insight+4, Resolve+4, Presence+3, Faith+1, Magick+3, Luck+2

Special: Acid Breath (3/3): 30ft line, 2 strikes, dissolves equipment

11.10.2 Wyrms

An ancient serpentine dragon

Strikes: 8 **Defense:** 16

Attributes: Might+6, Finesse+6, Endurance+5, Insight+5, Resolve+5, Presence+4, Faith+1, Magick+4, Luck+3

Special: Poison Breath (3/3): 30ft cone, ongoing poison strikes

11.10.3 Drake

A lesser dragon without wings

Strikes: 4 **Defense:** 13

Attributes: Might+4, Finesse+3, Endurance+4, Insight+3, Resolve+3, Presence+2, Faith+0, Magick+1, Luck+2

Special: Tail Sweep: Attack all enemies within 10ft behind the drake

11.10.4 Ancient Wyrms

An elder dragon of immense power

Strikes: 15 **Defense:** 18

Attributes: Might+8, Finesse+8, Endurance+7, Insight+7, Resolve+7, Presence+8, Faith+2, Magick+6, Luck+4

Special: Draconic Majesty (1/1): All enemies within 12 squares must pass Resolve save or flee in terror

11.10.5 Primordial Dragon

The first of all dragonkind

Strikes: 22 **Defense:** 20

Attributes: Might+12, Finesse+10, Endurance+10, Insight+9, Resolve+10, Presence+11, Faith+3, Magick+8, Luck+5

Special: World Rend (1/1): Tear reality, dealing 5 strikes to all enemies within 16 squares

11.10.6 Stellar Dragon

A wyrm born from collapsed stars

Strikes: 6 **Defense:** 16

Attributes: Might+5, Finesse+6, Endurance+5, Insight+5, Resolve+5, Presence+5, Faith+1, Magick+5, Luck+4

Special: Stellar Breath: Breathe concentrated starlight

11.10.7 Void Dragon

A dragon that breathes nothingness itself

Strikes: 9 **Defense:** 17

Attributes: Might+7, Finesse+7, Endurance+6, Insight+6, Resolve+6, Presence+5, Faith-4, Magick+6, Luck+4

Special: Null Breath: Erase things from existence

11.11 Monsters

11.11.1 Cave Horror

A tentacled monstrosity from the deep earth

Strikes: 4 **Defense:** 12

Attributes: Might+4, Finesse+2, Endurance+5, Insight+3, Resolve+3, Presence+1, Faith+0, Magick+0, Luck+1

Special: Constrict: Grappled targets take 1 strike per round

11.11.2 Flesh Ripper

A predator with blade-like claws

Strikes: 3 **Defense:** 14

Attributes: Might+4, Finesse+4, Endurance+3, Insight+2, Resolve+2, Presence+1, Faith+0, Magick+0, Luck+2

Special: Rend: Deal +1 strike if both claws hit same target

11.11.3 Carrion Crawler

A scavenging beast that feeds on corpses

Strikes: 3 **Defense:** 11

Attributes: Might+3, Finesse+1, Endurance+4, Insight+2, Resolve+2, Presence-1, Faith+0, Magick+0, Luck+1

Special: Paralytic Tentacles: Target paralyzed on failed Endurance save

11.11.4 Bone Crusher

A massive beast with powerful jaws

Strikes: 4 **Defense:** 12

Attributes: Might+5, Finesse+2, Endurance+5, Insight+2, Resolve+3, Presence+1, Faith+0, Magick+0, Luck+1

Special: Crushing Bite: Ignores armor on critical hits

11.11.5 Blood Drinker

A vampire-like beast that drains life

Strikes: 3 **Defense:** 13

Attributes: Might+3, Finesse+3, Endurance+2, Insight+3, Resolve+3, Presence+2, Faith-1, Magick+1, Luck+2

Special: Drain Life: Heal 1 strike when dealing strikes

11.11.6 Stone Eater

A creature that devours rock and metal

Strikes: 3 **Defense:** 14

Attributes: Might+4, Finesse+2, Endurance+5, Insight+1, Resolve+3, Presence+0, Faith+0, Magick+0, Luck+1

Special: Acid Maw: Destroy weapons and armor on critical hits

11.11.7 Tunnel Worm*A massive segmented predator***Strikes:** 5 **Defense:** 10**Attributes:** Might+5, Finesse+0, Endurance+6, Insight+1, Resolve+2, Presence+0, Faith+0, Magick+0, Luck+1**Special:** Swallow Whole: Engulf targets smaller than itself**11.11.8 Chaos Beast***A constantly shifting abomination***Strikes:** 4 **Defense:** 13**Attributes:** Might+4, Finesse+3, Endurance+4, Insight+2, Resolve+3, Presence+1, Faith-2, Magick+3, Luck+2**Special:** Shape Change: Gain random ability each round**11.11.9 Void Maw***A creature that devours light and hope***Strikes:** 5 **Defense:** 14**Attributes:** Might+4, Finesse+4, Endurance+3, Insight+4, Resolve+5, Presence+2, Faith-3, Magick+4, Luck+1**Special:** Darkness Aura: All attacks within 30ft made with disadvantage**11.11.10 Plague Beast***A diseased monstrosity that spreads corruption***Strikes:** 4 **Defense:** 11**Attributes:** Might+4, Finesse+1, Endurance+5, Insight+2, Resolve+3, Presence+1, Faith-2, Magick+1, Luck+1**Special:** Disease Cloud: All within 15ft must pass Endurance or be poisoned**11.11.11 Coral Titan***A massive reef creature from ocean depths***Strikes:** 6 **Defense:** 14**Attributes:** Might+6, Finesse+4, Endurance+7, Insight+3, Resolve+4, Presence+3, Faith+2, Magick+2, Luck+3**Special:** Living Reef: Grow coral armor and weapons**11.11.12 Abyssal Kraken***A tentacled horror from oceanic trenches***Strikes:** 9 **Defense:** 16**Attributes:** Might+8, Finesse+6, Endurance+8, Insight+5, Resolve+6, Presence+5, Faith-1, Magick+3, Luck+4**Special:** Crushing Deep: Pressure attacks ignore armor**11.11.13 Kraken***An ancient sea monster of colossal size***Strikes:** 18 **Defense:** 15**Attributes:** Might+12, Finesse+5, Endurance+10, Insight+6, Resolve+8, Presence+6, Faith+2, Magick+4, Luck+4**Special:** Tentacle Grab, Ink Cloud, Tidal Wave, Ship Destroyer**11.11.14 World Serpent***The great snake that encircles the earth***Strikes:** 25 **Defense:** 18**Attributes:** Might+15, Finesse+8, Endurance+14, Insight+8, Resolve+12, Presence+9, Faith+2, Magick+6, Luck+6**Special:** Constrict Reality (1/1): Target location within 100 squares becomes impossible to reach for 1 hour

11.12 Cosmic Horrors

11.12.1 Avatar of Endings

The personification of all finality

Strikes: 21 **Defense:** 19

Attributes: Might+10, Finesse+9, Endurance+11, Insight+11, Resolve+12, Presence+9, Faith-3, Magick+10, Luck+8

Special: Final Strike (1/1): End any ongoing effect, spell, or ability within 100 squares permanently

11.12.2 Concept of War

The abstract idea of conflict made manifest

Strikes: 20 **Defense:** 17

Attributes: Might+15, Finesse+7, Endurance+12, Insight+8, Resolve+8, Presence+9, Faith-4, Magick+6, Luck+7

Special: Eternal Conflict: Embody all warfare and violence

11.12.3 The Unnamed God

A deity whose true name destroys minds

Strikes: 21 **Defense:** 20

Attributes: Might+12, Finesse+10, Endurance+12, Insight+12, Resolve+12, Presence+11, Faith+12, Magick+12, Luck+10

Special: Unspeakable Name: Cannot be named without madness

11.12.4 Reality's Fever

The sickness that infects existence itself

Strikes: 22 **Defense:** 19

Attributes: Might+11, Finesse+9, Endurance+13, Insight+10, Resolve+11, Presence+8, Faith-6, Magick+11, Luck+8

Special: Existential Disease: Infect reality with unreality

11.12.5 The Final Equation

Mathematics that solves for nothingness

Strikes: 23 **Defense:** 20

Attributes: Might+8, Finesse+10, Endurance+10, Insight+15, Resolve+13, Presence+9, Faith-3, Magick+15, Luck+10

Special: Mathematical Proof: Prove that existence equals zero

11.12.6 Unnamed Fear

The terror that has no name or form

Strikes: 20 **Defense:** 20

Attributes: Might+10, Finesse+10, Endurance+9, Insight+10, Resolve+12, Presence+10, Faith-6, Magick+10, Luck+10

Special: Primal Terror: The fear before all other fears

11.12.7 Ancient Evil

A primordial force of destruction

Strikes: 24 **Defense:** 20

Attributes: Might+15, Finesse+10, Endurance+12, Insight+10, Resolve+12, Presence+8, Faith-8, Magick+12, Luck+5

Special: Unmaking Touch (1/1): Target must pass Endurance save or lose 1 maximum strike permanently

11.12.8 Elder Thing*An alien entity from before time***Strikes:** 13 **Defense:** 17**Attributes:** Might+6, Finesse+7, Endurance+6, Insight+9, Resolve+8, Presence+5, Faith-5, Magick+8, Luck+4**Special:** Mind Rend (2/2): Target must pass Resolve save or lose 2 Insight permanently**11.12.9 Great Old One***An cosmic entity of immense power***Strikes:** 20 **Defense:** 19**Attributes:** Might+8, Finesse+9, Endurance+8, Insight+12, Resolve+10, Presence+7, Faith-8, Magick+12, Luck+5**Special:** Cosmic Whispers (1/1): All within 20 squares must pass Resolve save or gain permanent madness**11.12.10 The First Dreamer***The mind that dreams all reality***Strikes:** 20 **Defense:** 18**Attributes:** Might+7, Finesse+8, Endurance+9, Insight+15, Resolve+15, Presence+12, Faith+5, Magick+12, Luck+10**Special:** Lucid Dream (1/1): Reshape reality within 50 squares to match any vision

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12 Equipment & Gear

12.1 Equipment Packs

Choose one of the following equipment packs to start your adventure:

1. Sellsword Pack

Armor: Medium Armor (2 slots, +2 DEF, 2/6 DR)
Weapon: Longsword (Balanced, Sharp)
Protection: Shield (+1 DR chance)
Equipment: 50ft rope, whetstone, bedroll, 3 days rations, waterskin, coin purse
Starting Coin: 25 Golm

2. Coachman Pack

Armor: Light Armor (1 slot, +4 DEF, 1/6 DR)
Weapon: Club (Sturdy, Weighted Pommel)
Protection: None
Equipment: Whip, lantern, 2 flasks oil, horse tack, map case, 5 days rations, waterskin, blanket
Starting Coin: 15 Golm

3. Noble Pack

Armor: Light Armor (1 slot, +4 DEF, 1/6 DR)
Weapon: Rapier (Well-Made, Balanced)
Protection: None
Equipment: Signet ring, fine clothes, perfumed handkerchief, wine flask, 3 days fine rations, silk rope (30ft), jeweled dagger (concealed)
Starting Coin: 100 Golm

4. Fortune Teller Pack

Armor: None
Weapon: Curved Dagger (Concealed, Sharp)
Protection: None
Equipment: Tarot deck, crystal ball, incense sticks, colored scarves, small tent, 4 days rations, tea herbs, coin reading bowl
Starting Coin: 20 Golm

5. Farmer Pack

Armor: None
Weapon: Pitchfork (Sturdy, Crude)
Protection: None
Equipment: Sickle, hemp rope (40ft), grain sack, chicken (live), 7 days simple rations, waterskin, work gloves, seed pouch
Starting Coin: 8 Golm

6. Explorer Pack

Armor: Light Armor (1 slot, +4 DEF, 1/6 DR)
Weapon: Hand Axe (Light, Weather-Sealed)
Protection: None
Equipment: Compass, spyglass, climbing gear, 100ft rope, grappling hook, 5 days trail rations, waterskin, tent, flint & steel
Starting Coin: 30 Golm

7. Guild Alchemist Pack

Armor: Light Armor (1 slot, +4 DEF, 1/6 DR)
Weapon: Alchemist's Knife (Accurate, Sharp)
Protection: None
Equipment: Portable alchemy kit, 6 empty vials, mortar & pestle, 3 days rations, herb pouch, magnifying glass, journal & ink
Starting Coin: 40 Golm

8. Guild Artisan Pack

Armor: Light Armor (1 slot, +4 DEF, 1/6 DR)
Weapon: Hammer (Sturdy, Well-Made)
Protection: None
Equipment: Artisan tools, measuring calipers, material samples, 4 days rations, work apron, trade guild seal, small anvil
Starting Coin: 35 Golm

9. Bandit Pack

Armor: Light Armor (1 slot, +4 DEF, 1/6 DR)
Weapon: Cutlass (Crude, Notched vs Guards)
Protection: None
Equipment: Lockpicks, mask, 30ft rope, grappling hook, 3 days stolen rations, waterskin, caltrops, small mirror
Starting Coin: 12 Golm

10. Beggar Pack

Armor: None
Weapon: Walking Stick (Crude, Field-Repaired)
Protection: None
Equipment: Begging bowl, tattered cloak, 2 days stale rations, cracked waterskin, lucky charm, needle & thread
Starting Coin: 3 Golm

11. Bounty Hunter Pack

Armor: Medium Armor (2 slots, +2 DEF, 2/6 DR)
Weapon: Crossbow (Accurate, Sturdy)
Protection: None
Equipment: Manacles, 20 crossbow bolts, tracking gear, wanted posters, 4 days rations, rope (60ft), spyglass
Starting Coin: 45 Golm

12. Bureaucrat Pack

Armor: None
Weapon: Letter Opener (Light, Concealed)
Protection: None
Equipment: Official papers, seal & wax, ink & quills, ledger book, 3 days rations, coin scales, reading spectacles, official robes
Starting Coin: 50 Golm

12.2 Weapons

Arming Sword (Balanced)	15g	Great Hammer (Crushing)	32g	Rapier (Precise)	22g
Bastard Sword (Heavy)	25g	Greatsword (Massive)	40g	Sabre (Slashing)	17g
Battle Axe (Brutal)	20g	Halberd (Reach)	22g	Scimitar (Curved)	19g
Broadsword (Sharp)	18g	Hand Axe (Throwable)	6g	Short Bow (Quick)	15g
Club (Sturdy)	2g	Javelin (Piercing)	3g	Short Sword (Nimble)	12g
Crossbow (Accurate)	30g	Lance (Mounted)	18g	Spear (Simple)	5g
Curved Dagger (Concealed)	8g	Long Bow (Powerful)	25g	Staff Sling (Ranged)	8g
Cutlass (Crude)	12g	Longsword (Well-Made)	20g	Two-Handed Sword (Impressive)	28g
Dagger (Light)	5g	Mace (Blunt)	10g	War Hammer (Armour-Piercing)	18g
Falchion (Cleaving)	16g	Morningstar (Spiked)	15g	Whip (Flexible)	7g
Flail (Unwieldy)	14g	Pike (Extended)	12g		
Great Axe (Devastating)	35g	Quarterstaff (Versatile)	1g		

12.3 Armor & Protection

Light Armor

<i>Padded Armor</i> (1 slot, +3 DEF, 1/6 DR)	8g
<i>Leather Armor</i> (1 slot, +4 DEF, 1/6 DR)	12g
<i>Studded Leather</i> (1 slot, +5 DEF, 1/6 DR)	18g

Medium Armor

<i>Chain Shirt</i> (2 slots, +1 DEF, 2/6 DR)	25g
<i>Scale Mail</i> (2 slots, +2 DEF, 2/6 DR)	35g
<i>Chain Mail</i> (2 slots, +3 DEF, 2/6 DR)	45g

Heavy Armor

<i>Banded Mail</i> (3 slots, +1 DEF, 3/6 DR)	60g
<i>Plate Mail</i> (3 slots, +2 DEF, 3/6 DR)	100g
<i>Full Plate</i> (3 slots, +3 DEF, 3/6 DR)	200g

Shields

<i>Buckler</i> (Small, +1 DR chance, Light)	5g
<i>Round Shield</i> (Medium, +1 DR chance)	8g
<i>Heater Shield</i> (Large, +1 DR chance, +1 DEF)	12g
<i>Tower Shield</i> (Massive, +2 DR chance, Unwieldy) ..	20g

12.4 Adventuring Equipment

Backpack	2g	Iron Spikes (10)	1g	Rations (1 day)	2g
Bedroll	1g	Ladder (10-foot)	2g	Rations, Fine (1 day)	5g
Belt Pouch	1g	Lamp	2g	Rope, Hempen (50 feet)	2g
Blanket	1g	Lantern, Bullseye	10g	Rope, Silk (50 feet)	10g
Block & Tackle	5g	Lantern, Hooded	5g	Sack	1g
Caltrops (bag)	2g	Lock	10g	Scale, Merchant's	5g
Candle (10)	1g	Magnifying Glass	100g	Sealing Wax	1g
Chain (10 ft)	15g	Manacles	15g	Shovel	2g
Chalk (10 pieces)	1g	Mirror, Steel	5g	Signal Whistle	1g
Climbing Kit	25g	Oil (flask)	1g	Signet Ring	50g
Crowbar	2g	Paper (one sheet)	2g	Soap	1g
Fishing Tackle	2g	Parchment (one sheet)	1g	Spyglass	1000g
Flask or Tankard	1g	Perfume (vial)	5g	Tent, Two-person	2g
Flint & Steel	1g	Pick, Miner's	2g	Thieves' Tools	25g
Grappling Hook	2g	Piton	1g	Tinderbox	1g
Hammer	1g	Pole (10-foot)	2g	Torch	1g
Hourglass	25g	Pot, Iron	2g	Waterskin	2g
Hunting Trap	5g	Pouch	1g	Whetstone	1g
Ink (1 ounce bottle)	10g	Quiver	1g		
Ink Pen	1g	Ram, Portable	4g		

12.5 Vehicles & Transportation

Land Vehicles

Hand Cart	15g
Riding Cart	35g
Carriage	100g
Noble Carriage	500g
War Chariot	250g
Sled	20g
Wagon	50g
Covered Wagon	75g

Watercraft

Canoe	50g
Coracle	30g
Fishing Boat	500g
Galley	30,000g
Keelboat	3,000g
Longboat	200g
Raft	10g
Rowboat	100g

12.6 Mounts & Animals

Horses & Mounts

Draft Horse	50g
Mule	25g
Noble's Horse	500g
Pony	30g
Riding Horse	75g
War Horse	400g

Tack & Harness

Bit & Bridle	2g
Leather Barding	60g
Scale Barding	500g
Chain Barding	2,000g
Feed (per day)	1g
Pack Saddle	5g
Riding Saddle	10g
War Saddle	20g
Saddlebags	4g
Stabling (per day)	5g

Livestock & Animals

Bull	50g
Cat	5g
Chicken	2g
Cow	30g
Guard Dog	25g
Hunting Dog	40g
Lap Dog	10g
War Dog	100g
Donkey	20g
Duck	3g
Falcon	500g
Goat	8g
Hawk	200g
Ox	75g
Pig	15g
Raven	25g
Sheep	12g

12.7 Services & Provisions

Services

Coach cab (per mile)	1g
Hireling (per day)	2g
Messenger (per mile)	1g
Road or gate toll	1g
Ship's passage (per mile)	1g

Food, Drink & Lodging

Ale (mug)	1g
Banquet (per person)	10g
Bread, loaf	1g
Cheese, hunk	1g
Inn stay (per day)	5g
Inn stay, wealthy (per day)	20g
Meals (per day)	3g
Meat, chunk	3g
Wine, common (pitcher)	2g
Wine, fine (bottle)	10g