

MAGI-KNIGHTS AWAKENING



The 5e Magical Girl and Sentai
Tabletop Roleplaying Game

MAGI-KNIGHTS AWAKENING

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Example of Play

For three days, the four Magi-Knights of Twilight Squadron, Seth, Audrielle, Markus, and Kirina, and their NPC Magi-Squire, Roxxie, have been following the trail of a deadly Invading Evil. They've spoken with close friends, researched recent disappearances, and now believe they know the location of the monster they seek. Their magical red panda-chimera Herald, Khierix, said that the Outsider the squadron seeks is called "The Dreamwraith." Although the Magi-Knights questioned Khierix for some time regarding the creature's weaknesses, strengths, and its strange abilities, he could only offer vague warnings and answers.

The Magi-Knights have learned that the Dreamwraith has been abducting citizens of Lapis City with wild, carefree abandon. But it made one fatal mistake: it decided to move into the third floor of Lapis City High School! During the school's renovation, students and teachers alike had mysteriously begun to go missing. Having now solved the mystery of the "Haunting of Lapis High" and discovering that it was no mere ghost haunting the school but instead a powerful Spectral Outsider, Twilight Squadron set out to destroy the fiend once and for all! They only hope they're in time to save their abducted friends and instructors...

The Magic Keeper sets the stage:

Magic Keeper: "The waning moon casts an ominous, pale glow upon Frost Peak Academy. The eerie and foreboding aura that radiates from it is much different than what you've become accustomed to. This building that you've been entering day after day, even year after year— suddenly feels like a strange and foreign place."

Markus: "It's almost 10 pm, right? Earlier, I paid off one of the night-crew, using my Budget Tally to let us into the school at night to '*see the ghosts*.' Is he out here?"

Magic Keeper: "You look around the school for a minute, and you remember being told to, 'Be by the P.E. room's backdoor at 10 o'clock, sharp.' It's a good thing you are! That same door slowly opens, and a college-aged guy wearing thick black headphones and a backward baseball cap waves you down. He allows your group into the school and, with a knowing smile, says, 'Have fun!' before walking away into the night. The door clanks shut behind him with an echoing thud that booms through the gym. You're immediately cast into near-total darkness. Only the moonlight's beams faintly illuminate the freshly waxed gym floors."

Kirina: "No way, I hate the dark! Luckily, I packed my flashlight! I pull it out and begin looking around to make sure we're alone."

Magic Keeper: "The flashlight flickers on, and you move the beam of light across the bleachers and the rest of the room. The P.E. room seems empty. You think you're alone, for now."

Seth: "I smile and pat Kirina's shoulder, seeing that she looks a bit tense. 'It's fine. There's nothing to worry about. Let's start heading to the third floor of the school.' That's where we need to go, right?"

Audrielle: "Wait! I want to check something. Is my Soul Crystal shining? It'll warn me when Spectral Outsiders are close by, right?"

Magic Keeper: "That's correct! You look at the ornately decorated watch on your wrist that houses your Soul Crystal. You said the clock always reads 05:02, right? Well, it still says that time, and it doesn't illuminate."

Seth: "You're going to have to tell me about the secret behind your watch one of these days, Audrielle. I say, 'See? It's clear; let's get going.'"

Magic Keeper: "All of you begin to head down the hallway from the gym, with Roxxie's eyes darting around nervously in the back. It's almost frightening how different and quiet this place is when the corridors aren't packed wall-to-wall with laughing and boisterous students. After a moment of discomfort, you reach the main stairs that lead to the 2nd and then the 3rd floor. You duck under the "NO ENTRANCE" tape and quietly reach the top of the 3rd-floor stairwell. The hallway continues to the left and right, while the way forward is blocked by an adjacent bathroom and a wooden closet door."

Markus: "Hmm, it's nighttime, so they probably locked the door. I could maybe get into it, but right now, I want to listen and see if I hear anything."

Magic Keeper: "There are actually a lot of strange sounds that you can hear already. A faint scratching behind the wall, perhaps a stray mouse? The moaning flicker of the boiler and the droning of air through a vent, or so you assume. Make a Perception check with your Intelligence to see if you can discern any abnormal sounds from the rest."

Markus: "Sounds good, and I got an 18!"

Magic Keeper: "Nice roll, Markus! You detect a muffled whimpering sound that seems to be coming from the hallway to your left. The sound gives you a chill, and it could be a ghost, or something else? The sound seems to be coming from the new computer lab that is being built."

Kirina: "Um, that's seriously creepy! I want to get ready to transform into a Magi-Knight! I pull out my hairpin and hold it in my hand!"

Magic Keeper: "You quickly pull out your hairpin and let your lustrous black hair loose. It falls down in a long, flowing, waterfall-like motion. You have a vice-like grip on your hairpin and have it handy for when it reacts to an Outsider presence."

Seth: "Well, Kirina is prepared, so I want to open the door to the Computer Room."

Magic Keeper: "You twist the knob of the wooden door and discover that it is unlocked. You slowly open the door, which lets out a soft, creaking moan and see a darkened room with long, empty desks and an array of computer cables littering the floor like lifeless, coiled black snakes. In a corner of the room, you see that all of the chairs are stacked strangely in a pyramid-like fashion. It certainly looks unnatural, and no sane person would have arranged them in such a manner."

Audrielle: "What the heck is that about?! I want to listen in for the crying person again. If I don't hear anything, I want to investigate the piled-up chairs."

Magic Keeper: "The whimpering is definitely coming from this room, but it sounds echoed and distant. It's hard to pinpoint where the sounds are coming from, but overlaying the whimper is a strange warbling sound, the likes of which you've never heard before. Whatever it is, the low harmonic trills seem to rapidly change from moment to moment. Audrielle, it'll take a few minutes to properly investigate the structure of the chairs and determine their significance, if there is any. What is everyone else going to do in the meantime?"

Markus: "I want to put my ear to the floor and see if that strange sound is from something beneath us? Or maybe it's just a faulty water pipe? I'll have Roxxy come over and help me."

Kirina: "I'm going to keep my light pointed down the hallway and make sure nothing sneaks up on us!"

Seth: "Good call, Kirina! And I like the way Markus is thinking; he might be onto something there. I'll do the same, but I want to try listening to the walls."

Magic Keeper: "Very good. Your group takes a few tense moments to search the area. Audrielle, your eyes tell you that there's nothing particularly significant about the group of chairs, beyond the strangely meticulous way they're stacked and shoved together

to make that shape. However, your gut is telling you a different story. The longer you stand next to it, the more it feels like your stomach is doing flips."

Audrielle: "Seriously?! I want to get away from this thing, then!"

Magic Keeper: "Hold that thought. While you're inspecting the chairs and getting this gnawing feeling in the pit of your stomach, it quickly begins to crescendo! Seth and Markus both end up getting closer and closer to the strange warbling sound. The floor and wall intersect into the back corner of the room, and the two of you nearly trip over one another. You take a glance again at the corner and begin to see a faint mist pouring out from the point where the two walls intersect."

Seth: "Whoa, that mist could be poisonous! I think Markus and I should take a few steps back!"

Magic Keeper: "The two of you take a few steps back and the mist continues to flow outwards. Audrielle, you stumble backward a few steps and watch as the strange arrangement of chairs slowly morphs into a towering, gray and purple glob of sinew that reaches up through the roof. The pillar hums with strange, foreign power and throbs with an ominous energy."

Audrielle: "Creepy, but okay..."

Magic Keeper: "Markus and Seth, the harmonic trilling grows in volume, becoming louder and louder. Your Soul Crystals, which were once entirely dim, begin to gradually build in luminescence, though not enough for you to transform yet. You take a few steps backward as something begins to bleed into your reality!"

A moment later, having emerged into view and coming from its natural plane of existence of Elsewhere and linking to your own world, the Cardinal Realm, you see the faint outline of a blackened, silhouetted creature with an array of five gleaming, cyan-colored eyes set upon what looks like a nebulous ink splotch hanging from the ceiling. It hunches over an unconscious victim, suspended on the ceiling and wrapped in a leathery, tissue-like substance that looks like cracked snake skin with exposed musculature. It can only be the creature Khierix warned you of-- The Dreamwraith!"

Kirina: "Oh, craap! We need to transform!"

Magic Keeper: “The low, harmonic trilling hastens, which was now obviously coming from the Wraith, who seemed to be in the middle of an excited, dream-eating frenzy! But having unwittingly traversed entirely into the Cardinal Realm, the amorphous creature immediately detects your presence! Turning its gaze toward you, its startled eyes shift to a beaming, whitened color of alarm!

It lets out a horrific shriek and, as it drops to the ground, you watch as the ink-splotched shape of the creature changes into a monstrous gourd-shape draped in wispy shadows and oily tentacles. With lightning-quick speed, it quickly contorts itself into a harpoon shape and launches out through the window, spraying the area in shattered glass and disappearing into the moonlit night.

Even with your quarry out of sight, your Soul Crystals remain vibrantly active. Two grisly beasts appear, barring your way. One looks like a seven-foot amalgamation of various animals sewn together—the head and torso of a bear, limbs of a tiger, tail of a lizard, and bat-like wings. The other has the body of an enormous snake whose markings are a mix of grays, dark blues, and blacks. The thing is suspended by two flapping, decrepit feathered wings, and has the abnormally large face of a pained and tortured porcelain-skinned woman. The mask suddenly breaks

itself apart, revealing four limbs that connect into the snake’s torso and a row of jagged teeth at the end of each section of its original ‘face’!

What do you do?!”

Seth: “Well, we chased the Dreamwraith away and can rescue our friends, so now we just need to chase off these crazy monsters! I’d say it’s time to kick some butt! I pull out my emblazoned silver coin from my pocket, flip the coin with my thumb and then catch it mid-air while saying, *“Azure Soldier Power!”* I transform into the armored and cloaked Azure Soldier! I prepare for battle by swinging a warhammer through the air single-handedly, and then rest it on my shoulder!”

Kirina: “I drop my flashlight onto the ground and, with my hairpin in hand, say, *“Star Galaxy Shifting!”* I transform into Pink Starlight and give a cute twirl of my poofy skirt before brandishing my *Witch’s Force Wand!* I prepare to fight by waving my wand menacingly at him! Grrrr!”

Audrielle: “Finally! We love a good fight, and I’d say by the way you described these tough monsters, it’s a good thing my buddies and I are here to help! *Audrielle flips over her character sheet.* I make a strange, arcane gesture with my hands and arms. My eyes and watch light up brightly, and I say, *‘I, Mystaria, summon Rhwarzghual the Chrono Tiger to vanquish my enemies!’* I prepare to fight by grabbing my Energy Whip that has materialized by my side, cracking it towards the monsters, and then do a quick spin in my green fairy form!”

Markus: “Man, that bear-chimera looks like serious business; I’m totally going toe-to-toe with him! I tug on the stud on my right ear with a grin, and then, with a cry of rage, a burst of powerful energy swarms and twirls around me, blowing my hair up into crazy spikes! I turn into my alter-ego, Kestrel, and stand confidently with my arms folded over my chest. I let out a haughty laugh, *“You guys seriously have no idea who you’re messing with, do you?”*

Magic Keeper: “Nicely introduced, guys! Roxxy follows suit by transforming into her Magi-Squire Persona and after being clad in vines and rose thorns, they wither and fall to the ground, revealing a black clad outfit filled with dark-colored roses, a shield of thorns, and a vine-like sword. Markus, you’ll be controlling your group’s Magi-Squire for this round. Now it looks like the Magi-Knights of the Twilight Squadron have assembled! Let’s roll for Initiative and see how things go!”



Introduction

Magi-Knights Awakening is a tabletop roleplaying game set in a modern day fantasy setting. In this game, each player creates a young Magi-Knight and teams up with other players to form a **Squadron**. During the day, the Magi-Knights will be in their **Student Persona** and go to school just like every other young person in the world does. At night though, when the **Spectral Outsiders** and **Servants of Evil** prowl the city committing their misdeeds and abducting unfortunate souls, the characters transform into their Magi-Knight Persona to solve mysteries, vanquish evil, and discover the true intent of the **Invading Evil**!

One player will become the **Magic Keeper (MK or Keeper)**, also known as a Game Master in other TTRPGs. They are responsible for telling the story, creating hazards, and steeping their players deep in intrigue and mystery. They will have first-hand knowledge of the Magi-Knight setting and delve into secrets that only the **Herald** knows! The Herald is a strange being that represents the Magic Keeper's personal, vested interest in the success of the squadron. It is through this unique character that the Magic Keeper helps shape the Magi-Knights and their future. The Herald takes the form of an otherworldly human or magical creature and acts as the Magi-Knights'

mentor, companion, and personal alchemist. It is through his powers that all Magi-Knights have been brought together. Because Khierix is the default Herald in *Magi-Knights Awakening*, any references to "he" or "him" refer specifically to this entity. However, a Magic Keeper can find assistance conceptualizing their own Herald by referring to **Chapter 14**.

The four character sheets: the Main Sheet, Student Sheet, Magi-Knight Sheet, and the Optional Sheet can be printed as four different papers and used in a traditional manner. Alternatively, the Student Sheet and Magi-Knight Sheet can be printed double-sided to allow players to dramatically flip over their sheets whenever they transform! But don't forget to use your Transformation Quote when doing so!

A typical day in the game is broken up into **Phases**. When a story or event is unfolding and finally concludes, the collective days that were spent solving the mystery are referred to as an **"Episode."** If the story continues into multiple Episodes, it then becomes a **"Season."** Many intersecting Seasons that bring a Magi-Knight Squadron all the way from Levels 1–15 (15 being the Magi-Knight Capstone Level) to solve an overarching and intricate mystery become referred to as a **"Saga."**

TABLE 0-1: MAGI-KNIGHTS TIME TERMINOLOGY

Duration of Time	Magi-Knights Terminology	Also Known As (In Other TTRPGs)	Potential Level Gain
A Few Seconds in Combat	One Round (Combat)	One Round (Combat)	None
A Few Hours in a Day	One Phase	One Shift One Encounter (potentially)	None
All 5 Phases / Roughly 24 Hours	One Day	One Day	None
Multiple Days, Leading to the Conclusion of a Story and a battle with a Nemesis	One Episode	One Module One Scenario	1-2
Many Connected Episodes that Culminate into a Showdown with one or two Harbingers	One Season	One or Two Adventures A Story-Arc A Campaign	5-6
Many Connected Seasons that Culminate into a Grand Finale with a World-Ending Nemesis	One Saga	Multiple Adventures Multiple Campaigns	10-15



Magi-Knights & Their Abilities

In this world, a magical being known as the Herald identifies someone of potential and drafts them to become a “Magi-Knight.” To avoid indebting himself or wasting his own power unnecessarily to “lesser beings,” he almost exclusively appears to an individual only in times of dire need. He has no need for laughable earthly concepts such as “contracts” and isn’t searching for something as inconceivable as “finding the chosen ones.” The Herald will simply make do with any available individuals he can find when the situation requires it. When a pivotal moment occurs, such as the need to save the individual’s life or that of a loved one, he abruptly appears and gives the individual a choice: he can intervene to alter some fate-bound event, or they can allow things to transpire as they must. If the Herald intervenes, the human is indebted to him and must become a “Magi-Knight” until they are no longer fit to assist in the war against the Invading Evil. If the individual declines the offer, instead of dedicating themselves to a life of service and combating the horrific denizens of another world, the Herald shrugs, allows them to suffer their fate, and moves on.

There are certain characteristics that may prevent the Herald from enlisting an individual. Overly jaded, edgy, or nihilistic individuals are more likely to have a dark heart and thus be infected by the negative energies of Elsewhere, which in turn attracts the attention of Spectral Outsiders.

Once the character has accepted their new role, they go through the process of **Soul Forging**, which is performed by their new Herald. The person’s soul takes the form of a colored crystal that reflects their personality. At first glance, they appear to be mundane stones of minor value, but they illuminate with raw power when used to **Awaken and Transform** the character into a Magi-Knight!

Magi-Knight is the title a character receives once they are given their **Soul Crystal** (through the Soul Forging process). Afterward, the newly formed Soul Crystal is shaped into any object the Magi-Knight desires. The crystal could be set inside an amulet, ring, or other trinket, or have its shape changed to look like a pen, coin, or tie clip. Only after calling upon the power of their Soul Crystal can the character transform into a Magi-Knight and awaken their true powers! This transformation can occur in a variety of ways, and its specificity is up to the player.

Magi-Knights have access to a handful of special abilities but lose access to most of these abilities when they are not transformed or if they fall Unconscious.

- ★ **Reveal Outsiders:** Your Soul Crystal constantly draws upon the negative energies that are naturally discharged from Servants of Evil. While in either your Student or Magi-Knight Persona, a Soul Crystal will illuminate if it passively detects a Spectral Outsider within 2 miles. However, this only detects their general direction and is incapable of pinpointing it!
 - ◆ This trait is always active and pierces through nearly all earthly materials.
 - ◆ As a Standard Action, you can invoke the power of your Soul Crystal to make an Opposed Purity Check vs. the Outsider’s Stealth Skill to pinpoint their location within a 120-foot area.
 - ◆ Note that some powerful Spectral Outsiders have abilities to obscure their auras from detection!
- ★ **Awaken as a Magi-Knight:** A Soul Crystal churns with powerful energies that allow a character to transform when in the presence of a Source of Evil. This means you can transform freely when near a Spectral Outsider, but a Cultist must be actively using Outsider magic for this reaction to occur. The transformation into a Magi-Knight is a Free Action, and you may also transform back into your Student Persona as a Free Action. It is impossible to be separated from your Soul Crystal as it is a conduit made from a fragment of your soul and is always summoned to you should you ever be separated from it.
 - ◆ **Summon Soul Armaments:** Immediately upon transforming into a Magi-Knight, your **Soul Armaments**, which are the **Soul Weapon** and **Soul Armor** your character uses, are summoned to you. If you would be separated from your weapon or shield, you may magically retrieve one of them with a **Bonus Action**. Your armaments dissipate when you fall **Unconscious** or choose to revert back to your Student Persona.
 - ▲ Soul Weapons and Magi-Knight Magic are incapable of harming normal mortals. These special tools excel at severing the connection between **Elsewhere** and the **Cardinal Realm** (Earth). This means they are only effective against the Invading Evil.

- ◆ **Forcing a Transformation:** You can force your Soul Crystal to allow you to transform even if you are not near a Source of Evil. However, doing so is taxing and severely drains your Soul Crystal. You immediately take 3 **Crystalline Fractures**. You cannot use this ability if doing so would make your total exceed 7 Crystalline Fractures.
 - ▲ Keep in mind, the Herald may prevent this transformation if doing so would put you and your squadron's secret identities at risk—or at their discretion.
- ★ **Beacons of Light:** The weapon or magical implement belonging to a Magi-Knight automatically sheds **Light** in a 10-foot radius. Using **Total Focus**, a Magi-Knight can increase the Light of this effect to a 25-foot radius. Also, as a Bonus Action, a Magi-Knight may remove this effect to avoid penalties to their Stealth and reactivate it as a Free Action.
- ★ **High-Jump:** While in your Magi-Knight Persona, you can perform a **High-Jump** as a Free Action. This uses 15ft of your Movement to initiate. For example, with 30ft of Move, you can High-Jump up to a location within 15ft of your character. You cannot use diagonal movement while in the air, unless you are Flying. Any of the Actions that you would take during your turn can be taken at any point along your traversal.
 - ◆ As a Free Action, you can perform an Empowered High-Jump. This doubles your jump distance until the end of your turn. Make an Athletics Skill Check (DC 12). On a failure, you may take an Exhaustion Point to automatically succeed. In the previous example, a successful Empowered High-Jump allows you to leap to a location within 30ft of your character instead of only 15ft.
- ★ **Hover:** Using your Magi-Knight powers, you are able to suspend yourself vertically in mid-air. You cannot elevate yourself with this ability, nor can you perform an additional High-Jump afterward, but as a Free Action while using your Total Focus, you may hold your position until you decide otherwise, or when you lose your Total Focus.
- ★ **Shrouded Visage:** Just like the Spectral Outsider trait that creatures of the Invading Evil possess, the Magi-Knights also possess a form of this ability since their magic stems from an Outsider (the Herald). This means that in most circumstances, NPCs will be unable to determine your **True Identity**, even if your character doesn't wear a mask. This is due to the mysterious **Otherworldly Energies** that twist and confuse the minds of humans.
- ★ **Indestructible Armaments: Soul Crystals** made through the process of **Soul Forging** have gone through an advanced alchemical process known only by the Herald. A Soul Crystal shimmers with hidden power until the death of its owner, whereupon it slowly disintegrates, along with the Magi-Knight's body and soul. But until that fateful moment, a Magi-Knight's Soul Armaments are indestructible and can never be worn down or broken.
- ★ **Heroic Conviction:** While transformed into a Magi-Knight and upon reaching 0 HP, as an **Immediate Action**, a Magi-Knight may choose **not** to become **Exposed** and instead return to 1 HP, receiving one additional Crystalline Fracture. If you are under the effects of **Heroic Conviction**, as a Free Action, you may choose to become Unconscious. This ability is no longer in effect if you are healed above 1 HP.
- ★ **Magical Immunity:** Magi-Knights become immune to poisons, diseases, and illnesses of all kinds that affect normal mortals and originate from Earth. This immunity does not prevent afflictions that have an origin from Elsewhere.
- ★ **Limits of a Mortal:** Although Magi-Knights can use the power of magic to enhance their abilities while transformed, they are still mortal beings. Their ability to both grasp and use their otherworldly magic is incredible, but still finite.
 - ◆ While they possess this restriction, a Magi-Knight cannot gain a Statistic Modifier above +5, regardless of the actual Statistic number. For example, they may increase a Stat to a max of 22, but still only have a +5 Modifier.
 - ◆ While they possess this restriction, a Magi-Knight cannot learn Tier VI Spells or use **Scaling Values** to have spells equal to it.
 - ◆ This restriction can be removed, but only by **Mythical** and **Legendary** Magi-Knights who have discovered how to **Exceed a Mortal's Limits**.

PART 1 CHARACTER CREATION



CHAPTER 1 OBSERVING FATE'S INFLUENCE



Character Creation

1. Consider Your Magi-Knight's Beginning

- a. What brought you to Lapis City? How did the Herald recruit you? How long have you been a Magi-Knight? Remember that you're only **Level 1**, so your history should be brief and your knowledge relatively limited!
- b. What school are you attending, and how old are you? It's highly recommended that the entire squadron attend the same school!
 - i. Frost Peak Academy = Grades 9th-12th; Typical Ages 14-18
 - ii. Lapis City High School = Grades 9th-12th; Typical Ages 14-18
 - iii. Blackmote University = College Freshman +; Typical Ages 18-25

2. Observe Fate's Influence

- a. Test Fate and generate your Statistics as a squadron
- b. The Herald's Constellation: Alternatively, the squadron can use six numbers as their Statistics

3. Create your Student Persona

- a. Select your Student Type - *Make sure you note your restriction!*
- b. Gain your Student Hit Points (SHP), three skills, and a unique Student Ability
- c. Finalize Character's Student Armor, Damage, etc.
- d. Decide on your Appearance and Personality

4. Draw Your Court Card of Fate

- a. Choose a Bond to form with an NPC and three skills to gain
- b. (Optional) Swap one skill for another of your choice

5. Establish Your Player Link

- a. Connect your Magi-Knight to other Magi-Knights in your group and gain a reward
- b. Flesh out additional NPCs in your backstory

6. Gather Your Starting Gear

- a. Pack your bags and get ready for school!

7. Create your Magi-Knight Persona

- a. Your Magic Style determines your Magic Ability Modifier
- b. Choose what Spell Paths your Magi-Knight can access
- c. Calculate your Hit Points (HP) and Mana Points (MP)

8. Observe the Element That Dwells Within

- a. Gain your Elemental Armor and Resistances
- b. Choose a Skill to gain Mastery with

9. Soul Armaments

- a. Decide what kind of Soul Weapons your Magi-Knight wields in battle

10. Begin Your Training - Combat Forms

- a. Now pick a Combat Form that will help you fight off evil

11. You're Finished! Prepare to Battle the Invading Evil!

- a. Review your sheet for missing information, and then embark on an epic adventure!



Generating Statistics in Magi-Knights Awakening

♦ Observing Fate's Influence

1. **The Fate Die:** The Magic Keeper rolls 1d4 in secret and keeps the result hidden. This is **The Fate Die**.
2. **Observe Fate Together:** Gather 5d4s and distribute them as evenly as possible amongst the squadron. All players will now roll their d4s.
3. **The Choice:** Starting with the player who had the most recent birthday and then going clockwise among the squadron on successive rolls, that player must choose to either “**Deny Fate**” or “**Accept Fate**.” Denying Fate rejects **The Fate Die** from influencing the squadron’s roll, while Accepting Fate leads to the Magic Keeper revealing The Fate Die to the players and allowing it to influence the roll. The squadron may discuss as a team which choice may be favorable, but the individual whose turn it is has the final choice and must make the decision on the squadron’s behalf.
 - a. **Deny Fate:** If the player chooses to “Deny Fate,” the Magic Keeper reveals and then removes the Fate Die from play with no effect. Next, remove the lowest d4 from the player’s dice pool **and** reduce the highest die by 1. Add up the remaining 4d4s together and write down the number. You have generated one character Statistic.
 - b. **Accept Fate:** If the player chose to “Accept Fate,” the Magic Keeper reveals The Fate Die. The number revealed is **Blocked by Fate**. All d4s that match that number must be rerolled by their respective player. However, if the new roll matches the Blocked by Fate number again, the die is reduced by 1 so that it does not match. If “1” is the number Blocked by Fate and a 1 is rolled again, remove the die from the dice pool. Add up the d4s and write down the number. You have generated one character Statistic.
 - i. **Fate’s Surprise:** If players chose to “Accept Fate,” but **NO** dice were Blocked by Fate, then **ALL** dice change to match the number revealed by The Fate Die!
4. **Totaling Your Dice:** While adding up your totals, if the total is lower than 6, it immediately becomes 6. If the total is above 16, it immediately becomes 16
5. **Continue to Observe:** If you do **not** have six numbers, return to Step #1. If you have created 6 numbers, proceed to Step #6. These six numbers will be the Statistics for **all** members of the squadron to use during their character creation.
6. **Analyze Results:** If the total of all six statistics is **lower than 73**, the squadron may opt to either keep their Stats or to gaze upon **The Herald’s Constellation** and receive those numbers for their Statistics instead!
7. **Modifying the Total:** Each player **may** choose to reduce **one** Statistic by 2 and add those 2 points to another Statistic. This may not raise the chosen Statistic to higher than 14. This also cannot reduce the chosen Statistic to lower than 6. This may be done twice.
 - a. During the entire Character Creation process, no Statistic may ever be above 16. If it becomes higher than 16, immediately reduce it to 16.

★ Gazing Upon the Herald’s Constellation

- ♦ If the squadron decides not to Observe Fate’s Influence, then they may instead gaze upon The Herald’s Constellation, receiving the **Herald’s Array** for their Statistics:
 - ▲ 15 / 14 / 13 / 12 / 11 / 8
 - ♦ Additionally, each player **may** choose to reduce **one** Statistic by 2 and add those 2 points to another Statistic. This may not raise the chosen Statistic to higher than 14. This also cannot reduce the chosen Statistic to lower than 6. This may be done twice.
 - ▲ During the entire Character Creation process, no Statistic may ever be above 16. If it becomes higher than 16, it is immediately reduced to 16.

Observing Fate's Influence

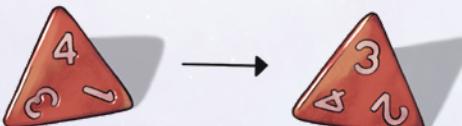
Diagram 1

The Magic Keeper secretly rolls the Fate Die and makes sure to keep it hidden from the eyes of the players. In this diagram, the Fate Die result is 1.

The five players each have one d4 (totaling 5d4) and roll their die. Together they roll the following: 4, 4, 3, 3, 1. What a great roll! They now discuss whether they want to Accept or Deny Fate. The following two diagrams show the possible outcomes for each choice.



The group now has: 4, 4, 4, 3, 3, which adds up to 18. However, 18 is higher than the maximum allowed number, so it is instead reduced to 16. The group writes down that they each have one Statistic that can be a 16 and will repeat this process until they have six Statistics.



The group now has: 4, 3, 3, 3. They write down that they each have one Statistic that can be a 13. Not bad, for playing it safe!

WAIT, D4S?! I CAN'T STAND THOSE DICE!!! *

Although we can't fathom the dislike of the adorable clattering of a handful of plastic or metal caltrops (four-sided dice) being scattered across a table, we can sympathize that some people just can't learn to love them as we do. As such, when the game calls for a "d4", you may roll a "d8" instead and count your results as follows:

$$1-2 = 1 \quad 3-4 = 2 \quad 5-6 = 3 \quad 7-8 = 4$$



Diagram 1a: Accepting Fate!

In this scenario, the players decide to Accept Fate and the Magic Keeper reveals the Fate Die. This works out well for them because any dice that match the Fate Die's number must be rerolled. The player who rolled the 1 rerolls their die and gets a 4!



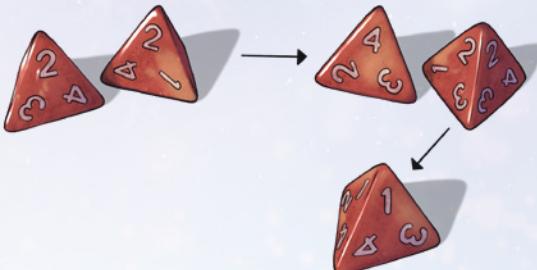
Diagram 1b: Denying Fate!

In this scenario, the group is worried about losing the two 4s that they've rolled, so they decide to play it safe and Deny Fate. The Magic Keeper reveals the Fate Die and then sets it aside as it's no longer needed. From here the players remove the lowest die from their pool (the 1) and then reduce their highest number by 1 (the 4 becomes a 3).



Diagram 2

The Magic Keeper secretly rolls the Fate Die. In this diagram, the Fate Die is a 2. The five players roll their dice. They get the following: 3, 2, 2, 1, 1. Ouch, not great! After discussing their options, the group has decided that they need to hope for a benevolent Fate Die and Accept Fate! The Magic Keeper reveals the Fate Die. 2 is now the Blocked by Fate number and all dice showing a 2 must be rerolled.



After rerolling their two 2s, one player rolls a 4, but the other one rolls a 2 again! That number is still Blocked by Fate, so they must reduce the 2 to a 1 because there can be no 2s in this dice pool.

The group now has: 4, 3, 1, 1, 1. They write down that they each have one Statistic that can be a 10.



Diagram 3

The Magic Keeper secretly rolls the Fate Die! In this diagram, the Fate Die is a 3. The five players roll their dice. They get the following: 4, 2, 1, 1, 1. Ouch, the dice are not benevolent today! After discussing their options, the group has decided that they need to hope for a benevolent Fate Die again and Accept Fate! The Magic Keeper reveals the Fate Die as a 3. Incredibly the dice are being favorable after all! This makes 3 the Blocked by Fate number and all dice showing a 3 must be rerolled. However, because there are no 3s to block, Fate's Surprise takes effect and all dice become a 3 instead.



The group now has: 3, 3, 3, 3, 3! They write down that they each have one Statistic that can be a 15. Let's hope the dice continue to be favorable!

What Are Statistics?

There are 6 Statistics or “Stats,” that define the abilities of your character. They are broken down into 3 Physical Stats, and 3 Mental Stats. Your character will typically lean into the Statistic that comes most naturally to them, like preferring to use their **Strength** to **Influence** someone when they’re not good with words. This will be explained further in *Chapter 6*. For now, let’s explore what each one encompasses:

STRENGTH

Strength is your character’s ability to brute force their way through obstacles, break out of a grapple, or climb vertically up the daunting rope in gym class. It represents your ability to use your muscles! This affects Skills like Athletics and Influence and your weapon damage. A character with a 20 Strength score would be someone like Arnold Schwarzenegger or Chyna! A student with a sub-average Strength would be someone like that scrawny, bean-pole kid you knew in high school that got blown away by the wind.

DEXTERITY

Dexterity is your character’s ability to react quickly and can also gauge their flexibility. Things like dodging someone’s punch, sneaking past a security guard, your accuracy in archery class, or not making a fool of yourself on the balance beams are good indications of Dexterity. This affects Skills such as Athletics and Coordination, and it also provides the modifier for your Initiative. A character with a 20 Dexterity score would be someone like Michael Jordan or Serena and Venus Williams! A student with sub-average Dexterity would be someone like that kid who was always dropping their schoolwork all over the floor or nearly shooting their own eye out with a BB-Gun.

CONSTITUTION

Constitution is your character’s ability to endure a marathon, how long it takes them to get over that really nasty cold going around, or eat that week-old chow mein and not regret it later. This will affect your overall HP, your ability to take a punch during a school fight and to bear physical hardship. A character with a 20 Constitution score would be someone like Andre the Giant or Mia Hamm. A student with sub-average Constitution would be someone like that kid who was always coming in last during everyone’s favorite “fun runs” that your P.E. teacher enforced.

INTELLIGENCE

Intelligence is your character’s ability to calculate things and an estimation of their “book smarts.” This could be figuring out a tough math problem, solving a complex puzzle, or figuring out the riddle to life, the universe, and everything. This affects Skills such as Academic Arts and STEM. A character with a 20 Intelligence score would be someone like Stephen Hawking or Mae Jemison. A student with sub-average Intelligence would be like that kid who hates every subject but “lunch” or who makes fun of eloquent people by saying they’re just “trying to sound smart by using big words.”

WISDOM

Wisdom is your character’s ability to observe a situation and not act rashly, to “feel out” situations naturally, or to offer comforting advice to a friend in need. This affects Skills such as Insight and Purity. A



character with a 20 Wisdom score would be someone like Terry Pratchett or Oprah Winfrey. A student with sub-average Wisdom would be like that kid you knew who was always forgetting their stuff in their locker or who failed Geometry because they were too stubborn to ask for help.

CHARISMA

Charisma is your character's ability to persuade others, omit the truth, or raise the spirits of others when they're down! This affects Skills such as Leadership and Purity. A character with a 20 Charisma score would be someone like Brad Pitt or Princess Diana. A student with a sub-average Charisma score would be like that kid who was a nervous wreck anytime a cute person talked to them or that kid who is as approachable as a honey badger (despite what its name might imply)!

What is Proficiency?

In the steps ahead, you will gain what is known as a **Proficiency Bonus** to a select number of Skills and a **Roll to Resist Proficiency** once you choose an Elemental Affinity. **Proficiency**, from a roleplaying standpoint, represents your character's experiences, studies, technique development, and hard work. This is different from what might be deemed natural ability, which can be related to your Statistics.

A student that has a high Intelligence Stat but no Proficiency in the STEM Skill might be able to deduce an answer through unorthodox methods, or reverse engineer an answer from what they already know. While a student that has a lower Intelligence Stat but has Proficiency in the STEM Skill would be able to work through the problem due to previous hard work, studies, or previously encountering similar problems. Naturally, a gifted student who has both a high Intelligence Stat and Proficiency in STEM will have an even easier time than either of them and represents someone who is likely an academic prodigy.

There will be events during your gameplay where the Magic Keeper will ask if someone has **Proficiency in a Skill**. Although someone who is naturally gifted might be able to do some basic tasks, natural ability cannot ever replace learned study in a field of knowledge. A wise person may remember the basics of CPR (and be allowed a Skill Check to see if they can apply them appropriately), while a person Proficient in the



Medicine Skill would be intimately familiar with them and would automatically succeed on such a check.

Mechanically, you will add your Proficiency Bonus to the following rolls:

- ★ Attack Rolls using your Soul Weapon and Unarmed Attacks.
- ★ Spell Attack Rolls while casting magic from a Spell Path.
- ★ Spell Difficulty Checks (DC) for spells you cast (explained in *Chapter 7*).
- ★ Skill Checks using skills you're Proficient with.
- ★ Your Rolls to Resist that are covered by your Elemental Affinity.

Your Proficiency Bonus increases as you gain Reputation Levels. See **Table 4-2** for more information.

CHAPTER 2 STUDENT PERSONA



You'll be spending a lot of time in your **Student Persona**, so it's important to think about what kind of student your character is. In fact, your Student Persona is possibly just as important as your Magi-Knight Persona!

Student Name: Choose a Student Name for your Magi-Knight. This can be similar to your own name, or it can reflect the names of people from other countries, depending on where you'd like your Magi-Knight or their ancestors to be from. Some examples of a Student Name might be: Elise Cresswell, Caden Eubank, Nia Roberts, Trevor Parker, Soraya Torres, Miguel Valero, Sachiko Hirata, Kojirou Ishida, Ha-Yun Gwan, and Joon Lee.

Interests: How does your Magi-Knight enjoy spending their free time? What catches their attention or occupies their thoughts? You should be specific in your choices, but some examples of Interests are: Playing an Instrument, Dancing, Singing, Playing a Sport, Video Games, Animals, Outdoor Activities, Martial Arts, Collecting Objects, Drawing or Painting, Crafting/Creating Things, Reading, Writing, Cooking or Baking, and Photography.

Virtues: What personality trait shines the brightest in your Magi-Knight? What drives them to take action? Some examples of possible Virtues are: Honesty, Compassion, Perseverance, Generosity, Patience, Love, Creativity, Humility, Self-Discipline, Justice, Wisdom, Courage, Hope, and Gratitude.

Strengths: What does your Magi-Knight excel at? What do others admire in them? Some examples of Strengths are: Optimistic, Virtuous, Beautiful, Loyal, Persistent, Kind, Curious, Intelligent, Observant, Resourceful, and Confident.

Weaknesses: What does your Magi-Knight struggle to keep under control in their personality? What holds them back? Some examples of Weaknesses are: Lazy, Shy, Reckless, Cowardly, Selfish, Tactless, Irritable, Flippant, Over-Ambitious, or Stubborn.

Magic Keepers can inflict **Stress Points** or Disadvantage on a player's roll where their Weakness would be a significant detriment to the situation! However, they should equally reward you when you overcome something using your Strengths, Interests, or Virtues, such as allowing you to heal Stress

Points, gaining Advantage on the roll, doubling your Proficiency Bonus (if applicable) or anything else that seems appropriate.

Attending Frost Peak Academy

Frost Peak Academy, one of the most prestigious high schools in the world, is very likely the area that you will be spending the majority of your time in. This well-funded school is incredibly unique and forward-thinking in that it allows students who perform well to transfer straight to Blackmote University, and provides a plethora of other benefits to its graduates. It has even garnered the attention of other learning institutions overseas and as such, has a respectable number of students that are studying abroad. Attending these nationally recognized places of learning is a great honor and a privilege with incredibly fierce competition. Performing poorly (or being expelled) puts a tremendous amount of stress on both the individual student and their families.

Although it is not important to your character's creation, it may be helpful in future roleplaying scenarios for you to determine how your character got into the academy. As such, students who attend Frost Peak Academy are destined for brighter futures than perhaps what their family is used to (provided that they succeed). This constant pressure to excel not only extends to the students but also to the family who is supporting them in their academic endeavors.

There are three ways for students to be enrolled into Frost Peak Academy:

- ★ **Affluent Family:** Families that are well-off may simply pay the hefty tuition fees in order to provide the opportunity for their child to attend the academy.



- ★ **Golden Ticket:** In order to create an atmosphere of a dynamic cultural proving ground where anyone who applies themselves can succeed, roughly 50 to 100 students per year are accepted into the school via a lottery system.
- ★ **Scholarship:** Some highly motivated students who perform well during junior high, or their first two years at a public high school, might be able to earn enough assistance through scholarships that can either partially or entirely cover their tuition fees.

Student Types

Each **Student Type** has a unique selection of **Starting Skills**, gains different **Statistic Points**, and has a **Student Ability** exclusive to their type. Take note that players **do not** begin the game with an **Inspiration Point**. If you're unsure what some of the Skills do, please reference **Table 6-1** of *Chapter 6*. A **Restriction** means that upon selecting that Student Type, you must place one of your Statistic values into the aforementioned Statistic before you can select it. This means that if you choose the Herald's Array and want to play **The Agile Student**, you must choose either your 15, 14, 13, or 12 Stat to be your Dexterity. The Restriction must be met before adding in the Statistic Bonus from your Student Type.

Student Hit Points (SHP): All Students have the same SHP progression. This total is $10 + \text{your Constitution}$

- Modifier + your Reputation Level (minimum 0). It is rarely increased, except through some Combat Tactics. Even when a character gains a Magi-Knight Level, your SHP does not increase unless you also gain a new Reputation Level. This is because Mortals remain relatively frail, and the power of a Magi-Knight's Soul Crystal cannot protect them while they are not Transformed. Lastly, after a Magi-Knight has been in a fight while in their Student Persona, they restore $\frac{1}{2}$ of their total SHP at the end of the current Phase.

The Agile Student

Description: The Agile Student relies on incredible hand-eye coordination and agility to push them forward. With their slim and toned physique, they typically enjoy any activity that gets their heart pumping, such as ballet, archery, or short-distance running.

Restriction: Must start the game with at least 12 Dexterity.

Student Abilities:

- ★ **Statistic Bonus:** +2 to Dexterity, +1 to Any Other
- ★ **Starting Skills:** Athletics, Coordination, Stealth
- ★ **Student Ability - Unstoppable Momentum:** As an Immediate Action, use Inspiration to make your next Dexterity Skill Check result become $20 + \text{your Modifier}$. You may do this after dice are rolled. This ability cannot be used during a Combat Encounter.



The Athletic Student

Description: The Athletic Student can be quite the popular character, typically because they help their school's sports teams excel and win championships! Able-bodied, muscular, and with an attractive physique, they carry an aura of confidence and prowess with them wherever they go.

Restriction: Must start the game with at least 12 Strength.

Student Abilities:

- ★ **Statistic Bonus:** +2 to Strength, +1 to Any Other
- ★ **Starting Skills:** Athletics, Influence, Leadership
- ★ **Student Ability - Athletic Endurance:** As an Immediate Action, use Inspiration to make your next Strength or Constitution Skill Check result become 20 + your Modifier. You may do this after dice are rolled. This ability cannot be used during a Combat Encounter.

The Average Student

Description: The Average Student is a well-rounded individual. Their interests are varied and broad, though they rarely take the time to excel at any one thing in particular. They generally have an easy time fitting in with any group of students as a follower of the crowd and almost never draw attention to themselves.

Restriction: Must start the game with no Statistic above 15 after adding in the Statistic Bonuses from this Student Type.

Student Abilities:

- ★ **Statistic Bonus:** +1 to three different Statistics
- ★ **Starting Skills:** Three skills of your choice
- ★ **Student Ability - Untapped Potential:** As an Immediate Action, use Inspiration to make your next non-Purity Skill Check result become 11 + your Modifier. You may do this after dice are rolled, and the Magic Keeper must tell you if using the ability would allow you to pass the Check or not. This ability cannot be used during a Combat Encounter.

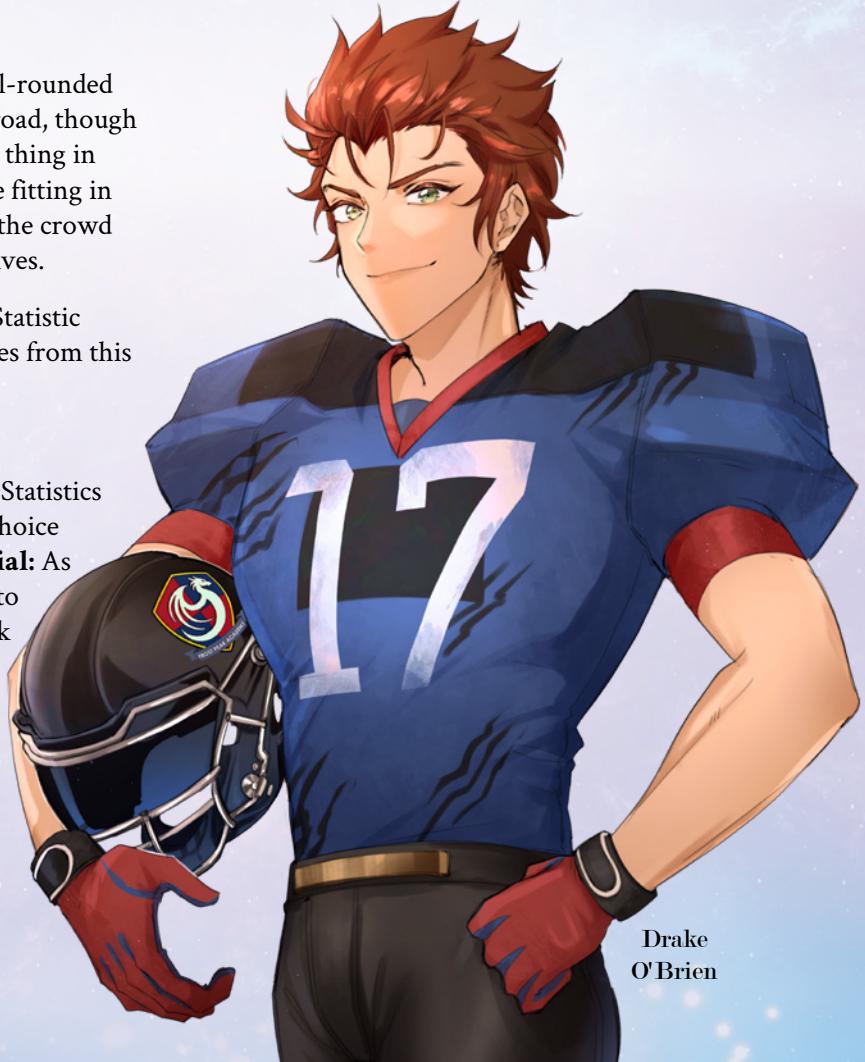
The Charming Student

Description: The Charming Student is a silver-tongued, eye-catching, or spotlight-seeking individual. Their ability to win people over with their demeanor and well-timed words often means they lead groups of like-minded individuals, are club presidents, or maybe part of the student council.

Restriction: Must start the game with at least a 12 Charisma.

Student Abilities:

- ★ **Statistic Bonus:** +2 to Charisma, +1 to Any Other
- ★ **Starting Skills:** Insight, Leadership, Persuasion
- ★ **Student Ability - Forceful Personality:** As an Immediate Action, use Inspiration to make your next Charisma Skill Check result become 20 + your Modifier. You may do this after dice are rolled. This ability cannot be used during a Combat Encounter.



The Creative Student

Description: The Creative Student is deep and introspective. They prefer to communicate their emotions and tribulations through visual art forms, the written word, music, and other expressive mediums. These emotionally mature individuals sometimes feel out of place with others who seem years behind them.

Restriction: Must start the game with at least 11 Intelligence and 11 Wisdom.

Student Abilities:

- ★ **Statistic Bonus:** +1 to Intelligence, +1 to Wisdom, +1 to Any Other
- ★ **Starting Skills:** Creativity, Insight, Perception
- ★ **Student Ability - Artistic Vision:** As an Immediate Action, use Inspiration to make your next Creativity, Insight, or Perception Skill Check result become $20 + \text{your Modifier}$. You may do this after dice are rolled. This ability cannot be used during a Combat Encounter.



The Intellectual Student

Description: The Intellectual Student is typically the most studious one. Excelling in school is as natural to them as breathing, walking, or designing atmospheric processing plants in their dreams! These things typically make them a favorite of teachers and highly sought after by other students who struggle with their homework.

Restriction: Must start the game with at least 12 Intelligence.

Student Abilities:

- ★ **Statistic Bonus:** +2 to Intelligence, +1 to Any Other
- ★ **Starting Skills:** Investigation, Medicine, STEM
- ★ **Student Ability - Prodigy:** As an Immediate Action, use Inspiration to make your next Intelligence Skill Check result become $20 + \text{your Modifier}$. You may do this after dice are rolled. This ability cannot be used during a Combat Encounter.

The Spiritual Student

Description: The Spiritual Student is someone who has a core belief in something greater than themselves. This belief could be drawn from a religion or possibly a broad conviction in the strength of human goodness. They may feel as if they are guided along by their ancestors, divine beings, other spirits, or perhaps even by fate itself!

Restriction: Must start the game with at least 12 Wisdom.

Student Abilities:

- ★ **Statistic Bonus:** +2 to Wisdom, +1 to Any Other
- ★ **Starting Skills:** Academic Arts, Mysticism, Purity
- ★ **Student Ability - Self-Disciplined:** As an Immediate Action, use Inspiration to make your next Wisdom Skill Check result become $20 + \text{your Modifier}$. You may do this after dice are rolled. This ability cannot be used during a Combat Encounter.

Advantage: Roll 2d20 and take the highest die between the two as your result.

Disadvantage: Roll 2d20 and you must take the lowest die between the two as your result.

The Troubled Student

Description: The Troubled Student is typically a lone wolf marred by some tragic past or ongoing event. They're not necessarily unapproachable, but they do, at times, seem as if they are distracted and shouldering some unseen burden. However, their exposure to trauma also means that they know how to cope with it better than most, whether their methods are healthy or not.

Restriction: None

Student Abilities:

- ★ **Statistic Bonus:** +2 to Any, +1 to Any Other
- ★ **Starting Skills:** Deception, Influence, Perception
- ★ **Choose 1 of 2 Student Abilities to Gain:**
 - ◆ **Sealed Heart:** You've seen your fair share of difficulty. Maybe you've been open about it, or maybe you've kept it all inside. You begin the game with 1 **Trauma Point** (which are further explained in *Chapter 10*). At any time as an Immediate Action, you may use Inspiration to prevent gaining 1 Trauma Point from a single source.
 - ◆ **Detached Heart:** You've seen your fair share of difficulty. You suppress it and pretend it isn't there instead of dealing with it. You begin the game with 2 Trauma Points. When making a **Roll to Resist (Purity)**, you roll with **Advantage**. However, if you fail the Roll to Resist, you gain 1 additional Trauma Point.

Finalizing Your Stats

You should now be able to finalize your 6 Statistics and write them on your character sheet. Your numbers have the following modifiers:

TABLE 2-1: STATISTIC MODIFIERS

Statistic	Modifier
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22 (Max)	+5 / +6 (Max)

You'll also need to calculate your **Student HP**, **Armor**, **Attack**, **Move**, and **Damage**. Keep in mind that at Level 1, your Reputation Level is 0 and your Proficiency Bonus is 2.

Student HP

Your Student HP (SHP) will always remain **10 + your Constitution Modifier + your Reputation Level**, unless an ability specifically refers to altering a Student's HP.

Student Armor

All characters have Student Armor that starts at 10. Additionally, you add your Constitution Modifier (the ability to take hits) and your Dexterity Modifier (the ability to dodge hits) to your Armor.

This results in the formula:

Student Armor = 10 + your Constitution Modifier + your Dexterity Modifier.

Student Move

All Students have a starting **Move** of 30 feet, or **6 squares per turn** during a Combat Encounter.

Student Attack

Students add their Proficiency Bonus when **Attacking**. Add either your Strength Modifier (representing hitting hard enough to break through your opponent's defenses) OR your Dexterity Modifier (representing you bobbing and weaving until you find an opening).

This results in the formula:

Student Attack = Proficiency Bonus + your Strength Modifier OR your Dexterity Modifier.



Student Damage

Students make Unarmed Attacks, and the damage is equal to **1d4 + your Strength Modifier + your Reputation Level**.

A successful Attack always deals at least 1 damage.

Court Cards of Fate

The Court Cards of Fate represent people (or sometimes animals) who, at any point in time, have had a significant impact on your character's life. This influence may have been positive or negative, ongoing or already ended; regardless, this personage had an enduring effect on you that you either seek to overcome or continue to emulate. Even death is not strong enough to erase the power of a **Bond** or memories of another. If you choose to select a person that has passed on as the focus of your **Fate Card**, your character can increase their **Bond Level** with them by continuing to keep them alive in their hearts, remembering the importance of their lessons, and how significant their influence has been in their life.

Social Points are an approximation of the amount of activities and time that have been spent nurturing a Bond. The more Social Points a Bond has, the higher its Bond Level is and the stronger **Bond Abilities** that a Magi-Knight has access to. By relying on both the mental encouragement and Bond Abilities of their

family and friends, a player can help turn a potential failed Skill Check into a successful one, even if the NPC is not with them at that very moment. Their comforting words or firm guidance are enough to carry them forward during times of trial. To learn more about Bonds and Social Points, refer to **Chapter 9**.

Think of an NPC or, with the Magic Keeper's approval, a fellow Magi-Knight! If the person is a mentor, such as a parent, teacher, or anyone much older than you, they are represented by the **King** or **Queen**. A **Knight** or **Dame** may represent an older sibling, a senior classmate, or even someone near your age that you look up to, while a **Squire** or **Damsel** would be a younger person of notable influence on you, such as a younger sibling or younger childhood friend.

After deciding on the person who relates to your chosen **Court Card**, first put their name and relationship on your Student Character Sheet and gain **30 Social Points** (SP) with them. The Magic Keeper should take careful note of these influential people and use them in interesting and exciting ways! Remember that Social Points are accumulated and lost but are not spent like a resource.

Next, you pick 3 Skills from the **Court Card's Repertoire** and denote this by filling in the 3 corresponding skill diamonds on your character sheet. This should grant your character a total of 6 Skill Proficiencies; 3 from your Student Type and now 3 from the Court Card's Repertoire. Doubling up on a Skill has no effect.

Picking a Magi-Knight Player as a Court Card of Fate

With your Magic Keeper's approval, you can pick another player in your group to become your Court Card of Fate. This choice can never be undone, even if your friendship sours, or even if they one day turn against you. The most significant mechanical disadvantage to this is that you will not have an NPC Bond Ability to assist you in passing a **Student Class Check** Once per Sleep Phase. In exchange, you will have a slightly easier time working through **Moments of Catharsis** (which reduce Trauma Points), and they can also reduce your Stress Points after a battle.

Although this choice isn't recommended for players unfamiliar with the *Magi-Knights Awakening* system, it is nonetheless an option!

Hillary & Brian
Brinthorne



Fate Cards:

- ★ **King:** Academic Arts, Deception, Investigation, Leadership, Medicine, Stealth
- ★ **Queen:** Creativity, Influence, Investigation, Leadership, Mysticism, Performance
- ★ **Knight:** Athletics, Creativity, Mysticism, Perception, Persuasion, STEM
- ★ **Dame:** Academic Arts, Coordination, Deception, Medicine, Perception, Persuasion
- ★ **Squire:** Coordination, Influence, Insight, Performance, Persuasion, Purity
- ★ **Damsel:** Athletics, Insight, Performance, Purity, Stealth, STEM

Table 2-2: Fate Card and Skills

	Damsel	Squire	Dame	Knight	Queen	King
Academic Arts			x		x	
Athletics	x			x		
Coordination		x	x			
Creativity				x	x	
Deception		x			x	
Influence	x			x		
Insight	x	x				
Investigation				x	x	
Leadership				x	x	
Medicine		x			x	
Mysticism			x	x		
Perception		x	x			
Performance	x	x			x	
Persuasion	x	x	x	x		
Purity	x	x				
Stealth	x				x	
STEM	x		x			

A Fateful Change (Optional): After choosing a Fate Card, you may replace one Skill given by your Student Type or Court Card of Fate with any one other Skill of your choice. Consider how this exchange took place in your character's life and what drove them to refocus their efforts on their newly acquired Skill. Did they learn the new Skill to impress the individual tied to their Fate Card, or did they learn it from them? How did the cost of losing their old Skill affect them, and what was it that made their new Skill so important to them?

Player Links

The forging of Bonds and the ability to connect to others directly correlate to the power of an individual Magi-Knight. It is for this reason that Heralds sometimes target groups of tight-knit friends or even siblings who are close in age to go through an Awakening. Sometimes a Herald will have to find two or even three different groups of people and bring them together to form a Magi-Knight squadron strong enough to resist the Invading Evil. Although such groups may have initial difficulties developing a cohesive relationship with one another, it is his belief that the trials they face will bring them closer together.

If your players are having difficulties deciding how they might know another character in the squadron, **Table 2-3: Player Links** could give some interesting ideas on forging their previously established relationships (or can be used to help them come up with a unique **Player Link** of their own)! Players can have multiple Links (each with a different player) if they prefer to be connected to multiple other characters in different ways, or they can all share the same Player Link as a collective group—but ultimately, a player can only receive **one Link Reward**.



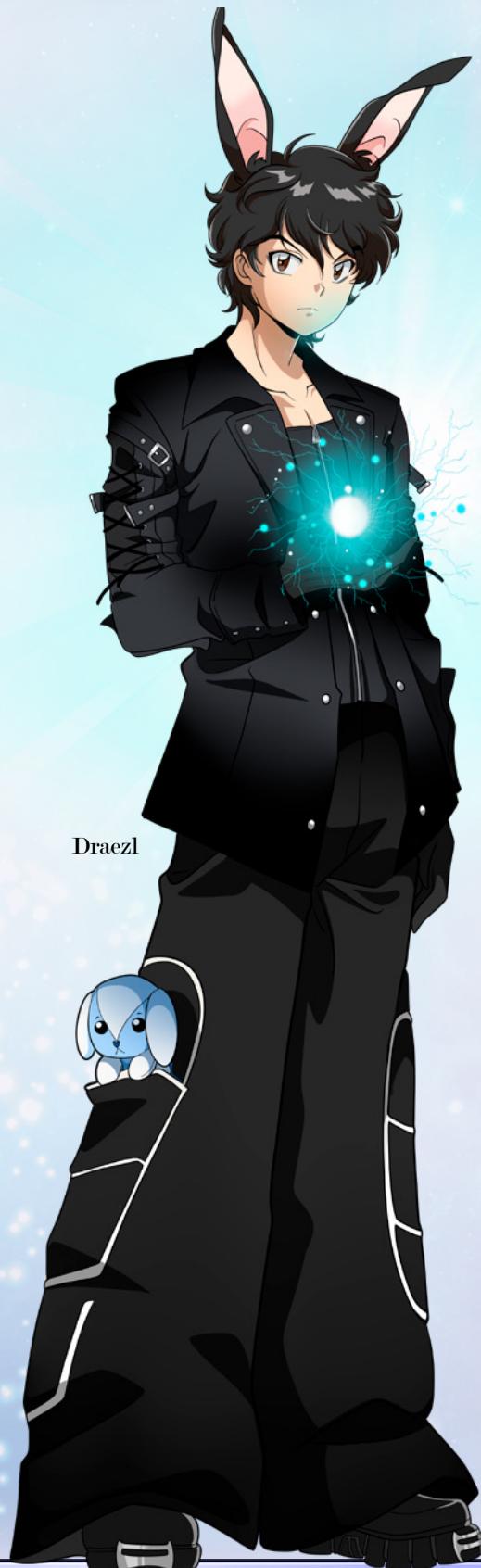
Table 2-3 is simply a list of ideas with benefits for a character's background. If the players think of another connection, allow them to go with their idea and simply choose a Link Reward and the connected **Shard Reward** of their choice. Sometimes a Link Reward can grant enduring bonuses such as a **Tactic**. These can be written in the **Technique and Tactics** section of your Main Character Sheet, or in the **Player Links** section of your Optional Sheet.

Lone Wolf Links

Sometimes people just can't seem to play nicely with others or just don't want to rely on them. For these individuals, we recommend **Lone Wolf Links** such as The **Arduous Trial** and **Past / Future Protector**. The Magi-Knight from the Arduous Trial survived a significant event that made them stronger, but that strength also sets them apart. Survivors unable to reintegrate completely into society or only able to make fair-weather friends are good examples of students who might fit this mold.

The Past / Future Protector, on the other hand, lived through something else entirely. The Past Protector is (potentially) the first of the Magi-Knights in a group. Maybe they were still in training by their Herald, the lone survivor of an **ESKIA** (Entire Squadron Killed in Action), or have been patrolling the city alone? The Shard they possess may be that of an old friend who has Burned Out, Retired, or one who performed a Soul Oblation so that they could live.

A Future Protector is someone who was kidnapped by the Invading Evil before being saved by Magi-Knights, or somehow lived through the ordeal by sheer blind luck. Whatever happened, they know their old view of the world is a thing of the past. Friends, families, teachers... no one could possibly understand. But they're not alone, and they're ready to take on the future with their newfound allies—allies they admittedly don't really know anything about!



Draezl

TABLE 2-3: PLAYER LINKS

Player Link	Link Reward	Shard Reward
Outgoing Friend: You know the term “six degrees of separation”? For you, it’s half that! You’re a people person, and everyone knows it. The kid who just joined the basketball team? Know him. The second most popular cheerleader that vies to take over for the first? Know her too! The new kid? You introduced yourself last week— even though they just moved in yesterday! How is that even possible? Connections! It’s kind of like magic—no, for real!	Work with your Magic Keeper to create two NPCs. You gain 10 Social Points with each of them. You additionally gain 1 Social Point with each Magi-Knight in your squadron.	<i>Shard of Rejuvenation</i>
Common Obsession: You and the other person met at a convention or niche store and discovered you share a strong love for a common interest! Perhaps you both really love cats or unicorns; motorcycles or astronomy; football or soccer; comics or K-Pop? Whatever it is, your obsession drives you forward and connects you in a way that some will never understand! If someone doesn’t play The Curing’s new hit single ten times back to back, fawn over that adorable tuxedo cat next door, or isn’t glued to the TV watching the new episode of Super Soarin’ Dragon Soldiers, they probably just don’t “get” you. But hey, give’m time! Maybe they’ll come around!	You gain 4 Social Points with one Magi-Knight. You also gain the Social Tactic: “Enthusiast (Topic)” – Once per Sleep Phase, when your Topic comes up in a Social Encounter during the Lunch Period, Free Time, or Investigation Phase, add +1d6 to the roll.	<i>Shard of Mending [Lesser]</i>
Related / Practically Related: You and another character are actually related (or maybe you’re so close you might as well be)! You’re probably pretty close in age, or maybe you’re even twins (even if you did come from completely different families)! You could be step-siblings, half-siblings, or even cousins (or just wish you were)!	You gain 21 Social Points with the relevant player.	<i>Shard of Confidence</i>
Childhood Friends: You’ve been friends for years and years. Whatever it was that connected you in the past, your friendship has grown strong over time, and you trust each other implicitly. Whether they’re annoying, amazing, or like a barnacle you unintentionally picked up on the way to school, they’ll always be on your side (or by it, at least)!	Gain 12 Social Points with a Magi-Knight.	<i>Shard of Tenacity</i>
Part-Timer / Rich Student: You’re either a hard-working Part-Timer saving up for that new Desired Object you just gotta have, or maybe you’re one of those kids raised on a silver spoon. Regardless, it can be hard to balance the importance of having money and spending it, or focusing on friends. But you’ve managed to find a balance (hopefully)!	You have 10 points. Split these points into either Social Points with any number of your fellow Magi-Knights and/or Budget Tallies as you see fit.	<i>Shard of Magical Force</i>
Friendly Rivalry: You’ve run into each other before in the worst way possible. Maybe you both were fighting over the same love interest? Maybe you competed against one another, and one of you lost (or ultimately tied)? Whatever it is, you don’t maliciously dislike them per se, but your rivalry does vault you forward with unparalleled determination.	Gain 12 Social Points (Rival) with a Magi-Knight.	<i>Shard of Mercurial Alacrity</i>
Chance Encounter: Whether you stumbled into each other in the hallway at school, library, or even a car wash, the two of you had a fateful encounter that drew you to each other. You can’t easily explain why the two of you get along so well, but at this point, “Fortune” seems as good of an explanation as any!	Randomly determine one of your fellow Magi-Knights (by die roll or another method). Whoever you rolled is someone you had a Chance Encounter with. Gain 9 Social Points with them.	<i>Shard of Fortune</i>
Devoted Magi-Knight: Ever since you became a Magi-Knight, you’ve been singular in your focus. You know the names of your allies, their strengths, and how to shore up your group’s weaknesses. More importantly, you’ve talked extensively with your Herald. You have The Mission on your mind and the companionship of an otherworldly ally to aid you.	You gain 1 Social Point with all Magi-Knights, and 9 Social Points with the Herald. At any time you may ask him 3 questions, and he will answer as truthfully as possible (or is allowed to)!	<i>Shard of Unstoppable Might</i>
Club Member: Whether it was Archery, Photography, Flower Arranging, or the Ghost Hunter Club, you were either a Club Member from the year before, or you’ve been scouted to join this year! You’ve already got an “in” with one of the people in the club, and you’ve even been trying to convince a friend or two to join you!	Gain 10 Social Points with an NPC in your Club, gain 2 Social Points with a Magi-Knight, and 2 Club Tallies.	<i>Shard of Purification [Potent]</i>
Notice Me, Mentor! : Everyone knows them. They’re reliable, positive, confident, intelligent, suave, attractive, oozing with charisma... and oh, so dreamy! Ah. No, we’re not talking about you! We’re talking about your Mentor! You don’t know why, but their presence alone motivates you every step of the way, through every trial and hardship. The hardest thing, though? Getting them to notice you! Maybe one day you’ll succeed?	Gain 6 Social Points with one Magi-Knight. You gain the Studied Effect and the Studied (Combat) Effect. For your first day only, you don’t lose these effects until the end of your first Sleep Phase, or until you use it.	<i>Shard of Purification [Greater]</i>

Friend From the Past: It's been a while, but someone from your past has suddenly reintroduced themselves into your life. You thought it would be a little awkward at first (note: it was)—but hey, at least they brought you a memento to ease the two of you back into the friendship! Honestly though, they came back at the perfect time. Life is going to be a lot easier now that you have someone you can rely on again.

Guardian Angel: They constantly tell you to “Mind your own business.” Sometimes even the people you help are ungrateful and tell you to “Get lost!” But it doesn’t matter—everyone needs a guardian angel. And whether they’re grateful or not, you’re not going to let anyone be picked on. No one deserves that. No one.

Forced Friendship: Whether because your parents are friends and they always drag you along, or you’re somehow always stuck next to each other in class year after year, you’re friends, and you’re stuck with each other—whether you like it or not! Maybe it was an accident or maybe not, but something about them has definitely rubbed off on you. Perhaps it’s their tendency to lie, the way they ramble on about numbers or science, or maybe they’re just a goody-two-shoes? Whatever it is, they’re a headache, and Fate frequently laughs at your mismatched friendship.

Gain 6 Social Points with one Magi-Knight. During your first day of school, you can't gain Stress Points until the beginning of your first Free Time Phase. You also gain an additional Mundane Gear Item.

Shard of Solidarity

Gain 6 Social Points with a Magi-Knight or 12 Social Points with an NPC. You also begin the game with an Inspiration Point.

Shard of Purification [Lesser]

Gain 6 Social Points (Rival) with a Magi-Knight. Also, choose one: either gain 3 Social Points with an NPC OR exchange one Skill Proficiency granted by your Fate Card with any Skill Proficiency of your choice.

Shard of Clarity [Lesser]

TABLE 2-4: LONE WOLF LINKS

Player Link	Link Reward
Arduous Trial: Something happened in your past that you had to face alone. Maybe your house caught fire? Maybe you almost drowned in a lake, survived an earthquake, or a town-shattering tornado? Whatever the event was, it shaped you and changed you in a significant way. You discovered a strength you didn't know you had, but it also made you realize how different everyone who hadn't lived through a near-death experience was from you. Ever since then, you look at people a little differently...	Your Magi-Knight gains the Roll to Resist Proficiency of a different Elemental Affinity than the one you originally chose that can be tied to your backstory. Alternatively you can change out one Known Spell Path for any other of your choice. You start the game with 2 Trauma Points, and people always seem to ask you, “What’s your childhood trauma?!” Tsch. If they only knew...
Past Protector: You've been doing this for a little while. You've only been holding off minor enemies since you've been alone, or maybe your skills have rusted a bit, but you were probably one of the first to form the Squadron. These New Rice have no idea what they're getting themselves into. This Shard is proof of that...	The Herald admires your dedication of purpose and has awarded you an incredibly rare and powerful gift; be sure to use it wisely, as it (hopefully) should be some time before you see another! You start the game with a <i>Shard of the Magi-Knight</i> .
Future Protector: You used to be a normal kid. Normal life, normal school, normal friends... until you were captured by the Invading Evil! You don't remember the events, but you still have feverish nightmares of those creatures. You tried to return to normalcy, but that was futile. You became a Magi-Knight, but you don't even know these people! And where'd this Shard come from?	So what if you're the eager, New Rice? The Herald said that you had the potential to make sure it never happened to anyone else, so you're going to make sure of it! You start the game with both the Studied and Well Fed Effects, an Inspiration Point, and a <i>Shard of Mending [Lesser]</i> .



Argentum
Lupus Rex

TABLE 2-5: SIGNIFICANT BONDS AND BACKSTORY SOCIAL POINTS

Number of Bonds Gained at Creation	Bond Type	Starting M-K Social Points	NPC Social Points
1	Treasured Bonds	+10 SP to one Squadron Member that currently has 9 or less.	+10 SP to one NPC that currently has 9 or less.
1	Important Bonds	+5 SP to one Squadron Member that currently has 9 or less.	+8 SP to one NPC that currently has 9 or less.
2	Deepening Bonds	+2 SP to one Squadron Member that currently has 9 or less.	+5 SP to one NPC that currently has 9 or less.

Significant Bonds and Your Backstory

Magi-Knights (even those that took the Lone Wolf Link), have more people to rely on than what you've been given up until this point. To flesh out this concept, all players will receive additional Social Points to give to NPCs or other Magi-Knights in their squadron! Each of these additional Social Points must be spent on Magi-Knights and NPCs that you currently have 9 or less Social Points with. If you don't have enough Magi-Knights in your squadron to account for some of these instances, the points are exchanged for Gloom Gems. A player can alternatively exchange any unwanted Social Points for Gloom Gems at a ratio of (1:1).

Upon character creation, each player gains one **Treasured Bond**, one **Important Bond**, and two **Deepening Bonds** in both the Magi-Knight (M-K) category and in the NPC category. A different Magi-Knight and a different NPC must be selected for each type of Bond (see **Table 2-5**).

Starting Gear

Because of the modern setting of *Magi-Knights Awakening* and the magical nature of the characters, a comprehensive list of gear is mostly unnecessary. However, there are moments when the players might not want to reveal their secret identities and will need to remain in their incognito Student Personas. A small selection of items can be found in the **Gear** section of **Chapter 8**, but you may also collaborate with your Magic Keeper to introduce any other items you think you may need.

Private School: Each Student attending Frost Peak Academy or Blackmote University begins the game with a Backpack (Standard Quality), School Uniform (Valuable Quality), a Long-Range Communicator, and one item from the Mundane Gear list which counts as Cheap Quality.

Public School: If you attend a public high school, community college, or university, you begin the game with a Backpack (Standard Quality), a Long-Range Communicator, and one item from the Mundane Gear list which counts as Cheap Quality. You do not gain a School Uniform but instead begin the game with **4 Budget Tallies**.

Magi-Knight Armaments are the manifestation of a player's Soul Crystal. These weapons and armor are never replaced but rather are upgraded through the rare and valuable exchange of Gloom Gems, which are acquired by fighting the Invading Evil. Soul Armaments are more clearly explained in **Chapter 3**, while their upgrades (called Runes), consumable items (called Shards of Power), and how to gather the mystical currency of Gloom Gems, are further explained in **Chapter 8**.



CHAPTER 3 MAGE-KNIGHT PERSONA

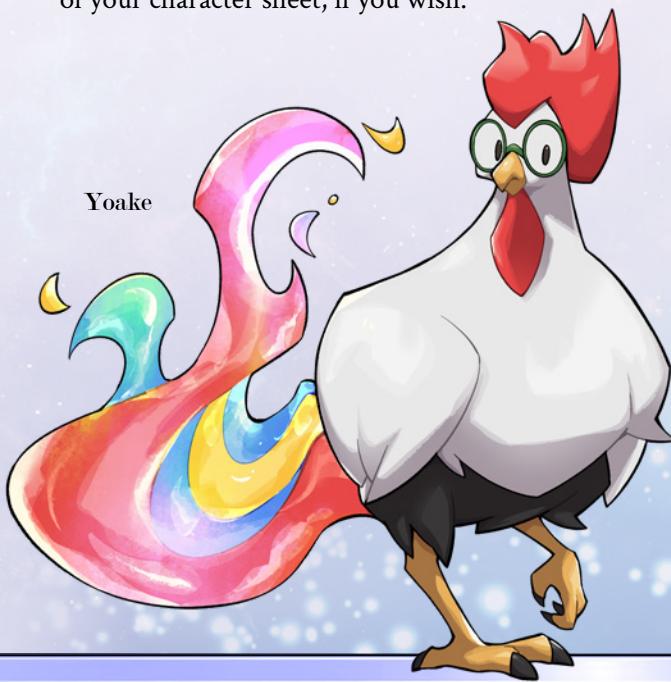


The Magi-Knight, your magical form and the person behind its metaphorical (or not) mask! While in this persona, you are a legendary hero fighting to turn back the tide of darkness threatening to overwhelm not only Lapis City, but also the entire world. What everyone (and sometimes even the heroes themselves) wants to know is: who are you, really?

Magi-Knight Name: Choose a heroic name for your Magi-Knight. It should represent some aspect of their personality or what they fight to protect. Some examples of Magi-Knight names: Crystal Champion, Foxstar the Red, Triblade Samurai, The Raven Princess, The Flame Lord, Moonlight Soldier, Unicorn Dancer, Flower Belle, Solitary Seraphim, and Amethyst Starlight.

Quote: Choose a quote for your Magi-Knight. This can either be a phrase they shout when they are ready to transform from a Student into their Magi-Knight Persona, or it can be a catchphrase they recite to their enemies before battle. Reflect on how you've portrayed your character thus far and choose something that will really emulate them!

Near Death Experience: Every Magi-Knight meets the Herald through a **Near Death Experience** (NDE). Think about what tragic event was about to befall your character before he intervened to offer you a choice of battling evil for the rest of your life, or returning to the stars. Remember, the Herald needs to ensure that "cosmic balance remains," so when a Magi-Knight inevitably falls in combat against the Invading Evil, everything works out in the end. Cosmically, anyway! You may record this in the **Student Backstory** section of your character sheet, if you wish.



Magic Styles

Only individuals who possess a Soul Crystal and those aligned with the Invading Evil are able to manifest magic in the Cardinal Realm. Although "magic" has been used in Earth's past, those are relatively cheap parlor tricks when compared to the true magic that the Herald has brought into the world. Players will select the **Magic Style** their Magi-Knights will train with and then gain access to its associated **Spell Paths**. For example, selecting the **Ethereal Magic Style** and becoming an Ethereal Magi-Knight gives access to two of the seven Spell Paths (of the player's choice) at Level 1: **Beam, Explosion, Manipulate, Barrier, Transformation, Divination, and Chronomancy**. A Magi-Knight will gain access to one additional Spell Path at Level 4 and again at Level 8. Lastly, a Magi-Knight uses their **Magic Ability Modifier (MAM)** to determine the strength of their magic and their Mana Point (MP) totals. Which Mental Statistic they use while casting magic and calculating Mana Points relates directly to the choice of their Magic Style.

Each Spell Path has six **Spell Tiers**. Spell Tiers represent the power level of a Spell Path that a Magi-Knight has access to. Magi-Knights have access to the Spell Tier of all Spell Paths they know as listed on **Table 4-1: Magi-Knight Levels**, found in **Chapter 4**. This includes new Spell Paths learned when gaining a new Spell Path at both Level 4 and Level 8.

For a full list of Spell Paths, Spell Tiers, and their respective effects, refer to **Chapter 7**.

The Five Core Magic Styles:

Ethereal

This Magic Style focuses on the ancient study and pursuit of traditional magic, whose origins are still entirely unknown. This is referred to as "Ethereal Magic" or "Mysticising."

- ★ **Intelligence or Wisdom** is your Magic Ability Modifier (MAM) for your Magi-Knight Spells.

Memento

This Magic Style manifests your magic through the power of an object that has significant importance to you. The object acts as a conduit for your wishes and desires. It is referred to as “**Memento Magic**” or “Mooring.”

- ★ **Intelligence, Wisdom, or Charisma** is your Magic Ability Modifier (MAM) for your Magi-Knight Spells.

Shaper

This Magic Style manifests your creativity and cleverness into loose energy that is then molded into various manifestations, which most refer to as “**Shaper Magic**” or “Shaping.”

- ★ **Intelligence, Wisdom, or Charisma** is your Magic Ability Modifier (MAM) for your Magi-Knight Spells.



Soul

This Magic Style focuses the pure determination and conviction of your Soul to manifest miraculous effects into reality, which most refer to as “**Soul Magic**” or “Manifesting.”

- ★ **Wisdom or Charisma** is your Magic Ability Modifier (MAM) for your Magi-Knight Spells

Verse

This Magic Style manifests your latent magic abilities through song, poetry, or performance. But doing a mundane action like singing would fall under the Performance Skill. It has been known by many names throughout history but is now called “**Verse Magic**” or “Versing.”

- ★ **Intelligence or Charisma** is your Magic Ability Modifier (MAM) for your Magi-Knight Spells.

Advanced Magic Styles

Release

This powerful and versatile Magic Style focuses on the use of magical cards. Selecting this Magic Style precludes you from selecting any other Spell Paths and you become wholly dedicated to using the *Collector's Spell Deck* to cast your magic. This Magic Style and Spell Path Combination is referred to as “**Card Magic**” or “Releasing.”

- ★ **Intelligence, Wisdom, or Charisma** is your Magic Ability Modifier (MAM) for your Magi-Knight Spells.

The Eleven Spell Paths

Beam

Focuses a beam of magical energy at a single target and deals heavy Magical Damage.

Explosion

Causes a detonation of magical energy at numerous enemies (called **Hordes** or **Swarms**) and deals heavy Magical Damage to these enemy types.

Curing

Restores large portions of health to an individual and can remove debilitating Conditions.

Restoration

Reduces damage by enveloping allies in a magical shield that can absorb damage, called **Temporary Hit Points**. Can also restore a moderate amount of health to squad members.

Amplify

Uses versatile spells called **Auras** that are focused on buffing and enhancing the abilities of the squadron.

Manipulate

Focused on inflicting Conditions upon the squadron's enemies and conserving Mana Points when enemies resist their attacks.

Barrier

Create magical barriers and establish connections to reduce the damage received by yourself and an ally.

Transformation

Focused on empowering oneself and your Soul Weapon into becoming an even greater threat to your enemies.

Summoning

Summons allies to help the squadron turn the tide of battle. Because of the greater complexity of mechanics used in this Spell Path, it is considered to be an Advanced Spell Path and is not recommended for beginners.

Divination

Combine magic and a deck of cards to foretell the future! Consult with the Reigning Card and use your Divination Slots to activate effects. Be careful though, a Reversed card causes a detrimental outcome! Aligning your cards to an Upright position will activate various powerful combos.

TABLE 3-1: MAGIC STYLES AND SPELL PATHS

	Ethereal	Memento	Shaper	Soul	Verso
Beam	Yes	Yes	Yes	—	—
Explosion	Yes	—	—	Yes	Yes
Curing	—	Yes	Yes	Yes	—
Restoration	—	Yes	—	Yes	Yes
Amplify	—	—	Yes	Yes	Yes
Manipulate	Yes	Yes	—	—	Yes
Barrier	Yes	—	Yes	Yes	—
Transformation	Yes	—	Yes	—	Yes
Summoning	—	Yes	Yes	—	Yes
Divination	Yes	Yes	Yes	Yes	Yes
Chronomancy	Yes	Yes	—	Yes	—

Chronomancy

Can make minor manipulations to the flow of time to increase the damage they both deal and receive, while also allowing easy traversal of the battlefield. Because of the greater complexity of mechanics used in this Spell Path, it is considered to be an Advanced Spell Path and is not recommended for beginners.

Using Magic

Now that you have chosen your Magic Style and know what your MAM is, you can calculate your **Spell Attack** and **Spell Difficulty Check (DC)**, which are further explained at the end of this chapter.

- ★ **Spell Attack = your Proficiency bonus + your MAM**
- ★ **Spell DC = 8 + your Proficiency bonus + your MAM**

Things to note about using magic:

- ★ You can't use magical abilities outside of your Magi-Knight Persona. Any effects or magical influence that extend from being a Magi-Knight immediately ends once you are no longer transformed.
- ★ Using **Magical Healing** on yourself also reduces its effectiveness due to the strain of drawing forth magic from your Soul Crystal and then shunting the magic back inside of it.
- ◆ When healing yourself with your own spell, you do **not** add modifiers to your total and only use the total number revealed on the dice rolled.
- ◆ When casting a **Restoration Spell**, you do not contribute your modifier to any Temp HP or Healing that you would receive.
- ◆ This includes modifiers that extend from yourself, such as those granted by an **Aura**. However, if the Aura is granted to you by another Magi-Knight, then you may add that modifier to your total.

Calculating your Mana Points (MP)

You gain MP equal to your Magi-Knight Level plus your Magic Ability Modifier plus your Reputation Level (minimum 0). Adding these 3 numbers together gives you what is known as a **Mana Coefficient**. Lastly, you'll multiply your Mana Coefficient by 2, to get your MP Total.

- ★ Mana Coefficient (MCO)= M-KL (Magi-Knight Level) + MAM (Magic Ability Modifier) + RL (Reputation Level)
- ★ Multiply your MCO by 2 to get your total MP.

Let's give two examples. On the one hand, we have Veil Keeper, who has an Intelligence of 16 (+3) and uses that Statistic for his Magic Ability Modifier. In our example, this is Veil Keeper's first day as a Magi-Knight, so he is Level 1. Because he's Level 1 and so are all of his squadmates, he has no Reputation Level. We get the following formula to calculate his Mana Points:

Magi-Knight Level (1) + Magic Ability Modifier (+3) + Reputation Level (0) = 4

We now know that Veil Keeper's Mana Coefficient is 4. We simply multiply his MCO by 2 and get his total Mana Points: $4 \times 2 = 8$! So, Veil Keeper has 8 Mana Points at Level 1.

On the other hand, his teammate, Heart Keeper, is joining him on the battlefield. Her Magic Ability Modifier is based on her Charisma Modifier (+3). However, her **Magical Implement** has a special quality to it called: **Mana Attunement**, which allows her to multiply her MCO by 3 (instead of 2) when calculating her Mana Points! We still need to find her Mana Coefficient first, though, so let's do that:

Magi-Knight Level (1) + Magic Ability Modifier (+3) + Reputation Level (0) = 4

Great, so Heart Keeper has the same Mana Coefficient as Veil Keeper, but since she has a Magical Implement, she'll multiply her MCO by 3: $4 \times 3 = 12$! So, Heart Keeper has 12 Mana Points at Level 1.

Elemental Affinity

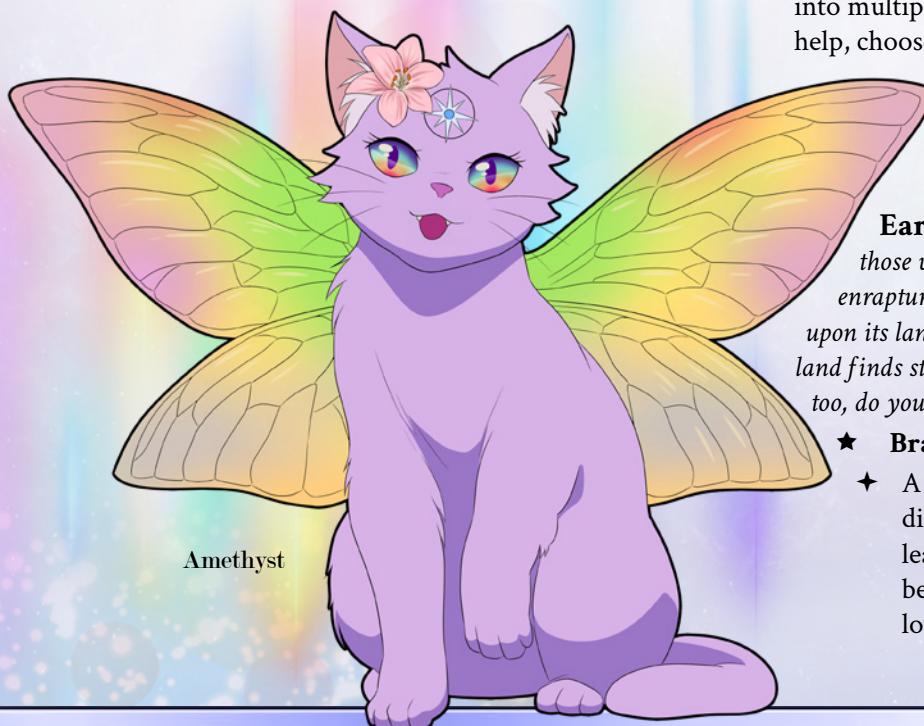
Before modern science became commonplace, it was said that the humans, the universe, and everything in it (regardless of its complexity), were created with five simple elements. Beliefs may have changed, but Magi-Knights do have strengths and weaknesses based on these basic elements that may reflect in part of their personality—and is also presented in how substantial your Soul Armor is. Additionally, you will select some minor **Elemental Enhancements** that can modify your total HP, MP, affect your total Move, or even increase your Armor further. Unlike Student Armor, Magi-Knight Armor is not calculated using modifiers from your Statistics. Lastly, a small diamond is depicted above each Statistic on your Main Character Sheet. After selecting your Elemental Affinity, you will fill in the small diamond to indicate your Roll to Resist Proficiency. In the case of receiving a Roll to Resist (Magic) Proficiency, you will fill in the diamond that relates to the Statistic you use for your Magic Ability Modifier: Intelligence, Wisdom, or Charisma. For a breakdown of the Elemental Affinities, Enhancements, and their Roll to Resist Proficiencies, refer to **Table: 3-2: Elemental Enhancements**.

Each **Primary Element** also possesses a few **Branching Elements**. These Branching Elements share the same stats and abilities as their Primary Element but offer more diverse choices for roleplaying. There are additional unlisted Branching Elements that players could choose from with the assistance of their Magic Keeper, and some elements may simply fall into multiple categories. With your Magic Keeper's help, choose the one that best fits your character's concept and design.

Elements:

Earth (Solid) - *The land hides nothing from those who see it properly. It proudly displays both the enrapturing beauty of its flora and the blight of the bog upon its landscape. In every place, in every creature, the land finds strength and solace—since time immemorial. So too, do you.*

- ★ **Branching Elements:** Wood or Metal
- ★ A person in tune with **Earth** may be practical, disciplined, focused, enjoy routines, be a good leader, and be dependable. Usually, they enjoy being in control and are found to be very loyal.



Fire (Destructive) - *Flames are as powerful as they are alluring, and few can resist the temptation to watch them dance. They are capable of cleansing away even the darkest impurities and are all too eager to reduce the most fearsome creatures to naught but ash. So too, are you.*

- ★ **Branching Elements:** Lightning or Toxins
 - ◆ A person in tune with **Fire** may be impulsive, open-minded, expressive, humorous, dramatic, and a good performer. They usually act with their heart but can be blunt at times.

Air (Incorporeal) - *The expression of intelligence combined with the discretion to do as it pleases. It can be so silent that few might wonder if it's even there, or loud enough to drown out cacophonous screams. Powerful enough to rend limbs from trees, yet soothing enough to calm a weary soul. So too, are you.*

- ★ **Branching Elements:** Force or Sonance
 - ◆ A person in tune with **Air** may be an intellectual, a good communicator, observant, talkative, curious, and fickle-hearted. Typically they can be conversational but also easily distracted.

Water (Shifting) - *What can exist without the life-giving gift of water? In its absence there's despair, but isn't too much just as dangerous? Capable of eroding even the strongest things and shaping all that it touches—remember that it connects everything to everywhere and everyone. So too, do you.*

- ★ **Branching Elements:** Ice or Blood
 - ◆ A person in tune with **Water** may be sensitive, unsocial, imaginative, intuitive, artistic, and emotional. They can potentially be secretive, but also empathetic.

Void (Energy) - *The essence of absence and the desire of naught. Everything came from the Void, and one day everything shall return to it to repeat the process anew. Nihilists embrace it, but do they understand it? The enlightened spend an eternity pursuing the knowledge contained within its Aether, only to learn it is filled with labyrinthine logic and paradoxical conclusions. So too, are you.*

- ★ **Branching Elements:** Light, Dark
 - ◆ A person in tune with the **Void** may be someone who is strangely well-balanced in their Personal Element and, as such, is a little of everything. Or it could be someone who is very disconnected from their emotions—

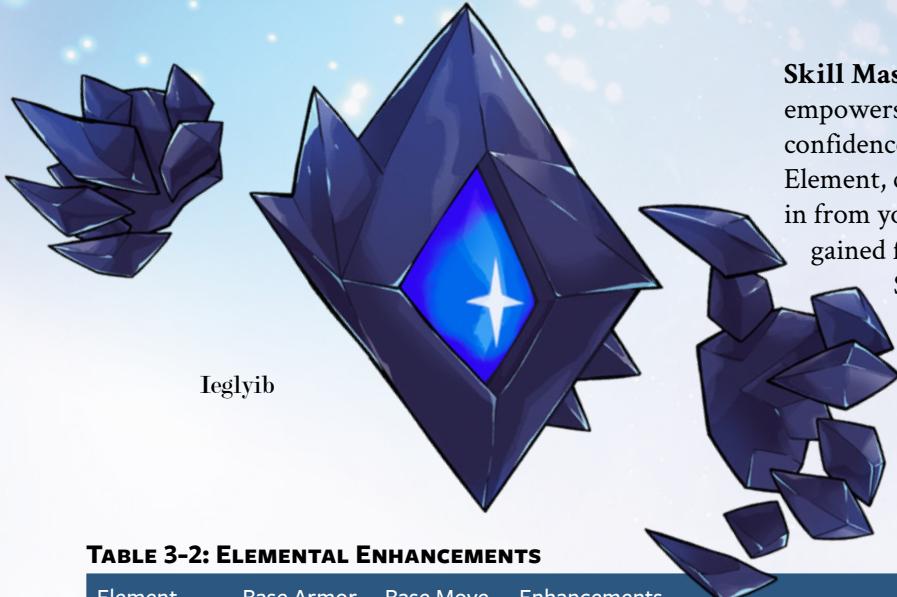


Crème
Brûlée

but such a separation is typically temporary and self-imposed, whether consciously or subconsciously.

Elemental Enhancements

After choosing your Elemental Affinity, you can also select a number of Enhancements listed for your element, found in **Table 3-2: Elemental Enhancements**. An Armor, HP, MP, or Move Enhancement only affects the player while in their Magi-Knight Persona. The exception to these are those that grant a modifier to Skills, which can affect both their Student Persona and Magi-Knight Persona. Each Enhancement can only be selected once. Bonuses to Mana are implemented after your total Mana has been calculated.



Skill Mastery: Your connection with your Element empowers you to recognize your strengths and grants confidence in yourself and a Skill. After choosing your Element, choose either a Skill you gained Proficiency in from your Court Card of Fate or one Proficiency gained from your Student Type. When you use this Skill, you add your Reputation Level to the roll (minimum 1). This is referred to as **Skill Mastery**. Draw a circle around your Proficiency Diamond to indicate this.

TABLE 3-2: ELEMENTAL ENHANCEMENTS

Element	Base Armor	Base Move	Enhancements	Roll to Resist Proficiency
Earth	16	20 ft	Choose 1 Enhancement: <ul style="list-style-type: none"> • +1 HP per Level • +1 to Athletics and Medicine • +1 Armor • Reduce Armor by 1, Gain 10 Move (Select Additional Enhancement) 	Roll to Resist Proficiency: Choose one Physical <ul style="list-style-type: none"> • Strength • Constitution
Fire	15	30 ft	Choose 1 Enhancement: <ul style="list-style-type: none"> • +1 HP per Level • +10 ft Move • +1 to Athletics and Performance • Gain +1 per Reputation Level (min. 1) to all weapon and spell damage 	Roll to Resist Proficiency: Choose one Physical <ul style="list-style-type: none"> • Strength • Dexterity
Air	14	30 ft	Choose 2 Enhancements: <ul style="list-style-type: none"> • +1 HP per Level • +10 ft Move • +1 Armor • +1 to Athletics and Stealth 	Roll to Resist Proficiency: Choose one Physical <ul style="list-style-type: none"> • Dexterity • Constitution
Water	14	30 ft	Choose 2 Enhancements: <ul style="list-style-type: none"> • +1 MP per Level • +10 ft Move • +1 Armor • +1 to Coordination and Creativity 	Roll to Resist Proficiency: Magic <ul style="list-style-type: none"> • Using your Magic Ability Modifier
Void	13	20 ft	Choose 2 Enhancements: <ul style="list-style-type: none"> • +2 HP per Level • +2 MP per Level • +15 ft Move • +2 Armor • +1 to Insight and Mysticism 	Roll to Resist Proficiency: Magic <ul style="list-style-type: none"> • Using your Magic Ability Modifier

“Where is my Wisdom Saving Throw?!”

Some players may be familiar with the 5e mechanics that this game is inspired by. It should be mentioned that the Intelligence, Wisdom, and Charisma Saving Throws have been rolled up into a single “Magic Saving Throw,” which is referred to as a **Roll to Resist (Magic)**.

If at any time you are asked to make a Roll to Resist (Magic), you will roll 1d20 and add your MAM (Magic Ability Modifier) to the total. If you have the Void or Water Element, you will additionally be able to add your Proficiency Bonus to that total.

For the purposes of your character sheet and filling in the diamond that relates to your Roll to Resist Proficiency, you may either fill in the Statistic that you are using to determine your MAM **OR** all three mental diamonds to help remind you that you are familiar with “all” of them when it comes to making these rolls. Simply defer to whatever makes the most sense for you.

Soul Armaments

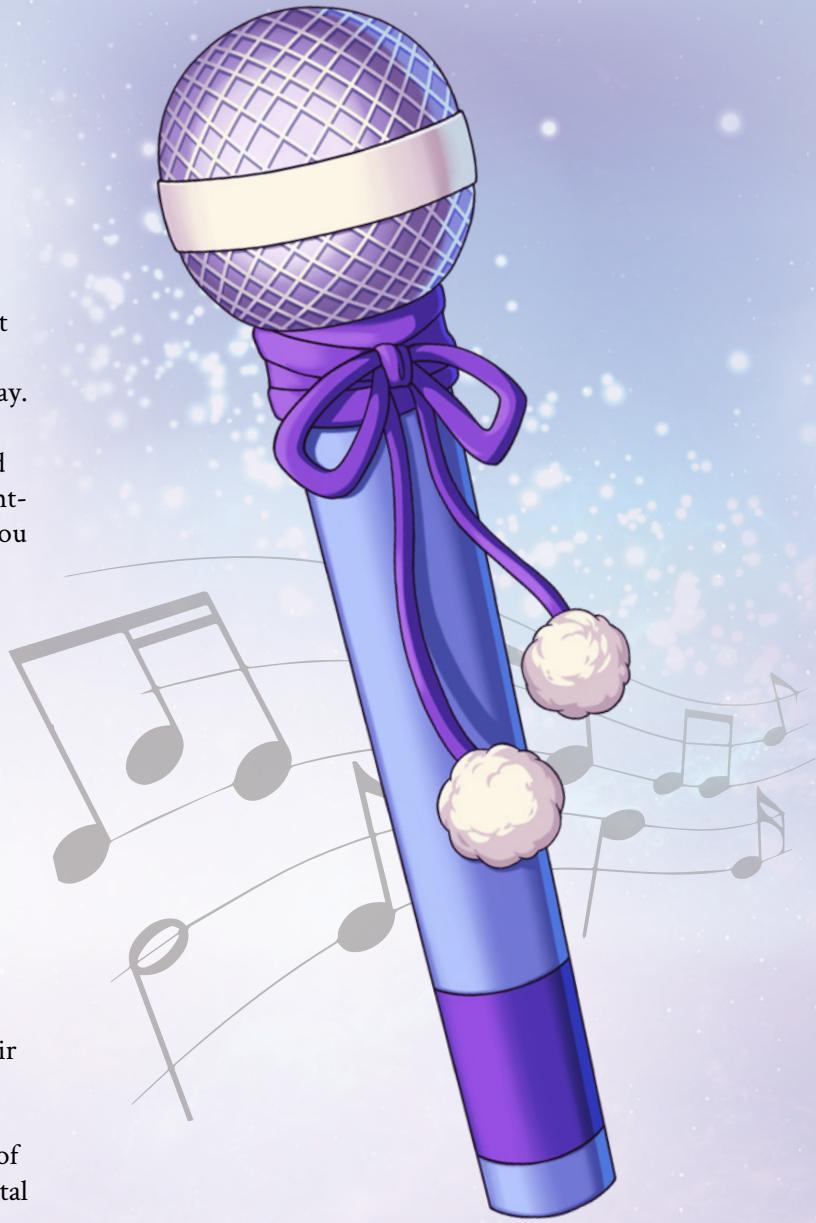
A Magi-Knight's weapon only appears after they have Awakened. Any benefits from having a weapon or its attachments are also only applicable in that form. When a Magi-Knight first awakens, their Soul Crystal materializes either a Soul Weapon or a **Magical Implement** of their choice that reflects their personality and combat style. This means that the **Soul Weapon Name** is merely a category for that weapon's **Damage, Range, and Weapon Qualities** and does NOT affect how the weapon looks in any way. A Magi-Knight who wields a Scythe but wants to use the mechanics for the *Guardian's Ranged Weapon* could narrate that with each swing of their Scythe, a crescent-shaped projectile is sent flying toward their enemy! You also could have a Magi-Knight who wields gauntlets the size of giant boulders and has the attributes of the *Defender's Massive Weapon*!

A Soul Weapon is considered to be a **Primary Weapon** and one with the Coupled Weapon Quality allows the use of an additional one-handed weapon, which is referred to as the **Secondary Weapon**. This Secondary Weapon is still considered part of your Primary Weapon and cannot have Weapon Runes placed on it. Unless a weapon trait explicitly states otherwise (such as the Light trait), a Magi-Knight begins play with ONE Soul Weapon or ONE Magical Implement.

A Magi-Knight adds their Strength Modifier to their total damage when attacking with a Soul Weapon or Magical Implement. Alternatively, a Soul Weapon with **Weapon Quality: Finesse** allows the addition of either your Strength or Dexterity Modifier to your total weapon damage.

Changing the form of your **Soul Weapon** after it has already been chosen is a time-consuming activity and requires a Magi-Knight to meditate alone with their Soul Crystal during the Free Time Phase using the Adjust Soul Armaments Activity found in **Chapter 11**. If a Magi-Knight is unable to use their Soul Weapon and instead you want to make an Unarmed Attack, you deal 1d4 + your Strength Modifier damage.

When a Magi-Knight attempts to hit a target beyond their listed range while using a *Scout's Throwing Weapon* or a *Guardian's Ranged Weapon*, the potency of their strike is diminished, and this also allows the enemy more time to deflect or avoid such a distant attack.



This is demonstrated by forcing **Disadvantage** on any Attack Roll on a target beyond the first range listed and is considered a **Long Range Attack**. The maximum distance of a Long Range Attack is equal to the second **Range** number listed for that weapon, if applicable.

An **Attack Roll** refers to the raw number rolled by a d20 with no modifiers. Rolling a 16+ can activate effects such as **Ensnaring** and **Forceful**.

In *Magi-Knights Awakening*, there are no Disadvantage penalties associated with making Ranged Attacks against adjacent targets. Magical heroes always find clever ways to make these Attacks with the same efficacy, and the player can narrate them as they like.

TABLE 3-3: SOUL WEAPONS

Name	Damage	Range	Weapon Quality
Paragon's Light Weapon	1d6	Melee (5ft)	Coupled, Finesse, Veil-Piercing
Knight's Medium Weapon	1d8	Melee (5ft)	Accurate, Veil-Piercing
Hero's Power Gloves	2d4	Melee (5ft)	Accurate, Forceful, Finesse, Two-Handed
Champion's Heavy Weapon	2d6	Melee (5ft)	Two-Handed, Vicious
Defender's Massive Weapon	1d12	Melee (10ft)	Massive, Staggering Blow, Two-Handed
Dancer's Energy Snare	1d6	Melee (15ft)	Coupled, Ensnaring, Finesse
Scout's Throwing Weapon	1d6	25 / 50 ft	Coupled, Finesse, Vicious
Guardian's Ranged Weapon	1d8	60 / 120 ft	Finesse, Two-Handed, Veil-Piercing

Soul Weapons

Weapon Qualities

★ Accurate

- ◆ Before rolling, a weapon with Accurate may choose to take a -2 damage penalty to increase their Attack by +1 or to take a -4 damage penalty to increase Attack by +2.

★ Coupled

- ◆ Coupled is a quality that a Primary Weapon has to indicate that it can be separated to form a second, identical weapon as a Free Action. This weapon is referred to as the Secondary Weapon and can only possess the Coupled and Finesse qualities of the Primary Weapon. A Bonus Action may be used to Attack with your Secondary Weapon, and it also gains the wielder's Modifier to its damage.

★ Ensnaring

- ◆ On an Attack Roll of 16 or higher, Ensnaring is triggered. One target hit by the attack becomes **Restrained**. This cannot affect enemies higher than Large size or Adversary rank. Once you have Ensnared a target, you can only Attack the target affected by your Ensnaring quality, unless you release them as a Free Action, in which case they immediately remove the Restrained Condition.

★ Finesse

- ◆ A weapon with Finesse allows you to calculate your Attack and Damage using your Dexterity Modifier, instead of your Strength Modifier.

★ Forceful

- ◆ This weapon is capable of hitting harder than normal. On an Attack Roll of 16 or higher, Forceful is triggered. When this occurs, add an extra 1d6 damage into your damage pool.

★ Massive

- ◆ Before rolling, a weapon with Massive may choose to take a -1 Attack penalty to increase their damage by 2 or to take a -2 Attack penalty to increase damage by 4.

★ Staggering Blow

- ◆ On an Attack Roll of 16 or higher, Staggering Blow is triggered. One target hit by the attack is knocked 10 feet to an empty space in a direction of your choice. If this would force them into an environmentally dangerous area, you must first make an Opposed Athletics Skill Check. You can only move Large creatures 5 feet and cannot move higher than Large or Adversary creatures with this Quality.

★ Two-Handed

- ◆ This weapon requires the use of two hands, and, as such, you cannot wield a *Knight's Force Shield* or an object with the Light Quality while you have chosen this Soul Weapon.

★ Veil-Piercing

- ◆ Weapons with the Veil-Piercing trait are sharp, deadly, and capable of sliding through an enemy's defenses. Once per Combat Encounter, instead of rolling for a Weapon Attack, you can use this ability to automatically hit the target.

★ Vicious

- ◆ When this weapon scores a Critical Hit, instead of rolling the duplicated die (or dice), those dice deal maximum damage.



TABLE 3-4: MAGICAL IMPLEMENTS

Name	Damage	Range	Implement Qualities
<i>Witch's Force Wand</i>	1d4	Melee (5ft)	Mana Attunement, Mana Conduit, Radiance, Warding
<i>Wizard's Magic Staff</i>	1d6	Melee (5ft)	Embolden, Mana Attunement, Mana Conduit, Two-Handed, Warding
<i>Master's Instrument</i>	1d4	Melee (5ft)	Embolden, Mana Attunement, Mana Conduit, Radiance, Two-Handed
<i>Collector's Spell Deck</i>	—	—	Card Conductor, Light

Magical Implements

Implement Qualities

★ Card Conductor

- ◆ A Spell Deck is required to use the Divination Spell Path or to use the Release Magic Style. The Spell Deck comes with a holder for ease of organization and transportation.

★ Embolden

- ◆ This quality increases the wielder's destructive power. When a character casts a spell while wielding a weapon with Embolden, the damage dealt is increased by the Magi-Knight's level. If the spell would deal damage to multiple targets, you choose only one Part or Unit to receive the additional damage.

★ Light

- ◆ This quality allows an item to occupy one hand but does not count towards the one Weapon limit of a Magi-Knight. It can be used with a One-Handed Weapon, Implement, or a Knight's Force Shield. If you select a Soul Weapon with the Coupled Weapon Quality, it loses that quality for as long as you count this item among your Soul Armaments.

★ Mana Attunement

- ◆ This quality increases the efficiency of the conduit between a Magi-Knight and their Soul Crystal. When calculating your total MP, you multiply your Mana Coefficient by 3, instead of 2.

★ Mana Conduit

- ◆ This quality grants the ability to, Once per Sleep Phase and as a Bonus Action, reduce the MP cost of your next spell cast by one Spell Tier (or to 0 MP if Tier I). This Implement Quality cannot affect spells with a **Spell Intensity Tax** (refer to *Chapter 7* for more information).

★ Radiance

- ◆ This quality increases the strength of the wielder's healing energy. When a character casts a spell while wielding a weapon with Radiance, the number of HP recovered by the spell is increased by $1 + \text{an additional } 1 \text{ per the caster's Magi-Knight Level}$. This total increase is reduced by $\frac{1}{2}$ (rounded down, minimum 1) if the spell has an Area of Effect.

★ Warding

- ◆ This quality makes a weapon capable of conjuring partial spheres of energy to block incoming damage. Warding reduces the total spell damage taken by $\frac{1}{2}$ your Magi-Knight level (rounded down; minimum 1).



Advanced Soul Weapons

These complex Soul Weapons require a Magi-Knight to undergo special training and develop a particular fighting style to use them. Advanced Soul Weapons act differently than standard Soul Weapons and introduce mechanics that are unique to their deployment and fighting style. In addition to requiring you to take **Form X: Regulation** (a Combat Form in the following section), it is recommended that you work with your

Magic Keeper to determine if these weapons are a good fit for your table and character. The complexities of these weapons require slightly more calculation and as such, are only recommended for use by players who are already moderately familiar with the *Magi-Knights Awakening* system so as to not slow down the pacing of gameplay. Advanced Soul Weapons are considered a variation of traditional Soul Weapons and occupy that role in your Soul Armaments.

Some Soul Guns have additional choices to them which represent their versatility in combat. These are called **Gun Styles**. When choosing that Soul Gun (such as a Handgun or SMG), you will need to choose one Gun Style that will alter and enhance the ability of your Soul Gun to fit various playstyles. You can alter your Gun Style during the Free Time Phase when you complete the **Adjust Soul Armaments** Activity, which is explained further in *Chapter 11*. After completing this activity, you may change your Gun Style or even select a completely different weapon altogether!

You gain a set of special alterations to your character's level progression, depending on the type of Advanced Soul Weapon that you choose, which acts as an extension of your Combat Form when you finalize your weapon choice. Add your Dexterity Modifier to your Attack and Damage totals when firing a Soul Gun.



Path
Keeper

Remember that all Soul Weapons, even Soul Guns, are merely a range of statistics and categories and do not necessarily dictate the look of your weapon. Technically, Soul Guns do not shoot real bullets (and do not kill Cultists as normal) and thus can shoot plasma, magical energy, or whatever else fits your character concept best.

Special Rules for Soul Guns

- ★ **Soul Gun Types** - Choose one Soul Gun from: Handgun (HDG), Submachine Gun (SMG), Assault Rifle (ASR), Designated Marksman Rifle (DMR), Shotgun (STG), and Light Machine Gun (LMG).
- ★ **Backup Firearm** - All Soul Guns come with a **Secondary Soul Gun** called a Sidearm (SDA).
- ★ **Two-Handed** - All Soul Guns are Two-Handed, except the Handgun and Sidearm.
- ★ **Attacking: Open Fire** - Taking the Attack Action with a Soul Gun is called Open Fire. A **Firing Pool** is the group of dice that are collected after deciding whether to take the **Rapid Fire** or **Mag Dump** with your Open Fire Action. Some abilities can influence, alter, or add additional dice to your Firing Pool.
- ★ **Rate of Fire (ROF)** - All Soul Guns use a special mechanic called Rates of Fire that dictate how many d8s you roll your Attack with, rather than rolling a d20. Each gun has two Rates of Fire: Rapid-Fire and Mag Dump.
 - ◆ **Rapid Fire:** When you fire your Soul Gun, gather a number of d8s equal to your Soul Gun's **First Rate of Fire** or **RF** number to create a pool of dice referred to as your Firing Pool.
 - ▲ Roll the d8s. Add them together along with your Dexterity modifier and Proficiency Bonus to the roll to determine if you hit the target's Armor. On Success, you deal your Soul Gun's damage to the target. Additionally, for each "8" that is revealed in your Firing Pool, you receive a **Direct Hit** damage bonus which increases the total damage by your Proficiency Bonus.
 - ▲ Each die in your Firing Pool can only be re-rolled or adjusted once per roll.
 - ◆ **Mag Dump:** When you fire your Soul Gun, gather a number of d8s equal to your Soul Gun's **Second Rate of Fire** or **MD** number to create your Firing Pool.
 - ▲ Roll the d8s. Add them together along with your Dexterity modifier and Proficiency Bonus to determine if you hit the target's Armor. On Success, you deal your Soul Gun's damage to the target. Additionally, for each "8" that is revealed in your Firing Pool, you receive a Direct Hit damage bonus which increases the total damage by your Proficiency Bonus.
 - ▲ Each die in your Firing Pool can only be re-rolled or adjusted once per roll.
- ★ **E-Range** - This refers to your Soul Gun's "Effective Range." Shooting outside this range means that you remove the highest rolled die from your Firing Pool after rolling. Your Maximum Range is 2x your E-Range.
- ★ **New Standard Action: Reload** - If you use your Soul Gun's maximum Rate of Fire (AKA, "Mag Dumping" or MD) you have no more ammo (or energy) in your Soul Gun. You will need to perform the Standard Action: Reload in order to load your Soul Gun with additional "ammo" before it can be fired again (or Discharge Heat, if you have skinned your Soul Gun to fire plasma energy or anything similar).
- ★ **New Bonus Action: Aiming** - On your next Soul Gun Attack, increase the number on a die rolled in your Firing Pool by 1. If the number requirements are met, this can activate your Direct Hit bonus. You are no longer considered Aiming if you take any amount of damage or if you take another Action before completing your Open Fire Action.
- ★ **New Standard Action: Weapon Swapping** - If you would like to swap your **Primary Soul Gun** for your Sidearm, or vice versa, it requires you to perform the Standard Action: Firearm Swapping. If you have a free hand, it instead only requires a Bonus Action to draw the weapon into your hand.
- ★ **Prone Stability (DMR / LMG Only):** On your next Soul Gun Attack when you have the Prone Condition, increase the number on a die rolled in your Firing Pool by 1. If the number requirements are met, this can activate your Direct Hit bonus. You can use 15 feet of your Move Action to gain the Prone Condition.
- ★ **Additional Modifiers** - If you would receive a modifier to your Attack, increase your Firing Pool Total by that amount, while Advantage adds +5 to the total. Modifiers do not affect your Firing Pool Dice unless an ability specifically indicates it does. Any adjustments to damage are done as normal.



★ Combat Form X: Regulation - Soul Guns

- ◆ After choosing a Soul Gun as your Advanced Soul Weapon, your **Combat Form X** gains additional traits.
- ▲ When you hit 5th Level, you gain:
 - **Fire Discipline** (replaces Swift Attack) - Your Soul Gun now deals its Direct Hit damage when you roll a 6 or higher in your Firing Pool.
- ▲ When you hit 10th Level, you gain:
 - **Deadeye** (replaces Swift Attack 2) - Your Soul Gun now deals its Direct Hit Damage when you roll a 5 or higher in your Firing Pool. Additionally, for each “8” that is revealed in your Firing Pool, you receive a Direct Hit damage bonus which increases the total damage by 2x your Proficiency Bonus.
- ▲ You can no longer use **Weapon Runes**. Instead, you gain access to **Gun Attachments**, which function similarly to Weapon Runes.

TABLE 3-5: SOUL GUNS

Soul Gun Type	E-Range	DMG	ROF	Special/Restrictions
Handgun (HDG)	20 ft	1d6	RF: 2 MD: 3	<p>Choose 1 of the following Gun Styles:</p> <p>Akimbo - Increase the Rate of Fire of your Mag Dump by 1. Your Handgun gains the Two-Handed Quality.</p> <p>Aegis / Musketeer - In place of a Sidearm, you gain access to either a <i>Knight's Force Shield</i> OR a <i>Paragon's Light Weapon</i> that has only the Finesse quality and cannot have Weapon Runes. You attack with the weapon as a Bonus Action. While using a Standard Action, you can use the Swift Attack ability with only this weapon at Level 5, and Swift Attack (2) at Level 10.</p> <p>Fast Reload - You now Reload as a Bonus Action instead of a Standard Action. Your other hand must remain empty or be only holding an item that has the Light Quality in order to use this ability.</p>
Submachine Gun (SMG)	30 ft	1d6	RF: 2 MD: 4	<p>Choose 1 of the following Gun Styles:</p> <p>Mobile - Immediately before or after attacking with your Soul Gun, you may Move 10 feet. If you previously took the Mag Dump Action, you do not Provoke from the enemy you Attacked.</p> <p>Hail of Bullets - When using Mag Dump against a target 15 feet or closer, you may reroll one die in your Firing Pool. You must keep the new result.</p>
Assault Rifle (ASR)	40 ft	1d8	RF: 2 MD: 4	<p>Covering Fire</p> <p>After using Mag Dump against a target that you successfully hit, during their next turn, their first attack gains Disadvantage. This ability has no effect on Swarms or Nemesis Rank and stronger enemies.</p>
Designated Marksman Rifle (DMR)	80 ft	1d10	RF: 2 MD: 3	<p>Sighted Rifle</p> <p>When using Rapid Fire against a target 40 feet away or further, you may reroll one die in your Firing Pool. You must keep the new result.</p>
Shotgun (STG)	15 ft	1d12	RF: 2 MD: 3	<p>Firing Spread</p> <p>When dealing damage to one Part or Unit of a Horde or Swarm, you deal full damage to a second target that is part of it, or to an adjacent target if they are defeated by your Attack.</p>
Light Machine Gun (LMG)	50 ft	1d10	RF: 2 MD: 5	<p>Restriction: Bulky</p> <p>When you Attack with this Soul Gun but are not Prone, you remove the highest die rolled in your Firing Pool. You may add your Strength Modifier, instead of your Dexterity Modifier, to your Attack and Damage totals when firing this Soul Gun.</p> <p>Special: Collateral Damage</p> <p>When reducing an enemy to 0 HP, any remaining damage you dealt can be delivered to another target no more than 10 feet away.</p>
Sidearm (SDA)	20 ft	1d4	RF: 2 MD: -	<p>Reactionary Shot</p> <p>As a Reaction to an enemy approaching within 20 feet of you, you may stow your Primary Soul Gun, draw your Sidearm and then make an immediate attack with it.</p>

Soul Armor

A Magi-Knight's armor only appears on a character after they have Awakened. Any benefits from having the armor or its attachments are also only applicable in that form. Upon reaching a new Reputation Level, a character's armor is immediately upgraded (keeping any Armor Enchantments that it is currently imbued with). The player should consider what new changes might have appeared on their armor to denote this upgrade in their defensive power level.

For the *Knight's Force Shield*, this additional Armor can be taken for free at any level and added to your Soul Armament repertoire. This shield takes the appearance of anything the wearer desires, such as an invisible shield or a floating object that bats away enemy attacks. However, regardless of the way the shield behaves narratively, mechanically, it will always take up one hand, meaning that you cannot wield a Soul Weapon with the Two-Handed Weapon Quality. If you possess a Soul Weapon with the Coupled Weapon Quality in

TABLE 3-6: SOUL ARMAMENTS AND REPUTATION

Name	Reputation Requirement	Armor	Weapon
<i>Knight's Force Shield</i>	0	+2	---
<i>Awakened Soul Armaments</i>	0	+0	---
<i>Destined Soul Armaments</i>	I	+1	---
<i>Fabled Soul Armaments</i>	II	+1	+1
<i>Super Soul Armaments</i>	III	+2	+1
<i>Mythic Soul Armaments</i>	IV	+2	+2
<i>Legendary Soul Armaments</i>	V	+3	+3

addition to a *Knight's Force Shield*, your Soul Weapon loses that Weapon Quality for as long as you possess the shield. You may choose to completely remove the *Knight's Force Shield* from your Soul Armaments as a Free Action, but you immediately reduce your Armor by 2 and are no longer able to summon the *Knight's Force Shield* until you complete the **Free Time Activity: Adjust Soul Armaments**.

Armor can also be upgraded by discovering **Armor Weaves**. Weaves are incredibly rare and difficult to find. These will typically be secreted away in the world or sometimes in the possession of very powerful creatures within the Invading Evil's army. An Armor can only be enchanted with one Armor Weave at any time. They may choose to forever lose an old Armor Weave Enchantment to overlay a new one.

If the characters acquire an **Armor Rune** from the Herald by exchanging **Gloom Gems**, the Herald is able to enchant their Magi-Knight armors with the power of these ancient runes, provided their armor has **Rune Slots** available. A Magi-Knight's armor has Rune Slots equal to its wearer's Reputation Level.

When a Soul Armor would gain an attribute bonus, it means that its total Armor is increased by that number. When a Soul Weapon gains an attribute bonus, it means that both its **Attack** and **Damage** are increased by the listed amount.

Combat Forms

Combat Forms are the stances or styles of fighting that Magi-Knights learn when facing off against the dangerous denizens of Elsewhere and their minions. These forms are taught to them by the Herald. A 1st Level Magi-Knight gains access to one Combat Form of their choice from the following list and can learn others as they level up.



Form I: Adaptation (Choose One)

- ★ Gain +1 to Weapon Attack.
- ★ Gain +1 to Attack for Summons.

Form II: Deflection (Choose One)

- ★ Gain +1 to Armor.
- ★ Gain +1 to Armor for Summons.

Form III: Vindication

When making an Attack while wielding a one-handed weapon and using no other weapons, you deal +2 weapon damage per Reputation Level (minimum 1).

Form IV: Purgation

Horde and Swarm Only: As a Bonus Action while wielding a Two-Handed Melee Weapon, you deal your Strength OR your Dexterity Modifier x your Reputation Level (minimum 1) to each “Part” or “Unit” of one adjacent enemy Horde or Swarm.

Form V: Refraction

As a Reaction, when a single-target attack damages an adjacent ally, you may reduce the damage by Xd6 and take the damage instead, where “X” equals your Reputation Level (minimum 1). You must choose to do this before damage is rolled.

Form VI: Reflection

Once per Round, as a Reaction while wielding a shield, impose Disadvantage on an Attack Roll targeting an adjacent ally. If the Attack is still successful, you become the target of the Attack instead. You must choose to do this before the results of the Attack are revealed.

Form VII: Vibration

Once per Round, while using a Soul Weapon that has the Coupled Quality, if both your Primary Weapon and Secondary Weapon consecutively hit the same target, you may make an immediate follow-up Attack against that target with your Primary Weapon, as a Free Action.

Form VIII: Constellation

As a Bonus Action, you may choose to do one of the following. The effects are lost at the end of your turn:

- ★ Increase your next Spell’s DC by +1.
- ★ Increase your next Spell Attack by +1.
- ★ When you restore HP through a spell, add 2x your Reputation Level (minimum 1) to the total. If this would restore HP to multiple targets, only one target receives the additional healing.



- ★ When you would deal Magical Damage, increase the total by your Reputation Level (minimum 1). If this would damage multiple targets, only one target receives the additional damage.

Form IX: Cessation

When you would declare a Weapon Attack with a range of 15 feet or more against an enemy target that is adjacent to an ally, you may use your Bonus Action to gain one of the following additional effects before rolling your Attack:

- ★ Gain +1 to a Weapon Attack.
- ★ Deal an extra +2 damage on a hit.
- ★ On a hit, allow an ally adjacent to your target to immediately Move 10 feet without Provoking.

Form X: Regulation

This grants you the ability to wield Soul Guns. Its effects are described in the Advanced Soul Weapons section.

Finalizing Your Magi-Knight

Now that your character is starting to come together, be sure to calculate your Magi-Knight HP, Armor, Move, Weapon Attack, Weapon Damage, Spell Attack, and Spell DC, if you haven't done so already.

Magi-Knight HP

A Magi-Knight always begins at Level 1 with **10 + your Constitution Modifier HP**. However, unlike your Student HP, as you gain levels (a measure of the strength of your Soul Crystal) your Magi-Knight HP also increases. Each time you gain a level, increase your Magi-Knight HP by **6 + your Constitution Modifier**. Remember that some Tactics and other abilities can alter this number further!

Magi-Knight Armor

All Magi-Knights are protected by their Soul Armaments and have Armor equal to the Base Armor that you chose from your Elemental Affinity. It is possible to increase your Armor by including a Shield in your Armaments, choosing certain Elemental Enhancements, taking certain Combat Forms, and other game mechanic avenues, but you do NOT adjust your Base Armor by any Statistic Modifiers.

Magi-Knight Move

In a Combat Encounter, Magi-Knights Move the number of feet determined by their Elemental Affinity. A square on a combat map is the equivalent of 5 feet. A Magi-Knight's base Move can be altered through spells and other abilities.

Magi-Knight Attack

Magi-Knights add their Proficiency Bonus and Strength Modifier when Attacking. However, some Soul Armaments possess the Finesse Trait and allow you to use your Strength OR Dexterity Modifier when calculating your Attack Bonus. This results in the formula: Magi-Knight Attack = **Proficiency Bonus + your Strength Modifier**. If your weapon has the Finesse quality, you may use your **Dexterity Modifier** instead of your Strength.

Magi-Knight Weapon Damage

Damage varies widely and is based on your Soul Weapon, Magical Implement, or Soul Gun's damage. A Soul Weapon and Magical Implement will also add your Strength Modifier to its total damage. If it has

Finesse, you may instead choose to add your Dexterity Modifier's damage to the total, but not both. Other sources such as Forms and Tactics can modify this total.

Magi-Knight Spell Attack

Magi-Knights add their **Proficiency Bonus and their MAM** when Attacking with a Spell.

Magi-Knight Spell DC

When an enemy needs to resist a Magi-Knight's spell, the Difficulty Check is determined by the following formula: **8 + Proficiency Bonus + MAM**. If an enemy's Roll to Resist meets or exceeds this number, they ignore the effects of the spell as described.



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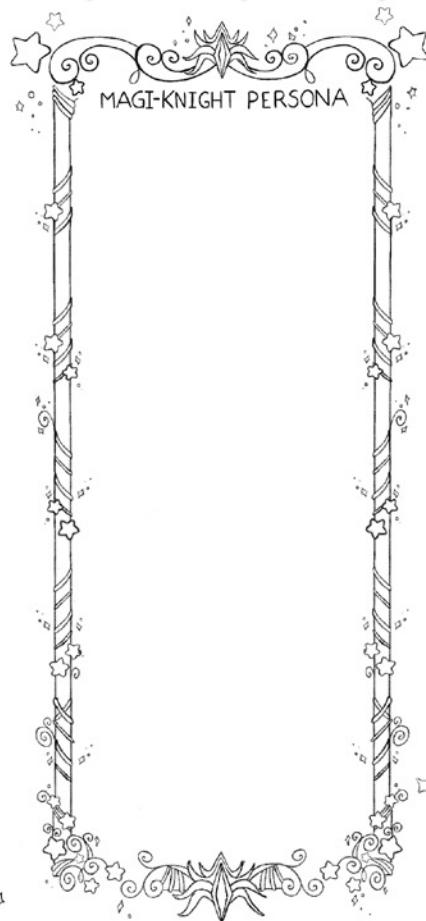


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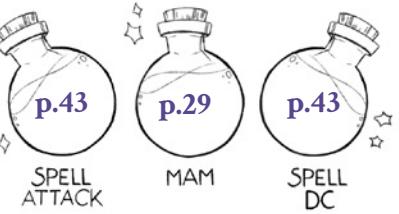
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PART 2 PLAYING MAGI-KNIGHTS AWAKENING



CHAPTER 4 LEVELING A MAGI-KNIGHT



In *Magi-Knights Awakening*, players do not gain experience for defeating Cultists, Outsiders, or dealing with problems directly. Instead, the system uses **Story Progression** as a means of increasing your Magi-Knight's Level. Each Episode that Magi-Knights complete should contain one **Major Mystery** and one **Side Story** that the players need to resolve before **Leveling Up**. The mystery should involve obstacles that are equal to the squadron's Reputation Level in difficulty in order to be counted as a sufficient challenge to make them stronger. Although a squadron can likely solve many problems through Social Encounters and successful roleplaying, remember that Outsiders are immune to these effects and likely will need to be destroyed in combat before a Major Mystery can be considered resolved. Additionally, a **Nemesis** level enemy will likely be their opponent in this final battle. The Episode should have the squadron facing off against one or two **Adversary** level enemies before completing a goal that allows them access to fight the deadly Nemesis.

We recommend that Magi-Knights complete an Episode containing a **3 Act Structure** before being allowed to advance to the next level. For shorter Episodes, an Act could consist of a single day, but generally, each one is spread over a week or two. The 3 Act Structure consists of the following:

★ **Act 1 (Beginning):** The Setup and Plot Point 1

- ◆ The Magi-Knights discover a mystery or begin a task that must be completed.
- ◆ Vassals likely interfere and attempt to slow their advance through the story. An Adversary might even make an appearance and either taunt or engage in light combat.

★ **Act 2 (Middle):** The Confrontation and Plot Point 2

- ◆ The Magi-Knights discover a major clue or attain something that allows them to complete their challenging task.
- ◆ The Adversary is likely forced to directly intervene in order to stop the advance of the Magi-Knights through the story. The Nemesis (potentially) may reveal themselves.

★ **Act 3 (End):** The Resolution

- ◆ The Magi-Knights prepare for their final showdown against the Nemesis. They probably spend hard-earned Gloom Gems for Shards of Power, trying to reduce any gained Exhaustion or Stress Points, and wrapping up any loose ends in the story.
- ◆ Once a defeats the Nemesis in the Final Combat Encounter, they all gain a level.

*As shown in the table below, until a Magi-Knight removes the Limits of a Mortal restriction, they cannot learn Tier VI Spells or use Scaling Values to have spells equal to it. This was further explained in the **Introduction**.

TABLE 4-1: MAGI-KNIGHT LEVELS

Level	Special Abilities	Max Spell Tier	HP and MP
1st	Combat Form, +2 Spell Paths	I	
2nd	Combat Tactic (1), Social Tactic (1)	I	
3rd	Battle Technique, Reputation Increase (I), Stat Increase	II	
4th	Energy Surge, +1 Spell Path	II	
5th	Form and Path Swap, Swift Attack (1), Tactics	III	
6th	Battle Technique, Reputation Increase (II), Stat Increase	III	
7th	Improved Soul Crystal, Technique Adjustment	III	
8th	+1 Spell Path, Tactics	IV	You gain Hit Points equal to 6+CON at level 2 and every level afterward.
9th	Battle Technique, Reputation Increase (III), Stat Increase	IV	
10th	Flight, Form and Path Swap, Swift Attack (2)	IV	
11th	Tactics, Technique Adjustment	V	
12th	Battle Technique, Reputation Increase (IV), Stat Increase	V	
13th	Summon Elemental Aspect	V	
14th	Tactics, Technique Adjustment	V*	
15th	Battle Technique, Reputation Increase (V), Stat Increase	V*	

When you gain a level, recalculate your Mana Points using your Magi-Knight Level, Magic Ability Modifier, and Reputation Level with this formula:
M-KL + MAM + RL = Mana Coefficient (MCO)
 Multiply your MCO by 2 (or 3 with a Magical Implement) to get your total MP.

TABLE 4-2: REPUTATION LEVELS

Reputation Level	Reputation Abilities and Rewards	Proficiency Bonus
Ø	Become a Magi-Knight, Awakened Armament, Squadron Leader, Eternal Guardians	+2
I	Tactical Formations (1), Destined Armament, Soul Oblation,	+3
II	Combination Maneuvers, Unity (1), Mobilize Squadron, Fabled Armament, Tactical Formations (2)	+3
III	Greater Soul Oblation, Unity (2), Tactical Formations (3), Super Armament	+4
IV	Ultimate Soul Oblation, Mythic Armament, Tactical Formation (4), Exceed a Mortal's Limits	+5
V	Unified Against the Darkness, Unity (4), Legendary Soul Armament	+6

Special Abilities

Combat and Social Tactics

2nd, 5th, 8th, 11th, and 14th levels

At Level 2 you gain one Combat AND one Social Tactic. At Levels 5, 8, 11, and 14 you gain one **Tactic** from the **Combat Tactics** OR one from the **Social Tactics** sections of *Chapter 5*. Additionally, when you would gain a new Tactic, you can swap out an old Tactic for a new one of your choice.

Battle Technique

3rd, 6th, 9th, 12th, and 15th levels

You gain one **Battle Technique** from the **Battle Techniques** section of *Chapter 5*.

Statistic Increase

3rd, 6th, 9th, 12th, and 15th levels

You add +2 to any of your Statistics or +1 to two different Statistics.

Energy Surge

4th level

Once per Sleep Phase, as a Bonus Action, you may do one of the following:

- ★ Recover Strength: Roll a number of d10s equal to your Reputation Level (minimum 1). Add your Constitution Modifier to the total and restore that many Hit Points.
- ★ Recover Mana: Roll a number of d4s equal to your Reputation Level (minimum 1). Add your Spellcasting Modifier to the total and restore that many Mana Points.
- ★ Remove 1 Exhaustion Point.
- ★ Remove 3 Stress Points.

Form and Path Swap

5th and 10th levels

When you gain your 5th and 10th level, you may switch your Combat Form for a different one or any of your Spell Paths for one available to your Magic Style.



Swift Attack

5th and 10th levels

Once per Round, when you choose to make a Weapon Attack with a Standard Action, you may immediately make one additional Weapon Attack against any target within range. You may use your Move in between these attacks. When you reach Level 10 you may instead make two additional Weapon Attacks.

Improved Soul Crystal

7th level

The Magi-Knight's Soul Crystal increases in power, granting the effects of an **Enchanted Crystal**. This allows you to select a Social Tactic that must include the keyword, **Enchanted Crystal**.

Flight

10th level

The Magi-Knights have mastered the High-Jump and Hover abilities and use them in conjunction with their newly acquired **Flight** ability. Outside of a Combat Encounter, Magi-Knights may **Fly** 60 feet per second. During a Combat Encounter, Magi-Knights may use a Standard Action to Fly 40 feet. Due to the difficulty in maintaining and performing precise maneuvers while flying, additional Move has no effect on your total Flight speed.

If the Magi-Knight would become Exposed, Prone, or Unconscious while in mid-air, they immediately begin to slow-fall to the ground at a rate of 60 feet per turn. Upon reaching the ground, they land safely unless they are Paralyzed, Restrained, or Unconscious. If they have any of these Conditions, they take damage as described in the **Falling Damage** section of *Chapter 12*.

Technique Adjustment

7th, 11th, 14th levels

When you gain your 7th, 11th, and 14th level, you may exchange one Battle Technique for a different one of your choice.

Remember that any time a rule says to divide a number by $\frac{1}{2}$, always round the result down, unless stated otherwise.

Harness Elemental Affinity

13th level

The Magi-Knights have discovered how to harness the power of their Elemental Affinity and gain one of the following abilities. A Branching Element is still a part of the primary element that was chosen at character creation. Once used, each ability only recharges after the Magi-Knight has experienced a Refreshing Sleep Effect.

★ Tire

- ▲ **True Cleansing:** As an Immediate Action, you **Purge** one Condition affecting you and deal your Magi-Knight Level and Reputation Level as Magical Damage to all enemies within 15 feet of you. If you have the Soul-Siphon Condition, this ability removes all Stages from you.
- ▲ **True Destruction:** As an Immediate Action, you make a Weapon Attack that automatically hits, deals maximum damage, and bypasses any Resistances.

★ Earth

- ▲ **True Balance:** As an Immediate Action, you restore $\frac{1}{2}$ of your maximum HP and $\frac{1}{2}$ of your maximum Mana Points. You also reduce your current Stress and Exhaustion Points by $\frac{1}{2}$.
- ▲ **True Permanence:** As an Immediate Action and until the end of the Encounter, you are always considered to have Total Focus on any spells requiring it to remain active, even if you are Exposed or Unconscious. This effect only ends if your Soul Crystal would be destroyed. After activating this ability, you repair 3 Crystalline Fractures. If you have no Crystalline Fractures, you instead gain 3 Inspiration Points and can hold onto them until the end of the Encounter, at which time they must be immediately spent.

★ Water

- ▲ **True Connection:** As an Immediate Action, you make a Convincing Argument that ignores Argument Resistances or Immunities and automatically succeeds. The target gains

two Change of Heart Levels (if it is a Social-Combat Encounter) or two Heart Stages (if it is a Social Encounter). An Adversary enemy or stronger still needs to be Receptive to Change before the effects of this ability may take effect. Additionally, you gain an Inspiration Point.

- ▲ **True Adaptation:** While participating in a Moment of Catharsis Activity, you may choose to either reduce your Trauma Points by 2 or choose to make an ally automatically pass their Moment of Catharsis and reduce their Trauma Points by 1 and yours by 1. At any time, you may choose to permanently lose access to this ability to remove 2 Burnout Lines from your Soul Eclipse Chart.

★ Air

- ▲ **True Freedom:** As an Immediate Action and until the end of the Encounter, all Move Actions you take are considered to be teleportation and your Move cannot be reduced by a Condition. Also, before you make your first Convincing Argument in an Encounter, the Magic Keeper discloses any Argument Immunities your target may have.
- ▲ **True Clarity:** As an Immediate Action, you reduce your Stress Points by 4 and cast a Tier III or IV spell without paying the Mana Point cost. Afterward, you gain both an Inspiration and a Unity Point.

★ Void

- ▲ **True Nothingness:** As an Immediate Action, when you would receive one of the following, you may choose to entirely negate it instead: Damage, Stress, Exhaustion, Trauma, or Crystalline Fractures. You can use this ability twice in the same Encounter before it is expended.
- ▲ **True Emptiness:** As an Immediate Action, reduce your Stress Points, Exhaustion Points, Crystalline Fractures, Unity Points, Inspiration Points, Hit Points, and Mana Points to 0. In exchange for gaining 3 Trauma Points, you can choose one of the above to not be reduced. Additionally, Purge all Conditions affecting you.



Reputation Abilities

Squadron Reputation Level

Each Magi-Knight's Reputation Level is equal to the highest Reputation Level that they personally have achieved and is based on their Magi-Knight level. However, when calculating results that apply to the squadron as a whole (such as when using a Combination Maneuver), you always use the highest Reputation Level reached by any Magi-Knight within the Squadron. If a Magi-Knight with a higher Reputation Level involuntarily leaves the group, the next highest Reputation Level will become the squadron's collective Reputation Level. In this way, the legacy of the fallen lives on, so long as the veritable flag does not touch the ground (also known as an **ESKIA** - Entire Squadron Killed in Action).

The Reputation Level equates to the squadron's reputation among the Invading Evil, not necessarily among the human populace of the Lazuli region. However, the Magic Keeper should remember that the locals might spread rumors of, or even believe in the existence of these magical heroes. But, for the most part, they will regard Magi-Knights as myth or masked vigilantes, and nothing more. These concepts are explained more clearly for the Magic Keeper in *Chapter 14* and *Chapter 15*.

Reputation Ø Awakened Magi-Knights

Become a Magi-Knight: You receive your Soul Crystal and can **Transform**!

Awakened Soul Armaments: When you Transform, your Soul Weapon and Soul Armor appear!

Squadron Leader: At the beginning of an Episode, the squadron collectively votes one player with Proficiency in **Leadership** to become the **Squadron Leader**. This player gains a **Leadership Die** (1d6), which becomes 1d8 at Reputation Level II and 1d10 at Reputation Level IV. This die is rolled with all **Leadership Skill Checks** and **Rolls to Resist (Horror)**. Additionally, the Squadron Leader gains access to the Burden of Leadership ability. Lastly, in the event that the group's votes are deadlocked on

what to do in a situation, the Squadron Leader's vote breaks ties. If no Magi-Knights in the squadron have Proficiency in Leadership, then the squadron simply votes for one teammate to receive this ability, but reduces the size of the Leadership Die to 1d4 at Reputation Level 0, 1d6 at Reputation Level II, and 1d8 at Reputation Level IV.

Burden of Leadership: As the Squadron Leader, Once per Sleep Phase, and as an Immediate Action upon first encountering a **Horrific Creature** or a **Horrific Situation** in a Combat Encounter (but before rolling for any other effects), you give some words of inspiration to your team. Afterward, make a Leadership Skill Check (DC 18). On success, you remove the Horrified Condition for yourself or for another Magi-Knight if you successfully passed your own Roll to Resist. Afterward, you gain 1 Stress Point. You cannot use this ability if you have more than 4 Stress Points. Alternatively, you can activate this ability using an Inspiration Point and ignore the Once per Sleep Phase restriction if you have already used it.

Eternal Guardians

If an entire group of Magi-Knights would be defeated during the Final Combat Encounter of an Episode, **Eternal Guardians** activates at the Start of the Round. Each member of the squadron may, as an Immediate Action, commit to rise to the occasion and fight on, even in the face of certain defeat. When choosing to do so, they must make a short but inspirational remark to their comrades or toward their enemy. Additionally, any Magi-Knight who activates this ability resolves to fight in the Combat Encounter until either they or their enemies are resolutely defeated!



This ability can only activate Once per Season and has the following effects:

- ★ The Magi-Knights immediately gain a level and restore $\frac{1}{2}$ of their new total HP and $\frac{1}{2}$ of their new total MP.
- ★ The Magi-Knights immediately gain access to their new spells if their Max Spell Tier would increase. Any other abilities they would receive from leveling are granted only if they complete the battle victoriously.
- ★ All Magi-Knights become partially rejuvenated and do the following:
 - ◆ Repair 4 Crystalline Fractures.
 - ◆ Reduce Exhaustion and Stress Points by 4.
 - ◆ Immediately gain an Inspiration Point.
 - ◆ Immediately gain 1 Unity Point (if able).
 - ◆ The squadron does not gain a level for completing the Episode since they received the bonuses for leveling up preemptively.

Reputation I Destined Magi-Knights

Tactical Formations (1)

As a squadron, the Magi-Knights must decide to learn one type of **Tactical Formation**. If the squadron is unable to reach a consensus, roll a d4 and give them access to a Tactical Formation at random.

Destined Soul Armaments

The Magi-Knight's Armaments now have 1 Rune Slot each, and the Magi-Knight may speak with their Herald to enchant their Armaments with Soul Runes. Additionally, the Soul Armor receives a +1 Armor bonus.

Soul Oblation

The Magi-Knight's are taught the secret of **Soul Oblation** by the Herald. Refer to the **Heroic Sacrifice** section of this chapter to understand how to activate this powerful but fatal technique.

Reputation II Fabled Magi-Knights

Combination Maneuvers

The Magi-Knights have access to **Combination Maneuvers**, which allow them to coordinate their attacks with one another if they have a high enough Bond Level. The Combos they have access to are tied to their total number of Unity Points.

Unity (1)

The Magi-Knights gain **Unity Points**. These can be spent to perform powerful Combination Maneuvers. They gain 1 Unity Point at Reputation Level II, which is their maximum for that level. This value is raised by 1 at Reputation Level III, IV, and V, to a maximum of 4 Unity Points per Magi-Knight.

Mobilize Squadron

As a Standard Action during a Combat Encounter, the Squadron Leader may try to rally their beleaguered allies and restore their team's Unity through a Leadership Check (DC 18). On a success, all Magi-Knights recover 1 Unity Point up to their maximum (Once per Sleep Phase, per squadron). Upon failure, the Squadron Leader may choose to retry the check during their next turn.

Fabled Soul Armaments

The Magi-Knight's Soul Armaments now have 2 Rune Slots each. The Weapon Attack and Weapon Damage of their Soul Weapon each receive a +1 bonus.

Tactical Formations (2)

The squadron learns their 2nd Tactical Formation.

Reputation III Super Magi-Knights

Greater Soul Oblation

The Magi-Knight's knowledge of the secret and fatal Soul Oblation technique has grown.

Tactical Formations (3)

The squadron learns their 3rd Tactical Formation.

Super Soul Armaments

The Magi-Knight's Armaments are now even more powerful and have 3 Rune Slots each. Their Soul Armor now has a +2 Armor bonus.

Reputation IV Mythic Magi-Knights

Ultimate Soul Oblation

The Magi-Knight's knowledge of the secret and fatal Soul Oblation technique is complete.

Mythic Soul Armaments

The Magi-Knight's Armaments increase in strength once more and now have 4 Rune Slots each. Their Soul Armor now has a +2 Armor bonus. The bonuses to their Weapon Attack and Weapon Damage also increase to +2.

Tactical Formations (4)

The squadron learns their 4th Tactical Formation.

Exceed a Mortal's Limits

Power misused can cause a plethora of issues to arise. But like an impossible test that already keeps getting harder and harder, your enemies grow in strength almost as fast as you do. You know there's a power lurking within your Soul Crystal, waiting to be tapped into. But how do you access it? Being capable of doing something and actually doing it are two entirely different things, after all. Once you can uncover the secret of this technique, you permanently remove the Limits of a Mortal restriction from your character. If you don't know where to start, it might be time to Commune with the Herald during a Free Time Activity as a squadron...

Reputation V Legendary Magi-Knights

Unified Against the Darkness

This ability grants **Immunity** to the **Horrorified Condition** as long as there are no Exposed or Unconscious Magi-Knights in the squadron. However, if the squadron ignored the effects of the Horrorified Condition because of this ability, then the first time a Magi-Knight would become Exposed or Unconscious (due to Crystalline Fracturing), all Magi-Knights must immediately make a Roll to Resist (Horror), suffering the effects as normal and lose the effects of this ability for the rest of the Combat Encounter.

Unity (3)

The maximum capacity for Unity Points becomes 3.

Legendary Soul Armaments

The Soul Armaments of all Magi-Knights have reached their final stage! The Magi-Knight's Armaments overflow with energy and now have 5 Rune Slots each. Their Soul Armor now has a +3 Armor bonus. The bonuses to their Weapon Attack and Weapon Damage also increase to +3.

Heroic Sacrifice (Soul Oblation)

Dire situations may sometimes call for a character to give their life in the war against the Invading Evil. Sometimes when a Magi-Knight senses that their end draws near, or more likely, the end of their comrade's lives—in that moment of realization, their senses open to the possibility of dying a valiant death so that their friends may continue onward. This is done by completely opening the connection between the Herald and the Magi-Knight's Soul Crystal, sending their ethereal and fateful link into overdrive with an outpouring of magical energy. This comes at the cost of burning out both the Soul Crystal and the Magi-Knight themselves—forever. This powerful technique is known as **Soul Oblation**.

If a character dies in this heroic manner and their sacrifice has an appropriately epic effect on the story, the Magic Keeper should work with the player to award their new character some sort of reward or achievement. This could be in the form of a Shard of Power, a Soul Armament Rune (that is available at character creation), beginning their new character with a Caring Bond (perhaps a sibling heard of their sacrifice and admires them) or some other noteworthy token. Additionally, their notable sacrifice should have some sort of effect on the current or future story; their loss could even serve as a catalyst for the remaining Magi-Knights' Bonds to grow deeper, perhaps allowing the surviving Magi-Knights to begin to forge or improve existing Bond Levels as they console each other over the loss of a dear friend or inspiring rival. Or maybe their noble sacrifice begins to chip away at the resolve of a mortal enemy.

Performing Soul Oblation

- ★ Used Once Per Player, Once Per Saga.
- ★ Used as a Free Action.



- ★ Your HP and MP are fully restored, and you repair 3 Crystalline Fractures.
- ★ During your first turn in a round, you gain one additional Move Action, Standard Action, and Bonus Action.
- ★ You gain 10 Temp HP per Magi-Knight Level you possess.
- ★ You ignore any penalties from Stress and Exhaustion Levels.
- ★ Any of your Attack Rolls, Rolls to Resist, or Skill Checks that are lower than 10 become 10.
- ★ You are Immune to all Conditions (except the Unconscious Condition) and ignore Trauma Point gains.
- ★ All Leadership Skill Checks made by you become a Natural 20.
- ★ All squadmates of a Magi-Knight performing Soul Obligation receive an Inspiration Point.

Greater Soul Oblation (Additional Effects)

- ★ All of your Statistics become 24 (+7) for the duration of the Soul Oblation.

Ultimate Soul Oblation (Additional Effects)

- ★ Each Round your first Attack Roll, Roll to Resist, and Skill Check becomes a Natural 20.

Notes about Soul Oblations

- ★ A Magi-Knight performing a Soul Oblation is not immortal. When you hit 0 HP you must always activate the Heroic Conviction ability even if doing so would cause you to reach 8 Crystalline Fractures and kill your Magi-Knight.
- ★ If the Magi-Knight would turn on their allies, the Herald returns the power of the Soul Oblation inward, which burns out the Soul Crystal and kills the Magi-Knight.
- ★ The Magi-Knight's Soul Crystal explodes (taking 8 Crystalline Fractures) 60 seconds after the end of combat or after 5 minutes of battle, outright killing the Magi-Knight. This cannot be prevented in any way, unless an ability specifically refers to altering the effects of a Soul Oblation.
 - ◆ Afterward, refer to the **Crystalline Fracturing and Death of a Magi-Knight** sections in *Chapter 10*.

Awakening a New Magi-Knight

It may be difficult for a newcomer to join a pre-existing squadron of Magi-Knights, especially one that has multiple high Bond Levels. After the Herald discovers the new character, allow the squadron a period of downtime to “train” the newcomer and to test them physically and mentally. Additionally, the new recruit has the benefit of Veteran Magi-Knights to mentor and guide them every step of the way. Hopefully this will allow them to avoid pitfalls that they themselves may have made during their period of inexperience! This new player is considered a **Magi-Knight in Training** by others, or affectionately called **New Rice**.

Gazed Upon the Herald’s Constellation

A New-Rice Magi-Knight receives the Herald’s Array during the Character Creation process.

Chosen by Destiny

If your previous Magi-Knight had any remaining Gloom Gems in their possession, then your new character receives ¼ of their Gloom Gem Total upon their death or retirement. This includes the total cost of any Runes and unused Shards of Power that they possess. Shards of Rarity 9 or higher are bequeathed to the new character or a player of their choice. Work with your Magic Keeper to figure out how your new character was Chosen by Destiny and what contact they had (if any) with your previous character.

Grinding the New Rice

A newly created Magi-Knight starts at Level 1. The squadron trains them to be ready for their new calling and to join them in battle! The New Rice can partake in the exclusive, same-named Free Time Activity, **Grinding the New Rice!** This training helps them level up at an accelerated rate.



- ★ A New-Rice Magi-Knight now keeps track of their Training Tallies on their Optional Character Sheet. At any time, they may exchange 8 Training Tallies in order to receive an immediate level up!
- ★ At the end of any Patrol Phase in which they participate in a Combat Encounter with the Invading Evil, the Magic Keeper may grant them 1 to 2 Training Tallies, based on the difficulty of the Encounter.
- ★ A New-Rice Magi-Knight is unable to enact a Soul Oblation.

Mentored by Veterans

The new Magi-Knight may initially have some difficulty fitting in with their new Squadron, but they are all bound by their desire to help others and fight against evil.

- ★ Once per Free Time Activity, when Social Points are received with another Magi-Knight, you receive one additional Social Point with them. This ability only works with other Magi-Knights if your Bond Level with them hasn't reached a Caring Bond.

Ward of the Herald

The Herald is also invested in seeing a new Magi-Knight complete their training! He has temporarily enchanted your Soul Crystal with protective magical defenses.

- ★ At the end of every Sleep Phase, you gain Temp HP equal to 10x the level difference between you and any other Magi-Knight. This Temp HP only affects you while you're transformed.

Graduation Day!

You lose all of the aforementioned abilities when your level equals any other Magi-Knight's level (this does not apply to other Magi-Knights in Training). Your new character can now perform a Soul Oblation (provided the player hasn't met their limit) and you gain the new ability, Knight's Mettle.

- ★ **Knight's Mettle:** You've learned a lot in a short amount of time. You know you have your seniors to thank for that, and you'll do anything to not disappoint them. Once per Combat Encounter,

if none of your squadmates are Exposed or Unconscious, you gain Advantage when Rolling to Resist (Horror) and can remove the Distressed Condition from yourself as a Bonus Action.

Squadron Transfer (Optional Rule)

It's possible (though extremely rare) that a current Magi-Knight from another Squadron could transfer into the group. In this instance, simply have the player create an equal-leveled Magi-Knight to join the squadron. They do not gain a Player Link Reward or any of the aforementioned benefits, including the inheritance of Gloom Gems or Shards of Power. They use the Herald's Array for their character creation.

Magi-Squires

The recommended squadron size is a group of 5 Player Characters. In the instance that there are an insufficient number of PCs to meet this requirement, we recommend that you introduce a Squire into the squadron to help balance their smaller group size. During a Combat Encounter, a Magi-Squire is assigned to their Mentor who controls them in battle as a secondary character, while during day-to-day play, the Magic Keeper is in charge of the Squire. If there is a situation wherein the squadron wants to convince the Squire to take an action that the Magic Keeper believes they might not normally make, the individual or squadron will need to make a Social Skill Check with a DC set by the Magic Keeper.

Squires have the following rules:

Magi-Knight Mentor

- ★ A Squire is assigned to a PC upon their introduction and refers to the Magi-Knight as their Mentor or Teacher. For all intents and purposes, a Squire is considered a Magi-Knight unless a rule specifically refers to a Squire.
- ★ As soon as a Magi-Squire is assigned to their Mentor, the Squire gains an Inspiration Point.

Health Blips

A Squire has 6 Health Blips and they do not track Crystalline Fractures. They can receive 1 Temp Health Blip from a multi-target spell and 2 from a single-target spell to a maximum of 2 Temp Health Blips.

- ★ When a Squire takes damage, regardless of how much, they lose 1 Health Blip. If they take **Lethal Damage**, they lose 2 Blips. Lethal Damage is 10 + double the level of the Squire.
- ★ When a Squire has 0 Blips remaining, they become Unconscious. Healing a Squire restores 1 Health Blip if done via a multi-target healing spell or 2 Health Blips if done via a single-target healing spell or Shard of Power.
- ★ A Squire that has 0 Health Blips and then receives damage from a new Attack is killed.

Mana Blips

A Squire has 3 Mana Blips, and these do not increase as they level.

- ★ A Squire chooses one Spell Path at introduction and gains a second Spell Path at Level 4.
- ★ A Squire only has access to the Beam, Explosion, Curing, and Restoration Spell Paths.
- ★ When a Squire casts a Beam or Explosion spell, they make a Spell Attack Roll using 2 + their Proficiency Bonus.
- ★ A Squire has access to the Max Spell Tier list as a regular Magi-Knight of equivalent level. However, they cannot cast Tier VI spells, and can only cast Tier V Spells Once per Sleep Phase.
- ★ Casting a lower level spell requires the same amount of Mana Blips (1).

Squire Proficiency Bonuses

Squires gain a Proficiency Bonus equivalent to other Magi-Knights of their level.

Squire Exhaustion and Stress

A Squire can receive a max of 3 Exhaustion Points and 3 Stress Points. These points always reduce related Combat or Skill Checks by the number of points they have, and Squires do not roll the Endurance Die. Instead of Exhaustion reducing Attack, it reduces Weapon Damage, while Stress reduces Spell Damage.

Squire Armor and Rolls to Resist

A Squire has 13 Student Armor and 15 Magi-Knight Armor. When making a Roll to Resist or an Opposed Skill Check, the Squire rolls a d20 and adds their Proficiency Bonus to determine the outcome.

Squire Fighting Styles

When a Mentor chooses a target within range of their Squire, the Squire automatically hits and does not roll for Attacks. Instead, they only roll their Damage dice.

When a Squire is introduced, the Mentor decides if the Squire is Melee Style or Ranged Style.

- ★ Melee Style gains +2 Magi-Knight Armor and attacks with 1d6+3 damage.
- ★ Ranged Style gains a 60-foot range and attacks with 1d6+3 damage.
- ★ As a Student, Squires do 1d4+1 damage.

Squire Skills

A Squire has +1 to all Skills and Proficiency in two Skills of their Mentor's choice. They are also adept at assisting other players. They grant a +2 bonus (instead of +1) to any Skill Check when they Assist the Skill Check.

Squire Initiative

A Squire does not roll for Initiative. Instead, they take their turn directly after their Mentor's turn.

- ★ **Battle Awareness (10th)** - Beginning at 10th Level, while in a Combat Encounter and at the start of every round, a Squire is considered to be Overseeing the Battle.

Special Squire Actions

New Action: Paired Attack: As an Immediate Action, the Squire prepares to follow up their Mentor's next Attack Action with an attack of their own, increasing its overall effectiveness. The next time their Mentor makes a Weapon Attack, it is done with Advantage. Additionally, the pool of damage dice is rolled twice, and the highest result is taken. The target chosen for this attack must be within range for both the Mentor and Squire. After using this ability, the Squire forfeits their next turn.

Leveling a Squire

- ★ A Squire levels up when their Mentor levels up. If they are introduced at a level lower than their Mentor, refer to the New-Rice Squires rules.
- ★ A Squire adds an additional 1d6 to their damage at Level 5 (2d6), 10 (3d6), and 15 (4d6).

New-Rice Squires

- ★ Squires begin the game at Level 1 but learn at an accelerated rate. A New-Rice Squire gains a level after every 4 Training Tallies (instead of 8). Their Mentor keeps track of their Training Tallies.
- ★ A New-Rice Squire does not gain other benefits as a New-Rice Magi-Knight does, and a New-Rice Magi-Knight cannot be a Mentor to a New-Rice Magi-Squire.

Squire Bonds

- ★ For the purposes of gaining Bond Levels, a Squire counts as a Magi-Knight.
- ★ A Squire has a Bond Level that matches the number of points invested by the other Magi-Knight.

Squires During School / Training and Free Time

- ★ Squires do not roll for classes during the School Phase. The Keeper will narrate their day as if they were a standard NPC. Additionally, they may reduce or inflict Exhaustion and Stress Points as befits the story (one point per instance).
- ★ Squires are considered NPCs during the Free Time Phase. Instead of other Free Time benefits, they reduce their Stress and Exhaustion by 1.

Squires During the Sleep Phase

- ★ At the end of the Sleep Phase, a Squire recovers all Health and Mana Blips and recovers their Stress and Exhaustion by 2. However, If they had a night of Feverish Dreams, they do not recover any Stress or Exhaustion.

Death of a Squire

- ★ When a Squire is killed, the squadron must make a **Roll to Resist** (Purity; 3 Trauma; Purity; DC 16 / 12 to Resist 2). A *Shard of Fate* is created at the end of the Encounter. This Shard is given to the Magi-Knight that had the most Social Points with the Squire.
- ★ If this would reduce the squadron size to below 5, during the next day, a new Squire will need to be recruited by the Herald and Magi-Knights.
- ★ A *Shard of the Magi-Knight* is not generated when a Squire is slain in combat.

Other Rules

- ★ Squires do not gain Gloom Gems and cannot hold Shards of Power.
- ★ Squires participate in Combination Maneuvers as if they were a Magi-Knight and they restore their Unity Points to maximum during the Sleep Phase.
- ★ Squires gain Inspiration as normal, and with the approval of the Keeper, the Mentor may even use the Squire's Inspiration Point for themselves if they narrate the occurrence of this event appropriately. However, a Squire still needs an Inspiration Point to participate in a Combination Maneuver. A Mentor may also roleplay a situation in which they bequeath their Inspiration Point to the Squire for them to use at a later time.



Starting Play with a Veteran Magi-Knight

Some groups may prefer to begin their campaigns as **Veteran Magi-Knights** who have already faced off against the Invading Evil! Although the following table offers some guidelines for starting such a squadron, it should be noted that the Starting Gloom Gems and Starting Social Points gained in this manner may be lower than what an equivalent, long-term squadron might enjoy. It should also be noted that the Social Points gained in **Table 4-3: Veteran Magi-Knights** below are in addition to Social Points gained at the creation of a level 1 Magi-Knight.

When gaining Social Points (SP) in this manner, you gain the points listed in order. M-K Social Points must be allotted to Magi-Knights, while NPC Social Points must be allotted to NPCs. Additionally, you must spend each instance of SP with a different individual. For example, a person beginning play as a 4th Level Magi-Knight chooses one of their squadron members to gain +25 SP with. They then choose another member (that was not already selected) to gain +20 SP with, and then yet another one to gain +10 SP with, and so forth.

If you would have a squadron size larger than five, you will gain another instance of the final value of Social Points to accommodate for each additional squadron member. So, a 5th level Magi-Knight with a squadron size of seven would receive +25 / +20 / +10 / +10 / +5 / +5 / +5 Social Points.

TABLE 4-3: VETERAN MAGI-KNIGHTS

Level	Starting Gloom Gems	Starting M-K Social Points	Starting NPC Social Points
2nd-3rd	150 Gloom Gems	+15 / +10 / +5 / +5 / +0	+10 / +5 / +5
4th-6th	375 Gloom Gems	+25 / +20 / +10 / +10 / +5	+15 / +10 / +5
7th-9th	750 Gloom Gems	+35 / +25 / +15 / +15 / +10	+20 / +15 / +10
10th-12th	1125 Gloom Gems	+50 / +30 / +20 / +20 / +15	+25 / +20 / +15



The
Frosty Fox

CHAPTER 5 TECHNIQUES & TACTICS



Every day is a veritable battle for a Magi-Knight, whether they're forced to summon their Soul Armaments or not. Every step is one step up a mountainside with no peak in sight, and every battle won, whether through pen, sword, or tongue, is an experience to be remembered. It is only through these tireless steps that a Magi-Knight can develop and hone different Techniques and Tactics that may serve them in their battle against evil. Though some prefer a more forceful approach and focus their time on Combat Tactics, others see the value of looking beyond their Armaments to solve a problem and practice Social Tactics. Regardless of what avenue your Magi-Knight chooses, a single solution is rarely the answer to every question, and a versatile squadron that shores up one another's weaknesses typically lasts longer than others.

Battle Techniques

The Herald knows the need for flexibility and encourages the Magi-Knights to use their abilities as they see fit in the fight against the Invading Evil. Magi-Knights gain one Battle Technique at levels 3, 6, 9, 12, and 15. These techniques are only accessible while in their Magi-Knight Persona. Some Battle Techniques have a secondary ability that can only be activated by selecting that Technique again at a future level if you meet the level requirement.

Action Burst

Once per Phase as an Immediate Action, a Full-Round Action you take this round instead becomes a Standard Action, and one Bonus Action you take in the same round instead becomes a Free Action.

Battle Frenzy

Once per Encounter, as a Bonus Action used at the start of your turn, you gain the **Frenzied Condition**:

- ★ If you activate this Ability while under the effects of the **Distressed Condition**, you remove the Condition.
- ★ Your Weapon Attacks that use your Strength modifier gain Advantage.
- ★ You gain Advantage on Roll to Resists and Skill Checks that use your Strength Statistic.
- ★ You add $2 +$ your Reputation Level (minimum 0) to your Weapon Damage if it uses a Strength Modifier.

- ★ You can't gain any benefits from a Squadron Formation and can't attempt Combination Maneuvers with other Magi-Knights.
- ★ The Frenzied Condition only ends if you become Exposed or Unconscious, at the end of a battle, or when you choose to make a Purity Skill Check (DC 12 + Your Reputation Level) at the end of your turn. When any of these occur, you gain 3 Exhaustion Points.

Battle Frenzy [Controlled] (6th+)

While Frenzied, instead of gaining Weapon Damage, you gain a bonus to your Weapon Attack equal to your Reputation Level.

- ★ You must have the Battle Frenzy Technique to take this one.
- ★ You can now gain the benefits of a Squadron Formation and can participate in Combination Maneuvers.
- ★ Your Weapon Attacks that use your Strength Modifier no longer gain Advantage.
- ★ When removing the Frenzied Condition, you no longer gain Exhaustion Points for ending it.

Battle Frenzy [Unleashed] (9th+)

You now add twice your Reputation Level to your Weapon Damage if it uses a Strength Modifier, instead of the previous damage bonus from this technique.

- ★ You must have the Battle Frenzy Technique to take this one.
- ★ You may not take this Technique if you have already taken the Controlled Battle Frenzy Technique.
- ★ You can now use the Battle Frenzy Technique while you are Horrified or Distressed to remove the Condition.
- ★ Your first Weapon Attack that uses Strength after activating this Technique automatically hits and deals an additional 5 damage. Your first roll with a Skill Check that uses Strength is a 20.

Combination Maneuver Mastery (6th+)

Before rolling for the Maneuver Tax of a Combination Maneuver, you automatically pass your test and can negate the failed result of one other squad member.

Coordinated Assault

Once per turn, when making a Weapon Attack against a target that has a Magi-Knight adjacent to it, you deal an extra 2d4 weapon damage.

- ★ For each time you take the Coordinated Assault Technique beyond the first, increase the damage by an extra 2d4 (to a maximum of 10d4).

Counter Blast (5th+)

Once per Turn, as a Reaction, when you are hit by a Spell Attack, reduce the damage by $1d12 + \text{your Magi-Knight Level} + \text{your Reputation Level}$ (minimum 1).

Counter Blast [Improved] (9th+)

When you reduce the damage of a Spell Attack to 0 while using the Counter Blast Technique, you inflict damage back to your attacker equal to the damage you negated through the use of the Technique.

- ★ You must have the Counter Blast Technique to take this one.



Extricate Aether (6th+)

The first successful Weapon Attack you make every round restores $1d4 + \text{your Reputation Level}$ (minimum 1) Mana Points to you. If you make this attack with a Magical Implement, it becomes $1d8 + \text{your Reputation Level}$ (minimum 1) MP instead.

Fatal Focus

Once per Encounter, as a Free Action, you choose one target. Your first successful Weapon Attack of each Round against that target gains an extra 1d6 damage. When the target dies, you recover 2 Stress Points and 1 Exhaustion Point.

Fatal Focus [Improved] (9th+)

When you hit the target of your Fatal Focus with a Weapon Attack, you also add $\frac{1}{2} \text{ your Magi-Knight Level}$ to the damage.

- ★ You must have the Fatal Focus Technique to take this one.

Heroic Resolve (9th+)

Once per Sleep Phase, as an Immediate Action, you may end one Condition that is affecting you, as if you were under the Cleanse (1) Effect.

Knight's Insight (9th+)

Once per Combat Encounter as an Immediate Action, you make one missed Weapon Attack become successful.

Knight's Resolution (9th+)

Once per Combat Encounter as an Immediate Action, you make one failed Roll to Resist become successful.

Magical Augmentation

You channel the power of your Soul Crystal to enhance the ability of others during a Combat Encounter. You have a number of **Magical Augmentation Dice** (1d8's) equal to your Proficiency Bonus. When a Magi-Knight that you can see is about to attempt a Skill Check, Attack Roll, Damage Roll (single target), Healing Roll (Single Target) or a Roll to Resist, Once per Turn, you may roll an Augmentation Die and add it as a modifier to the total. You regain all of your Augmentation Dice after you finish the Sleep Phase.

Overpowering Surge

Once per Sleep Phase as a Full-Round Action, you make a Spell Attack with Advantage. Additionally, when used on a single target, you add a number of d12s equal to $\frac{1}{2}$ your Reputation Level (rounded down; minimum 1) to your damage pool. If the spell targets multiple enemies, you instead add a number of d6s equal to $\frac{1}{2}$ your Reputation Level (rounded down, minimum 1).

Perfect Parry (6th+)

Once per Round, as an Immediate Action when you take Physical Damage from an enemy, you may reduce the damage by $1d12 + \text{your Magi-Knight Level} + \text{your Reputation Level}$ (minimum 1).

Perfect Riposte (9th+)

If you reduce the damage received from a Weapon to 0 while using Perfect Parry, you may use your Reaction to retaliate against the target. You immediately deal your Weapon Damage to them and add your Magi-Knight Level to the total damage.

- ★ You must have the Perfect Parry Technique to take this one.

Sidestep

Once per Encounter as a Reaction, you may reduce the damage from an Attack by $\frac{1}{2}$ and ignore any Conditions you would receive from it, and then you may Teleport 15 feet.

Sidestep [Improved] (6th+)

After using your Sidestep Technique, you may Teleport directly behind your target and make an immediate Weapon Attack against them.

- ★ You must have the Sidestep Technique to take this one.

Soul Crystal [Illumination]

Once per Combat Encounter as a Full-Round Action, you expel a blinding, brilliant light. All enemies within 20 feet of you must make a Roll to Resist (Magic) against your Spell DC. On failure, they gain the Disoriented Condition until the end of your next turn. Creatures that are Nemesis Rank or stronger are Immune to this Technique.

- ★ While using your Beacons of Light ability, you double the amount of Light your weapon generates.

Soul Crystal [Purification] (6th+)

Once per Sleep Phase, as a Bonus Action, you may make a Roll to Resist against up to three active Conditions that are affecting you or any squadmates within your Beacons of Light ability. Upon success, remove the Condition as if they had been affected by a Cleanse (1) ability.

- ★ You must have the Soul Crystal Illumination Technique to take this one.

Squadron Formation Mastery (6th+)

You reduce the Inspiration Point Cost of any Squadron Formations you are a part of by 1 (to a minimum of 1).

Leadership [Talented]

Once per Sleep Phase, as a Standard Action during a Combat Encounter, you can use this Technique to give Temp HP to all squadron members within 30 feet of you. The Temp HP is equal to your Leadership Skill, Reputation Level (minimum 0), and the roll of your Leadership Die (if you are the Squadron Leader). Additionally, after receiving this effect, any Exposed Magi-Knight recovers 1 HP.

- ★ You must have Proficiency in the Leadership Skill to take this Battle Technique.

Exceptional Leadership (9th+)

Once per Encounter while using Talented Leadership, you can attempt to remove the Distressed or Horrified Condition from one squadmate, and you make your Leadership Check with Advantage.

- ★ You must have the Talented Leadership Technique to take this one.

Scathing Retort

Once per Combat Encounter as a Reaction to any Action taken by an enemy within 60 feet, you yell a taunting quip at them. Roll 1d10 to serve as a negative modifier to their Attack, Damage, or Roll to Resist. Choose one and reduce the total of the enemy's next roll of that type by the result of your die. You must do this before the results of any dice are revealed.

Combat Tactics

At Level 2 you gain one Combat and Social Tactic. Afterwards when you would gain a Tactic, you choose to gain either one Combat Tactic OR one Social Tactic. These additional Tactics are awarded at levels 5, 8, 11, 14. A Combat Tactic can only be used during a Combat Encounter, but unlike Battle Techniques they might not require you to be transformed into a Magi-Knight to use them (such as with Disciplined Agility or Martial Artist). A Social Tactic can only be used during a Social Encounter. Each Tactic may only be taken once, unless otherwise specified. Additionally, when you would gain a new Tactic at the aforementioned levels, you can swap out an old Tactic for a new one of your choice.

Adept of Magic

You add +1 to your Reputation Level for the purposes of calculating your total Mana Coefficient.

Combat Form Drills

You learn a second Combat Form. Add an additional one to your list. Once per Turn, as a Free Action, you may switch between your two Combat Forms but may only ever receive the bonuses of a single Combat Form at one time.

- ★ If you take this Tactic again, you learn a third Combat Form.

Combat Form Mastery

You must be 9th Level or higher and have the Combat Form Drills Tactic to take this one.

- ★ Your Combat Form modifiers receive the following changes:
 - ◆ **Form I** now provides +2 Attack.
 - ◆ **Form II** now provides +2 Armor.
 - ◆ **Form III** now provides +4 damage and your Soul Weapon gains the Vicious Weapon Quality. If it already has the Vicious Weapon Quality, it gains Vicious+: When you would Critically Hit, add an additional +1d12 to your damage pool.
 - ◆ **Form IV** now additionally adds your Proficiency Modifier to the total damage dealt with this Form.
 - ◆ **Form V** now reduces the damage by $xd8$ instead of $xd6$.

- ◆ **Form VI** now has a Range of 10 feet.
- ◆ **Form VII** now provides +2 damage to Primary and Secondary Weapon Damage. Your Soul Weapon gains the Vicious Weapon Quality. If it already has the Vicious Weapon Quality, it gains Vicious+: When you would Critically Hit, add an additional +1d12 to your damage pool.
- ◆ **Form VIII** now allows you to cast one spell as a Full Round Action and gain one of the following additional effects before rolling any dice: Increase its Roll to Resist (Magic) by 3, Increase your Spell Attack by +3, or increase the Curing or Damage of the spell by 3x your Reputation Level. If the spell you cast has multiple targets, only one target of your choice gains the Curing or Damage increase. You have access to both your original Form and this Mastery version.
- ◆ **Form IX** now allows you to increase the Action Cost of a Weapon Attack that meets this Form's requirements to a Full-Round Action to gain one of the following additional effects before rolling: +3 Attack, +6 Weapon Damage, or On-Hit, allow an ally adjacent to your target to immediately Move 30 feet without Provoking. You have access to both your original Form and this Mastery version.
- ◆ **Form X** now makes each successful Open Fire Action deal additional damage equal to your Reputation Level.

Disciplined Agility

You gain an additional Reaction each Round.

Divine Tailor

You may use a Standard Action to recharge a previously expended Divination Slot. Alternatively, you can use a Full-Round Action to Turn a Reversed Card Upright.

- ★ This Tactic requires the Magi-Knight to have the Divination Spell Path before selecting it.

Elemental Bulwark

Reduce all Physical Damage you would receive by 3; this is applied before other reduction effects.

- ★ This Tactic requires you to be Transformed into a Magi-Knight to gain its effects.

Elemental Curing

Once per Round, when restoring HP to any other target with a spell, you may reroll one die that was just rolled.

- ★ While using this technique, instead of rerolling a die, you may pay an additional $\frac{1}{2}$ of the MP cost of the spell (rounded up) to change all dice rolled to their maximum value.

Elemental Curing [Enhanced]

Your Elemental Curing now automatically gains **Cleanse (1)**. A multi-target spell can only Cleanse one target affected by the spell.

- ★ You must have the Elemental Curing Tactic to take this Tactic.

Elemental Relocation

After being hit by a Physical Attack and resolving its damage and effects, if you are not afflicted with a Condition, you may Teleport 5 feet away.

Endless Resolve

The first time you would gain a Stress Point after the Sleep Phase, reduce the total by 1. Additionally, Once per Sleep Phase, you may reduce your Stress Points by 3 but gain 1 Exhaustion Point.

Enduring Mindset (Combat)

Once per Combat Encounter, any time you or an ally within 60 feet roll an Exhaustion Die and fail to negate the penalty imposed by your Stress or Exhaustion Levels, you may, as an Immediate Action, change the Endurance Die result to a 6.

Implement Mastery

When making a Weapon Attack with your Magical Implement, you add your MAM to both your Attack and Damage in addition to any other modifiers.

Intensify Element

This Tactic requires the Summoning Spell Path and has no effect on Companions. If you would gain Enhanced Summoning, this Tactic is immediately refunded, and a new one must be chosen.

- ★ Upon taking this Combat Tactic, the Special Ability of your Elemental Summon(s) is replaced with:

- ◆ **Reflecting [Fire]** - When this Summon is dealt Physical Damage by a target within 10 feet, it deals your MAM + Reputation Level as damage back to the attacker, Once per Round.
- ◆ **Entangling [Earth]** - When a hostile creature attempts to Move away from the Summon's Reach, the creature's total Move is reduced by $\frac{1}{2}$ (rounded down) and the Summon makes its Attack with Advantage.
- ◆ **Elusive [Wind]** - This Summon never Provokes. Additionally, Once per Round, the Summon deals your MAM + Reputation Level (minimum 0) as Magical Damage to one target it moves away from.
- ◆ **Revitalize [Water]** - You can now Issue a Command to this Summon to have it provide Curing or Temp HP to one Magi-Knight adjacent to it, equal to your MAM + Reputation Level (minimum 0).
- ◆ **Mana-Dense [Void]** - This Summon has Magic Resistance. When the Summon takes Magical Damage, it reflects your MAM as True Damage back to the attacker and heals you a number of HP equal to your MAM.

Magical Foresight

You now add your MAM to your Dexterity Modifier when rolling for Initiative.

- ★ Attacks made against you during an Ambush do not gain Advantage.
- ★ If you have an ability that would already add your MAM to your Initiative, you may now add it a second time.

Martial Artist

Your Unarmed Damage Die and your Student Damage Die becomes 1d6 instead of 1d4.

- ★ You may choose to add your Dexterity Modifier OR Strength Modifier to your Unarmed Damage.
- ★ You can now perform an Unarmed Attack as a Bonus Action.
- ★ Additionally, your Unarmed Attacks gain the Weapon Quality: Staggering Blow.

Quicksword Technique

After making a Weapon Attack against a target, you no longer Provoke Attacks from them during the remainder of your turn. Additionally, after making a Weapon Attack, you may Move 10 feet.

Refocused Control

When a Horde or Vassal enemy succeeds on their Roll to Resist against your Spell, you may expend a Reaction to force them to reroll that die again.

Reinforced Connection

Your Companion's True Soul-Link now also adds your Magi-Knight Level to the total and extends your Range of Influence by an additional 30 feet.

- ★ This Tactic requires the Magi-Knight to have the Enhanced Summon: Companion Spell Path.

Resilient Soul Crystal

Add +1 to a Statistic of your choice and choose one of the following Rolls to Resist to gain proficiency with: Strength, Dexterity, or Constitution.

- ★ Instead of gaining +1 to a Statistic or an aforementioned resistance proficiency, you can choose to instead gain proficiency with Rolls to Resist: Magic.
- ★ You can only take this Tactic once.

Shield of the Guardian

While wielding a Knight's Force Shield and you or an adjacent ally are affected by Physical Damage, you may use your Reaction to reduce Damage to you or your ally by $3 + \text{your Reputation Level}$ (minimum 0); this is applied before other reduction effects.

Shoulder to the Wheel

The first time you would gain an Exhaustion Point after the Sleep Phase, reduce the total by 1. Additionally, Once per Sleep Phase, you may reduce your Exhaustion Points by 1 but gain 2 Stress Points.

Single-Minded Focus

Your Total Focus is now only lost when you become Horrified or Unconscious.

Tough as Nails

You gain +2 Student HP. You also gain +2 HP per Magi-Knight level while transformed. These points are also retroactively received.

Trigger Happy

At the end of a Combat Encounter, reduce your Stress Points by 1, and for each time you Mag Dumped during the Encounter, you reduce your Stress Points by an additional 1 (maximum 2).

- ★ You must have Combat Form X: Regulation in order to take this Tactic.

Telepathic Summoner

You ignore any detrimental effects from the Silenced Condition that involve Issuing Commands and maintain your Perfectly Synchronized ability.

- ★ This Tactic requires the Summoning or Enhanced Summoning Spell Path.



Samuel
Toussaint

Social Tactics

Animal Whisperer

You can have simple, non-complex conversations with animals and gain Advantage on Skill Checks when interacting with them. Additionally, you always increase Social Point gains with non-magical animals by an additional 1.

Club Diehard

Are you a Chess Club Diehard? Football Team Diehard? Ghost Club Diehard? Well, this is the Tactic for you! Once per Sleep Phase, whenever you gain a Social Point with an NPC that is in your Club, you increase the total Social Points gained by 1. Additionally, when you make a Growth Check for your Club, add 10 to your result. It's all thanks to your hard work and tireless efforts!

Diligent Student

You always make time to study. Whether it's reviewing flashcards on your way to school or taking copious amounts of notes, it seems like you're always prepared for anything school throws at you. Reduce the DC of all Student Class checks by 1. Additionally, Once per Sleep Phase when your d20 reveals a 1 on a Student Class Check, you may reroll that die and must take the second result.

Enchanted Crystal: Box of Omens

You possess a crystal that has been enchanted with Omens. Once per Sleep Phase, you may invoke this ability to reroll one of your dice and add an additional 3d20 into a Skill Check. You must choose the highest roll for the current Skill Check, and then the lowest die roll becomes the Omen's Reserved Die. At any time during a non-Combat Encounter, the Magic Keeper may reveal your Omen's Reserved Die. If you Accept the Omen, it becomes your die result. If you Reject the Omen, discard the Omen's Reserved Die, and you gain 1 Trauma Point as an unknowing, unfavorable event now lingers over your head.

- ★ You can only choose this as a Tactic after reaching 7th Level or Higher.

Enchanted Crystal: Dreamer's Box

You can now hold one additional Inspiration Point. You also gain an Inspiration Point whenever you receive the Refreshing Sleep Effect.

- ★ You can only choose this as a Tactic after reaching 7th Level or Higher.

Enchanted Crystal: Fortune Box

Your Soul Crystal has been enchanted with Fortune. You gain a Pool of Fortune equal to your Proficiency Bonus that is replenished when you experience a Refreshing Sleep Effect. At any time during a non-Combat Encounter, you may use 1 Pool of Fortune to add 1d6 to a Skill Check you make. This must be done before the results of the dice rolled have been revealed.

- ★ You can only choose this as a Tactic after reaching 7th Level or Higher.



Enchanted Crystal: Premonition Box

You possess a crystal that has been enchanted with Premonitions. At the beginning of School Phase, roll 2d20 and choose one die to become a Premonition Die within your crystal. Once per Sleep Phase, instead of rolling on a Skill Check, you may reveal your Premonition Die, which becomes your rolled result. If you do not use your Premonition Die by the end of the next Combat Encounter, you gain 2 Stress Points.

- ★ You can only choose this as a Tactic after reaching 7th Level or Higher.

Enchanted Crystal: Tragedy Box

You possess a crystal that is known as a Tragedy Box. At any time, you may invoke the power of your Tragedy Box to siphon a Trauma Point from you. A Tragedy Box can hold up to 2 Trauma Points, which do not count towards your Soul Eclipse Chart and are erased from your character sheet. You may attempt to purify these Trauma Points as normal. Upon receiving a Corruption Point, you may decide to have the Tragedy Box destroy itself and negate 1 Corruption Point that would be gained. Additionally, when you would Endure a Burnout, instead of rolling, you may decide that this crystal is destroyed. Afterwards, you automatically pass your test and only create 1 Burnout Line. When a Tragedy Box is destroyed, if it houses any Trauma Points, these are immediately returned to you.

- ★ You can only choose this as a Tactic after reaching 7th Level or Higher.

Enduring Mindset (Social)

Once per Sleep Phase, during a non-Combat Encounter when you roll the Exhaustion Die and fail, you may as an Immediate Action, change the Endurance Die result to a 6.

Greasing Palms

Once per Sleep Phase, the next time it is revealed that you would fail a Deception, Influence, or Persuasion Skill Check (but before the failure effects would take place), you may reduce your Budget Tally by 1 to increase your Skill result by 5. You may do this multiple times. This Skill has no effect on known Cultists.

Harmlessly Flirtatious

Maybe it's the way that a guy shifts awkwardly and gives a goofy smile or the way that girl giggles and plays with her hair after receiving a compliment from you, but you're hopelessly addicted to flirting! Once per Sleep Phase, when interacting with an NPC and before you make a Deception, Influence, Leadership, or Persuasion Skill Check, you may decide to flirt with the target. After roleplaying the exchange, you automatically succeed. An Adversary or stronger Cultist is immune to the effects of this Tactic, but can be overruled by the Magic Keeper in certain situations.

Inured to Horror

While you have this Tactic, Once per Sleep Phase, after making a Roll to Resist (Horror), you may exchange the ones value with the tens value and the tens value with the one's value. [Ex: A 19 roll becomes 91].

Jaded to a Fault

Once per Sleep Phase, when talking to a Magi-Knight or NPC that you have Social Points with, you may choose to reduce your Social Points with that person by 1 to reduce your Stress Points by 3. If you would gain any Social Points with that individual during the same day, you reduce the amount gained by 2 (minimum 0).

Lead by Example

Once per Sleep Phase, while you are the Squadron Leader and would roll the Leadership Die, you may choose to add an additional +1d8 to your pool. You must choose to do so before any dice are rolled. Additionally, if you are within a Squadron but are not the Squadron Leader, you may instead use this Tactic to allow them to reroll the Leadership Die.

- ★ You must have Proficiency with the Leadership Skill to take this Tactic.



Learn a New Skill

You gain Proficiency in a Skill of your choice. Additionally, perhaps your Proficiency in the Skill Mastery choice you made during character creation has become rusty, but you've recently become focused on something else? You may change your Skill Mastery to another Skill of your choice that you are Proficient in.

Overly Sensitive

Once per Sleep Phase, when you reach 6 Stress Points and you would gain the Oppressive Stress effect, you instead become Overly Sensitive. You might get unreasonably angry and start yelling or even begin loudly crying. Your antics surprise and confuse people, but the weight on your shoulders feels suddenly a lot lighter. After you roleplay out this event, reduce your Stress by 2 Points.

Playful Banter

Once per Sleep Phase, as an Immediate Action during any Phase you may make a few playful remarks and reduce your Stress Points by 2 and the Stress of all Magi-Knights in your squadron by 1.

Renaissance Student

You gain $\frac{1}{2}$ your Proficiency Bonus (rounded down; minimum 1) to all Skills that you are not Proficient with.

[Skill] is My Middle Name!

Pick one Skill that you are Proficient with. Once per Sleep Phase, after failing a Skill Check, you may flick, blow, shake, spin, or hit the die in order to reroll it (hard enough that it could be considered a reroll)!

Shoulder the Burden

When you are involved in a Moment of Catharsis, you may take 1 Stress Point to reduce the difficulty of another Magi-Knight's Catharsis DC by 2. A character may receive this effect a maximum of 3 times per Activity. Additionally, if you used this Tactic but they failed their Purity Skill Check, you may opt to take 1 Trauma Point to reduce their Trauma Points by 1. However, when you personally take a Moment of Catharsis, you increase the total DC by 2.

Social Butterfly

Once per Sleep Phase, when you receive 2 or more Social Points with an NPC or Magi-Knight, you may choose to receive an additional Social Point with them. Additionally, you're able to balance your friends perfectly and sneak in a quick note, call, or drop off souvenirs to let them know you still think about them. You now no longer lose Social Points if you've been Ghosting Your Friends!

[Topic], Enthusiast!

Once per Sleep Phase, when your Topic comes up during a Social Encounter during the Lunch Period, Free Time, or Investigation Phase, you may add +1d8 to the roll.



Vincent
Redwing

CHAPTER 6 SKILLS & CHECKS



In *Magi-Knights Awakening*, you will often be asked by your Magic Keeper to make a Skill Check in order to determine if your character succeeds at a task that has been set before them. If you are trying to sneak past an office employee in order to gain access to the teacher's lounge, for instance, the Magic Keeper will likely request that you make a Stealth Skill Check. If your parental figure catches you sneaking out late at night, you might be asked to make a Skill Check that relates directly to the current circumstance that you are in, such as a Deception Skill Check if you're trying to lie your way out of trouble or a Persuasion Skill Check if you're trying to be honest. When making this check, you will roll 1d20 and add your total Skill to the roll. If you meet or exceed the Difficulty Check (also referred to as DC), you succeed, and the Magic Keeper will explain what happens as you successfully sneak past that office employee or how your teacher congratulates you when you pass your English or Science class! If you don't meet the DC, you fail the check, and the Keeper will narrate the consequences that you will have to deal with when you are caught, or perhaps they will merely inflict a Stress Point on you when you meet the disapproving gaze of your favorite teacher?

Which Skill, Which Statistic?

In *Magi-Knights Awakening*, your character will typically lean on their strongest Statistics to give them the best chance at success in any given situation. During an Encounter, some Skill Checks may allow your character to choose the preferred Statistic to use for that Skill. However, the Magic Keeper always has the option to call for a specific Skill and Related Statistic to be used in situations that warrant the use of a certain Statistic, such as asking for a Coordination (CON) Skill Check if your Student is attempting a hand-stand competition with the local elementary students!

Likewise, the Performance Skill requires a plethora of Statistics to be considered, and the Action's Related Statistics should be decided between the Magic Keeper and the player on a case-by-case basis. This could be using Performance (CHA) to perform a powerful reading of a moving poem, Performance (DEX) to display one's ability with a stringed instrument, or even Performance (STR) to smile, flex, and pose like someone in a Mr. Universe competition!

Lastly, although any Mental Statistic can be used with the Persuasion Skill since a character may employ

empathy, heartfelt suggestions, or deliver logical advice while using said Skill, the Magic Keeper is capable of adjusting the **Difficulty Check (DC)** of the Persuasion attempt. For instance, the attempt may be ineffective against an NPC with a certain type of mindset, such as attempting to console a crying child with an intellectual approach. This is also reflected during Social-Combat Encounters, where players attempt to break down an individual's rigidity through Social Encounters, which is described more fully in *Chapter 12*.

During the game you may find that although a Statistic might be inherently attached to a Skill, a situation could call for a different Stat! In these instances, the Magic Keeper has the final say on what is an acceptable **Skill and Statistic Combination**. One good example is asking for an Investigation Skill Check (WIS) when asking for a player to follow the tracks or trail left behind by someone they are pursuing but have lost sight of, or perhaps to find a way out of a forest that they have wandered into and have lost the trail. Naturally, the Magic Keeper shouldn't allow any unreasonable or unrealistic Skill and Statistic Combinations, such as Investigation (STR) or Purity (DEX), but as mentioned, the Magic Keeper has the final say in such matters and can opt to exclude this rule altogether if it is slowing down gameplay or becoming burdensome to the group.

In one situation, Kirina might be rummaging through a stack of papers she discovered at a missing person's scene, and the Magic Keeper might specifically ask for an Investigation (WIS) Check. This is because the papers are in plain sight, and there's a symbol on the paper that her character has seen before. But does Kirina remember or even take note of its importance? After making the Skill Check, she fails with only a 10. The Magic Keeper awards her **Success at a Cost**. She recognizes one of the papers and knows that it's important, but can't remember why. She'll need to confer with her squadmates or find an expert to assist her!

Alternatively, maybe she rolled even worse (perhaps a meager 5)! She failed the Skill Check, but the Magic Keeper might have explained that Kirina knows there's something inherently important about these stacks of papers, but she can't quite figure out what or even which of them is important! She may end up taking the entire stack with her and spend a Free Time Phase sifting through the papers, or ask the Squadron to help her do so during the Investigation Phase!

TABLE 6-1: SKILLS LIST

Skills and Statistics	Description
Academic Arts (INT OR WIS)	Your knowledge of social science and humanities subjects, such as: Psychology, History, Philosophy, Literature, Sociology, and Languages. Contrary to what parents and teachers tell you, it's often useless outside of school—but you already knew that.
Athletics (STR OR DEX)	Your athletic ability and the overall agility of your body combined with your ability to climb mountains, leap across chasms, or swim through a raging sea! Also how well you climb up a rope in PE class. It's also used to measure the amount of energy you expend when using High-Jump, to Reposition during combat, gauge how quickly you gain Exhaustion Points, or avoid a Horde's Overwhelming Attack.
Coordination (DEX)	Your hand-eye coordination. Hide that note you've been passing around; take a 3-point shot; elegantly play a piano or stringed instrument; how exceptional your reflexes are when you drive; seeing if you can try to "borrow" an important item from someone without them noticing.
Creativity (INT OR WIS)	The ability to create original ideas or find unique solutions to mundane problems. Also measures your natural ability to bake a divine cake, pen a captivating story, or paint an enchanting vista. Unlike Performance, you don't always share your creations and if you fail to Perform well, some people may not realize just how good a creation is!
Deception (INT OR CHA)	Lie, fool, or deceive your way out of any problem! Also used when making a Convincing Argument while omitting, stretching, or adjusting the truth.
Influence (STR OR CHA)	"The No-Nonsense Approach." Used when you're talking to what feels like a brick wall or when time is of the essence and feelings can be dealt with later. This involves giving someone an icy cold stare, flexing your vast network of contacts in order to kowtow someone, or even parading your affluent status as a way to get what you want. Also used when making a Convincing Argument.
Insight (WIS)	Catch someone in a lie, or notice if someone you're looking at is about to attack you. The successful use of this Skill only informs you that someone might be omitting a truth or withholding information, but not what that information might be.
Investigation (INT OR WIS)	Discover a secreted item that's been hidden away, or put two seemingly unconnected clues together to deduce something important. Also helps you notice potentially crucial information in documents, files, or books.
Leadership (CHA)	Inspire hope through charisma, bravery, and personality. You can help take control of a chaotic situation in which mortals are running around in a state of pure panic. You can help an ally shake off the Horrified and Distressed Conditions, help the squadron assemble during Tactical Formations, and become the Squadron Leader! It also allows you to excel in History Class by understanding how influential figures came to power.
Medicine (INT OR WIS)	Examining a preserved frog, recollecting human anatomy, or providing first-aid to the wounded (through non-magical means). This Skill can also help remove some physically afflicted Conditions. Proficiency with this Skill allows you to provide First-Aid to a dying mortal and provide Medicine Triage Check to a Magi-Knight during Moments of Solace.
Mysticism (INT)	Knowledge of the Ethereal, Outsiders, Cults, and other mystical or esoteric workings—things you will often encounter once you awaken as a Magi-Knight! You use this Skill to help you understand how objects that are not of your world work, discern how to remove a magical barrier, or to remove some magically afflicted Conditions. Proficiency in this Skill assists in gathering Spectral Energy and allows you to learn how to Implant a Crystalline Seal. Sometimes a Magic Keeper will introduce situations where you would use this skill to create a minor magical effect that isn't explicitly listed in your Spell Path. One example would be to cast Barrier to prevent a backdraft from exploding through a door or helping a mortal levitate out of a window to escape a fire. Using magic in this way should require a Mana Point cost as dictated by the Magic Keeper. If you attempt the Skill Check but fail, there should be no cost, unless you still Succeed at a Cost.
Perception (WIS)	Study your surroundings, notice clues, or spot a Herald hiding under your chair! This Skill can also help you avoid being Ambushed.
Performance (ANY)	Your ability to act, sing, play an instrument, or put on a good show. The situation you find yourself in will largely dictate which Statistic you will use with this Skill.
Persuasion (INT / WIS / CHA)	Convince someone to trust you. Compliment, flatter, and woo your way to popularity! Because there are many ways to try and persuade someone, Persuasion has the second most Statistic possibilities and is also used to make a Convincing Argument.
Purity (WIS OR CHA)	This unique Skill is also used as a Roll to Resist (Horror / Purity). It is a measure of the purity of your heart and your ability to resist or overcome distressing events, avoid Burnout, and redeem yourself from Corruption. It can also be used in Social Encounters to argue your innocence when you've been wrongly accused and is used to remove the Soul-Tainted Condition. As explained in the Magi-Knights and their Abilities section in the Introduction, you use Purity as part of your Reveal Outsiders ability to detect and pinpoint the location of exceptionally stealthy Outsiders.
Stealth (DEX)	Hide from someone, tail them without being noticed, and generally move around quietly. This Skill can help you Ambush enemies, and Proficiency with Stealth grants you a bonus during Chase Encounters.
STEM (INT)	Your knowledge of Science, Technology, Engineering, Mathematics, and related subjects. Contrary to what parents and teachers tell you, it's often useless outside of school—but you already knew that.

TABLE 6-2: COMMON CROSS-SKILLS AND STATISTICS

Skill	STR	DEX	CON	INT	WIS	CHA
Academic Arts				X	X	
Athletics	X					
Coordination		X				
Creativity				X	X	
Deception				X	X	X
Influence	X					X
Insight				X		
Investigation				X	X	
Leadership						X
Medicine				X	X	
Mysticism				X		
Perception				X		
Performance	X	X	X	X	X	X
Persuasion				X	X	X
Purity					X	X
Stealth		X				
STEM				X		

Solo Skill Checks

Anytime your character is faced with a task that they might not easily overcome, your Magic Keeper may ask for a Skill Check to be rolled. If the activity you're attempting is something you could routinely do (such as making a practiced dribble across the soccer field), the Magic Keeper will likely set the Difficulty Check (DC) relatively low (perhaps DC 10) and ask you to roll a d20 and add your Athletics Skill to the total.

However, the Magic Keeper can also introduce other story elements that may alter the Difficulty Check and increase it! Perhaps a romantic interest is watching you intently in the crowd during a friendly soccer game, so that same routine dribble is now DC 15? Or maybe you need to block your crude-mouthing rival's legendary "Tiger Shot" at the goal? If so, you might be performing your equally impressive "Power Block" using Athletics (CON)! The Magic Keeper could set this DC at 20 or even 25, depending on the circumstances!

Regardless of the outcome, the Magic Keeper should remember the Success at a Cost and Failure with Consolation rules. Perhaps you blocked that incredibly powerful shot, but at the expense of an extreme amount of physical discomfort (taking 2 Exhaustion Points, even if you failed the DC 20 check). Or maybe you failed to block the ball, but the rival begrudgingly acknowledges your efforts, granting you Social Point, or your character feels good about leaving it all out on

the field and reduces their Stress Points by 1. Although a Magic Keeper isn't required to make use of these additional mechanics with every check, they should find interesting ways to incorporate them into their story when it feels appropriate.

If you have squadmates who want to assist you with a Skill Check, then you become the Squadron Expert and refer to the rules in the **Squadron Experts** section.

Proficiency in a Skill

At certain points in *Magi-Knights Awakening* the Magic Keeper may require that the group either has or finds someone with Proficiency in a Skill in order to accomplish a task or unlock an important clue. This could be a situation in which the squadron has recovered a Cultist's computer (which unbeknownst to them, holds information regarding the location of a secret meeting with a powerful Outsider). However, during a previous Encounter the computer was damaged and needs to be repaired. If no one in the squadron has Proficiency in STEM, they are unable to fix it, because greater than basic computer knowledge is necessary to repair hardware, regardless of how lucky a die roll is. However, it could be that one squadron member is friends with a student from the Technology Club. If they have a Caring Bond or stronger, this student might be willing to help out for free! Otherwise, the NPC might want an IOU, an exchange of services, or a payout via Budget Tallies.



Lacey
Beckford

Squadron Experts

When attempting a Skill Check that only a single person should be the focus of (such as a Persuasion Check with an NPC that only one Magi-Knight knows, searching through files on a computer, or a Skill Check that requires Proficiency and only one squadron member has it), time should be taken to choose which person in your squadron may be the best at the task. Use the following rules:

- ★ Decide which player will be the **Squadron Expert**. The Squadron Expert will be the one to attempt the Skill Check and roll the dice.
- ★ If it is reasonable to allow other players to **Assist** the Skill Check, then the Squadron Expert receives a +1 bonus per Character Assisting to their Skill Check. If any Character Assisting also has Proficiency in the related Skill Check, they add an additional +1 bonus to the total. Possessing Skill Mastery, however, adds no further bonus.
 - ◆ As the old adage goes, “You may not want too many cooks in the kitchen!” As such, you can gain no more than a +5 total bonus from Assisting Characters.
 - ◆ Sometimes, the Magic Keeper may determine that Assistance would be more detrimental than beneficial and can deny requests for players to Assist.

Example: *Kirina is chosen as the Squadron Expert when the group must attempt a STEM (Intelligence) Skill Check because they’re trying to access some deleted data from a school computer. Markus mentions he wants to Assist the Skill Check, but the Magic Keeper explains he might be*

interfering more than helping, and denies the request to Assist (no bonus modifiers are added). As Markus begins to peer over Kirina’s shoulder while she’s trying to concentrate, she makes a snarky remark and tells him to give her some space. In the event of a failure, the Magic Keeper may even describe her failed roll as being caused by Markus’ meddling!

Rising Frustrations

- ★ If a Skill Check is failed, then potentially only one further attempt can be made (depending on the situation the Magic Keeper has introduced). This possible second attempt should increase the Difficult Check by at least 5, even if the squadron chooses a different Squadron Expert to attempt the Skill Check the second time. This is because tensions rise slightly within the group when they are unable to complete a task.
 - ◆ If the squadron chooses a different Squadron Expert for the Skill Check after an initial failure, then the previous Squadron Expert who failed the test cannot Assist the Skill Check. This is narratively explained by the fact that they’re too disappointed or annoyed by their initial failure or are overly eager to correct their mistake to allow them to assist another person.
- ★ Failing a second Skill Check prevents any further attempts with that Skill unless the situation is modified sufficiently to change the parameters or an extended amount of time has passed. However, this third attempt requires the approval of the Magic Keeper.

TABLE 6-3 SOLO OR SQUADRON EXPERT DIFFICULTY CHECKS

Difficulty Level	Example	Difficulty Check (DC)
A Mundane or Routine Task	Practicing for the new school play in an empty auditorium and performing a single scene after a few hours of practice.	None (Auto Success)
A Routine Task with a Complication	Performing the school play in a packed auditorium and appearing in most of the scenes but having practiced as the Understudy.	DC 10
A Difficult Task	Performing the same school play as the Understudy, but not having practiced because you thought you wouldn’t be called to perform.	DC 15
A Difficult Task with a Complication	Performing the school play as the Understudy, not having practiced, and realizing your crush is watching attentively in the audience.	DC 20
A Formidable Task	Performing the school play as the Understudy, not having practiced, with your crush in the audience, and having to perform two roles that are on stage at different times.	DC 25
A Formidable Task with a Complication	Performing the school play as the Understudy, not having practiced, with your crush in the audience, and having to perform two roles that are on stage at the same time like Dr. Jekyll and Mr. Hyde.	DC 30
An Insurmountable Task with a Nearly Impossible Outcome	Performing the entirety of the school play by yourself while filling in for every role on stage and earning raucous applause at its conclusion with a kiss from your crush for the amazing performance.	DC 35 (MK Approval)

TABLE 6-4 SQUADRON DIFFICULTY CHECKS

Difficulty Level	Example	Difficulty Check (DC)
A Mundane or Routine Task	As a group, paying your earnest respects to a teacher and letting them know how much you admire their dedication (with sincerity).	None (Auto Success)
A Routine Task with a Complication	As a group, paying your earnest respects to a teacher who is likely second-guessing your ulterior motives.	DC 15
A Difficult Task	Collectively trying to convince a well-liked teacher to give your class a deadline extension on a class project.	DC 18
A Difficult Task with a Complication	Collectively lobbying for a deadline extension from a teacher, but your group is a source of irritation or has recently been in Detention.	DC 21
A Formidable Task	As a squadron, attempting to determine the meaning of the Spectral Script left in the tunnels by a group of fleeing Cultists, over time.	DC 24
A Formidable Task with a Complication	As a squadron, attempting to translate the Spectral Script, but the writings have been covered up by Cultists covering their tracks.	DC 27
An Insurmountable Task with a Nearly Impossible Outcome	As a squadron, gathering the broken pieces of a tablet that contained Spectral Script, piecing it together, translating it, and then using it to travel through the Ethereal Bridge and into Elsewhere.	DC 30 (MK Approval)

Squadron Skill Checks

The Difficulty Check of a Solo or Squadron Expert Check is different from the Difficulty Check of a

Squadron Skill Check. Although it may be potentially easier for a single person to pass a **Solo Difficulty Check** by using their Student Ability and Inspiration Points, Squadron Skill Checks are used when a task is likely impossible for a single individual to complete in a reasonable amount of time, or when the results might significantly affect what happens in the story.

In the event that the entire squadron needs to pass a Skill Check as a team, a Squadron Skill Check can be made. In these instances, the following occurs:

- ★ Collect a pool of 5d4s and distribute them as evenly as possible to the squadron.
 - ◆ If you have more than 5 Squadron Members, increase the DC by 3 and add an additional 1d4 to the pool for each Character beyond the 5th.
 - ◆ NPC Bond Abilities may **not** be used with Squadron Skill Checks.
- ★ Each Magi-Knight adds a bonus to the total of the Squadron Skill Check equal to one of the following:
 - ◆ +1 to the total if they have No Skill Proficiency.
 - ◆ +2 if they have Skill Proficiency in the relevant Skill.
 - ◆ +3 if they have Skill Mastery in the relevant Skill.
 - ◆ Additionally, they may choose one d4 that was rolled and reroll it before the outcome of the dice is determined.
 - ◆ Add the Squadron's Reputation Level to the total.
 - ◆ The total bonus modifier cannot exceed +15.
- ★ The Magi-Knights roll their d4s and add them together to find their Squadron Skill Check result.
- ★ The Squadron passes or fails the Squadron Skill Check collectively.

Song Keeper
(Carmen Castillo)



Making an Opposed Skill Check

Sometimes when you make a Skill Check or Roll to Resist, the roll becomes a test of wills or prowess. In these instances, you will make an Opposed Check. This is done by having the targets that are Opposing one another have a “roll off.” Whichever target has the higher number on their Opposed Check wins the contest. Depending on the situation for the Opposed Check, a variety of effects can occur, such as being able to convince the target of your Deception that your words are the truth or breaking free of a restricting Condition.

Success at a Cost

Sometimes an Absolute Success or Complete Failure doesn't make sense for a Skill Check made during an Encounter. In these instances, the Magic Keeper can inform the player that they either passed the Skill Check and Succeeded at a Cost or that the Skill Check was unsuccessful and Failed with Consolation.

Success at a Cost means that although the character or squadron may have succeeded on the Skill Check despite rolling below the Difficulty Check, their attempts have a negative consequence. If the squadron is dead set on getting through a door that can be reasonably broken down, there's no chance of total failure. However, the Success at a Cost condition could be that they leave behind irrefutable evidence of a break-in. In another situation, they could be trying to convince a fellow student to give them some information, and the squadron won't take no for an answer. Perhaps the student in question gives up the information, but they lose Social Points with them due to their forceful tactics. Or all future attempts with them gain Disadvantage until they've suitably apologized to them. In another situation, the character could have become so frustrated trying to pass the Skill Check that they lost their temper, lashed out and inflicted Stress Points on other Magi-Knights who took offense to what they said.

Failure with Consolation

Failure with Consolation means that although the character or squadron failed their Skill Check, their attempts seem to have a temporary or lasting positive consequence. Perhaps the Cultist they were talking to doesn't abandon their evil ways but remembers who they are, granting Advantage on a future Skill Check. Or perhaps they lose an argument with their school's Principal, but their demeanor and determination left an impression, granting them a Social Point. It could even be that the character knows that they gave it an honest effort, and even though they failed, they feel good about putting their “best foot forward,” and removes a Stress Point.

The Impossible is Impossible

Remember that an incredible roll does not make what is impossible, suddenly possible. Seth might really want to break down a door while in his Student Persona and gets a remarkable result of 22! But, unfortunately, he still fails and might even take damage because the door is made of steel, has a deadbolt, and is anchored securely to the framework of the building. The fact is, he might need some explosives to have a chance of getting through this door!

Another situation could be that Markus really likes Audrielle. He has Skill Mastery in Persuasion and an incredible Charisma Statistic. But even if he rolls an amazing 30, he still fails, and the Magic Keeper could potentially not even consider it a Partial Success. Quite simply, Audrielle won't give Markus the time of day in this life or maybe even the next! She's been secretly and madly in love with Seth ever since a life-changing event occurred between them when they were children. She's 100% convinced that she and Seth are soulmates and destined to be together. So, unfortunately for Markus, no roll in the world will convince Audrielle otherwise. Either the situation needs to drastically change (i.e., Seth dies in an accident, and years pass), or Markus needs to accept his fate and move on.

Multi-Skill Encounters

Sometimes a complex task or difficult situation blocks the Magi-Knights from continuing their endeavors, and it may be one that cannot be solved with only a single Skill Check. In these situations, a Multi-Skill Encounter can occur. For example, in a Dynamic Situation where a building has caught on fire, a squadron of Magi-Knights is potentially trying to guide the occupants out of a burning building. The Magic Keeper may require three separate checks before the squadron can lead them to safety. These checks could be an Investigation Skill Check to determine the safest avenue of escape (if using Wisdom), a Mysticism Skill Check to put out enough of the flames to create a safe path, and a Leadership Skill Check to convince them to follow the Magi-Knights through the blazing building. The Magic Keeper explains that once all three of the Skill Checks for this Multi-Skill Encounter are completed successfully, the squadron will have saved the lives of these mortals. Each of these situations might even have different Difficulty Checks! However, the squadron must also decide the following. Do they attempt the Skill Checks separately (using the rules for Solo Skill Checks)? Or do they collectively work on them as a team (using the rules for Squadron Experts and taking turns completing the tasks, choosing whoever is the best suited for them)? They likely won't have the necessary time to tackle each of these tasks one at a time as a squadron and this Dynamic Situation might even have Cultists or Outsiders that are harassing the Magi-Knights!

Inspiration Points

A Magi-Knight can only have ONE Inspiration Point at any one time. If a Magi-Knight gains an Inspiration in excess, they can give it to another Magi-Knight who has none (and must roleplay this exchange), use it before the end of the round (or immediately if not in an Encounter), or they can activate an Inspirational Bond Boost. If the point is not spent, it is removed with no effect. Inspiration Points are important for players as it allows them to Reroll a d20, gain Literal Inspiration, and a resource used to fuel many other abilities.

Using Literal Inspiration requires the approval of the Magic Keeper, who will exchange this point for a critical piece of information that their character could have discovered but previously missed, or perhaps the Herald lets something slip to his struggling pupils about

their current plight. Whatever it is, if possible, the Magic Keeper should find a way to deliver this information discreetly to them. It was their character's Literal Inspiration that brought about this discovery after all, so allow that player to explain their epiphany to their squadmates and enjoy the limelight for a moment!

How to Gain Inspiration

- ★ Attend Assembly Day at School.
- ★ Become the Student of the Hour.
- ★ Listen to Gossip during the Lunch Period when no rumors can be found.
- ★ Converse with the Herald during the Free Time Phase.
- ★ Consult the Cards with the Divination Spell Path during the Free Time Phase.
- ★ Use a *Shard of Fate*.
- ★ Use a *Shard of Solidarity*.
- ★ Use a *Shard of Nepenthe*.
- ★ Use a *Shard of the Magi-Knight*.
- ★ Receive a Unity Point when your Unity Points are already at max.
- ★ Use Shoulder the Burden (Social Tactic).
- ★ Witness a Soul Oblation.
- ★ Magic Keeper-Approved circumstances.

How to Use Inspiration

- ★ Reroll any single die you just rolled (not part of a d100 roll).
- ★ Use your Student Ability.
- ★ Initiate a Formation Bonus.
- ★ Perform Combination Maneuvers (if no Caring Bond).
- ★ Gain Literal Inspiration.
- ★ Gain +15 to any d100 Check.
- ★ Inspirational Bond Boost: Complete a small project (poem, song, buying an item, etc.) to gain 2 SP with any NPC.
- ★ Use the Burden of Leadership ability.





CHAPTER 7 SPELL PATHS

Magi-Knights typically prefer to play more into a specific set of iconic abilities that they use to make themselves stand out from the norm. Once a Magi-Knight has chosen a Magic Style, they further choose two of five Spell Paths to learn. Spells may only be cast during a Combat Encounter, and any effects from those spells are terminated at the end of the final combat round.

Each Magi-Knight is encouraged to individualize their spells to fit the theme and style of their character. A generic Beam spell, for example, could be renamed to “Falcon’s Fury” and the Magi-Knight could narrate a falcon flying down and striking the enemy. In instances where a spell’s effects may include more complex effects than simple damage, it is given a spell name only to provide clarity. A player is still highly encouraged to adjust the name of the spell and its descriptive effects to fit the theme of their Magi-Knight persona.

A Magi-Knight chooses two Spell Paths at level 1 and gains an additional Spell Path at Level 4 and Level 8.

Choosing a Spell Path:

- ★ You have access to all spells within a Spell Path that are equal to or below your **Max Spell Tier**.
- ★ You add your Magic Ability Modifier (MAM) to spell damage and healing totals.
- ★ Any damage dealt through a spell (or in combination with a spell) becomes Magical Damage.
- ★ **Area of Effect** spells do not harm allies.
- ★ Casting a spell requires you to be able to move and speak freely. You cannot cast a spell while Restrained, Silenced, Exposed, or Unconscious.
- ★ Unless stated otherwise within the Spell Path, casting a spell requires a Standard Action.
- ★ A chosen Spell Path may only be switched after you gain a new Reputation Level.
- ★ If you cannot pay the **Spell Intensity Tax** of a spell, you cannot cast it. This only affects Spell Tiers V and VI.

Customizing Your Spells

Spells are broken down into Tiers using roman numerals, from I to VI (or 1 to 6). Some spells are simply called by their Spell Path and Spell Tier, such as “Beam, Tier One,” or “Curing, Tier Four,” while other spells that have more complex abilities attached are given spell names to help universalize the understanding of what that semi-complex spell does. However, it is highly recommended and encouraged that you rename your spells to fit the design of your character. After all, this is half the fun of *Magi-Knights Awakening!*



For example, Justus' Magi-Knight name is "Zeal Keeper," and he uses the Fire Element. He also describes his character as having a magical bird named "Kestrel" that helps him fight in Combat Encounters. He decides to rename his Beam, Tier I spell to "Fiery Falcon Combo." When Zeal Keeper casts his Beam Spell, he yells out, "Fiery Falcon Combo!" and then rolls for his Spell Attack. On a successful hit, he excitedly describes how he narratively flies 60 feet forward and punches an enemy up into the air, while his flaming bird tackles straight into the enemy before they land on the ground and Zeal Keeper returns to his original position. Note that "Zeal Keeper moving 60 feet" was purely narrative and had no actual effect on the Combat, as he returned to his original position. But Justus' player appropriately understands that he is allowed to add narrative flair to his spells to portray the flavor of both his character and his companion!

Although players are welcome to keep the original names of the spells, such as the Shield of Dissipation (a Tier I Barrier spell), a player might have an easier time getting into their time-altering Magi-Knight if they change it to become "Time Dilation," and explain how their character slows down time to dodge an incoming attack, instead of explaining they, "use a Barrier Spell."

Spell Attacks

This is done much in the same way that you perform a Melee or Ranged Attack. Your objective is to hit or exceed their Armor number. This means that **Beams** can miss their target or have trouble penetrating through incorporeal barriers.

Explosions, on the other hand, rarely miss (unless the Magi-Knight rolls a **Natural 1**, which is considered a **Total Miss**) due to their explosive nature. With Explosions, you are **always** trying to roll against the **On-Target: 16** number, as if it were 16 Armor. This represents how **On-Target** (successful Attack Roll) or **Off-Target** (unsuccessful Attack Roll) your aim was. If you are On-Target, your Explosion spell deals full damage. If you are Off-Target, reduce the total damage dealt by $\frac{1}{2}$ (rounded down). If you cast an Explosion Spell as a **Rushed Spell** and you are Off-Target, you reduce your damage by $\frac{1}{2}$ (rounded down) and then an additional $\frac{1}{2}$ (rounded down). However, some enemy abilities can alter the On-Target number.

Unlike Beams, Explosions are large enough to hit multiple targets and deal their damage to each Part of an enemy Horde (an enemy Swarm counts as a Horde).

Modifying a Spell

Mana Strain

Usable by Any Spell Path

Magi-Knights can take 1 Exhaustion Point to reduce the MP Cost of a spell by one tier, or to no cost for Tier I Spells. **Repeatable**. This reduction of cost is Repeatable and may be done a number of times up to the Exhaustion Point maximum of the Magi-Knight.

Rushed Spells

Usable by Beam, Explosion, Curing, and Restoration Spell Paths

Some Spell Paths can be cast as Rushed Spells. When doing so, you spend a Bonus Action to cast them, instead of a Standard Action.

Casting a Rushed Spell reduces its total damage or healing by $\frac{1}{2}$ (rounded down; minimum 1) and requires the same amount of Mana Points to cast.

Overcharging a Spell

Usable by Beam, Explosion, Curing, and Restoration Spell Paths

Receive 2 Exhaustion Points up to your maximum to receive one of the following Effects, based on your Spell Path:

- ★ **Beam:** Add a number of d8s equal to your Reputation Level (minimum 1) to your spell's damage dice pool.
- ★ **Explosion:** Add a number of d10s equal to $\frac{1}{2}$ your Reputation Level (rounded down; minimum 1) to your spell's damage dice pool.
 - ◆ Overcharged Dice are not affected by Explosion's **Intensity Ability**.
- ★ **Curing:** Add a number of d6s equal to your Reputation Level (minimum 1) to your spell's healing dice pool.
- ★ **Restoration:** Add a number of d4s equal to Reputation Level (minimum 1) to your spell's healing dice pool.

When Modifying a Spell, you may not exceed your Exhaustion Point capacity by converting them into Stress Points.

Spell Qualities

Total Focus

Some Spells or Special Abilities require a Magi-Knight to maintain **Total Focus** for the effects of the spell or ability to persist. You can only use Total Focus on one spell effect at a time. If you could use Total Focus on another effect, you must choose which one will become the source of your Total Focus while the other effect immediately ends (unless a Spell or Special Ability indicates otherwise). You automatically lose your Total Focus, and your spell's effects disappear if you become Berserk, Depleted, Drained, Exposed, Horrified, Silenced, Soul-Siphoned, Soul-Tainted, Unconscious, or at the end of a Combat Encounter.

Using Total Focus refers to your ability to focus on a lingering spell's effects and in no way impedes your ability to take other Actions.



Quicken

The **Barrier** and **Summoning** Spell Path have the ability to **Quicken** some of their spells to gain the listed effect. Quicken adjusts the type of Action that is needed to cast a spell. You Quicken a spell by increasing its MP Cost by 1 Spell Tier. Remember that a Magi-Knight may also elect to combine this with the Mana Strain ability (which reduces the MP Cost of a spell by one tier in exchange for gaining an Exhaustion Point). Lastly, you never pay the Spell Intensity Tax while using Quicken.

Stacking and Flare

The Amplify Spell Path has the ability to Stack with other Amplify spells that match its Spell Tier and effect. Remember that each Amplify Spell also requires Total Focus, and without certain abilities, a Magi-Knight can only maintain Total focus on one spell at a time.

For example, if two Magi-Knights have activated the Amplify Spell: Tier I, instead of only adding their Reputation Level to their Attacks and Roll to Resist, they add an additional +1 for the extra Magi-Knight focusing on the same spell. If a third were to join, then the bonus would end up becoming $2 + \text{their Reputation Level}$.

A Magi-Knight using the Amplify Spell Path also has the ability to expend their Bonus Action to imbue an additional effect to their squadron with the Flare ability. Unlike the Stacking ability, the squadron cannot be under the effects of two similar Flare abilities. As long as the caster still has the Amplify spell active, they may expend their Bonus Action to activate their Flare ability. If at any time the effects of the Aura would be removed, the effects of any active Flare abilities from the caster are also lost.

Enhance and Linked

The Transformation Spell Path has interlocking and enhancing Spells that build upon each other. Choosing to Enhance a Spell after a successful attack means that you gain an additional effect, at the expense of taking Stress Points, which represent your character's mental faculties slipping away from them. A Linked effect means that a preceding effect must be in place before it can be optionally activated.

Deathwatch

A spell with the Deathwatch Trait can be cast as a Bonus Action or a Reaction when the Magi-Knight casting the spell is adjacent to an ally that has been reduced to 0 HP. This does not prevent the damaged ally from gaining the initial Crystalline Fracture for falling below 0 HP.

Spell Intensity Tax

A Tier V or VI Spell not only requires an incredible amount of MP, but also takes a physical toll on its caster. When casting a spell that has a Spell Intensity Tax, you gain Exhaustion Points equal to the tax listed after you have finished casting the spell.

Magic Styles and Spell Paths

TABLE 7-1: MAGIC STYLES AND SPELL PATHS

	Ethereal	Memento	Shaper	Soul	Verso
Beam	Yes	Yes	Yes	—	—
Explosion	Yes	—	—	Yes	Yes
Curing	—	Yes	Yes	Yes	—
Restoration	—	Yes	—	Yes	Yes
Amplify	—	—	Yes	Yes	Yes
Manipulate	Yes	Yes	—	—	Yes
Barrier	Yes	—	Yes	Yes	—
Transformation	Yes	—	Yes	—	Yes
Summoning	—	Yes	Yes	—	Yes
Divination	Yes	Yes	Yes	Yes	Yes
Chronomancy	Yes	Yes	—	Yes	—



TABLE 7-2: BEAM PATH

Spell Tier	Dice (60ft Range - Single Target)	Special	Effects
I	Deals damage equal to 3d8	Reclaim	After casting this spell, if you missed the target, you regain $\frac{1}{2}$ the MP spent to cast it.
II	Deals damage equal to 6d8	Reclaim	After casting this spell, if you missed the target, you regain $\frac{1}{2}$ the MP spent to cast it.
III	Deals damage equal to 9d8	Reclaim	After casting this spell, if you missed the target, you regain $\frac{1}{2}$ the MP spent to cast it.
IV	Deals damage equal to 12d8	Reclaim	After casting this spell, if you missed the target, you regain $\frac{1}{2}$ the MP spent to cast it.
V	Deals damage equal to 6d10	Dual Beam	When you cast this spell, you make two spell attacks against the same or a different target within range.
VI	Deals damage equal to 8d10	Dual Beam	When you cast this spell, you make two spell attacks against the same or a different target within range.

TABLE 7-3: EXPLOSION PATH

Spell Tier	Dice (60ft Range)	Special	Effects
I	Deals damage to 1 Target OR 1 Horde equal to 1d12	Intensity	When rolling for damage, rolled 1s instead become 3.
II	Deals damage to 1 Target OR 1 Horde equal to 2d12	Converge I	When attacking only one target, add 1d12 to your damage pool.
III	Deals damage to 1 Target OR 1 Horde equal to 3d12	Intensity	When rolling for damage, rolled 1s instead become 3.
IV	Deals damage to 1 Target OR 1 Horde equal to 4d12	Converge II	When attacking only one target, add 2d12 to your damage pool.
V	Deals damage to 1 Target OR 1 Horde equal to 5d12	Intensity	When rolling for damage, rolled 1s instead become 3.
VI	Deals damage to 1 Target OR 1 Horde equal to 7d12	Converge III, Intensity	When attacking only one target, add 3d12 to your damage pool. When rolling for damage, rolled 1s instead become 3.

TABLE 7-4: CURING PATH

Spell Tier	Dice (Range: 5ft)	Special	Effects
I	Heals HP equal to 1d10 + 1d4	Deathwatch	---
II	Heals HP equal to 1d10 + 2d6	Cleanse (1), Deathwatch	Cleanse (1): Remove one Condition from a Magi-Knight or ally.
III	Heals HP equal to 1d10 + 3d8	Mending (1), Deathwatch	Mending (1): The target recovers 1 Crystalline Fracture.
IV	Heals HP equal to 5d10	Deathwatch, Purge (1)	Purge (1): Entirely remove one Condition from a Magi-Knight or ally
V	Heals HP equal to 6d12	Deathwatch, Instant, Mending (2)	Instant: This spell is cast as a Free Action. Mending (2): The target repairs 2 Crystalline Fractures.
VI	Heals 200 HP	Deathwatch, Mending (4) Purge (2)	Purge (2): Entirely remove 2 Conditions from a Magi-Knight or ally. Mending (4): The target repairs 4 Crystalline Fractures.

TABLE 7-5: RESTORATION PATH

Spell Tier	Dice (Affects Squad - 60ft)	Special	Effects
I	Provides a 1d4 effect	Protection	Protection spells provide only Temp HP to Magi-Knights within your squadron.
II	Provides a 2d4 effect	Restoration	Restoration spells provide healing to all Magi-Knights within your squadron.
III	Provides a 3d4 effect	Restoration OR Protection	This spell provides Temp HP OR Healing.
IV	Provides a 1d6 + 3d4 effect	Instant Protection	This spell is cast as a Free Action and provides only Temp HP.
V	Provides a 2d6 + 4d4 effect	Restoration OR Protection Cleanse (1)	This spell provides Temp HP OR Healing. Regardless of if it is Restoration or Protection, Remove one Condition from a Magi-Knight or ally.
VI	Provides a 4d6 + 8d4 effect	Restoration Protection (x5 MAM) Mending (1)	This spell heals Magi-Knights in your squadron and then grants Temp HP to them equal to 5x the MAM of the caster. All targets also repair 1 Crystalline Fracture.

TABLE 7-6: AMPLIFY PATH

Spell Tier	Spell Name (Affects Squad - 120 ft) (Requires Total Focus)	Description	Special
I	Aura of Enhancement	Enhancement: Magi-Knights in your squadron add 1 + your Reputation Level to their Attacks and Rolls to Resist. Stacking: Add +1 to Attacks and Rolls to Resist.	Flare. As a Bonus Action, until the start of your next turn, affected players now add 1 + your Reputation Level to their next Damage roll.
II	Aura of Illumination	Illumination: When one Magi-Knight within your squadron has their HP restored through a spell, they also add $\frac{1}{2}$ your Magi-Knight Level (rounded down; minimum 1) and your MAM to the total HP recovered. If more than one Magi-Knight has their HP restored by the spell, they only add your MAM to the HP recovered. Stacking: Single - Add +5 HP healed per Reputation Level (minimum 1). Stacking: AoE - Add +2 HP healed per Reputation Level (minimum 1).	Flare. As a Bonus Action, until the start of your next turn, choose one: 1) Choose one Magi-Knight. At the start of their turn, they regain HP equal to your MAM + Reputation Level. 2) At the start of each Magi-Knight's turn, they regain HP equal to 1 + your Reputation Level. Neither choice has any effect on Exposed or Unconscious Magi-Knights.
III	Aura of Purification	Purification: At the beginning of your turn, one Magi-Knight of your choice may remove one Condition from the following list: Berserk, Bleeding, Burning, or Disoriented. Stacking: They may now add Drained, Distressed, and Silenced to the list of choices. If this stacks a third time, add Soul-Siphoned (I-II) and Soul-Tainted to the list.	Flare. As a Bonus Action, until the start of your next turn, affected players now add 1 + your Reputation Level to their first Roll to Resist.
IV	Aura of Resolution	Resolution: Magi-Knights within your squadron have Advantage on their first Roll to Resist of the Round against Conditions. At the time of gaining this Aura, if they are under the effects of a Condition, they immediately make another Roll to Resist against it. Stacking: Additionally, add +2 to the Roll to Resist.	Flare. As a Bonus Action, until the start of your next turn, affected players now add 1 + your Reputation Level to their first Roll to Resist.
V	Aura of Serenity	Serenity: At the beginning of your turn, remove 1 Stress Point or 1 Exhaustion Point from all Magi-Knights within your squadron. This ability only affects Stress and Exhaustion Points received during the current Combat Encounter. Stacking: At the beginning of your turn, your Squadron regains MP equal to your MAM.	Flare. As a Bonus Action, until the start of your next turn, at the end of the Round, affected players now regain MP equal to 1 + your Reputation Level.
VI	Visionary Focus	Visionary Focus: You and your squadron gain the effects of an Aura spell of your choice. Additionally, you gain the effects of two other Auras, and their benefits only apply to you. These additional Auras do not gain the Flare or Stacking Effects. Stacking: The effects of any Auras from you or the allies you're Stacking with persist until all of you lose your Total Focus or at the end of the Combat Encounter.	Flare. As a Bonus Action, Once per Round, when a d20 equals your MAM or lower, they may reroll it. This effect remains active until you become Unconscious or until the end of the Combat Encounter.

TABLE 7-7: MANIPULATE PATH

Spell Tier	Spell Name (Requires Total Focus)	Description
I	Elemental Chains	Choose one Cultist within 60 feet of you. They must make a Roll to Resist (Magic). If they succeed, you are refunded $\frac{1}{2}$ the MP cost of this spell (rounded down). If they fail, they become Restrained. If they failed their Roll to Resist by 5 or more, as a Bonus Action, you can additionally inflict them with the Prone Condition. Nemesis Ranked enemies or stronger have Advantage on the Roll to Resist.
II	Glaring Resonance	Choose two Cultist targets that are adjacent to one another or one Cultist Horde that is within 60 feet of you. The targets must make an Opposed Mysticism Check (Nemesis' gain Advantage on this roll). If you fail, you are refunded $\frac{1}{2}$ the MP cost of this spell (rounded down). If the target fails, they gain the Disoriented Condition.
III	Erratic Misfortune	Choose one enemy within 60 feet. They must make a Roll to Resist (Magic). If they succeed, you are refunded $\frac{1}{2}$ of the MP cost of this spell. If they fail, roll 2d6: they gain the corresponding Conditions: 1) Berserk 2) Bleed (2+ MAM) 3) Burning (2+ MAM) 4) Disoriented 5) Poisoned 6) Silenced. If you roll Doubles, they gain the Condition and you deal (3d12) spell damage. This spell cannot afflict Conditions on Nemesis Ranked enemies or stronger. Instead, if they fail the Roll to Resist, you deal (4d12) magic damage to them.
IV	Spectral Restraints	Choose one Outsider or Outsider Horde within 60 feet and make an Opposed Mysticism Check. If the target fails, it gains the Paralyzed condition. If you fail, you regain $\frac{1}{2}$ the MP spent on this spell. However, if they are an Adversary Rank enemy, you also receive 1 Stress Point. This spell has no effect on Nemesis Ranked enemies or stronger.
V	Thousand Elemental Cuts	At the end of your turn, choose up to 4 targets or 2 Hordes and roll a Spell Attack against them. If you succeed, that target gains the Bleeding (8) Condition and takes damage equal to your Magi-Knight Level + your MAM. If you miss, the target still receives the Bleeding (8) Condition. If you target a Swarm with this ability, you instead deal damage equal to 2 times your Magi-Knight Level + your MAM, or if you miss, regain $\frac{1}{2}$ the MP spent on this spell (rounded down).
VI	Elemental Degradation	Choose one target within range. So long as you maintain your Total Focus on them, all Magi-Knight Weapon and Spell Attacks against the target gain Advantage. If a Magi-Knight would already have Advantage on their Attack, they may reroll one damage die from the Attack instead.

TABLE 7-8: BARRIER PATH

Spell Tier	Spell Name	Description	Action Cost
I	Shield of Dissipation	You or an adjacent ally reduce the Physical Damage received from one source by a number of d4s equal to your Reputation Level (minimum 1) and add your MAM to the result. If it is Magical Damage, upgrade the d4s to d8s. You may Overcharge this spell and if you do so, d4s are upgraded to d8s and d8s are upgraded to d12s. Quicken: Cast this spell as an Immediate Action.	Reaction
II	Twin Souls (Total Focus)	You and a willing Magi-Knight gain Physical Resistance and split all damage received as evenly as possible. A Magi-Knight can only be under one instance of this effect.	Standard Action
III	Globe of Dissipation	All Magi-Knights within 20 feet of you gain Magical Resistance to one source of Magical Damage that was just received. You may Overcharge this spell and while doing so, they instead gain Magical Immunity from the Attack if it was delivered from an Adversary or Vassal ranked enemy. Quicken: Cast this spell as an Immediate Action.	Reaction
IV	Barrier of Nullification	You gain Physical and Magical Immunity from one damaging ability that you were the target of. Additionally you gain Physical and Magical Resistance to all further damage until the beginning of your turn, at which time you gain the Drained Condition. You can Overcharge this spell and if you did so, you do not gain the Drained Condition. Quicken: Cast this spell as an Immediate Action.	Reaction
V	Strengthen Element (Total Focus)	You and one other Magi-Knight of your choice gain Magical Resistance. If you cast <i>Twin Souls</i> last round, you can use Total Focus on both of these spells simultaneously.	Standard Action
VI	Colossal Sphere of Nullification	All Magi-Knights within 60 feet of you gain Physical and Magical Immunity to one source of Damage that was just received. At the beginning of your next turn you gain the Depleted Condition. You can Overcharge this spell and if you did so, you gain the Drained Condition instead.	Reaction

TABLE 7-9: TRANSFORMATION PATH

Spell Tier	Spell Name	Description
I	Empower Element (Total Focus)	<p>Cast this spell to enchant your Soul Weapon with powerful energies that adjust its Weapon Damage to 3d4 (if you have a Coupled weapon, this does not adjust the damage of the secondary weapon). The effects of this spell cannot be replicated or copied by other abilities or spells. You may use your MAM to calculate your Attack and Damage Modifiers while this spell is active.</p> <p>Enhance: As a Bonus Action, you may gain 2 Stress Points to change the damage your weapon deals to Magical instead of Physical. As another Bonus Action you may change it back to Physical.</p> <p>Linked: If you are under the effects of the Transformation [Super] or [Ultimate] spell, you ignore this spell's Total Focus requirements and can cast it as a Bonus Action.</p>
II	Elemental Focus	<p>After casting this spell, your next Weapon Attack automatically hits and deals an additional 10 damage. Soul Guns still roll to determine their Direct Hit Bonuses, but hit the target regardless of the Rapid Fire or Mag Dump total.</p> <p>Enhance: You may gain 1 Stress Point to add an additional 5 damage to your next Weapon Attack.</p>
III	Transformation [Super] (Total Focus)	<p>You gain the following effects: +30 Temp HP and an additional Move and Bonus Action on your turn, Once per Round. Additionally, Once per Round, you may add +1d10 to your Weapon Damage. This lasts until you become Unconscious or at the end of the Combat Encounter. You cannot lose your Total Focus on this spell unless you become Depleted, Drained, Soul-Siphoned (II-IV), or Unconscious. As a Full-Round Action, during your turn, you may cast this spell to remove the Distressed Condition, even if you are already Distressed.</p>
IV	Unleash Fury	<p>While under the effects of a Transformation [Super / Ultimate] and after casting this spell, you immediately make 3 Weapon Attacks. Recover 1 Stress for each successful hit.</p> <p>You gain the following effects: +60 Temp HP and an additional Move and Standard Action Once per Round. Additionally, Once per Round, you may add +2d10 to your Weapon Damage. This lasts until you become Unconscious or at the end of the Combat Encounter. You cannot lose your Total Focus on this spell unless you become Depleted, Drained, Soul-Siphoned (III-IV), or Unconscious. As a Full-Round Action, cast this spell to remove the Horrified Condition, even if you are already Horrified. These effects do not stack with Transformation [Super].</p>
VI	Second Awakening	<p>Cast as an Immediate Action, when you would receive your last Crystalline Fracture, you instead heal 3 Crystalline Fractures, recover $\frac{1}{2}$ your total HP, recover 25 MP, reduce Stress Points to 0, and after the current turn, you take a turn.</p>

TABLE 7-10: MANA POINT COST

Spell Tier	Mana Point Cost	Spell Intensity Tax
I	3	0
II	6	0
III	15	0
IV	25	0
V	36	1
VI	45	2



Zeal Keeper
(Justus Toussaint)

Advanced Magic Choices

Some Magic Styles and Spell Paths require more time to understand and play in contrast to the aforementioned options. Before you select any Advanced Magic Choices, you should consult with your Magic Keeper to ensure that they are comfortable playing with these alternate magic choices. The concepts introduced in this section are not directly more powerful or offer obvious advantages compared to the other Spell Paths, but they do add additional flavoring opportunities for players to flesh out their character concepts. The complexities of these magics require slightly more calculation or consideration during a turn and as such, are only recommended for use by players who are already moderately familiar with the Magi-Knight system so as to not slow down the pacing of gameplay.

The following options are considered Advanced Magic Choices:

- ★ Magic Style
 - ◆ Release
- ★ Spell Paths
 - ◆ Divination
 - ◆ Summoning
 - ◆ Enhanced Summoning
 - ◆ Chronomancy and Spell Mastery

Release Magic Style

Release is a Magic Style that uses a Magi-Knight Spell Deck. This deck is used during the game to draw random cards that determine the spells available for casting. As this is a Magic Style, it also means that selecting Release entirely replaces your ability to choose any other Spell Paths.

If you do not own the Magi-Knight Spell Deck, you may use a deck of Tarot Cards or Playing Cards using **Table 7-11: Card Substitution**. Release does not gain Spell Paths as a normal Magic Style does and instead uses the following rules:

- ★ **Collector's Spell Deck:** A Magi-Knight is required to have this Magical Implement to cast Release spells.
- ★ **Shuffling and Drawing Spell Cards:** At the start of the first Combat Encounter of the Patrol Phase, shuffle all of your Spell Cards together

and have another player cut them to form your Release Deck. Draw Spell Cards equal to $3 + \text{your Reputation Level}$ (minimum 1). This number is your **Hand Limit**, and any Spell Cards in excess of it are discarded at the end of your turn. Your Spell Deck and **Hand** are kept between Combat Encounters in the same Phase.

- ★ **Release Power:** This requires a Standard Action and uses the power of the Spell Card to gain an effect determined by the Spell Card itself.
 - ◆ After playing a Spell Card, it is discarded face-up next to your Spell Deck.
 - ◆ All dice rolled gain your MAM as an additional modifier to the total.
 - ◆ Before activating the effects of a Spell Card, you must determine the Spell Tier that you are casting it at and refer to its Scaling Value.
- ★ **Scaling Value:** All Spell Cards have **Scaling Value +X**, where $+X$ equals the Scaling Value listed on **Table 7-13**. When you fail a check with your Endurance Die, the Scaling Values add a penalty to your $+X$ modifier equal to your Stress Points. However, a $+X$ modifier reduced to less than 0, becomes 0.
 - ◆ Scaling Values are always rounded down (minimum 1).
- ★ **Fate Die**
 - ◆ Sometimes after casting a Spell Card, you will be asked to roll a Fate Die (1d20). No abilities, Shards, modifiers, etc., may influence or alter the roll or result of a Fate Die, except for Spell Cards that specifically refer to the Fate Die.
- ★ **Draw a Card**
 - ◆ At the end of your turn, draw 1 card. As a Bonus Action, you may draw an additional card if you are not at your Hand Limit.
- ★ **Signature Card**
 - ◆ Instead of gaining Swift Attack at Levels 5 and 10, you gain access to a **Signature Card**. At these levels, choose one card from your Spell Deck. You begin every encounter with that card in your hand and are considered to have "drawn" it for the purposes of your starting hand. You may not choose the Love Card as a Signature Card.

★ Discharge Energy

- ◆ As a Bonus Action, you may discard one card from the top of your spell deck to make a Weapon Attack using $1d20 + \text{your Dexterity Modifier} + \text{your Proficiency Bonus}$, with a Range of 30 feet. The discharged card deals $1d6 + \text{your MAM Magical Damage}$. At Level 5, you add an additional $1d8$ to the card's total damage. At Level 10, you also double your MAM when dealing damage with your ability.

★ Explosive Trinity

- ◆ As a Full-Round Action, If you have 3 cards in your hand that are from either a matching **Triumvirate** or **3 Court Cards** (belonging to any Era), you may discard those 3 cards from your hand to make 3 Magic Attacks, using $1d20 + \text{your MAM} + \text{your Proficiency Bonus}$, with a Range of 30 feet. Each Magic Attack deals $3d6 + \text{your MAM}$. This damage increases to $3d8$ at 5th Level, $3d10$ at 10th Level, and $3d12$ at 15th Level.

★ Cycling the Spell Deck

- ◆ If your Spell Deck has 0 cards remaining, you may choose to gain 2 Stress to shuffle your Discard Pile and create your Spell Deck anew.

TABLE 7-11: CARD SUBSTITUTION

#	M-K Cards	Triumvirate	Tarot Cards	Playing Cards
1	King	Era of Royalty	Emperor	King of Diamonds
2	Queen	Era of Royalty	Empress	King of Hearts
3	Knight	Era of Heroism	Chariot	Queen of Diamonds
4	Dame	Era of Heroism	Priestess	Queen of Hearts
5	Squire	Era of Potential	Magician	Jack of Diamonds
6	Damsel	Era of Potential	Strength	Jack of Hearts
7	Light		Sun	King of Spades
8	Dark	The Chiaroscuro	Moon	Queen of Spades
9	Twilight		Stars	Jack of Spades
10	Life		Hierophant	King of Clubs
11	Death	The Collective Cycle	Death	Queen of Clubs
12	Passage		World	Jack of Clubs
13	Angel		Judgment	Ace of Diamonds
14	Demon	The Endless Battle	Devil	10 of Diamonds
15	Mortal		Fool	9 of Diamonds
16	Hope		Hermit	Ace of Hearts
17	Despair	The Eternal Phase	Tower	10 of Hearts
18	Fortune		Fortune	9 of Hearts
19	Justice		Justice	Ace of Spades
20	Mercy	The Arduous Judgment	Temperance	10 of Spades
21	Reflection		Hanged Man	9 of Spades
22	Love	The Dynamic Tale	Lovers	Joker

TABLE 7-12: RELEASE EFFECTS

#	Spell Card	Release Effect
1	King	The next Leadership Check made by any Magi-Knight gains +X. Also, one target of the caster's choice takes $Xd6$ Magical Damage.
2	Queen	The next Leadership Check made by any Magi-Knight gains +X. Also, the next successful Magi-Knight Weapon Attack deals an additional $Xd6$ Magical Damage.
3	Knight	The next Leadership Check made by any Magi-Knight gains +X. Also, reduce the next damage any Magi-Knight takes by $Xd8$.
4	Dame	The next Leadership Check made by any Magi-Knight gains +X. Also, restore $Xd8$ HP to one Magi-Knight of your choice.
5	Squire	Discard this Spell Card in conjunction with another Spell Card to add your Reputation Level (minimum 1) to the Scaling Value.
6	Damsel	Discard this Spell Card in conjunction with another Spell Card to add your Reputation Level (minimum 1) to the Scaling Value.
7	Light	After casting this Spell Card, all Magi-Knights within 60 feet of you gain $Xd4$ Temp HP.
8	Dark	Cast this Spell Card as a Full-Round Action. After doing so, you restore +X HP, teleport 10 (+X) feet, and cannot be targeted by hostile spells or abilities until the start of your next turn. Your next Discharge Energy Action automatically hits and deals an additional +X damage to its target.
9	Twilight	Cast this Spell Card as a Bonus Action with no MP Cost. You may exchange an equal number of your HP for MP OR an equal number of your MP for HP.
10	Life	After casting this Spell Card, choose one Magi-Knight within 60 ft. That Magi-Knight heals $Xd8$ HP and reduces their Stress Points by 1.
11	Death	After casting this Spell Card, choose one target or one Horde. That target or Horde takes $Xd12$ Magical Damage.
12	Passage	After casting this Spell Card, choose one Magi-Knight within 60 feet. You and/or that Magi-Knight may teleport to any location within 10 + (10X) feet of your current location.
13	Angel	After casting this Spell Card, choose one Outsider target. That target takes $Xd10$ True Damage.
14	Demon	After casting this Spell Card, choose one Cultist target. That target takes $Xd10$ Magical Damage.
15	Mortal	Cast this Spell Card as a Bonus Action that costs 0 MP. After doing so, you immediately discard your hand, shuffle all cards in the discard pile into your Spell Deck, remove 1 Stress Point, and draw 2 Spell Cards.

#	Spell Card	Release Effect
16	Hope	<p>After casting this Spell Card, select one Magi-Knight and then roll the Fate Die:</p> <p>20 = You repair +X Crystalline Fractures to your intended target and remove a combination of Stress and Exhaustion Points equal to +X, split between the two of you. Your next Fate Die is rolled with Advantage.</p> <p>6-19 = You repair +X Crystalline Fractures of your target.</p> <p>2-5 = You repair +X ($\frac{1}{2}$) Crystalline Fractures of your target.</p> <p>1 = Abandoned. You take +X Magical Damage. Search your Spell Deck for the Despair Card and add it to your hand.</p>
17	Despair	<p>After casting this Spell Card, roll the Fate Die:</p> <p>20 = You treat this card as if it were a copy of the Hope Card and you had rolled 20. After resolving its effects, one Magi-Knight gains an Inspiration Point.</p> <p>6-19 = One non-Outsider target of your choice receives a -X value (minimum 1) to all Attacks, Rolls to Resist, and Damage inflicted for one turn.</p> <p>2-5 = Your MP used to cast this Spell Card is refunded.</p> <p>1 = Anguish. You take +X Magical Damage, gain the Distressed Condition, and 3 Stress Points. If this would increase your Stress Points beyond 6, you gain an additional Trauma Point.</p>
18	Fortune	<p>This Spell Card only affects Magi-Knights. After casting it, roll the Fate Die:</p> <p>20 = The next $+(\frac{1}{2})X d20$ rolls receive your MAM ($x2$) as a Bonus Modifier. Your next Fate Die is rolled with Advantage.</p> <p>6-19 = The next $+(\frac{1}{2})X d20$ rolls receive your MAM as a Bonus Modifier.</p> <p>2-5 = Misfortune. Your next Fate Die is rolled with Disadvantage.</p> <p>1 = Calamity. Your next Fate Die is rolled with Disadvantage. You gain 3 Stress Points. If this would increase your Stress Points beyond 6, after resolving Oppressive Stress (or if you already have for the day) you gain 1 Trauma Point.</p>
19	Justice	After casting this Spell Card, choose one target. That target takes $Xd8$ Magical Damage.
20	Mercy	After casting this Spell Card, the next Convincing Argument you make against any target is done with Advantage and bypass any Argument Resistances or Immunities (you are not told what their Resistances or Immunities are).
21	Reflection	After casting this Spell Card, one Magi-Knight of your choice gains $+Xd4 +$ Reputation Level (minimum 1) MP up to their maximum.
22	Love	<p>Cast this Spell Card for 0 MP and as a Full-Round Action. Afterward, roll the Fate Die:</p> <p>20 = Eternal. Immediately play 2 Spell Cards from your hand, ignoring their Action cost but still paying their MP cost. Choose 1 of the 2 Spell Cards to return to your hand after play, and discard the other. Afterward, you draw cards up to your Hand Limit.</p> <p>6-19 = Immediately play 2 Spell Cards from your hand, ignoring their Action cost but still paying their MP cost. After resolving the effects of the cards, choose one of the two cards you just played. That card is returned to your hand, and you immediately draw one card.</p> <p>2-5 = Immediately play 1 Spell Card from your hand and ignore its Action cost, but still pay its MP cost. That card is removed from play for the remainder of the Encounter.</p> <p>1 = Tainted. Discard all Spell Cards from your hand. If there are not at least 11 Spell Cards in your Discard Pile, remove cards from the top of your Spell Deck and discard them until there are 11. Shuffle the Discard Pile and then randomly take 11 cards from it. Remove these cards and the Love Card from play. These cards are returned to your Spell Deck at the end of the Combat Encounter, at which time you gain 1 Trauma Point.</p> <p>Ephemeral. After playing this Spell Card, remove it for the remainder of the Encounter.</p>

TABLE 7-13: EXPANDED MANA AND SCALING

Spell Tier	Mana Point Cost	Spell Intensity Tax	Scaling Value
I	3	0	2
II	6	0	4
III	15	0	6
IV	25	0	8
V	36	1	10
VI	45	2	12

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Divination Spell Path

The Divination Spell Path is available to all Magic Styles but requires the dedication of 2 Spell Paths worth of choices to select it, due to its powerful, divining nature. If you do not have a Magi-Knight Spell Deck, you may use a deck of Tarot Cards or Playing Cards using **Table 7-11: Card Substitution**. The Divination Spell Path uses the following rules:

Collector's Spell Deck

A Magi-Knight is required to have this Magical Implement to cast Divination spells. Without it, the Magi-Knight loses access to all abilities within this Spell Path.

Divine the Future

At the start of a Combat Encounter, you shuffle your Divination Deck, Court Deck, and then have another player cut both decks. During your turn, **Divine the Future** requires the use of a Bonus Action and the expenditure of Mana Points equal to your second highest Spell Tier available (min Tier I, max Tier IV). On doing so, draw the top 3 cards of your Divination Deck and then draw the top card of your Court Deck. The first Divination Card is placed upright, the second card is placed reversed, and the third card is placed upright. Finally, the Court Card is placed directly above the second Divination Card in the upright position and is considered to be the **Reigning Card**.

- ★ You have 3 Divination Slots
- ★ A Court Card always takes effect first and supersedes the timing of Divine Cards. Following this, the reverse Divination Card in Slot 2 activates as soon as you finish drawing all 3 Divination Cards. If other upright Divination Cards would also activate automatically, they do so only after the reversed Divination Card does.
- ★ As a Bonus Action, you may draw an additional Divination Card from your Divination Deck and replace one upright Divination Card with the one that was just drawn upright.
- ★ **Activate Divination:** You can only activate the power of an upright Divination Card once per Divination Slot and do so with a Standard Action. If a card would automatically activate, it does not exhaust the Divination Slot's power. After activating a slot's power, the Divination Slot remains inactive until the end of the Encounter

Moonlit
Monarch



or until another Divination Card or ability reactivates it. This is indicated by slightly tilting the card in the exhausted Divination Slot at an angle—roughly 15° degrees, or by placing a die, token, coin, or other object on top of it.

- ★ A card may activate both when it is Turned Upright and when it is Revealed (drawn from the deck).
- ★ The Reversed Effect of a card remains in play until it is either discarded or Turned Upright.
- ★ All dice rolled gain your MAM as a modifier.
- ★ If a card would be discarded, it is placed face-up next to your Divination Deck.

Scaling Value

All Divination Cards have Scaling Value +X, where +X equals the Scaling Value listed on **Table 7-13**. Before activating the effects of a Spell Card, you must determine the Spell Tier that you are casting it at and refer to its Scaling Value.

- ★ **Scaling Values** add a penalty to your +X modifier equal to your Stress Points when you fail a check with your **Endurance Die**.
- ★ **Scaling Values** are always rounded down and are always (minimum 1).

The Court Cards

There are 6 Court Cards that belong to 3 different eras. The Court Cards are shuffled separately and are dealt above the second card after it has been divined. This represents the Reigning Card, which oversees the Divination.

- ★ A Reigning Card is always dealt upright and can never be reversed.



The Triumvirate

The remaining 16 Divination Cards (which includes the Love Card) belong to 5 different Triumvirates. These are: *The Chiaroscuro* (Light, Dark, Twilight), *The Collective Cycle* (Life, Death, Passage), *The Endless Battle* (Angel, Demon, Mortal), *The Eternal Phase* (Hope, Despair, Fortune), and *The Arduous Judgment* (Justice, Mercy, Reflection).

- ★ The most advantageous divination is one that includes all 3 cards to be part of the Divination in play that are from a matching Triumvirate, all turned Upright, and with its matching Reigning Card in play. However, each Divination Card also has its own effects and can contribute alternative effects to the Encounter.

The Captivating Tale (Love)

This card is highly volatile and can depict either a disastrous relationship occurring within the Divination or one with a fairy-tale-like outcome— depending on whether it is dealt upright or reversed.

A Sovereign's Fate

As a Bonus Action, discard the top card of your Court Deck. If that Court Card is from the same Era as your current Ruling Card, shuffle it back into your Court Deck. You may then Turn one Reversed card Upright. If the Court Card is not from the same era as your current Ruling Card, then replace it with the newly drawn Ruling Card. Shuffle the previous Ruling Card into your deck with no further effects.

Divine Seer (Social)

Once per Episode, a Diviner may attempt to **Consult the Cards** as a Free Time Activity. This effect is similar to the Converse with the Herald activity, but no Social Points are awarded, and it must be done alone. Instead, the Seer gains an Inspiration Point and reduces their Stress and Exhaustion Points by 2 each. The Magic Keeper should do their best to deliver a hint, missed clue, or another potentially important piece of information to the Seer at this time, but can also answer a single question that the Seer might have. However, the answer should be slightly vague and shrouded in mystery. It should be enough to usher the Seer and their allies down a potential right path but not enough to solve a secret outright.

TABLE 7-14: DIVINATION EFFECT

#	Divine Cards	Upright Effect	
1	King	<p>Era of Royalty (K): While the King reigns over the Divination, you add your MAM to your Leadership Checks.</p> <p>Ruling Power: When calculating the effects of The Arduous Judgment while the King is the Reigning Card, your MAM modifier is considered to be three points higher..</p>	
2	Queen	<p>Era of Royalty (Q): While the Queen reigns over the Divination, choose one ally. You add your MAM to their Leadership Checks.</p> <p>Ruling Power: When calculating the effects of The Collective Cycle while the Queen is the Reigning Card, your MAM modifier is considered to be three points higher.</p>	
3	Knight	<p>Era of Heroes (K): While the Knight reigns over the Divination, reduce all Physical Damage you receive by your MAM.</p> <p>Ruling Power: When calculating the effects of The Endless Battle while the Knight is the Reigning Card, your MAM modifier is considered to be three points higher.</p>	
4	Dame	<p>Era of Heroes (D): While the Dame reigns over the Divination, reduce all Magical Damage you receive by your MAM.</p> <p>Ruling Power: When calculating the effects of The Eternal Phase while the Dame is the Reigning Card, your MAM modifier is considered to be three points higher.</p>	
5	Squire	<p>Era of Prodigies (S): While the Squire reigns over the Divination, you add your MAM to your Skill Checks involving Strength, Dexterity, or Constitution.</p> <p>Ruling Power: When calculating the effects of The Chiaroscuro while the Squire is the Reigning Card, your MAM modifier is considered to be three points higher.</p>	
6	Damsel	<p>Era of Prodigies (D): While the Damsel reigns over the Divination, you add your MAM to your Skill Checks involving INT, WIS, or CHA.</p> <p>Ruling Power: Once per Encounter, while the Damsel is the Reigning Card, if the Love Card would ever be placed in the reversed position, immediately turn it upright instead and activate it. Alternatively, if the Love Card was already removed from play, you may shuffle it back into your deck. After this Ruling Power activates, remove the Damsel from play until the end of the Encounter. Search your Court Deck for the Dame who now reigns over the Divination.</p>	
#	Divine Cards	Upright Effect	Reversed Effect
7	Light	After turning this card Upright and activating it, all Magi-Knights within 60 feet of you gain +Xd4 Temp HP.	After revealing this card in the Reversed position, all of your Weapons and Spells with Range effects only extend out to 15 feet of you. If a target is beyond this range, you cannot affect or target them.
8	Dark	After turning this card Upright and activating it, you restore +X HP, teleport +X (10 feet), and cannot be targeted by hostile spells or abilities until the start of your next turn.	After revealing this card in the Reversed position, you can only trace a line of sight to targets within 15 feet of you. If they are beyond 15 feet, you cannot target them.
9	Twilight	After turning this card Upright, it automatically activates. Restore the use of one of your used Divination Slots. If they are all available, search the Divination Deck for one card and replace a Divination Card with it while keeping it in the same position. You cannot choose the Love Card with this ability. Afterward, shuffle your Divination Deck.	After revealing this card in the Reversed position, this card and one other card of your choice are moved aside and replaced with two Reversed cards from the Divination Deck. Afterward, shuffle the two moved aside cards back into your deck.
<p>If your Divination Slots contain cards 7-9 and all of them are Upright, this effect immediately activates and grants the following benefits:</p> <p>All Magi-Knights within 60 feet restore HP and gain Temp HP equal to 5 x your Reputation Level (minimum 1). Additionally, all Magi-Knights may immediately teleport 30 feet to a space of their choosing, and the Seer restores the use of one of their Divination Slots.</p>			
10	Life	After turning this card Upright and activating it, choose one Magi-Knight within 120 feet. That Magi-Knight heals +Xd8 HP and reduces their Stress Points by 1.	After revealing this card in the Reversed position and while this card remains Reversed, any healing you receive is reduced to 0. This effect does not include healing from Shards of Power.
11	Death	After turning this card Upright and activating it, choose one target or one Horde. That target or all parts of that Horde take +Xd12 Magical Damage.	After revealing this card in the Reversed position and while this card remains Reversed, at the start of your turn you take 1 Crystalline Fracture up to a maximum of 5.
12	Passage	After turning this card Upright, it automatically activates. Turn one Reversed Divination Card Upright.	After revealing this card in the Reversed position, immediately Reverse one other Upright Divination Card.
<p>If your Divination Slots contain cards 10-12 and all of them are Upright, this effect immediately activates and grants the following benefits:</p> <p>One Magi-Knight restores 5 x your Reputation Level (minimum 1) HP and reduces their Stress Points to 0. One target or Horde takes 8 x your Reputation Level (minimum 1) Magical Damage, and the Seer restores the use of one of their Divination Slots.</p>			

13	Angel	After turning this card Upright and activating it, choose one Outsider. That target takes +Xd12 True Damage.	After revealing this card in the Reversed position and while this card remains Reversed, a Cultist of the Keeper's choice gains Resistance to both Physical Damage and Magical Damage.
14	Demon	After turning this card Upright and activating it, make a Spell Attack against one target. That target takes +Xd10 Magical Damage on hit. This does double damage if the target is a Cultist.	After revealing this card in the Reversed position, a Vassal or Adversary level Outsider of the Keeper's choice immediately takes a turn (out of normal turn order). If there are no Outsiders present, the Keeper summons an Outsider [Vassal] that matches the Invasion Level, but does not apply this card's effects to it.
15	Mortal	After turning this card Upright, it automatically activates. Turn one Reversed Divination Card Upright. As a Free Action, the Seer may optionally replace this card with the top card of the Divination Deck if they have suffered the Reversed effects of the Mortal Card during a previous round.	After revealing this card in the Reversed position, at the end of your turn, you immediately revert to your Student Persona. At the end of your next turn, turn this card Upright.
The Endless Battle		If your Divination Slots contain cards 13-15 and all of them are Upright, this effect immediately activates and grants the following benefits: One Outsider takes 5 x your Reputation Level as True Damage. One other target takes 5 x your Reputation Level as Magical Damage (double if the target is a Cultist), and the Seer restores the use of two of their Divination Slots.	
16	Hope	After turning this card Upright and activating it, you repair +X ($\frac{1}{2}$) Crystalline Fractures of your target and remove 2 Stress Points from them.	After revealing this card in the Reversed position, you gain 3 Stress Points and cannot reduce your Stress for as long as this card is Reversed.
17	Despair	After turning this card Upright and activating it, one Cultist target of your choice receives a -X value to all Attacks, Rolls to Resist, and Damage dealt for one turn.	After revealing this card in the Reversed position, you gain 1 Trauma Point. These are removed when this card is turned Upright, but if the battle ends with this card Reversed, you keep them.
18	Fortune	After turning this card Upright and activating it, the next +X ($\frac{1}{2}$) d20 rolls receive your MAM as a Bonus Modifier.	After revealing this card in the Reversed position and while this card remains Reversed, your MAM becomes a negative instead of a positive modifier.
The Eternal Phase		If your Divination Slots contain cards 16-18 and all of them are Upright, this effect immediately activates and grants the following benefits: The Seer gains the ability to repair 1 + their Reputation Level (minimum 1) Crystalline Fractures among any number of living Magi-Knights. One Cultist (Vassal or Adversary) target skips their next turn, and until the end of the Combat Encounter, each Magi-Knight gains Advantage to one future roll of their choice. The Seer restores the use of one of their Divination Slots.	
19	Justice	After turning this card Upright and activating it, make a Spell Attack against one target. That target takes +Xd12 Magical Damage.	After revealing this card in the Reversed position and while this card remains Reversed, you no longer add your MAM to your Magical Damage or Healing.
20	Mercy	After turning this card Upright, it automatically activates. Your next Convincing Argument is a Bonus Action and before making the argument, you are told one of the target's Argument Resistances.	After revealing this card in the Reversed position and while this card remains Reversed, you refuse to help or protect any Mortals. You reduce one enemy's Heart Stage by 1. If you can't, replace this card with a different Reversed card.
21	Reflection	After turning this card Upright and activating it, one Magi-Knight of your choice gains +Xd4 MP up to their maximum.	After revealing this card in the Reversed position and while this card remains Reversed, you can no longer gain HP, Mana Points, or Temp HP from any source.
The Arduous Judgment		If your Divination Slots contain cards 19-21 and all of them are Upright, this effect immediately activates and grants the following benefits: One target takes 8 x your Reputation Level Magical Damage. All further Convincing Arguments require only a Bonus Action to use for the remainder of the Encounter, and all Magi-Knights regain 3 x their Reputation Level in Mana Points. The Seer restores the use of one of their Divination Slots.	
22	Love	After turning this card Upright, it immediately activates. Search the Divination Deck for any card and then replace this card with the new one and put it in the Upright position. Afterward, remove this card from play until the end of the Encounter and then shuffle your Divination Deck.	The current Court Card and current Divination Cards are all moved aside. Draw a new Court Card and a new set of Divination Cards, keeping their same facing. Afterward, remove this card from play until the end of the Encounter and then shuffle your Court Deck and Divination Deck. Afterward, gain 1 Trauma Point.

Summoning Spell Path

A Magi-Knight using the Summoning Spell Path focuses on manifesting their magic into otherworldly creatures, objects, or whatever their imagination can conjure. Each summon gains the power of an element, which can differ from the element of their Magi-Knight. These summons can eventually grow in size or multiply to create choke points for the Magi-Knights to take advantage of. However, these manifestations require Commands to be used effectively in combat, or the energy that they are created from remains inert.

Summoning

Summons appear within 20 feet of you when summoned. They take on the appearance of a fantastical person, object, or creature. They are obviously magical in nature and can only be seen by Magi-Knights and their enemies. All Summons disappear when you are no longer transformed, or at the end of a Combat Encounter.

- ★ **Attack and Defense:** Summons deal Magical Damage, have Armor 15, and make Attacks using your Spell Attack Roll.
- ★ **Resistances and Skills:** Summons gain $\frac{1}{2}$ your MAM (rounded down) to their Resistances and are proficient in Athletics, Coordination, Perception, and Stealth.
- ★ **Provoked Attacks:** A Summon can use your Reaction to attack an enemy that **Provokes** an Attack. Provoking is further explained in *Chapter 12*.
- ★ **Active / Passive Summons:** Summons require Total Focus to keep them **Active** (playable) or they become **Passive** (unplayable).
 - ◆ Losing Total Focus renders the Summon Passive (you can no longer Issue Commands to it) and requires a Bonus Action to turn it Active again (able to Issue Commands).
 - ◆ **Range of Influence (120 ft):** Summons outside of the Range of Influence become **Passive** and have lost the Total Focus of their summoner. A Passive Summon is removed from play if they remain outside of your Range of Influence for more than 1 turn (determined at the end of your second turn).
 - ◆ **Soul-Link:** A Summon has 1 HP and shares its HP with you. A Summon is dispersed if they take damage that would reduce them

to 0 HP, and you are unable or unwilling to spend HP that equals the amount of damage they would take. You may not deliver damage you would take to them.

- ◆ **Fly (20 ft):** When a Magi-Knight gains Flight, their Summons also gain this ability.
- ★ **Issue Command - Bonus Action:** You deliver Commands to your Summon by using your Bonus Action. When Issuing a Command, you choose from the following list:
 - ◆ **“Move Here”** - Your Summon Moves 20 feet in any direction.
 - ◆ **“Follow Me”** - Your Summon begins to follow you and remains adjacent to you until it is issued a different command. If it is further than 20 feet away, it continues to move 20 feet closer to you at the end of each of your turns until they are given a different Command.
 - ◆ **“Attack Target”** - Summon makes an Attack Action against an enemy within range.
 - ◆ **“Charge In!”** - (Melee Attacks Only) Summon Moves 30 feet and then makes an attack with a +2 Attack modifier. Until the start of your next turn, your Summon has Armor 13.
- ★ **Elemental Summon:** Upon conjuring it, your Summon becomes part of an element from **Table 7-16**. This element does not have to match your own elemental choice.



TABLE 7-16: ELEMENTAL SUMMONS

Element	Damage	Special
Earth	1d6 + MAM	Entangling: When a hostile creature attempts to Move away from the Summon's Reach, the creature's total Move is reduced by $\frac{1}{2}$ (rounded down).
Fire	1d6 + MAM	Reflecting: When this Summon is dealt damage by a target within 10 feet of itself, it deals its Summoner's MAM as damage back to the attacker (once per turn).
Air	1d6 + MAM	Elusive: This Summon never Provokes when Moving.
Water	1d4 + MAM	Revitalize: As a Bonus Action, you can now Issue a Command to this Summon to have it provide Temp HP to one Magi-Knight adjacent to it, equal to your MAM.
Void	1d8 + MAM	Mana-Dense: This Summon has Magic Resistance.

TABLE 7-17: SUMMONING SPELL PATH

Spell Tier	Spell Name	Description	Special
I	Summon Elemental and Reinforce	Your Elemental Summon appears within 20 feet of you and follows the Summoning Rules. You can narratively have a Summon follow you during the Patrol Phase, but it would still require you casting this spell to use it in a Combat Encounter. Secondary (Reinforce): If you already have a Summoned Ally present when you cast this spell, you instead gain Temp HP equal to 3 x your Magi-Knight Level + your MAM (once per Combat Encounter).	Surge: When you cast this spell for the first time in a Combat Encounter, you gain its Secondary Effects. This does not trigger any "Once per..." effects tied to the spell.
II	Strengthen Elemental Summoning	Elemental Summon(s) gains either 20 Range on their Attack or add an additional +1d8 to their melee damage. The effects of this spell last until the end of the encounter and do not stack. Choose one: - Enlargement: Summon becomes a Large Summon (10 x 10) and safely pushes back enemies and allies alike to make room for their sudden growth (this is a forced Move). After casting this spell, you may immediately issue 1 Command to your Summon, and it gains +1d12 to its Attack Damage.	Quicken: You can cast this spell as a Bonus Action.
III	Enhanced Elemental	- Duplication: Summon becomes a Summoned Horde. Three additional Units are attached to the Summon, and each Unit takes up one square (3 connecting squares must be empty for this spell to take effect). The Summon gains +3 to Attack and +3 to Damage. These additional Units each have 1 HP and can be targeted as if they were a Horde. When taking damage, you may take it on their behalf, or they are dispersed when reduced to 0 HP. Your Summoned Horde loses 1 Attack and 1 Damage for each defeated Unit. After casting this spell, you may immediately issue 1 Command to your Summon.	Surge: When you cast this spell for the first time in a Combat Encounter and before its effects take place, you may immediately cast <i>Summon Elemental</i> as a Free Action, paying its MP cost as normal.
IV	Empower Elemental Ally	Your Summon(s) gains an additional 10 feet of Move and adds an additional die for their damage (ex: 1d4 becomes 2d4). The effects of this spell last until the end of the encounter and do not stack.	Quicken: You can cast this spell as a Bonus Action.
V	Intercept Attack	As a Reaction when you take damage that would result in you gaining a Crystalline Fracture, your Summon (or Horde) immediately reappears next to you and takes the entirety of the damage on your behalf. You reduce the damage taken to 0, and your Summon (or all Units in a Summoned Horde) is dispersed.	Surge: When you cast this spell for the first time in a Combat Encounter and after its effects take place, you may cast <i>Summon Elemental</i> as an Immediate Action, paying its MP cost as normal.
VI	True Summoning	Choose one: - Evolution: The Summon becomes a Huge Summon (15 x 15) and safely pushes back enemies and allies alike to make room for their sudden growth (this is a forced Move). After casting this spell, you may immediately issue 3 Commands to your Summon, and it gains 2d12 to all of its Attack Damage. - Mass Duplication: The Summon becomes a Summoned Horde. Additionally, a second Summoned Swarm appears within 20 feet of you (provided there is enough space). After casting this spell, you may immediately issue 3 Commands to your Summons.	Surge: When you cast this spell for the first time in a Combat Encounter and before its effects take place, you may immediately cast <i>Summon Elemental</i> , paying its MP cost as normal.

Companion Summoner (Enhanced Summoning)

Summoning is a unique Spell Path that can be Enhanced. You can gain its **Enhanced Spell Path** by selecting the Summoning Spell Path a second time as another Spell Path choice. Doing so permanently removes your ability to access spells or abilities from the original Spell Path and instead grants the spells and abilities of the Enhanced Spell Path.

A Companion can only be active while you are in your Magi-Knight Persona, and you must cast the *Call Forth Companion* spell as normal to summon them. For the purposes of healing and receiving adjustments, your Companion is not considered to be a Magi-Knight or part of the squadron but is considered an ally. A Companion must remain within 120 feet of their Summoner or it becomes Passive once beyond this range. Immediately after the Summoner enters its range, it becomes Active again.



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Enhanced Summon Rules

- ★ **Summoning:** A Companion appears within 20 feet of you when summoned. They take on the appearance of a fantastical person, object, or creature. While transformed, your Companion is considered Active and can be seen by Magi-Knights and their enemies alike. A Companion becomes a Dormant Companion when you are no longer transformed.
- ★ **Dormant Companion:** While you are not transformed, the energy of your Companion follows your character around in a relatively inert, invisible form which allows you to interact with them, but they are incapable of interacting with their environment unless you are Transformed.
- ★ **Gaining Social Points with Companions:** You can choose your Companion as an NPC to gain Social Points through a standard NPC Bond. When doing so, this does not affect your 3 NPC Bond Ability Limit, and Companion Bond Abilities can only be used in Combat Encounters to affect a Combat Check.
- ★ **Total Focus:** There is no Total Focus requirement for Companions.
- ★ **Fly (20 ft):** When a Magi-Knight gains Flight, their Companion also gains this ability.
- ★ **Duplicate Armaments:** Your Companion gains a copy of your Soul Weapon and shares your Armor value, but treats their attacks as Magical Damage.
 - ◆ If your Companion uses a Soul Gun, it can skip its turn to perform the Reload Action.
- ★ **Resistances and Skills:** A Companion gains $\frac{1}{2}$ your MAM (rounded down) to their Resistances and are proficient in Athletics, Coordination, Perception, and Stealth.
- ★ **Provoked Attacks:** A Summoner can use their Reaction to allow a Companion to attack an enemy when that enemy would Provoke an Attack. Provoking is further explained in *Chapter 12*.
- ★ **Range of Influence:** Your Companion draws its power from your Soul Crystal, and they must remain within 120 feet of you or they are rendered Passive.
 - ◆ You can't Issue Commands to a Passive Companion, but it immediately becomes Active when you enter its range again. A

Companion that remains outside of your Range of Influence for more than 2 turns is removed from play (determined at the end of your third turn).

- ★ **True Soul-Link:** Your Companion imbues additional HP in you, equal to your Reputation Level (minimum 1). This added HP raises your Maximum HP value and is gained when the Companion is summoned, but is removed when using the **Withdraw Companion** spell or it is unsummoned. You and your Companion share HP. If they take damage that would reduce them to 0 HP, and you are unable or unwilling to spend HP that equals the amount of damage they would take, they are removed from the Combat Encounter. A Companion immediately disperses when you are no longer Transformed or when you become Unconscious.

★ **Quiet Guardian:** Companions cannot make Convincing Arguments.

★ **Perfectly Synchronized:** You and your Companion are perfectly in sync while fighting. When you take a Move Action, your Companion takes a Move Action (with a matching Move), and when you take an Attack Action, it immediately performs a Weapon Attack. You must declare the target of your attack and your Companion's attack before rolling for either of them. If you and your Companion attack the same target, a +1 Attack bonus is gained for both of your attacks. Roll for both of these attacks simultaneously.

- ◆ **Perfectly Synchronized** does not activate when you take a Bonus Action and only activates on a Full-Round Action if you are performing Withdraw From Combat.

TABLE 7-18: COMPANION SPELL PATH

Spell Tier	Spell Name	Description	Special
I	Call Forth and Embolden	Your Companion appears adjacent to you and follows the Companion Rules. You can narratively have a Summon follow you during the Patrol Phase, but it would still require you casting this spell to use it in a Combat Encounter. Secondary (Embolden): If you already have your Companion present when you cast this spell, you instead gain Temp HP equal to $4 \times$ your Magi-Knight Level + your MAM (Once per Combat Encounter).	Surge: When you cast this spell for the first time in a Combat Encounter, you also gain its Secondary Effects. This does not count towards its "once per..." effect.
II	Withdraw Companion	Your Companion departs the battle, leaving behind a modicum of energy and making a departing Attack against an enemy of your choice. After the conclusion of its Attack, you gain $\frac{1}{2}$ of your total MP and heal $\frac{1}{2}$ of your total HP. You cannot cast <i>Call Forth</i> until the end of your next Sleep Phase.	Quicken: You can cast this spell as a Bonus Action.
III	Flawless Coordination	This spell is cast as a Full-Round Action. You either teleport to a space adjacent to your Companion, or your Companion teleports to a space adjacent to you. After doing so, you make an Attack against a target that is within 20 feet of both you and your Companion. You gain Advantage on this Weapon Attack and add 2d6 to its total damage.	Surge: When you cast this spell for the first time in a Combat Encounter, you add an additional 2d6 to your Attack Roll.
IV	Deflect and Counter	This spell is cast as a Reaction to taking an amount of damage that would result in a Crystalline Fracture. Reduce the damage to 0. Your Companion immediately teleports adjacent to the attacking creature and makes an Attack against them with Advantage. Afterward, they may teleport to any space within 30 feet.	Quicken: You can cast this spell as an Immediate Action.
V	Exploit Opening	At the start of each Round until the end of combat, your Companion is considered to be "Overseeing the Battle." After your Companion has had the Call for Assistance action used on them, your next Perfectly Synchronized ability instead grants a bonus equal to your Reputation Level to both you and your Companion's attacks and damage for that action.	Surge: When you cast this spell for the first time in a Combat Encounter, it can be cast as a Bonus Action.
VI	Ultimate Duo	After taking this turn, immediately take another one. During the second turn, when you would activate Perfectly Synchronized, both attacks are automatically successful and each one deals an additional 5 damage.	Surge: When you cast this spell for the first time in a Combat Encounter, it can be cast as a Bonus Action.

Chronomancy and Path Mastery

Spell Path Mastery introduces the concept of magical specialists to Magi-Knights. These Magi-Knights focus on these Spell Paths more heavily than others, and gain additional abilities and access to stronger versions of the standard spells in exchange for the loss of Spell Path versatility.

You gain a **Rank Title** and a corresponding **Rank Ability** when you select the Spell Path, showing your dedication to its magic. Rank Abilities gain all of the abilities of their preceding Rank Title in addition to new ones gained by their advancement. In addition to these Rank Abilities, you will also gain an increased effect to your spells, access to an Empowered ability, or sometimes both. Unlike Rank Abilities, the spells in the

Chronomancy Spell Mastery directly improve the spell and replace its effects and numbers. Essentially, this means that a **Master of Chronomancy** cannot cast a spell as if they were a **Specialist of Chronomancy**, if a situation were to ever occur in which they would want to (See **Table 7-21** for more details).

Chronomancy introduces a new spell effect called the **Temporal** effect. Instead of the spell being cast as a Standard Action as normal, it will have a reduced but varied casting time. Tiers V and VI have alternative penalties in place of the Spell Intensity Tax, which means that when casting a Chronomancy spell that is Tier V or Tier VI, a Magi-Knight does NOT pay the Spell Intensity Tax. However, a Temporal effect can also impose additional penalties for using that spell.

TABLE 7-19: CHRONOMANCY RANKS AND ABILITIES

Spell Path Dedication	Rank Title	Rank Ability
1	Neophyte of Chronomancy	Temporal Initiative: You add your MAM to your Initiative roll. Dynamic Telekinesis: Once per encounter as a Free Action, you create an additional Dynamic Object within the encounter that only you can use. Additionally, all of your Skill Checks involving a Dynamic Situation gain a +2 bonus modifier.
2	Specialist of Chronomancy	Specialist: You gain access to the Specialist's Extra Effects listed in both Tables 7-21 and 7-22, which increases the power of your Chronomancy spells. Be Kind, Rewind: When the Magic Keeper reveals that you would fail a Skill Check or an enemy successfully Attacks you, Once per Sleep Phase, re-attempt that Skill Check as if you had never failed or force the enemy to re-roll their Attack. Afterwards, you may use this ability again, but it requires the cost of the highest Spell Tier that you can cast (up to a maximum of Tier III!).
3	Master of Chronomancy	Master: You gain access to the Master's Extra Effects listed in both Tables 7-21 and 7-22, which increases the power of your Chronomancy spells. Echoing Alacrity: You gain an additional Reaction that must be spent on an effect from the Chronomancy Spell Path. Temporal Evacuation: When you would die, you attempt to jump through time and space to avoid your untimely demise. This ability is outlined on the next page.
4	Grandmaster of Chronomancy	Grandmaster: You gain access to the Grandmaster's Extra Effects listed in both Tables 7-21 and 7-22, which increases the power of your Chronomancy spells. Shifting Variable: You never seem to be in one place for long and always disappear and reappear in a slightly different area. Add +1 to your total Armor and an additional 10 feet to your base Move. Time Traveler: At the beginning of each Episode, you gain insight into one major event that will occur. You have personally experienced it and lived through it, but the outcome was extremely unfavorable and you have traveled back through time to correct it. Work with your Magic Keeper to determine what event transpired. Remember though that just because you experienced it once doesn't mean you'll handle it any better the second time around!

Temporal Evacuation (Once per Character): When you would have your Soul Crystal destroyed (unless it is through a Soul Oblation), you make an emergency attempt to alter time to escape your fate. You are removed from combat and disappear for a certain amount of time. Roll a d20 **Temporal Fate Die** and consult the table below. No other game effects can alter, adjust, or change this die roll in any way.

d20	RESULT
20	The Returner. This moment was foretold and long-awaited. Potentially you have spent many lifetimes preparing for it. After being removed from combat by your Temporal Evacuation, you receive the benefits of a <i>Shard of the Magi-Knight</i> . You return to battle at the start of your next turn within 20 feet of your last location, and until the end of the Encounter, you are immune to the Horrified and Distressed Conditions.
11-19	Fashionably Late. You're a Chronomancer— which means you can never be late; you arrive exactly when you are meant to. After being removed from combat by your Temporal Evacuation, you receive the benefits of a <i>Shard of Nepenthe</i> . Roll 1d2 and skip that many turns. Once you have skipped that many turns, at the beginning of your next turn, you return to play within 20 feet of your last location.
6-10	The Delayed. Your Temporal Evacuation pulled you out of sync with time for a longer period than you had intended. Roll 1d4 and skip that many turns. Once you have skipped that many turns, at the beginning of your next turn, you return to play within 20 feet of your last location with 7 Crystalline Fractures and $\frac{1}{2}$ of your total HP.
2-5	Ravaged by Time. Your Temporal Evacuation sends you forward in time into an uncontrolled moment. Although you managed to make it back to your current timeline, you experienced something horrible in that future moment. You reappear at the end of the Combat Encounter with 7 Crystalline Fractures, 1 HP, 6 Stress Points, 6 Exhaustion Points, 2 additional Trauma Points, and the Unconscious Condition.
1	Lost in Time and Space. Something with the Temporal Evacuation went horribly wrong. This is not the Cardinal Realm or anywhere else you recognize. In fact, this probably isn't even your timeline anymore! Lost and wounded in a foreign place, you disappear forever and are likely forgotten for all time. Give your character to the Magic Keeper and create a new Magi-Knight. You do not generate a <i>Shard of the Magi-Knight</i> and because of your disappearance (rather than death), all Magi-Knights within the squadron must make an immediate Roll to Resist (Purity; 2 Trauma; DC 16 to Resist 1).

Marked for Death

Outsiders take special interest in Chronomancers who are attempting to use powerful, time altering magic that could drastically disrupt the plans of the Star Devourer. In fact, the manipulation of time is almost entirely forbidden even within the ranks of the Invading Evil itself! It is for this reason that Temporal Huntress' are employed. They are the only members of the Invading Evil that are allowed to manipulate time. Even then, they are strictly monitored, and their abilities are only allowed to be used in the pursuit of Magi-Knight Chronomancers. These time-traveling assassins are not to be trifled with, and their appearance at an inopportune moment may spell disaster for a Chronomancer and their squadron. At such times, the Magi-Knights may want to consider if they should **Live to Fight Another Day**, which is described more fully in the **Chase Encounters** section of **Chapter 11**.

The exact abilities of the Temporal Huntress are unknown. If the Magi-Knights encounter one, the Magic Keeper will find the Temporal Huntress information within a text box found in the **Spectral Outsiders** section of **Chapter 15**.



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TABLE 7-20: CHRONOMANCY SPELL PATH

Spell Tier	Spell Name	Description	Special
I	Velocity Burst	When you are attacked by an enemy within 15 feet, you may cast this spell to pause their attack. You immediately make a Weapon or Spell Attack against that enemy before they complete their Attack Action against you.	Temporal. You cast this spell as a Reaction.
II	Time Screen	You create a small area in front of you called a <i>Time Screen</i> that significantly slows the speed of incoming projectiles and weapons. Reduce any damage taken by enemy attacks by your MAM. When you use an Attack through your <i>Time Screen</i> , its velocity is increased and the damage you deal increases by your MAM. Additionally the Weapon Damage dealt becomes Magical.	Temporal. You cast this spell as a Reaction. Concentration. This spell can either take effect and reduce the damage you would receive from incoming projectiles by 3x your MAM before dissipating or you can opt to commit your Total Focus to this spell and have it remain in place, moving with you and reducing the damage by the amount listed in the spell's description.
III	Moratorium	After you deal damage to a target, reduce the damage you dealt to that target to 0. At the end of their next turn, have them make a Roll to Resist (Magic). On Failure, they take double the damage they were intended to take from you, as Magical Damage. On Success, they take only $\frac{1}{2}$ damage.	Temporal. You cast this spell as an Immediate Action in response to the criteria being met.
IV	Timely Intervention	When you or an ally within 10 feet are about to receive any damage or a Condition, you stop time and leap to their aid. You Move adjacent to their position and then together you are teleported 10 feet to a different location. All damage or Conditions that would have been gained are negated.	Temporal. You cast this spell as a Reaction. After casting this spell, you gain the Drained Condition.
V	Time Displaced Weapon	The effect of this spell depends on your Soul Weapon. Soul Weapon = Make 2 Weapon Attacks against any target. Magical Implement = Cast any other spell as a Free Action and if it is Tier IV or less, reduce its MP Cost by 10. Soul Gun = Add +2 to your Soul Gun's total Mag Dump value and immediately make an Attack. After Attacking, your Soul Gun automatically reloads.	Temporal. You cast this spell as a Bonus Action, and it ignores the Spell Intensity Tax. Instead, after casting this spell, Roll 1d100. On a 90+, the Magic Keeper summons a Temporal Huntress into the Encounter, which takes its turn immediately after the Chronomancer's.
VI	Chrono Dance	You gain these effects as long as you maintain Total Focus: ★ You reduce all damage received by 3. As a Reaction, you can reduce the damage by an additional 10 points ★ Your Move is increased by 10 feet and you always count as teleporting while moving. ★ You gain an additional Bonus Action per turn. ★ As a Bonus Action, you can grab the hand of one ally and teleport them with you while you Move. ★ During your turn, no Actions can be taken by any ally, enemy, or environmental effects.	Temporal. This spell is cast as an Immediate Action at the beginning of the round, after the caster has performed at least one turn. The casting of this spell ignores the Spell Intensity Tax. Instead, at the end of their turn the player will roll 1d100 after casting this spell. On an 80+, the Magic Keeper summons a Temporal Huntress into the Encounter, which takes its turn immediately after the Chronomancer's.

Proclari



TABLE 7-21: CHRONOMANCY SPELL MASTERY INCREASES (T1-T3)

Rank	T1 Extra Effects	T2 Extra Effects	T3 Extra Effects
Neophyte	None	None	None
Specialist	The target takes your Level as additional damage.	Attacks against you reduce the damage taken by $1 + \text{your MAM}$, and you increase your damage by $1 + \text{your MAM}$.	Empower. Cast as one spell tier higher to gain this effect. Rather than <i>Moratorium</i> 's normal effect, when you would receive any amount of damage, you instead reduce the damage to 0. At the end of your next turn, you take the damage that was delayed.
Master	The target takes your Level as additional damage. Empower. Cast as one mana tier higher to gain an additional Bonus Action on your next turn.	Attacks against you reduce the damage taken by $2 + \text{your MAM}$ less, and you increase the damage you deal by $2 + \text{your MAM}$. Empower. Cast this as one Spell Tier higher to increase the reduction in damage by an additional 3. When attacking with your <i>Temporal Screen</i> , you add an additional 3 damage to the total.	Empower. Cast as one spell tier higher to gain this effect. Rather than <i>Moratorium</i> 's normal effect, when you would receive any amount of damage, you instead reduce the damage to 0. At the end of your next turn, make a Roll to Resist (Magic). On success, you take only $\frac{1}{2}$ of the damage instead.
Grandmaster	The target takes your Level and Reputation Level as additional damage. Empower. Cast as one Mana tier higher to gain an additional Bonus Action on your next turn. Empower +. Cast as two Mana tiers higher to gain an additional Standard Action on your next turn.	Attacks against you reduce the damage taken by $4 + \text{your MAM}$, and you increase your damage by $4 + \text{your MAM}$. Empower +. Cast this as one Spell Tier higher to increase the reduction in damage by an additional 6. When attacking through your <i>Temporal Screen</i> , you add an additional 6 damage to the total.	Empower. Cast as one spell tier higher to gain this effect. Rather than <i>Moratorium</i> 's normal effect, when you would receive any amount of damage, you instead reduce the damage to 0. At the end of your next turn, make a Roll to Resist (Magic) with Advantage. On success, you take only $\frac{1}{2}$ of the damage instead.



TABLE 7-22: CHRONOMANCY SPELL MASTERY INCREASES (T4-T6)

Rank	T4 Extra Effects	T5 Extra Effects	T6 Extra Effects
Neophyte	None	None	None
Specialist	You may select an ally within 15 feet and the range of the teleportation increases to 15 feet.	<p>Soul Weapon: You gain Advantage on your Weapon Attacks.</p> <p>Implement: Reduce MP Cost by 15</p> <p>Soul Gun: Add +1 to your Soul Gun's Mag Dump value. After completing your Mag Dump Attack, your Soul Gun automatically reloads.</p>	<ul style="list-style-type: none"> - You reduce damage taken by 6. As a Reaction, you can reduce the damage by an additional 15 points. - Your Move is increased by 15 feet. - You now teleport with an ally as a Free Action instead of a Bonus.
Master	<p>You may select an ally within 20 feet and the range of the teleportation increases to 20 feet.</p> <p>Empower. Cast this spell as one Spell Tier higher to gain the Cleanse (1) Effect at the end of your turn.</p>	<p>Same as Specialist Effect, but gains access to Empower.</p> <p>Empower. Cast this as one Spell Tier higher to cast it as a Free Action.</p>	<ul style="list-style-type: none"> - You reduce damage taken by 9. As a Reaction, you can reduce the damage by an additional 20 points. - Your Move is increased by 20 feet. - You now gain an additional Standard Action instead of a Bonus Action. - You now teleport with an ally as a Free Action instead of a Bonus.
Grandmaster	<p>You may select an ally within 30 feet and the teleportation range increases to 30 feet.</p> <p>Empower +. Cast this spell as one Spell Tier higher to gain the Cleanse (1) Effect for both you and the ally you cast this on at the end of your turn.</p>	<p>Soul Weapon: Make 3 Weapon Attacks against a target within Range, all with Advantage.</p> <p>Implement: Reduce MP Cost to 0.</p> <p>Soul Gun: Add +2 to your Weapon's Mag Dump value. After completing your Mag Dump Attack, your Soul Gun automatically reloads.</p> <p>Empower +: Cast this as one Spell Tier higher to cast it as a Immediate Action.</p>	<ul style="list-style-type: none"> - You reduce damage taken by 12. As a Reaction, you can reduce the damage by an additional 25 points. - Your Move is increased by 25 feet. - You now gain an additional Standard Action and Bonus Action. - You now teleport with an ally as a Free Action instead of a Bonus.



CHAPTER 8 GEAR, SHARDS, & RUNES



Gear

It is assumed that all characters have a decent income through a part-time job, a generous allowance from well-off guardian(s), or some other source. If this is not the case, the player should work with the Magic Keeper to decide how this may affect their character in narrative ways. A character should have the funds to purchase small things such as food, standard clothing, or to go out on social outings (within reason). Any purchases of items which might see more frequent

use or play a larger importance can be gained through the use of **Budget Tallies**. Desired Objects, **Quality Levels**, Budget Tallies, and how to spend them are further explained in the **Desired Objects** section of this chapter.

Provided below is a list of some items and their Example Effects, but the players and Magic Keeper can work together to introduce other situations in where these items may be beneficial. Although a standard DC is suggested, the Magic Keeper may alter this to better fit the circumstances.

Table 8-1: Mundane Gear

Name	Description	Example Effect
Backpack	Holds around 30 lbs. of supplies; or an entire ton of school books.	Impossible to carry multiple items without it. If you don't have one, you might be forced to reduce your Move or be faced with Skill Check penalties.
"Big Boy" Boombbox	Blast your favorite jam while hoisting this enormous, 12-pound, "portable" music player! Instantly draws the attention of every adult within 2000 feet. Requires 8 D batteries every 8 hours. May force unexpected Persuasion Checks.	Useful for spontaneous dance performances or to create a distraction. Can be used to add a bonus to Performance Skill Checks that would involve accompanying music or negate a penalty that might occur from no accompaniment.
CD "Go-Boy" and "Go-Girl"	Blast your favorite jam over your headphones with this much more practical music player. Only plays music CDs, but headphones are included! Requires 4 AA batteries every 8 hours.	Can help you cheer up or get lost in thought. Once per Sleep Phase, or the next time you would reduce Stress Points during the Lunch Period or Free Time Phase, make a Purity Skill Check (DC 14). If you pass, you reduce your Stress by an additional 1 point.
Compact Film Camera "Astral Series"	This "modern" portable camera has a sleek design and barely fits into an oversized pocket! Uses 35mm film and comes in four qualities: Astral-400 (Cheap), Astral-400Y (Standard), Astral-FG-Zero (Valuable), and Astral-Zero XY (Luxurious). Can capture memories with friends or potentially even suspicious evidence of otherworldly activity!	After collecting evidence, spend 1 Budget Tally to develop the film and then make an Investigation Skill Check (DC 14, or DC 20 if the evidence involves Outsiders). On a success, the photo turns out well enough to discern what you took a picture of. Otherwise, it's just a massive, disappointing blur.
First-Aid Kit	Contains various sizes of adhesive bandages, sterile gauze pads, a roll of adhesive tape, an elastic bandage, sterile cotton balls and swabs, and some packaged pain relievers. Can only be purchased as Standard Quality.	When carrying a First-Aid Kit, you may attempt to perform Medical Triage with a Medicine Check even without Medicine Proficiency. If you already have Medicine Proficiency, instead you gain +3 to your Skill Check.
Lighter	Provides 10 feet of Light. Or can start fires. Will definitely be confiscated if discovered.	Requires the use of a Coordination Skill Check (DC 14) to light a fire with insufficient materials.
Long-Range Communicator	A wireless, unassuming communicator for easy contact. Designed to look like a watch, bracelet, or other jewelry. Created by Heralds and only given to Magi-Knights. Because Soul Crystals are used as the relaying component, no one except the intended Magi-Knights and the Herald who powers them may communicate through the communicators. The receiving range of these devices is 10 miles. Cannot be purchased.	Messages are always broadcast to all members of the squadron. Additionally, sound is transmitted through vibrations in the Soul Crystal and through the body, which means that it can be heard with crystal clear clarity by the Magi-Knights and is silent to those around them, but they must speak into it vocally to transmit a message.
Magnifying Glass	Allows you to pretend to be a detective, burn bugs, or help an old person read. But if you're caught with this, everyone will assume you're a major nerd.	Can be used to read fine, smudged print (Investigation Skill Check; DC 12), or to burn something outside on a clear day (Coordination Skill Check; DC 14).
Plastic Flashlight	A 120-foot line in front of your character is not Darkness. If discovered on your personage, a passerby will assume you're a baby who is still afraid of the dark. Can only be purchased as Standard Quality.	While using the Flashlight, you can use a Perception Skill Check or an Opposed Skill Check to notice things that would normally be impossible to see in an Area of Darkness.
Reinforced Glass Vial	A specially designed vial that can be used to safely collect substances or gather liquids. Mostly used by science nerds, and sometimes for fun.	Can be used to hold foreign substances. During collection, make an Investigation Skill Check (DC 14). On a success, you have safely gathered the material.

Name	Description	Example Effect
Rope	Classic hemp rope, roughly 50 feet in length. Unless you're in the Rappelling Club, every adult will assume you're up to no good if they find you carrying this.	Requires the use of an Athletics Skill Check (DC 14) to climb or pull with it, or Coordination Skill Check (DC 14) to tie it properly.
School Uniform	Proudly display your school's prestigious uniform as you walk around Lapis City! This marks you as an elite student and might help you talk with others who aren't used to seeing it every day. Cannot be lower than Standard Quality.	If the person you're talking to might be influenced by you attending the school (such as an adult seeing your school in a positive light), you can add your gear's Quality Bonus to the Skill Check.
SkillBook-1000 Series Laptop	For the computer aficionado with a large checkbook! Dial-up Modem and "World Wide Web" NOT included! Expensive enough to double the number of Budget Tallies normally needed to acquire.	Gives you access to a "portable" computer that you can use for word processing, playing games, and to load with research software. Requires the use of a STEM Skill Check (DC 14) to use properly for research.
Winter Clothes	Can help negate the effects of being cold during a snowball fight; unless you get hit in the face or someone throws snow down your jacket.	Can negate the need to make a Roll to Resist (CON) during very cold weather or provide a Quality Bonus in extremely cold areas.
Miscellaneous Items	It's the 90s, not the Dark Ages. We're pretty sure you can think of something else you'll need (provided that it existed back then). Speak with your Magic Keeper!	You and your Magic Keeper will need to discuss what potential benefits the item could provide and what Quality Bonus it might possess!

Desired Objects

Sometimes a player really wants something that should be relatively out of their character's immediate financial reach, such as a decent car, laptop, new fashionable dress, or that strange, dusty old grimoire in the bookstore. Whatever it is, the object is a mundane, non-magical object and can only help its owner in a narrative way during a Skill Check. The Magic Keeper is free to put any restrictions upon these introduced items, such as when their uses are reasonable and applicable to the game. Although the most obvious way to attain these objects is to participate in the Part-Time Job Activity, some affluent characters may find this beneath them. In these instances, they are instead assumed to be spending ample time schmoozing and begging a parental figure for the **Budget Tallies** necessary to purchase the relevant **Desired Object** or potentially running some sort of side hustle. In most instances, characters will need to choose the To the Mall and Beyond activity to spend their Budget Tallies, unless the item they seek could reasonably be found at a different location.

Budget Tallies are kept track of individually and are considered an abstract sum of money. These tallies are exchanged for the Desired Objects as previously discussed,



but unlike Gloom Gems, can be given away if the character decides to do so. Desired Objects also have a **Quality Level** which dictates the craftsmanship of the item. Cheap items allow players to do something they couldn't normally do (like cut up a credit card with a pair of scissors), while higher quality items give bonuses to relevant Skill Checks or sometimes, even Rolls to Resist.

Additionally, at the start of each Episode, all characters receive 3 Budget Tallies. This represents a character's allowance, selling off unneeded items, or perhaps a side hustle that has earned them some minor income. However, some items are expectedly much more expensive than normal, such as a car or computer. It is recommended that the **Budget Tallies Needed** for such objects be double their listed cost but their overall cost could be adjusted based on the discretion of the Magic Keeper.

Regardless of what the Desired Object is, they can largely be attained by spending Budget Tallies and can have the effects shown on **Table 8-2**.

TABLE 8-2: DESIRED OBJECTS

Budget Tallies Needed	Desired Object's Quality Level	Object's Effect
4	Cheap	A cheaply made knock-off that allows you to use the object in a narrative way that you would not normally be able to complete without it. Better than nothing, you guess? Without it, you couldn't even attempt the check. Grants a -2 Quality Penalty to your Skill Check.
7	Standard	An item of average quality that you likely purchased from URMart. You can use the item as normal, but its lack of cheap components or materials means you don't suffer a penalty when using it. Grants no Quality Bonus or Penalty.
10	Valuable	A slightly more expensive item that is likely made of higher quality materials, or at least gets you more recognition if it is made of the same materials as its predecessor. Grants a +1 Quality Bonus to your Skill Check.
15	Luxurious	A ridiculously expensive item that you'll probably regret splurging on two weeks from now. Turn heads everywhere you go with this over-priced showpiece, but you'll likely grow bored of it soon. Grants a +2 Quality Bonus to your Skill Check.

Shards of Power

Something cannot come from nothing, and this is true of a Magi-Knight's power as well. By crystallizing the energies left behind by the servants of Elsewhere, the Herald can convert the tumultuous energy within Gloom Gems into special objects called Shards of Power. If enough energy is accumulated, he can even imbue a Magi-Knight's Soul Armaments with incredible power in the form of Soul Runes. These Shards and Runes might just give the Magi-Knight and their squadron the edge they need to defeat a powerful Outsider or Harbinger.

Shards of Power are rare objects that contain mysterious powers, typically created through an advanced form of alchemy that is outside the scope of human comprehension. But Magi-Knights have a natural ability to extract the potent energy contained within the Shards.

A Magi-Knight might find a Shard upon the personage of an enemy employed by the Invading Evil, buried beneath ancient runes or in long-forgotten caves (possibly left there by other Magi-Knights at a different time), or, most commonly, from their Herald, who can craft Shards of Power in exchange for Gloom Gems.

Unless otherwise listed, all Shards of Power require a Bonus Action to use. A Magi-Knight can bestow the power of a Shard (but NOT the Shard itself) onto another Magi-Knight by upgrading its Action cost by one (to a Standard Action if it was a Bonus Action or a Bonus Action if it is a Free or Immediate Action). The Shards of Power are tied to a Magi-Knight's Soul Crystal and can never be given away. Each Soul Crystal is extremely unique and tied to the Soul Alignment of its bearer and as such, once the power of a Gloom Gem or Shard of Power is attached to a Magi-Knight's Soul

Crystal, it can never be separated from them, except in death. For more information on what happens to their Gloom Gems, Soul Crystal, and Shards of Power upon death, refer to the **Death of a Magi-Knight** section in **Chapter 10**.

Due to the powerful energies that tie a Shard of Power to a Soul Crystal, **no more than one of each type of Shard of Power** may be in the possession of a single Magi-Knight. This means you can only hold one type of **Mending, Clarity, or Purification Shard**, regardless of their strength.

Remember that all Shards of Power are one-time consumables, meaning that the crystal dissolves after its use.

Shards of Power

Shard of Mending [Lesser]

Rarity: 1

Cost: 4 Gems

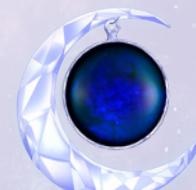
As a Free Action, this Shard heals $1d12 +$ your Magi-Knight Level HP.

Shard of Clarity [Lesser]

Rarity: 2

Cost: 8 Gems

The use of this Shard restores MP equal to $1d10 +$ your Magi-Knight Level.



Shard of Confidence

Rarity: 2

Cost: 8 Gems

As a Free Action, this Shard adds $+1d12$ to your next Skill Check.



Shard of Mending [Potent]

Rarity: 3

Cost: 12 Gems

As a Free Action, this Shard heals $3d12 +$ your Magi-Knight Level HP.



Shard of Mercurial Alacrity

Rarity: 3

Cost: 12 Gems

As a Free Action, the Magi-Knight gains one additional Bonus Action during their turn, to a maximum of three Bonus Actions per turn (if granted by other sources). This effect lasts until the end of your next turn— afterward, you suffer 1 Exhaustion Point.



Shard of Purification [Lesser]

Rarity: 3

Cost: 12 Gems

Remove a Berserk, Bleeding, Burning, or Disoriented Condition from yourself, or grant +5 to your next roll to remove any Condition.

Shard of Rejuvenation

Rarity: 3

Cost: 12 Gems

You ignore the Additional Effects of Stress and Exhaustion until the end of your next turn and reduce your Stress and Exhaustion Points by 1.



Shard of Unstoppable Might

Rarity: 4

Cost: 16 Gems

Add an additional $2 +$ your Reputation Level (minimum 1) to all physical damage you deal. This effect lasts until the end of your next turn— afterward, you suffer 1 Exhaustion Point.



Shard of Mending [Greater]

Rarity: 5

Cost: 25 Gems

As a Free Action, this Shard heals $5d12 +$ your Magi-Knight Level HP.

Shard of Purification [Potent]

Rarity: 5

Cost: 25 Gems

Remove a Drained, Distressed, Silenced, Soul Siphoned (I-II) Condition from the Magi-Knight, or grant Advantage to their next roll to remove a Condition.



Shard of Tenacity

Rarity: 5

Cost: 25 Gems

As an Immediate Action when you would take Physical Damage, you gain Physical Resistance until the end of your next turn. This is applied prior to taking the damage.

Shard of Clarity [Potent]

Rarity: 6

Cost: 30 Gems

The use of this Shard restores MP equal to $3d10 +$ your Magi-Knight Level.



Shard of Magical Force

Rarity: 6

Cost: 30 Gems

Gain Advantage on your next Weapon or Spell Attack and add your Reputation Level (minimum 1) to your next Attack and Damage.



Shard of Purification [Greater]

Rarity: 7

Cost: 35 Gems

Remove a Depleted, Horrified, Paralyzed, Soul Siphoned (III), or Soul Tainted Condition from yourself. Additionally, activate the power of a *Shard of Purification [Lesser]*.

Shard of Solidarity

Rarity: 7

Cost: 35 Gems

Gain either 1 Unity Point (up to your maximum) or 1 Inspiration Point.



Shard of Fate

Rarity: 8

Cost: 40 Gems

Roll 2d20 and retain the highest die roll. At any time, when you or a friendly target you can see makes an Attack Roll, Skill Check, or Roll to Resist, use the roll you put aside instead of rolling. This must be done before any dice are rolled. Alternatively, you can expend the die as an Inspiration Point. You lose an unexpended die at the end of the Sleep Phase, but receive an Inspiration Point.



Shard of Fortune

Rarity: 8

Cost: 40 Gems

When a Magi-Knight in your squadron rolls a 1 on an Attack Roll, Skill Check, or Roll to Resist, as an Immediate Action, you may choose to expend this Shard to change the result to a 15.



Shard of Clarity [Greater]

Rarity: 9

Cost: 45 Gems

The use of this Shard restores MP equal to $6d10 + \text{your Magi-Knight Level}$.

Shard of Nepenthe

Rarity: 9

Cost: Not for sale

Remove 2 Trauma Points, heal $3d12$ HP, restore $5d10$ MP, reduce your Exhaustion Points by 2, reduce your Stress Points by 4, and gain Inspiration.



Shard of the Magi-Knight

Rarity: 10

Cost: Priceless

Fully restore all HP and MP, remove all Stress and Exhaustion Points, regain up to 2 Unity Points, gain an Inspiration Point, Purge all Conditions, and heal up to 6 Crystalline Fractures.

Gathering Gloom Gems

Inert Spectral Energy is energy left behind by Cultists or Outsiders when they are physically defeated through the use of Soul Weapons or mentally defeated through the use of Convincing Arguments and the loss of a desire to serve the Invading Evil. The lingering Inert Spectral Energy is changed from an ethereal byproduct into a solid and crystallized one by the Magi-Knights, which are called Gloom Gems by the Herald.

- ★ Magi-Knights gather Gloom Gems collectively.
- ★ Roll a number of dice equal to the **Energy Rating**, distributed as evenly as possible among all squadron members.
 - ◆ An enemies' Energy Rating is listed in their stat block.
 - ◆ Any Magi-Knight Proficient in Mysticism allows one die to be rerolled, per proficient Magi-Knight. The new result must be taken and no single die can be rerolled more than once.
 - ◆ If you fought against multiple creatures with different **Invasion Levels**, then the rolls are done separately, with all Invasion Level 0 dice being rolled together, Invasion Level 1 dice being rolled together, and so forth.
- ★ Add up the total on all dice revealed and multiply the total by $1 + \text{Reputation Level}$ (minimum 0). Each Magi-Knight gains that number of Gloom Gems.
 - ◆ A Gloom Gem attunes itself to your Soul Crystal and can only be held by you and the Herald. You cannot trade Gloom Gems to other players, nor can you pay for services on their behalf.



Shard of the Magi-Knight

Exchanging Gloom Gems

The Herald extracts the stored energy within Gloom Gems and uses his alchemical powers to change them into other potential objects, such as Shards of Power, Weapon Runes, or Armor Runes. The Herald cannot fabricate **Astral Weaves** but knows how to embroider one into a Magi-Knight's Soul Armor. As a Magi-Knight's Soul Armaments are limited by the Rune Slots they possess, he will refuse to create a Rune that is beyond the ability of the Magi-Knight to wield.

TABLE 8-3: EXCHANGING GLOOM GEMS

Gloom Gem Cost	Item Received
Rarity x 4	Gain a Shard of Power equal to the Rarity of 1-4 with the cost equaling its Rarity x 4.
Rarity x 5	Gain a Shard of Power equal to the Rarity of 5-8 with the cost equaling its Rarity x 5.
150	Gain an Armor Rune (1) or a Magi-Knight Visor.
250	Gain an Armor Rune (2) or Weapon Rune (1).
400	Gain an Armor Rune (3) or Weapon Rune (2).
800	Gain a Weapon Rune (3).



Enhanced Element

1 Rune Slot

Your Weapon Damage increases by 1d6.

- ★ This Rune may be imbued into a Weapon twice.

Discharge Energy

1 Rune Slot

Once per Phase as a Full-Round Action, make a Weapon Attack against one target within 60 feet of you that deals your Weapon's Damage and an additional 2d10 if the Attack is successful. If it is unsuccessful, you deal $\frac{1}{2}$ damage. The damage dealt is Magical.

Imbued with Power

1+ Rune Slot

For 1 Rune Slot your Weapon gains a new Weapon Quality. The Coupled and Finesse Qualities can only be placed onto a Weapon that does not have the Two-Handed Quality.

- ★ This Rune may be imbued into a Weapon twice.
- ★ This Rune may also work with Implement Qualities. Embolden and Radiance Cost 1 Rune Slot, Mana Conduit and Warding Cost 2 Rune Slots, and Mana Attunement costs 3 Rune Slots. Card Focus and Light qualities cannot be imbued.

Sending Weapon

1 Rune Slot

Once per Round as part of a Weapon Attack, you throw your Weapon up to 60 feet to strike a distant enemy. The weapon gains +1 Attack / +1 Damage for this attack. The Soul Weapon returns to the Magi-Knight at the end of their turn.

It should be noted that a Soul Weapon with the Coupled Weapon Quality is still considered a single weapon. Additionally, the Secondary Weapon does not gain any benefits from Weapon Runes.

Shifting Weapon

1 Rune Slot

As a Standard Action, you can change the type of damage your weapon deals from Physical to Magical until the end of the Encounter. You can change it back to Physical as a Standard Action.

Bane of Elsewhere

2 Rune Slots

Add 2d6 Magical Damage to your Soul Weapon when you hit a Spectral Outsider.

Energy Siphoning

2 Rune Slots

Gain +10 Temp HP and deal an extra 10 damage on a Critical Hit.

Fatal Elemental Enchantment

2 Rune Slots

You now also add your MAM to your Weapon Damage or add it 2x if you have the Implement Mastery Tactic.

Radiant Energy

2 Rune Slots

Once per Round, when rolling 16+ on your Weapon Attack Roll, you restore Hit Points equal to your Magi-Knight Level.

Serrated Energy

2 Rune Slots

You deal an extra 7 damage on a Critical Hit. If your target is a Spectral Outsider, you add 7 more damage.

Upgrade Magical Implement

2 Rune Slots

You can only take this Rune once per Weapon Quality Listed and this Weapon Quality replaces the numerical values of the similarly named Quality.

- ★ **Ultra Embolden:** Damage dealt by the spell is increased by 2 + your Magi-Knight Level.
- ★ **Ultra Radiance:** HP recovered by the spell increases by 4 + your Magi-Knight Level.
- ★ **Ultra Warding:** Reduces the total spell damage taken by your Magi-Knight level.

Mystical Strengthening

3 Rune Slots

Increase your Spell DC by 2.

Increase your Spell Attack Bonus by 2.

Quickened Weapon

3 Rune Slots

Your Soul Weapon gains: +2 Attack and +2 Damage. Once per Round, you may make one Weapon Attack with a Bonus Action, or one Secondary Weapon Attack as a Free Action.

Volatile Blast Enchantment

3 Rune Slots

Once per Sleep Phase as a Bonus Action, choose a single target, Horde or Swarm within 60 feet of you and make a Weapon Attack against them. On a success you deal your Weapon's Damage Die + 8d6 in Magical Damage. On failure, you deal ½ damage to the target.

Soul Gun Attachments (Runes)

Soul Guns require unique Weapon Runes that come in the form of Soul Gun Attachments. You may only have one of each type. Each Attachment takes 1 Rune Slot and costs 250 Gloom Gems.

Scopes

Type 1: Standard - When performing an Open Fire Action, add +1 to the total of your Firing Pool.

Type 2: Large - Add 5 feet to your total E-Range.

Type 3: Minimal - Maintain Aiming even when damaged.

Magazines

Type 1: Extended - When your Firing Pool total is less than 8, reroll your Firing Pool.

Type 2: Standard - When performing an Open Fire Action, add +1 to the total of your Firing Pool.

Type 3: Light - When performing your first Reload Action of a Combat Encounter, it is a Bonus Action. If it is already a Bonus Action, it becomes a Free Action.

Rail / Underbarrel

Type 1: Targeter - When performing an Open Fire Action, you may reroll one die with the result of 1 that is in your Firing Pool.

Type 2: Grip - Add 5 feet to your total E-Range.

Type 3: Bipod (LMG ONLY) - Bonus Action: Deploy Bipod - Your weapon loses the Bulky Restriction until you Move, in which case you must take another Bonus Action to Deploy the Bipod again. While deployed, you may reroll one die in your Firing Pool, but you must

keep the new result. You may still add your Strength Modifier instead of your Dexterity Modifier when firing this Soul Gun.

Muzzles

Type 1: Braker - Add 5 feet to your total E-Range.

Type 2: Compensator - When your Firing Pool has a total of 25 or more, increase your total Gun Damage by double your Reputation Level.

Type 3: Suppressor - You no longer add your Modifier to your Soul Gun's damage, but during your first Open Fire Action of the Encounter and after rolling your Firing Pool, change up to 3 dice of your choice into an 8.

Perfect Weapon Rune

Conditional: You may only purchase this Rune if your Soul Gun has at least one of each other Attachment.

Type 1: Your Soul Gun now deals its Direct Hit damage when you roll a 4 or higher in your Firing Pool.

Armor Runes

A Magi-Knight's Soul Armor has Rune Slots equal to its wielder's Reputation Level. After you purchase a Rune or Visor, use the Adjust Soul Armaments Free Time Activity to gain its effects.

Install Visor

0 Rune Slots

Visors cost 150 Gloom Gems to create, but do not take up Rune Slots in your armor. You can only have 1 Visor installed at a time.

- ★ Gain either the *Ether Identification Visor*, *Medical Diagnostic Visor*, or *Virtual HUD Visor*.

Blinding Stride

1 Rune Slot

Once per Sleep Phase as a Bonus Action, you double your Move and impose Disadvantage when Provoking until the end of battle.

Levitation

1 Rune Slot

- ★ Hovering no longer requires the use of your Total Focus.
- ★ If you have Flight, it requires a Bonus Action to activate, instead of a Standard Action.

Magical Absorption

1 Rune Slot

Once per Sleep Phase, as an Immediate Action, reduce Magical Damage you receive by a number of d12s equal to your Reputation Level.



Weapon Absorption

1 Rune Slot

Once per Sleep Phase, reduce Physical Damage by a number of d12s equal to your Reputation Level.

Deflection

2 Rune Slots

Gain +1 to all Rolls to Resist.

Enhanced Sight

2 Rune Slots

Gain Advantage on Investigation and Perception Skill Checks.

Flash Step

2 Rune Slots

Once per Sleep Phase, as a Reaction, you receive only $\frac{1}{2}$ damage from any source and reappear up to 30 feet away.

Minor Relocation

2 Rune Slots

Once per Sleep Phase, as a Move Action, you may teleport to an unoccupied space that you can see up to 20 feet away. At the end of your turn, you may choose to return to the space you began your turn in.

All-Seeing

3 Rune Slots

- ★ Your vision now extends 360°.
- ★ You gain Advantage on Perception Skill Checks.
- ★ Attacks made against you during an Ambush do not gain Advantage.

True Enhancement

3 Rune Slots

- ★ Gain +1 to all Skill Checks.
- ★ Gain +1 to all Rolls to Resist.

Magi-Knight Visors

Ether Identification Visor

Either built into a helmet, as a stand-alone visor, or as a pair of goggles, the *Ether Identification Visor* grants the wearer the ability to scan for the presence of Mystical Objects, Shards of Power, and areas of Inert Spectral Energy. You may only have one Visor at any time.

Base Modifiers: As a Bonus Action, you automatically detect the presence of mystical objects, locations, and **Ether Disturbances** within 30 feet of you. Tracking Ether Disturbances allows you to use Investigation to track an Outsider that was recently in an area (provided they would normally be detected with the *Detect Outsiders* ability). Lastly, when attempting to harvest Inert Spectral Energy, you may reroll one die that has not yet been rerolled.



Medical Diagnostic Visor

Either built into a helmet, as a stand-alone visor, or as a pair of goggles, the *Medical Diagnostic Visor* grants the wearer the ability to scan a personage for internal injuries. Installed within this visor is a miniature computer, which gives additional information on the optimal method of emergency treatment for the patient. It is capable of identifying foreign poisons and contaminants. You may only have one Visor at any time.

Base Modifiers: As a Bonus Action, you can engage the visor to gain Advantage when making Medicine Skill Checks. With a successful Medicine Check you can detect the presence of diseases, poisons, or foreign objects located in organic matter—magical or otherwise.

Virtual HU① Visor

Either built into a helmet, as a stand-alone visor, or as a pair of goggles, the *Virtual Heads-Up Display Visor* gives the wearer the ability to detect thermal signatures, offers light amplification, and contains other visual adjustments. You may only have one Visor at any time.

Base Modifiers: As a Bonus Action, you can engage with the visor to add an additional 1d6 to your

Investigation or Perception Skill Checks when viewing unobscured objects. You gain Darksight out to 60 feet.

Soul Armor Weaves

These incredibly rare **Astral Weaves** were created by an unknown individual a millennia ago, and the secret to this tradecraft has long been forgotten, even to long-lived beings such as the Heralds. However, they are so durable that they can withstand the test of time and, as such, can still be found in rare circumstances. These powerful threads can only be woven into Soul Armors.

Lustrous Gemstone Weave

Reputation Level Requirement: I

This lustrous weave made of crushed gemstones shimmers in a regal way, accentuating key points in an armor that befits a hero who fights against darkness.

Armor Abilities: Your character adds 1d6 to any Leadership and Persuasion Checks. Additionally, Once per Sleep Phase, you may choose to pass a Leadership Check during a Tactical Formation or Combination Maneuver before having to roll dice.

Reflecting Stardust Weave

Reputation Level Requirement: I

This slightly reflective weave made of crushed stardust disperses light that reaches the wearer's armor and obscures them slightly, making them difficult to see.

Armor Abilities: Once per Sleep Phase while wearing this armor, instead of rolling a Stealth Check, your die result is 15. Alternatively, Once per Sleep Phase during a Combat Encounter and as a Free Action, your visage blurs drastically and you can Move without Provoking. Your next Attack is made with Advantage, but the blurring effect is lost at the end of your turn.

Lightning Dust Weave

Reputation Level Requirement: II

The armor is saturated in a rare dust that becomes highly charged in reaction to sudden force and may discharge large amounts of energy during melee combat.

Armor Abilities: When your character takes Physical Damage from a source within 15 feet of you, this weave forces your attacker to take $1 + \text{your Reputation Level}$ Magical Damage.

Shimmering Moon Weave

Reputation Level Requirement: II

A weave of fabric so thin that it appears entirely transparent except when bathed in moonlight. This causes it to shimmer with the whiteness of the full moon resting atop an opaque silver sea. Once placed on Magi-Knight armor, it automatically embraces the materials and disappears.

Armor Abilities: Once per Sleep Phase, if the Magi-Knight would become Exposed or Unconscious due to damage, they immediately heal $\frac{1}{2}$ of their total HP and may teleport 60 feet.

Singing Steel Weave

Reputation Level Requirement: III

When impacted by high levels of energy, the steel of this mesh ‘sings’ out in defiance and disperses a portion of the incoming force, reducing the potency of the damage.

Armor Abilities: Once per Sleep Phase when hit by a source of Magical Damage and as an Immediate Action, you gain Magical Resistance until the end of your next turn.

Star Lithium Weave

Reputation Level Requirement: III

A mesh made from Star Lithium. Anytime the wearer’s adrenaline spikes, the weave releases a soothing aura that encompasses them.

Armor Abilities: Once per Sleep Phase, reduce your Exhaustion Points by 2 and your Stress Points by 1.

Phoenix Imbued Weave

Reputation Level Requirement: IV

This powerful weave is thought to have been created from the ashy remains of the mythical phoenix after it was reborn. Though no one except its creator would know the truth of this.

Armor Abilities: Once per Episode as an Immediate Action when you would become Unconscious from damage, an Elemental Explosion Tier III Spell is cast at your location. You regain $\frac{1}{2}$ of your total HP and soar 60 feet up into the air. Any enemies adjacent to you when you take flight take 20 Magical Damage.

Star Crystal Weave

Reputation Level Requirement: IV

Found deep within a growing star, the Magi-Knight’s outfit is woven with a rare resistant mesh of crystalline ore. It glistens majestically and is highly sought after for its rare qualities.

Armor Abilities: Your armor gains the Warding attribute. If you possess a Magical Implement with the Warding Weapon Quality, you now add your Magi-Knight Level to the damage reduction. If you also have Ultra Warding, you instead reduce Magical Damage by your Magi-Knight Level + 2 x your Reputation Level.

Soul Crystal Weave

Reputation Level Requirement: V

Made from the remnant containers of slain Magi-Knights, imbuing an armor with this weave can sometimes have mysterious outcomes. Any outfit made from this mesh always becomes fabled and surrounded by legends.

Armor Abilities: Once per Sleep Phase when you are hit by a source of damage, as an Immediate Action, you gain Resistance to all Physical and Magical Damage until the end of your next turn. The source of damage that triggered this ability additionally has its total reduce by 25 before calculating your Damage Resistance.

Once per Character as an Immediate Action, if you would be reduced to 0 HP and have 5 or more Crystalline Fractures, you immediately gain the effects of a *Shard of the Magi-Knight*.



CHAPTER 9 FORGING BONDS



Bonds are an important aspect in the life of any human, and they are doubly important for Magi-Knights. These relationships help anchor the character to the purpose of their challenging struggles and, in crucial moments, can potentially bring them back from the precipice of despair or defeat. These connections can be naturally roleplayed through a character's story or even be the focus of a session, but a Magi-Knight can invest even more time and effort into nurturing these relationships, turning them into sources of strength and hope.

Narrative (and game) time should pass before allowing the forging of a new bond or upgrading an existing one.

Once established, a Bond can never be broken—even by the power of death. In the event that the person that the Bond was forged with dies or is forever beyond contact, a Magi-Knight can continue to use that Bond and even advance it so long as they have a suitable memento and spend time remembering the importance of their past relationship. If they would lose Social Points with a Bond that is no longer contactable, this represents feelings of inadequacy, not living up to the memory of that individual, or worst of all, entirely forgetting about them.

While Bonds can be established between Magi-Knights (M-Ks) or between Magi-Knights and Non-Player Characters (NPCs), mechanically, they operate differently. Magi-Knights need to develop sufficiently strong connections with one another in order to use Combination Maneuvers and to be able to spend their respective Unity Points. Keep in mind, however, that any Magi-Knights who do not have a strong sense of mutual respect (called a **Caring Bond**) or stronger with one another must expend Inspiration Points to perform Combination Maneuvers together. Magi-Knights also need at least a **Friendly Bond** to perform Tactical Formations, otherwise they have trouble fighting in concert with their allies!

Mythic Bonds are truly exceptional connections and are the capstone of trust. Few reach this Bond Level with one another. All Magi-Knights in the squadron must have forged a powerful connection to one another that is made of complete trust and united purpose (called a **Devoted Bond**) with one another before being allowed to assign Social Points to gain the Mythic Bond, and must do so simultaneously, or not at all. This Final Bond Level purchase must also be approved by the Magic Keeper, who should narrate this momentous event appropriately.

The types of Bonds forged between a Magi-Knight and an NPC can be familial, romantic, friendly, or even a Bond of rivalry! These Bonds can all be written in the notebook section of your Student Character Sheet. The maximum number of NPC Bonds a character can receive Bond Abilities from is 3. A Magi-Knight can change which of these 3 NPCs they've formed Bonds with to gain Bond Abilities at the end of the Free Time Activity in which the NPC is present.

With the approval of the Magic Keeper, a new relationship, referred to as a **Build-a-Bond** on Table 9-1, can be created at any point when a player gains a Social Point and wants to introduce a new NPC to gain a Bond with or with an NPC that was previously introduced in the story. The player must explain how this Bond begins and what their character has done in order to nurture the growth of this previously nonexistent Bond.

You do not spend Social Points to activate an ability like you would expend MP to cast a spell. Instead, Social Points are accumulated to unlock stronger iterations of abilities and represent the strength of your friendship being inspired to greater heights because of their positive influence. You may only have a maximum of 100 Social Points per Magi-Knight or NPC.



Rosemary
Magnolia

Each type of relationship has its own benefits, as listed below:

TABLE 9-1: MAGI-KNIGHT BONDS

Bond Level	Social Points	Bond Ability
Build-a-Bond	0-8	You don't really know anything about each other. Favorite food, color, movie? Pffft. Who knows! Guess it's time to Build-a-Bond since you're going to be fighting on the same team (and hopefully not bickering too much with each other)!
New Beginning	9-19	The seed of friendship has been planted, but you don't fully appreciate each other yet. You might remember their favorite ice cream flavor at this point. Maybe? Unlocks Comforting Comrade.
Friendly Bond	20-49	The friendship is blooming, and you genuinely enjoy one another's company. If you took a Friendship Test, you'd probably score 80%! Eh, more like 60%. Unlocks Synchronized Formation.
Caring Bond	50-89	Your Bond Level has deepened to the point that you consider one another loyal friends. You have a strong sense of mutual respect and trust. It turns out that they're kind of a cool person, after all. Who would've figured? Unlocks Synchronized Teamwork.
Devoted Bond	90-99	You have formed a pact of solidarity and will forever treasure the friendship you have fostered. Forging such bonds are life-altering experiences. You'd challenge everyone you know to a Friendship Test just to rub in their faces how much you know about each other, and you would definitely score 100%! Unlocks Token of Friendship.
Mythic Bond	100 (+MK approval)	A Mythic Bond requires the Magic Keeper and the entire squadron to roleplay this special event and how this capstone of trust was achieved. All squadron members must have formed a Devoted Bond (99) with one another before having access to this Bond Level. Your Bond has reached a level of epic literary proportions. These Bonds have been forged in the heat of combat and have been tempered by trials both innumerable and unfathomable. The Bonds between the Magi-Knights are unbreakable and endure until the end of time—allowing them to potentially overpower seemingly invincible foes. Unlocks Legendary Unity.

Magi-Knight Bond Abilities

Comforting Comrade

When taking a **Moment of Catharsis** during the Free Time Phase, you offer words of encouragement to your friend(s) during their time of need. Instead of rolling 1d4 when attempting to help another during a Moment of Catharsis, you now roll 1d6. Additionally, after a Combat Encounter, you may choose one other Magi-Knight that you share a New Beginning Bond Level with and reduce their Stress Point total by 1. Each Magi-Knight may only be affected by the Comforting Comrade Stress Reduction ability Once per Sleep Phase.

Synchronized Formation

If you have a Friendly Bond or higher with every Magi-Knight participating in a Tactical Formation, you no longer gain Stress Points for joining in it.

Synchronized Teamwork

If you have a Caring Bond or higher with every Magi-Knight performing a Combination Maneuver, it doesn't cost you an Inspiration Point to participate.

Token of Friendship

Consider a token of affection to give to the target of your Devoted Bond and roleplay this exchange. While they are in possession of the token and also have a Devoted Bond with your character, Once per Sleep Phase and as a Free Action, they may invoke the power of their **Token of Friendship** and add 1d6 to a Skill Check or Roll to Resist for each token in their possession (max 3). This must be done before the rolling of any dice.

Legendary Unity

During the Sleep Phase and when using a Combination Maneuver, the squadron is considered to have Level 8 Reputation for the purpose of the calculation.

TABLE 9-2: NPC BONDS

Bond Level	Social Points	Bond Ability
Build-a-Bond	0-19	The NPC is someone you haven't spent a lot of time getting to know, or you had a Bond but then let it fall apart, or one of you did something to get you to this point (family or otherwise). They won't really go out of their way to help you unless it happens to be convenient for them.
Friendly Bond	20-49	The NPC becomes curious about you and may be willing to help you in Social Encounters in which no harm or humiliation would befall them, but they expect the same consideration from you. Unlock Friendly Assistance.
Caring Bond	50-89	The NPC finds you particularly worthy of their interest and invests a moderate amount of time in developing their relationship with you. Unlock Caring Assistance.
Devoted Bond	90-100	The NPC is deeply invested in your endeavors, and you have now become an important figure in their life. They will come to your aid any time you ask them to but will expect the same of you. Unlock Devoted Assistance.

NPC Bond Abilities

Friendly Assistance

You gain the narrative effects from the NPC, as listed in the table above. At any time when the NPC's influence could assist you (whether they are present or not), as a Free Action, add 1d4 to any Skill Check you make in a Social Encounter. This die can be added after rolling, but before the results of the total are revealed. This is typically used during Student Class Checks or the Free Time Phase, but only Once per Sleep Phase per NPC with this Bond Level (max of 3).

Caring Assistance

You gain the narrative effects from the NPC as listed above. This upgrades the die rolled with Friendly Assistance to 1d6.

Devoted Assistance

You gain all narrative effects from the NPC, as listed in **Table 9-2: NPC Bonds** above. Their Bond with you is now so strong that they may intervene to help you or even save you from a potentially dangerous situation. Along with these narrative additions, this upgrades the die rolled with Friendly Assistance to 1d8.

Love Interests

A character who has established a Caring or Devoted Bond with an NPC can declare their affection for that NPC and attempt to change them from merely a friend to a **Love Interest (NPC)**. To do so, the character and NPC must have already established at least a Caring Bond or stronger. If they have met the Bond Level requirement, they then must choose the **Free Time Activity: Go On a Hot Date!** and make an Influence / Persuasion (DC 20) Skill Check. If they succeed, then the NPC has accepted their proposal to go steady and immediately becomes a Love Interest (NPC). This upgrades the die rolled with the Caring Assistance to a d10, and the die rolled with Devoted Assistance to a d12.

After having a Love Interest (NPC), the character must invite the NPC to at least one Free Time Activity every other day to maintain that bond (even if it is already at its maximum). If the character fails to do this, they remove 1 Social Point every day until they spend a Free Time Activity with the NPC.



A player can attempt to have more than one Love Interest (NPC) simultaneously. However, each time they participate in a Free Time Activity with a Love Interest (NPC), have them roll 1d100. On a 1-15, their antics have been discovered either through gossiping onlookers or possibly by stumbling into the other Love Interest (NPC) themselves! When this happens, you must choose between the two NPCs. Lose 20 Social Points with the one you reject, and lose 5 Social Points with the other. The Magic Keeper is also free to introduce other complications as fits the story.

Breaking Up...

A character may eventually decide that a relationship has run its course or might wish to pursue a new one. During a Free Time Activity, while doing a one-on-one activity with a Love Interest (NPC), a character can initiate a **Break-Up**. At the end of the Free Time Activity, have them make a Persuasion Skill Check (DC 25). On a success, they lose 5 Social Points with the Love Interest and any abilities related to having that NPC as a Love Interest. On a failure, for each point below the DC, they lose an additional 1 Social Point with them. Regardless of the outcome or remaining Social Points, the character cannot have higher than a Friendly Bond with that NPC unless, at the end of a future Free Time Activity with them, the character passes a Persuasion Skill Check (DC 25). If successful, the maximum Bond Level increases to a Caring Bond instead.



Yoona
Song

Inspirational Bond Boost

At any time, a Magi-Knight who is about to gain an Inspiration Point but has no room to keep it, or simply wants to spend one that they have banked, may gain 2 Social Points with any NPC of their choice. This can take the form of writing a poem or song, doing something extraordinarily thoughtful, or any other event that the Magi-Knight can imagine.

Gaining or Losing Social Points

NPC Names and Relationships, Social Points, and their Bond Abilities can be managed on your Student Sheet. On top of Social Points being earned through narrative situations and new Bond Levels reached, a Bond is an important connection with another person! As such, it can be strengthened and reach new heights or neglected and fall apart. The Social Points can increase or decrease through significant narrative means, especially as a partial reward (or a penalty for failure), and potentially increases upon the completion of a scenario (or decreases if the Magi-Knights offend an NPC in some way). This shift typically happens with Magi-Knight → NPC interactions within the story, but can also occur with a Magi-Knight ↔ Magi-Knight Bond, though this should only happen under exceptional circumstances. For instance, assisting one another through the recovery process from the inherent grief that comes after the death of a Magi-Knight who was a close friend, or some other significant event.

Magi-Knights can also lose Social Points with an NPC if they insist on putting them into dangerous situations, ignore them for an extended period of game time, or if they verbally abuse them!

Ghosting Your Friends

At the end of every Episode, all players refer to their NPC Bonds and check if they might have **Ghosted a Friend**. This happens when a player has not spent either a Free Time Phase with the NPC or increased their Social Points with them for the entirety of the current Episode. If they have not, they lose 2 Social Points with each NPC that they have unintentionally (or intentionally) ghosted.

TABLE 9-3: HIRU ROLLS

d100	Result	Effect
1-69	You might have passed this kid in the hallway or sat behind them in that one class? Maybe? Nah, probably not!	None
70-84	You may have eaten lunch with them or made idle chit-chat a while ago, but nothing really more than that.	Gain 1 SP with NPC Learn one minor detail
85-94	You know them, but you haven't spoken much in quite some time. They're either a friend you "grew out of," an acquaintance, or a friend-of-a-friend.	Gain 2 SP with NPC Learn one major detail
95-99	You definitely know each other. You're old friends, after all! You probably should hang out a lot more, and you know a lot about them!	Gain 3 SP with NPC Learn one major detail Learn one minor detail
100	You used to be really close friends with the NPC. Maybe you grew up together, you had a friendship that just "clicked," or even dated at one time?! But something happened, and you two aren't as close as you used to be. Why did you guys stop talking, anyway?	Gain 5 SP with NPC Learn one major detail Learn one minor detail You become part of the NPCs story

HIRU ("Hey, I Remember You!")

When the Magi-Knights meet a new NPC in the current story, **one** Squadron member may attempt a HIRU Roll. Each NPC may only be affected by a single HIRU Roll except in the case of incredibly important, story-relevant NPCs. Once per Episode the Magic Keeper may choose to ask the players to make a squadron HIRU Roll for this type of NPC. All players will roll, but the Magic Keeper will only count the highest value rolled as the result.

Make a HIRU Roll by rolling 1d100 and referring to **Table 9-3**.

Tactical Formations

Magi-Knights endure many trials, some of which may seem impossible. Thankfully they rarely endure them alone. Starting at Reputation Level I, **Tactical Formations** allow Magi-Knights to work together to overcome difficult tasks that they might not otherwise be able to complete alone. It is suggested that all Magi-Knights involved have the Friendly Bond Level with one another. This shows a willingness to follow the lead of someone else in the squadron and trust their judgment calls. Without at least the Friendly Bond Level, the squadron can run into some complications and penalties, which are detailed later in this section.

If so desired, the group can also think of a new name for the ability that better suits their squadron's concept (such as "Victory Formation" becoming "Shield Formation" or "Barrage Formation" becoming "Bunny Blast Formation").

Initiating a Tactical Formation

- ★ At the beginning of a round, the squadron agrees to initiate a Tactical Formation.
 - ◆ All Magi-Knights may trade slots in the Initiative Order with one another, but the Squadron Leader **must** be the first Magi-Knight acting in the round.
- ★ At the beginning of the Squadron Leader's turn, if there are at least 3 Magi-Knights in the **Formation Range** (60ft), the Tactical Formation can be initiated. The **Formation Cost** must immediately be paid, and any Magi-Knight in the formation may assist in paying for the Inspiration Point cost. Once paid, the bonuses immediately activate.
 - ◆ As an alternative, a Magi-Knight can take 2 Exhaustion Points instead of paying an Inspiration Point for the Formation Cost. If they have Proficiency in Leadership, they instead take 1 Exhaustion Point.
- ★ Magi-Knights must have strong bonds to properly perform Tactical Formations together. If a Magi-Knight does not have a Friendly Bond or stronger with each Magi-Knight participating in the formation, they take 1 Stress Point per Magi-Knight with a bond level of New Beginning or lower at the end of their turn. This represents the potential infighting, lack of trust, and inability to coordinate with others during a fight.
- ★ At the end of any Magi-Knight's turn, if there are 2 or less Magi-Knights currently in Formation Range, then the Tactical Formation is lost. An Exposed or Unconscious Magi-Knight is immediately removed from the Tactical Formation.

Types of Tactical Formations

Arrow Formation (Attack)

Formation Cost: 2 Inspiration Points

- ★ All Magi-Knights within Formation Range increase their Damage dealt by 2x the Squadron's Reputation Level (min. 1) to their total damage.
- ★ After taking the Oversee the Battle Action and another Magi-Knight activates the Call for Assistance Action on you, your next Weapon Attack adds 2x the Squadron's Reputation Level (minimum 1) to your total damage. This is in addition to the previous bonus.

Victory Formation (Defense)

Formation Cost: 2 Inspiration Points

- ★ All Magi-Knights within Formation Range reduce the total damage taken from Physical and Magical sources by 2x the Squadron's Reputation Level (min. 1).
- ★ As a Reaction, any Magi-Knight in formation can intercept the damage on behalf of any other Magi-Knight within Formation Range.

Barrage Formation (Destruction)

Formation Cost: 3 Inspiration Points

- ★ Once per Round, each Magi-Knight within Formation Range may cast a Rushed Spell without reducing their Damage or Curing total by $\frac{1}{2}$.
- ★ Once per Round, each Magi-Knight within Formation Range may choose to Overcharge a Spell and reduces the Exhaustion Point cost to 1.

Diamond Formation (Restoration):

Formation Cost: 3 Inspiration Points

- ★ At the beginning of the Squadron Leader's turn, all Magi-Knights within Formation Range restore a number of Hit Points equal to 3x the Squadron's Reputation Level (minimum 1).
- ★ All Magi-Knights gain Advantage on Checks made to remove Conditions that come from a Nemesis (or weaker) enemy, and are Immune to the Distressed Condition.

Combination Maneuvers

Beginning at Reputation Level II, Magi-Knights may coordinate with each other to enhance their attacks in a **Combination Maneuver (Combo)**. Each Maneuver has a Unity Point cost that must be paid before it can be performed. A Combination Maneuver can only be used Once per Battle.



Lady
Argentum

A Unity Point is a representation of coordination and magical power that exists between two or more Magi-Knights within the same squadron. At Reputation Level II, Magi-Knights gain access to both their first Unity Point and the Combination Maneuvers equal to their maximum Unity Points. They gain additional points at Reputation Levels III, IV, and V.

Combination Maneuvers can only be used between Magi-Knights who have formed strong Bond Levels with one another. In certain situations, a Magic Keeper can grant Combination Maneuvers to enemies who might be particularly close to one another—perhaps as family members who have fallen to darkness, as rivals who have momentary respect for one another, or another suitable reason.

Unity Points are only restored when Magi-Knights receive the Refreshing Sleep Effect or with certain Shards of Power.

If a Magi-Knight would ever gain a Unity Point that would be in excess of their maximum Unity Points (dictated by their Reputation Level), that Unity Point is immediately converted into an **Inspiration Point**.

Initiating a Combination Maneuver

Performing a Combination Maneuver is difficult and tests the synchronous abilities of the squadron. At the beginning of the round, the squadron must:

1. **Check for Participants**
 - ◆ Who is available to perform the Combo?
2. **Choose Initiator and Finisher**
 - ◆ Who will Initiate the Combo and who will Finish it?
3. **Group Up!**
 - ◆ The Combination Initiator calls on their allies to, “fall in” and perform the Combo!
4. **Charge Up!**
 - ◆ The Magi-Knights “charge up” the Combo and prepare to release it!
5. **Finish the Combo!**
 - ◆ Magi-Knights pay the Unity Cost of the Combo and receive its effects.
6. **Check for Additional Effects**

Check for Participants

At the beginning of a round, any number of Magi-Knights may choose any other members in their squadron to commit to a Combination Maneuver (Combo) during the coming round. However, if a Magi-Knight **does not** have a Caring Bond or stronger with **all** Magi-Knights performing the Combo, that Magi-Knight must also spend an Inspiration Point to be included within the Combo. If they cannot, they cannot participate in the Combo.

- ★ A Combo requires 2 or more Magi-Knights.
- ★ A Restrained, Exposed, or Unconscious Magi-Knight cannot be part of a Combo.

Choose Initiator and Finisher

Choose the Combo Initiator and Combo Finisher from the available Magi-Knights. All Magi-Knights involved in the Combo may switch their Initiative Order with one another. If they do so, the Combo Initiator **must** be the first Magi-Knight acting between the players involved, and the Combo Finisher **must** be the last Magi-Knight taking action.

Group Up!

At the beginning of the Combination Initiator’s turn, they may use a Free Action to make a DC 12 Leadership Skill Check.

On success, all Magi-Knights involved that are further than 10 feet away from the Combination Initiator may immediately make a Move Action toward them which does not Provoke.

- ★ As an Immediate Action, a Magi-Knight may take an Exhaustion Point to perform an Additional Move Action toward the Combination Initiator.

Charge Up!

Any Magi-Knights involved must do the Prepare For a Combo Action, which has a different Action Cost based on the type of Combination Maneuver being performed.



Finish the Combo!

The Combo Finisher then uses their Full-Round Action to initiate the effects of the Combo. Each Magi-Knight involved pays the full Unity Point Cost.

Check for Additional Effects

- ★ **Maneuver Tax Check:** These Maneuvers are extremely powerful but also are extremely taxing on the Magi-Knights. After each use of a Combination Maneuver, all characters involved must make a Mysticism (Constitution; DC 14) Skill Check. On a failure, they gain 1 Exhaustion Point.
- ★ **Quick Combination Maneuvers:** This Combo is easier to pull off and is typically done during an enemy's activation. It does not require the squadron to Choose an Initiator and Finisher, Group Up, or Charge Up. The Magi-Knights perform Steps 1, 5, and 6 only.

★ **Lingering Combo Effects:** If a Combo has a Lingering Effect, the effects persist for each Magi-Knight until they become Exposed, Unconscious, or at the end of the Combat Encounter. They cannot regain these effects even if they are returned to consciousness.

★ **Legendary Combination Maneuvers:** **Ringshine Fulmination (Nova)** and **Ringshine Fulmination (Zenith)** are legendary Combos that are unlocked via a secret quest given by the Herald and are **not** immediately available upon reaching Reputation Level V.

Heart
Keeper



TABLE 9-4: TYPES OF COMBINATION MANEUVERS

Combination Maneuver	Unity Cost	Action Cost	Effect
Avenging Flare	1	Immediate Action	<p>Quick Combination Maneuver:</p> <p>When a Squadron member within 60 feet of any other Magi-Knight becomes Exposed or Unconscious, as an Immediate Action the other Magi-Knights may make a Spell Attack or Move 30 feet and then make a Weapon Attack with Advantage. All damage dealt by the activated Magi-Knights becomes True Damage.</p>
Planetary Aegis of Nullification	1	Bonus Action	<p>All participants that are within 15 feet of the Combination Initiator or Combination Finisher gain 6 x the squadron's Reputation Level Temp HP. While a Magi-Knight possesses Temp HP from this Combo, they gain Resistance to Physical and Magical Damage. When this Temp HP has been depleted, the Magi-Knight loses these Resistances (Lingering).</p>
Starstorm Restoration	1	Standard Action	<p>At the end of the Combination Finisher's turn, a torrent of bright energy crashes all around the Magi-Knights, dealing 5 x the Squadron's Reputation Level in True Damage to any enemy within 30 feet of a Magi-Knight performing this Combo. Additionally, the enemy is blown 10 feet away and gains the Prone Condition. Lastly, all Magi-Knights recover 10 x the squadron's Reputation Level HP and may remove 1 Condition.</p>
Blueshift Collision	2	Full-Round Action	<p>At the end of the Combination Finisher's turn, all participating Magi-Knights within 10 feet of one another immediately take a turn (in Initiative Order). During their extra turn, they may perform 2 Move Actions, 2 Standard Actions, and 2 Bonus Actions. The first Spell or Weapon Attack receives Advantage, and the Damage dealt is considered True Damage.</p> <p>All involved Magi-Knights receive 1 Exhaustion Point, and they must make a Mysticism Skill Check (CON; DC 14). On a failure, they gain the Drained Condition.</p>
Envoy of Hope (Aura)	2	Bonus Action	<p>At the beginning of their turn a Magi-Knight gains a pool of d4s equal to 2x their Reputation Level. They can choose to add the dice to a single Damage, Healing, or Roll to Resist they make during their turn. Alternatively, if the dice were not rolled during their turn, they can use an Immediate Action to use these d4s to reduce an incoming source of damage by the number rolled (Lingering).</p> <p>Quick Combination Maneuver:</p> <p>Each Magi-Knight within a 30-foot radius of one another may, as a Reaction when a damaging spell targets them, gain the following effect based on the number of participants:</p> <p>At least $\frac{1}{2}$ of the Squadron Participates = Reduce Spell Damage to 0.</p> <p>All of the Squadron Participates = The Spell Damage is converted to True Damage. The damage and any additional effects are reflected back to the original caster. Additionally, the original caster receives True Damage equal to 4 x the squadron's Reputation Level.</p> <p>All involved Magi-Knights receive 1 Exhaustion Point and must make a Mysticism Skill Check (CON; DC 14). On a failure, they gain the Drained Condition.</p>
Ultimate Radiant Reflection	2	Reaction	<p>All participating Magi-Knights roll 1d20 (this die may not be altered by any abilities, shards, or other game mechanics) and then gather a number of dice equal to:</p> <p>20 = 8d12 + your MAM + your Reputation Level 18+ = 6d12 + your MAM + your Reputation Level 12+ = 4d12 + your MAM + your Reputation Level 1+ = 2d12 + your MAM + your Reputation Level</p> <p>Divide the total number of dice as evenly as possible among the squadron, then roll them. The results determine the amount of True Damage dealt to all enemies within 100 feet of the Combination Finisher.</p> <p>All Magi-Knights receive 2 Exhaustion Points.</p> <p>All involved Magi-Knights must make a Mysticism Skill Check (CON; DC 16). On a failure, they gain the Depleted Condition.</p>
Ringshine Fulmination (Nova)	3	Full-Round Action	<p>All participating Magi-Knights within 10 feet of the Combination Finisher roll 1d20 (this die may not be altered by any abilities, shards, or other game mechanics) and then gather a number of dice equal to:</p> <p>20 = 10d10 + 8d8 + your MAM + your Reputation Level 18+ = 8d10 + 6d8 + your MAM + your Reputation Level 12+ = 6d10 + 4d8 + your MAM + your Reputation Level 1+ = 4d10 + 2d8 + your MAM + your Reputation Level</p> <p>Divide the total number of dice as evenly as possible among the squadron, then roll them. The results determine the amount of True Damage dealt to ONE target of the squadron's choice within 100 feet.</p> <p>All Magi-Knights receive 2 Exhaustion Points.</p> <p>All involved Magi-Knights must make a Mysticism Skill Check (CON; DC 16). On a failure, they gain the Depleted Condition.</p>
Ringshine Fulmination (Zenith)	3	Full-Round Action	<p>All participating Magi-Knights within 10 feet of the Combination Finisher roll 1d20 (this die may not be altered by any abilities, shards, or other game mechanics) and then gather a number of dice equal to:</p> <p>20 = 10d10 + 8d8 + your MAM + your Reputation Level 18+ = 8d10 + 6d8 + your MAM + your Reputation Level 12+ = 6d10 + 4d8 + your MAM + your Reputation Level 1+ = 4d10 + 2d8 + your MAM + your Reputation Level</p> <p>Divide the total number of dice as evenly as possible among the squadron, then roll them. The results determine the amount of True Damage dealt to ONE target of the squadron's choice within 100 feet.</p> <p>All Magi-Knights receive 2 Exhaustion Points.</p> <p>All involved Magi-Knights must make a Mysticism Skill Check (CON; DC 16). On a failure, they gain the Depleted Condition.</p>

CHAPTER 10 ATTRITION



The life of a Magi-Knight is anything but easy. On top of leading a stressful student life, balancing friendships, and potentially squeezing in time to find true love, they must also battle against horrific creatures from another dimension! They'll need to find a few hours to sleep in that time, too, and once they wake up, they do it all over again. There seems to be no end to the Invading Evil and no real concept of "retirement" and living in peace.

Stress and Exhaustion

Stress reduces the effectiveness of your mental acuity and is typically gained from enduring difficult situations or failing in Social Settings. As Students, your main source of Stress is from **Student Classes** (naturally)! When you gain Stress, if you have already experienced Oppressive Stress (Stress Level 6) but still need to take an additional Stress Point, then you gain an Exhaustion Point instead.

Exhaustion is the physical wear down of a Magi-Knight's body and is typically gained from doing something physically strenuous, fighting certain types of Outsiders, or Modifying a Spell. If you would gain an Exhaustion Point but are already at Exhaustion Level 6, you gain a Stress Point up to your maximum.

If you would be forced to take an Exhaustion or Stress Point, but both are at maximum, you instead gain 1 Trauma Point. Thankfully, Magi-Knights can reduce these points by taking part in relaxing activities during the Free Time Phase or Sleep Phase.

Take note that when Stress or Exhaustion Points are gained, the negative effects only impact future rolls, not the initial roll that may have inflicted the point.

The Endurance Die

Your Stress and Exhaustion Levels impose a penalty to your related d20 rolls, depending on their severity. For example, if your character has 5 Stress Points, reduce any d20 roll that uses Wisdom, Intelligence, or Charisma by 5. If your character has 5 Exhaustion

Points, reduce any d20 roll that uses Strength, Dexterity, or Constitution by 5. This is where the **Endurance Die (1d6)** comes into play! Anytime you would receive a penalty to your total values due to Stress or Exhaustion Points, you include the Endurance Die with your d20 roll. If your Endurance Die meets or exceeds your total Stress or Exhaustion Points, you manage to endure the Stress or Exhaustion and ignore the penalty imposed! However, the 6th Stress and Exhaustion Level also imposes Disadvantage on the associated Skill Check. The Endurance Die is incapable of negating this imposed Disadvantage in any way, but you can use other means that would grant Advantage to temporarily counteract it.

Oppressive Stress and Freaking Out!

The first time each day that a Magi-Knight needs to take a Stress Point but cannot because they are already at their maximum, they instead experience the **Oppressive Stress** effect and take 1 Trauma Point as they are overwhelmed by the burden of it all! If a Magi-Knight has 6 Stress Points and has already experienced the **Oppressive Stress** effect during that day, but before they enter the Patrol Phase, they may at any time choose to have their character **Freak Out!**

Freaking Out allows the player to roleplay their character doing something completely uncharacteristic or acting in an extreme way. This could be as simple as having a calm and collected character suddenly scream at someone, or an assertive character spontaneously kick a school trash can across the lunchroom during a disagreement with a teacher! After the player narrates the Freak Out, the Magic Keeper should narrate any relevant effects that could occur from the character Freaking Out. Some examples could be the student receiving Detention, losing Social Points, gaining an Exhaustion Point, or other minor penalty that the Keeper decides is applicable. The player now reduces their Stress Points to 0, as they've blown off the majority of their steam by Freaking Out!

TABLE 10-1: STRESS AND EXHAUSTION

Stress or Exhaustion Level	Endurance Die	Additional Notes
1	Endurance Die is not rolled	—
2	1d6 Endurance Die must roll 2+ to negate	—
3	1d6 Endurance Die must roll 3+ to negate	—
4	1d6 Endurance Die must roll 4+ to negate	—
5	1d6 Endurance Die must roll 5+ to negate	—
6	1d6 Endurance Die must roll 6+ to negate	Disadvantage to applicable rolls

Trauma and Total Soul Eclipses

Magi-Knights are forced to endure an abundance of trials that would destroy a lesser person's psyche. They battle horrific creatures from another plane of existence on a frequent basis, watch with horror as the people they are tasked with saving are dragged away into Elsewhere and disappear, and may even witness the death of dear friends. All of this while attempting to keep their life a secret from others while attending school and doing social activities, and still sacrificing so much for the unknowing masses of the Earth whose recognition they will never receive. Such events inflict **Trauma** upon the would-be Protectors of the Cardinal Realm. Trauma can be relieved or endured by confiding in friends, your fellow Magi-Knights, and even family members (with the appropriate Bond Levels) by taking a Moment of Catharsis during the Free Time Phase, which is explained more fully in *Chapter 11*.



Veil Keeper
(Dayen Saint-Clare)

Although every mortal experiences Trauma, a Magi-Knight's version of Trauma is unique in that it accumulates and clouds the Purity of their Soul Crystal, which, in conjunction with other horrific knowledge, chips away at their psyche until it reaches a breaking point. If they didn't have so many burdens to bear, they might be able to push on with enough time, self-reflection, and therapy. Unfortunately for them, time is never on the side of the Magi-Knights and the Invading Evil is tireless in their pursuit of new souls.

The Soul Eclipse Chart

The **Soul Eclipse Chart**, which follows the **Lunar Phases** seen on Earth and is depicted on the Main Character Sheet, helps Magi-Knights keep track of their Trauma and Corruption. Each time you receive a Trauma Point, beginning with the **New Moon Phase** on your Main Character Sheet, you will fill in the **Lunar Blip** found adjacent to the moon's phase. If you gain an additional Trauma Point, you will continue filling in additional Lunar Blips in a clockwise fashion.

Once you have marked the Lunar Blip of the **Full Moon Phase**, any further Lunar Blips are connected with a shaded line known as the **Terminator Line**. This indicates that your Magi-Knight has begun to lose their clarity of purpose and finds it more difficult to recover from Trauma. Erasing Trauma Points connected to a Lunar Phase along the Terminator Line becomes even more difficult. Upon filling the 6th Lunar Blip, the Difficulty Checks of any further Moment of Catharsis Activities increases by +3.

Upon filling in the 8th Lunar Blip belonging to the **Waning Crescent Moon Phase**, if you would gain any further Trauma Points, your Magi-Knight experiences a **Total Soul Eclipse**. A Total Soul Eclipse represents either the complete **Corruption** of a Magi-Knight's Soul Crystal and their potential descent into becoming an agent of the Invading Evil, or having been pushed beyond their breaking point and suffering a traumatic nervous breakdown, called a **Burnout**. If this happens during battle, the combat is paused until the Total Soul Eclipse is dealt with. After enduring the Total Soul Eclipse, play returns as normal, with the player that experienced it being immediately afflicted with the Distressed Condition.

The Soul Eclipse Phases

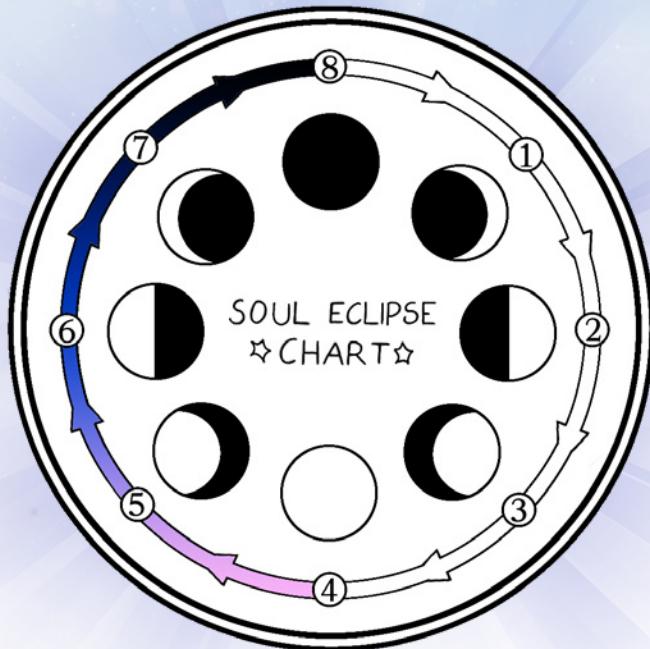
1. Waxing Crescent is the 1st Lunar Blip.
2. First Quarter is the 2nd Lunar Blip.
3. Waxing Gibbous is the 3rd Lunar Blip. After filling this in with a Corruption Point, you gain the Heartless Knight effect and begin making Corruption Checks each time you gain additional Corruption Points.
4. Full Moon is the 4th Lunar Blip and is considered the beginning of the “Terminator Line”. Your Moment of Catharsis Skill Checks increase in difficulty by 3 when removing Trauma from this Lunar Blip or further.
5. Waning Gibbous is the 5th Lunar Blip. After filling this in with a Corruption Point, you become a Fallen Knight.
6. Third Quarter is the 6th Lunar Blip.
7. Waning Crescent is the 7th Lunar Blip.
8. New Moon is the 8th Lunar Blip. After filling in this Lunar Blip, the *next* time you would take Trauma Points, you experience a Total Soul Eclipse!

Enduring a Burnout

If a Magi-Knight enters into a Total Soul Eclipse but has 2 or fewer Corruption Points, they may attempt to steel their minds against the Total Soul Eclipse by making a Purity Skill Check with the DC equal to $8 + (2 \text{ times your current number of Burnout Lines})$. If they are a **Heartless** or **Fallen Knight** (a Magi-Knight with 3 or more Corruption Points) they need to make a Corruption Check before completing their Burnout. This is explained in more detail within the **Corruption Checks** section of this chapter.

If the check is Successful, then put a Burnout Line (indicated by drawing an “X”) through 1 Moon Phase and its accompanying Lunar Blip. Begin with the Waxing Crescent Moon Phase and continue clockwise when you must mark additional Burnout Lines.

If the check is a Failure, then draw a Burnout Line through 2 Moon Phases and Lunar Blips instead. These marks represent “Burnout,” and the loss of these Lunar Blips reduces your overall potential to endure Trauma. Additionally, Burnout Lines naturally reduce the length of your Soul Eclipse Chart and make gaining future Trauma even more dangerous. Be careful of this, as



Burnout Lines can never be erased (unless you are playing **Full Moon: Story Mode**, which is discussed further in **Chapter 11**)!

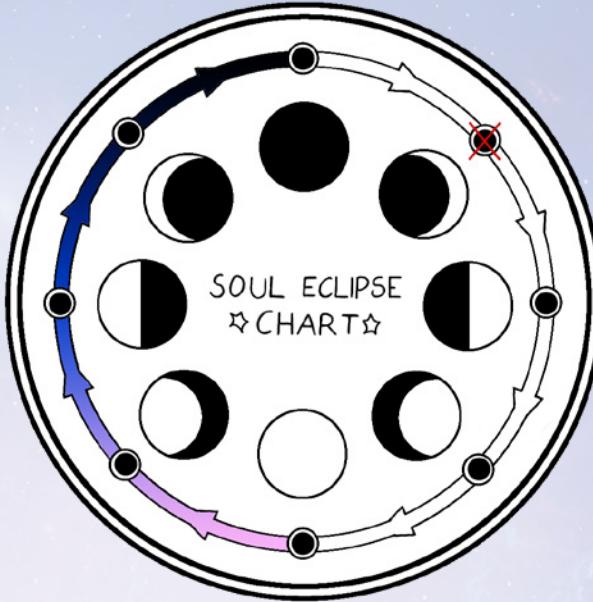
You cannot use Inspiration Points or other abilities to assist in Enduring a Burnout. If you would be forced to put a Burnout Line through a Corruption Point, it is instead moved down to the next Moon Phase. A Corruption Point can only ever be removed through **Redemption**, which is explained more thoroughly in this chapter.

Performing a Soul Sacrifice

Especially committed Magi-Knights might engage in a **Soul Sacrifice** to protect themselves from Burnout Lines. To do this, a Magi-Knight simply informs the Herald that they wish to sacrifice a portion of their soul for extra magical protection. A Magi-Knight can only perform a number of Soul Sacrifices equal to their Reputation Level throughout the entirety of their career. After Performing a Soul Sacrifice, the Magi-Knight reduces one Statistic by 2 Points or two Statistics by 1 Point to reduce the Burnout Lines they would receive by 1 (to a minimum of 1).

1. In the diagram to the right, Veil Keeper has filled the entirety of his **Soul Eclipse Chart**. He also has one Corruption Point, as indicated by the “X” on his Waxing Crescent Lunar Blip. This means that he has 7 Trauma Points and 1 Corruption Point (which also counts as Trauma). An event occurs wherein he takes 1 Trauma Point, which is enough to push him over the edge since he has no more Lunar Blips that he can fill in. He now experiences his first **Total Soul Eclipse**.

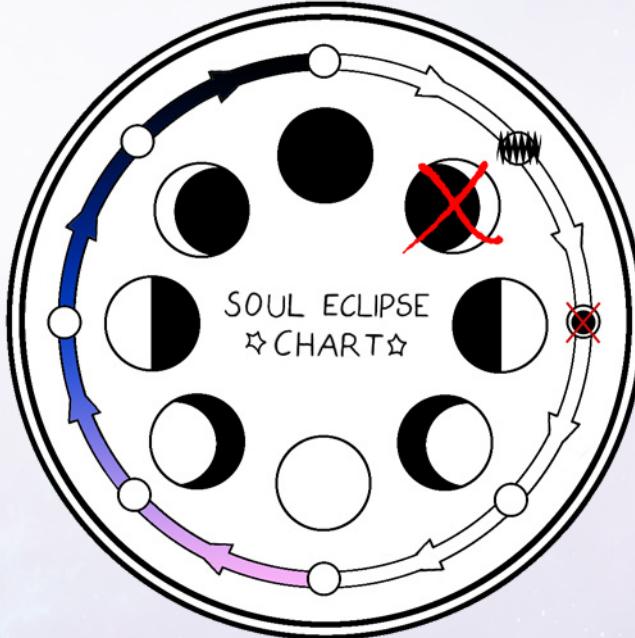
2. Veil Keeper begins by attempting to **Endure a Burnout**. He makes a Purity Skill Check against the DC of 8 (because he currently has no Burnout Lines). He fumbles what should be an easy Skill Check and rolls a 2. Normally he would be forced to take 2 Burnout Lines for his failure, but he decides that it's too early in his story to pay such a hefty price. Instead, he opts to **Perform a Soul Sacrifice**.



3. Veil Keeper crosses out his first Moon Phase and puts a squiggle through its connecting Lunar Blip (Waxing Crescent) to note that he can never use it again. He then erases all of his Trauma Points and now has a fresh Soul Eclipse Chart. However, he's not done yet! Because he had 1 Corruption Point that was crossed off his sheet due to his Burnout, he's forced to move that Corruption Point down to the next Moon Phase. He has no Trauma Points so the rules indicate that he must gain a Trauma Point and then convert it into a Corruption Point. He fills in and puts an “X” over the Lunar Blip of the First Quarter Moon Phase to indicate he still has that Corruption Point. After looking at his sheet, he realizes he's down 2 Lunar Blips thanks to that Burnout Line and his Corruption Point. Now, instead of 8 Trauma Points, he can only take 6 Trauma Points before he'll have to Endure a Burnout all over again! It might be time for him to start doing some **Acts of Remorse** so that he can earn Redemption and regain the Lunar Blip that is clouded with Corruption...

Resisting Traumatic Events

If a Magi-Knight is exposed to a **Source of Trauma**, they must immediately make a Roll to Resist (Purity) and are able to Resist as many Trauma Points as listed in the **Trauma Point Increase** column found on **Table 10-2**. Many events are so Traumatic, that they cannot be entirely endured. For example, witnessing the death of a fellow Magi-Knight in combat can be particularly difficult. If a player rolls their Roll to Resist (Purity) and has a total of 17, they pass both the DC 12 and DC 16 portions of the test and instead of gaining 4 Trauma Points, they only gain 2.



Devastating Trauma

Receiving a large amount of Trauma Points all at once can be significantly difficult to come to terms with. When a Magi-Knight gains 3 Trauma Points from a single source, they gain the Distressed Condition and are afflicted with the Feverish Dreams Effect during the Sleep Phase. When a Magi-Knight gains 4 or more Trauma Points from a single source, they still gain the Feverish Dreams Effect while also gaining the Distressed and Paralyzed Conditions. The Magi-Knight automatically recovers from the Paralyzed Condition at the end of their next turn.

TABLE 10-2: TRAUMATIC EVENT EXAMPLES

Source of Trauma	Example	Trauma Point Increase
Being treated poorly by others or enduring physical or mental pain.	Being singled out and constantly bullied; going without food; getting severely injured; raging out of the Distressed Condition.	Roll to Resist (Purity; 1 Trauma; DC 12 to Resist 1).
Entering an area tainted by malevolent evil, experiencing an unexpected tragedy.	Entering the Lair of a powerful Spectral Outsider; seeing an evil ritual chamber; enduring the death of a beloved pet.	Roll to Resist (Purity; 2 Trauma; DC 13 / 10 to Resist 2).
Enduring through an unexpected, shocking event.	Living through a natural disaster; experiencing the death of a family member; finding the corpse of a mortal.	Roll to Resist (Purity; 2 Trauma; DC 15 to Resist 1).
Witnessing a grotesque killing or enduring something nightmarish.	Being buried alive; discovering someone you trusted is a traitor; happening upon a group of dead people.	Roll to Resist (Purity; 3 Trauma; DC 15 / 12 to Resist 2).
Personally experiencing physical, mental, and / or spiritual torment.	Being forced into slavery; being mind-controlled to do something evil; withstanding something torturous; watching a fellow Magi-Knight die in combat.	Roll to Resist (Purity; 4 Trauma; DC 20 / 16 / 12) to Resist 3).
Having your Soul Crystal completely exposed to a source of intense Corruption.	Being in the presence of a Star Devourer for the first time; Crossing through the Ethereal Bridge into Elsewhere for the first time.	Roll to Resist (Purity; 5 Trauma; DC 20 / 18 / 16 / 14) to Resist 4).

Corruption Points and Redemption

After enduring such a limitless number of adversities, it should come as no surprise that most Magi-Knights eventually fall to the never-ending onslaught of the Invading Evil and very rarely reach adulthood. Even more so, the longer a Magi-Knight uses their powers, the more they may be tempted to use them for self-serving means. After all, with such seemingly limitless power at their fingertips, it would be a minor thing to exert their will and dominate the fragile mind of another. Such actions quickly lead to them falling prey to the dark promises of a Spectral Outsider who are quick to offer irresistible, yet ephemeral, gifts in exchange for their unquestioning servitude.

When a Magi-Knight begins to use their powers in such a way, they become significantly more susceptible to the corrupting influence of the Invading Evil and gain **Corruption Points**. Once the dark taint of Corruption has taken hold within the Soul Crystal of a Magi-Knight, it draws them one step closer to a Total Soul Eclipse, and each Corruption Point makes it more difficult to maintain their Purity. Not only this, but Corruption often draws the attention of Outsiders with **Aethersight**.

- ★ When you gain 5 or more Corruption Points, you are considered to be a **Fallen Knight**. The rules of this are detailed in the section **A Heartless Knight, A Fallen Knight** within this chapter.

- ★ When you gain a Corruption Point, convert a Trauma Point on your Full Moon Phases' Lunar Blip into a Corruption Point. If you would gain another Corruption Point, continue down the Soul Eclipse Chart in a clockwise fashion, filling in their respective Lunar Blips belonging to the correlating Lunar Phase as needed. To indicate the Corruption Point on your Main Character Sheet, put an "X" through a filled-in Lunar Blip.
- ★ If you do not have a Trauma Point to convert into a Corruption Point, you immediately receive a Trauma Point and then convert it into a Corruption Point.

TABLE 10-3: CORRUPTING EVENT EXAMPLES

Corrupting Event	Corruption Points
Allowing the harm of a Mortal due to deliberate inaction; threatening, terrorizing, or callous manipulation of a mortal; telling a blatant lie that could bring serious injury to another; bullying another student, even if you believe it to be justified.	1
Directly harming a mortal; torturing a mortal or an agent of the Invading Evil.	2
Bringing about or being involved in the death of a mortal or agent of evil.	3
Pledging service to a Harbinger or any of their envoys in exchange for an ephemeral gift.	4

Redemption

To human mortals, the notion of good is as much about intention as it is about action. Simply committing a series of good acts is not enough to be truly deemed a

“good person.” They must have compassion for others and have selfless desires at their very core. However, the mortal heart is fragile, fickle, and slow to heal. This means that for the majority, there is always the potential for a mortal’s heart to change from good to evil, or vice versa.

A Magi-Knight with Corruption Points faces perhaps the most arduous trial of all. Finding true redemption (forgiveness of self and forgiveness by others) involves passing through numerous stages to return to their intended heroic path. This is mostly determined through roleplaying, but being lost to corruption certainly makes them more susceptible to further Trauma and marks them as an easy target for the Invading Evil.

Outsiders are considered to be entirely evil due to their innate nature, disposition, and direct actions, which depict them as remorseless creatures of darkness. They do not vacillate between ethical philosophies, and they do not make fundamental changes to their thinking and actions—unlike human mortals. Outsiders are entirely incapable of Redemption or Acts of Remorse.

True Intention

A Magi-Knight with any number of Corruption Points that truly seeks redemption should display genuine remorse over the evil actions that they have committed and must be stalwart and unwavering in their desire to climb up what many might deem a daunting mountain of anguish. There is no guarantee of success, but by displaying decency, mercy, outright heroism, and feeling a sincere desire to do good in their heart, one might just be able to succeed on their long journey. This arduous sojourn begins with one simple step: the acknowledgment of one’s past evil deeds and malevolence. The second step is the decision not only to atone, but to move past them. The first steps toward Redemption are listed in this section, along with the additional steps to complete their journey.

Acts of Remorse

A Magi-Knight must right the wrongs of their past by performing **Acts of Remorse**. These are actions done by a Magi-Knight to purge the darkness within their Soul Crystal, which allow the player to erase Corruption Points from their character sheet.

A Magi-Knight unwilling to undergo this process is doomed to repeat their mistakes and will quickly fall once again under the sway of darkness and evil. To remove a Corruption Point from their character sheet, a Magi-Knight must perform a number of Acts of Remorse equal to the Moon Phase that was corrupted. A Magi-Knight must begin the redemption process with their highest Corrupt Moon Phase and work their way counter-clockwise around their Soul Eclipse Chart.

When a Magi-Knight that is seeking to remove a Corruption Point from their Soul Eclipse Chart completes the necessary number of Acts of Remorse, they prepare for a **Moment of Truth**. A Moment of Truth is a small roleplaying event that occurs during any other Game Phase in which both the Magi-Knight and the Magic Keeper work in concert to create an event that will test the character’s resolve in their own redemption. It does not count as its own Activity and is instead combined with an already occurring one. Whenever the situation occurs, the Magi-Knight will make a **Purity Skill Check** with a difficulty based on the Moment of Truth DC, found in **Table 10-4: Acts of Remorse**. On a success, the Magi-Knight has made a large step on their path of redemption: Erase the Corruption Point that relates to the matching Corrupt Moon Phase and erase all Acts of Remorse that they have gathered. Then, replace the Corruption Point with a Trauma Point. On a failure, the Magi-Knight retreats back into familiar habits and fails to maintain their ideals (how this is acted out during the roleplayed event is up to the player). After the failed attempt has been properly roleplayed, the Magi-Knight removes a number of Acts of Remorse equal to the **Failure Setback** and must perform new Acts of Remorse to bring themselves back up to the total needed. After doing so, they may again attempt another Moment of Truth to overcome their nature and make a Purity Skill Check as before.

Acts of Remorse Examples

The following list is merely a sample of the types of Acts of Remorse that could be performed. This list is not meant to be comprehensive, and a player and their Magic Keeper should work together to discover other potential acts that their character can perform that would show their **True Intention** and desire to redeem themselves. However, take care not to introduce too many predetermined acts, as these should be largely relegated to spontaneous acts of charity, kindness, and other important Magi-Knight virtues.

Any potential acts introduced should be achievable, relevant, and available at a sufficient pace. The process of redemption should not interfere with your squadron's current story or group dynamic, and any attempt to become good too quickly will likely result in mental fatigue and failure. Instead of exhausting this list and working through it step-by-step, both the player and Magic Keeper should consider ways to incorporate some of the following or others into their current story. Typically, a Fallen Knight can only perform a Number of Acts of Remorse equal to their Reputation Level each day, but a Magic Keeper may allow for more.

Some examples can be found below:

- ★ Putting your life in jeopardy to save another with selfless motives.
- ★ Standing up for another during a moment in which they might be in physical or mental anguish.
- ★ Talking down an angry mortal and resolving a potential conflict without engaging in violence.
- ★ Taking a **Part-Time Job** at a homeless shelter or other non-profit organization for at least 3 days.
 - ◆ You receive no **Budget Tallies** during this activity.
- ★ Donating at least 2 Budget Tallies to a charitable cause that will help others. After each time you do this action, add an additional +1 to the needed Budget Tallies total for it to become an Act of Remorse. This resets at the end of a Season.
- ★ Performing the Rest and Relaxation activity in quiet contemplation of your evil deeds and how you can overcome them. This must be done alone.
 - ◆ Limit of Once per Season.
- ★ Admitting your past evil deeds to a confidant.
 - ◆ Limit of Once per Season.
- ★ When you would gain the Refreshing Sleep Effect, you may instead inflict your character with the **Feverish Dreams Effect**. They then endure nightmarish recreations of their evil actions and those that have suffered because of their misdeeds.
- ★ Successfully bringing a Cultist one step closer to redemption. This grants 3 Acts of Remorse if they are completely converted to the side of good and renounce their evil ways. These points can exceed your daily allotment of acts.

Advocates

A Magi-Knight that has 0 Corruption Points may help a Fallen Knight reduce their Moment of Truth DC. This can only be done if they have the Comforting Comrade Bond Ability with the Fallen Knight. Doing so reduces the DC by 3. This can only be done if the Magi-Knight assisting the Fallen Knight has shown with absolute certainty that they believe in the redemption of the Fallen individual on multiple occasions.

TABLE 10-4: ACTS OF REMORSE

Corrupt Moon Phase	Number of Acts Needed	Moment of Truth DC	Failure Setback
Waning Crescent	3	12	1
Third Quarter	6	13	2
Waning Gibbous	8	14	3
Full Moon	10	15	4
Waxing Gibbous	13	17	6
First Quarter	16	19	8
Waxing Crescent	20	21	10
New Moon	30	25	15

Relapsing Towards Evil

Anytime a Magi-Knight commits a deed that would inflict them with a Corruption Point, if they currently have any completed **Acts of Remorse** these are all removed and they must begin their path towards Redemption anew.

A Heartless Knight, A Fallen Knight

Once a Magi-Knight has received 3 or more Corruption Points, they become shut off from others and become inherently more self-serving. They gain the Heartless Knight effect. However, if they would ever possess 5 or more Corruption Points, they become inured to the suffering of others and even to the mental anguish of their own hearts. This leads to them becoming a Fallen Knight, and the Heartless Knight effects are replaced by the Fallen Knight effects. They potentially haven't fallen into league with the Invading Evil yet, but it may only be a matter of time before they do so. Once one of these effects are gained, you are considered a Heartless or Fallen Knight for as long as your Soul Eclipse Chart has any number of Corruption Points. Your Soul Crystal churns with violent black and red energy. The effects of both the Heartless Knight and Fallen Knight can be removed when you reach 0

Corruption Points. However, if you ever possessed 5 or more Corruption Points, you become permanently affected by the Risk of Relapse effect, which is detailed in this section.

Becoming a Heartless Knight (3 Corruption Points) imposes the following effects:

- ★ Reduce any positive modifiers to your Purity Skill to 0, and any positive modifiers received while making a Roll to Resist or Skill Check involving Purity are also reduced to 0.
- ★ You can no longer participate in the **Free Time Activity: Moment of Catharsis**.
- ★ You lose access to the Comforting Comrade ability.



- ★ When you would gain Social Points with a Magi-Knight or NPC, reduce the total by 1.
- ★ You are no longer a Heartless Knight and remove these effects if you have zero Corruption Points.

Becoming a Fallen Knight (5 Corruption Points) imposes the following effects:

- ★ When you would gain Trauma Points, you reduce the amount received by $\frac{1}{2}$ (minimum 1).
- ★ You downgrade any Refreshing Sleep Effects to an Average Sleep Effect.
- ★ When you gain the Horrified Condition, it is instead immediately downgraded to the Distressed Condition.
- ★ You have the **Risk of Relapse** effect. Anytime you would gain a Corruption Point, you gain an additional Corruption Point.
- ★ You are no longer a Fallen Knight and remove these effects if you have zero Corruption Points. However, you permanently gain the Risk of Relapse effect which cannot be removed by any means (even if you are no longer a Fallen Knight).

Corruption Checks

If the tainted ideals of the Invading Evil have ever taken root in a Magi-Knight's heart, they will find themselves being forced to make Corruption Checks to see if they fall into the clutches of the Invading Evil. Whenever a Magi-Knight gains a Corruption Point after already having 3 or more, they must immediately make a **Corruption Check**. To make a Corruption Check, do the following:

- ★ Roll a d100 **Corruption Check**.
- ★ Add 5 to your total for each Corruption Point and 10 to your total for each Corruption Point you have that is on your Terminator Line.
- ★ No other Abilities, Shards, Modifiers, or Effects may influence or alter the roll or result of a Corruption Check unless specifically mentioned to do so.
- ★ If your result is 100+ you have Succeeded the Corruption Check and now refer to the next section. If you fail, nothing happens- this time!

Succeeding a Corruption Check

The mechanics in the rest of this section will apply to both Heartless and Fallen Knights, but for simplicity, they will only be referred to as Fallen Knights.

During a Corruption Check in which your Fallen Knight's total was 100+, your character might choose to **Embrace Evil**. During the next Patrol Phase (or immediately if the squadron is currently in the Patrol Phase), the Magic Keeper and the player will narrate a scenario in which the Fallen Knight has become a **Corrupt Magi-Knight** and is about to **Embrace Evil**. The player then makes one final choice for their Fallen Knight:

Fatal Mistake: The Fallen Knight can try to realize the error of their ways at the last possible moment. They gain one Burnout Line and treat the result as if they had failed instead.

Embracing Evil: Instead of attempting to turn themselves away from darkness, the Heartless or Fallen Knight opts to give themselves wholly to it. Narratively they are offered a great reward by a powerful Outsider in exchange for their servitude. This could be a conditional reward, dark blessing, or just about any narrative effect that the Magic Keeper and player can agree on.

Embracing Evil

The Fallen Knight has decided to join the legions of the Invading Evil and use their Herald-granted powers for self-gain and to pursue world domination or destruction, along with their new allies— the Cultists and Outsiders. They immediately depart to join their new comrades in Elsewhere or to another location of the Magic Keeper's choosing. The player no longer has any control over their character and they immediately become a **Corrupt Magi-Knight (NPC)** under the full control of the Magic Keeper. The player's new character does not gain any Gloom Gems from their previous character, nor do they create a *Shard of the Magi-Knight* for their squadron upon their departure, but still inflict Trauma as their death normally would.

Light in Darkness

Once Corruption has taken root in a Magi-Knight's Soul Crystal, it is extremely difficult to remove that corruptive influence. Any Corrupt Magi-Knight defeated in battle that was once a Player Character may take 3 Burnout

Lines in order to become **Redeemed**. They may now become a playable character once again and can join the Squadron as a Magi-Knight under the control of the original player. Alternatively, the original player of that character may have them relinquish their Magi-Knight powers forever and become a Mortal Human that retains their memories of Magi-Knights, but no longer has any magical powers. If the Magi-Knight cannot take 3 Burnout Lines because they have already taken too many, then the Corrupt Magi-Knight's Soul Crystal erupts, and they are irrevocably destroyed. They do not create a *Shard of the Magi-Knight* upon their death and do not inflict Trauma Points.

If the squadron defeats a Corrupt Magi-Knight that is an NPC, the Magic Keeper makes the sole determination whether that NPC is open to Redemption or not. If they are, the Magic Keeper chooses the most appropriate player to roll a Purity Skill Check (DC 15) on the Corrupt Magi-Knight's behalf, who still has the Heartless and Fallen Knight effects. On a success, they become a playable character with 3 Burnout Lines and can join the Squadron as a Magi-Knight under the control of any player. Alternatively, they can be convinced by the squadron to relinquish their Magi-Knight abilities and become a Mortal Human that retains their memories of Magi-Knights, but no longer has any magical powers. On a failure, the Corrupt Magi-Knight's Soul Crystal erupts, and they are irrevocably destroyed. They do not create a *Shard of the Magi-Knight* upon their death and do not inflict Trauma Points.

Crystalline Fracturing

Being reduced to 0 HP is a scary prospect in any game medium. However, taking what most media would consider a “deadly” blow but then standing back up with the resolve to finish the fight is the epitome of what a Magi-Knight is. As such, players need to become accustomed to receiving Crystalline Fractures. In fact, a battle in which only 2 Fractures were received means that by the end of the night, the Magi-Knight will likely recover from any sort of attrition that had been gained from that battle. While any other hero would slip into unconsciousness or be defeated when reduced to 0 HP, the player of a Magi-Knight makes a calculated decision on how far they can push their character and to what extent they will put them in danger to win a fight, save others, and protect their allies.

The Crystalline Fracturing mechanic represents the structural integrity of a Magi-Knight's Soul Crystal. On the Main Character Sheet, there is a crystal with **7 Facets**. If all 7 Facets are filled and a Magi-Knight would need to fill in an 8th Facet, their Soul Crystal shatters, and they are immediately killed. A Facet is Fractured when the following occurs:

- ★ When receiving damage that would put you at 0 or any number of negative HP.
- ★ When a particularly malicious servant of the Invading Evil attacks you while you are Exposed or Unconscious.
- ★ When invoking the effects of **Heroic Conviction**.

Example: A Magi-Knight takes a nasty blow and receives one Fracture for being reduced to negative HP. They are returned to 0 HP and then need to make a decision.

1) Activate Heroic Conviction as an Immediate Action (paying the Activation Cost, which is an additional Fracture) to regain 1 HP and remain conscious. The total Fractures received in this instance is 2. Or 2) Not activate Heroic Conviction and gain the Exposed or Unconscious Conditions (explained below). The total Fractures received in this instance is 1.

Remember that when invoking Heroic Conviction, you are not considered to be Exposed or Unconscious and, as such, this ability cannot activate Effects that require it.

Exposed Condition

If a Magi-Knight with 5 or less Crystalline Fractures chooses not to use Heroic Conviction when reduced to 0 HP, they gain the Exposed Condition. Dazed, confused, and barely cognizant of their surroundings, the only Action that they can take on their turn is a Free Action. Their faltered speech is only audible within a 5-foot range and is difficult to understand over the clashing of a raging battle.

Unconscious Condition

If a Magi-Knight with 6 or more Crystalline Fractures is reduced to 0 HP, they are then inflicted with the Unconscious Condition. Vulnerable and completely defenseless, just about anything could happen to an Unconscious Magi-Knight.



Repairing Crystalline Fractures

Magi-Knights are able to repair Crystalline Fractures during the Sleep Phase, when using some high tier Curing magic, Implanting a Crystalline Suture, and from other rare sources.

Death of a Magi-Knight

If a Magi-Knight takes an 8th Crystalline Fracture after they have already filled in all 7 Facets of their Soul Crystal, their crystal shatters, and the character dies. Additionally, if the Magi-Knight is forced to take an additional Burnout Line but cannot (because they have taken too many), the character dies. After either occurrence, the following then occurs:

- ★ All Magi-Knights within the squadron make a Roll to Resist (Purity; 4 Trauma; DC 20 / 16 / 12; to Resist 3).
 - ◆ Immediately resolve any Total Soul Eclipses that occur because of these Trauma Point gains.
 - ◆ A Magi-Knight might become Distressed or Paralyzed from these Trauma Point gains. Refer to the **Devastating Trauma** section earlier in this chapter.
- ★ At the end of the Combat Encounter, the Herald will gather the destroyed Soul Crystals of any deceased Magi-Knights and turn them into a *Shard of the Magi-Knight* (one for each fallen character). This Shard will be bestowed upon a remaining Magi-Knight who has the most Social Points with the fallen character.
 - ◆ If an ESKIA (Entire Squadron Killed in Action) occurs, the Herald creates a *Shard of the Magi-Knight* for each fallen hero, but does not distribute them to the players.
- ★ The player(s) who lost a character will create a New-Rice Magi-Knight to begin play with that is introduced the following day. Refer to the **Awakening a New Magi-Knight** section of **Chapter 4**.
- ★ The fallen Magi-Knight turns in their character sheet to the Magic Keeper for safekeeping, as these are the remnants of heroes who gave their lives in the fight against the Invading Evil.

CHAPTER 11 Game Phases



Before starting your journey into *Magi-Knights Awakening*, your table needs to collectively agree on a **Difficulty Level** for your game. It is recommended that younger players or players who are unaccustomed to losing characters in battle begin the game in the **Full Moon (Story) Mode**. Those who want a true Magi-Knight experience of overcoming difficult odds and pulling victory from the jaws of defeat should play the game on **Lunar Eclipse (Normal) Mode**, which offers **No Changes**. Lastly, for a group of particularly masochistic players who are familiar with the Magi-Knight system and want an added challenge, we recommend the **Solar Eclipse (Challenge) Mode**, which will likely push your players to their limits in both Social and Combat Encounters!

Because the death of a Magi-Knight is expected within the game and New-Rice Magi-Knights can often appear at a table, the Magic Keeper should take time to carefully indicate to the players that character Burnout and death is very likely to occur, even within Normal Mode. If any member(s) of your group feel uncomfortable with sacrificing their character during an epic showdown with a Nemesis or Harbinger, we recommend you consider playing Story Mode.

TABLE 11-1: GAME DIFFICULTY

Difficulty	Game Changes
Full Moon (Story Mode)	<p>Resilient Heroes: Heroic Conviction does not require the gaining of an additional Crystalline Fracture to use. A Magi-Knight's Critical Hits with spells and Combination Maneuvers automatically deal maximum damage.</p> <p>Victory in Sight: The Moment of Catharsis DC is reduced to 15. Additionally, you erase one Burnout Line each time you gain a level. If you have no Burnout Lines to erase, you gain an Inspiration Point instead.</p>
Lunar Eclipse (Normal Mode)	No Changes
Solar Eclipse (Challenge Mode)	<p>Weakened Herald: The Magi-Knights begin the game with the 7th Crystalline Fracture permanently filled in, and the ability to use Soul Oblation is removed from the game.</p> <p>Despondent World: When you would establish a new Social Bond, you must first pass a Persuasion Skill Check (DC 15). Upon failure, the Social Points are entirely negated and no new Bond is created. Additionally, after character creation, when you receive a Trauma Point, you also gain an additional one.</p> <p>Never-ending War: Increase the DC of all Moment of Catharsis Skill Checks by your Reputation Level (minimum 1). Additionally, when performing a Burnout, you add +1 to your Burnout Total for each character that you have previously lost during that Season.</p>

Game Phases Outlined

Different periods of the day are broken down into Game Phases. These phases include the **School Phase** (on Monday to Friday), the **Free Time Phase** (or two Free Time Phases on Saturday and Sunday), the **Investigation Phase**, the **Patrol Phase**, and finally, the **Sleep Phase**. However, it should be noted that the Investigation Phase and Free Time Phase are flexible and can be interchanged. This is because the squadron may want to investigate something earlier in the day so that their night is open for activities more suited for the evening, such as a school dance!

The **Time Windows** found in the **Table 11-2: Week Schedule** are a generalization of the times of day that the Phases might occur. If your characters have additional minor things that they want to roleplay or have other quick activities that they could reasonably complete, allow them time to complete these in between appropriate Phases.

Note: If having a School Phase doesn't work for your table, your Magic Keeper can reskin it as a training regiment, full-time job, or other potential categories that better fit your story. Assembly Days could simply be something like a work party or a very light workout day. Test Days could also be something like preparing a big presentation for an Executive Board or catering to the whims of your business' most important customer.

Alice Ichisaki



Phases of Gameplay are as follows:

- ★ **School Phase** (Day)
 - ◆ Student Classes (AM)
 - ◆ Lunch Period
 - ◆ Student Classes (PM)
- ★ **Investigation Phase OR Free Time Phase** (Afternoon)
 - ◆ Investigation Phase: Discovering the plans of the Invading Evil.
 - ◆ Free Time Phase: Strengthening bonds with friends and family or having your Magi-Knight practice self-care.
- ★ **Free Time Phase OR Investigation Phase** (Evening)
- ★ **Patrol Phase** (Night)
 - ◆ Stopping the plans of the Invading Evil and going on patrol.
- ★ **Sleep Phase** (Late Night)
 - ◆ Try to get some sleep and recover from battle.

Because there is no school on the weekends, the squadron gets two Free Time Phases, one Investigation Phase, and one Patrol Phase every Saturday and Sunday. The squadron can decide what time of day they do each Phase, except for the Patrol Phase, which must be done late at night.

School Phase

The **School Phase** consists of these three phases: **Student Classes (AM)**, **Lunch**, and then **Student Classes (PM)**. At the beginning of the School Phase, the Magic Keeper will roll a d12 and consult **Table 11-3: Generate School Day**. The result will dictate the difficulty of the **Student Classes** for the day. Afterward, all the Magi-Knights will make their Student Class Checks with a Difficulty Level reflected by the Magic Keeper's Generate School Day roll.

Flexible Classes

There are three classes that allow students some flexibility when choosing them. These are the Fine Art, Foreign Language, and Elective classes. Although Frost Peak Academy is a prestigious and well-funded school, it is impossible for it to have a class of every type, especially those that are more obscure. As such, be sure to work in tandem with your Magic Keeper before finalizing any choices. After collectively choosing your classes, write them on your fourth character sheet.

The Fine Art class can include any visual arts, dance, music, or theater classes. The Foreign Language class can include any of the commonly spoken languages in the world. Electives are the most flexible choice



made by the players, in that they can choose to use any Skill that they believe would be applicable for the class that they suggest and this class should be one of their easiest classes. The Magic Keeper should work to determine the kinds of classes that might work with their Skill Choice, such as Emergency Response for the Leadership Skill or a kind of contemplative or religious class for the Purity Skill.

Rolling for Student Classes

The Students will now prepare to roll, once for each of the three classes in the AM block and tally their results. They check their relevant Skills and make a Skill Check against the Student Class DC generated by the Magic Keeper. Afterward, they'll consult **Table 11-5: Student Class Results** to see how they did. They might gain Stress Points, Social Points, or perhaps gain surprise effects! Following this, it's time for them to unwind a little and take a break for the Lunch Period. This is a short downtime for the Students to eat and recharge. They could listen to some juicy gossip, take a quick power nap, or chug some caffeine. Then it's back to finish off the school day!

After lunch, they'll now roll once for each of the three classes in the Student Classes (PM) block; refer once more to **Table 11-5: Student Class Results** with their secondary results, and see how they finished the day. If they accumulated a lot of Stress Points, they thankfully are heading into the Free Time Phase to reduce some of that Stress!

Remember that Students can use their NPC Bond Abilities and Student Abilities to help them pass their Student Class Checks, and Bond Abilities can even be added after the roll of the dice but before the results are revealed. As such, even brand new characters should have a reasonable chance of passing most classes, especially once they're reminded of the powerful influence of their Fate Card!

In **Chapter 9** we introduced the power of Bond Levels and Abilities. As such, nearly every Magi-Knight will have at least one Friendly Bond and access to that NPC's Bond Ability (thanks to the NPC that was tied to their Fate Card). Using the Friendly Assistance Bond Ability, the player can add 1d4 to any Skill Check that they make during a non-Combat Encounter, such as a Student Class Check!

Calculating Successes and Failures

During the School Phase, Natural 20s count for two successes, and Natural 1s count for two failures. After making the 3 Student Class Checks, the students will add up their Success and Failures. A Success counts as a "positive 1," and a Failure counts as a "negative 1." Once they have their total, the students will refer to **Table 11-5: Student Class Results** and check their results. They should think of what happened in their school day to account for this result and give a brief description to others about it! Alternatively, the Magic Keeper can narrate an event for them.

Successes and Failures are tallied at the end of the AM schedule, and the results are applied. This happens again at the end of the PM schedule.

School days are split up into alternating "A" and "B" days, with Fridays alternating between them on their own schedule. When **Generating a School Day**, unless it is **Test Week**, you cannot have more than one Test Day, and in most situations, you cannot have more than one Assembly Day per week. If a second one

is rolled, simply ignore it and reroll. Additionally,

Pop Quiz Days are usually limited to once per week, per A or B Schedule.



Counselor Cards

Once per Episode, if a Student has 6 Stress Points, they may discreetly give their teacher a **Counselor Card**. This card allows them to be immediately excused from class to meet with the **School Counselor** (unless it is a Test Day). Instead of rolling the Student Class Check for that class, they head to the Main Office and meet with the counselor to talk about their problems, stresses, and other issues that they may want to address. Reduce the Student's Stress Points by 3. You may also attempt a Purity Skill Check (DC 20) and remove 1 Trauma Point on success. If the Trauma Point you're

attempting to remove is on the Terminator Line, add +3 to the DC.

Because they missed class, the student is assigned make-up homework. If the student does not complete a **Study and Complete Homework** Activity during a Free Time Phase that occurs before the beginning of the next class that they missed, they gain 2 Stress Points and automatically fail their Student Class Check for that class.

A student may not use a Counselor Card to avoid the same class until the beginning of the next Season.

TABLE 11-2: WEEK SCHEDULE

Monday - Friday	Time Windows	Saturday - Sunday	Time Windows
School Phase (AM)	07:25 AM – 11:05 AM	Free Time (AM)	10:00 AM – 2:00 PM
Lunch Period	11:05 AM – 11:45 AM	–	–
School Phase (PM)	11:50 AM – 3:30 PM	Free Time (PM)	2:00 PM – 6:00 PM
Free Time Phase	3:30 PM – 6:30 PM	–	–
Investigation Phase	6:30 PM – 10:00 PM	Investigation Phase	6:00 PM – 10:00 PM
Patrol Phase	10:00 PM – 1:00 AM (No Encounter) 10:00 PM – 3:00 AM (Encounter)	Patrol Phase	10:00 PM – 1:00 AM (No Encounter) 10:00 PM – 3:00 AM (Encounter)
Sleep Phase	1:00 AM – 7:00 AM (No Encounter) 3:00 AM – 7:00 AM (Encounter)	Sleep Phase	1:00 AM – 7:00 AM (No Encounter) 3:00 AM – 7:00 AM (Encounter)

TABLE 11-3: GENERATE SCHOOL DAY

School Day (d12)	Result
1	<i>It's an Assembly Day! If only every day was this easy...</i> Skip either the AM or PM School Phase (as chosen by the Magic Keeper). During the skipped Phase, all students reduce their Exhaustion and Stress by 1 Point. If they have no Exhaustion or Stress, they gain an Inspiration Point! All students make their Student Class Checks at DC 10.
2-8	<i>It's an ordinary, Average Day. Hopefully, something interesting will happen...</i> All students make their Student Class Checks at DC 12.
9-11	<i>Crap, it's a Pop Quiz Day! You've been keeping up with your studies, right?</i> All students make their Student Class Checks at DC 14.
12	<i>It's one of the ever-dreaded Test Days! You studied for this one, right?...</i> All students make their Student Class Checks at a DC 18.

TABLE 11-4: SCHOOL SCHEDULE

	A - Day	Relevant Skill	B - Day	Relevant Skill
1st Period	Language Arts (English)	Academic Arts	History	Academic Arts OR Leadership
2nd Period	Elective	Student Choice	Science	Medicine OR STEM
3rd Period	Mathematics	STEM	Foreign Language	Academic Arts OR Insight
Lunch	–	–	–	–
4th Period	Fine Art	Creativity OR Performance	Language Arts (English)	Academic Arts
5th Period	Science	Medicine OR STEM	Mathematics	STEM
6th Period	Physical Education	Athletics OR Coordination	Computers	Investigation OR STEM

TABLE 11-5: STUDENT CLASS RESULTS

Total Successes	Result
4 or more	Student of the Hour! You know you're good, but you're not usually <i>this</i> good! You've seriously impressed a friend or rival; Gain 1 Social Point with any NPC and gain an Inspiration Point OR Remove up to 3 Stress Points!
3	A Bright Future Ahead! The more you think about it, the more you realize your future has a lot of potential! Remove 2 Stress Points.
2	You're Naturally Talented! You're finally starting to figure things out! Remove 1 Stress Point.
1 OR 0	Keep Up the Positive Attitude! You're doing okay, but things could be better (no change).
- 1	There's Always Tomorrow... Gain 1 Stress Point.
- 2	It's Just One of Those Days... Gain 2 Stress Points.
- 3	Why is School So Hard?! You've failed so miserably that you feel physically ill. Gain 2 Stress Points and an Exhaustion Point. If this would put you above Exhaustion Level 4, gain 2 Stress Points instead (up to your maximum).
-4 or less	The Day of Epic Failure... You're not usually emo, but days like today are known as "days of epic suck!" Gain 2 Stress Points and 1 Exhaustion Point, up to your maximum. Additionally, during the Free Time Phase, you're too distracted about your "horrible, sucky life," and you cannot gain any Social Points during this phase.

Lunch Period

Magi-Knights may use their 40-minute lunchtime to interact with one another or their fellow students. This includes exchanging information, listening to the local gossip from friends, or having friendly interactions. Every Lunch Period, each Student should choose one Lunchtime Activity to participate in.

Lunchtime Activities

Drink Copious Amounts of Caffeine

You've been dragging your feet this entire day. But you're gonna get through it! Not with a nap, but with more caffeine! You chug enough caffeine to temporarily negate any penalties associated with Exhaustion and Stress Points until the end of the PM School Phase!



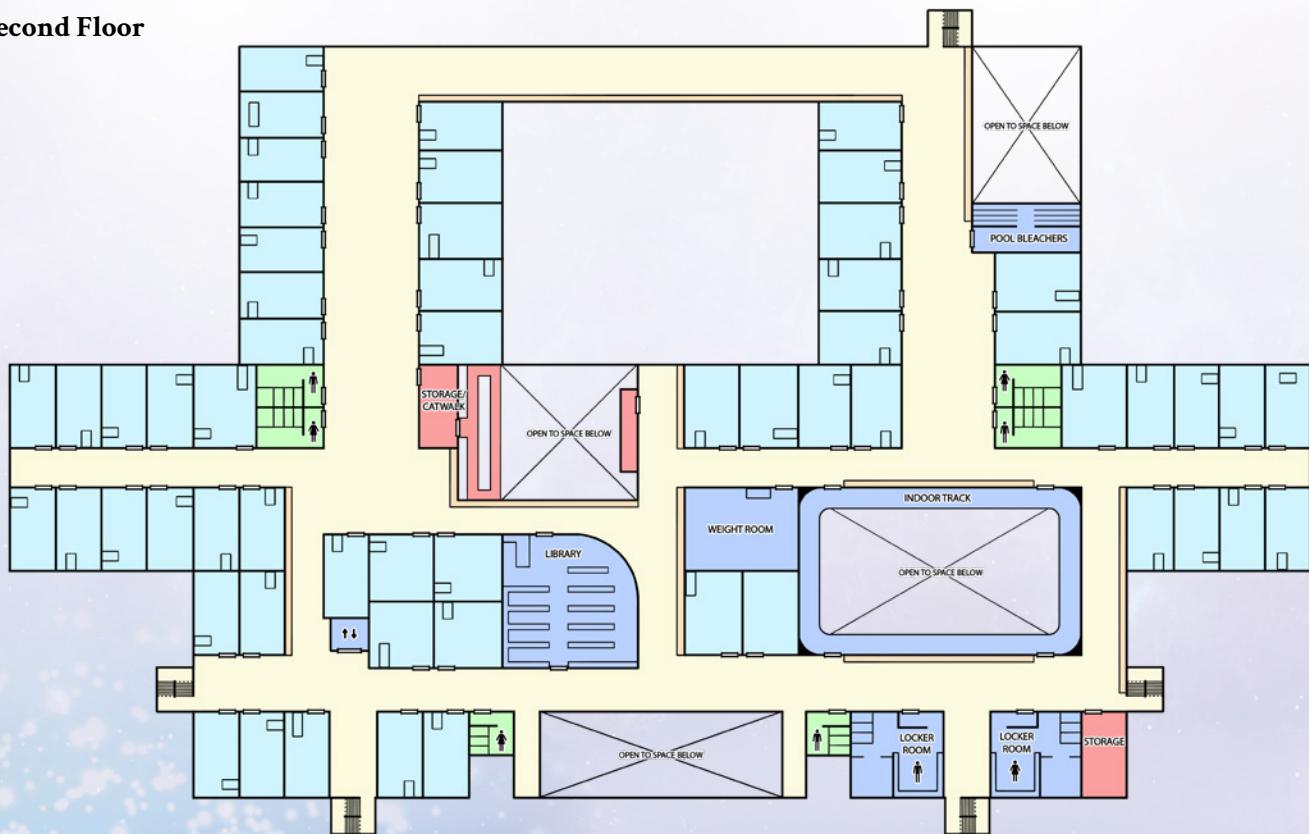
Frost Peak Academy

First Floor



Frost Peak Academy

Second Floor



Last Minute Cram Session

You knew you forgot to do something last night! Better do that unfinished homework assignment or some cramming! Choose a 4th, 5th, or 6th-period class. That class reduces its DC by 4 during the upcoming Student Class Check.

Listen to Gossip

All of this hard work has left little time to hear about all of the latest gossip and rumors! Time to ask around and see if anyone has heard anything juicy lately!

Maybe you hear a helpful rumor (Magic Keeper gives you a rumor tied to the Episode that will further an investigation). If there are no potential rumors to be heard at school, you at least hear some funny or interesting gossip. This means that if you do not hear a rumor, you gain an Inspiration Point instead!

Relax and Eat with Friends

You know what's better than good food? Good friends! Good thing you've got a few on hand to help you get through both the good and bad times! Good thing you can never have too much of a good thing! Remove 1 Stress Point and Gain 1 Social Point with one NPC or Magi-Knight. If you have no Stress Points, Gain 1 additional Social Point! Wow, good thing, right?!

Time for a Power Nap!

You find a nice, quiet place to just pass out for a few moments, or maybe you're tired enough to just pound your head into the table and pass out then and there. Either way, it's not peaceful enough to really recuperate much, but maybe it's all you need? Remove 2 Stress Points.

Receiving Detention

Well, we all make mistakes, right? After being given a 1-on-1 crash course on ethics, a teacher or faculty member has slapped you with a **Detention Ticket!** For each Detention Ticket you possess, you are forced to spend one Free Time Phase doing the **Mandatory Detention** Activity until you've gotten rid of all of your Detention Tickets. If you try to weasel your way out of it, the faculty will naturally be in touch with your parents, who will then cause a lot of problems for you. For each day that you avoid doing the Mandatory Detention Activity, you gain 1 Trauma Point as suddenly there's trouble at school, home, and everywhere in between!

Suspended From School!

If things go horribly, horribly wrong and you're **Suspended From School**, you're not going to get out of doing your school work! You're stuck at home doing the work you should be doing at school. Follow the appropriate School Schedule and make your Student Class Checks as normal. Even worse, you're all alone and depressed, so you skip your Lunchtime Activity! Any **Student of the Hour** or **A Bright Future Ahead** results are reduced to **You're Naturally Talented**, and until you finish your suspension, you're also banned from participating in any **Club and School Activities**.

Lastly, upon receiving this suspension, you lose 5 Social Points with an influential teacher, guardian, or someone else whom you've been building up a rapport with and gain 1 Trauma Point as you deal with a stern reprimand from the adult figures around you!

School Festivals

Festivals are an integral part of student life at Frost Peak Academy. Taking inspiration from its overseas roots, the first two festivals are dedicated to both the school and its community, while the last two are dedicated primarily to its hardworking faculty and staff. Students who are considered trouble-makers or fail to put the proper effort into their assignments are barred from attending these important festivities. Such a decision is largely arbitrary and dependent on the judgment of the principal and her faculty, but losing out on these important memories and enjoyable activities is traumatic for anyone. If this happens, the student in question suffers 3 Stress Points and gains 1 Trauma Point the moment this news is delivered (when such a decision would be final).

Festival Dates

The following are the dates of the school festivals during the 95-96 School Year Calendar:

- ★ Culture Festival Q1 (September 22nd) - School and Community
- ★ Holiday Festival Q2 (December 15th) - School and Community
- ★ Field Trip Day Q3 (March 22nd) - School and Faculty
- ★ Sports Day Q4 (May 31st) - School and Faculty

School Festival Time, or Preparation Time

During the day of the Culture and Holiday Festivals, the school cancels classes in order to give both students and faculty enough last-minute prep time to finish whatever tasks haven't been completed. For Field Trip and Sports Day, the effects are similar, but the time is spent attending the event instead. This results in the following effects:

- ★ No Student Class Checks during AM or PM.
- ★ Reduce Exhaustion by 1 and Stress Points by 2.
- ★ Gain 3 Social Points to spend as you wish.
- ★ Lunch Period as Normal.

School and Community Festivals take place during the Free Time Phase after a day of preparation by the students. School and Faculty Festivals take place during the school day and the Free Time Phase. If a Magic Keeper chooses, they may extend the activities into the Investigation Phase as well, if the events of the day require more time. The following is the School Festival Free Time Activity.



Kenneth
McQuaid

Mandatory Free Time Activity: Attend a Festival!

- ★ You reduce either your Exhaustion or Stress Points by 1.
- ★ You gain the Well Fed Effect!
- ★ Remove 1 Trauma Point.
- ★ Gain +1 Social Point with every member of your squadron.
- ★ Additionally, gain 6 Social Points to spend as you wish.
- ★ If you are part of a Club, make a Club Check (1d100). On a 50 or higher, your Club gains 4 Club Tallies; on a 49 or less it gains 2 Club Tallies. Regardless, you gain 3 Social Points with one NPC in your club.
 - ♦ If you are not part of a Club, you are considered to have worked with a friend's Club to prepare for the festival instead. Make this same roll and gain 3 Social Points on a 50 or higher or 2 Social Points on a 49 or less with that player or NPC.

Free Time Phase

During this phase, Magi-Knights will be able to do a variety of popular things that most other students might normally do to put their minds at ease, at least for a while. The Magic Keeper and Magi-Knights should take a short amount of time to narrate what they do and how the Free Time Phase is spent. They can partake in these activities alone, with each other, or even with an important NPC.

Doing any Free Time Activity grants a special benefit listed in the **Free Time Activities** section. If you would like to do an activity that is not listed, speak with your Magic Keeper and describe what you'll be doing and what reasonable result you would like to have it reflect.

Remember that each Magi-Knight chooses their own activity results separately. So, if Seth and Kirina go to the Arcade and Seth chooses the "Hit Up the Arcade" Result, he gets to roll his dice to see if he gets a prize! But Kirina, who also came along, decides to spend more time socializing with a friend than playing arcade games, so she opts to gain the "Hang Out with a Close Friend" result and makes a Skill Check to see if she gains a boost of Social Points with her friend! The location isn't important; it's the Result that matters!

Social Point Freebie

No matter which Activity you choose, every Free Time Phase you gain 1 Social Point (SP) to spend as you wish on one Magi-Knight or NPC that is with you. Any SP not spent by the end of the Phase disappears.

Special Outing Bonuses

Sometimes you can get an **Outing Bonus** by going out with a certain group or number of people. These Outing Bonuses provide Social Points that are received in **addition** to the freebie and the ones from the Free Time Activities.

- ★ **A Squadron Outing:** If the entire Magi-Knight team chooses to do the same Activity and only with each other (no NPCs), everyone gains 1 Social Point with each Magi-Knight!
- ★ **Some 1-on-1 Time:** If you spend your Free Time Phase with only one other Magi-Knight **or** one other NPC, you gain 1 Social Point with them!

Free Time Activities

Blow Off Steam

You decide to unwind through physical exertion. This might be just shooting hoops, going a few rounds with a punching bag, or throwing the ol' pigskin with your dad (unless you're too cool for that). Reduce Stress Points by 3.

Combat Training

The unsharpened blade dulls with time, and training today might make the difference between death and victory. You gain the Studied Effect [Combat]! This effect allows you to add a +1d8 to any Weapon Attack and can be used after the dice have been rolled but before the results are revealed. Mark an "X" on your Studied cap! By the end of your next Sleep Phase or after using it, erase the mark.

Converse with the Herald

You attempt to gather extra knowledge regarding your purpose, the Invading Evil, your Magi-Knight powers, or anything else. Make a Mysticism Skill Check (DC 15). On a success, you learn a piece of obscure lore and gain an Inspiration Point! On a failure, you only receive one of these two benefits. If you choose to gain an Inspiration Point but already have one, you must immediately spend it.

Go on a Hot Date!

What's the best reminder of what you're fighting for, if not a memorable date? Select a Love Interest (NPC) to spend some quality time with (Friendly Bond or higher required)! Pick a location to go to and then make an Influence / Persuasion Skill Check (DC 15). On a success, you gain 3 Social Points with that NPC. On a failure, the night was enjoyable, albeit a little awkward, and nothing particularly memorable occurred; gain



0 Social Points. If you have multiple Love Interests (NPCs) and are trying to play the field, gossip may begin to circulate and harm your Bond!

Hang Out with a Close Friend

There are few things more therapeutic than friends, and unfortunately now that you're a Magi-Knight, you'll probably need more therapy than most. Select an NPC, pick a location to go to, and then make an Influence / Persuasion Skill Check (DC 12). If you succeed, you gain 2 Social Points with that NPC! If you failed, you had a good time but couldn't get much closer with the chosen person; gain 1 Social Point instead.

Hit Up the Arcade

You have a great time playing around at the Arcade, alone or with your friends! Heal 1 Stress Point. The arcade is also a great place to try your hand at some crane and claw machines! Who knows, you might just win something worthwhile that you can keep, sell, or give to a friend? Even Khierix the Herald happens to be obsessed with collecting objects, and one of the machines more than likely has limited edition figures from his favorite TV show, **Super Soarin' Dragon Soldiers!** He's willing to trade Shards of Power for these very rare items, so go on and test your luck!

Roll 1d100. On a 70+, you've gotten a limited edition item! Choose a Reward...

TABLE 11-6 ARCADE REWARDS

d100	Reward
1-69	No reward
70-79	Shard of Rarity 1 OR a Gift worth 1 Social Point
80-85	Shard of Rarity 2 or less OR a Gift worth 2 Social Points
86-90	Shard of Rarity 3 or less OR a Gift worth 3 Social Points
91-94	Shard of Rarity 5 or less OR a Gift worth 4 Social Points OR 1 Budget Tally
95-97	Shard of Rarity 6 or less OR a Gift worth 5 Social Points OR 2 Budget Tally
98-99	Shard of Rarity 8 or less OR a Gift worth 6 Social Points OR 3 Budget Tally
100	Shard of Rarity 9 or less OR a Gift worth 8 Social Points OR 5 Budget Tally

Moment of Catharsis

You find a place of peace and tranquility so that you can attempt to purify some of the darkness clouding your Soul Crystal. This can be done alone or in the presence of your fellow Magi-Knights. Partaking in Moments of Catharsis could be doing a session of intense meditation

or allowing your facade to drop and purging your feelings through an overwhelming, emotional release.

Attempt a Purity Skill Check (DC 20). If you succeed, you remove 1 Trauma Point. If the Trauma Point you're attempting to remove is on the Terminator Line, add +3 to the DC. Once per Activity, each squadron member with you while you do this activity may roll 1d4 and add it to your total. If your Skill Check exceeds 27 (or 30 on the Terminator Line), you may remove 2 Trauma Points instead! You may not use Student Abilities on this check.

Part-Time Job

Sometimes you need money, and not just a little, but a lot! Maybe you've got your eye on a new camera, a cheap car, or maybe you want to surprise your friends with a huge gift! Whatever it is, it's probably just a bit out of your reach, but that's what jobs are for, right?

Roll 1d4 to see how the day went:

d4 Result

Tough Day: Ugh, this is why you hate having a job! You had

1 to deal with irate customers or coworkers all shift! Increase Stress by 1 and Gain 1 Budget Tally.

Boring Day: It was so slow you would have been happier

2 watching a snail and turtle race. But you got to relax, at least, right? Reduce Stress by 1 and Gain 1 Budget Tally.

Good Day: Hey, it wasn't too bad! Maybe it wasn't easy,

3 but you worked harder than usual and got a lot done. Gain 2 Budget Tallies.

Awesome Day: A customer or a manager noticed your

4 stellar work; it's about time! Why'd they take so long to notice you're awesome?! Gain 1 Social Point with someone you would have seen that day and gain 2 Budget Tallies.

Rest and Relaxation

Sometimes you just need to sink into the comforting embrace of a couch or bed. Remove 2 Stress Points and 1 Exhaustion Point. You additionally recover $\frac{1}{2}$ your total HP (rounded down). If you do this Activity alone, you may also erase 1 Crystalline Fracture.

See a Movie

You watch an awesome movie that starts many topics of conversation with your friends. Heal 1 Stress Point and gain 2 Social Points that must be split between multiple characters that attended.

Study and Complete Homework

Described by many as a "necessary evil," but you're pretty sure that it's just a bunch of busywork. You gain

the Studied Effect [School]! This effect allows you to add a +1d8 to any Student Class Check after the dice have been rolled. Mark an "O" on your Studied cap! At the end of your next School Phase, or after using it, erase the mark.

To the Mall and Beyond

It's time to buy new stuff! Whether it's new music, games, clothes, or whatever else, something in your collection is new and shiny! Gain 1 Social Point and you may spend any number of Budget Tallies to gain a new item.

Visit a Restaurant

There's nothing quite like the perfect meal or dessert. You reduce either your Exhaustion or Stress Points by 1 and gain the Well Fed Effect! This allows you to reroll any dice rolled during your next Physical Skill Check (STR / CON / DEX). Once used, erase it from your sheet. You lose the Well Fed Effect at the end of the next Sleep Phase.

Adjust Soul Armaments

Meditating by yourself and with your Soul Crystal, you are able to adjust your Soul Armaments. After character creation, if you want to change the type of Soul Weapon you have, add a Knight's Force Shield to your equipment, add an Astral Weave onto your Soul Armor, imbue a Rune into your Armaments, or Install a Visor, this is the Free Time Activity you must complete before the desired changes take effect.

Soul Weapon Runes are transferred to the new weapon while Soul Guns must choose a number of new Weapon Attachments that are applicable for the new weapon.

Grinding the New Rice (Limited)

You can only hope your mentors are actually trying to train you and not just grind you into oblivion. To do this Activity, you must have the same-named Special Ability. If you do and participate in this activity, you gain 1 Training Tally. If at least one other Magi-Knight that is not a New Rice participates in this Activity with you, you gain one additional tally and gain 1 Social Point with each Magi-Knight that trains you. Make an Athletics Skill Check (CON; DC 14). On a failure, you gain 1 Exhaustion Point. Also, you must make a Mysticism Skill Check (CON; DC 14). On a failure, you gain 2 Stress Points.

Mandatory Detention

Wow, you really blew it this time, didn't you? You've done something to merit the wrath of a teacher or faculty member and now have Mandatory Detention! You'll be spending your Free Time Phase at the school in a room, either being bored out of your skull or somehow motivating yourself to do schoolwork. Just remember: No Talking!!

The DC is based on the DC of the school day. Choose one Activity to do:

1. **Pressured Study:** Make an Academic Arts Skill Check. If you pass, you gain the Studied Effect. If you fail, you are too distracted and just waste time.
2. **Just Killing Time:** You stare outside the window of your prison cell and dream of everything beyond these walls, or maybe you just doodle or pen something unrelated to your scholastic studies. Either way, reduce your Stress Points by 2.
3. **Covert Conversation:** Oh hey, look! You've got a cellmate. What luck! With the secrecy of a stealth bomber, you begin very quietly whispering or passing notes with them. Gain 1 Social Point with any NPC and reduce your Stress Points by 1. Make a Stealth Skill Check (DC of the school day + 3). On a failure, you get an icy cold stare or another good talking to! Gain 2 Stress Points. If you fail the check by 10 or more, not only are your antics discovered but you get "torn a new one!" A new what? A new Detention Ticket, of course!

Joining a Club or Team

Students can also join a **Club or Team**, and this takes place during the Free Time Phase. Being a **Club Member / Team Member** can be a difficult task at times and is certainly a time commitment! Be sure to evaluate your choices carefully before dedicating yourself to the endeavors of a club. Additionally, there may be a club you wish to join that is not listed in **Table 11-7**. Discuss with your Magic Keeper which category the club would likely fit into before introducing it into your game.

A Magi-Knight only has enough free time to participate in one Club. Both the **Academic Clubs** and the **Sports Clubs** are considered **Funded Programs**. Note, however, that Sports Clubs are referred to as "teams" but still count as a Club for the purposes of game mechanics. **Hobby Clubs** meet 1-2 times per week (decide with your Magic Keeper), and a Club that

is part of a Funded Program meets twice per week. Attendance is required in Funded Programs, and if you would be forced to miss a day, reduce your Club Tallies by 1 (to a minimum of 0) and gain 1 Stress Point.

Club Growth and Resounding Growth

Your club experiences **Club Growth** as you maintain attendance and participation. Club Growth is kept track of with **Club Tallies**. At the end of each club day, you will make a **Growth Check**. This involves rolling a d100 and attempting to have a result of 50 or higher. This will determine if your club made any headway and improved itself. If your Growth Check is successful, this could be the team growing stronger, the club being discussed more favorably among the student body, or completing their latest goal.

After accumulating 8 Club Tallies, your club experiences a **Resounding Growth** and gains reputation among your peers! You'll begin to hear other students bring up your club in conversation more often, or the school may make an announcement about something great your group achieved. Once this occurs, choose 3 different NPCs and immediately gain 2 Social Point with them. Afterward, erase all of your Club Tallies and begin again.

Funded Programs

The Academic and Sports clubs are fully endorsed by Frost Peak Academy because they bring profit and prestige to the school. Along with club members, a Magi-Knight who is a member of one of these clubs may also select faculty members to gain Social Points with when they participate in a Club Activity.

At the start of each club day, you decide how actively you will participate:

Sports

- ★ **Full Throttle:** Gain 1 Exhaustion Point, Gain 1 Club Tally.
- ★ **Moderate Participation:** Add +10 to Growth Check.
- ★ **Boisterous Support:** Gain 1 SP with a Club NPC.
- ★ **Take It Easy:** Reduce Stress and Exhaustion Points by 1.

Academic

- ★ **Full Concentration:** Gain 1 Stress Point, Gain 1 Club Tally.

- ★ **Moderate Participation:** Add +10 to Growth Check.
- ★ **Socialize With Club Members:** Gain 1 SP with a Club NPC.
- ★ **Take It Easy:** Reduce Stress and Exhaustion Points by 1.

Hobby

- ★ **Full Participation:** Gain 1 Stress, but gain 1 Club Tally.
- ★ **Moderate Participation:** Add +10 to Growth Check.
- ★ **Socialize With Club Members:** Gain 1 SP with a Club NPC.
- ★ **Take It Easy:** Reduce Stress and Exhaustion Points by 1.

At the end of a Club Activity, the following occurs:

- ★ Make a Club Check (1d100). On a 50 or higher, your Club gains 1 Club Tally. After making this roll, you additionally resolve the following:
 - ◆ **Sports:** DC 12 Athletics (CON); on failure, Gain 1 Exhaustion.
 - ◆ **Academic:** DC 12 Academic Arts / STEM; on failure, Gain 1 Stress.
 - ◆ **Hobby:** Reduce Stress by 1 Point.

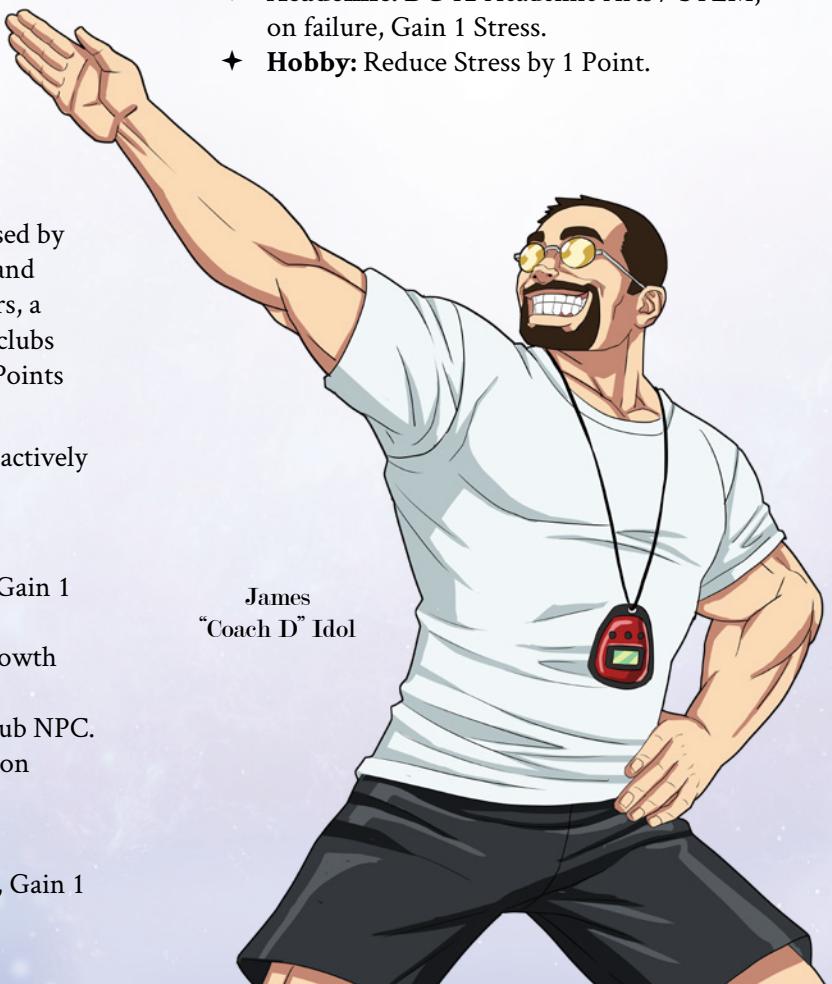


TABLE 11-7: AFTER-SCHOOL CLUBS

Sports Teams (Funded)	Academic Clubs (Funded)	Hobby Clubs (Non-Funded)
Baseball Team	Band / Orchestra Club	Anime Club
Basketball Team	Chess Club	Art Club
Cheer Team	Choir Club	Baking / Cooking Club
Dance Team	Debate Club	Book Club
Football Team	Drama Club	Creative Writing Club
Kendo Team	Gardening Club	Film Club
Kyudo / Archery Team	Math Club	Gaming Club
Martial Arts Team	School Newspaper	Ghost Hunter Club
Soccer Team	Science Club	Jewelry Making Club
Swimming Team	Student Council	Magical Hero Fan Club
Track Team	Technology Club	Photography Club
Volleyball Team	Tutoring Club	Sewing Club
Wrestling Team	Yearbook Club	Volunteering Club

Club Advancement

After a club that you are attending has had 3 Resounding Growths (which is earned by accumulating a total of 24 Club Tallies) you can attempt to advance from a Normal Member to the **Club Vice-President**, or from the Vice-President to the **Club President**.

You must have at least 2 NPC Club Members with whom you have formed a Friendly Bond before you can advance to the Club Vice-President. If you are already the Club Vice-President and have a Caring Bond with at least 1 Club Member and a Friendly Bond with at least 1 other Club Member, you can become the Club President. However, if you attempt to advance in a Funded Program, you must first convince the school faculty that you are “the right person for the job.” Make an Influence, Leadership, or Persuasion Skill Check (DC 16). If you fail, you can attempt to attain the position the next time your club experiences a Resounding Growth, and you gain Advantage on the Skill Check if you were unable to convince the faculty after your first attempt.

Club President Prestige [Funded Program]

A Club President of a Funded Program gains +5 to all Influence Skill Checks with the Faculty of Frost Peak Academy and can choose to automatically pass an Influence Skill Check with a member of the Student Body, Once per Sleep Phase.

Club VP Prestige [Funded Program]

A Club Vice-President of a Funded Program gains +3 to all Influence Skill Checks with both the Faculty and Student Body of Frost Peak Academy.

Club Member Prestige [Funded Program]

A Club Member of a Funded Program gains +1 to all Influence Skill Checks with both the Faculty and Student Body of Frost Peak Academy.

Same Club Bonus

- ★ A President can, Once per Sleep Phase, choose to automatically pass a Persuasion Skill Check with a member of their club.
- ★ A Vice President gains +4 to all Persuasion Skill Checks with a member of their club.
- ★ All Club Members gain +2 to all Persuasion Skill Checks with each other member of their club.

Changing Clubs

You can only change clubs once a month. After you have left a Club, they will likely not allow you to return to it without a plausible explanation (confer with your Magic Keeper). If you are able to return, you do so as a standard Club Member of any club you rejoin. Club Tallies do not transfer between clubs.

Investigation Phase

During this phase, the squadron will investigate the presence of the Invading Evil by Collecting Information and Investigating Rumors! This is the phase that they should be investigating into the recent happenings of **Lapis City** and Collecting Information. If the squadron opts not to actually do any investigating during this phase, they **cannot** use this as an additional Free Time Phase. Since there are rarely any pauses in the machinations of the Invading Evil, there should

almost always be something for the Magi-Knights to investigate. If not, the looming silence likely only indicates the plotting of a nefarious plan about to be put into action by an alarmingly powerful Outsider.

Collecting Information

While in their Student Persona, The Magi-Knights should pour over recent happenings in newspapers, watch the local news, make contact with individuals who report strange sightings, or even review all of their previously gathered evidence in order to discern the potential location of something significant or additional information about an upcoming foe. This could be the location of an **Ethereal Tether** (which allows Spectral Outsiders to remain in the Cardinal Plane outside of their normal time constraints), a **Ziggurat of Mystical Power** (which intensifies the powers of the Spectral Harbingers), or perhaps the Magi-Knights know something strange is going on, and a Spectral Outsider is most likely involved, but aren't sure where to begin their investigation? In this instance, the Magic Keeper, through the use of the Herald, will have to work with the Magi-Knights to begin the trail of crumbs that will lead to the continuation of the Episode!

Chase Encounters

During their Investigation Phase, the squadron may come across someone they want to follow silently, like where that person who dropped off that suspicious package is heading next, or even chase down someone like a fleeing cultist! In some events, it may be time for them to hightail it out of a place they shouldn't be while in their Student Persona or potentially flee from an impossible foe for which they haven't discovered a weakness!

First, the Magic Keeper rolls on **Table 11-8: Pursuing** to generate an Obstacle Type, and then the first **Chase Round** begins. Players then take turns making their Skill Check against the Obstacle Type to see if they pass or fail, with any player choosing to go first. After making the Skill Check against the Obstacle Type that was generated by the Keeper, the player will keep track of whether they have succeeded or failed the Skill Check for that round. After every player has made their attempt and recorded whether they succeeded or failed, play continues to the second round of the Chase Encounter. During the next Obstacle Type generation, if the Obstacle created is the same as the previous one, either roll again for the Obstacle Type or the Keeper may, at their discretion, simply choose which Obstacle will appear for any given round.

Once any player has achieved 3 Successful Skill Checks during a Chase Encounter in which the group is Chasing or Following an individual(s), the Encounter is considered successful. Depending on the situation that generated the Chase Encounter, this means that either the character caught up to their fleeing quarry and restrained them or that they successfully tailed someone while remaining incognito. But when any player has made 3 Failed Skill Checks at any time in the Chase Encounter, they are considered to have failed the Chase Encounter. They are removed from the Encounter and given 1 Exhaustion Point. If they were chasing someone, they simply are considered too tired to stay in the pursuit and drop out. If they were following someone, perhaps they simply got confused and lost the target in the hustle and bustle of the city. If they were attempting to escape from something, the consequences are likely much more dire and will need to be determined by the Magic Keeper. If the entire squadron has failed their attempts to chase or follow

TABLE 11-8: PURSUING

d12 Roll	Obstacle Type	Obstacle Result	Obstacle Difficulty
1-2	Athletics	An Obstacle is in your way that can only be overcome by a gymnastic maneuver or by powering through it!	DC 14 + Target's Invasion Level
3-4	Coordination	An Obstacle is in your way that can only be overcome by great hand-eye coordination!	DC 14 + Target's Invasion Level
5-6	Creativity	An Obstacle is in your way that can only be overcome by unconventional and quick thinking!	DC 14 + Target's Invasion Level
7-8	Influence OR Persuasion	An Obstacle is in your way that can only be overcome by verbal social interaction!	DC 14 + Target's Invasion Level
9-10	Investigation	An Obstacle is in your way that can only be overcome by noticing an important object!	DC 14 + Target's Invasion Level
11-12	Perception	An Obstacle is in your way that can only be overcome by noticing something at the last moment!	DC 14 + Target's Invasion Level

a target, their quarry has completely eluded them, and whatever information they were hoping to gain from the Chase Encounter is lost and may need to be discovered through alternative measures.

If either side attempts to make an Attack or Cast a Spell during a Chase Encounter, they must first take 1 failure. If this puts them at 3 failures, the target escapes from them while they attempt to cast their spell. If the spell would inflict a Condition, the target gains Advantage on their Roll to Resist. For the purposes of Range, assume the target starts out 180 feet away and each success they have puts them 60 feet closer.

In a Chase Encounter in which the players are attempting to escape, only the players who achieve 3 Successful Skill Checks escape the Encounter unscathed. The results of failure during this type of Encounter can vary wildly. In one example, any player who has made 3 Failed Skill Checks could be subject to gaining a Trauma Point, HP damage, a Condition during their next Combat Encounter, the Feverish Dreams Effect, or any other penalty that the Keeper deems appropriate. After recording their failed attempt and receiving their penalty, they might be told to continue the Chase Encounter, with each failure beyond the third indicating an additional penalty. Alternatively, and in rare circumstances, a character might simply become lost or captured by the Invading Evil and will likely need to be rescued by their fellow Magi-Knights before something terrible happens to them!



Tiring Pursuit

Sometimes the chase takes longer than expected, or the target is just particularly crafty. At the Start of the 4th Chase Round, all players still involved gain 1 Stress Point as the frustration takes its toll on them. Additionally, they must all make an Athletics Skill Check (CON) equal to the Difficulty of the Obstacles. On a failure, they gain 1 Exhaustion Point and 1 Failure, and then play resumes (provided this was not their 3rd Failure)!

Follow the Leader

At the start of a Chase Round, if the player in the "lead" of the chase has Proficiency in Leadership, they may grant 1d4 to any other player's Skill Check to pass an Obstacle. Additionally, the player designated as the Squadron Leader may also grant 1d4 to any other player's Skill Check to pass an Obstacle. These dice are given out before any Skill Check dice have been rolled.

Hiding in Plain Sight

A player with Proficiency in Stealth is exceptional at following someone unnoticed, and as such, when attempting to covertly tail another person, they begin the first Chase Round with 1 Success.

Solo / Duo Pursuit

Sometimes, the entire squadron isn't available to begin a Chase Encounter. Maybe one or two of the players stumble upon something interesting while split away from the rest of their squadron. In these instances, for each squadron member absent from the Chase Encounter, one player gains a +1 Modifier to all of their Skill Checks (to a maximum of +2) during the Chase Encounter as they focus entirely on their own pursuit and are not distracted by external concerns. They only gain this modifier if the other Magi-Knights could not reasonably be part of the Chase Encounter. If they could but are merely split up, this bonus is negated and instead the late arrivals begin the Chase Encounter with one automatic failure and skip the first round of the pursuit. Lastly, the Obstacle Difficulty starts at DC 14 but the squadron adds the target's Invasion Level to the total.

Escaping From Outsiders

This task is a far more difficult Encounter and requires a slightly different skill set! Once per Skill Check during a Chase Round, a player can re-roll their Skill Check die by taking 1 Exhaustion Point. Failing back-to-back Checks inflicts 1 Stress Point. The Tiring Pursuit and Follow the Leader additions may also come into play during these instances.

TABLE 11-9: ESCAPING FROM OUTSIDERS

d12 Roll	Obstacle Type	Obstacle Result	Difficulty of the Obstacle
1-2	Athletics	An Obstacle crashes down in front of you! Either plow through it or leap over it!	DC 16 + Target's Invasion Level
3-4	Deception	The Outsider is getting too close! See if you can distract them with the Obstacle!	DC 16 + Target's Invasion Level
5-6	Investigation	You notice an Obstacle that might impede or slow down your pursuer. But can you actually use it effectively?	DC 16 + Target's Invasion Level
7-8	Leadership OR Purity	The Obstacle is you! You're panicking and can't think straight! You need to calm yourself down and think clearly!	DC 16 + Target's Invasion Level
9-10	Mysticism	You implement a magical Obstacle against the Outsider to slow them down or impede them!	DC 16 + Target's Invasion Level
11-12	Stealth	The Outsider has pinned you hopelessly in a corner. Sneak around the Obstacle quietly and maybe you can loop around...	DC 16 + Target's Invasion Level

Live to Fight Another Day

Some believe that a hero never runs from injustice and will fight until their dying breath. Others have watched those majestic souls fall beneath the tireless onslaught of said evil. Sometimes a poorly executed plan means that the squadron might waltz into a veritable meat house. Perhaps one or two of them might have the foresight to realize it is better to **Live to Fight Another Day**. And perhaps, some might remain behind so that their comrades will live and find a way to destroy the evil that has laid them low.

As a Full-Round Action, at any time during a Combat Encounter when they are 60 feet or further from any enemy figure, a player may decide to Live to Fight Another Day. They are immediately removed from the Combat Encounter and the Turn Order. If there are other Magi-Knights remaining in the Combat Encounter, then play returns as normal until there are none able to fight. For each full round that passes while the escaped Magi-Knight flees, they gain 1 Success, as if they were in an Escape Encounter. If they would gain 3 Successes, they have fled to safety and the trail is lost by the Invading Evil. If however, there are no Magi-Knights remaining in the Combat Encounter or a Nemesis sends a contingent of enemies after them, then the Escape Encounter is played out in full.

Lastly, if the Magi-Knights are able to successfully flee from the Combat Encounter, they gain 3 Stress Points and 1 Trauma Point, as the frustration of fleeing from their mortal enemy takes a toll on their mental faculties.

Although Magi-Knights may choose to temporarily remain transformed (at the Keeper's discretion), the catalyst which allows their transformation will slowly dissipate, and the characters will return to their Student Forms.

Patrol Phase

During this phase, the Magi-Knights have the options of: **Going Out on Patrol, Exploring a Location, or Staying At Home**. The Invading Evil is a force to be reckoned with, so the squadron must make this decision collectively. Remember that a Magi-Knight's Soul Crystal can detect the presence of Spectral Outsiders within a 2-mile radius! This may require them to move around the city a bit and create a "safety net," but also remind them that some Outsiders are powerful enough to mask their presence, and it will take them actively investigating for them to find and destroy them!

If the Magi-Knights are Exploring a Location, on the hunt for a powerful Spectral Outsider, looking for the location of a Spectral Structure, or just Going Out on Patrol, they will be forced to stay awake long enough for the **Ethereal Bridge** to connect to the Cardinal Plane. This occurs sometime around 2300. The Ethereal Bridge then falls out of alignment at sometime around 0515. Alternatively, if the squadron became too exhausted or too wounded from a previous Combat Encounter, it might be safer to Stay At Home and recover. Who knows what powerful Outsider might be waiting for the squadron?! It's up to the squadron to decide when to do this, but they should be careful not to stretch themselves too thinly and set themselves up for failure in a future battle. It may be a sad and painful truth, but it is unlikely that the Magi-Knights will be able to save every single citizen of Lapis City. Which is why when the squadron Stays At Home, **Something Terrible Happens...**

Going Out on Patrol

The streets of any city at night are never safe, but even more so for the streets of Lapis City! Lurking in the shadows those who worship the Invading Evil and their monstrous, hungry compatriots: the Spectral Outsiders. The Outsiders themselves seek to abduct unfortunate humans and drag them to their native plane of Elsewhere. It is for this reason that the Magi-Knights may consider Going Out on Patrol. The Magi-Knights typically won't involve themselves in the affairs of other mortals. In fact, the Herald instructs the squadron to leave such things in the hands of the capable Lapis City Police Department (LCPD). But such brave people stand no chance against solving a missing person or murder case committed by Outsiders, especially when they don't even know that they exist in the first place!

If the squadron chooses to Go Out on Patrol, they will roll on the table below to see the effects of their patrol. Alternatively, your Episode may have a **Patrol**

Schedule already prepared! This means that the Episode has pre-written Encounters that the Magi-Knights will need to deal with during their Patrol Phase each night. If your Episode does not have a Patrol Schedule or the Magic Keeper wants to generate a random encounter, then they will roll the **Patrol Die** (1d12) and refer to **Table 11-10: Going Out on Patrol** to determine what they encounter. After the Patrol Die has determined the type of **Patrol Situation** that the Magi-Knights will encounter, the Keeper will narrate what happened that night during their patrol. Lastly, they will also read aloud the **Patrol Outcome**, which determines the negative effects that the Magi-Knights suffer because of the Patrol Situation that occurred.

When resolving the Patrol Outcome, if a Magi-Knight would take damage equal to or in excess of their HP during the Patrol Phase, they take 1 Crystalline Fracture. They then receive an additional 1 Fracture for each remaining amount of damage that is equal to $\frac{1}{2}$ of their total HP (rounded down). If receiving this damage

TABLE 11-10: GOING OUT ON PATROL (RANDOM)

Patrol Die (1d12)	Patrol Situation	Patrol Outcome
1-2	A Quiet Night: The Magi-Knights patrolled Lapis City but were pleasantly surprised by how quiet the streets were tonight. If only every night could be like this one...	Reduce Stress Points by 2. Reduce Exhaustion Points by 1. During the Sleep Phase, you may recover all of your HP (instead of $\frac{1}{2}$).
3-6	The Black Winds Howl: The Magi-Knights patrolled Lapis City, but their Soul Crystals didn't react to the presence of any hostile Outsiders. There was, however, a chilling and ominous wind blowing through the area, portending the arrival of great evil...	Increase Stress Points by 2 and any Refreshing Sleep becomes Average Sleep instead. Gain a minor clue that relates to the current investigation.
7-9	Gathering of Acolytes: The Magi-Knights discovered a group of Acolytes belonging to a Spectral Harbinger who were up to something nefarious! Luckily the squadron was there to stop them. Who knows what would have happened otherwise?	Increase Stress Points by 2. Increase Exhaustion Points by 1. Gain a minor clue that relates to the current investigation. Every Magi-Knight rolls 2d6 per Magi-Knight Level and reduces their total HP by that number. Reduce all Magi-Knight's MP to 0 All Magi-Knights collectively gain 2d4 + 1d4 per Reputation Level (minimum 1) Gloom Gems.
10-11	Interrupt Construction: The Magi-Knights discovered a group of Acolytes and Spectral Accumulators who were in the process of constructing a new Spectral Structure! The fighting was fierce and brutal, but the structure's creation was thankfully put to a halt!	Increase Stress Points by 3. Increase Exhaustion Points by 2. Gain two minor clues that relate to the current investigation. Every Magi-Knight rolls 2d10 per Magi-Knight Level and reduces their total HP by that number. Reduce all Magi-Knight's MP to 0. All Magi-Knights collectively gain 2d6 + 1d6 per Reputation Level (minimum 1) Gloom Gems.
12	Interrupt Abduction: The Magi-Knights interrupted an Adversary Ranked Spectral Outsider and its Vassals in the middle of abducting a group of people! The fight was exhausting and bloody, but the Magi-Knight ultimately repelled the Spectral Outsider and saved the mortal!	Increase Stress Points by 4. Increase Exhaustion Points by 3. Gain two minor clues that relate to the current investigation. Every Magi-Knight rolls 2d12 per Magi-Knight Level and reduces their total HP by that number. Reduce all Magi-Knight's MP to 0. All Magi-Knights collectively gain 2d8 + 1d8 per Reputation Level (minimum 1) Gloom Gems.

would raise a Magi-Knight's Crystalline Fracturing to 8 or higher, reduce it to 7, then receive an additional 4 Stress Points and 4 Exhaustion Points instead. If this increases their Stress or Exhaustion above 6, discard the excess.

Alternatively, the Magic Keeper may want to actually play out the **Patrol Combat** as a Combat or Social Encounter instead of simply rolling for a Patrol Outcome. In this instance, the Magic Keeper must ensure that this Encounter somehow plays an important role in the Episode and is not a time-consuming battle simply for the sake of dice rolling! Therefore, instead of rolling the Patrol Die, the Keeper will create a Patrol Situation, and the outcome will be determined by the Encounter itself. Regardless of whether the event is a Social Encounter or Combat Encounter (or both), the squadron is counted as having participated in an Encounter and will receive the **Average Sleep Effect**, explained in more detail in the Sleep Phase.

Exploring a Location

If the Magi-Knights wish to Explore a Location, they need to name the location that they are visiting. Perhaps they heard on the news about the terrible

murder that happened at the **Glass Ring Beach** last night? Although the LCPD have cleared out, maybe they missed the innocuous clues that only a Magi-Knight knows to look for? Or is there a very specific rumor about something horrible lurking within **Cherry Blossom Elementary**'s boiler room that's been feeding off the constant fear it instills in the young children? Regardless, if the Magi-Knights can name a location and justify a visit, they may travel there to conduct their own investigation into the matter. But this doesn't mean that the Invading Evil will simply press the pause button on any plans that they are currently working on! If they miss the opportunity to delay, disperse, or slow down the plans of the Invading Evil due to Exploring a Location that night, the Magic Keeper should refer to **Table 11-11: Something Terrible Happened...** and keep note of the results.

Staying At Home

If any of the Magi-Knights decide to **Stay At Home** to recuperate and get some much needed (and well-deserved) rest, they gain the benefits of the Refreshing Sleep Effect! However, that Magi-Knight will not be available for any Encounter that occurs during this upcoming Patrol Phase. Such a decision should

TABLE 11-11: SOMETHING TERRIBLE HAPPENED...

Intrigue Die (1d12)	Intrigue Situation	Intrigue Outcome
1-3	A Quiet Night: Surprisingly, your well-earned respite was also well-timed! Thankfully, Nothing Terrible Happened!	None
4-5	The Black Winds Howl: The wailing and warbling of the Denizens of Elsewhere echoed through Lapis City and were carried about on the Black Winds.	Will prevent the Magi-Knights from gaining their Well Rested effect during this Sleep Phase and prevent the reduction of Stress Points.
6-9	Gathering of Darkness: The Acolytes of a Harbinger accomplished something of importance last night, but what that was is anyone's guess...	The next time a Magi-Knight attempts to Listen to Gossip at school, they hear no viable rumors. Instead, they notice their fellow students are strangely apprehensive of them and they avoid them during lunch. The Magic Keeper also adds an additional Cultist Vassal to the next Combat Encounter.
10-11	Erected Spectral Structure: A group of Acolytes and Spectral Accumulators successfully completed their construction of a Spectral Structure within Lapis City! The structure can influence feeble-minded humans, make it difficult for Magi-Knights to concentrate during key moments, or have other nefarious purposes.	The Magic Keeper does all of the following: 1. Adds an additional Outsider Vassal to the next Combat Encounter. 2. Invokes the Black Winds Howl. 3. Makes a minor, disadvantageous change to the current Episode.
12	Outsider-Involved Abduction: A powerful Spectral Outsider ambushed and abducted a group of Mortal [Humans] and a key NPC with a social bond was among them! If they aren't found soon, they could potentially be dragged away to Elsewhere...	One NPC that a Magi-Knight has established a Social Bond with has been abducted! The NPC disappears and their Bond Abilities can't be used until the squadron can rescue them! The NPC might be found with a Nemesis or one of their Adversary Ranked minions.

be made carefully, as staying at home to recuperate from your accumulated wounds and fractures could be the difference between life or death during their next Combat Encounter, but it might also force your teammates who do go on patrol to deal with a powerful Outsider with one less person to count on!

If the entire squadron opts to Stay at Home, the Magic Keeper will roll the **Intrigue Die** and take note of the results. On a roll of 1-6, they will reveal the **Intrigue Outcome**. On a roll of 6+ they take note of the **Intrigue Outcome** and keep it secret!

Looking For a Fight! (Optional)

Sometimes your players or the Magic Keeper themselves may be **Looking For a Fight** and might not want to relegate an outcome to the Patrol Die and instead decide to participate in a Combat Encounter! Times like this may be the perfect moment to introduce a new and foreboding Spectral Outsider to the story. In these cases, if the squadron Go Out on Patrol during this time, they stumble into a fight!

Instead of rolling on the table, the Magic Keeper should ensure that they go into deeper detail, explaining how this night of patrol is abnormal and different. Additionally, the squadron will be able to gather some precious Inert Spectral Energy (provided they win)! These situations are the kind you can expect if you play through one of our Episodes, as every night has a scripted outcome!

Sleep Phase

During the Sleep Phase, the Magi-Knights are finally given a chance to rest. A standard night of sleep provides the Magi-Knights with the **Average Sleep Effect**. If they turn in early by not going out for the Patrol Phase, or if they do go out for the Patrol Phase but don't participate in any type of Encounter (Combat or Social), they gain the Refreshing Sleep Effect. This is all assuming that their sleep is uninterrupted, which is not always guaranteed! If something disrupts their slumber, their Sleep Effect is downgraded from Refreshing to Average, or Average to Feverish Dreams (if the reason for the disturbance was otherworldly in nature). Feverish Dreams also occur the same night that a Magi-Knight has gained 3 or more Trauma Points from a single source during that day, or if they're being targeted by specific types of abilities from members of the Invading Evil.

Additionally, because the Magi-Knights can always sleep in on Saturday and Sunday Mornings, even if they are in an Encounter during the previous night, they still gain the Refreshing Sleep Effect! Unfortunately, the Feverish Dreams Effect can still cancel what would normally have been a wonderful night of sleep.

Average Sleep Effect

At the end of the Sleep Phase, a Magi-Knight under the Average Sleep Effect recovers the following:

- ★ Recovers HP equal to $\frac{1}{2}$ your Total HP (rounded down) plus your Constitution Modifier multiplied by your Magi-Knight Level (minimum 1).
- ★ Recovers all MP.
- ★ Reduces Stress Points by 3.
- ★ Reduces Exhaustion Points by 1.
- ★ Recovers Crystalline Fractures equal to $2 + \frac{1}{2}$ your Reputation Level (rounded down).

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Feverish Dreams Effect

At the end of the Sleep Phase, a Magi-Knight under the Feverish Dreams Effect receives the following:

- ★ Recover HP equal to your Constitution Modifier multiplied by your Magi-Knight Level (minimum 0).
- ★ Recover all MP.
- ★ Roll to Resist (Purity; DC 14). On a success, reduce Stress Points by 2.
- ★ Roll to Resist (CON; DC 14). On a success, reduce Exhaustion Points by 1.
- ★ Recovers 1 Crystalline Fracture.

If you would be afflicted by another Feverish Dream the following night, ignore its effect for one night. You instead receive the Average Sleep Effect when this happens and then gain 2 Exhaustion Points.

A Magi-Knight gains this Sleep Effect if they gained 3 or more Trauma Points from a single source during a previous phase.

Refreshing Sleep Effect

At the end of the Sleep Phase, a Magi-Knight under the Refreshing Sleep Effect recovers the following:

- ★ Recovers all HP.
- ★ Recovers all MP.
- ★ Reduce Stress Points by 5.
- ★ Reduces Exhaustion Points by 2.
- ★ Recovers Crystalline Fractures equal to 2 + your Reputation Level (minimum 1).

Additionally, if you have a School Phase the next day, you become Well Rested. The Well Rested effect allows you to reroll your die when making a Mental Skill Check (INT / WIS / CHA). If it's the weekend, you also have enough time in the morning to call a friend and chit-chat with them! Gain Well Rested and 1 Social Point. Finally, regardless of what the next day brings, you regain all of your Unity Points with the Refreshing Sleep Effect. Any Well Rested status is lost at the start of the next Sleep Phase.

Changing of Seasons (Downtime)

For various school breaks that are experienced throughout the school year that are one week or less, it is recommended that each day of Free Time be played as if you were playing through a Weekend (Saturday / Sunday) and have two Free Time Phases (AM and PM). We recommend even using these windows as days where the players can travel somewhere overnight, head out for an extended stay at the beach, or explore areas of Lazuli Region that they would not normally have time to look into! However, in the event that the Magic Keeper would like to showcase the passage of time and move the date of the campaign forward, they can institute the rules for the **Changing of Seasons** to skip a number of weeks of their choosing. But remember, the Invading Evil is never truly defeated and never "takes breaks." Cultists and Outsiders are always up to no good, and the Magi-Knights will almost never experience back-to-back nights of Refreshing Sleep. They may, however, take the time to run distractions, employ hit-and-run tactics, or engage in smaller excursions as they prepare to execute a larger plan that lies just beyond the horizon.

The players will each gain a number of **Changing of Seasons Rewards** as listed (which changes as time continues) and will need to make two Student Class Checks (Week), which can grant additional rewards when passed or penalties when failed. Special Abilities, Bonds, and other dice-altering effects cannot affect the Student Class Check roll as they simulate an entire week of checks, not just a single roll.

For each week being skipped, gain 2 Changing of Seasons Rewards from the following of your choice. You may pick the same option multiple times, if so desired:

- ★ Gain 1 Budget Tally
- ★ Gain 3 Social Points to split between Magi-Knights and/or NPCs
- ★ If you are in a Club, gain 1 Club Tally (may only be selected twice)
- ★ Reduce Stress Points by 3
- ★ Reduce Exhaustion Points by 1
- ★ Reduce Trauma Points by 1 (Select this twice to gain this effect)

Additionally, players will do the following:

- ★ Gain a number of Gloom Gems equal to 5 times your Reputation Level (minimum 1).
 - ★ If the players would have school during that week (even if it is only a partial week of school), they need to make a **Student Class Check (Week)**: Make an Academic Arts and a STEM Skill Check (DC 13) for the week.
- ◆ For each Success, you can choose one additional Reward from the list above.

- ◆ For each Failure, you gain 3 Stress Points.
- ★ If the players would be enjoying time off from school during that week, they may instead choose to make a **Free-Time Check (Week)**: Make a Deception, Influence, or Persuasion Skill Check (DC 12). This may be done up to twice per week. The rewards are the same as the Student Class Check (Week) and simulate how well the character gets along with others or strengthens their bonds during their time off. However, Growth Tallies may not be chosen. The penalty for failure, however, is reduced to 2 Stress Points instead of 3. Trauma can still be gained and represents an unfortunate event occurring within the character's life. This event should be chosen and briefly narrated by the player.

Note that on the 3rd week the Changing of Seasons Rewards are reduced to 1, and the Student Class Checks increase to DC 15. On the 5th week, the Changing of Seasons Rewards are reduced to 0, and the Student Class Checks increase to DC 17. On the 7th week, no further rewards are given, and no further Skill Checks are made.



CHAPTER 12 COMBAT



Sometimes swaying words and an earnest desire to turn someone from evil aren't enough. Most times, a Cultist or Spectral Outsider will simply attack the Magi-Knights on sight and with zero hesitation. When these moments happen in Lapis City, ultimately, you will enter a Combat Encounter.

Types of Actions

Every character and creature in the game is limited to one Action of each type that they may complete in one turn (barring abilities that grant additional Actions). These Actions are the Move, Standard, Bonus Action, and Reactions. These are all restored to the player at the beginning of their turn once they are used. Additional types are Free Actions, Immediate Actions, and Full-Round Actions (which require the use of your Move, Standard, and Bonus Actions to gain the effect of).

Move Action

- ★ Used to literally “move” your character or to activate any ability that requires a Move Action, climbing, swimming, or making a vertical or horizontal jump. It is also used to take Flight.
- ★ Your movement generated by the Move Action can be spent at any point during your turn or even partially spent; Ex: Move 10 feet, make a Spell Attack, Move 20 feet. Climbing or Swimming requires 3 times the normal number of Move on land, so would require 15 feet of your Move Action to move 5 feet.

Standard Action

- ★ This Action is used to make a **Standard Attack**, **Cast a Spell**, **Interact with Objects (Complex)**, or **Restrain an Enemy**.
- ★ **Standard Attack:** This Action is used when you declare a Weapon Attack with your Primary Soul Weapon against a target.
- ★ **Cast a Spell:** You cast a spell from your Spell Path, which typically uses the Standard Action; however, many spells have alternate or reduced Action costs, and if so, these are specifically listed within the spell’s description.
- ★ **Restrain an Enemy:** You make an Opposed Athletics (STR) Skill Check against an adjacent

enemy. Success inflicts the **Restrained Condition** on them until you either move away from the enemy or they break free of the Condition. If the enemy is Large, you make the check against them with Disadvantage.

- ★ **Interact with Objects (Complex):** Interacting with something that would take longer than a split second requires the use of this Action. Such as accessing a computer or searching through files in time limited situations.
- ★ A Standard Action can optionally be converted into a Move or Bonus Action.

Bonus Action

- ★ A fast Action that is used to make a **Coupled Attack**, **Interact with Objects (Simple)**, **Reposition**, **Take Cover**, or **Use a Shard**. A fast Action that is used to Attack with your Secondary Weapon, Cast a Rushed Spell, release the energy inside of some Shards of Power, duck behind cover, make a Skill Check that could be done very quickly (subject to Magic Keeper approval), Reposition, or other suitably quick activities.
- ★ **Coupled Attack:** This Action is used when you declare a Weapon Attack with your Secondary Weapon against a target.
- ★ **Interact with Objects (Simple):** Interacting with something that would only take a fraction of a second would require the use of this Action. Such as throwing open an unlocked door or making an Athletics Skill Check to kick it down (provided you succeed)!
- ★ **Reposition:** You try to move away from an enemy without Provoking. Make an Opposed Skill Check using your Athletics against one target’s Attack Roll. On a success, your Move does not Provoke from that target during this turn. On a failure, you must complete your intended Move Action and receive damage from the target when doing so.
- ★ **Take Cover:** Using this Action is explained in further detail under the Using and Taking Cover section of this chapter.
- ★ **Use a Shard:** You gain the effect from a Shard of Power, which typically uses the Bonus Action; however, some Shards also have reduced Action costs, and if so, these are specifically listed within their description.

Free Action

- ★ Performed only during your turn, this includes Drawing or Sheathing a Soul Weapon, saying a short sentence, making a gesture, using specific Shards of Power, using a Dynamic Object to give you a bonus to another Action, or other brief Actions.
- ★ You may take any reasonable amount of Free Actions, but can only use one **Dynamic Object** per round.

If the target successfully gained a **Heart Level**, the Move does not Provoke. This is more fully covered in the **Social-Combat Encounters** section of this chapter.

- ★ **Full Defense:** You focus entirely on dodging the attacks of your enemies and mitigating your vulnerability in combat. Attacks against you are rolled with Disadvantage, and you roll against O-Attacks with Advantage.

Reaction

- ★ An instant response to a trigger for a **Special Ability** and can be activated during or outside of your turn. You usually only have 1 Reaction, and it is refreshed at the beginning of your turn.
- ★ **Provoke an Attack:** When an enemy attempts to move away from you while within range of your Melee Weapon distance (typically 5-15 feet), they **Provoke an Attack**. This allows you to make an immediate Weapon Attack against them at the cost of your Reaction for that turn.

Immediate Action

- ★ An **Immediate Action** can be used at any time, even when it isn't your turn. You can take any number of Immediate Actions, but these Actions almost exclusively require a trigger to activate. Such events could be casting a defensive spell from the Barrier Spell Path, using your Heroic Conviction after taking significant damage, or through Battle Techniques such as Perfect Parry when you would receive damage.

Full-Round Action

- ★ A combination of your Move, Standard, and Bonus Action, and uses all of them on your turn.
- ★ **Convincing Argument:** You can use this during Social and Social-Combat Encounters to attempt to sway an enemy within 15 feet to have a **Change of Heart**. Additionally, before or after doing this Action, you may Move 15 feet.



Dancing
River

- ★ **Oversee the Battle:** Your character opts to hold their Action and watch the battlefield for an opening in enemy defenses or the perfect time to Interact with an Object. Any other Magi-Knight can, during their turn, use a Free Action to **Call for Assistance** from another Magi-Knight that is Overseeing the Battle. When they do so, the Magi-Knight who is Overseeing the Battle may interrupt the current turn and immediately execute a Move and Standard Action. After doing so, they are no longer Overseeing the Battle, and play returns to normal.
- ★ **Sacrificial Grapple:** As a Full-Round Action, you make a contested Athletics (STR) check against an adjacent creature that is Medium or Large. Upon success, they gain the Restrained Condition, and you call out to one Magi-Knight within 60 feet who is not Exposed, Unconscious, or Restrained. They immediately make a Weapon or Magic Attack against the target. After rolling for damage, deal double damage to the target creature and full damage to yourself (this damage cannot be reduced in any way and hits you even if it is Magical). If this damage would cause you to become Exposed or Unconscious, you receive two additional Crystalline Fractures.
- ★ **Withdraw From Combat:** This allows you to move away from any hostile creatures without Provoking and grants a 60-foot Move Action.

Determining Turn Order

Before combat begins and before **Turn Order** can be determined, the Magic Keeper must decide if either the squadron or their enemies were part of an **Ambush** (typically resolved through Stealth and Perception Skills). If the squadron made it clear they were sneaking around, or the squadron themselves were walking through an abandoned mansion, unprepared for battle, then this is the setup for an Ambush. If either side is Ambushed, all of the Ambushers may execute one Move Action and one Standard Action. If they choose to make an Attack with their Standard Action, they gain Advantage when rolling against an Ambushed target. Afterward, Initiative is rolled as normal. You can even ambush a Spectral Outsider with a Horrific Rating, so long as it is entirely unaware of your presence. Though immediately after the Ambush is executed, its **Horrific Trait** will take effect!

Now with Ambushing out of the way, you will have all of the Magi-Knights discern their Turn Order using their Initiative Modifier. This will determine play order for an Encounter. For Magi-Knights, roll 1d20 and add your Initiative (Dexterity) Modifier. A Vassal has a static Initiative of 12, an Adversary 14, a Nemesis 16, and a Harbinger 18. No roll is necessary for them, and they all move on the same Initiative. If there would be a tie between NPCs, the Magic Keeper may decide which NPC would go first. Otherwise, Magi-Knights always win ties.

Additionally, when a Magi-Knight becomes Exposed or Unconscious from an enemy attack, their Turn Order position changes and is moved above the Enemy or NPC that is currently taking their turn. This allows time for allies to come to their aid and prepare them to return to battle, without the potential of having them remain Unconscious and doing nothing (essentially skipping) their turn!

Horrific Outsiders

Now that Turn Order has been decided, the Magic Keeper needs to tell the squadron if a Spectral Outsider within view has a **Horrific Rating**. If not, then play continues as normal. Otherwise, all Magi-Knights must **Roll to Resist (Horror)**. On failure, they are moved to the bottom of the **Initiative Track**. If multiple Magi-Knights fail the test, then they are placed at the bottom of the Initiative Track and then are put into Initiative order amongst other Horrified Magi-Knights based on their original Initiative roll. This dynamic allows time for any Magi-Knights who were successful on their Roll to Resist (Horror) to potentially rally their Horrified and shaken allies before their turn as a Bonus Action! If a Magi-Knight has already taken their turn for the round, they cannot take a second turn because of this occurrence.

Upon first encountering a Horrific Creature or Horrific Situation in a Combat Encounter, you must roll a d100 to Roll to Resist (Horror), with the DC equal to the source's Horrific Rating. If there are multiple sources that have a Horrific Rating, choose the source with the highest rating and then add an additional +5 to the total for each other unique Outsider in the area that also has a Horrific Rating.

When a Magi-Knight attempts a Roll to Resist (Horror), they add their Magi-Knight Level, Squadron

Reputation Level, and Purity Skill to the total. Additionally, add +15 to the roll if you've encountered the strongest horrific creature, horrific ability, or horrific situation during a previous encounter. Rolls to Resist (Horror) are not affected by Disadvantage, Advantage, or the Well Fed Effect. If the target does not have a Horrific Rating (such as a Cultist or Outsider Vassal) but a mechanic refers to one, their HR is considered to be 50.

Ultimate Resolve: If a Magi-Knight rolls a Natural 100 on their Roll to Resist (Horror), they gain an Inspiration Point and may select another Magi-Knight who failed their Roll to Resist (Horror) to succeed and keep their original position in the Initiative Track.

Refer to the **Conditions** section of this chapter for more information on how the **Horrified** and **Distressed Conditions** affect Magi-Knights.



Cute
Kitsune

Navigating the Battlefield

The Rules of Magi-Knight assume that your party is using a grid mat, with each square representing 5 feet. A diagonal move also counts as 5 feet. Performing a High-Jump and Hovering, or at higher levels, Flying can be indicated by using 2d10s and putting them next to your character to indicate how high up in the air (in feet) they are. Remember that if your Magi-Knight becomes Exposed or Unconscious while in mid-air, they immediately begin to slow-fall the ground at a rate of 60 feet per turn. Falling Damage is covered in a later section in this chapter.

The Magic Keeper should remember that when a Combat Encounter is generated, and they are not using a premade map of the area, that verticality plays an important part in Combat. As such, they should add trees, buildings (with both sloped and flat rooftops), and even lamp posts to allow both the Invading Evil and the Magi-Knights to take advantage of the varied terrain!

Provoking

You can Move through a non-hostile creature's space, but you cannot end your Move in their square, as it is occupied. You cannot Move through a hostile creature's space, but you may Move around them, leap over them with a High-Jump, or fly over them. However, if you leave a hostile creature's **Reach** during your Move, you Provoke (an Attack) and this includes their Reach in vertical spaces.

During a Combat Encounter, both Magi-Knights and their enemies alike are all watching one another carefully, searching for an easy opening or waiting for a well-timed distraction. As such, when a target attempts to move away from an enemy that has Reach to them with a Melee Weapon, you Provoke (an Attack) from them. Moving into an enemy's Reach does not Provoke; neither will you Provoke if you adjust your position but remain within the enemy's Reach for the entirety of your Move Action. If you are Provoked, attacking the target requires you to have and use your Reaction for the turn. Doing so grants you the chance to make an immediate Weapon Attack against them. Provoking does not allow for multiple attacks with your Reaction. Involuntary movement or abilities that force movement never Provoke.

Provoking (an Attack) from a Horde means that they get to make an immediate **Overwhelming Attack** against their target, which they must roll to avoid.

Teleportation

Movement done through a teleportation ability or spell never Provokes, but you must locate an area that is not currently occupied to end your turn into. Additionally, you must be able to see the area you want to teleport into, which cannot be obscured through a solid object (such as a wall). It can be into an **Area of Shadows** but not into an **Area of Darkness**, which is explained more clearly in the **Lighting Effects** of this chapter.

Using Cover and Taking Cover

Sometimes taking cover from a barrage of ranged attacks is a necessity in *Magi-Knights Awakening*. Remember that Lapis City is far from a barren wasteland or open field. There are a plethora of objects to take cover behind or even in, such as buildings, cars, or alleyways. Use these to your advantage!

If an object (such as a car) would protect at least half of a target's body, it is considered **Partial Cover** and grants +2 Armor. A Magi-Knight can make a Stealth Skill Check with Disadvantage if they are hiding behind an obstacle that only grants Partial Cover in an **Area of Light**.

If an object (such as a building, wall, or another large object) would completely protect you, you are considered to have **Total Cover** and can't be directly

targeted by Attacks. This is due to the fact that in most circumstances, an enemy cannot gain Line of Sight to you (that is, tracing a straight line of their grid to any line of your grid without interference). You're not protected from Areas of Effect or **Soul-Seeking Attacks**, however! Also, remember that sometimes Total Cover can be easily negated by either side with an incredible High-Jump, fast-moving enemies, or other Move Actions since you might find them suddenly next to you on the battlefield! Partial or Total Cover is required to make a Stealth Skill Check if you begin your turn in an Area of Light.

Lastly, as a Bonus Action, you may use the **Take Cover** Action. This Action allows you to reduce any damage received by $\frac{1}{2}$ until the beginning of your next turn. Normally, Resistance does **not** stack with other effects that also reduce damage by $\frac{1}{2}$, but **Taking Cover** is an exception to this rule. If you already have a Resistance or another ability that would allow you to reduce the damage by $\frac{1}{2}$, first reduce the damage as normal, then reduce it by an additional $\frac{1}{2}$ for **Taking Cover**. This represents your character hiding behind a solid object and also preparing for an attack from the enemy!

Monstrous Sized Creatures

Unless listed otherwise in a creature's **Statistic Block**, all creatures are considered to be **Medium Sized**, which means they take up a 5-foot square. For all intents and purposes, a **Small** creature is similar to a Medium Sized creature, but can fit into areas a Medium Sized creature may not be able to and still takes up a 5-foot square. This representation is more akin to a **Zone of Control** than a creature's literal size. Some creatures are **Large Sized** and take up 10-foot by 10-foot grids on the map. Others can be even bigger and take up to 20-foot by 20-foot or even larger! Magi-Knights should be cognizant of the fact that Spectral Outsiders of a size larger than **Medium** are incredibly powerful and need to be approached with a sound tactic in mind, lest they experience a heartbreakingly **ESKIA** (Entire Squadron Killed in Action) and witness the end of their collective story! These imposing figures have incredible special abilities, reach, and most likely multiple special abilities and actions at their disposal, the likes of which they may never have seen, experienced, or even thought possible!



Spectral Outsiders who are not Medium have adjustments to their stat block. These values are pre-calculated into a creature's stat block, which are found in **Chapter 15**. However, creatures who are Huge or larger can freely occupy the same space as a Magi-Knight and their presence cannot prevent the creature from moving (but still Provokes as normal). You can find more information about this in **Table 15-6**.

Making an Attack

After declaring a target for your Weapon or Spell Attack, you roll 1d20 and add your modifiers to see if you hit them. For Weapon Attacks, this typically will include your Strength or Dexterity Modifier (if it is a Finesse weapon) and your Proficiency Bonus. For Spell Attacks, this will typically include your Magic Ability Modifier (MAM) and your Proficiency Bonus. If you add your modifiers to your die roll and successfully meet or exceed the target's Armor, you've done damage! Roll your Weapon or Spell Damage as listed and reduce the enemy by that much HP.

Critical Hits and Critical Fails

Rolling a 20 on your d20 (referred to as a "Critical Hit" or "Natural 20") allows you to add a duplicate Weapon Damage Die (or dice) to your damage pool. For example, if you are wielding the Soul Weapon *Hero's Power Gloves*, which deals 2d4 damage, on a Critical Hit you would add an extra 2d4 damage to your dice pool when dealing damage.

Rolling a Critical Hit with a Spell Attack allows you to add +1d12 per Reputation Level (minimum 1)

to your total damage dealt. This die is affected by any Spell Effects you may have.

Rolling a 1 on your 1d20 (referred to as a "Critical Fail" or "Natural 1") means that regardless of your modifiers, you have utterly missed your target, and the Attack has completely failed. Remember that if you are performing an Explosion Spell Attack, this is the only way that your Attack can entirely miss.

Enemies of the Magi-Knights don't increase their damage on a Critical Hit. Instead, if a Magi-Knight is the target of an attack that Critically Hits, they immediately gain the Distressed Condition and 1 Stress Point. If they are already Distressed, then it is instead upgraded to the Horrified Condition and they gain 2 Stress Points. If they already have 6 Stress Points, they are instead afflicted by the Oppressive Stress effect and instead gain 1 Trauma Point.

When an Attack is said to automatically succeed, this indicates that no Attack Dice are used and that only Damage Dice must be rolled.



Unarmed Attacks

If the characters are ever forced into a fight or need to defend someone from an individual who doesn't belong to the Invading Evil while in their Student Persona, they may make non-lethal, **Unarmed Attacks** against them. To do so, roll 1d20 and add your Proficiency Bonus and either your Strength Modifier (representing them hitting hard enough to break through their opponent's defenses) OR your Dexterity Modifier (representing them dodging and weaving until they find an opening). When a mortal or untransformed Magi-Knight is reduced to 0 HP, they gain the Exposed Condition. Any additional damage forces the Unconscious Condition.

An Outsider receives no damage from an Unarmed Attack, unless the Magi-Knight is transformed. A successful Unarmed Attack by a Magi-Knight deals **1d4 + your Strength Modifier** damage.

Lethal Weapons

Any weapon wielded by a mortal that could be considered particularly deadly (such as a knife, tool, or gun) negates the ability for a Student to add their Constitution Modifier to their Student Armor. Mortals should very rarely use deadly weapons, except during important story sequences, as doing so is very likely to get them in trouble with the police.

When a mortal is reduced to 0 HP with a Lethal Weapon, they gain the Unconscious Condition and either gain a **Death Counter** (explained later in this section) or immediately die. This also occurs if an Unconscious target is attacked again, after being rendered Exposed via a Non-Lethal or Unarmed Attack. If it is a Magi-Knight, they first gain the Exposed Condition and take 1 Crystalline Fracture, but do not begin dying. Each time they would take lethal damage that would kill a normal mortal, they take an additional Crystalline Fracture, up to a maximum of 7. Afterward, the Magi-Knight will gain the Unconscious Condition, but gains no further Crystalline Fractures. It is impossible for Magi-Knights to die by mortal means, unless such an attack might obliterate them completely. Such examples might include being submerged entirely in lava, being directly impacted by a meteor, being disintegrated via intense radiation, or other such extreme circumstances. Additionally, when a member of the Invading Evil attacks the Student Persona of a

Magi-Knight, they are automatically hit and instead of dealing damage, they receive 2 Crystalline Fractures.

Fighting Mortals

It's important to note that Magi-Knights need to be extremely careful when they get involved in a fight, whether that's during school or during their Investigation Phase. Although sometimes violence seems unavoidable, it almost always has an extreme outcome. At the conclusion of any fight in which they chose to resolve the problem physically rather than verbally (and could not have reasonably avoided it), the involved Magi-Knights make a Roll to Resist (Purity; DC 16) and gain 1 Trauma Point on a failure or 2 Stress Points on a success. If something drastic or terrible occurs (such as someone getting significantly hurt or being hospitalized), Magi-Knights might also accumulate Corruption Points for seriously harming a mortal. However, these Corruption Points are waived when the player does these acts out of necessity, such as in self-defense or the defense of another, but not if such actions were committed when they escalate the situation further than what could be deemed reasonable by a group of their peers or community. Using guile, cunning, or manipulating events to set up these outcomes penalizes the Magi-Knights appropriately, as these are explicit machinations used by the Invading Evil to corrupt mortals.

Soul Weapons and Magic are ineffective against mortals that aren't in the service of the Invading Evil. As such, any damage that would be inflicted upon them from these sources is reduced to 0 as the weapon or magic harmlessly passes through them. Though their Soul Armaments may look intimidating and potentially deadly to a mortal, truthfully, they would receive more harm from a simple punch to the face!

Saving a Dying Mortal

When a mortal human or Cultist is reduced to 0 HP due to an attack from a monster, natural disaster, or any other lethal effect, the Magic Keeper may determine that their death is not immediate. In this event, the Magic Keeper creates a **Death Counter** by rolling 1d4+1 and placing the rolled die next to the **Dying Mortal**. At the beginning of every round, reduce the counter by 1. If it reaches zero, the mortal has passed on from this life and cannot be saved. Any

Magi-Knight with Proficiency in Medicine may use a Standard Action to perform **Medical Triage** and must make a Medicine Skill Check (DC 14) to stop the Dying Mortal's Death Counter from dropping further. A successful Medicine Check by someone without Proficiency can only pause the Death Counter for 1 round. On a success, the counter stops moving, and on a failure, it continues to drop as normal. Alternatively, a Magi-Knight with access to any kind of healing magic may use a Standard Action and expend 3 MP to stop the Death Counter.

Either of these stop-gap measures have no long-term effect on a Dying Mortal and can only stave off lethal wounds for a short time before they need professional medical attention and the Death Counter begins to tick down once more.



Dynamic Objects

Dynamic Objects are everyday objects that would be reasonably found nearby during a Combat Encounter. These objects can be used by the Magi-Knights to enhance an attack or influence the battle! Dynamic Objects are included in every **Combat Encounter**. The Magic Keeper and the Squadron collectively come up with 2-3 Dynamic Objects that might reasonably appear in the area (with Magic Keeper approval). Once these are decided upon, they can be drawn onto the map, a token can be used to indicate their location, or simply list them off to the side of the grid mat.

Using these Dynamic Objects is entirely optional and uses a Free Action, but each player can only use one object per round. When a Magi-Knight thinks of a clever way to incorporate the object into any type of Action they are taking, as a Free Action, they narrate how the Dynamic Object helps them gain any one of the **Dynamic Object Bonuses** listed below or an alternative effect approved by their Magic Keeper. After completing the Action and receiving the object bonus, they cross off the Dynamic Object from the list, and it can no longer be used.

Some examples of Dynamic Object Bonuses are:

- ★ Add 2 to a Weapon Attack Roll.
- ★ Double the height of your High-Jump.
- ★ Reduce your Stress Points by 1.
- ★ Inflict Disadvantage on a Vassal's next Attack.
- ★ Grant Advantage against a Horde's next O-Attack.
- ★ Inflict the Prone Condition on a Vassal with a Ranged Object Attack.
- ★ Restrain a Vassal or one unit in a Horde with a Ranged Object Attack.
- ★ Add an additional 10 feet to a Movement Action.
- ★ Any other effect approved by your Magic Keeper.

Dynamic Situations

Just as there are Dynamic Objects, sometimes there will also be a **Dynamic Situation** involved with a Combat Encounter. These allow Magi-Knights, who are less combat-focused or monster-slaying inclined, to use their Skills to do something productive to help the squadron. They are typically introduced into the encounter by the Magic Keeper. Failure to interact with these Dynamic Situations should have a direct effect on Combat.

These could be:

- ★ Innocent bystanders that are too frightened to run away.
- ★ A panicked creature (such as a cat) interferes with the battle causing chaos.
- ★ A creature of the Invading Evil attempts to abduct a bystander.
- ★ A creature of the Invading Evil is attempting to destroy critical Evidence.
- ★ A nearby car or other object explodes, propelling shrapnel liberally at any characters and monsters nearby.
- ★ Something terrible has happened. There are many injured innocent bystanders who require medical assistance!
- ★ If indoors, the building begins to crumble and drop rubble at random, creating untraversable areas and dealing damage.
- ★ A building's alarm system, a car alarm, or an abrupt explosion suddenly goes off, potentially distracting everyone who fails a Perception Check. They are moved to the bottom of Initiative Track, and if they already took their turn, their next one is skipped, or the next person to attack the distracted target automatically succeeds on their Attack.
- ★ A raging fire begins to wreak havoc not only on the battlefield, but also in a nearby building full of screaming people!
- ★ A mortal notices the fight, and the enemies immediately notice their presence; protect them!
- ★ Any other idea that could complicate a Combat Encounter introduced by your Magic Keeper.

A collapsing building which has caught on fire is a practical example of a Dynamic Situation. The Magic Keeper informs a player that by using a Mysticism Skill Check, they can prevent a backdraft from exploding through the door of the building. The Magic Keeper also determines that this is a Full-Round Action that must be made every turn and costs 3 Mana Points each time. The Keeper should also be well familiar with the Success at a Cost, Failure with Consolation, and Resounding Success Skill Rules from *Chapter 6*. Even if a player failed their Mysticism Skill Check to hold the backdraft at bay, that does not necessarily indicate that the entire room is immediately bathed in deathly flames (though that is one possible outcome)! It is most important to consider the narrative of the story and what will create the most interesting outcome for both the Keeper and players. In the previous situation,

if the Keeper needs to build more tension, they have a few alternatives, such as increasing the cost of the spell from one Spell Tier to a higher one (becoming 6 MP instead of 3 MP for the turn). Or maybe the flames burst forth, slamming a piece of the door into the unfortunate Magi-Knight, and they receive 1d12+6 damage from the flaming object but quickly recover and throw up the barrier once more after receiving the damage, still holding the flames at bay. A Magic Keeper could even determine that the barrier weakens, but the Magi-Knight adjusts by taking 2 Exhaustion Points to Overcharge the door-holding spell, despite a failed Skill Check. Any adjustments are only limited by the Magic Keeper's and players' imaginations and what best fits the collective narrative!

Rolling to Resist

Some spells and effects require a **Roll to Resist**, which determines if you are able to resist receiving a Condition or reduce damage from an attack. To make a Roll to Resist (Physical), you roll 1d20, add the modifier of the relevant Statistic (Strength, Dexterity, or Constitution), and add your Proficiency Bonus (if applicable) to the total value rolled. To make a Roll to Resist (Magic) you roll 1d20, add your Magic Ability Modifier (MAM), and add your Proficiency Bonus (if applicable) to the total value rolled.

Lastly, In the instance of a Roll to Resist (Purity), you will roll 1d20 and add your Purity Skill to the total.

Roll to Resist (STR)

You use Roll to Resist (STR) anytime your physical prowess would play into resisting an effect. This can include moments where an opponent is attempting to pin you down and physically Restraine you or trip you and make you Prone. You could use Strength to prevent you from being blown away by magical winds, prevent yourself from being shoved off of a building, or hold a large object at bay.

Roll to Resist (DEX)

You use Roll to Resist (DEX) anytime your reflexes and agility would play into resisting an effect. This can include moments where you're trying to escape being physically Restrained or prevent yourself from becoming Prone. You could use Dexterity to dodge out of the way of a dangerous object or grab onto the ledge of a roof at the last second.

Roll to Resist (CON)

You use Roll to Resist (CON) anytime your physical endurance would play into resisting an effect. This can include moments where you might endure a Bleeding effect, periodically resist gaining Exhaustion Points, or run long distances.

Roll to Resist (Magic: Intelligence, Wisdom, Charisma)

You use Roll to Resist (Magic) anytime you are targeted by otherworldly or magical effects. This can include Attacks that assault your mental senses, your ability to discern reality from static and complex illusions, resist the effects of various Conditions with magical origins, or other similar circumstances. Remember that you use your Magic Ability Modifier (MAM) to determine your magic bonus.

Roll to Resist (Purity)

You use a Roll to Resist (Purity) to resist Stress and Trauma Point gains. You can negate a number of Trauma Points that would be received or reduce the overall total inflicted upon your character, depending on the context of the situation. Purity is unique in that it simultaneously counts as both a type of **Roll to Resist** and a Skill! This means you roll 1d20 + your Purity Skill when you need to Roll to Resist (Purity).

Damage

In *Magi-Knights Awakening*, there are only **3 Damage Types: Physical, Magical, and True**. All damage is sorted as one of these three sources. **Physical Damage** is damage typically received from a non-magical source or from Weapon Attacks. **Magical Damage** is damage usually received from Spell Attacks or from any magical source.

These two damage types are subject to being reduced by Resistances a creature or Magi-Knight may have, but **True Damage** always deals its full damage and cannot be negated by any means or reduced by Resistances (as no creature is capable of having **True Resistance**). This damage is almost exclusively seen when the squadron performs a Combination Maneuver and uses the valuable Unity Point resource. But remember, some powerful groups of Spectral Outsiders

might also be capable of using Combination Maneuvers or have finite access to abilities that deal True Damage!

Very rarely, some creatures may also possess **Physical or Magical Immunity**. This typically is bestowed due to a powerful source of energy protecting them. There will always be a way to bypass these Immunities, but how this is done varies from creature to creature.

Falling Damage

Falling even from a 10-foot height can be dangerous, so it should come as no surprise that falling from 60 feet (effective combat range) or higher and crashing into the ground could potentially complicate your Magi-Knight's career! However, Magi-Knights and most Spectral Outsiders are innately capable of Hovering or even Flying. Because of this, they fall at a decreased rate of 60 ft at the end of their turn. A mortal without magical abilities that is falling, however, falls 200 feet at the end of their turn!

At the end of a fall, a Paralyzed, Restrained, or Unconscious creature takes one **Falling Damage Die** for every 10 feet they fall, to a maximum of 20 dice (terminal velocity). After receiving the damage, the creature gains the Prone Condition unless it took no damage from the fall (through damage negation). A creature without these Conditions suffers no damage from falling due to their slow-fall effect. The Falling Damage Die is merely a relative representation of a Magi-Knight's total HP and deals Physical Damage, which increases as the Magi-Knights gain levels. Alternatively, your Magic Keeper may decide that Falling Damage should be a static number, such as 6 damage per 10 feet fallen.

Falling Damage Die at Levels 1 - 5 = 1d8

Falling Damage Die at Levels 6 - 10 = 1d10

Falling Damage Die at Levels 11 - 15 = 1d12

Unconsciousness

When a mortal has their HP reduced to 0, they typically become Unconscious. But if a mundane weapon or an environmental explosion occurs, the mortal will have a very limited amount of time before they leave the Cardinal Plane behind and move on to whatever existence awaits them.

When a Cultist is reduced to 0 HP because of a Soul Weapon, they become Unconscious, and their connection to their **Spectral Patron** is severed. This

neutralizes the current threat, but it is possible for them to return to their evil ways at a later time.

When a Spectral Outsider has its HP total reduced to 0, they are banished from the Cardinal Plane and return to the Plane of Elsewhere. While in their Native Plane, their corporeal form begins to slowly reconstruct itself and until it is reformed, they are unable to travel back through the Ethereal Bridge.

Temporary or “Buffer” Hit Points

Some special abilities and spells can grant Temporary Hit Points (Temp HP) to creatures. These Hit Points act as a shield or barrier to protect non-Temporary Hit Points. Imagine a bubble or shield appearing around your HP and protecting it from further reduction; Temp HP can be thought of in the same manner. However, Temp HP cannot be restored via curing. Any type of recovery magic used to heal damage heals lost HP directly. When your Temp HP is reduced to 0, it completely disappears, and you now take damage to your HP as normal. Temp HP also does not stack, and the higher Temp HP value received takes precedence and replaces the lower value.

Lastly, Temp HP does not remove the Exposed Condition if your HP is 0, though it may deflect further damage that would inflict Crystalline Fractures!

Recovering From Battle

Magi-Knight and Student HP Pools

Taking damage as a Student has no effect on your Magi-Knight HP pool and vice-versa, as they are considered completely different pools of HP that do not interact with one another in any way. However, taking damage from a Lethal Weapon while in your Student Form will likely cause Crystalline Fractures. This is explained in more detail in the Lethal Weapons section.

Fast-Healing Mortal

Due to the magical connection between you and your Soul Crystal, you recover from wounds extremely quickly in your Student Persona. In fact, your ability to regenerate after cuts and bruises, or even life-threatening injuries might cause alarm or suspicion in others, so make sure to have a hefty group of excuses ready at hand!

After a Magi-Knight has been wounded while in their Student Persona, they restore $\frac{1}{2}$ of their total SHP at the conclusion of any Phase, or fully restore their SHP during the Sleep Phase.

Moment of Solace

In the event that multiple Combat Encounters take place in a single Patrol Phase, a Moment of Solace should take place between Encounters. This is a moment in time when the area is deemed safe by the Magic Keeper, and the squadron will be allowed to take a momentary breather to collect themselves before proceeding toward the next Encounter. The Magi-Knights let out a sigh of relief, steady their nerves, take a moment to discuss the battle or other events, and finally prepare for another Encounter. Recover a number of Hit Points equal to 2x your Magi-Knight Level plus your Constitution Modifier. Additionally, you reduce your Stress Points by 1.

Medical Triage

Medical Triage can be performed by any Magi-Knight who has Proficiency in Medicine. If the target Magi-Knight has less than $\frac{1}{2}$ of their total HP remaining after a Combat Encounter (and after a Moment of Solace, if one can be taken), modern medicine can be used to assist them in their recovery. The Magi-Knight who has Proficiency in Medicine must make a Medicine Skill Check (DC 16). On a success, up to two other Magi-Knights recover 1d4 + Proficiency Bonus HP.

Implanting a Crystalline Seal

Implanting a Crystalline Seal is a complex procedure in which a Magi-Knight attempts to mend some of the Crystalline Fractures that a companion has suffered. This is done by the Magi-Knight creating a dense but malleable mass of mana and then coating an ally's Soul Crystal in it. What happens next can either repair the fractures or make them worse: the Magi-Knight implanting the Crystalline Seal uses their magic to force the mana to expand and fill in the gaps between the fragmented crystal in order to mend them together. If too much force is accidentally used, it can cause the Soul Crystal to fracture even more! But if the mana expands perfectly, then the fractures are instead bonded together by the seal.

This technique can only be done by a Magi-Knight with Proficiency in Mysticism. Any Soul Crystal that has 5 or more Crystalline Fractures can benefit from a Crystalline Seal. The Magi-Knight, after receiving the consent of their comrade, does the following:

- ★ The Magi-Knight attempting to create and plant the Seal expends Mana Points equal to the highest tier of spell that they can cast (up to Tier IV) and divide the MP cost by $\frac{1}{2}$ (rounded down). If they don't have enough MP to do so, they cannot summon enough Mana to create a Crystalline Seal.
- ★ The Magi-Knight attempts two Solo Skill Checks with Mysticism (DC 20).
- ★ A Magi-Knight Implanting a Crystalline Seal on themselves receives Disadvantage on their Mysticism rolls.
- ★ On a success, remove 1 Crystalline Fracture from the target Magi-Knight.
- ★ On a failure, the seal is not strong enough to stem the flow of lost Aether and inflicts 2 Stress Points on the Magi-Knight. If the check failed by 5 or more, they take 1 Crystalline Fracture instead.
- ★ If this would kill the Magi-Knight, they instead receive Exhaustion Points up to their max and do not die. Both Magi-Knights gain 1 Trauma Point.
- ★ This can only be done while both Magi-Knights are transformed. It can also be done during a Combat Encounter as a Full-Round Action.
- ★ A Magi-Knight can only create one Crystalline Seal per day and a Magi-Knight can only be subject to one Implanted Crystalline Seal per day.

Social-Combat Encounters

Sometimes because of significant choices made by the Magi-Knights within an Episode or Season, they may be able to participate in a **Social-Combat Encounter**, which is their chance to convince a mortal or Cultist of their mistakes and expose flaws in their thinking. This could potentially lead to their target abandoning their mission, giving the Magi-Knights critical information, or in the instance of **Adversary Ranked** enemies, delivering yet another blow to a **Mortal's Conscience**, further weakening their resolve while they still work for the Invading Evil. Keep in mind that Spectral Outsiders do not possess a Conscience and cannot be effectively engaged in Social-Combat. Lastly, a Magi-Knight's Conscience is dictated by the amount of Corruption they possess.

Social-Combat Encounters typically occur when a situation should not be decided or weighed upon a single Persuasion Skill Check. Social-Combat Encounters should almost always have another objective to fulfill while they are taking place.

Whether this is sealing a Portal to Elsewhere, fighting off the Invading Evil, or evading rubble from the crumbling building, the Magi-Knights should have to contend with something in addition to the Social-Combat Encounter.

Convincing Arguments and Change of Heart

Sometimes fighting really isn't the best way forward, and the squadron might do well to convince an enemy to abandon their crusade against good.

When involved in a Social-Combat Encounter, the Magi-Knight takes a Full-Round Action to take the Convincing Argument Action. This consists of making a Deception, Influence, or Persuasion Skill Check against a DC based upon the Target's Rank. Remember that the Influence Skill is used by those with "forceful personalities" and is intended to be used to put others in a state of shock and awe. Using the Influence Skill in this way doesn't necessarily include hostility or threats of violence; unless, of course, that's what they're going for!

Using different Mental Attributes allows Magi-Knights to be flexible in the type of argument they are making. An example of this would be using Intelligence to point out a flaw in a line of thinking, Wisdom to listen attentively and provide sage advice, or Charisma to make a heartfelt plea. However, the players must keep in mind that a target might have an **Argument Resistance (Statistic)** to a specific type of argument due to past trauma, convictions, or life experiences. When this occurs, it increases the total Difficulty Check if a player uses the relevant Statistic against them. This occurs in times when the target is not easily influenced by a particular approach, such as when the squadron encounters a cold and calculating individual who is relatively unmoved by Charismatic Arguments. Or a target can also have **Argument Resistance (Skill)**, where they are exceptionally difficult to Deceive, Influence, or Persuade.

When a player rolls their Convincing Argument, the DC increases by 5 if the target has Argument Resistance. It can also be increased by the Magic Keeper

if the player is in a disadvantageous situation such as trying to talk during a loud storm, speaking to someone who has just heard some terrible news, or if they have reason not to trust the player. In these instances, the Magic Keeper can increase the Difficulty Check by 1 to 5 (dictated by the severity of the situation). If the target has **Argument Immunity**, the roll entirely fails, regardless of the player's total. Any time the characters encounter a target's Argument Resistance or Immunity, the Magic Keeper narrates how this makes the check more difficult or impossible, as the target reacts in a strong and vocal way. Afterwards the Keeper will announce the Resistance or Immunity so the squadron may adjust the way they interact with the target.

If a player is successful with their Convincing Argument during a Combat Encounter, the target gains a Change of Heart Level. A **Change of Heart** is when the target's stubbornness (in the case of mortals) or conviction to follow the path of evil (in the case of Cultists) is being challenged. Each level inflicts a different effect upon the target, depending on their total level. A target's Change of Heart Levels can be tracked by placing a d4 next to the target when they gain their first level. However, these are all removed at the end of an Encounter.

If a player rolls a 20 with their Convincing Argument, the argument they made has a **Critical Outcome!** The player can decide to either increase the Change of Heart Level again, or they can gain an Inspiration Point regardless of if the target has Argument Immunity. However, when any Magi-Knight deals damage to a target that already has a Change of Heart Level, the target immediately reduces their Change of Heart Level by 1 and is no longer affected by any Change of Heart Effects until they reach a new Heart Stage.

Restore Control: An Adversary or Nemesis enemy can use a Bonus Action to attempt to override the Change of Heart Effect on any target within 30 feet of them. As a Standard Action, they can target themselves with this ability. In both cases the DC is 20, and they only add their Invasion Level to the die roll. This nullifies the Change of Heart Effect but does not remove any Change of Heart Levels! However, once a target has reached Level 4, their Change of Heart is complete and lasts until the end of the Encounter. The Magic Keeper should also work into the current story how this Change of Heart affects the target and it should also have lasting consequences for all of them.

Receptive to Change

Some powerful enemies need to become **Receptive to Change** before they can have a Change of Heart, such as an Adversary or Nemesis strength enemy. This typically occurs in Cultists or Corrupt Magi-Knights when they become weakened and have had their Hit Points reduced to $\frac{1}{4}$ of their total. This number is typically listed in their stat block inside of the parentheses, such as 100 (25). This means that an Adversary or Nemesis is not Receptive to Change and cannot have a Change of Heart until their total Hit Points are reduced to 25 or less.

TABLE 12-1: SOCIAL-COMBAT DIFFICULTY CHECKS

Target Rank	DC with No Resistances	DC with Resistance	DC with Immunity
Mortal	12	17	—
Vassal (Cultist)	15	20	—
Adversary (Cultist)	20	25	—
Nemesis (Cultist)	25	30	—



Gwen
Starr

TABLE 12-2: CHANGE OF HEART EFFECTS

Change of Heart Level	Change of Heart Title	Change of Heart Effects
0	Callous Heart	The target has no Change of Heart Levels and will oppose the squadron in anything they do that might affect their own goals.
1	Suspicious Heart	The target can no longer attack the player who inflicted this Heart Level upon them until the end of the Encounter. The target receives Disadvantage on any other Hostile Actions taken during their Next Turn. An Adversary enemy can use a Bonus Action to roll 1d100 and removes this effect on a 25+. A Nemesis automatically removes it.
2	Reluctant Heart	The target refuses to deal damage against Magi-Knights. Any damage they would deal is reduced to 0. An Adversary enemy can use a Bonus Action to roll 1d100 and removes this effect on a 50+. A Nemesis adds +25 to their roll.
3	Contrite Heart	The target can take no Actions except a Move Action and to use the Restore Control ability. Alternatively, if the target is a Cultist Vassal, a Magi-Knight may remove the Target from the Encounter. An Adversary enemy can use a Bonus Action to roll 1d100 and remove this effect on a 75+. A Nemesis adds +25 to their roll.
4	Changed Heart	The target turns against their allies or actively attempts to assist the Magi-Knights to bring about an end to the Combat Encounter.

Heart Stages

During situations in which a Social Encounter will occur (wherein there are no active Combat Encounters), the squadron will work together in order to convince the target to either acquiesce or perform an action that might assist them. This could include convincing a stubborn janitor that, “Yes, in fact, my mom does work in this building. She forgot something, and I’m here getting it for her,” or convincing a fellow student that you’re trustworthy enough to keep a well-kept secret (whether this is actual Deception being used is entirely up to you)!

The squadron has a finite number of turns (determined by the Magic Keeper) to resolve the Encounter. However, a typical Social Encounter lasts for a total of 3 Rounds and is done against either one target or a group of targets that are counted as a collective. Afterward, if it is not listed, the Magic Keeper will secretly determine the Skill Resistances and Immunities of the target. The squadron will use the

Skill Checks & Squadron Expert Rules to resolve the Encounter. At the end of each Round, a new Squadron Expert must be chosen, and the group cannot choose a player that has previously rolled unless they use the Rising Frustration rules (even if the roll was not an actual failure)! This is because other characters might have something to add, perceive their comrade is hogging the limelight, or the target might even be tired of hearing from them!

The Difficulty Check of the Social Encounter is determined with **Table 12-1: Social-Combat Difficulty Checks**. If the Squadron Expert successfully passes the check, then the target’s **Heart Stage** increases by 1. If a player rolls a 20 with their Convincing Argument, the argument they made has a **Critical Outcome** and increases the Heart Stage by an additional 1! Any player may also use an Immediate Action to spend an Inspiration Point and increase the Heart Stage by 1. Have the player make a short explanation on how they used their Inspiration to further convince the target. Players can keep track of their squadron’s successes with the use

TABLE 12-3: HEART STAGES

Heart Stage	Stage Title	Heart Stage Effect
0 - 1	Threatening Stage	The Magi-Knights have failed to convince the target to assist them. In fact, they’ve only exacerbated the situation, and things have become significantly worse!
2	Dubious Stage	The Magi-Knights convince the target that they don’t have any ill intent, but the target is also unwilling to help them in any way. The target allows the Magi-Knights to go on their way or peacefully escorts them away.
3	Indifferent Stage	The Magi-Knights convinced the target that they generally are there to help more than hinder. The target won’t help them in any of their doings but may simply ‘look the other way,’ give them a small tidbit of information or grant them a small amount of time to complete a secondary objective before enacting the effects of the Dubious Stage.
4	Cooperative Stage	The Magi-Knights convinced the target that they were a force for good and that their mission is of vital importance, whatever it may currently be. The target will assist them, but only if doing so wouldn’t endanger them or get them into too much trouble.
5 +	Sympathetic Stage	The Magi-Knights convinced the target that solving their current task could potentially save the city from ultimate peril! The target will assist them in any way possible, even if doing so might result in their (necessary) injury or have other harmful ramifications!

of a d6 or marking tallies. At the end of the final round (typically Round 3), the squadron will determine what Heart Stage they have achieved, and the Magic Keeper will narrate the results to the players.

NPC Resistances Generator

If the squadron encounters a random NPC that the Magic Keeper might need to determine Argument Resistances and Immunity for, the Keeper refers to the following generator and table. It is highly recommended that a Nemesis (and potentially Adversaries) have their Immunities and Resistances customized to fit their character, rather than generating them randomly. If a target would have **Double Resistance** to a Convincing Argument, then it is negated as normal, and the players are notified of the two Resistances, in addition to gaining the standard 1 Stress Point. For Skill Resistances or Immunities, the Keeper rolls 1d4.

- ★ 1 = Deception
- ★ 2 = Influence
- ★ 3 or 4 = Persuasion

For Stat Resistances or Immunities, the Keeper rolls 1d6.

- ★ 1 = Strength
- ★ 2 = Wisdom
- ★ 3 or 4 = Intelligence
- ★ 5 or 6 = Charisma

TABLE 12-4: RESISTANCES AND IMMUNITIES

Target Rank	Number of Skill Resistances	Number of Stat Resistances	Number of Skill Immunities
Mortal	1	0	0
Vassal (Cultist)	1	0	0
Adversary (Cultist)	1	1	1
Nemesis (Cultist)	1	2	2

Lighting Effects

It seems almost natural for the Invading Evil to hatch their plots under the cover of Darkness. It's also in the dead of night that the Ethereal Bridge connects to the Cardinal Plane and allows Spectral Outsiders to obtain a veritable "Tourist Pass" and take what some describe as "Souvenirs" back to their native home of Elsewhere. And so the characters need to contend not only with the Invading Evil but also the **Darkness and Shadows** that they take advantage of!

There are **Three Levels of Lighting: Areas of Darkness, Areas of Shadows, and Areas of Light**. In Lapis City during night, most of the areas are considered Shadows, with intermittent areas of Light (due to street lamps and such). If the squadron is investigating late at night in their Student Persona, they'll need to bring Flashlights or even a Lighter to help them illuminate their way. Luckily for them, though, while in their Magi-Knight Persona their Beacons of Light ability allows their Soul Weapons to radiate an aura of 10 to 25 feet of Light. The only problem with this is that they become literal beacons of light and announce their presence to any members of the Invading Evil within the area! Perhaps it's a small and necessary price to pay for being able to see?



While in an Area of Light, typically, all creatures can see normally and receive no penalties from Darkness. As mentioned, Light comes from Flashlights, Lighters, Soul Weapons, and other sources. A Light Source gives its listed value of Light and then its value again in Shadows. For example, a Soul Weapon radiates 10 feet of Light and then changes an additional 10 feet beyond that into an Area of Shadows; but everything beyond 20 feet would be considered an Area of Darkness, unless there are additional sources of Light. However, it should be noted that Spectral Outsiders have no natural aversion to Areas of Light or even direct sunlight, for that matter!

Lastly, a creature that begins its turn in an Area of Light cannot make Stealth Skill Checks unless there is a large enough obstacle nearby to completely obscure their presence (thus granting Total Cover and breaking line of sight to them). They can make a Stealth Skill Check with Disadvantage if they are hiding behind an obstacle that only grants Partial Cover.

While looking at an Area of Shadows, creatures without **Sight Adjustment** have Disadvantage on Attacks and Skill Checks that require visual clarity. A natural Area of Shadows can also be a place that is illuminated through a dim source of Light, such as a bright moon, the first moments of dawn, or the last moments of dusk.

While in an Area of Darkness, creatures without Sight Adjustment are considered to have the Disoriented Condition. A creature using Stealth in an Area of Darkness is impossible to see, but still might be heard. Heavily wooded areas, indoor places with no lighting, and unlit alleyways at night are considered Areas of Darkness.

Sight Adjustment

Some creatures (mostly Spectral Outsiders) see the world differently and face no disadvantages with Darkness. Such creatures possess the ability of Sight Adjustment, though it is possible for a Magi-Knight to also gain Sight Adjustment through the installation of a *Visor*. All Sight Adjustments have a default range of 120 feet. Anything beyond this range is treated as normal and imposes penalties as normal, as an Outsider's sight does not properly adjust the lighting of further, expansive areas.

Aethersight

A rare type of Sight Adjustment, creatures with **Aethersight** see the world without the use of eyes and instead sense the world around them through the vibrations of ethereal energy. This includes an incomprehensible ability to perfectly detect the movement of any creature on the ground and detect even the slightest vibrations made in the air. They gain Advantage on Perception Skill Checks when rolling against someone attempting a Stealth Skill Check within their range, if they moved during the previous round.

For Outsiders, this Sight Adjustment also allows them to detect Corruption, which causes harsh vibrations within the mortal's heart that can only be heard by a creature with Aethersight. This allows them to automatically detect Magi-Knights with 3 or more Corruption Points, who automatically fail Stealth Skill Checks against them. Additionally, they may have other abilities which enhance their effects against these corrupted individuals!

Clearsight

Typically, Spectral Outsiders have a unique form of Sight Adjustment called **Clearsight**. This allows them to completely view the world without the need for any Light whatsoever, and they treat all Darkness and Shadows as Areas of Light. Additionally, this Sight allows them to see through illusions, invisibility, and even through solid surfaces.

Darksight

Usually, more "animalistic" Outsiders or Magi-Knights with *Visors* have a weaker Sight called Darksight. This allows them to ignore any penalties associated with Darkness and Shadows equal to the distance of their Darksight. An Area of Light does not interfere with Darksight in any way.

Conditions

There are a multitude of **Conditions** that affect and manipulate a target in many ways, such as applying Disadvantage to Attacks or forcing a creature to take damage when they use Actions. Conditions can be removed by doing their stated Action. Otherwise, they run their specified duration. The following is a list of Conditions that are found within the Magi-Knight system.

Berserk

You have lost control of your mental faculties and are overcome with a primal rage so strong that you throw yourself completely into the battle at hand with no concern for those around you, much less yourself!

- ★ The character must use their Standard Action to make a Weapon Attack during their turn. Additionally, a Bonus Action can only be used to make a Weapon Attack (if applicable).
- ★ Move Actions must be used to close the distance towards an enemy at all times.
- ★ When you deal Weapon Damage, you double your Strength Modifier. If it is negative, your Modifier becomes 0. You cannot use a Soul Weapon's Finesse Quality.
- ★ Attacks against you have Advantage.
- ★ You lose the ability to use Magic and lose Total Focus on any spell you have active.
- ★ You can't gain benefits from a Squadron Formation and can't participate in Combination Maneuvers.
- ★ You are immune to Heart Level Effects, Convincing Arguments, along with the Distressed and Horrified Conditions.
- ★ You automatically fail any Leadership abilities or tests that you make or that involve you.
- ★ At the end of your turn, you may attempt a Roll to Resist against the initial DC or (Purity; DC 15) if there wasn't one to end this effect.

Bleeding (N)

Blood is flowing freely from an unstaunched wound. Every step, every Action taken, causes you more pain and bleeding. You best patch yourself up soon or ask an ally for Curing!

- ★ Except for Free Actions, every Action taken by the afflicted creature deals (Bleeding Number - CON Mod; minimum 1) damage to them until this Condition is removed. Taking a Full-Round Action deals double the Bleeding Number minus your CON Modifier. You can use a Full-Round Action or another Magi-Knight can use a Standard Action to make a Medicine Skill Check against the initial Roll to Resist and remove the condition on a success. If the Skill Check fails by 5 or more, you immediately take

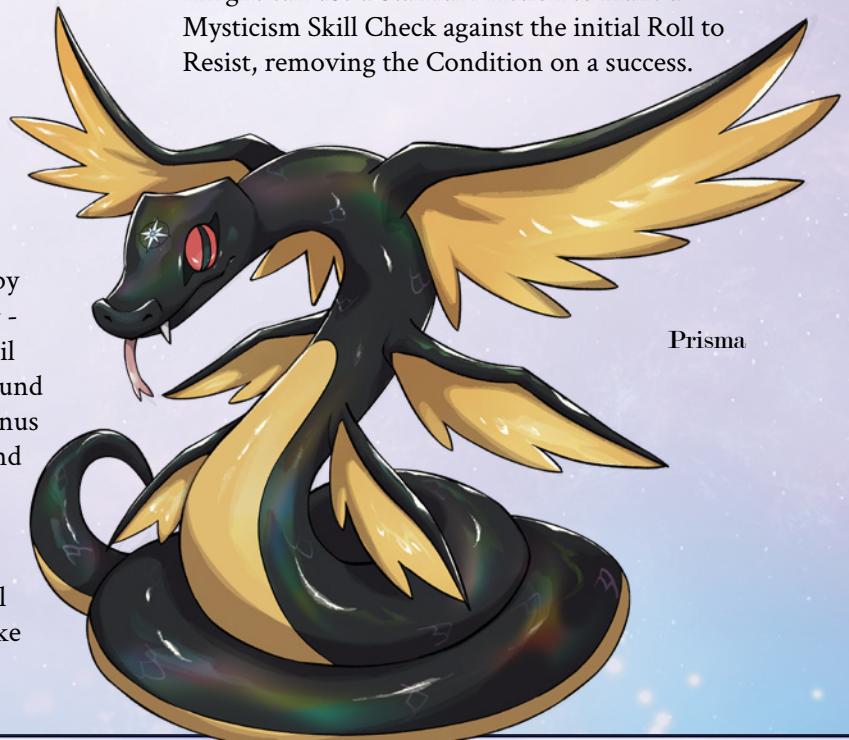
the Bleeding Penalty as if you had just taken an Action.

- ★ Alternatively, any amount of healing from a magical source will remove this Condition.

Burning (N)

You are literally on fire and this was not part of a circus act, or at least no one told you it was! Every second you waste not extinguishing it puts you in grave danger, so you'd best practice what they taught you in school: Stop. Drop. And Roll!

- ★ The **Burning Condition** can be **Physical Flames** or **Aether Flames**, depending on its source. Regardless, except for Free Actions, every Action taken by the afflicted creature deals the Burning Number as damage to them until this Condition is removed. Taking a Full-Round Action deals double the Burning Number.
- ★ **Physical Flames:** At the start of the player's turn, the afflicted creature takes the Burning Number (N) as Physical Damage. You or another Magi-Knight can use a Standard Action to make an Athletics (DEX) Skill Check against the initial Roll to Resist, removing the condition on a success.
- ★ **Aether Flames:** At the start of the player's turn, the afflicted creature takes the Burning Number (N) as magical damage. You or another Magi-Knight can use a Standard Action to make a Mysticism Skill Check against the initial Roll to Resist, removing the Condition on a success.



Prisma

Depleted

You've got nothing left to give and it takes everything you have to not collapse Unconscious. The energy within your Soul Crystal flickers weakly. You might have a second wind hidden somewhere deep within you, but it's not going to be easy to tap into it.

- ★ Your Move is reduced to 0 until the end of your turn.
- ★ If you are Flying, you begin falling 60 feet per turn.
- ★ Your Attacks are made with Disadvantage.
- ★ You cannot Cast Spells.
- ★ Your Armor is reduced to 10.
- ★ If you have Total Focus, you immediately lose it.
- ★ As a Full-Round Action, you may attempt to remove this Condition. Make a Mysticism Skill Check against the initial Roll to Resist or (CON; DC 16) if there wasn't one. On a success, you remove this Condition and replace it with the Drained Condition. On a failure, nothing happens. Alternatively, you may gain 3 Exhaustion Points to convert your roll into a success. This Condition is removed at the end of an Encounter, but if removed in this way, you gain 1 Exhaustion Point.



Disoriented

A blinding headache, a searing pain behind your eyes, or an overwhelming need to empty the entire contents of your stomach. Whatever it is, you're too busy being miserable with vertigo to see or hear much of anything!

- ★ Your Attacks and Rolls to Resist (Physical) are rolled with Disadvantage.
- ★ Your Skill Checks are rolled with Disadvantage.
- ★ Disoriented Magi-Knights automatically fail Leadership Checks and cannot gain the benefits of a Squadron Formation or participate in Combination Maneuvers.
- ★ Disoriented Cultists are immune to Convincing Arguments and the Restore Control ability.
- ★ Outsiders are immune to this Condition.
- ★ You can take a Full-Round Action or an ally can use a Standard Action to make a Mysticism Skill Check against the initial Roll to Resist. On a success, you remove this Condition.

Distressed

You're dealing with things that most people don't even realize exist! Your friends need you to snap out of it, you need to pull it together! But why isn't your hand moving?...

- ★ You have Disadvantage on Skill Checks and Attack Actions.
- ★ You automatically fail any Leadership Skill Checks you make.
- ★ As a Standard Action, Roll to Resist (Horror). On a success, this Condition is removed. On a failure, this Condition persists.
- ★ As a Free Action, a Magi-Knight can forcefully remove this condition by taking 1 Trauma Point. Afterward, they gain the **Berserk Condition**.
- ★ As a Bonus Action, another Magi-Knight can make a Leadership Check (DC 15). On a success, they remove the Distressed Condition from one Magi-Knight.
- ★ If you would be afflicted with this Condition but already have it, you instead become Horrified.

Drained

You've tapped into your reserves, but you're not sure just how much longer you can keep this up. Your head feels foggy and drawing mana from your Soul Crystal seems harder than usual. Why don't these guys ever give up? And just how many of them are there, anyway?!

- ★ Your Move is reduced to 0 until the end of your turn.
- ★ If you are Flying, you begin falling 60 feet per turn.
- ★ Your Attacks are made with Disadvantage.
- ★ You can cast Spells, but they count as 1 Spell Tier Higher when calculating Mana Point Cost.
- ★ If you have Total Focus, you immediately lose it
- ★ As a Standard Action, you may attempt to remove this Condition. Make a Mysticism (CON) Skill Check against the initial Roll to Resist or DC 14 if there wasn't one. On a success, remove this Condition. On a failure, nothing happens but you may take an Exhaustion Point to convert your roll into a success. This Condition is removed at the end of an Encounter, but if removed in this way, you gain 1 Exhaustion Point.

Exposed

C'mon, you've still got some left fight in you! Ah, who are you kidding? Collapsing onto the ground has never felt so good. Your friends can pick up the slack, can't they? The grass is so cool, so refreshing! Maybe you should just take a nap? A quick, little... dirt nap.

- ★ The only Action you can take during your turn is a single Free Action. Your faltered speech is only audible within a 5-foot radius.
- ★ You gain the Prone Condition, which cannot be removed while you still have the Exposed Condition.
- ★ Cannot be removed through normal Condition-removing effects such as Cleanse.

Horrorified

The Boogeyman. The Wendigo. The Candy Witch. These stories weren't just fairy tales and myths, were they? Are you really strong enough to risk everything and take them all on? One day the Black Winds will howl and all memories of you will be whisked away forever. No one will even remember your name. It's all too much... too much for someone so young. Too much for someone with a future that is about to be ripped away from them- literally.

- ★ You gain 1 Stress Point.
- ★ You have Disadvantage on Skill Checks and Rolls to Resist.
- ★ Your Move is reduced to 0.
- ★ You cannot take any Action that would deal damage or affect an enemy.

- ★ Attack Rolls against you automatically succeed.
- ★ You automatically fail any Leadership Skill Checks you make.
- ★ You are dropped to the bottom of the Initiative Track. If this occurs with multiple Magi-Knights, adjust their Turn Order based on their previous Initiative Roll.
- ★ At the end of your turn, Roll to Resist (Horror) again. On a success, you remove this Condition. On a failure, this Condition is changed to the Distressed Condition.
- ★ As a Bonus Action, another Magi-Knight can make a Leadership Skill Check (DC 16). On a success, they replace the Horrified Condition affecting one Magi-Knight with the Distressed Condition.
- ★ If you have Total Focus, you immediately lose it.
- ★ Rolls to Resist (Horror) are not affected by Disadvantage, Advantage, or the Well Fed Effect.
- ★ A Magi-Knight can only gain the Horrified Condition once per encounter.
- ★ Cannot be removed through normal Condition-removing effects such as Cleanse.
- ★ If you would be afflicted with this Condition but already have it, you instead gain 1 Trauma Point.

Paralyzed

Every inch of you is frozen in place and no matter how mad you get or how hard you twist the incorporeal bars that hold you, nothing can break you free! You're a sitting hamster, watching villainy unfold right before you- but don't stop fighting!

- ★ You cannot take any Actions.
- ★ Any Attack made against you is automatically successful.
- ★ If you are Flying, you immediately begin falling 60 feet per turn.
- ★ Another Magi-Knight can use a Standard Action to attempt a Mysticism Skill Check against the initial Roll to Resist. On a success you remove this Condition.
- ★ At the end of your turn, make a Roll to Resist (Magic) against the initial DC. On a success, you remove this Condition. Alternatively, a Magi-Knight may take 2 Exhaustion Points to convert their roll into a success. Cultists and Outsiders automatically remove this Condition at the end of their turn, and instead gain the Prone Condition.

Poisoned

Your body feels like it's on fire, but it doesn't look quite as dramatic! Remember, the harder your heart beats, the faster the venom will spread through you—so try to take it easy. And no, you shouldn't tell your teammate to suck it out, either!

- ★ At the start of your turn, you take damage equal to your Stress Points.
- ★ Except for Free Actions, you take damage equal to your Stress Points for each Action you take and gain 1 Stress Point after completing the Action. You take twice as much damage for each Full-Round Action you take and gain 2 Stress Points after completing the Action. This cannot cause you to exceed your maximum Stress Points.
- ★ You have Disadvantage on all Attacks.
- ★ As a Standard Action, you or another Magi-Knight may attempt a Mysticism Skill Check against the initial Roll to Resist to remove this Condition. This Action does not inflict you with Poison Damage but does increase your Stress. This Condition is automatically removed at the end of battle, but you take 1 Exhaustion Point.

Prone

Someone might have kicked out your feet from under you, chained you to the ground with powerful magic, or you just tripped over something. Although you're vulnerable and can't dodge easily, you're a smaller target. Hopefully that works to your advantage!

- ★ Attacks made against you within 15 feet are made with Advantage.
- ★ Attacks made against you outside of 15 feet are made with Disadvantage.
- ★ You or an ally can use 15 feet from a Move Action to either remove or gain this Condition.
- ★ If you are Flying while you gain the Prone Condition, you descend 15 feet towards the ground and are no longer Flying if you touch the ground, but take no Falling Damage. If you remain Flying, Attackers within 15 feet of you gain Advantage, while Attacks made outside of 15 feet are NOT afflicted with Disadvantage.
- ★ If you use a teleporting effect to move, you instead use only 5 feet of your Move Action to end this Condition.

Restrained

Something or someone is holding you in place, making sure that you don't leave or go anywhere! They obviously just want to give you a big, tight hug or want you to stick around and hang out some more. It's tough being so needed!

- ★ Your Move Actions generate 0 movement.
- ★ You cannot cast Spells or use Reactions.
- ★ The range of your Weapon Attacks is reduced to 5 feet.
- ★ You have Disadvantage on Rolls to Resist (DEX).
- ★ As a Standard Action, you or an ally can attempt an Opposed Skill Check and on a success, you break free of the source that is Restraining you. If you are physically restrained, you use the Athletics Skill while if you are magically restrained, use the Mysticism Skill.
- ★ If you are Flying, you begin falling 60 feet per turn.
- ★ If the source that is inflicting this Condition on you becomes Exposed, Unconscious, is defeated, or moves beyond its Reach of you, remove this Condition.



Levi
Parker

Silenced

Someone is tired of hearing you talk. Or maybe you've been wrecking them with your amazing spells and they're sick of that too! Either way, your mouth has just been sewn or glued shut, or entirely removed, so best not look in any mirrors!

- ★ You automatically fail Leadership Checks that include you as part of the check.
- ★ You lose the ability to Use Magic when casting a new spell. Already active spells stay in effect.
- ★ You automatically fail Skill Checks that require speech.
- ★ As a Bonus Action, you are able to communicate only through gestures and any semi-complicated suggestion or information must be discerned with an Insight Skill Check (DC 15). On a success the target understands the majority of a simple message you are trying to relay. On a failure, the target instead entirely misinterprets it.
- ★ When you Issue Commands to Summons, it requires a Standard Action (instead of a Bonus Action; if applicable). Companions lose the Perfectly Synchronized ability with you and instead only gain 1 Standard Action during their turn.
- ★ As a Standard Action during your turn, you may attempt a Mysticism Skill Check against the initial Roll to Resist. On a success, you remove this Condition. If you fail to remove it, you gain Advantage on your next attempt.

Soul-Siphoned (Stages: I-IV)

The power of your Soul Crystal is being drained away at an alarming rate! With each Stage you feel overwhelmed with lethargy and your feet feel like they're made of solid rock. As the energy of your Soul Crystal continues to disappear, you realize that even if you can't move, at least you'll make a majestic looking sculpture. A fitting reflection of your hollow crystal that once held so much power within it.

- ★ When increasing a **Stage**, you maintain the penalties of the previous one.
 - ◆ **Stage (I):** 1st failed Roll to Resist (Magic); Your Move is reduced by $\frac{1}{2}$. You lose all Reactions. If you have Total Focus, you immediately lose it.
 - ◆ **Stage (II):** 2nd failed Roll to Resist (Magic); You can only take 1 Standard Action during your turn, and your Magical Damage is reduced by $\frac{1}{2}$.

◆ **Stage (III):** 3rd failed Roll to Resist (Magic); You are considered Paralyzed, except you cannot make a Roll to Resist at the end of your turn.

◆ **Stage (IV):** 4th failed Roll to Resist (Magic); You gain 1 Trauma Point. This Condition becomes permanent and cannot be removed until the end of the Encounter and is only removed if the Magi-Knights are victorious.

★ A Magi-Knight within 60 feet can use a Full-Round Action and expend MP equal to their Max Spell Tier to make an Opposed Mysticism Skill Check against the source of this Condition. Upon a success, you reduce your Soul-Siphoned Stage by one. A New Rice makes this Skill Check with Disadvantage.

★ If this Condition would be affected by a Cleanse effect, instead of being removed, your Soul-Siphon Stage is decreased by 1. If this Condition would be Purged, entirely remove this Condition from them.

★ If the Magi-Knights are victorious, this Condition is removed at the end of the Encounter. When this Condition is removed in this manner, the Magi-Knight receives an Exhaustion Point for each Soul-Siphoned Stage they possess.



Christina
Accord

Soul-Tainted

A dark and insidious presence has slithered its way directly into your Soul Crystal. An abhorrent worm-like creature resides there relentlessly assaulting your senses with horrifying images!

- ★ Your Attacks against members of the Invading Evil are rolled with Disadvantage and the damage you would deal to them is reduced by $\frac{1}{2}$ (rounded down)
- ★ Your effects that inflict a Roll to Resist are rolled with Advantage if your target is a member of the Invading Evil.
- ★ When making Rolls to Resist or Opposed Skill Checks using Mysticism against a member of the Invading Evil, you roll them with Disadvantage.
- ★ You cannot use Shards of Power.
- ★ If you have Total Focus, you immediately lose it.
- ★ As a Full-Round Action, you may expend MP equal to one less than your Max Spell Tier (min. Tier I) to make an Opposed Skill Check using your Purity against the source's Mysticism. On a success, you remove this Condition. Alternatively, this Condition is removed at the end of the Encounter. If the Condition is removed in this way, the Magi-Knight receives 1 Trauma Point.

Unconscious

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- ★ You are knocked out and defenseless. You gain the Prone Condition, which cannot be removed while you still have the Unconscious Condition.
- ★ If you are Flying, you immediately begin falling 60 feet per turn.
- ★ You lose your Magi-Knight Persona and immediately revert to your Student Persona.
- ★ If you have Total Focus, you immediately lose it.
- ★ When you gain this Condition, you are moved to the bottom of the Initiative Tracker. If you have already taken your turn for the round, then you skip your next turn.
- ★ Typically, this Condition is received because you are at 0 HP and have excessive Crystalline Fractures. If this is the case, you can remove this Condition when you are healed any number of HP. Otherwise, if you have more than 0 HP but still have this Condition, you immediately remove this Condition when you take any damage or actually uses a Standard Action to wake you.
- ★ Cannot be removed through normal Condition removing effects such as Cleanse, unless you are Unconscious but have more than 0 HP.



PART 3 THE LORE

MAGIC KEEPER'S EYES ONLY!



CHAPTER 13 LAPIS CITY



Lapis City is the capital city of the **Lazuli Region**. It serves as an open location that can be set anywhere in the modern world and defaults to the mid-1990s time period. This serves a few purposes:

1. This represents the period of time when transformation superhero TV shows were enjoying an enormous surge in popularity.
2. Characters can get out of (or into) trouble a bit more easily since advanced security isn't rampant in the world (namely high-tech security and portable recording devices).
3. The inability to instantly record everything via cell phones and upload or stream it onto social media means that Magi-Knights can maintain their secret identity more easily.
4. The information of the internet is extremely limited (and often wholly incorrect), making Investigation Phases much more challenging and meaningful.
5. It allows younger generations to get an interesting look into the way their elders lived in this time period!

There are other reasons that a 1990s setting may be beneficial for your game, but if you have a different idea in mind (such as using the current or a previous era), feel free to do so! Remember, because of the way the Invading Evil operates (they're practically imperceptible as Spectral Outsiders), most of the aforementioned issues could potentially be ignored, though while in their Student Personas, your players might have to be a little more creative to avoid getting caught!

Lapis City NPC Locations

Lapis City has the following notable locations, among any others that you can reasonably imagine (for example, if the Magi-Knights have part-time jobs at sites other than those listed below or on the map, you'll need to create those locations). This list only includes locations that currently have important NPCs attached to them. For further areas where Investigations or fights could ensue, refer to the Lapis City Map!

A&A's Groceries

- ★ Alan and Ann Elltree

Black Heart Hotel

- ★ Manager Noire Blanchet

Blackmote Private University

- ★ Chancellor Kamui Ōtomo

Cherry Blossom Elementary

- ★ Kaho Moonbell (Principal)

DING! Level Up Arcade / Game Center

- ★ Manager Garrett McQuaid

- ★ Assistant Manager Kenneth McQuaid

Frost Peak Academy

- ★ Dr. Alice Walker (Principal)

- ★ Frost Peak Faculty (listed below)

Frost Peak Preparatory School (Middle)

- ★ Mr. Sebastijan Dragoslavić (Principal)

Golder's Grill

- ★ Jacob Golder

Hero Power Comics and Games

- ★ Westley Moreau

Jazzy's Juice Bar & Gym

- ★ Jasmine Khalil

Lapis City Library

- ★ Yvette Wagner

Lapis City Police Department

- ★ Detective Jason Anders

- ★ Officer David Green

- ★ Officer Valerie Novak

Lavender Mall

- ★ Blue Mirror Dept. Store

- ★ Makeup Artist Raven

- ★ Store Associate Bunny

Lazuli Forest (3 Regions)

- ★ Sable Cap Forest

- ★ Azure Echo Forest

- ★ Black Hellebore Forest

Login Vista Cyber Cafe

- ★ Samantha Walker

- ★ "Jake the Hobo"

Marley's Burgers

- ★ Marley White

Metal Dragon Diner

- ★ Mike Chū

Penrose Observatory

- ★ Charlotte Penrose

Pink Kat's Cat Cafe and Pet Store

- ★ Kathryne Northwood

Sekihan (Japanese Restaurant)

- ★ Vin Kenworth

Song's Books and Café

- ★ Yoona Song

Vega's Video Rental

- ★ Vega DeSoto

Witch's Wardrobe - Costume Shop

- ★ Sally La'Fleur





Lapis City

1. Frost Peak Academy
 2. Frost Peak Preparatory School
 3. Lunette Sky Lounge
 4. Black Heart Convention Center
 5. Black Heart Hotel
 6. Sekihan Restaurant
 7. Golder's Grill
 8. Jazzy's Juice Bar & Gym
 9. Cherry Blossom Elementary
 10. Hero Power Comics & Games
 11. Glass Ring Beach
 12. Metal Dragon Diner
 13. Friendship Goals Skating Rink
 14. Lapis City Aquarium
 15. URMart
 16. Witch's Wardrobe
 17. Marley's Burgers
 18. Lapis City Bus Depot
 19. Vega's Video Rentals
 20. Song's Books & Cafe
 21. A&A's Groceries
 22. Ye Olde Swagging Stallion
 23. Lapis City Cemetery
 24. Lapis City High School
 25. Lapis City Library
 26. Lapis City Elementary
 27. Lapis City Fire Department
 28. Lapis City Police Department
 29. Lapis City Hospital
 30. Lapis City Middle School
 31. Ótomo Corporation Tower
 32. Pink Kat's Cat Cafe & Pet Store
 33. Lapis City Stadium
 34. Blackmote Expo Center
 35. Crystal Falls Dam
 36. The Sallow Lighthouse
 37. Endless Quest Amusement Park
 38. Lavender Mall
 39. Millennium 30 Movie Theater
 40. Lapis Metro Stops
 - 40a. Black Glass Stop
 - 40b. Frost Peak Stop
 - 40c. Sealine Industrial Stop
 - 40d. Downtown Main Stop
 - 40e. Central Station
 - 40f. Champion Stop
 - 40g. Skyrise Stop
 - 40h. Ótomo Station
 - 40i. Halcyon Stop
 - 40j. Westwood Stop
 - 40k. Blackmote Stop (End of Line)
 41. Login Vista Cyber Cafe
 42. Lapis Lazuli University
 43. Eternal Sunshine Institution
 44. DING! Level Up Arcade
 45. Aeolus Wind Park
 46. Lapis City Harbor
 47. Diamond Joe's Grubbin'
 48. Black Hellebore Forest
 49. Azure Echo Forest
 50. Penrose Observatory
- Off-Map
51. Blacknote Ferry
 52. Blackmote University
 53. Old Lapis Beach Tunnel
 54. Silver Knight Factory (Abandoned)
 55. Sable Cap Forest

Notable Teachers at Frost Peak Academy

Dr. Alice Walker

Principal

An extremely beautiful and refined woman in her late 30s, many students consider her detached and calculating, running the academy with the efficiency of a production line. She is a logical thinker and extremely stubborn once she has come to a conclusion. Dr. Walker works very closely and has an excellent relationship with Chancellor Ōtomo of Blackmote University, and fast-tracks many of her best and brightest students to the prestigious college. She maintains that students learn best in a sterile and clean environment, and her office always smells sharply of bleach, cleaning solutions, and rubbing alcohol. A doctorate of Psychology hangs proudly in her office, having been one of the first graduates from Blackmote University herself.

Mr. Johnny Davenroy

English Teacher

Only in his second year of teaching and in his mid-20s, Mr. Davenroy is the most laid back of the teachers, though he is cunning and irresistibly charming. He finds himself frequently falling back on these skills to escape any fallout from Principal Walker, who loathes his methods but cannot deny his students' testing results. Likely the most friendly and relatable teacher, he easily balances his approach of "mentor and confidant" to many students. He has a bit of a smoking problem that he tries his best to keep under wraps, and often finds excuses to arrive late or leave early from any teacher meetings.



Ms. Christina Accord

History Teacher

An attractive and intelligent woman in her 30s, Ms. Accord has earned the nickname "The Terror of Frost Peak" for being incredibly short-tempered and intimidating to any and every student that doesn't

live up to her very exacting standards. Even the simple dropping of a pencil during class draws her fury and ire for the "unnecessary interruption!" However, a few of her more insightful students have caught on that this demeanor is a facade that she does her best to keep up so that, at the beginning of the year, the "trouble-making students" will quickly transfer out of her class. After the first month or so of the school year, she generally becomes more calm and approachable, though her high and exacting standards are never lowered. Due to her reputation, Ms. Accord is afforded the favor of Principal Walker, and the two get along excellently. She additionally loves to don all black clothing during testing days and excitedly teases her students about any upcoming "Testing Week," called (perhaps more appropriately) "Hell Week" by the student body.

Mr. Samuel Toussaint

Mathematics Teacher

A stern and authoritative man in his early 40s, this Haitian man is considered by many to be one of the most imposing teachers on the faculty. Standing at 6'4" and 220 lbs, the chiseled man with a hard-cut jawline has a serious demeanor that comes from his years of training in the military as a Training Sergeant. He expects nothing but the best from his students and is prone to giving out additional homework when his class is not on-task. However, perhaps one of the worst-kept secrets at Frost Peak Academy is Mr. Toussaint's obsession with bubbles! There are few things that can force a smile in his typical stone-like demeanor, but his love of bubbles and plotting their circumference is one of his favorite pastimes—one that is shared by Mr. Maximilian, who enjoys teaching the after-school Math Club with Mr. Toussaint.

Prof. Maxwell MacMillian

Science Teacher

An elderly gentleman and scholar, Mr. MacMillian remains quite active during his late years, and despite being in his mid-70s, his mind seems as sharp as ever. A pleasant and reserved man, Maxwell used to be the Head Professor of the Mathematics Department at Blackmote University. None of the faculty truly know why he left such a prestigious and well-paying position to come to the Academy, but he seems

to genuinely enjoy his role here. Quiet-spoken and easy to get along with, he is quoted as often saying, "Though very young, you are all truly my equals." This, however, seems to be a double-edged sword, as all but the brightest of students struggle to understand his explanations of both mathematical concepts and physics. Luckily for them, he is extremely patient and is more than willing to assign additional homework for "the exercising of the ever important little gray cells."

Mr. Benjamin Becks

Fine Art / Music Teacher

An excitable and, at times eccentric, adult in his early 20s, Mr. Becks is an extremely talented musician who turned down an offer from a prestigious worldwide symphony to teach students. He always seems to have a smile on his face and an enthusiastic disposition, most especially during his music classes. He has learned to play an extremely wide variety of instruments with incredible skill. Mr. Becks is a very tall and skinny man, but despite his beanpole appearance, he is well respected by his musically-oriented students. Anyone outside of these classes may describe him as "overly energetic and cumbersomely cheerful." Just as he often challenges himself, he challenges his students to test their limits.

Mr. Edgar Howard

Applewood

Technology Teacher

"Mr. H" is an eccentric and strange but handsome man with sharp features in his early 30s. He prefers the company of computers to that of people and is often found communicating worldwide with others who share his interest in technology. As a teacher he is detached and methodical in his approach. He rarely shows emotion but is prone to occasional bouts of excitable mania. He primarily dresses in black and other subdued colors with button-up shirts, ties, vests, and professional clothing. Although often silent in meetings and discourse, there is obviously a great deal going on beneath the surface, and when he chooses to speak, even Principal Walker takes his suggestions into careful consideration.



Ms. Zerenity Luminitza

Foreign Languages / Home Economics:

A well-educated and quiet woman in her early 30s, Ms. Luminitza was a foreign woman living abroad as the manager of a small but very successful traveling business. However, that suddenly changed when her business was bought out by a larger corporation. A locally renowned polyglot who fluently speaks nine languages and has received her master's degree in Linguistics, this renown afforded her the attention of interested parties who hired her to teach at Frost Peak Academy as the Foreign Languages teacher. A demure and very intelligent woman with very few local friends, she has a slight accent from her home country and is typically found enjoying literature at the local library. She has a keen interest in the occult, divination, and in other esoteric knowledge. However, she takes great pains to keep this a secret for fear of how others might interpret this fascination.

Ms. Faith Solitario

P.E. / Health / Coach

The only child of an immigrant family, Faith is a very attractive and physically fit woman in her late 20s whose dreams of winning the first world cup for her national women's sports team were dashed by an unfortunate accident. Faith coped with this sudden change by throwing herself into a new line of work as a teacher and assistant coach with a ferocity that no other individual could match. At her best, she is a no-nonsense, passionate woman who pushes her students to the limit of their athletic abilities, and at worst,

a hot-headed and arrogant woman who lashes out at those around her. Last year, she was abruptly forced to replace Coach Mark Bobanova after his sudden disappearance. Though Principal Walker finds her much too crude for her liking, she knows Coach Sol is the reason the girl's basketball and boy's soccer team managed to secure a state victory last school year. Although harsh and unforgiving, she has earned the respect of her teams, who would likely defend her and her reputation no matter the cost.

Ms. Sally La'Fleur

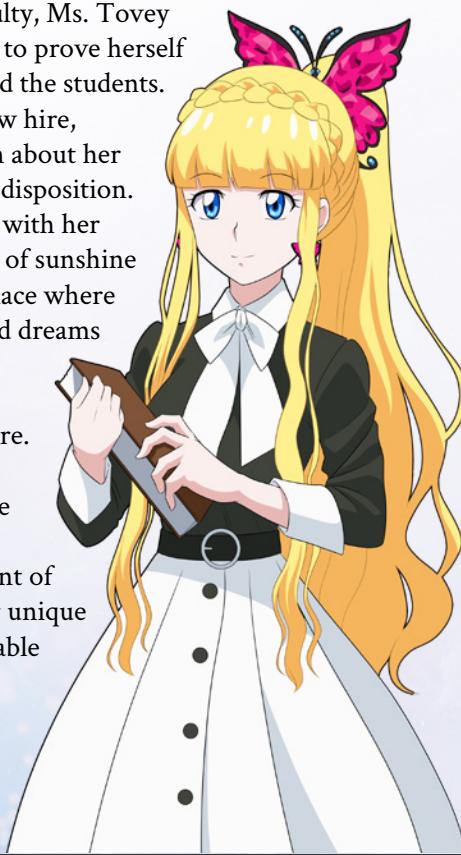
Art / Drama / Jewelry

An excitable, overworked lady in her late 30s and powered solely by obscene amounts of coffee, Sally La'Fleur works at the school as the Art and Drama teacher while also owning a local side business called the Witch's Wardrobe. While not at her primary job, she can be found at her shop doing teacher's work while tending to the store. Her demeanor tends to be a roller coaster of emotions ranging from energetic and fast-talking to slumped and dismissive. These emotions are primarily dictated when she had her last cup of coffee. With wild red hair, wide-circular glasses, and typically wearing sweaters and long skirts, there's potentially a beautiful woman beneath the exterior, though she doesn't seem to care about showing it. Her art taste is eclectic, and she typically waxes on about the artworks of old painters that most have scarcely heard of. Whenever the curriculum brings up more notable artists, she always focuses the students' attention on the background of the artwork and never the focal areas of the paintings.

Ms. Aria Tovey

School Counselor

In her mid-20s and the newest addition to the Frost Peak Academy faculty, Ms. Tovey has an eager desire to prove herself to her superiors and the students. Because she is a new hire, very little is known about her beyond her cheery disposition. Most who interact with her feel she is a beacon of sunshine and comfort in a place where stress runs high and dreams sometimes seem as if they're crashing against a rocky shore. Her young, bubbly attitude can breathe new life even into the most despondent of students, while her unique giggle is both adorable and infectious.



Relics of Lapis Lazuli

A **Relic** is a magical object that can only be discovered through the course of an Episode and can be taken from enemies or discovered through the course of an Investigation. These are objects usually hoarded and protected with great avarice by Harbingers or could be objects that have been lost to time by other Magi-Knights, long since dead. Many of these can have their magical essence broken in exchange for Gloom Gems. However, doing so irrevocably destroys the item, and it can never be returned to its original form. It is good to be aware, however, that not all Relics are beneficial to Magi-Knights in their existing forms, while others provide bonuses and drawbacks simultaneously. A Magi-Knight can only have a number of Relics equal to their Reputation Level (minimum 1). If they acquire a Relic that would put them in excess of this number, they are allowed to carry the relic but not use it in any way.

The power of a Relic should always be a mystery, waiting to be discovered by the Magi-Knight and the squadron. Each one should be relatively unique and difficult to acquire. And each one's true purpose should be shrouded in mystery. A Relic is capable of being something that a Magi-Knight may regret ever acquiring, or it may have a useful purpose waiting to be discovered. Regardless, it is recommended that a Magic Keeper never reveal the full abilities of a Relic when found and even successful Mysticism Skill Checks (DC 20) only offer vague clues and hints towards its purpose. Each step may bring them closer and closer to its creator's intent but should be gradually uncovered and revealed. Because of this, a Magic Keeper is well within the rights to adjust any power given by a Relic and to keep the atmosphere of the item shrouded in secrets. After all, many of these objects were made by very different types of individuals with vastly different goals or agendas and imbued with power by mortals and Outsiders alike. As such, not every relic needs to be exactly identical in nature.

Example of Relics

The following are a small sample of Relics that can be discovered during the ongoing adventures of the squadron, but additional Relics will be introduced with future Episodic releases.

A Meeting on the Other Side, a Record by Sirius Lee

This book and others like it are either journals or records that have conveniently escaped the notice of a Herald, whose duty is to remove evidence of Magi-Knights, Outsiders, and Elsewhere from the Cardinal Realm.

This unassuming book was written by one Sirius Lee, a globe-trotting American and antiquarian who lived during the 1920s period. The pages themselves are extremely difficult to read, having no index, chapter labels, and hastily transcribed cursive which was written amidst various moments of fervor. This black, leather-bound book seems to be more akin to a lengthy journal or memoir. Sold to Yonna's grandfather by a distant family member who thought the high-quality bound book contained only the ramblings of a madman, he will part with it for part-time work at the shop for 5 Budget Tallies. This written account details more than meets the eye and seems to hint that its deceased owner had learned about something he called "Visitors from Beyond." The record also details accounts of solid walls morphing into substances of skin-like plasticity, documentation of horrible screeches throughout the night, seemingly esoteric concepts of other worlds, the potential existence of alternate realities, and the bridges to those places

Reading the Book

- ★ The book can be read during a small window of downtime. Each time it is read, have the reader mark 1 Reading Tally next to it in the Gear section of their character sheet (maximum once per day).
- ★ While you possess a *Meeting on the Other Side*, you gain access to a new Free Time Activity: **Read the Record**. Each time the book is read as a Free Time Activity, have the reader mark 4 Reading Tallies next to it in their Gear section.
- ★ Once the reader has achieved a total of 15 Reading Tallies or more, the record has been read in its entirety a single time. Whenever this occurs, erase all Reading Tallies. Though the majority of the book has not been understood, it has given them strange insights into the way Elsewhere, the Cardinal Realm, and the Ethereal Bridge all interact with one another. The more its reader peruses it and deciphers its complex insinuations and archaic, verbose language, the more benefits they gain from it.
 - ◆ **Complete 1st Reading:** After completely reading the book for the first time, the item becomes a **Relic**.
 - ▲ The reader immediately gains 2 Inspiration Points and gains a +1 Mysticism Bonus for as long as they possess the record.
 - ▲ During their next Sleep Phase, they suffer the effects of the Feverish Dreams Effect.
 - ◆ **Complete 2nd Reading:**
 - ▲ After completely reading the book a second time, the reader immediately gains 2 Inspiration Points, and the previous bonus becomes a +2 Mysticism Bonus for as long as they possess the record.
 - ▲ During their next two Sleep Phases, they suffer the effects of the Feverish Dreams Effect.



★ Complete 3rd Reading

- After completely reading the book a third time, the reader gains 1 Inspiration Point, 2 Trauma Points, and the previous bonus becomes a +3 Mysticism Bonus for as long as they possess the record.
- The reader now becomes immune to the Feverish Dreams Effect as long as they possess the book.
- The reader finally realizes that Sirius' record has an intricately designed (and cleverly hidden) ritual written between its lines. The purpose of this ritual is impossible to determine, and though obsessive with his documentation and his investigation of this esoteric and otherworldly knowledge, nothing reveals what happened to him or if his motives for researching these events were malign or merely misled, but innate human curiosity.
- The reader gains access to the **Free Time Activity: Sirius Lee's Ritual**.
 - The ritual involves drawing unknown symbols on a 20 by 20-foot area, in addition to a large arcane circle, and the utterance of complex and strange words by up to 5 people. Remember, this Skill Check should either be a Solo Skill Check, done with a Squadron Expert, or Squadron Skill Check if everyone is involved.
 - Studying the pages for a Free Time Activity reveals with a Mysticism Skill Check (DC 20) that this is the Spectral Script. A successful DC 25 check determines that the words are part of the Spectral Tongue, but romanized into approximate sounds.
 - Completing this ritual is done with a successful Mysticism Skill Check (DC 18). On a failure, the individual can attempt the ritual again at a later time with no ill effects.
 - On a success, there is a large explosion of energy that shoots out from the arcane circle. The relic becomes an Indestructible Relic, but then nothing else occurs. In the Relic section of their character sheet, have them record that they have Completed Sirius' Ritual and denote if they participated or not.
- The squadron can collectively decide at any time to destroy this Relic but gain no Gloom Gems from doing so (if it has not become an Indestructible Relic).

Spiral Disc

This Relic comes from an area of densely concentrated Inert Spectral Energy and forms when the location of a previously destroyed Spectral Tether reopens ever so slightly. Time has worn down the veritable suture, and now the corruptive energy from Elsewhere seeps back through, polluting the area within the Cardinal Realm once again. Though this process takes many years, it is impossible to predict when or if it will even occur. Sometimes the world itself can even heal the wound of its own accord, without the influence of a Magi-Knight.



These discs can be formed from any solid object within the Cardinal Realm, be it stone, wood, minerals, or even bone. They contain a piece of the cosmos within them and always have incredible vistas of nebulas, spiraling galaxies, and the like. Staring into one has both a restorative and calming effect on its viewer and can grant incredible, albeit brief, moments of enlightenment and inspiration. However, doing so brings its viewer one step closer to the call of Elsewhere and the very energies that have created it due to it being suffused with the corruptive influence of the Invading Evil.

- ★ While you possess a *Spiral Disc*, you gain access to a new **Free Time Activity: Gaze Into the Disc**. After gazing into the disc for an entire activity and with no social interaction from others, you immediately reduce your Exhaustion and Stress Points to 0, gain 1 Inspiration Point, and then gain 1 Corruption Point.
- ★ The squadron can collectively decide at any time to destroy this Relic and each gain 10 Gloom Gems.

Ring of Calling

This ring is a type of magical communication device that has similarities to a Magi-Knight's Long-Range Communicator. It uses a powerful, psychic connection to summon the aspect of a creature it is connected to into the wearer's dreams. This could be done in a deep dream at night or even something lighter like a daydream. Unlike a standard communicator, which only transfers voice in real time, the *Ring of Calling* allows the wearer and its connected creature to convey emotions, thoughts, and sensations, even if they are currently dwelling on a different plane of existence.



- ★ While wearing this ring, whenever you would sleep, you are psychically linked to its creator.
- ★ While wearing this ring and after having had a communion with its creator, it intermittently vibrates gently when other rings that were created with it are within a 1-mile radius. It can pinpoint the area of another ring within a 50-foot radius. The ring can only detect other *Rings of Calling* that are connected to the same Nemesis Outsider or Harbinger.
- ★ Once put on, this ring cannot be voluntarily removed except when the following occurs:
 - ◆ After the ring has established a connection between its creator and wearer at least once, a Herald, or a Magi-Knight who can pass a Mysticism Skill Check (DC 20), can remove it from the wearer. Removal in this fashion irrevocably destroys the ring and creates an area of Spectral Energy as soon as both ends of psychic communication are dissipated.
 - ◆ When the wearer would lose all of their mystical powers (such as the defeat of a Cultist or the death of a Magi-Knight) it can be removed with no difficulty.
- ★ Rings attached to a particularly powerful entity could have additional unlisted properties.
- ★ The squadron can collectively decide at any time to destroy this Relic and each gain 5 Gloom Gems.

Relic of Skill Improvement

This Relic typically takes the form of a small crystal that attaches itself to its owner's Soul Crystal once it comes into their possession and remains active even when a character is not transformed. The intent and design are relatively simple, but their origins can vary greatly. This Relic is also highly adaptable, and its areas of improvement constantly fluctuate until a Magi-Knight's Herald focuses a high amount of energy into it to stop the magic within from shifting.

- ★ Upon receiving a *Relic of Skill Improvement*, roll a d20. This die cannot be modified or adjusted in any way. At the beginning of every Episode, reroll this die and change its Skill Improvement to match.

d20	Type	Bonus
1-9	Relic of Skill Support	Your lowest Skill (of your choice, if tied) receives a +1 bonus.
10-19	Relic of Skill Expertise	Your highest Skill (of your choice, if tied) receives a +1 bonus.
20	Relic of Skill Ascension	Your lowest and highest Skills (of your choice, if tied) receive a +1 bonus.

- ◆ **Permanence:** During the Sleep Phase, a Magi-Knight can exchange 50 Gloom Gems with their Herald to prevent from ever having to roll again for this Relic at the beginning of an Episode, and its benefits become permanent.
- ★ The owner of this Relic can decide at any time to destroy it and gain 50 Gloom Gems or 75 Gloom Gems if it has the Permanence ability.

CHAPTER 14

THE HERALD

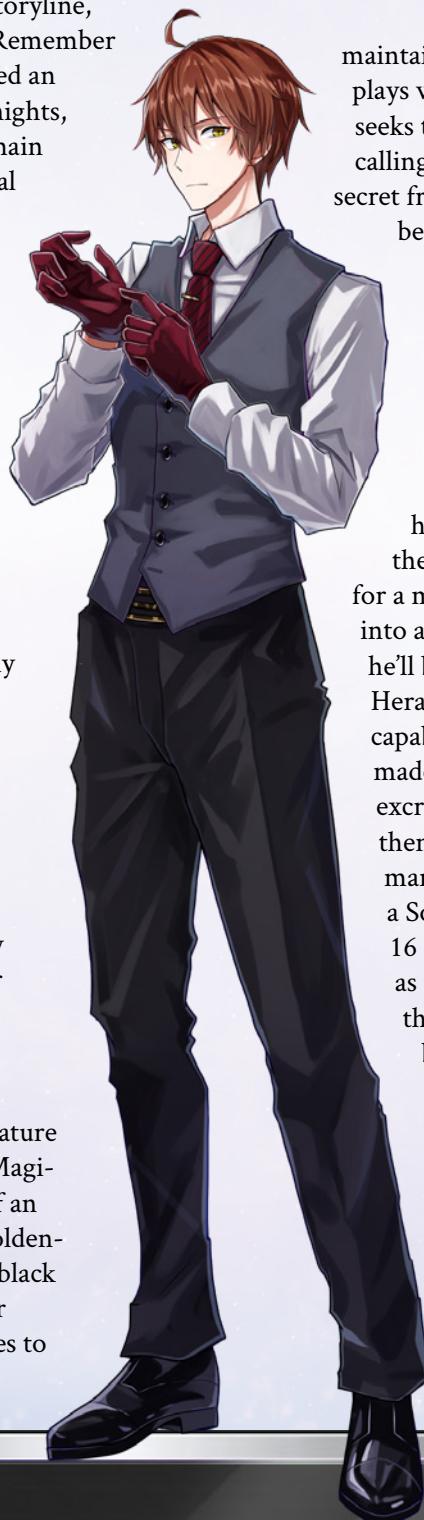


What follows is the canon for the Herald of Lapis City, **Khierix** (also known as **Grey Alcott**). Remember, though, you are free to create your own enigmatic and otherworldly handler for your Magi-Knight Squadron! Maybe they are a floating head spewing out vital information from another dimension, or a cute, energetic creature that looks like a fantastical stuffed animal, or perhaps they exist only in the minds of the player characters—summoning their consciousnesses to a collective place within their minds to meet with them on important occasions. Whatever you choose, your Herald is very important to the storyline, so take your time in designing them! Remember that the Herald is universally considered an Outsider, but, luckily for our Magi-Knights, the Herald is unique in that he can remain on the Cardinal Plain outside of normal “Visiting Hours.”

The Herald is just as his name implies. He is a being that comes from a far distant planet and has journeyed through the vast universe in order to reach Earth (the Cardinal Plane). He is an omen of the ending of Earth’s natural order and the signal of irreversible change.

The Herald possesses otherworldly academic, mathematical, and alchemical knowledge (that he carefully safeguards). This includes telepathic abilities and other incredible mystical powers, not the least of which is the ability to awaken a human into a Magi-Knight through the power of a Soul Crystal, which is the conduit that connects the two of them together. Heralds can also arrive on Earth at any period of time (and this is the basis for future scenarios), so your game could potentially take place in interesting settings throughout Earth’s timeline!

Khierix can take the form of any creature he chooses: with a younger group of Magi-Knights, he prefers to take the form of an amalgamation of other creatures—a golden-eyed, feather-winged, red panda with black antelope horns and a very long tail, for instance. In this form, he generally tries to



maintain a disarmingly innocent attitude that plays well into his irresistibly cute nature. He seeks to keep the difficulty of a Magi-Knight’s calling and the ultimate fate of their world a secret from his wards for as long as possible, believing this makes it “easier on everyone involved.” He may even blatantly lie about the world’s end, if he believes it will give them a measure of peace and make them easier to handle. He responds to the name Khierix in this form (conveniently, his true name).

When Khierix creates a Magi-Knight, he asks that his new ward pet him on the head. He’ll pretend to be enjoying it for a moment, just long enough to lull them into a false sense of security. Then abruptly, he’ll bite them with a vice-like chomp. A Herald’s fangs are impossibly sharp and capable of puncturing any natural or man-made material. After roughly 8 seconds of excruciating pain, Khierix will let go and then use the plentiful amount of blood and marrow taken from the individual to form a Soul Crystal. This process takes roughly 16 seconds of focus for a Herald. As soon as the crystal is formed, it is able to heal the wound of its owner and is forever bound to them.

In the event of assisting an older group of Magi-Knights, Khierix prefers to take the form of an alluring, extremely handsome young man with otherworldly glistening golden eyes. He wears a white button-up shirt, a black vest suit and suit coat, a burgundy red and black thin-striped

tie, a burgundy colored pocket handkerchief, and wears burgundy red suede gloves. In this form, the Herald takes a confident, smooth-talking, and often amused attitude with his charges. He is readily aware of a human's inquisitive nature and will never blatantly reveal the truth of their mission and the world but may slowly allow them to discover it on their own if they are persistent enough. This incarnation is much closer to his original personality, and he prefers the name Grey Alcott (the actual name of his host, a British gentleman) while using it. He particularly enjoys masquerading as a wide-eyed foreigner and perfecting his interactions with other humans, though he may still become invisible at-will and can blend in perfectly with those around him, even going so far as to use his powers to suggest that he belongs in an area or that people pay him no mind.

It is said that "eyes are the window to the soul." So when Grey creates a Magi-Knight, he locks eyes with them in an intense gaze to form a temporary, mind-controlled connection. The target becomes completely Paralyzed and their sensations are rendered inert. Grey continues by pulling out a silver needle that is so thin it is nearly imperceptible. After inserting the needle into the pupil of the target's eye for a moment, a portion of their Soul is drawn out directly into the **Soul Siphoning Needle**. Afterward, he is able to concentrate his magical abilities to form a Soul Crystal through his great alchemical knowledge. As soon as it is formed, the temporary connection between Grey and the new Magi-Knight is severed, and the Soul Crystal is forever bound to the individual.

Although the Herald enjoys imitating human emotions (to an exaggerated extent), it is only because he lacks emotions on the level that humans do. He is not heartless, so he does not desire to put his wards through unnecessary pain or endure despair needlessly. But he is a logical, distant, cold-thinker who does not understand Earth or humans in the same way that a native dweller can. As such, he dismisses outbursts of emotion from others and his inability to understand them as simple "cultural differences." He does, however, greatly enjoy imitating these depths of emotions to the best of his ability and even takes up collecting objects. His demeanor will change drastically to reflect him dropping his facade when the situation becomes tense or serious.

Despite knowing that his charges are most certainly destined for martyrdom, he doesn't let that dissuade

him from his primary mission: to slow the advance of the Invading Evil for as long as possible—no matter how many Magi-Knights are lost in the process.

Dichotomy of Heralds and the Invading Evil

As Heralds are simply the omens and messengers of a new beginning for a world, the forces of the Invading Evil have no interest in the destruction or death of a Herald—they are, in fact, ordered not to "kill the messenger." To the **Star Devourer**, Heralds are an integral part of a process that has continued throughout the cosmos for eons. And to eternal beings like them, as long as they are aptly satiated at the end of a world's trial (and they always are), the ultimate struggle of microscopic beings against a well-established cycle within the galaxy is largely inconsequential.

The Star Devourer travels throughout the universe migrating from one veritable cosmic pasture to another. It is the duty of a Herald to prepare those pastures for grazing by traveling to those far distant planets and awakening what Outsiders mockingly call "**Chosen Ones**" within the local populace to become Magi-Knights and fight against the forces of the Invading Evil. The Magi-Knights are to fight against these forces for as long as possible—until the Star Devourer reaches the planet and proceeds to consume all life upon it.

The Star Devourer is a creature of unfathomable power, and as near-omnipotent, near-godlike beings, their motives are entirely incomprehensible. Why does the Star Devourer bother sending Outsiders and using Overseers and Vassals at all if, regardless of the resistance of a populace, they completely consume the world? Long ago, **The Forgotten Herald** theorized that the Servants of the Invading Evil are similar to Heralds in that they are essentially otherworldly garden keepers that are sent ahead to cultivate and ripen the planet for consumption. The more chaos, madness, evil, and desperation there is in a world when it is consumed, the greater and more pleasurable the Star Devourer's feast. The Forgotten Herald supposed it was this hunger that drove the Star Devourer and their machinations. But then why bother with Magi-Knights and Heralds? Why not allow the Invading Evil to simply overrun the planet unresisted? And does the Invading Evil have a hierarchy? Just how intelligent

are they? The Forgotten Herald had no answer to these questions. Perhaps it truly is only the Star Devourer itself that knows the answer to such a seemingly counterintuitive question.

However, perhaps in an unspoken rule that has extended into the macrocosm from beyond time or possibly even enforced by a yet unseen, greater power, Heralds are tasked with the role of rallying a resistance against this unstoppable darkness. A Herald is always chosen from the decimated populace of a previous world. In this way, Heralds are entirely aware of the unavoidable doom that awaits the planet and are entirely single-minded in their fight against the Invading Evil. But who gave the Herald this duty? Even the Heralds themselves don't actually know the answer. They only remember awakening with their newfound knowledge and abilities on their own dead planet. Their minds have a clear, constant connection to The Herald's Mission and a desire to see that mission continue for as long as possible—but that is all. Like a calling that cannot be ignored, they set out from their lifeless home worlds and travel to other planets to begin their new role and continue the cycle evermore.

Firstly, you, as the Magic Keeper, need to determine if your Herald is an unwilling accomplice to the Outsiders or a stalwart ally that has come to help Earth mount a valiant defense against the Invading Evil. Also, consider if, in your game, the characters are fighting against inevitable doom and dying in forgotten martyrdom is an appropriate way to have the story finish out. Although countless other worlds have fallen and been devoured since time immemorial, perhaps Earth is somehow a “different and special” planet. What makes Earth deserving of outside interference or resisting the culling of the planet, where countless others have fallen? Carefully consider the answers to such questions and think heavily about their ramifications for the world.

Remember that Soul Crystals directly react to the negative energies that Outsiders naturally discharge when they come in contact with the Cardinal Realm. This means that Magi-Knights can only exist in places where Outsiders either dwell or come into frequent contact with. As such, if they ever travel to a place in the world where otherworldly denizens do not frequent (for one reason or another), their Soul Crystals are useless and are nothing more than innocuous-looking gems!

Creating a Herald

As the Magic Keeper, if neither Khierix nor Grey fit your playstyle and you would like to introduce your own personalized Herald into the story, there are a few things you need to consider. These are the **Four Rules of a Herald**: the **Rule of Non-Interference**, the **Rule of Erudition**, the **Rule of Balance**, and the **Rule of Silence**.

The Rule of Non-Interference

Regardless of where they come from or what their true motives may be, they must follow the **Rule of Non-Interference**. A Herald may not interfere in a battle between the Magi-Knights and the Invading Evil. Their mere presence (which allows the Magi-Knights to transform), imbuing Armaments with Runes, trading Gloom Gems for Shards of Power, and other non-active involvement is the extent of their ability to assist in their endeavors. After all, “mundane problems require mundane solutions, and magical problems require magical solutions.” The mere fact that the Herald has provided the key (and a magical one at that!) to solve what would otherwise be an impossible problem is the tolerable limit of his interference in the affairs of mortals.

The Rule of Erudition

Remember that a Herald is as much of a guide and mentor as anything else. In this capacity, he must do his best to ensure this tenet: “Knowledge gained independently through research and experimentation is far more valuable than knowledge simply given.” This means that front loading the Magi-Knights with the answers to all of their questions is not something the Herald should do and is actively restricted from doing. However, he should instruct them with a baseline of knowledge so that they may continue to seek the truth of their situation of their own accord. This is known as the **Rule of Erudition**.

The Rule of Balance

A Herald must always follow the **Rule of Balance**. It is precisely because they must follow this rule that a Herald arrives at a moment when lives are at stake. If the Herald prevents the death of one life, but then the life of a Magi-Knight is later lost in battle against the Invading Evil, then the Herald’s interference is considered a minor and tolerable ripple in the balance of the cosmic scales.

The Rule of Silence

Lastly, there exists the **Rule of Silence**. A Herald must always ensure that the provable existence of the Magi-Knights is kept secret from the world beyond the borders of the **Lazuli Region**. This means that should any Mortal [Human] gain intimate knowledge regarding the existence of the Magi-Knights, such as irrefutable evidence of their magical presence or documentation of Outsiders, the Herald must use his powers to erase all memories of this knowledge. For example, a mortal can be saved by or witness a Magi-Knight defeating evil, but if they somehow discover the Magi-Knight's true identity, the Herald would immediately intervene. The same would occur if a Magi-Knight tells a family member of their secret abilities and of the monsters that lurk within their world. The Herald will also go as far as spreading blatant misinformation regarding people or situations of importance and easily does so as the human mind more readily accepts a logical lie than a mindblowing and unlikely truth.

Remember that when a Magi-Knight dies, all conscious evidence of their existence is wiped away by the **Black Winds** from anyone that is not a Magi-Knight. The Herald's Mission requires them to clean up any physical evidence left behind, such as pictures or journals, unless that evidence is currently in the possession of a living Magi-Knight.

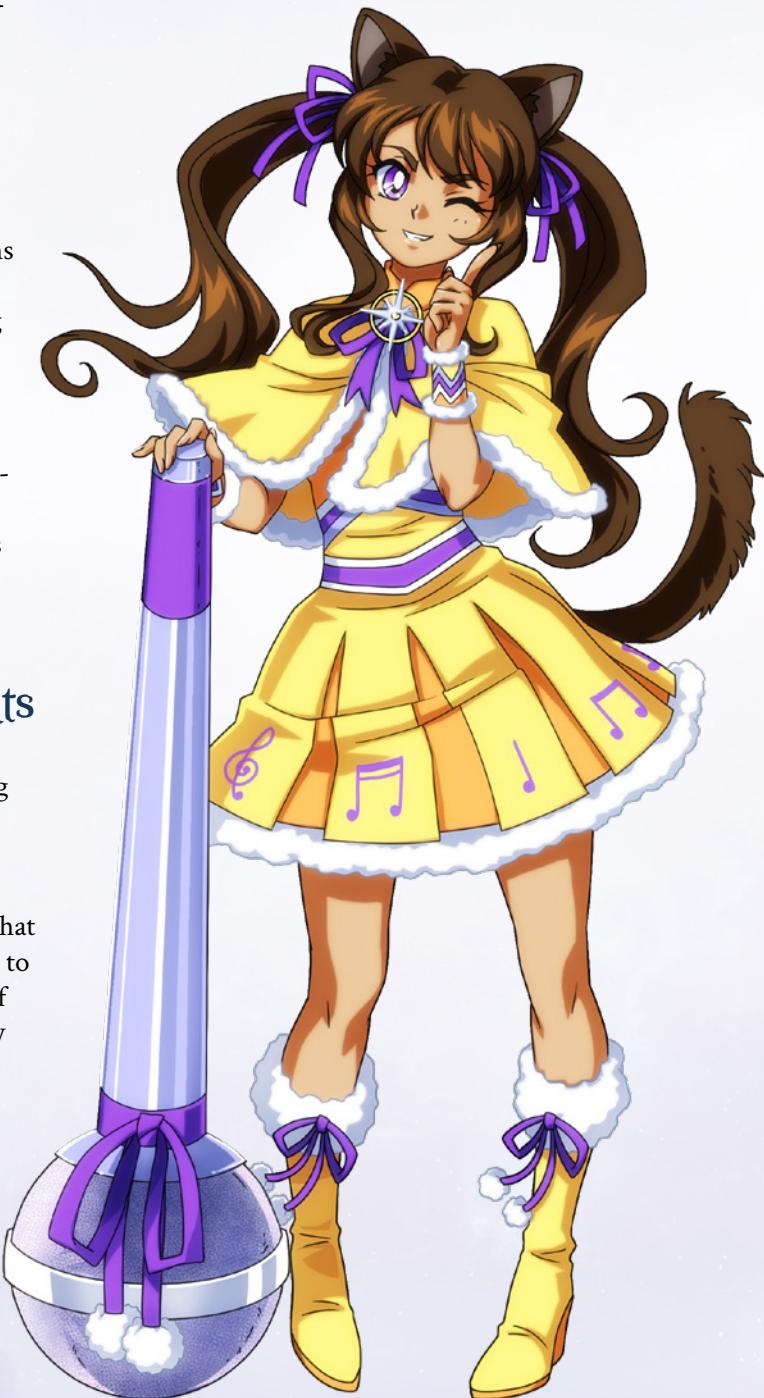
Awakenings and Magi-Knights

To become a Magi-Knight, there are a few factors that come into play. Firstly, a Herald is the only being capable of awakening a human into a Magi-Knight, due to the complex, mystical nature of Soul Forging. A Soul Crystal's power is a permanent, open conduit between its owner and the Herald. It is this conduit that allows a Magi-Knight to use Magic Spells, transform to summon Soul Armaments (the only things capable of harming Outsiders), and complete feats that ordinary humans could never accomplish.

Qualifications of a Magi-Knight:

- ★ Innate Virtue
- ★ Ability to Form Connections
- ★ Desire for Change
- ★ Age Range
- ★ Belief in Humanity

A Herald chooses a human to become a Magi-Knight based on the aforementioned factors. This task is made easier through the Herald's telepathic nature, which means he can see and understand a human's motivations fairly easily, and he will spend some time observing a target before enlisting them in his endeavors. As suggested, becoming a Magi-Knight is not always voluntary. There have been many instances where an unwilling individual is simply drafted into humanity's endless and unseen war.



Innate Virtue

The Herald seeks those who display strong Virtues because a Magi-Knight must be a paragon of their kind to both lead the charge against darkness and steel themselves for the trials ahead of them.

Form Connections

The potential to form connections is important because a Soul Crystal draws power from the Bonds forged with those around a Magi-Knight and increases their effectiveness in battle.

Desire for Change

A strong desire for change is required because it reveals an adventurous soul who is open to the drastic changes that leading the life of a Magi-Knight may contain. It also measures the ability to cope with truly life-changing alterations. Lastly, Magi-Knights hold the power to drastically alter the lives of those they are involved with, typically for the better.

Age Range

Heralds typically choose humans who are roughly within the age of adolescence (between 14 and 18—though desperate times may require them to recruit adults as old as 23). This is because, almost universally, the developing individuals within this age group are easily impressionable, have a higher concentration of Purity, and will follow the Herald's lead more easily. They are also quicker at developing connections between themselves and their otherworldly mentor. Additionally, on a cognitive level, they more readily accept their heroic calling and have an easier time coming to grips with the stark realization that monsters are not actually fantastical creatures of myth and lore but are actually space invading denizens working for an all-powerful force of evil that wants nothing more than to turn the planet into an enormous slaughterhouse.

Magi-Knights are rare individuals. The older Veteran Magi-Knights are doubly so. These veterans are of truly epic proportions and have fought against the Invading Evil long enough to become **Super Magi-Knights**. They very rarely live past their mid-20s, however. It is unknown to most Magi-Knights whether this is because of the repeated trauma inflicted on them by combat, falling to the corruptive influence of the Invading Evil, or some yet undiscovered reason.

Belief in Humanity

Ultimately, a belief in humanity may be one of the most important traits a Magi-Knight can have. This is because a Magi-Knight fights for the billions of faceless masses against an encroaching darkness that their world knows nothing of, and a Magi-Knight's sacrifices are never acknowledged. Indeed, their ultimate endeavor is to fight for the right of continuation for the human race for as long as possible, while their own death in battle is almost assured. If a Magi-Knight becomes disillusioned with this goal and begins to consider the possibility that mankind may deserve their unavoidable and terrible fate, then a disastrous change may befall them.

Number of Magi-Knights

One thing you, as the Magic Keeper, should consider is how many Magi-Knights the Herald has **Awoken**. Is your group the only group in the region? The world? Decide what is best for the ideas you have in mind for your **Story Arc** or **Saga**. In the default setting, there are only a small handful of Magi-Knight squadrons (though this changes with the ebb and flow of the war), but they are strangely all focused in one region of the world: Lazuli Region—so too is the Invading Evil. This could be a long-term mystery that the characters could investigate. The Herald might know the answer, but rarely believes in, "Knowledge given without being earned." Additionally, there may be times when the Invading Evil shows an interest in an area that previously was vacant of Spectral Outsiders. If that is the case, what is temporarily drawing their interest there?

The Existence and Death of Magi-Knights

Only a Herald knows what truly happens to a Magi-Knight when they die (usually in combat against the Invading Evil). But when this tragic event happens, within moments, the incredible, mystical energies that gave them their abilities to challenge darkness slowly begin dispersing in a spectacular way. Because these same mystical energies are woven into the bodies of Magi-Knights, the body breaks down and disappears along with this energy, floating into the heavens.

After a Magi-Knight has entirely disappeared, any remaining Magi-Knights may be troubled to find

that no one remembers who their old ally was; all traces of their existence have faded away. Photos, journals, videos, and anything that might be evidence of who they were are completely gone; this includes even memories that have been carried away by the Black Winds.

If a Magi-Knight is in possession of any of these, however (on their personage, in their room, or anywhere else they dwell), these objects are protected and do not disappear. The Magi-Knights don't know the reason for this phenomenon, and if the Herald is asked about it, he is alarmingly silent on the matter. The only ones who remember the life of sacrifice that they led are the Herald and other Magi-Knights.

Quitting Your Night Job

Many individuals don't realize the difficulties that they're getting themselves into when they make a **Herald's Agreement**. But that's no problem for the Herald. A deal was struck: a life for a life, and such a deal cannot be simply undone because of cold feet or trepidation. Although the Herald is bound by the Rule of Non-Interference and unable to assist Magi-Knights in battle, he is capable of doing whatever is necessary to convince them to fight. This can include a friendly or forceful reminder that the life given can easily be taken away. If there is additional resistance, the Herald will have no choice but to destroy the Soul Crystal and snuff out the life of the person that was part of the exchange.

A person is appointed as a Magi-Knight until death. There are very rare circumstances in which a Herald can be allowed to let a Magi-Knight simply "retire," as the ongoing exchange of a life for a life necessitates the need for that agreement's continuous fulfillment. However, there are a few exceptions. Most notable of which are those when a Magi-Knight experiences a Total Soul Eclipse enough times that they become a liability in combat, and it is more detrimental for the Herald to continue to deploy them against the Invading Evil. This typically only occurs after many, many battles against Outsiders, but in these rare instances, the Herald will remove all of his power from their Soul Crystal and leave them behind. Allowing them to pick up the pieces of whatever life they might be able to live with their accumulated tragedies and trauma.

Alternatively, when a squadron experiences an **ESDIA (Entire Squadron Disabled in Action)** and there are very few survivors (typically only one or two), the overwhelming amount of Trauma received by the remaining Magi-Knights can be potentially mind-shattering. In these instances, a Herald may find it easier to simply scrap what members remain, allow them a benevolent retirement, and move on to create an entirely new squadron. But these rare **Retired Magi-Knights** are unlikely to live peaceful or happy lives. The incredible burden they bear after witnessing something so devastating leaves the majority of them with compromised mental stability, constant nightmares, and a lifetime of trauma they find difficult to put behind themselves. This is largely due to the fact that the world has forgotten their friends and allies ever even existed in the first place, and were it not for their own memories, it would be as if they had never been born into the world at all.

Interacting with the Herald

Since the Herald is a **Magic Keeper Non-Player Character (MKNPC)** the squadron may wonder if they can forge a Bond with him—the answer to which is a definitive yes! One of the Player-Links actually hints at this possibility. However, **Forging a Bond** with the Herald can be a tricky prospect. Although Bonds created with the Herald are kept track of on an individual basis, at key points in a story, the Magic Keeper may ask for the squadron's accumulated Bond Points with the Herald. This can potentially affect the story in key ways.

As mentioned, forging a Bond with the Herald is a delicate task. The Herald already knows the ultimate fate of the Magi-Knights and their planet. As such, he tries his utmost to maintain a certain amount of professional distance and initially resists forming a meaningful connection to any of the Magi-Knights (this is made easier for him by his innate inability to understand emotional aliens).

Because the Herald is a telepathic being, his guard can only be lowered by the inherent sincerity of a character. At the end of a scenario or completion of a major task, when the total Bond Points with the Herald exceed the maximum of the current **Herald's Bond Level**, the squadron may attempt to **Forge a Bond with the Herald** during a convenient narrative moment

(perhaps while the squadron celebrates their victory in their home, at a festival, party, or other such location). This should be included as an additional event during a Free Time Activity.

Unknown to the players (and this is kept secret)--the Herald and the squadron begin the game with the **Otherworldly Envoy of Doom, Herald Bond Level**. The Herald may offer a low-rarity Shard of Power here and there or even give them relatively inconsequential information about the Invading Evil. But ultimately, the Herald believes whole-heartedly in the inevitable doom of this world and all of its inhabitants. He accepts his position as a small cog in a cosmically sized machine and is unwavering in his duty to it.

Attacking the Herald

Although this normally isn't an issue, some players may be tempted to attack their Herald for one reason or another (he saved their life, though, how ungrateful)! Allow them to proceed with the Attack as normal. The Herald won't try to avoid the attack and embraces the damage in order to teach his wards a lesson. The Herald has **200 HP and Resistance to Magic**. As an Outsider, Soul Weapons and Magic certainly have an effect on him. However, he also possesses a portion of the Magi-Knight's souls within him. Any damage dealt to the Herald is also applied to all Magi-Knights of the Herald. Additionally, the attacker takes 3 Crystalline Fractures as there is cataclysmic feedback when they use the power of their own Soul Crystal in an attempt to destroy the source of their magic. This attack can kill a player. Lastly, the attacker loses 25 Social Points with the Herald (this is the one time where Social Points can become negative).

Cultists and Outsiders are forbidden to attack a Herald. However, if for some reason the Magic Keeper decides to include this unprecedented

event in their story, the Herald has **24 Armor** and redirects $\frac{1}{2}$ of the damage received back to the Outsider as True Damage. Additionally, the same amount of damage received by the Herald is split as evenly as possible between all Magi-Knights (rounding down as needed).

Because the Herald spends the Sleep Phase restoring the Hit Points of his Magi-Knights, he cannot regain Hit Points during the Sleep Phase unless the Magi-Knights need no Hit Point recovery, or opt not to receive any during that Phase. If they do not need it, or they opt out of it, he recovers 25 HP.

If a Herald leaves the Cardinal Realm for more than 24 hours, then all Magi-Knights with a Soul Crystal connected to that Herald die. If the Herald dies, then those same Magi-Knights die within 24 hours.



Increasing the Herald's Bond Level

During a Free Time Activity, in addition to the chosen activity and when the squadron has the number of required Social Points to move from one Bond Level to the next, the squadron may attempt to Increase the Bond Level of the Herald. To do so, the group must perform a Squadron Skill Check (Persuasion; DC 25). Success indicates that each squadron member gains 1 Social Point with the Herald and successfully upgrades the Herald's Bond Level to the next one. Failure means that the squadron has been unable to convince the Herald of their plea—whether that is one made through sincerity, conviction of purpose, etc., is irrelevant. The squadron will be unable to attempt this check again until a different Free Time Activity occurs on the following day. Alternatively, every squadron member may commit an Inspiration Point into the Squadron Skill Check in order to automatically pass it collectively instead of rolling the Skill Check. The Magic Keeper should make the squadron aware of this option and have them narrate it appropriately if this route is taken.

Because the Herald typically maintains a working relationship with his wards, it is difficult for an individual Magi-Knight to create a strong bond with him. Difficult, but not impossible. If a Magi-Knight reaches the Social Point Cap (Individual), the next time the Social Points would be discarded in excess, the Magi-Knight may attempt a Persuasion Skill Check (DC 20) to create another Bond with the Herald, as if he were an NPC. On a success, they have formed a Build-a-Bond (NPC) with the Herald. They increase the Bond based on the Social Points that were just gained. On a failure, the Social Points are discarded as normal, and no Bond is created. This process must be repeated for each NPC Bond Level. However, if the squadron raises their Reputation Level and the Magi-Knight is no longer at the maximum Point Cap, they can no longer invest Social Points into the Herald's NPC Bond until they once again have reached the maximum Point Cap.

Lastly, if the squadron collectively meets the **Social Points (Squadron)** cap but not the Reputation Level Requirement, the Herald cannot grant the abilities from the Bond Level until they meet the Reputation Level.

Herald Bond Abilities

Overseer from the Stars

Requires Reputation Level I+

Once per day, the Herald may choose to do one of the following:

- ★ At the start of a Combat Encounter, a Magi-Knight might find a *Shard of Mending [Lesser]* among their belongings at a critical point in the Encounter. Hmm, how did that get there?!
- ★ Grant Advantage on a Mysticism Skill Check that would further the current Episode's story.
- ★ During the Sleep Phase, repair 1 Crystalline Fracture of a Magi-Knight who has 4 or more.

Medium from the Stars

Requires Reputation Level II+

The Herald now gains a new ability:

- ★ Once per Episode when the squadron is about to face off against a powerful Nemesis-level enemy, the Herald will unexpectedly deliver a Shard of Power (Roll 1d6 to determine its rarity; then Magic Keeper's Choice) into the possession of one

TABLE 14-1: A HERALD'S GENUINE BOND

Herald's Bond Level	M-K Social Point Cap (Individual)	Social Points (Squadron)	Bond Ability
Otherworldly Envoy of Doom	25	0-49	The Herald believes whole-heartedly in the inevitable doom of this world and all of its inhabitants. He accepts his position as a small cog in a cosmically sized machine and is unwavering in his duty to it.
Otherworldly Envoy of Imitation	50	50-99 (Reputation Level I+)	The Herald acknowledges the minor amount of potential that the squadron possesses. Their death is likely, but this group does show an unusual amount of potential. Unlocks Overseer from the Stars.
Otherworldly Medium of Doubt	75	100-199 (Reputation Level II+)	The Magi-Knights have planted a seed of doubt within the mind of the Herald that may begin to grow. He may begin to feel distant notions of remorse at the thought of seeing the planet of his acquaintances so thoroughly eradicated—much like his own had been. He may also experience fleeting moments of affection. Unlocks Medium from the Stars.
Otherworldly Mentor of Advent	100	200-299 (Reputation Level III+)	A glint of adoration has taken hold in the Herald's mind, and he realizes that he has been compromised by both his human wards' tenacity and their compassion. The Herald becomes troubled and questions his place and purpose in the universe. Unlocks Mentor from the Stars.
Otherworldly Advocate of Hope	125	300+ (Reputation Level IV+)	The Herald throws off his chains of servitude to the Star Devourer and decides to stand with the inhabitants of Earth and the Magi-Knights. The odds are insurmountably stacked against them, but the Herald is now willing to lay down his life to protect them and face off against his overseer. Unlocks Legendary Magi from the Stars.

of the Magi-Knights in hopes that it will aid them in battle. Of course, it's still anyone's guess as to how it got there!

Mentor from the Stars

Requires Reputation Level III+

The Herald is a skillful and patient teacher, imparting a small portion of his alien knowledge to the players. This helps them on the path of mastery toward one of their Skills. All Magi-Knights immediately gain Skill Mastery in a Skill of their choice that they have Proficiency with, but not Mastery in. This allows you to add your Reputation Level to the Skill Check.

Legendary Magi from the Stars

Requires Reputation Level IV+

No matter what the cost will be for his betrayal of the enduring status quo, the Herald has decided to stand with the Magi-Knights against the quickening arrival of the Star Devourer—despite personally knowing their chances of success. The players should NOT be told about the **Unified Soul Oblation** ability that the Herald gains. He keeps this powerful ability a secret from the Magi-Knights and their enemies for as long as possible and will never reveal to them its ultimate cost. He does, however, gain the following:

- ★ **Keeper's Comforting Intervention:** At the end of a day in which the squadron has the Refreshing Sleep Effect, the Magi-Knights reduce their Stress Points by an additional 2 and Exhaustion Points by an additional 1. He also reduces the DC of any Purity Skill Check during Moments of Catharsis by 2.
- ★ **Illumination of a True Magi:** The Herald informs the Magi-Knights that he is now willing to reveal to them the full extent of a Magi-Knight's power and can help them Exceed a Mortal's Limits!
 - ◆ After completing a significant, story-related hurdle (of the Magic Keeper's choosing) and during a holiday or a weekend, the squadron must spend one full day in complete solitude and meditation with their fellow Magi-Knights and the Herald. Afterward, the Magi-Knights receive the following:
 - ▲ Their Statistics now have the potential to become 22 (+6), and they receive one immediate Statistic Increase.

- ▲ Magi-Knights can now learn Tier VI Spells at Levels 14 and 15.
 - These spells are retroactively received, if applicable.
- ▲ **Unified Soul Oblation** [Requires Reputation Level V]: The Herald can attempt to prevent the death of a Magi-Knight performing a Soul Oblation, Once per Player, Once per Saga. The Magi-Knight must have an incredibly powerful connection to the Herald, and the weaker their individual bond is, the more dangerous this ability becomes. After using a Unified Soul Oblation, the Herald rolls 1d100 and reveals the roll. The player performing the Soul Oblation adds half of their individual Herald Bond Points to the total. If the total is not 100 or more, the Herald is unable to prevent the burning out of the Soul Crystal, and the Magi-Knight is destined to die as normal. On success, the Magi-Knight's death is prevented, but after the Soul Oblation, they gain 5 Trauma Points, 6 Exhaustion Points, 6 Stress Points, are rendered Unconscious for 24 hours, and receive a number of Crystalline Fractures that put them at a total of 7.



CHAPTER 15 THE INVADING EVIL



The **Invading Evil** is the term used to denote the monsters or people that the Magi-Knights fight against. These can range anywhere from orcs and demons flooding in from a portal that leads to another realm, crazed cultists bent on bringing about the end of humanity, or perhaps alien-beings from the far-reaches of the galaxy that are finally nearing the end of their journey toward Earth. In the case of Lapis City, it is actually the latter two!

Mankind has sought power over one another since the dawn of time, and since then, the Star Devourer, They From Elsewhere, or more collectively known as the Invading Evil, has been there. Any time in the history of mankind that truly evil things have occurred through strange and inconceivable means, there's a fair chance the Invading Evil had a hand in the matter. Vile madmen, blood-bathing psychopaths, and deranged cultists may be their most notorious patrons, but just as often, there are those who dabbled too deeply into strange alchemy and wizardry beyond their understanding—those who realize much too late of the true evil that they serve and whom they have already bargained their souls to for an ephemeral taste of dark power. It is these servants whom the Star Devourer elevates most, for they are the utility knife of their trade, and they may also be the ones whom the Magi-Knight finds most often leading the forces of the Invading Evil. However, one might wonder if they are human any longer?

Perhaps even more frightening is the realization that nothing can be done to harm or stop these Outsiders from doing as they please. Tens of thousands of victims throughout history have discovered, much to their horror, that although there are some ways to slow the advance of an Outsider, there is nothing that can harm them. Nothing that is, except the powers of the legendary Magi-Knights.

Fear of the Unknown

Perhaps one of the most important rules for a Magic Keeper to remember is that the players need to fear the unknown. You should always do your best to keep an uneasy atmosphere during any Patrol Phase. Although it may be tempting to impart knowledge to the Magi-Knights through their Herald, or to detail too thoroughly what may soon come to pass, such actions deter from the overall tension of the game. As such, be very careful when explaining or revealing

the abilities of any Cultists or Outsiders. Although they do possess Stat Blocks, no creature, mortal or otherwise, has to be exactly the same as another. If a player requests knowledge from the Herald regarding an Outsider, he will detail their horrors, allude to their abilities, and give helpful hints, but he will not tell them anything outright. For example, he might reveal that the Amalgamate Swarm can “hide in plain sight as a mortal,” but might not clarify that they are actually using a human host (though a Converse with the Herald Free Time Activity might be a perfect time to clear this up)!

Earth and the Ethereal Bridge

The **Cardinal Realm (Earth)** was created on the unique, hereto undiscovered, **Axis of Existence**. All things that exist belong to an Axis of Existence to varying degrees. The Ethereal Bridge is what allows interaction between things that live on different angles and axes. Humankind is unaware of the existence of such an axis or the Ethereal Bridge itself, but such knowledge is commonplace to Outsiders and those who serve the Invading Evil. This bridge is like a semi-corporeal stick that rotates endlessly between two points in the cosmos. At certain moments, it stops rotating, and the bridge can be traversed momentarily, allowing Outsiders to travel one-way from Elsewhere to the Cardinal Realm. Eventually, the flow of the bridge will reverse as it nears the end of its duration of connection, funneling the visiting denizens back to their home realm. Although Spectral Outsiders can naturally detect the location of the Ethereal Bridge, Magi-Knights and humans generally have no innate way to discover where the location of it appears. If a Magi-Knight was ever foolish enough to travel through the bridge and wind up in Elsewhere, it is highly unlikely they would even survive the 18 hours for the bridge to reappear and escape. Although a few have tried, none have ever returned from Elsewhere after traversing the bridge to the native realm of the Invading Evil.

The **Ethereal Bridge** connects all things in existence. The bridge only opens during a slim and seemingly random window of time, **2304-2311** (11:04-11:11 PM). While open, the Ethereal Bridge links The Realm of Elsewhere to The Cardinal Realm. The bridge drifts out of its axis and severs the connection when its alignment ends roughly between **0502-0506**.

(5:02-5:06 AM). Any Spectral Outsiders dwelling within the Cardinal Realm when the bridge is severed are forcefully pulled back into Elsewhere. However, if a Magi-Knight kills an Outsider, that Outsider is expelled from the Cardinal Realm and forced back into Elsewhere.

Using **Spectral Tethers**, Outsiders can ignore this “curfew,” while Star Devourers do not travel interdimensionally from Elsewhere, but instead coast through space in a semi-corporeal form until they arrive at their destination. Lastly, Spectral Outsiders are immune to any damage dealt to them from a source that is not delivered by a Magi-Knight. And even then, a Magi-Knight must be transformed to inflict damage on an Outsider.

Disappearances and The Black Winds

It's a sad reality of the world that sometimes people go missing or run away from home and are never seen or heard from again. But in the Lazuli Region and especially in Lapis City, these disappearances are typically the works of things both strange and insidious and happen more frequently than anyone realizes. These unfortunate souls are either abducted by Spectral Outsiders or Cultist followers. They are then taken to the Realm of Elsewhere, where their ultimate fate is completely unknown. Without the interference of Magi-Knights, the number of people that would be abducted would cause significant alarm among the community. However, with their interference, the Invading Evil is only able to successfully abduct roughly 2-3 citizens per week.

Surely an area with such rampant cases of disappearances would be a cause for concern from outside sources? This would normally hold true, but where there exist Spectral Outsiders, there also exist the imperceptible **Black Winds** that they bring with them. These winds protect and wipe away knowledge of Outsiders and their activities. Any human minds under the effects of the Black Winds are prone to extreme bouts of forgetfulness and, in rare instances, even full-blown amnesia. The nefarious Black Winds can completely destroy even the strongest memories within a human's mind, and it is because of these winds that the Outsiders can carry on with their existence and



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their ulterior motives with relative indifference by the inhabitants of the Cardinal Plane.

It may come as a surprise to some who are aware of their existence that the Invading Evil does not desire the wanton destruction or death of any mortal. In fact, the Invading Evil may even actively work to prevent the accidental death of a mortal, if one would occur within its attention! Outsiders are not foolish; they consider all mortals to be a very valuable resource and an important part of their ecosystem. Wanton, needless deaths are wholly unacceptable to them as it is a waste of a precious and finite resource. Because of this, Outsiders and Cultists will not commit activities that may result in the death of a mortal. However, Outsiders do need sustenance and have a particular type of mortal that they prefer to consume, whilst all others are abducted and brought to Elsewhere. Outsiders

even go so far as to explicitly instruct their Cultists that killing a mortal is expressly forbidden, and breaking this rule is met with harsh punishment. However, due to the interference of Magi-Knights, this has now become more a strict guideline than a hard rule. It should also be noted that Magi-Knights themselves are an exception to this guideline. But any other mortal life denied to an Outsider must be carefully explained, lest a Cultist meet a fate much worse than death.

When a person is abducted by a Spectral Outsider or its Cultists, the Lapis City Police Department (LCPD) and other agencies respond as expected. An investigation is launched, Missing Persons posters are handed out, faces are printed on milk cartons, and a search for the individual is commenced. Unless Magi-Knights are somehow involved in these searches, these attempts are almost always made in vain. The abducted person's face slowly fades away from the memories of everyone, even those dearest to them, until they are nearly forgotten, and all that remains is a memory of a memory. Relatively soon after, all attempts to locate them are abandoned, and life continues on. That is, for everyone except the Magi-Knights, who are imbued with a portion of energy from the Herald and are entirely immune to the effects of the Black Winds. However, if even the Magi-Knights struggle to locate them and call off their search as well, then truly, the mortal has disappeared and is completely forgotten.

Cults, Cultists, and Their Masters

A **Cultist** is exclusively a mortal that has sworn their allegiance to a powerful Spectral Outsider or Harbinger in exchange for a taste of power or a significant desire. This could be staving off the death of a loved one, granting unearthly powers for personal gain, curing deformities or disabilities, or a plethora of other reasons that might drive humans to sell their veritable souls to darkness.

A Cultist might be one of the more average seeming enemies of a Magi-Knight, and they may view them as the least dangerous, but such thoughts couldn't be further from the truth. Without these Cultists, Spectral Outsiders could not further their machinations during the daytime or use these individuals to complete their work unseen. Since Magi-Knights can detect Outsiders

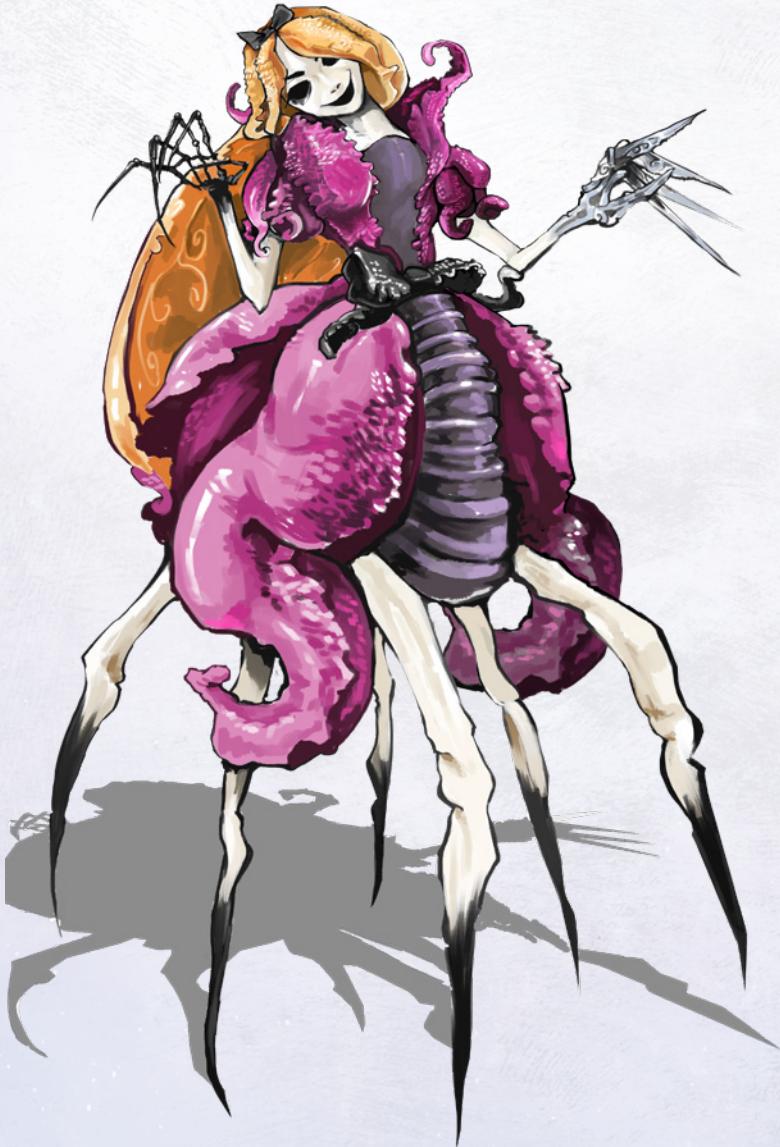
through the use of their Soul Crystal, a loyal mortal is incredibly important to them. A Cultist can move about the world completely undetected, and a Soul Crystal does not react to their presence whatsoever. The only exception to this is when they begin to use their otherworldly powers that have been granted to them by their patrons. Only with this surge of Ethereal Energy does a **Soul Crystal** begin to react in their presence, which means that a Magi-Knight can never be certain of who is or is not a Cultist, unless they are caught red-handed performing dark magics or if a plethora of evidence is gathered that may prove their contributions to questionably immoral acts.

Cultists who pledge themselves to the Invading Evil keep their tools of the trade in a hidden place to prevent discovery. This is typically a robe (or another vestment), a dagger, and other ornaments such as strange jewelry or masks. Each Harbinger typically requires some sort of physical sacrifice from their Cultists, however. For some, it may be their eyes, a limb, or something else. Others require that they merely don a special item that affects their mental capabilities. Regardless, once a Magi-Knight severs a Cultist's connection to the Invading Evil (by defeating them in their Magi-Knight Persona), their body is restored to normal, and the Cultist typically loses the powers bestowed to them by the Outsider. This abrupt loss of connection between them can have a myriad of effects, such as short-term memory loss and confusion. Additionally, in the vast majority of circumstances this also renders the Cultist unconscious. The restored Ex-Cultist will wake up some moments later in a daze of confusion and will typically return to a familiar location of their own accord or can be guided to a safe place by a Herald or Magi-Knight if it is deemed necessary.

Although the threat they once posed was neutralized, this certainly doesn't prevent them from seeking the source of evil out again and renewing their pact once more, perhaps at an even higher cost, in order to seek vengeance against the Magi-Knights! After all, the spread of corruption can only be stemmed by removing the roots, not the branches. It is worth noting, however, that **Initiate Cultists** are still wholly intact and have not yet made any significant mental or physical sacrifices in their pursuit of dark power. It is only after they begin their ascent to the Acolyte status that they are required to create a more constant connection to their dark benefactor.

The Ascension of Outsiders

Outsiders are granted further powers by the Star Devourer depending on the number of mortals that they kidnap and deliver to the Realm of Elsewhere. Although capable of gaining small bursts of energy by consuming mortals, this ultimately hurts their long-term goal of vying for **Ascension**. For this reason, Outsiders explicitly instruct their Cultists not to kill or unnecessarily harm mortals. Damaging or destroying the goods (so to speak) earns them the wrath of their patron, potentially meaning that they themselves will be the replacement. It is for this reason that Outsiders choose their Cultists carefully, for selecting those that are too unhinged or complete sociopaths are a potential liability to their ultimate goals. Though these types of individuals certainly make for excellent prey and delightful meals.



Once an ambitious Outsider has accumulated enough humans and delivered them to Elsewhere, they can begin an **Ascension Ritual**. Completing this ritual grants them a stronger connection to the Star Devourer and increases their powers significantly. It's in the best interest of the Magi-Knights to stop this ritual from occurring, as it means that their foe's powers become significantly stronger (and increases its Rank by one step). For a Nemesis Outsider, it means that it may now challenge the lowest Harbinger for the right to claim its position on the **Doom Clock**. Challenging the **First Harbinger** to a duel results in the death of one Outsider and the replacement of the other. The powerful gatekeeper and first foe one must defeat is **The Dreamwraith**, the **First Harbinger of the Eleventh Hour**.

Hierarchy of the Invading Evil

Unknown perhaps to any beyond its servants, there does, in fact, exist a hierarchy and command structure within the Invading Evil. Each Minion of the Invading Evil possesses both a Category and Rank that denotes its status among others.

A **Category** denotes what group of creatures the thing belongs to within the command structure of the Invading Evil. **Minions** always serve Overseers, and Overseers always serve (or at least revere) Spectral Outsiders of Adversary or Nemesis Rank. These Categories, in increasing order, are listed below.

- ★ Minions
- ★ Overseers
- ★ Conductors
- ★ Harbingers
- ★ The Star Devourer

A **Rank** denotes the relative power level of a creature among others of its kind and whether the agent of evil travels in hunting packs, manipulates others to do its bidding, or flexes its ethereal might by charging into battle alone. These **Ranks** are listed in increasing order below.

- ★ Vassal
- ★ Adversary
- ★ Nemesis
- ★ Harbinger
- ★ World-Ender

Faces of the Invading Evil

The Minions (Hordes / Vassals)

Either a new beginning for a freshly recruited Cultist who has yet to climb through the ranks, or the end of the road for a failed Overseer who has outlived their usefulness. They become simple, mindless **Vassals** with no thought for others or concern for themselves and either are animalistic in nature or are single-minded in their pursuit for power and advancement. A mindless Vassal can take many forms as their human bodies are corrupted and give way to something more hideous and monstrous looking. These Vassals are the inspirations for creatures of ancient lore, such as vampires, wendigos, ghouls, werewolves, and other creatures of the night—or they might simply look like hideously disfigured humans with unintelligible language skills. However, intelligent Vassals maintain their human visage in order to blend in better with society and might become Overseers one day, provided they continue to please their Masters. Vassals are ultimately the result of the Invading Evil's efforts at using indigenous people against themselves, and they are quite numerous.

Examples of Vassals: Cultists, Fabled Monsters, or animalistic Outsiders.

The Overseers (Adversaries / Nemeses)

Overseers are beings who have sold their souls in exchange for ephemeral power and status. They serve the Invading Evil without question and never consider how far they have fallen. But just as with all mortals, there are limits to their power and influence, and there may be a point where it is easier to elevate another than it is to sink time into a struggling agent. Although they have free will, the influence of evil weighs heavily upon them. At times they may even unite forces if they encounter strong resistance (such as a rival cult or group of formidable Magi-Knights). Magi-Knights need to be particularly wary of Outsider Overseers who are incredibly intelligent, manipulative, and exceptionally powerful. Such Overseers are almost in an entire league of their own, compared to their Mortal counterparts. No matter how powerful they are, a Mortal Overseer is almost always subservient to an Outsider Overseer.

Examples of Overseers: Corrupt Magi-Knights, Cultist Leaders, Dread Commanders

The Conductors (Adversaries / Nemeses)

These creatures are high-ranking servants and elite troops for the Invading Evil. They vary wildly in size, shape, ability, and at times they don't resemble one another at all. Although typically intelligent, they have no free will whatsoever. Conductors are fearless and are the rulers and soldiers in a never-ending army of darkness. Some of them will seek out easy targets on their own or in small groups, while others prefer to gather in larger, formidable clusters.

Typically, Magi-Knights cannot communicate with Outsiders as their language is frighteningly dissimilar from humans. When they do choose to utter something, a human's ears hear only warbling vibrations in the air, mixed with undertones of unearthly winds, strange pulses or tones, low whistling, whines, harmonic trills, or strange, low-pitched hums. Often these are only heard in one ear or the other, or bouncing back and forth rapidly. However, to the trained ear of one **Corrupted by Darkness**, they can both speak and understand the **Spectral Tongue**. If asked what their enemies are saying, the Herald explains that they only speak curses or exclamations of adulation to the Star Devourer.

Examples of Conductors: Dread Commanders, Sovereign Skinwalkers, Rla'aya of the Dying Light.

The Harbingers (Nemesis)

Almost nothing is known of **The 11 Harbingers of the Final Hour**, only that they are subject to no whim save the Star Devourer's, and their presence is a witness to the end of times. What is known is that each Harbinger is granted a litany of names and titles in a plethora of languages (dead or otherwise) and that each Harbinger is in possession of an **Archive of Effluence**. An Archive of Effluence, also known as a **Sphere of Power**, is bestowed upon them by the Star Devourer itself and grants the Harbinger unimaginable control over aspects of the elements and magic. Each Harbinger also has its own group of Cultists called a Cult, which is entirely single-minded in its devotion and purpose: to epitomize and bring forth their Harbinger into the Cardinal Realm.

Example of a Harbinger: The Dreamwraith

Star Devourer (World-Ending Nemesis)

The appearance of this colossal space-faring, planet-eating, soul-gorging, and time-warping entity signifies the end of the Herald and the Magi-Knight's Saga. Just as it has done with countless other planets since the emergence of life in the universe, it will begin a prolonged feast of Earth's inhabitants. If the innumerable dead planets of galactic history are any indicator, any resistance against it is ultimately made in vain.

The Death of Evil

When the Magi-Knights defeat a Cultist using their Soul Armaments, it's very apparent what becomes of them, as they can witness it first hand. If reduced to 0 HP, the Cultist is afflicted with the Unconscious Condition and is removed from the Encounter. At the conclusion of the Encounter, if the Magi-Knights were victorious, their Soul Weapons have severed the Cultist's connection to their Overseer and they are no longer held under their sway. However, any benefits that they enjoyed while serving the Outsider also become void. Any memories they possess regarding Magi-Knights, the Invading Evil, or even their own actions in service to their Outsider overlords are completely erased. Afterward, the Herald leads these ex-Cultists into an area to be re-discovered by their loved ones and reintegrated into society. A Herald might even slightly alter the memories of those around them to ease their transition back into a normal life, if needed. However, a portion of these "ex-Cultists," won't remain that way for long. Once they have heard and accepted the calling from Elsewhere and tasted true power, it is difficult to stay away from it. These individuals are called "The Penitent."

Some mortals find it impossible to resist the "Call of Elsewhere" and cannot fathom a life without it. Much like a Magi-Knight who could never return to a normal life knowing what they know, so too does a Penitent find it impossible to exist without the structure of Invading Evil's hierarchy. These lost souls might be encountered by Magi-Knights many times, and even though they are defeated again and again and again, they still find a way to return to the embrace of their masters—albeit with a higher and higher cost, each time they repledge themselves into their service.

On the other hand, many Magi-Knights ponder deeply what happens to an Outsider when they "die." Given that there is no trace left behind them and only the Inert Spectral Energy remains upon their defeat, are they sentenced to the horrific embrace of oblivion? Surely a suitable end for such a horrible creature! Or is their version of a spirit trapped within the Gloom Gems that are then traded to the Herald? Perhaps they are merely thrown back across the Ethereal Bridge and back to their homeworld of Elsewhere? If so, does that not mean that the war is never-ending and pointless? When a Magi-Knight is defeated, they are gone forever. So then, what happens to the Outsider when they are defeated? The true answer might drive some to madness. But whatever it may be, either the Herald does not know or never speaks of it, no matter how hard they are pressed.

The Eldritch Script and Tongue of Elsewhere

The Outsiders are much more than mindless, hungry beasts. So it should be no surprise that there exists a unique writing system called **Eldritch Script** that is typically etched on **Spectral Tethers** and other constructed **Spectral Buildings**. Significantly more bizarre than their **Script**, the **Spectral Tongue** is spoken in a wavelength that most humans are incapable of hearing. Though similar to a pitch that is just a hairline beyond one's perceptions, humans can be trained to hear the Spectral Tongue through a combination of exposure, instruction, and magic, or preferably all of them. Once the human ear begins to first hear the Spectral Tongue being spoken, the limited mental faculties of the human brain change and warp the sounds to match familiar but foreign sounds. These can be, but are not limited to, high-pitched hums, whistles, bellows, white noise, innocuous vibrations, ear-piercing static, or the strange pitch of an out-of-tune instrument.

Once a human has enough exposure to these odd sounds, the brain will subconsciously identify a pattern to them, and like the faint brightening of a dim light, they begin to hear the actual guttural tones and harsh sounds of the Spectral Tongue. Due to their physiology, a human is incapable of speaking Spectral Tongue fluently, but Servants of the Invading Evil can attempt to approximate its sounds to the best of their ability with the inferior vocal organs that they possess. This

gives the Spectral Tongue a human-sounding dialect that is only a crude mimicry of the original language.

There is something inherently unpleasant and vile about speaking in the Spectral Tongue or reading aloud its Script. These words reach out into the Elsewhere and possess the ability to extend out to impossible distances, so that any Outsider can hear them. As such, great caution should be taken if, by some strange chance, the Magi-Knights are ever able to learn a small portion of it or hear it read aloud. These spoken words often fill the Aether nearby with harsh energies that can even inflict Corruption Points if listened to too closely. The Herald should offer a verbal warning to any Magi-Knight attempting to learn or study the Spectral language in-depth. Failure to heed this warning means that the Magi-Knight takes 2 Corruption Points that cannot be removed through **Acts of Remorse**.

Mortals of the Cardinal Realm (Mortals and Adversaries)

Any person who does not serve the Invading Evil, but may still cause trouble for the Magi-Knights, would belong to this category. This could be someone like a well-intentioned security guard, a cocky school sports star, a nosy shop owner, or just about anybody else. These mortals are always considered at the rank of "Mortal," or stronger ones are considered "Adversaries," but never stronger. However, even if their actions may sometimes make it seem otherwise, the hearts of these mortals aren't truly corrupt or aligned with the forces of the Invading Evil (if they were, they would be considered Cultist Vassals). As such, instigating a matter that ends with the death of any mortal (Cultist or otherwise) can have dire consequences for any Magi-Knights in question!

Invasion Levels and Creatures

As the Reputation Level of the Magi-Knights increases, the Invading Evil responds in kind and ramps up its efforts to assail the Cardinal Realm and put an end to the intervention of the Magi-Knights. Each creature's stat block includes an **Invasion Level** which is directly proportional to the highest Magi-Knight's Reputation Level. This can be used to roughly gauge the difficulty and intensity of a fight that the creature will be for the squadron when thrown into an Encounter with them.

This also means, however, that a squadron being led by a powerful Magi-Knight, yet filled with many New-Rice Magi-Knights may face tougher odds. But no one has ever said that the life of a Magi-Knight was fair. Nor will it ever be!

The Magic Keeper must remember that the Magi-Knights should very rarely, if ever, face any Rank of enemy that has an Invasion Level higher than their own Reputation Level. The strength of the Invading Evil lies in its unassailable numbers, and they should readily be putting these to use in their fights against the Magi-Knights. This is done by including multiple Hordes or Swarms with additional Vassal ranked enemies led by either an Adversary or even a Nemesis (if the story should be coming to a proper finale). However, every squadron will have its strengths and weaknesses, and each Combat Encounter should take this into account. A Magic Keeper is free to reduce or add to the strength of the enemy forces in an Encounter as much or as little as they wish to, as their primary goal should be to create memorable combat that ties fluidly into their story. Cultists may lose the desire to fight as soon as their master is defeated (playing into their **Self-Preservation Creature Trait**), and other Outsiders might even turn on each other if they belong to different Cults when a leader is dispersed or simply decide to leave and seek easier prey! But something the Invading Evil will do when they have the advantage is to pull their punches. Remember that each Cultist and Outsider is an individual mind with individual desires. Animalistic creatures should target the most easily accessed target (unless provoked in some way), while tacticians will survey the battlefield and exploit the weak link of a squadron. Others, perhaps like those in the Cult of the Wailer, merely want bloodshed and do not care how it comes about! The tactics of such a group of individuals are likely non-existent, to say the least!

The Invading Evil is certainly capable of obliterating the Magi-Knights and even the entire Cardinal Realm in a single fell swoop. However, just as the Heralds are bound by the **Four Rules**, so too are the **Harbingers of the Eleventh Hour**. What rules these are that have been imposed by the Star Devourer are anyone's guess. There is little else to explain just how humanity has survived the onslaught of these horrors for so many years. Or perhaps that is merely a mortal mind searching for logical answers and explanations where there simply are none?

Levitate and Magical Leap

Cultists have the ability to make enhanced jumps with their **Magical Leap** ability and can **Levitate** in the air. These function in the same way as the Magi-Knight's High-Jump and Hover abilities. A Magical Leap allows the Cultist to jump up to half of its total speed, and they must end their turn in an empty space. Levitate allows them to hover mid-air during the apex of their jump and is removed by any Conditions that restrict their Move, which forces them to descend as normal for a Magi-Knight.

Enemy Restrictions

Some powerful abilities that an enemy might have are locked away under a **Restriction** until they fulfill a certain criteria, denoted with [R]. After the enemy has fulfilled a criteria that explains that "an enemy's Restriction on a certain ability is removed," the enemy can use that ability as normal. Such abilities can vastly increase an enemy's deadliness, and Magi-Knights would do well to pay close attention to how these abilities are unlocked!

Cultist Factions

A Cult is listed in each creature's stat block, indicating which Cultist Faction the creature is most likely to be discovered with. Although Cultists and Outsiders typically remain within their own factions, there are opportunities for them to work cooperatively, though such instances are rare and short-lived. Outsiders might be more inclined to serve within the ranks of one Cult or another, but there are always outliers. Alternatively, some are animalistic enough in nature that they are merely used as shock troops or in conjunction with scouting parties. Although such Outsiders are wild and unpredictable, they are simultaneously revered by mortal Cultists but temperamentally subservient to them as well.

Creature Traits

Some creatures can have certain traits that distinguish them from others of their kind. Just because two creatures share a Category does not mean they necessarily share the same **Creature Traits**! While one Cultist might be **Aloof** in their dealings, another might be **Cruel and Hateful**, even if they belong to the same

Cult. To spice up some of your creatures, you can roll a d20 and assign them a random Creature Trait. If the trait doesn't seem to fit (or is in the wrong category), the Magic Keeper can reroll the result. However, a creature should not have more than 3 Creature Traits.

An important thing to remember is that the Invading Evil typically will not make attacks against an Exposed or Unconscious Magi-Knight during a Combat Encounter unless that creature possesses the **Creature Trait: Cruel and Hateful** or has no other reasonable targets. Additionally, sometimes you may see pre-assigned Creature Traits to a stat block. In the event that they share a trait that is inherent among their kind as a whole. Such as the vast majority of Cultists all sharing the Self-Preservation trait!

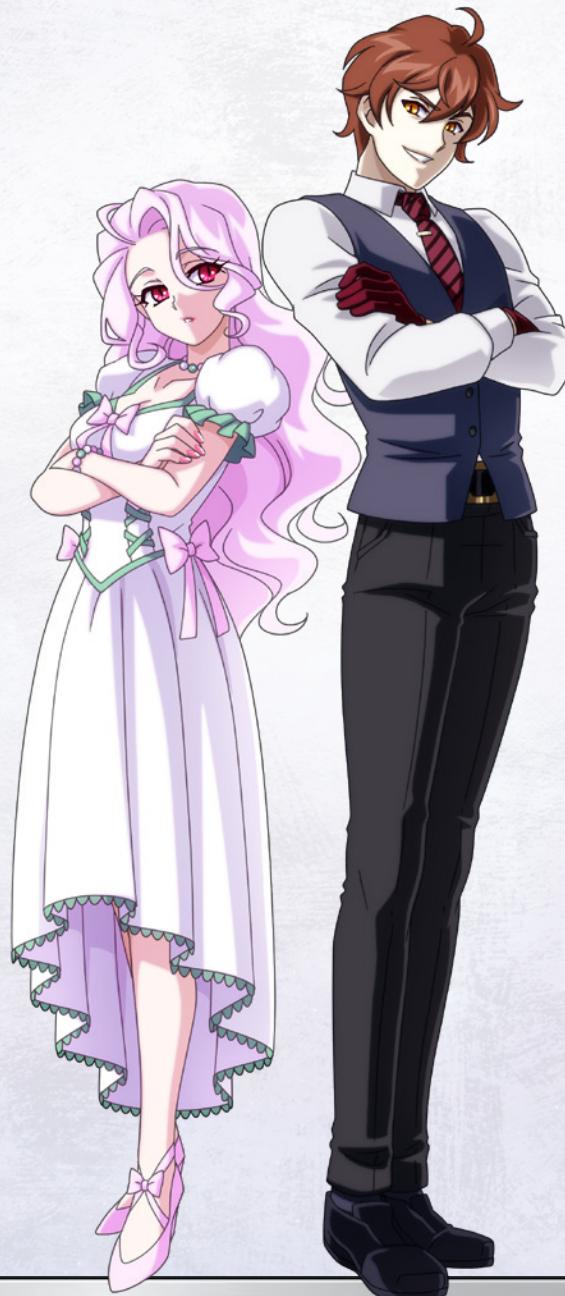


TABLE 15-1: CREATURE TRAITS

d20	Trait Name	Trait Description
1	Aloof	<i>Any Creature:</i> An Aloof creature will do its best to merely observe enemies within a 60-foot distance. It prefers to pace around the battlefield, dealing no damage and taking the Standard and Bonus Actions: Unnerving Observation, which grants Disadvantage to one target's next attack or Spell Attack Roll. This trait is removed once the creature has been subject to an attack.
2	Apex Predator	<i>Nemesis Outsider Only:</i> An Apex Predator gains an additional turn at the end of the Combat Round.
3	Blood Hunter	<i>Any Creature:</i> Once a Blood Hunter has attacked a target, it becomes Hunted. A Hunter must always attack its Hunted target (when possible). If unable to do so (because of distance or otherwise), it will close as much distance as possible while still attacking alternate targets. If the Hunted target attempts to Move away, the Hunter can use an Immediate Action, once per round, to follow its Hunted target up to 30 feet, unless Restrained in some way. This movement does not Provoke.
4	Bonded Horde	<i>Horde or Swarm Only:</i> The Horde always splits all damage it receives as evenly as possible between all Parts or Units.
5	Calculating	<i>Any Creature:</i> A Calculating creature spends its first turn watching the battle unfold, sizing up prey and taking no Actions. During its second turn, it takes Two Move Actions, Two Standard Actions, and Two Bonus Actions (if it has any). It gains Advantage on all of its Attack Actions if it was not attacked during the previous turn.
6	Cautious	<i>Any Creature:</i> A Cautious creature prefers to keep as much distance as possible between themselves and their enemies. While attacking, they will constantly move to the very limits of their effective combat range, if doing so would not Provoke.
7	Colossal Impact	<i>Huge (or larger) Outsider Only:</i> When a Huge (or larger) creature makes a Physical Attack, the attack affects all enemies within their Reach.
8	Cruel and Hateful	<i>Any Creature:</i> A Cruel and Hateful creature has no qualms about making Attacks against Exposed or Unconscious Magi-Knights, inflicting further Crystalline Fractures. If a Cruel and Hateful creature is within 10 feet of an Exposed or Unconscious target and no other enemies are within 10 feet, it will make its Attacks against the defenseless target.
9	Degrader	<i>Any Creature:</i> If a Degrader is within 30 feet of an Exposed or Unconscious target, a Degrader prefers to take the Full-Round Action: Degradate . It moves up to 30 feet towards them, makes an infuriating taunt and then inflicts 6 Stress Points on its target. Additionally, the target must succeed on a Roll to Resist (Purity; 1 Trauma; DC 18 to Resist 1). This can only be done once per target.
10	Enduring	<i>Horde or Swarm Only:</i> An Enduring Horde always counts as having 3 Units for the purposes of calculating Attacks and Damage, if it would be reduced to 1 or 2 Units.
11	Ferocious	<i>Any Creature:</i> After having its HP reduced by $\frac{1}{2}$ (or being reduced to 2 or less Units), a Ferocious creature fights even harder. After rolling for damage they change the lowest die of damage to its maximum face value. A Horde instead counts its Attacks and Damage as if they had one additional Unit remaining.
12	Grappler	<i>Any Creature:</i> A Grappler prefers to get as close as possible to its targets and spend its Standard Actions inflicting the Restrained Condition and gains Advantage on these checks. After it has Restrained a target, it immediately deals damage to that target with its Primary Attack.
13	Haunting	<i>Any Creature:</i> When a Haunted creature dies, its slayer is afflicted with the <i>Haunted Effect</i> , which the Magic Keeper reveals during the next Sleep Phase. At that time, the target is assailed with horrifying dreams, night sweats, and overwhelmed with spine-chilling delusions. This afflicts them with the <i>Feverish Dreams Effect</i> during their Sleep Phase, but also negates the ability to recover Crystalline Fractures, Exhaustion, or Stress Points and inflicts 2 Exhaustion and Stress Points. Unless they were afflicted by another Haunted Effect, this cannot be negated. If a creature with this trait is destroyed with True Damage, it loses this trait.
14	Pack Hunter	<i>Horde or Swarm Only:</i> Pack Hunters are Hordes that prefer to only hunt with others of its kind. If a Pack Hunter's Horde would be reduced to 1 Unit, it flees from combat.
15	Predator (X)	<i>Any Creature:</i> A Predator will prefer to target a specific type of Magi-Knight, depending on their Predator Type. These can include: Highest Strength score, Most HP, Ranged Attacker, Most Colorful, Lowest Stress Points, Tallest Person, or just about any other criteria your Magic Keeper can conjure up.
16	Realm Reaching	<i>Huge (or Larger) Outsider Only:</i> When a Realm Reaching creature makes a Magical Attack, the Attack affects all creatures within its Reach and ignores Cover bonuses.
17	Retaliatory (X)	<i>Any Creature:</i> A Retaliatory creature is specially trained to take advantage of openings in combat. When it is the target of a missed Attack Action, it immediately deals its(X) Value Damage to them in retaliation.
18	Soul-Drinker (X)	<i>Any Creature:</i> The creature heals (X) HP with every Primary or Secondary Attack attack against a target. Alternatively, if the creature is already at full health, it may immediately make another Primary Attack against a target within range.
19	Stalker	<i>Any Creature:</i> A Stalker is a master of Stealth and waits for the perfect opportunity to strike. A Stalker is unable to be detected by normal means and requires a successful Purity Skill Check to detect its presence.
20	Self-Preservation	<i>Any non-Outsider, Vassal only:</i> A creature with Self-Preservation flees from combat once it has only $\frac{1}{4}$ of its HP or the Horde has only one Unit remaining.
—	Yawning Veil	<i>Outsider Only:</i> A Spectral Outsider with this Trait is completely immune to all forms of magical detection and can only be seen with the naked eye. It cannot be detected through the use of the Magi-Knight's <i>Reveal Outsider</i> ability.

Rules for Hordes

Hordes consist of **Units** that represent multiple, single creatures that gather together to form a Horde or **Parts** which are multiple sections of a single creature. This is represented by 4 figures being interlocked together. The horde attacks as one and moves as a single creature, meaning that they must always maintain a connection to one another. On a map grid, this affords them some flexibility, and you could imagine them sticking together in a cube shape, taking 4x4 squares and spreading out in a line, or even curving to fill areas like a small snake. Under no circumstances, however, can the Parts or Units be split apart from one another. If this would occur (perhaps because one Unit is defeated), during the Horde's next Move Action, it must use a portion of it to reconnect to its other Units (provided there are other Units remaining). If there is only one Unit remaining, it is treated similarly to a single creature but still uses the Horde stat block. Remember that once a Unit's Hit Points have been reduced to zero, the figure representing that part of the Horde is removed from play, freeing up space for the players to potentially move around the rest of the Horde to assault a more important target. However, in regards to Parts and Swarms, the areas of influence are not removed and even if defeated, still count towards a creature's Zone of Control. Unless specified otherwise, any rule regarding a "Unit" also counts as a rule for creatures with "Parts" or "Swarms," which are explained in more detail in a later section of this chapter.



If any Unit of the Horde is within reach of a target, then the Unit can attack on behalf of the entire Horde. This is because although the Horde is represented by 4 figures, each taking a single 5x5 space on a grid, thematically, a Horde can represent as few as those 4 figures, or even a much higher number, like 12. Regardless of their total number thematically, however, they still function as 4 figures on the grid.

Each Unit has its own separate pool of HP. When a Magi-Knight targets a Unit of the Horde to attack, the Unit that they are targeting receives the damage, not the Horde as a whole. The exception to this is when using Explosion Spells or other abilities that can target multiple enemies or specify that they damage Hordes. In this instance, the damage is allocated to every Unit of the Horde. Once a Unit has its HP reduced to 0, that Unit is immediately removed from the Horde, reducing its overall size. The total Attack and Damage of the overall Horde are adjusted by the number of remaining units, adding up these numbers from right to left.

For example, a Horde of Mind-Controlled Humans has a total HP of 36, with each Unit having 9 HP, indicated with (9/9/9/9). This means that each Unit within the Horde can be destroyed by a single attack, or the entire Horde could be obliterated by a single Explosion Spell. If a Magi-Knight were to attack this Horde with a Soul Weapon and deal 12 damage, only one Unit of the Horde is targeted and dispatched. Because they targeted a single Unit within the Horde and they receive damage individually, the remaining damage is lost, just as it would be if they had attacked and dispatched a single creature.

Overwhelming Attacks

Hordes make attacks with an ability called Overwhelming Attack (O-Attack). Magi-Knights use their Athletics Skill to deflect or dodge an Overwhelming Attack. When attacked in this way, the Magi-Knight rolls 1d20 + Skill Check. If it equals or exceeds the Horde's O-Attack, the Magi-Knight ignores any damage and abilities from the Attack! Rolling a Natural 1 on your d20 indicates an automatic failure, while rolling a Natural 20 indicates an automatic success. Additionally, when you roll a Natural 1, it is considered to be a Critical Hit against your Magi-Knight and they suffer the effects of a Critical Hit from an enemy as normal.

As a Bonus Action, a Magi-Knight may try to **Reposition** themselves in order to prevent their next Move Action from Provoking a Horde by performing the same Skill Check against the Horde's O-Attack DC. On a success, they can pass through any occupied squares from that Horde until the end of their current turn. However, they must end their Move in an empty square and this Action cannot be used to prevent Provoking from a **Swarm**.

For example, the Horde of Mind-Controlled Humans has the following Overwhelming Attack and Damage; O-Attack: DC 12/9/6/3, Damage: 10/7/5/2. This means that for every Unit that has been dispatched, its overall deadliness is reduced. After losing one Unit, this Horde's O-Attack is reduced to a DC of 9 and a damage of 7. If they lost a second Unit, it would become a DC of 6 and only deal 5 damage.

Typically when a Horde or Swarm is reduced to 1 or 2 parts, it will alternatively begin using its Secondary Attack to inflict damage on its target and they gain Attack Bonuses and Damage as indicated on the stat block. Though **Provoking** against them always means they retaliate with their Primary Attack.

Rules for Swarms

Swarms function similarly to Hordes, except that their numbers are so numerous within their space that merely dispatching a Unit within a Swarm does not reduce its overall size. Unlike normal Vassals, a Swarm has a Horrific Rating. The Swarm moves, attacks, and deals damage as a single creature, but takes as much space as a single Huge creature but does not have Reach and can only attack enemies adjacent to it. When receiving damage, each Unit of the Swarm receives the damage individually. If a Unit of the Swarm reaches zero HP, it reduces the Total HP, O-Attack, and Damage of the Horde by the indicated number (moving from left to right), but does not reduce its overall size. Due to the sheer number of creatures within a Swarm, they are considered Immune to All Conditions unless a spell specifically refers to inflicting such a Condition upon the entirety of the Swarm or if the Magic Keeper rules that such an effect could reasonably target the Swarm as a whole (such as a falling pillar that might inflict the Prone Condition on a swarm).



THE COMPENDIUM OF EVIL

Cultists and Mortals

Cultist (Acolyte of the Eidolon)

Medium Mortal (Vassal)

Armor 16
Hit Points 17 (4)
Move 30 ft.

Variant TK
Horrid Rating —
Invasion Level 0

Inert Spectral Energy 1d4
Cult Eidolon
Physical Checks +3
Magical Checks +3

Primary Attack Ritual Athame Attack +1,
Range 5 ft., Damage 4 (1d4+1) Physical Damage
Secondary Attack Blackened Glaive Attack +1, Range 10 ft.,
Damage 6 (1d10+1) Magical Damage

Traits

Innate: Levitate, Magical Leap, Self-Preservation

Additional Abilities

One Who Sees (Eidolon): While an Outsider dedicated to the Cult of the Eidolon is within 60 feet, the Cultist removes its Self-Preservation Trait.

Waning Twilight: As a Full-Round Action, the Acolyte pulls back its hood and reveals a mirrored mask. It chooses a target within 10 feet, and they must watch as the mask begins to coalesce and churn with enigmatic and colorful vortices. If they fail a Roll to Resist (Purity; DC 12 + X) (where X is the target's current Trauma Points), they must watch helplessly and relive a horrific or painful memory reflected within the mask, gaining the Distressed and Prone Conditions, along with 1 Trauma Point. After a Magi-Knight is subjected to this attack, they become immune to any Waning Twilight ability until the next Sleep Phase. The squadron can only be subjected to one Waning Twilight per Encounter.

Repel Magic: Spell Attacks always miss this target if the die roll is 8 or below.

Cultist (Acolyte of the Wailer)

Medium Mortal (Vassal)

Armor 9
Hit Points 17 (4)
Move 30 ft.

Variant SV
Horrid Rating —
Invasion Level 0

Inert Spectral Energy 1d4
Cult Wailer
Physical Checks +6
Magical Checks +0

Primary Attack Ritual Machete Attack +4,
Range 5 ft., Damage 5 (1d6+2) Physical Damage
Secondary Attack Grotesque Arm [R]Attack +4, Range 10 ft.,
Damage 8 (2d6+1) Magical Damage

After either losing any number of hit points or after making a successful attack with its Ritual Machete, the Acolyte's arm transforms into a Grotesque Arm, removing its Restriction [R].

Traits

Innate: Levitate, Magical Leap, Self-Preservation

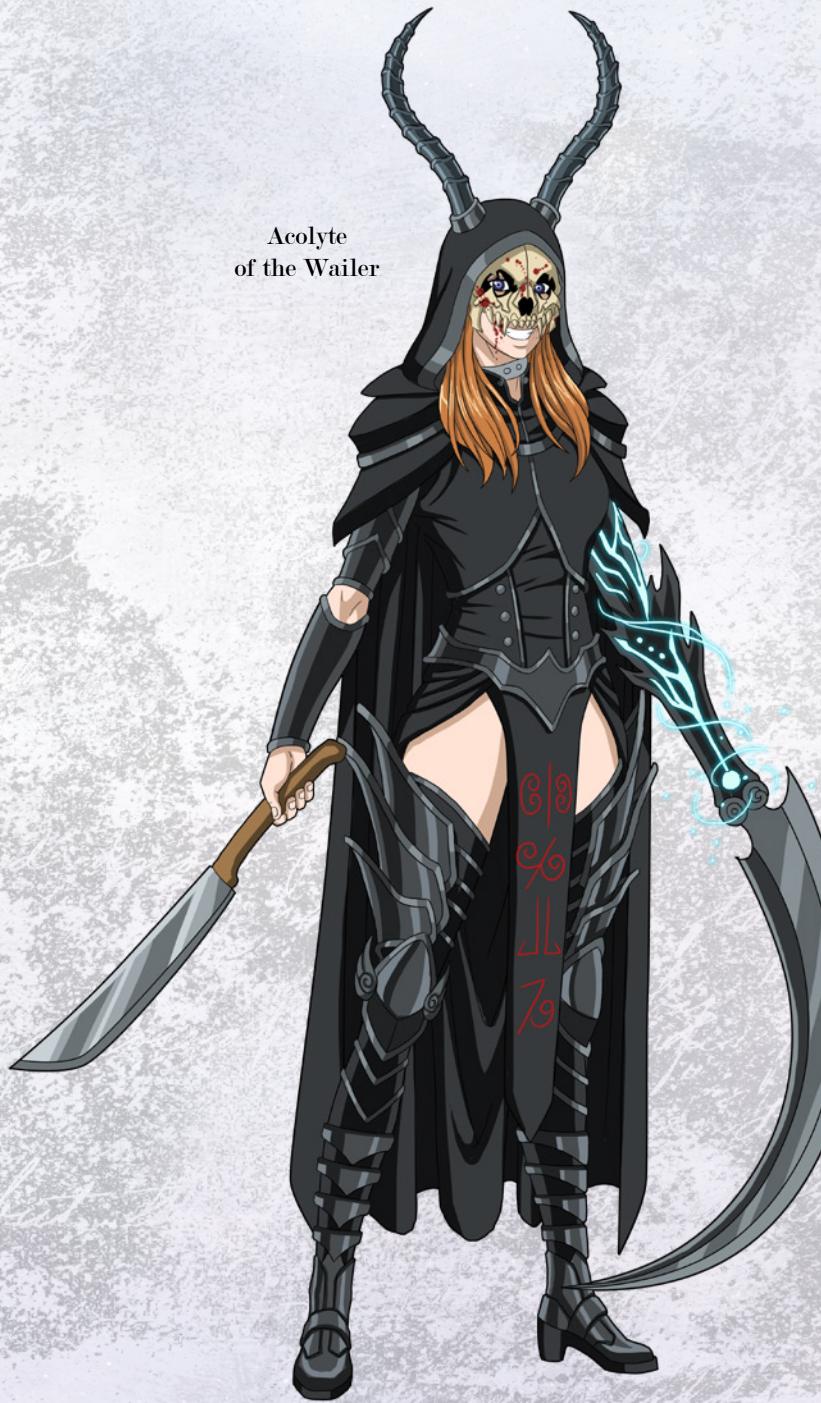
Additional Abilities

One Who Sees (Wailer): While an Outsider dedicated to the Cult of the Wailer is within 60 feet, the Cultist removes its Self-Preservation Trait.

Coagulated Harpoons: Once per Encounter, as a Standard Action, the Acolyte chooses one target within 30 ft. and makes an Opposed Athletics Check against them. On failure, they are placed into an empty space within 5 ft. of the Acolyte and take damage from their Ritual Machete (or Grotesque Arm if its Restriction has been removed).

Endure Pain: When the Cultist receives 8 or less damage from a single source, reduce the total damage they receive by 4.

Acolyte
of the Wailer



Cultist (Acolyte of the Wraith)

Medium Mortal (Vassal)

Armor 14

Hit Points 13 (3)

Move 30 ft.

Variant AS

Horrific Rating —
Invasion Level 0

Inert Spectral Energy 1d4

Cult Wraith

Physical Checks +1

Magical Checks +5

Primary Attack Ritual Athame Attack +7,

Range 5 ft., Damage 4 (1d4+2) Physical Damage

Secondary Attack Dream Terror Attack +7, Range 60 ft.,

Damage 5 (1d6+2) Magical Damage

Traits

Innate: Levitate, Magical Leap, Self-Preservation

Additional Abilities

One Who Sees (Wraith): While an Outsider dedicated to the Cult of the Wraith is within 60 feet, the Cultist removes its Self-Preservation Trait.

Vexing Somniloquy: As a Full-Round Action, the Acolyte gains the Unconscious Condition and begins to mutter in a strange, unknown language. All Magi-Knights within 60 feet must Roll to Resist (Purity; DC 12 + X) (where X is the target's current Trauma Points). On success, they gain 1 Stress Point. On failure, they gain 2 Stress Points. If this would put them above 6 Stress, they are afflicted with the Feverish Dreams Effect during their next Sleep Phase. The squadron can only be subjected to one Vexing Somniloquy per Encounter.

Haunted: Convincing Arguments always fail against this target if the die roll is 8 or below.

Cultist (Custodian of the Eidolon)

Medium Mortal (Adversary)

Armor 15
Hit Points 65 (16)
Move 30 ft.

Variant VN
Horrid Rating —
Invasion Level 2

Inert Spectral Energy 2d4

Cult Eidolon
Physical Checks +4
Magical Checks +5

Primary Attack Ornate Athame Attack +9,
Range 5 ft., Damage 13 (3d6+3) Physical Damage
Secondary Attack Reflection Beam Attack +12, Range 5 ft.,
Damage 17 (3d8+4) Physical Damage

As a Reaction to being targeted by a spell and before dice are rolled, the Custodian attempts to reflect the spell. The Custodian and the caster immediately make an Opposed Mysticism Skill Check. If the caster succeeds, the spell activates as normal. However, if the Custodian succeeds, the target's spell has its MP refunded and then the caster takes damage equal to the Custodian's Reflection Beam.

Traits

Innate: Levitate, Magical Leap

Additional Abilities

One Who Speaks (Eidolon): While a Custodian is in battle, all other Cultists of the Eidolon remove their Self-Preservation Trait for as long as the Custodian is undefeated.

Sense Weakness: When a Custodian declares an attack with its Primary Attack, it attacks twice if the target is missing any number of Hit Points.

Triad Curator (Eidolon): The Custodian rolls with Advantage against the Disoriented and Silenced Conditions. Additionally, while an Outsider dedicated to the Eidolon is within 60 feet, it increases its total damage dealt by 4 (1d8) and increases its Physical and Magical Checks by +2.

Speaker for Elsewhere (Eidolon): As a Full-Round Action, the Custodian makes a Mysticism Skill Check (DC 15). On success, the Custodian becomes Unconscious and is removed from the Encounter. In their location, place an Invasion Level 1 Outsider that belongs to the Cult of the Eidolon (such as a Crystalline Horror), which immediately takes a turn and replaces the Custodian's slot on the Initiative Track.

Custodial Guidance (Eidolon): Once per Turn, as a Free Action, any Cultist of the Eidolon (IL 1 or lower) within 30 ft may immediately make a Primary Attack against a target within range.

Dispel Magic: Spell Attacks always miss this target if the die roll is 10 or lower.

Cultist (Custodian of the Wailer)

Medium Mortal (Adversary)

Armor 11
Hit Points 86 (21)
Move 30 ft.

Variant SV
Horrid Rating —
Invasion Level 2

Inert Spectral Energy 2d4

Cult Wailer
Physical Checks +9
Magical Checks +0

Primary Attack Ornate Machete Attack +9,
Range 5 ft., Damage 15 (3d6+5) Physical Damage
Secondary Attack Dual Gatling Arms [R] Attack +9,
Range 50 ft., Damage 30 (3d8+2) Physical Damage

After either losing any number of hit points or after making a successful attack with its Ornate Machete, the Custodian's arms transform into the Dual Gatling Arms, removing its Restriction.

Traits

Innate: Levitate, Magical Leap

Additional Abilities

One Who Speaks (Wailer): While a Custodian is in battle, all other Cultists of the Wailer remove their Self-Preservation Trait for as long as the Custodian is undefeated.

Sense Weakness: When a Custodian declares an attack with its Primary Attack, it attacks twice if the target is missing any number of Hit Points.

Triad Curator (Wailer): The Custodian rolls with Advantage against the Disoriented Condition. Additionally, while an Outsider dedicated to the Wailer is within the Encounter, it increases its total damage dealt by 4 (1d8) and increases its Physical and Magical Checks by +2.

Dispense Suffering: Once per Combat Encounter, as a Full-Round Action, the Custodian makes its Dual Gatling Arms attack against 3 targets within range. During the Custodian's next turn, it can only use its Custodial Guidance ability and takes no other Actions.

Custodial Guidance (Wailer): Once per Turn, as a Free Action, any Cultist of the Wailer (IL 1 or lower) within 30 ft may immediately make a Primary Attack against a target within range.

Familiar Pain: When the Cultist receives 12 or less damage from a single source, it reduces the damage received by 6.

Cultist (Custodian of the Wraith)

Medium Mortal (Adversary)

Armor 15
Hit Points 65 (16)
Move 30 ft.

Variant AS
Horrid Rating —
Invasion Level 2

Inert Spectral Energy 2d4
Cult Wraith
Physical Checks +3
Magical Checks +6

Primary Attack Ornate Athame Attack +12,
Range 5 ft., Damage 13 (3d6+3) Physical Damage
Secondary Attack Horrific Visions Attack +12, Range 5 ft.,
Damage 20 (4d8+4) Physical Damage

On a roll of 16+, after taking damage from Horrific Visions, the target gains 2 Stress Points and the Prone Condition.

Traits

Innate: Levitate, Magical Leap

Additional Abilities

One Who Speaks (Wraith): While a Custodian is in battle, all other Cultists of the Wraith remove their Self-Preservation Trait for as long as the Custodian is undefeated.

Sense Weakness: When a Custodian declares an attack with its Primary Attack, it attacks twice if the target is missing any number of Hit Points.

Triad Curator (Wraith): The Custodian rolls with Advantage against the Disoriented and Silenced Conditions. Additionally, while an Outsider dedicated to the Wraith is within 60 feet, it increases its total damage dealt by 4 (1d8) and increases its Physical and Magical Checks by +2.

Speaker for Elsewhere (Wraith): As a Full-Round Action, the Custodian makes a Mysticism Skill Check (DC 15). On success, the Custodian becomes Unconscious and is removed from the Encounter. In their location, place an Invasion Level 1 Outsider that belongs to the Cult of the Wraith (such as a Mutegau), which immediately takes a turn and replaces the Custodian's slot on the Initiative Track.

Custodial Guidance (Wraith): Once per Turn, as a Free Action, any Cultist of the Wraith (IL 1 or lower) within 30 ft may immediately make a Primary Attack against a target within range.

Dark Murmurs: Convincing Arguments always fail against this target if the die roll is 10 or lower.



Cultist (Initiates of the Eidolon)

Medium Mortal (Vassal Horde)

Armor 13

Hit Points 12 / 12 / 12 / 12

Move 30 ft.

Variant DF

Horrid Rating —

Invasion Level 0

Inert Spectral Energy 2d4 (take only highest d4)

Cult Eidolon

Physical Checks +3

Magical Checks +3

Primary Attack Novice's Athame O-Attack: DC 12 / 9 / 6 / 3, Range 5ft., Damage 7 / 5 / 3 / 1 Physical Damage

Secondary Attack Initiate Magic Attack +6 / 5 / 3 / 2, Range 30 ft., Damage 7 / 5 / 3 / 1 Magical Damage

After using Initiate Magic, each Unit within the Horde takes 2 damage.

Traits

Innate: Levitate, Magical Leap, Self-Preservation

Additional Abilities

Self-Preservation: A creature with Self-Preservation flees from combat once it has only $\frac{1}{4}$ of its HP or the Horde has only one Unit remaining.

Disrupt Magic: Each Unit within this Horde reduces the Magical Damage they receive by 3.

Cultist (Initiates of the Wailer)

Medium Mortal (Vassal Horde)

Armor 9

Hit Points 9 / 9 / 9 / 9

Move 30 ft.

Variant SV

Horrid Rating —

Invasion Level 0

Inert Spectral Energy 2d4 (take only highest d4)

Cult Wailer

Physical Checks +6

Magical Checks +0

Primary Attack Novice's Athame O-Attack: DC 12 / 9 / 6 / 3, Range 5ft., Damage 10 / 7 / 5 / 2 Physical Damage

Secondary Attack Initiate Magic Attack +6 / 5 / 3 / 2, Range 30 ft., Damage 10 / 7 / 5 / 2 Magical Damage

After using Initiate Magic, each Unit within the Horde takes 2 damage.

Traits

Innate: Levitate, Magical Leap, Self-Preservation

Grappler (Horde): This creature prefers to get as close as possible to its targets and spend its Standard Actions inflicting the Restrained Condition. It gains +1 to its Physical Check per Unit during the Opposed Skill Check. After it has Restrained a target, it immediately deals damage to that target with its Primary Attack.

Additional Abilities

Self-Preservation: A creature with Self-Preservation flees from combat once it has only $\frac{1}{4}$ of its HP or the Horde has only one Unit remaining.

Embrace Pain: Each Unit within this Horde reduces the Physical Damage they receive by 3.



Cultist (Initiates of the Wraith)

Medium Mortal (*Vassal Horde*)

Armor 13

Hit Points 9 / 9 / 9 / 9

Move 30 ft.

Variant ST

Horrid Rating —

Invasion Level 0

Inert Spectral Energy 2d4 (take only highest d4)

Cult Wraith

Physical Checks +1

Magical Checks +5

Primary Attack Novice's Athame O-Attack: DC 12 / 9 / 6 / 3,
Range 5ft., Damage 10 / 7 / 5 / 2 Physical Damage

Secondary Attack Initiate's Magic Attack +6 / 5 / 3 / 2,
Range 30 ft., Damage 10 / 7 / 5 / 2 Magical Damage

After using Initiate Magic, each Unit within the Horde takes 2 damage.

Traits

Innate: Levitate, Magical Leap, Self-Preservation

Additional Abilities

Self-Preservation: A creature with Self-Preservation flees from combat once it has only $\frac{1}{4}$ of its HP or the Horde has only one Unit remaining.

Eager to Please: This Horde increases the DC of any Convincing Arguments by 3.

Cultist (Zealot of the Eidolon)

Medium Mortal (Vassal)

Armor 9
Hit Points 33 (8)
Move 30 ft.

Variant ST
Horrid Rating —
Invasion Level 1

Inert Spectral Energy 1d4
Cult Eidolon
Physical Checks +3
Magical Checks +4

Primary Attack Mirror Glaive Attack: +8,
Range 10ft., Damage 8 (1d10+3) Physical Damage
Secondary Attack Malevolent Blast Attack +8,
Range 60 ft., Damage 8 (1d10+3) Magical Damage

Traits

Innate: Levitate, Magical Leap, Self-Preservation

Additional Abilities

One Who Hears (Eidolon): While an Outsider dedicated to the Eidolon is in the Encounter, the Cultist removes its Self-Preservation trait.

Fervent Disciple: The Zealot rolls with Advantage to resist the Disoriented Condition, and while an Outsider dedicated to the Eidolon is in the Encounter, it increases its total damage dealt by 3 (1d6) and its Physical and Magical Checks by +2.

Empower Glaive: After being the target of a Spell Attack, the Zealot rolls its next Primary Attack with Advantage.

Mirage Step: When taking its Move Action, the Zealot imposes Disadvantage when it Provokes. If the target attempts to strike it and fails, they gain 1 Stress Point.

Repel Magic: Spell Attacks always miss this target if the die roll is 9 or lower.



Cultist (Zealot of the Wailer)

Medium Mortal (Vassal)

Armor 9
Hit Points 33 (8)
Move 30 ft.

Variant SV
Horrid Rating —
Invasion Level 1

Inert Spectral Energy 1d4
Cult Wailer
Physical Checks +7
Magical Checks +0

Primary Attack Bloodied Machete Attack: +5,
Range 10ft., Damage 7 (1d8+3) Physical Damage
Secondary Attack Gatling Arm [R] Attack +2,
Range 50 ft., Damage 10 (1d12+4) Physical Damage

After either losing any number of hit points or after making a successful attack with its Bloodied Machete, the Zealot's arm transforms into the a Gatling Arm, removing its Restriction.

When the Zealot makes an Attack with its Gatling Arm, all enemies within 5 feet of the target that are not behind cover suffer $\frac{1}{2}$ the damage dealt (rounded down) even if the Attack misses. Afterwards the Zealot reduces its HP by 2.

Traits

Innate: Levitate, Magical Leap, Self-Preservation

Additional Abilities

One Who Hears (Wailer): While an Outsider dedicated to the Wailer is in the Encounter, the Cultist removes its Self-Preservation trait.

Fervent Disciple: The Zealot rolls with Advantage to resist the Disoriented Condition, and while an Outsider dedicated to the Wailer is in the Encounter, it increases its total damage dealt by 3 (1d6) and its Physical and Magical Checks by +1.

Hunter's Step: When an adjacent target attempts to Move away from the Zealot, the Zealot may immediately move adjacent to them and does this continuously up to 30 feet.

Endure Pain: When the Cultist receives 10 or less damage, it instead reduces the damage received by 5.

Cultist (Zealot of the Wraith)

Medium Mortal (Vassal)

Armor 13
Hit Points 25 (6)
Move 30 ft.

Variant AS
Horrid Rating —
Invasion Level 1

Inert Spectral Energy 1d4
Cult Wraith
Physical Checks +1
Magical Checks +6

Primary Attack Ritual Whip Attack: +8,
Range 15ft., Damage 8 (2d4+3) Physical Damage
Secondary Attack Malevolent Blast Attack +8,
Range 60 ft., Damage 8 (1d10+3) Magical Damage

When dealing damage with Ritual Whip, the target takes additional damage equal to their Stress Point total.

When dealing 10 or more damage with Malevolent Blast, the target gains 1 Stress Point and loses 3 MP.

Traits

Innate: Levitate, Magical Leap, Self-Preservation

Additional Abilities

One Who Hears (Wraith): While an Outsider dedicated to the Wraith is in the Encounter, the Cultist removes its Self-Preservation trait.

Fervent Disciple: The Zealot rolls with Advantage to resist the Disoriented Condition, and while an Outsider dedicated to the Wraith is in the Encounter, the Zealot increases its total damage dealt by 3 (1d6) and its Physical and Magical Checks by +1.

Spectral Step: When taking its Move Action, the Zealot can reduce its Move by $\frac{1}{2}$ to count its remaining move as Teleportation.

Haunted: Convincing Arguments always fail against this target if the die roll is 9 or lower.

Hostile Student

Medium Mortal (Student, Vassal)

Armor 12
Hit Points 12 (3)
Move 30 ft.

Variant NA
Horrid Rating —
Invasion Level 0

Inert Spectral Energy 0

Cult None

Physical Checks +5

Magical Checks +0

Weapon Attack Fist Attack +4,
Range 5 ft. Damage 4 (1d4+2) Physical Damage

Traits

See **Table 15-2**.

Choose from the table below or roll 2d6 to randomly generate a trait for a hostile student.

Additional Abilities

See **Table 15-2**.

Choose from the table below or roll 2d6 to randomly generate an ability for a hostile student.

Mia Chen &
Cordelia Jones



TABLE 15-2: HOSTILE STUDENT GENERATOR

Hostile Student Traits		Hostile Student Abilities	
1	Resistance to Intellectual Arguments	1	Throw Object: Attack: +4, 30 ft Damage: 5 (1d6+2). A Student runs out of objects after two Attacks.
2	Resistance to Wise Arguments	2	Opportunistic Attacker: This student fights dirty; kicking, scratching, pulling hair, etc. On an Attack Roll of 16+, they also inflict 1 Exhaustion Point on their target.
3	Resistance to Charismatic Arguments	3	Quick Fighter: This student prefers to end fights quickly. They roll their initiative with Advantage and gain Advantage during their first turn of a Combat Encounter.
4	Weak-Willed <i>Flees from Combat once its HP has been reduced to ½ its total.</i>	4	Improvised Weaponry: The student can use everyday objects as improvised weapons which have the following stats: Attack: +5 Damage: 6 (1d6+3).
5	Setup Shot <i>Automatically hits and deals an additional +1d4 damage to Restrained targets.</i>	5	Scrappy: As a Reaction to a creature missing an attack against the student, the student can force the triggering creature to attempt a Roll to Resist (STR; DC 12). On a failure, The target gains the Prone Condition.
6	Ridicule <i>On an Attack Roll of 16+, forfeits damage to instead inflict 2 Stress Points.</i>	6	Malicious Rumors: When this student is defeated in combat, they reduce two Bonds the opposing student has by 2 points each. Only one Hostile Student per Combat Encounter may have this ability.

Mind-Controlled Humans

Medium Mortal (Vassal Horde)

Armor 13
Hit Points 9 / 9 / 9 / 9
Move 30 ft.

Variant NA
Horrid Rating —
Invasion Level 0

Inert Spectral Energy 1
Cult Any
Physical Checks +6
Magical Checks +0

Primary Attack Charging Tackle O-Attack DC 12 / 9 / 6 / 3,
Range 5 ft. Damage 10 / 7 / 5 / 2 Physical Damage
Secondary Attack Mob Beatdown O-Attack + 6 / 5 / 3 / 2,
Range 5 ft. Damage 10 / 7 / 5 / 2 Physical Damage

Any target hit with its Charging Tackle also gains the Restrained Condition. The DC to remove this Condition is 8 plus 2 for each Part of the Horde that still remains.

Traits

None

Additional Abilities

Mind-Controlled: The creature is immune to Convincing Arguments and is automatically defeated if there are no other hostile Cultists or Outsiders within the area.

Possessed: The creature gains the ability to climb vertical surfaces and jump up to its full speed.

Relentless: If 2 or more parts of the Horde would be defeated by a single Attack, roll 1d4. On a 4, those parts return to the Encounter with 1 HP. Parts of the Mind-Controlled Humans lose access to this ability if they have only 1 HP remaining.

School Sports Star

Medium Mortal (Student, Adversary)

Armor 16
Hit Points 16 (4)
Move 30 ft.

Variant NA
Horrid Rating —
Invasion Level 0

Spectral Energy 0
Cult None
Physical Checks +4
Magical Checks +0

Weapon Attack Roll of Quarters Attack +6,
Range 5 ft., Damage 7 (1d6+3) Physical Damage
Secondary Attack Unarmed (Headbutt) Attack +6,
Range 5 ft., Damage 5 (1d4+3) Physical Damage

When the Sports Star makes an Attack with their Roll of Quarters, it breaks on a Natural 1. On a Natural 20, it breaks but they deal maximum damage (10). Once it breaks, their damage is reduced to 5 (1d4+3).

Traits

Degrader: If a Degrader is within its Move range of an Exposed or Unconscious target, a Degrader prefers to take the Full-Round Action: Degrade. It moves towards them, makes an infuriating taunt, and then inflicts 6 Stress Points on its target. Additionally, the target must succeed on a Roll to Resist (Purity; 1 Trauma; DC 18 to Resist 1). This can only be done once per target.

Additional Abilities

Hot-Headed: The Sports Star doesn't take advice from others well and increases the DC of Convincing Arguments against them by 3.

Arrogant and Proud: Any target that makes fun of the Sports Star's ability to play their chosen sport or challenges their social status immediately provokes the Sports Star's rage. The Sports Star gains the Berserk Condition and takes an immediate turn.

No-Helmet Headbutt: The Sports Star can make an Unarmed (Headbutt) Attack as a Bonus Action.

Spectral Outsiders

Spectral Outsiders partially exist in a different dimensional plane of reality and, as such, are imperceptible to most humans. However, people unknowingly describe their presence as the spontaneous appearance of foreign smells, piercing or buzzing in the ears, an uncontrollable shiver, a sudden drop in temperature, or a variety of other “common” occurrences.

Spectral Outsiders are only clearly detectable by fellow servants of the Invading Evil, Magi-Knights, and the Herald. When a Spectral Outsider interacts with the Cardinal Plane, the minds of any humans capable of seeing them will work furiously in an attempt to explain away the bizarre occurrences in a variety of ways. When all else fails, hallucinations caused by “momentary psychosis” is generally a safe way to dismiss these incidents. Typically, however, mortals cannot see Outsiders unless the creature chooses to reveal itself and typically only does so to savor the look of abject terror on the victim’s face before kidnapping them.

Although viewing the bizarre and abnormal physiology of Outsiders would drive a normal person insane, the Magi-Knight’s connection to the Herald protects their minds from any unforeseen consequences associated with seeing and battling such frightening and altogether foreign monstrosities.

Upon death, a Spectral Outsider’s semi-corporeal “corpse” will quickly dissolve into a thick and tangible slime-like substance and then dissipate until there is no physical trace of its existence behind. In reality, the majority of the Spectral Energy is funneled back to Elsewhere, and a small portion remains as Inert Spectral Energy, which can only be detected by Magi-Knights. Magi-Knights can crystallize the inert energy left behind by them into Gloom Gems. These gems are then collected by the Herald to craft an object of power through a unique alchemical process.

Any creature that is or becomes a Spectral Outsider has the following abilities added to their features:

- ★ **Clearsight 120 feet**
- ★ **Immunity to Convincing Arguments**

- ★ **Inert Spectral Energy:** Upon their defeat, a Spectral Outsider leaves behind Inert Spectral Energy, which can be gathered by the Magi-Knights and delivered to their Herald.
- ★ **Imperceptible to Mortals:** This creature cannot be seen without the assistance of magic. Those few that have the ability to see “unnatural things” immediately wish they had never laid eyes upon the creature.
- ★ **Native to Elsewhere:** This creature only appears on the Cardinal Plane (Earth) during certain hours. If it lingers in the Cardinal Plane outside of the Ethereal Bridge’s time frame, it is forced back into Elsewhere (taking d100 damage upon its return). This is ignored if they are within 800 meters ($\frac{1}{2}$ mile) of a Spectral Tether.
- ★ **Magical Being:** All Outsiders can Climb and Jump up to their Move but must end their turn in an empty space after committing to this Move.
- ★ **Attune Victim:** With a varying amount of time and uninterrupted focus, a servant of the Invading Evil can temporarily change an Unconscious victim’s Soul Alignment to match that of Elsewhere’s as a Free Action. Afterward, the victim can be taken into Elsewhere when the Ethereal Bridge aligns. This ability has no effect on a Magi-Knight, as their Soul Alignment is tied to their Soul Crystal and that to the Herald.
- ★ **One Resistance:** All Outsiders have either the Shroud Trait (Magic Resistance) or Ethereal Trait (Physical Resistance).
- ★ **Spectral Touch:** When attacking a Mortal (that is not a Magi-Knight), an Outsider only needs to hit a target of 12. If successful, their attack renders the target Unconscious. When attacking the Student Persona of a Magi-Knight who is not transformed, the attack inflicts 2 Crystalline Fractures on a success instead of dealing normal damage.

Other Potential Spectral Outsider features:

- ★ **Accumulator:** This Outsider cannot Attune Victims and instead gathers energy from special areas on the Cardinal Plane to assist in creating Spectral Structures. It can detect magical objects or locations.

- ★ **Architect:** This Outsider possesses the unique ability to construct Ethereal Anchors and Spectral Tethers, which allows it and others to remain in the Cardinal Plane if it completes the construction of these objects
- ★ **Eyeless:** The Outsider has no eyes and loses Clearsight. Instead, it has Athersight 60 ft.
- ★ **Flawed Vision:** The Outsider has weakened senses and loses Clearsight. Instead, it has Darksight 120 ft.
- ★ **Soul Craving:** The Outsider automatically detects the presence of any living creature within 60 feet, even through solid objects, and can perfectly see invisible or stealthy characters.
- ★ **Horrible Outsider:** During a Combat Encounter, Magi-Knights must Roll to Resist (Horror) with DC equal to this creature's Horrible Rating and rolling 1d100 (Further explanations can be found in the **Conditions** section of *Chapter 12*).



Spectral Outsider Template: The Temporal Huntress

When the Chronomancer uses powerful, time-altering magic, they might draw the attention of a Temporal Huntress. When a Temporal Huntress is summoned due to a Magi-Knight casting a Tier V or Tier VI Chronomancy spell, the Magic Keeper will place a Spectral Outsider Encounter that matches the squadron's **Invasion Level** and is an Adversary Rank enemy. We recommend the **Shrieking Canticula** be the first Temporal Huntress the Chronomancer fights against, but the Magic Keeper is welcome to change the Outsider if they are killed or fail to kill the Chronomancer after multiple Encounters. Do note that the Temporal Huntress can also be a Horde or Swarm, if so desired. Whichever enemy the Magic Keeper chooses, that Outsider gains the Temporal Huntress Template which includes the following attributes:

- ★ Gains Clearsight.
- ★ Roll Advantage to determine their place in the Initiative Tracker. They appear into the Encounter during their turn and make an Immediate Attack against the Chronomancer as if they had been Ambushed.
- ★ Any damage dealt that would come from a Chronomancy Spell Path is reduced by half.

- ★ Gain Advantage on Rolls to Resist against effects that come from a Chronomancy Spell Path.
- ★ Damage dealt by the Temporal Huntress cannot be mitigated with Chronomancy magic.
- ★ When Chronomancy magic is used to teleport, the Temporal Huntress may immediately Teleport up to 15 feet.
- ★ All of the Temporal Huntress' Move Actions are considered Teleportation.
- ★ The Temporal Huntress gains the Creature Trait: *Predator (Chronomancers)* and the Creature Trait: *Cruel and Hateful (Chronomancers)*.
- ★ If a Temporal Huntress successfully slays all nearby Chronomancers, at the beginning of their turn they will use a Full-Round Action to teleport 300 ft and be removed from the Encounter.
- ★ If the Temporal Huntress is slain, add an additional 1d8 Spectral Energy die to their Inert Spectral Energy total. Additionally, a new Temporal Huntress does not appear for the rest of the Episode.
- ★ A Magic Keeper is welcome to introduce a Temporal Huntress at any point during an Episode, once a Magi-Knight has cast at least one Chronomancy of Spell Tier V or higher. However, each Chronomancer should only be pursued by one Temporal Huntress per Episode.

Amalgate Swarm

Small Outsider (Vassal Swarm)

Armor 14

Hit Points 15 / 15 / 15 / 15

Move Fly 40 ft.

Variant NA

Horrific Rating 50

Invasion Level 1

Spectral Energy 2d8 (Take Only Highest d8)

Cult Wailer

Physical Checks +4

Magical Checks +3

Primary Attack Venomous Feast **O-Attack** DC 18 / 13 / 9 / 4,

Range 5 ft. Damage 13 / 9 / 6 / 3 Physical Damage

Secondary Attack Biting Swarm Attack +9 / 7 / 5 / 3,

Range 5 ft. Damage 13 / 9 / 6 / 3 Physical Damage

Traits

Innate: Attune Victim, Darksight, Shroud (Magic Resistance), Native to Elsewhere

Cruel and Hateful: This creature has no qualms about making Attacks against Exposed or Unconscious Magi-Knights. If a Cruel and Hateful creature is within 10 feet of an Exposed or Unconscious target and no other enemies are within 10 feet, it will make its Attacks against the defenseless target.

Swarm: The Swarm moves, attacks, and deals damage as a single creature, but takes up as much space as a single Huge creature that does not have Reach. Due to the sheer number of creatures within a Swarm they are considered Immune to All Conditions.

Additional Abilities

Rigid Carapace: Whenever the creature takes damage from any source, it reduces that damage by 3.

Maddening Infestation: Immediately after a successful attack, the swarm envelopes the target's body, hair, and other extremities. The target must make a Roll to Resist (Purity; DC 11 + 1 per Unit). On a failure, they gain the Distressed Condition.

Camouflaged Predator: The Amalgamate Swarm gains the **Creature Trait: Stalker** while hiding within a human host. While doing so, it looks like a normal human and has the Silenced Condition that cannot be removed. Although the Swarm can use their Venomous Feast as normal, any damage dealt to it from a Magi-Knight while the swarm uses a host body is negated, but permanently expels the swarm from the host.

Union Strength: Once per Encounter, the swarm may use a Full-Round Action to erase one Dynamic Object from the Combat Encounter and use it to immediately deal the Swarm's Damage to any target within 30 feet. If a Dynamic Object is not available when it uses this ability, the Magic Keeper creates one and then the Swarm immediately uses it.

Roaring Drone: The Amalgamate Swarm emits a loud, high-frequency buzzing that makes conversation impossible within 60 feet of itself, when not within a host. Magi-Knights within this range cannot make Convincing Arguments for as long as they remain within this range or until this creature is defeated.





Auricle Invader

Huge Outsider (Adversary)

Armor 14
Hit Points 123
Move 40 ft.

Variant DF
Horrific Rating —
Invasion Level 2

Inert Spectral Energy 1d8
Cult Eidolon or Wraith
Physical Checks +8
Magical Checks +3

Primary Attack Gateway Tentacle: Attack +8, Range 120 ft. Damage 19 (4d6+5) Physical Damage
Secondary Attack Earthshaker Attack +5, Range 30 ft. Damage 24 (3d12+5) Physical Damage

Soul-Seeking. These attacks ignore Cover, negate any Disadvantage effects, and negate the benefits of the Take Cover action.

Traits

Innate: Aethersight, Attune Victim, Cautious, Colossal Impact, Native to Elsewhere, Shroud (Magic Resistance), Predator (Lowest Strength), Soul Drinker (4)

Additional Abilities

Auricle Invasion: As a Standard Action, the Auricle Invader targets a creature within 60 feet of itself. That creature must attempt a Roll to Resist (STR; DC 15). On a failure, one of the Invader's tentacles enters the target's ear canal, and the target takes 13 (3d8) damage. At the end of their next turn, if the tentacle remains inside them, they gain the Paralyzed Condition. This condition can only be removed when, as a Standard Action, the target or an ally of the target attempts to pull the tentacle out of the target's body by making an Opposed Skill Check (STR; Athletics) against the Auricle Invader. After its removal, the target has the Disoriented Condition until the end of their next turn. A Paralyzed Mortal that is not a Magi-Knight may be forced into the Invader's pouch for transportation. A self-sealing goo prevents these mortals from being removed from the creature until it is defeated, but can be removed as a Standard Action. An Invader can hold up to 6 Mortals in its pouch.

Elsewhere Abductor: As a Full-Round Action, against a target under the influence of its Auricle Invasion ability, the Invader begins to drag away its quarry into a dark corner to either feast upon them or prepare them to travel to Elsewhere. It immediately pulls its quarry through a gateway which makes it reappear within 5 feet of the Invader. After doing so, it will either make a Gateway Tentacle attack against the target that deals maximum damage or (if their target is not a Magi-Knight) prepare to teleport to Elsewhere with its quarry at the beginning of its next turn.

Hunger for Quarry: If the Invader makes an Auricle Invasion attack that is successfully resisted, it may immediately make an attack with either its Gateway Tentacle or Earthshaker Attack.

Barbed Alpha

Large Outsider (*Nemesis*)

Armor 15
Hit Points 81
Move 60 ft.

Variant NA
Horrific Rating 65
Invasion Level 1

Inert Spectral Energy 4d8
Cult Any
Physical Checks +7
Magical Checks +3

Primary Attack Razor Bite Attack +5,
Range 10 ft. Damage 25 (4d10+3) Physical Damage
Secondary Attack Bladed Tail Attack +8,
Range 15 ft. Damage 19 (3d8+6 Physical Damage)

When attacked by the Razor Bite, the target must make a Roll to Resist (STR; DC 15) or gain the Prone Condition.

When attacked by the Bladed Tail, it must Roll to Resist (CON; DC 15) or gain the Bleeding (4) Condition.

Traits

Innate: Attune Victim, Darksight, Native to Elsewhere, Soul Craving, Resilient or Shroud

Additional Abilities

Dragging Steel: Barbed Alpha drags steel along the ground when it moves and is automatically detectable by sound at 120 feet. It has Disadvantage on Stealth Checks if it moved during the previous round.

Razor Scales: Barbed Alpha inflicts 4 damage to any creature that successfully damages it with a Weapon Attack if they are within 10 feet.

Versatile Predator: At the Start of the Round, this creature chooses to gain either Resilient or Shroud Trait. After making this choice, the Alpha may use an Immediate Action to Withdraw and relocate to any space within their Move range without Provoking.

Heightened Agility: As a Full-Round Action, the Barbed Alpha can make both a Razor Bite and a Bladed Tail Attack against two different targets that are within range.

Guarded by the Pack: When there is a Barbed Wolf adjacent to the Barbed Alpha, and when an attack would deal damage to the Alpha, as a Reaction, the Barbed Wolf may intercept and take the damage instead. The Barbed Alpha always begins a Combat Encounter with at least two other Barbed Wolves with it and as long as it remains in battle, Barbed Wolves lose their Pack Hunter traits.

Howling Charge: During its first turn in the Combat Encounter, as a Full-Round Action, the Barbed Alpha charges forward up to 60 feet and makes either a Razor Bite or Bladed Tail attack with Advantage. Immediately after the Alpha's turn, all other Barbed Wolves can Move 60 feet and make a Razor Bite or Bladed Tail attack against any target, dealing $\frac{1}{2}$ damage on success but inflicting no Conditions.

Barbed Wolf

Medium Outsider (*Vassal*)

Armor 13
Hit Points 33
Move 50 ft.

Variant NA
Horrific Rating —
Invasion Level 1

Spectral Energy 1d8
Cult Any
Physical Checks +5
Magical Checks +2

Primary Attack Razor Bite Attack +2,
Range 5 ft. Damage 10 (2d6+3) Physical Damage
Secondary Attack Bladed Tail Attack +5,
Range 10 ft. Damage 7 (1d8+3) Physical Damage

Upon making a successful Razor Bite attack, the target must succeed on a Roll to Resist (STR; DC 13) or gain the Prone Condition. If they fail the check by 5 or more, they also gain the Restrained Condition.

When attacked by the Bladed Tail, the target must Roll to Resist (CON; DC 13) or gain the Bleeding (2) Condition.

Traits

Innate: Attune Victim, Darksight, Native to Elsewhere, Pack Hunter, Resilient (Physical Resistance)

Soul Craving: The Outsider automatically detects the presence of any living creature within 60 feet, even through solid objects, and can perfectly see invisible or stealthy characters.

Additional Abilities

Dragging Steel: A Barbed Wolf is automatically detectable by sound at 120 feet and has Disadvantage on Stealth Checks if it moved during the previous round.

Barbed Protrusions: A Barbed Wolf inflicts 2 damage on any creature that successfully damages it with a Weapon Attack if they are within 5 feet.

Molted Caltrops: Young Barbed Wolves often molt and leave behind caltrop-shaped pieces of both steel and scales to mark their territory from other predators. Any Encounter in which a Barbed Wolf has frequently traveled through is likely littered with these caltrops. At the end of a mortal target's turn in which they made a Move Action, have the target make an Athletics Skill Check (DC 13). On failure, they have stepped onto a barbed caltrop which inflicts the Bleeding (2) Condition. If they failed by 5 or more, they have stepped on a "live" caltrop which is home to an infectious parasite that lives within the wolves and also inflicts them with the Poisoned Condition. Removing the parasitic barb requires a Full-Round Action from the target or an ally and removes the Poisoned Condition, but inflicts 1 Trauma Point on the target as they watch the black parasite wiggle and writhe as it is pulled from out of their skin.

Bristled Clawling

Small Outsider (Vassal)

Armor 14
Hit Points 30
Move 30 ft.

Variant NA
Horrid Rating —
Invasion Level 1

Spectral Energy 1d8
Cult Wailer
Physical Checks +5
Magical Checks +2

Primary Attack Retractable Claws Attack +6,
Range 10 ft. Damage 7 (1d6+4) Physical Damage
Secondary Attack Regurgitate Attack +7,
Range 30 ft. Damage 9 (1d10+4) Physical Damage

After being hit by the Regurgitate Attack, the target must make a Roll to Resist (CON; DC 13) and on failure, gains the Poisoned Condition.

Traits

Innate: Attune Victim, Darksight, Native to Elsewhere, Predator, (Longest Hair), Resilient (Physical Resistance)

Additional Abilities

Unending Appetite: As a Full-Round Action, the Clawling seeks any creature with copious amounts of hair or fur and rushes up to 50 feet toward the target. The target must make an Opposed Athletics Skill Check against the Clawling. On a failure, the target is subject to the Retractable Claws attack and gains 2 Stress Points as the Clawling begins to tear out chunks of their hair. Any magical healing received, restores removed hair to normal length.

Savage Mobility: The Clawling can Withdraw as a Free Action. Additionally, the Clawling can jump a number of feet into the air equal to twice its Move.

Strand Consumer: The Clawling takes great joy in eating copious amounts of thread, hair, and other similar materials. It is hostile to any Disfigured Seamstress and, if it cannot attack a convenient target, will decide to attack these creatures instead. Because of their hatred for them, the Clawling cannot miss when attacking a Disfigured Seamstress.

Crystalline Horror

Medium Outsider (Adversary Horde)

Armor 18
Hit Points 92 / 69 / 46 / 23
Move 30 ft.

Variant VN
Horrid Rating —
Invasion Level 1

Spectral Energy 4d8 (take two highest d8s rolled)
Cult Eidolon / Wraith
Physical Checks +4
Magical Checks +4

Primary Attack Crystalline Volley O-Attack DC 21 / 15 / 10 / 5, Range 60 ft., Damage 16 / 12 / 8 / 4 Magical Damage
Secondary Attack Mirror Ray Attack +11 / 9 / 6 / 3, Range 60 ft., Damage 16 / 12 / 8 / 4 Magical Damage

Traits

Innate: Attune Victim, Clearsight, Haunting, Native to Elsewhere, Shroud (Magical Resistance)

Additional Abilities

Shard Volley: As a Full-Round Action, the Crystalline makes two Crystalline Volley attacks. If both attacks target the same creature, the second attack deals only $\frac{1}{2}$ damage to the target. The Crystalline loses access to this ability if it is reduced to 2 or fewer Units.

Reverberating Voice: As a Reaction to taking Weapon Damage, the Crystalline emits a high-pitched ringing sound. All creatures within 30 feet must Roll to Resist (Magic; DC 11 + 1 per Unit). On failure, the creatures gain 1 Stress Point and lose their next Bonus Action.

Reflective Body: The Crystalline's body is composed of a reflective, otherworldly mineral. As an Immediate Action when the Crystalline is hit with a Spell Attack, the caster must roll 1d8. If the result is a 4 or higher, the Crystalline receives damage as normal. On a 2 or 3, the Attack is reflected and deals no damage. On a 1, the energy of the attack is reflected back toward the caster. The Crystalline rolls a Mirror Ray Attack against the target with Advantage.

Fears on Display: Creatures see their worst fears and nightmares play out in the Crystalline's reflective body. Any creature that ends its turn within 10 ft of the Crystalline takes 1 Stress Point. Additionally, if the target would need to make a Roll to Resist (Purity) while within range of this ability, they receive no modifiers to their roll.

Deathless Anguisar	Armor 13 Hit Points 410 / 205 / 102 / 51 Move Fly/Swim 80 ft.
Massive Outsider (<i>Nemesis</i>)	
Variant SV Horrid Rating 95 Invasion Level 5	
Spectral Energy 4d8 Cult None Physical Checks +10 Magical Checks +6	
Primary Attack Acidic Maw Attack +15, Range 25 ft. Damage 49 (6d12+10) Physical Damage	



Traits

Innate: Aethersight, Apex Predator (Anguisar), Attune Victim, Native to Elsewhere, Shroud (Magical Resistance)

Apex Predator (Anguisar): The Anguisar gains an additional turn at the end of the round but must use its Standard Action to activate the Final Takedown Ability.

Additional Abilities

Multi-Headed: The Anguisar begins the Encounter with two heads. When the Anguisar uses its Standard Action to make an Attack with its Acidic Maw, it makes a number of attacks equal to its number of heads (2 at 410, 3 at 205, 4 at 102, and 5 at 51).

Final Takedown: Once per Round, as a Standard Action but only after being activated by its Apex Predator ability, the Anguisar targets a creature within its Reach and that creature must attempt a Roll to Resist (STR or DEX; DC 19). On failure, the target gains the Prone Condition. The Anguisar then makes one Acidic Maw Attack against the creature. If the target becomes Exposed, Unconscious, or dies, the Anguisar then makes a number of Acidic Maw Attacks, equal to its total number of heads, minus 1, all of which must be towards different targets.

Madness Breath [R]: As a Standard Action, the Anguisar exhales a misty white vapor that falls in a 50-foot radius. Creatures in that area must attempt a Roll to Resist (CON; DC 19). On failure, the creature gains the Berserk Condition and gains 2 Stress Points. After using this ability, the Anguisar is obscured by the mist and gains Physical Resistance until the start of its next turn. The Anguisar can only remove the Restriction on this ability while it has 205 HP or more.

Wretch Ichor [R]: As a Standard Action, the Anguisar vomits a viscous, shimmering black ichor in a 60-foot area centered around itself. All affected targets must attempt a Roll to Resist (DEX; DC 19). On failure, the target takes 39 (6d12) damage and gains the Restrained Condition. This requires a successful Mysticism Skill Check (DC 19) to remove. If a creature begins its turn Restrained by this ability, it must attempt a Roll to Resist (CON; DC 19) or take 39 (6d12) damage from the burning ichor. If the ichor deals damage to the target, it immediately dissolves and the Condition is removed. The Anguisar can only use this ability while it is below 102 HP.

Decaying Bulwark: As a Bonus Action and as the last Action of its turn, the Anguisar cloaks itself with its decomposing wings and gains +3 Armor. When a creature within 25 feet successfully damages the Anguisar while it uses this ability, the damage is reduced by $\frac{1}{2}$ and then plumes of suffocating, toxic air blow out. All creatures within 60 feet must make a Roll to Resist (STR or CON; DC 19). On failure, they gain the Poisoned Condition. After being successfully damaged while using this ability, the Anguisar loses the benefits of this ability until the end of the Encounter.

Undying Monstrosity: When the Anguisar would be slain, it immediately returns to life with $\frac{1}{2}$ its total HP (as listed in its stat block). The Multi-Headed ability gains a third Attack as the Anguisar grows a third head. When it dies again, it returns with $\frac{1}{4}$ its total HP and a fourth Attack with its Multi-Headed. If it dies again, it returns with $\frac{1}{6}$ its total HP and a fifth Attack with its Multi-Jawed Attack. After being reduced to 0 HP again, it convulses into a mad fury of death throes and each head makes an immediate Acidic Maw Attack against any targets within Reach before dying.

Lone Predator: The Anguisar prefers to hunt alone and almost never allies itself with anyone, though they might be seen prowling for prey with their mate in the Realm of Elsewhere. Their presence in the Cardinal Realm typically indicates that an event with a catastrophic death toll is about to occur.



Disfigured Seamstress

Medium Outsider (Adversary)

Armor 14
Hit Points 17
Move 40 ft. (fly)

Variant AS
Horrific Rating —
Invasion Level 0

Spectral Energy 1d8
Cult Wailer or Wraith
Physical Checks +2
Magical Checks +5

Primary Attack Seeking Needle Attack +8, Range 30 ft. Damage 8 (1d8+4) Magical Damage

The Seeking Needle gains +1 Attack and deals +3 damage for each Corruption Point the target possesses.

Traits

Innate: Athersight, Attune Victim, Cautious, Native to Elsewhere, Predator (Longest Hair), Shroud (Magical Resistance)

Additional Abilities

Steal Voice: As a Standard Action, the Seamstress chooses a creature it can see within 60 feet and throws a spool of thread toward it. That creature must attempt a Roll to Resist (Magic; DC 13). On success, the target gains 1 Stress Point. On failure, the target's mouth is sewn shut and they gain the Silenced condition while also receiving the damage from the Seeking Needle Attack. While the creature is silenced in this way, the Seamstress removes the Restriction on her Thread the Needle ability and can perfectly mimic their voice. The Seamstress can only steal one voice at a time and the voice is returned upon her death or at the end of the next Sleep Phase.

Thread the Needle [R]: As a Reaction against a target within 30 feet who declares an attack against the Seamstress and before dice are rolled, she distracts them by using a stolen voice to cry for help! The target must make an Insight Skill Check (DC 13). On failure, the Seamstress deals 12 Magical Damage to the target and gains Disadvantage on their Attack. On success, the Attack is rolled as normal.

Web of Threads: Magical threads are always dancing around the Disfigured Seamstress and attempt to ensnare her enemies. As an Immediate Action to any target beginning their turn or entering within 15 feet of her, they must make an Athletics Skill Check (DC 13). On failure, their Move is reduced to 0 until the start of their next turn.

Strand Collector: The Seamstress takes great joy in gathering strands of thread, hair, and other potential sewing materials. She is hostile to the Bristled Clawling and, if she cannot attack a convenient target, will decide to attack these creatures instead. Because of their haired nature, a Seamstress cannot miss when attacking a Bristled Clawling.

Dread Commander

Medium Outsider (Nemesis)

Armor 19
Hit Points 137
Move 30 ft.

Variant TK
Horrific Rating 65
Invasion Level 2

Spectral Energy 4d8
Cult Any
Physical Checks +6
Magical Checks +4

Primary Attack Black Zweihander Attack +7, Range 10 ft. Damage 16 (3d8+3) Physical Damage

Secondary Attack Barrage of Lightning Attack +7, Range 60 ft. Damage 33 (6d10) Magical Damage

When a creature is hit with the Black Zweihander, it must attempt a Roll to Resist (CON; DC 16). On a failure, the target gains Bleeding (5). On a success, the target gains Bleeding (1) instead. If the target passes the roll by 5 or more, they do not gain the Bleeding condition. If the Attack was a Critical Hit, they automatically fail their roll.

Traits

Innate: Aethersight, Attune Victim, Calculating, Native to Elsewhere, Predator (Highest HP), Retaliatory (10), Shroud (Magical Resistance)

Calculating: The creature spends its first turn watching the battle unfold and taking no Actions. During its second turn, it takes Two Move Actions, Two Standard Actions, and Two Bonus Actions (if it has any). It gains Advantage on all of its Attack Actions if it was not attacked during the previous turn.

Retaliatory: This creature is specially trained to take advantage of openings in combat. When it is the target of a missed Attack Action, it immediately deals 10 damage to them, if they are within 60 ft. The Magic Keeper decides if this damage is Physical or Magical Damage.

Additional Abilities

Blinding Speed: The Dread Commander gains two Standard Actions during every activation.

Octagonal Slash: As a Standard Action, the Dread Commander makes a Black Zweihander attack against all creatures within 10 feet. If there is only one target, that target is Attacked twice.

[R] Blood Triangle: As a Standard Action, the Dread Commander makes 2 Black Zweihander Attacks against a single target. If both attacks hit, the target gains the Prone Condition and then the Dread Commander makes a third Attack against the same target. If the target was hit by all three Attacks and has Corruption Points, the Commander heals 5 HP or deals an additional 5 damage for each point they have.

Rally Formation: As a Bonus Action, the Dread Commander Rallies its allies into a formation. Each of the Dread Commander's allies within 50 feet may immediately take a Move Action without Provoking.

Cursed Blade: As a Bonus Action, the Dread Commander takes 1 damage and wets his blade with his own blood, imbuing the weapon with dark magic. The next Black Zweihander Attack the Dread Commander hits a creature with becomes Magical Damage and deals an additional 9 (2d8) damage.

Last Stand: When the Dread Commander drops to $\frac{1}{2}$ HP or less, it loses access to Octagonal Slash, and removes the Restriction on its Blood Triangle attack. Additionally, the first time it would be reduced to 0 HP, it instead is reduced to 1 HP.

Summon Dread Squadron: If the Invasion Level has reached 3 or higher, as a Free Action the Dread Commander summons a Dread Squadron into the Encounter. While the Dread Squadron is on the battlefield, the Commander's Calculating Trait refreshes at the beginning of his turn (as if every turn were his first turn). He loses this trait when any Unit of the Dread Squadron is defeated. This ability cannot be used if there is already a Dread Squadron in the Encounter.

Dread Squadron

Medium Outsider (Adversary Horde)

Armor 18
Hit Points 172 / 129 / 86 / 43
Move 30 ft.

Variant VN
Horrific Rating 60
Invasion Level 2

Spectral Energy 4d8 (Take Highest 2d8)
Cult Any
Physical Checks +5
Magical Checks +4

Primary Attack Elsewhere Blades O-Attack DC 27 / 20 / 13 / 6, Range 5 ft. Damage 33 / 24 / 16 / 8 Physical Damage
Secondary Attack Hexed Barrage +22 (2-3-6-11), Range 60 ft. Damage +14 / 11 / 7 / 4 Magical Damage

Traits

Innate: Aethersight, Attune Victim, Enduring, Ferocious, Native to Elsewhere, Predator (Highest HP), Shroud (Magical Resistance)

Enduring: This Horde always counts as having 3 Units for the purposes of calculating its Attacks and Damage, if it would be reduced to 2 or fewer Units.

Ferocious: After being reduced to 2 or fewer Units, the Horde fights even harder and counts its Attacks and Damage as if they had one additional Unit remaining.

Additional Abilities

Coordinated Assault: The Dread Squadron makes one Elsewhere Blades and one Hexed Barrage when using a Standard Action to make an Attack.

Line Formation: As a Reaction done before receiving damage, the Dread Squadron enters into a Line Formation. Rearrange the Horde to be one behind the other and then all damage that would be dealt to the targeted Unit may instead be intercepted by another Unit within the Horde. If the Dread Squadron has access to its Death Formation ability, it loses access to this ability.

[R] Death Formation: At the beginning of a turn where the Horde is missing a Unit or after the Dread Squadron has Exposed a Magi-Knight with an Attack, the Restriction on this ability is removed. As a Free Action, they enter into the Death Formation. Afterwards, when the Dread Squadron makes a successful Hexed Volley Attack, the attack deals an additional 9 (2d8) damage and forces a Roll to Resist (Magic; DC 12 + 1 per Unit). On failure, the target gains the Burning (10) Condition. If the target has any Corruption Points, they take an additional 3 damage per point.

Malevolent Flare: When the first Unit of this Horde is defeated, as an Immediate Action, the Dread Squadron activates this ability and deals their Hexed Barrage damage to a number of targets within range, equal to the remaining number of Units. All damage dealt by this attack is converted to True Damage.

Encephalon Vessel

Huge Outsider (Adversary)

Armor 10
Hit Points 123
Move Fly 20 ft., Teleport

Variant HV
Horrific Rating 80
Invasion Level 2

Spectral Energy 2d8
Cult Eidolon or Wraith
Physical Checks +4
Magical Checks +9

Primary Attack Brain Warp Attack +8, Range 60 ft. Damage 24 (8d4+4) Magical Damage

Traits

Innate: Attune Victim, Calculating, Clearsight, Magical Resistance, Native to Elsewhere, Soul-Drinker (4), Stalker

Stalker: A Stalker is a master of Stealth and waits for the perfect opportunity to strike. A Stalker is unable to be detected by normal means and requires a successful Purity Skill Check to detect its presence.

Additional Abilities

Amorphous: As a part of its Move Action, the Encephalon can change its shape to fit into or through any surface area, unless it has an Enveloped Creature and that creature is still alive. Additionally, the Encephalon is immune to the Disoriented and Restrained Conditions and can never Provoke.

Hyperreactive: The Encephalon has two Reactions, instead of one.

Warping Recoil: As a Reaction to taking damage or as a Bonus Action, the Encephalon can teleport to a location it can see up to 20 feet away.

Envolve: At the end of the Encephalon's Move Action or after using Warping Recoil and while ending its Move Action in another creature's space, activate this ability. When doing so, that creature must immediately make a Roll to Resist (DEX; DC 15). On a success, they move 5 feet to an unoccupied square; if there isn't one, they automatically fail the check. On a failure, the target becomes an Enveloped Creature and the target gains the Restrained Condition. When the Encephalon takes its Move Action, an Enveloped Creature moves with it.

Suffocating Embrace: At the start of a turn in which a target begins their turn as an Enveloped Creature, they must attempt a Roll to Resist (CON; DC 15). On a failure, the target permanently gains the Disoriented, Paralyzed, and Silenced Conditions and takes 22 (5d4+10) Magical Damage. They are considered to be in the Encephalon's 'Suffocating Embrace.' If a target already has these Conditions, this damage is automatically dealt to them and they gain one stage of the Soul-Siphoned Condition. Once the Encephalon is defeated or if a target is expelled from the Encephalon, these Conditions are immediately removed. After every Action in which the Encephalon takes Weapon Damage, the attacker chooses one Enveloped target and rolls a 1d100. On a 51+, the target is expelled from out of the Encephalon and is moved into an empty, adjacent square.

Extricate Magic: As an Action required by the spell, the Encephalon can cast spells known by a living creature that is afflicted by its Suffocating Embrace, deducting the requisite MP from that creature and inflicting 1 Stress Point. It also heals itself for the amount of MP used but cannot opt to cast spells that are higher than Tier IV.



Face Leecher

Large Outsider (Adversary)

Armor 14
Hit Points 69
Move 40 ft.

Variant SK
Horrid Rating 65
Invasion Level 2

Spectral Energy 2d8
Cult Any
Physical Checks +7
Magical Checks +2

Primary Attack Bladed Appendage Attack +9,
Range 10 ft. Damage 30 (6d8+3) Physical Damage
Secondary Attack Mimic's Cry [R] Attack +12,
Range 30 ft. Damage 16 (2d12+3) Magical Damage

After being hit by a successful attack by Mimic's Cry, the target gains 1 Stress Point.

Traits

Innate: Attune Victim, Clearsight, Native to Elsewhere, Predator (Unmasked Faces), Resilient (Physical Resistance), Retaliatory (4)

Additional Abilities

Sticky Fingers: The Leecher's hands have a mind of their own and constantly reach out to grab anything nearby. After being hit by the Leecher's Serrated Appendage, the target must make a Roll to Resist (STR or DEX; DC 15). On failure they gain the Restrained Condition. The Leecher gains Advantage on Opposed Skill Checks to remove this Condition if the target initiated the check.

Idle Hands: As a Reaction, when a Weapon would deal damage to the Leecher, both the attacker and the Leecher make an Opposed Athletics Check. If the attacker wins, the attack deals damage as normal. If they lose, the Leecher takes no damage from the attack and instead, the attacker is subject to the Sticky Fingers ability. This ability cannot be used if it currently is Restraining a target.

Devil's Work: At the start of its turn, as an Immediate Action when Restraining a target with its Idle Hands ability, activate Face-Off with no Action Cost.

Face Off: As a Standard Action, the Leecher attempts to remove the target's face. The target must make a Roll to Resist (Magic; DC 15). Upon failure, they take damage from the Mimic's Cry Attack, permanently gain the Disoriented and Silenced Conditions, and take 1 Trauma Point as they realize their face has been stolen! These Conditions remain on a Magi-Knight until the end of the Sleep Phase or until they defeat the Face Leecher! The Restriction of the Leecher's Mimic's Cry is also removed.

Joyous Rapture [R]: When the Face Leecher has stolen a mortal's face, its own face is replaced by the one it stole. It can perfectly imitate the voice of the face's owner and anyone who hears the voice is convinced that the voice belongs to the owner. The Leecher begins to dance and squeal in Joyous Rapture after gaining a face and gains the **Creature Trait: Apex Predator**. Additionally, the first time the Leecher speaks with the voice and face, any target who is familiar with it must make a Roll to Resist (Purity; 2 Trauma; DC 15 to Resist 1).

Resentment of Beauty: The Face Leecher loathes anything with a visible and realistic face, fake or otherwise. It spends the majority of its time defacing billboard advertisements, tearing apart cardboard cutouts, or destroying art when not hunting after mortal faces.

Indigo Husker

Large Outsider (Vassal)

Armor 10
Hit Points 64
Move 40 ft.

Variant SV
Horrific Rating —
Invasion Level 3

Spectral Energy 1d8
Cult Any
Physical Checks +7
Magical Checks +3

Primary Attack Bone Claws Attack +7,
Range 10 ft. Damage 21 (5d6+4) Physical Damage
Secondary Attack Spew Toxins Attack +7,
Range 30 ft. Damage 21 (5d6+4) Magical Damage

Traits

Innate: Aethersight, Attune Victim, Native to Elsewhere, Shroud (Magic Resistance), Soul Craving, Soul Drinker (3)

Soul Craving: The Outsider automatically detects the presence of any living creature within 60 feet, even through solid objects, and can perfectly see invisible or stealthy characters.

Additional Abilities

Furious Assault: When using a Standard Action to make an Attack with its Bone Claws, it also makes a second attack against any target within Reach.

Perforated Skin: At the immediate conclusion of an Attack Action in which the Husker is dealt physical damage, noxious vapors erupt from its wounds. All enemies within 15 feet of the Husker must Roll to Resist (CON; DC 15). On a failure, they receive the Burning (4) Condition (Aether Flames). If the target is within 5 feet of the Husker, they make the roll with Disadvantage.

Silent Killer: This creature is nearly impossible to see or hear and gains Advantage when attempting a Stealth Check. At the beginning of a Round during a Combat Encounter, if a Magi-Knight cannot directly see the Husker or detect it with their Reveal Outsider ability, it disappears. The Keeper moves the Husker to the bottom of the Initiative Track. Its next successful Bone Claw Attack is made with Advantage and deals an additional 9 (1d12+3) damage.

Polychromatic Toxins: Once per Encounter, as a Full-Round Action, the Husker spews a colorful cloud of intoxicating vapors into the air. Any Mortal (including Magi-Knights) within 30 feet of itself must make a Roll to Resist (CON; DC 15). On failure, a target takes 6 (1d12) Magical Damage and begins hallucinating. Each target rolls 1d4 and resolves the following:

d4 Result

- 1 During your next turn, you spend your Move Action to close the distance to the nearest creature and then make a Weapon Attack. If the nearest target is an ally, you treat that ally as an enemy for this turn. If multiple targets are equidistant, the Keeper rolls a die to determine randomly which one you attack.
- 2 Gain the Berserk Condition and then also activate the effects of a “1” Result.
- 3 Remove 2 Stress Points and gain the Paralyzed and Prone Conditions.
- 4 Remove 4 Stress Points and gain the Unconscious Condition. You lie in a helpless but pleasant stupor and removing this Condition requires the use of a Full-Round Action by an ally (instead of a Standard), when you receive any amount of damage, or a Magi-Knight can opt to reject the pleasant hallucinations by taking 1 Trauma Point.



Indigo Husker (Horde)

Large Outsider (Vassal Horde)

Armor 10
Hit Points 32 / 32 / 32 / 32
Move 40 ft.

Variant SV
Horrific Rating —
Invasion Level 3

Spectral Energy 2d8 (Take highest d8)
Cult Any
Physical Checks +8
Magical Checks +3

Primary Attack Bone Claws O-Attack 21 / 15 / 10 / 5, Range 10 ft. Damage 41 / 30 / 20 / 10, Physical Damage
Secondary Attack Spew Toxins Attack +11 / 9 / 6 / 3, Range 30 ft. Damage 41 / 30 / 20 / 10, Magical Damage

Traits

Innate: Aethersight, Attune Victim, Native to Elsewhere, Shroud (Magic Resistance), Soul Craving, Soul Drinker (3)

Soul Craving: The Outsider automatically detects the presence of any living creature within 60 feet, even through solid objects, and can perfectly see invisible or stealthy characters.

Additional Abilities

Furious Assault (Horde): When using a Standard Action to make an O-Attack with its Bone Claws, it also makes a second O-Attack against any target within Reach.

Perforated Skin: At the immediate conclusion of an Attack Action in which the Horde is dealt physical damage, noxious vapors erupt from its wounds. All enemies within 15 feet of the Husker must Roll to Resist (CON; DC 12 + 2 per Unit). On a failure, they receive the Burning (5) Condition (Aether Flames). If the target is within 10 feet of the Horde, they make the roll with Disadvantage.

Silent Killer (Horde): This creature is nearly impossible to see or hear and gains Advantage when attempting a Stealth Check. At the beginning of a Round during a Combat Encounter, if a Magi-Knight cannot directly see any Unit of the Horde or detect it with their Reveal Outsider ability, it disappears. The Keeper moves the Horde to the bottom of the Initiative Track. Its next successful Bone Claw Attack automatically hits and deals an additional 9 (1d12+3) damage per Unit.

Polychromatic Toxins: Once per Encounter, as a Full-Round Action, the Huskers spew colorful clouds of intoxicating vapors in the air. Any Mortal (including Magi-Knights) within 30 feet of any Unit of it must make a Roll to Resist (CON; DC 12 + 2 per Unit). On a failure, a target takes 6 (1d12) Magical Damage for each Unit in range and begins hallucinating. Each target rolls 1d4 and resolves the following:

d4 Result

- 1 During your next turn, you spend your Move Action to close the distance to the nearest creature and then make a Weapon Attack. If the nearest target is an ally, you treat that ally as an enemy for this turn. If multiple targets are equidistant, the Keeper rolls a die to determine randomly which one you attack.
- 2 Gain the Berserk Condition and then also activate the effects of a “1” Result.
- 3 Remove 2 Stress Points and gain the Paralyzed and Prone Conditions.
- 4 Remove 4 Stress Points and gain the Unconscious Condition. You lie in a helpless but pleasant stupor and removing this Condition requires the use of a Full-Round Action by an ally (instead of a Standard), when you receive any amount of damage, or a Magi-Knight can opt to reject the pleasant hallucinations by taking 1 Trauma Point.

Mutegaunt

Large Outsider (Adversary)

Armor 14
Hit Points 48
Move Fly, 50 ft.

Variant MS
Horrid Rating 55
Invasion Level 1

Spectral Energy 2d8

Cult Eidolon or Wraith

Physical Checks +5

Magical Checks +4

Primary Attack Grappling Tail Attack +8,

Range 15 ft. Damage 10 (1d10+5) Physical Damage

Secondary Attack Siphon Claw +4,

Range 10 ft. Damage 15 (2d4+4) Physical Damage

When a target is hit with a Siphon Claw, they must Roll to Resist (Magic; DC 14). On failure, the target increases their Soul-Siphoned Condition by one level.

Traits

Innate: Athersight, Attune Victim, Blood Hunter, Native to Elsewhere, Predator (Most Trauma), Resilient (Physical Resistance)

Additional Abilities

Angler's Hook: As a Standard Action, the Mutegaunt stretches its tail toward a target up to 15 feet away and attempts to impale them. The target must attempt a Roll to Resist (STR; DC 14). On a failure, the target is pulled to a space of the Mutegaunt's choice within 5 feet of itself, gains the Restrained Condition, and takes $\frac{1}{2}$ the damage of a Grappling Tail Attack. Additionally, the Mutegaunt may immediately take a free Move Action.

Furious Assault: After making a Primary or Secondary Attack with a Standard Action, the Mutegaunt can make an additional Siphon Claw or Grappling Tail Attack against a different target.

Meteoric Impact: As a Full-Round Action, if the Mutegaunt is flying with a creature it has Restrained with its Angler's Hook, it can fly directly towards the ground and then slams the creature into an obstacle such as a building, vehicle, or the earth itself. The creature takes 1 Exhaustion Point, 18 (2d12+5) damage, plus 4 (1d8) damage for every 10 feet of elevation they descend and loses the Restrained Condition. A Mutegaunt must be within 100 feet of a surface in order to perform this attack.

Faceless Horror: The Mutegaunt is blind but has Athersight up to a range of 240 feet. However, they are territorial hunters and won't team up with other Mutegaunts to attack a single target, unless that target has any number of Corruption Points.



Ravenous Jelly

Large Outsider (Vassal)

Armor 8
Hit Points 46
Move 20 ft.

Variant HV
Horrid Rating —
Invasion Level 1

Spectral Energy 1d8
Cult Any
Physical Checks +6
Magical Checks +3

Primary Attack Flailing Appendage Attack +5, Range 15 ft. Damage 8 (1d8+4) Physical Damage

Secondary Attack Expel Effluvium Attack +5, Range 30 ft. Damage 8 (1d8+4) Magical Damage

Traits

Innate: Attune Victim, Darksight, Ferocious, Native to Elsewhere, Resilient (Physical Resistance), Stalker

Additional Abilities

Amorphous: As a part of its Move Action, the Jelly can change its shape to fit into or through any surface area, unless it has an Enveloped Creature and that creature is still alive. Additionally, the Jelly is immune to the Disoriented and Restrained Conditions and can never Provoke.

Envelop: At the end of the Jelly's Move Action or while ending its Move Action in another creature's space, activate this ability. When doing so, that creature must immediately make a Roll to Resist (DEX; DC 13). On a success, they move 5 feet to an unoccupied square; if there isn't one, they automatically fail the check. On a failure, the target becomes an Enveloped Creature and the target gains the Restrained Condition. When the Jelly takes its Move Action, an Enveloped Creature moves with it.

Suffocating Embrace: At the start of a turn in which a target begins their turn as an Enveloped Creature, they must attempt a Roll to Resist (CON; DC 13). On a failure, the target permanently gains the Disoriented, Paralyzed, and Silenced Conditions and takes 22 (5d4+10) Magical Damage. They are considered to be in the Jelly's 'Suffocating Embrace.' If a target already has these Conditions, instead, this damage is automatically dealt to them and they gain one stage of the Soul-Siphoned Condition. Once the Jelly is defeated or if a target is expelled from the Jelly, all Conditions except the Soul-Siphoned Condition are immediately removed. After every Action in which the Jelly takes Weapon Damage, the attacker chooses one Enveloped target and rolls a 1d100. On a 51+, the target is expelled from out of the Jelly and is moved into an empty, adjacent square.

Ravenous Jelly Variant: This Jelly must be one of the Variants listed below. The Keeper may select one or determine this randomly by rolling a 1d4 and adding the Additional Abilities to this creature's stat block.

d4	Type	Additional Ability
1	Scorching Jelly	Scorching Goo: As a Reaction to taking damage, all creatures within 10 feet of the Jelly make a Roll to Resist (CON; DC 13) or gain the Burning (3) Condition. If they already have the Burning Condition, they gain the Distressed Condition instead. When struck with Expel Effluvium, a creature must succeed on a Roll to Resist (CON; DC 13) or gain the Burning (3) Condition. When struck with Flailing Appendage, a creature must succeed on a Roll to Resist (CON; DC 13) or gain the Prone Condition.
2	Corrosive Jelly	Corrosive Goo: As a Reaction to taking damage, all creatures within 10 feet of the Jelly make a Roll to Resist (DEX; DC 13) or gain the Burning (2) Condition. If they already have the Burning Condition, they gain the Distressed Condition instead. When struck with Expel Effluvium, a creature must succeed on a Roll to Resist (DEX; DC 13) or gain the Burning (2) Condition. If they already have the Burning Condition, they gain the Distressed Condition instead. When struck with Flailing Appendage, a creature must succeed on a Roll to Resist (DEX; DC 13) or gain the Prone Condition.
3	Frosted Jelly	Frosted Goo: As a Reaction to taking damage, all creatures within 10 feet of the Jelly must succeed on a Roll to Resist (STR; DC 13) or gain the Restrained Condition. When struck with Expel Effluvium, a creature must succeed on a Roll to Resist (STR; DC 13) or gain the Paralyzed Condition. When struck with Flailing Appendage, a creature must succeed on a Roll to Resist (STR; DC 13) or is moved 5 ft away from the Jelly and the Jelly immediately activates its Envelop ability.
4	Royal Jelly	Illustrious Jelly: The Royal Jelly has increased stats. Change its Armor to 10, HP to 84, Attack to +7, damage dealt to 16, and switch its Physical and Magical Check values. The Royal Jelly counts as an Invasion Level 2 Outsider, Vassal. It adjusts all Ravenous Jelly DCs to 14. If the Squadron is only at Invasion Level 1, reroll this result. Magical Jelly: All damage dealt by the Royal Jelly becomes Magical Damage, and it gains Shroud (Magical Resistance) instead of Resilient (Physical Resistance). Royal Goo: As a Reaction to taking Physical Damage, all creatures within 10 feet of the Jelly must succeed on a Roll to Resist (Magic; DC 14) or gain the Restrained and Silenced Conditions but also restore 7 (3d4) HP. Outsiders are immune to the Conditions inflicted by this ability. When struck with Expel Effluvium, a creature must succeed on a Roll to Resist (Magic; DC 14) or gain the Poisoned Condition. When struck with Flailing Appendage, a creature must succeed on a Roll to Resist (Magic; DC 14) or gain the Drained Condition.

Rune Vermin

Small Outsider (Vassal Swarm)

Armor 17
Hit Points 6 / 6 / 6
Move 30 ft.

Variant LT
Horrid Rating 45
Invasion Level 0

Spectral Energy 2d8 (Take Highest d8)

Cult Any
Physical Checks +3
Magical Checks +3

Primary Attack Diseased Swarm O-Attack DC 15 / 11 / 7 / 3, Range 5 ft. Damage 9 / 6 / 4 / 2 Physical Damage

Secondary Attack Starving Swarm Attack +8 / 6 / 4 / 2, Range 5 ft. Damage 9 / 6 / 4 / 2 Physical Damage

When a target takes damage from a Diseased Swarm attack, it must make a Roll to Resist (CON; DC 10 + 1 per Part). On failure, the target takes an additional 3 (1d6) damage. If the die roll was 5 or lower, they also gain the Poisoned Condition.

Traits

Innate: Accumulator, Darksight, Native to Elsewhere, Shroud (Magical Resistance)

Bonded Horde: The Horde always splits all damage it receives as evenly as possible between all Units.

Enduring: An Enduring Horde always counts as having 3 Units for the purposes of calculating Attacks and Damage, if it would be reduced to 1 or 2 Units.

Swarm: The Swarm moves, attacks, and deals damage as a single creature, but takes up as much space as a single Huge creature that does not have Reach. Due to the sheer number of creatures within a Swarm they are considered Immune to All Conditions.

Additional Abilities

False Appearance: If the Rune Vermin has not moved during the last two rounds, it gains Magic Immunity and is indistinguishable from a puddle of water filled with black, glittery silt. While in this shape, the Vermin can traverse into any area that water can easily access and gains Move 80 ft while traveling through water.

Ethereal Pounce (Horde): As a Standard Action, the Rune Vermin Horde teleports 30 feet toward any target and pounces on them from behind, attacking the neck or ankles. After teleporting, the target must make a Roll to Resist (STR; DC 10 + 1 per Part). On a failure, the target gains the Prone Condition and the Rune Vermin immediately deals damage from its Diseased Swarm attack. Additionally, the Vermin remain attached to the target on failure and impose Disadvantage on any Attacks that target them.

Scattering Horde: The Horde has incredible reflexes and scatters quickly when large attacks are aimed towards them. Increase the On-Target number for Explosions to 18 and Off-Target shots deal no damage. After receiving damage during any turn, they reduce further damage dealt to them on the same turn by $\frac{1}{2}$ (rounded down) and after the attack has been resolved, the Horde may teleport 30 ft.

Shadowborn: This Outsider is immune to the Reveal Outsiders Ability and can only be revealed by its tentative description and by being attacked with a Soul Weapon or when it attacks a target.

Shrieking Canticula

Medium Outsider (Adversary)

Armor 20	Variant LT	Spectral
Hit Points	Horrific Rating	Energy 2d8
107	70	Cult
Move 40	Invasion Level	Eidolon or Wraith
ft, Teleport	4	Physical Checks +3 Magical Checks +8

Primary Attack Killing Grasp Attack +10, Range 5 ft.

Damage 55 (8d12+3) Magical Damage

Secondary Attack Death's Gaze Attack +13, Range 15 ft.
Damage 41 (6d10+8) Magical Damage

When a target takes damage from the Canticula's Killing Grasp, they gain the Restrained Condition. They must also make a Roll to Resist (Purity; DC 17). On a failure, they gain the Distressed Condition.

When a target takes damage from the Canticula's Death's Gaze, they gain the Prone Condition. They must also make a Roll to Resist (Magic; DC 17). On a failure, they gain one stage of the Soul-Siphoned Condition.



Traits

Innate: Attune Victim, Aethersight, Cruel and Hateful, Ferocious, Haunting, Native to Elsewhere, Shroud (Magic Resistance)

Cruel and Hateful: A Cruel and Hateful creature has no qualms about making Attacks against Exposed or Unconscious Magi-Knights, inflicting further Crystalline Fractures. If the creature is within 10 feet of an Exposed or Unconscious target and no other enemies are within 10 feet, it will make its Attacks against the defenseless target.

Ferocious: After having its HP reduced by $\frac{1}{2}$, a Ferocious creature fights even harder. After rolling for damage they change the lowest die of damage to its maximum face value. A Horde instead counts its Attacks and Damage as if they had one additional Unit remaining.

Additional Abilities

Relentless Hunger: The Canticula makes one Death Gaze and one Killing Grasp Attack as a Standard Action.

Blood-Letting Ballad: As a Standard Action, the Canticula begins to sing and chooses one target within 120 feet. The target must attempt a Roll to Resist (Magic; DC 17), Fallen Magi-Knights have Disadvantage on this Roll to Resist. On failure, they become entranced and immediately take their maximum Move towards the Canticula. This movement does not Provoke. Afterwards they take the damage from the Canticula's Death Gaze and gain the Paralyzed Condition.

Curtainfall: As a Standard Action, the Canticula embraces any target that is under the Paralyzed Condition from her Blood-Letting Ballad. The true visage of the Canticula is revealed and she lets out a shriek before dealing 50 damage to the target. This also inflicts one stage of the Soul-Siphoned Condition and the target gains 3 Trauma Points.

Dirge of Resonance: Once per Encounter as a Full-Round Action, the Canticula disappears and is temporarily removed from play. When the Canticula disappears, 1 Resonance appears adjacent to each Magi-Knight and takes on a nightmarish form determined by the Magic Keeper. The Resonance has 1 HP, Armor 17, remains adjacent to its target at all times, and cannot Provoke. At the start of the Canticula's turn, any remaining Resonances immediately deal 13 (2d12) damage and an additional 6 (1d12) damage for each Corruption Point they have. Additionally, they gain the Soul-Tainted Condition, gain 1 Trauma Point to their assigned target, and are then removed from play. After this effect occurs, the Canticula returns to play at her original location. If all Resonances were destroyed before attacking, the Canticula reappears at her original location with the Prone Condition.

Danse Macabre: As a Full-Round Action, the Canticula begins to sing, dance, and play music in an otherworldly fashion. During this dance, she takes on a beautiful but disconcerting form that most cannot resist. All mortals other than Magi-Knights within 600 feet of the Canticula feel a curious desire to investigate the source of the melody and move in that direction. These mortals perceive the Canticula as an otherworldly yet beautiful creature and overlook unusual circumstances as they focus entirely on the Canticula. Once there, they begin dancing wildly and feverishly until they pass out from exhaustion or are taken away to Elsewhere by additional Outsiders.



Skinwalker (Reaping)

Huge Outsider (Adversary)

Armor 18
Hit Points 121
Move 50 ft.

Variant TN
Horrid Rating 75
Invasion Level 3

Spectral Energy 2d8
Cult Wailer
Physical Checks +8
Magical Checks +4

Primary Attack Bloodied Claw Attack +13, Range 15 ft. Damage 26 (4d8+8) Physical Damage

Secondary Attack Butcher's Hook Attack +7, Range 30 ft. Damage 33 (5d10+5) Physical Damage

When a target takes damage from the Butcher's Hook, it immediately gains the Restrained Condition and then makes an Opposed Skill Check (Athletics). On failure, they are pulled into an empty square of the Keeper's choosing that is within 5 ft of the Skinwalker.

Traits

Innate: Attune Victim, Darksight, Degrader, Native to Elsewhere, Resilient (Physical Resistance), Soul Drinker (5)

Degrader: When within 50 feet of an Exposed or Unconscious target, a Degrader prefers to take the Full-Round Action: Degrade. It moves up to 50 feet towards them, makes an infuriating taunt and then inflicts 6 Stress Points on its target. Additionally, the target must succeed on a Roll to Resist (Purity; 1 Trauma; DC 18 to Resist 1). This can only be done once per target.

Soul Drinker: The creature heals 5 HP with every Primary or Secondary Attack attack against a target. Alternatively, if the creature is already at full health, it may immediately make another Primary Attack against a target within range.

Additional Abilities

Animal Shapeshifter: As a Full-Round Action, the Skinwalker can alter its appearance to appear as a Large or Huge animal and the Outsider gains the Yawning Veil Trait. It can end this facade as a Free Action but while attacking in animal form, it reduces its damage dealt by $\frac{1}{2}$.

Hunger for Meat: When the Skinwalker makes a Bloodied Claw Attack, it can make an additional Attack against any target within Reach.

Regenerative Ichor [R]: After having its HP reduced to 60 HP or lower for the first time, this ability loses its Restriction until the end of the Combat Encounter. As a Bonus Action, the Skinwalker excretes ichor onto its wounds and recovers 11 (1d12+5) HP or can use the ichor to Cleanse (1) Condition.

Overwhelming Charge: Once per Encounter as a Full-Round Action, the Skinwalker can charge up to 100 feet toward a target with its antlers. Its target must make an Athletics Skill Check (DC 16), and on failure, the target takes 33 (4d12+7) damage, is pushed back 15 feet, and gains both the Bleeding (6) and Prone Conditions.

Thrall Collector: As a Standard Action, the Skinwalker can cocoon a target with the Exposed, Paralyzed, Restrained, or Unconscious Condition in a supple excretion which permanently affects them with the Paralyzed Condition. It can then, as a Free Action, put the cocooned target into its Bag of Thralls, which immediately inflicts 3 Stress Points on the target. The Bag of Thralls has Armor 15, 20 HP, and Resistance to Weapon Damage while the Cocoon can be removed as a Standard Action by an ally, which immediately removes the Paralyzed Condition. A Skinwalker can carry up to 5 humanoids in a bag.

Skinwalker (Sovereign)

Large Outsider (*Nemesis*)

Armor 16
Hit Points 207
Move 40 ft.

Variant WT
Horrid Rating 75
Invasion Level 3

Spectral Energy 4d8
Cult Wailer
Physical Checks +5
Magical Checks +7

Primary Attack Broil Flesh Attack +15, Range 60 ft. Damage 41 (6d10+8) Magical Damage

Soul-Seeking. This attack ignores Cover, negates any Disadvantage effects, and negates the benefits of the Take Cover action.

After receiving damage from a Broil Flesh Attack, the target must make a Roll to Resist (Magic; DC 17) and on failure gains the Burning (8) Condition.

Traits

Innate: Aloof, Attune Victim, Clearsight, Cautious, Shroud (Magical Resistance), Native to Elsewhere

Aloof: This creature will do its best to merely observe enemies within a 60-foot distance. It prefers to pace around the battlefield, dealing no damage and taking the **Standard and Bonus Actions: Unnerving Observation**, which grants Disadvantage to one target's next Attack or Spell Attack Roll. This trait is removed once the creature has been subject to an Attack.

Cautious: This creature prefers to keep as much distance as possible between themselves and their enemies. While attacking, they will constantly move to the very limits of their effective combat range.

Additional Abilities

Infiltrating Shifter: As a Full-Round Action, a Sovereign can alter its appearance to appear as a Medium human. While using this ability its Move is reduced to 30 and it gains the Yawning Veil Trait. It can end this facade as a Free Action but while attacking in this form, it reduces its damage dealt by $\frac{1}{2}$.

Compel Mortal: The Sovereign can control the minds of weak-willed humans with a simple gesture. As a Bonus Action, a non-Magi-Knight mortal must succeed on a Roll to Resist (Magic; DC 17) with Disadvantage. On failure, the target will be compelled to obey the Sovereign's command until the Sovereign's death. As a Full-Round Action the Sovereign can turn four compelled mortals into a group of Frenzied Guardian Thralls.

Sickening Telepathy: The Sovereign can communicate telepathically with any creature within 120 feet of itself. As a Bonus Action, it can make an Opposed Mysticism Skill Check against one target. On failure, the target gains 2 Stress Points and the Poisoned Condition.

Frenzied Guardian Thralls: The Sovereign begins a Combat Encounter with three Hordes of Mind Controlled Humans that have a Move of 50 feet and join the Encounter adjacent to them. These Hordes are Immune to Magic while the Sovereign is in the Encounter and have 18 HP per Unit (72 total). They take their turn immediately after the Sovereign and deal $\frac{1}{2}$ damage even if the Magi-Knight is successful against their Overwhelming Attack. If any Horde of Mind Controlled Humans are within 5 feet of the Skinwalker when it would take damage and are not Restrained, the Thralls intercept the attack and receive the damage instead.

Vile Kiss: As a Full-Round Action, the Sovereign attempts to enthrall a creature within 30 feet. The creature must attempt a Roll to Resist (Magic; DC 17). On failure, the target moves 30 feet towards the Sovereign and then gains the Soul-Tainted and Unconscious Conditions. An ally within 5 feet of the victim can attempt to wake them up as a Bonus Action by attempting a Mysticism Skill Check (DC 17). On a success, they remove the Unconscious Condition from the victim.

Propagate the Clan: The Sovereign can use 2 consecutive Full-Round Actions to turn a dead Adversary or Nemesis Ranked Cultist into a Reaping Skinwalker. The dead creature has no sense of identity and is a creature fueled only by cruelty and hate. As an Immediate Action, a Sovereign can delay the shattering of a Magi-Knight's crystal when they die and attempt to perform this ritual. If the ritual is interrupted with an Opposed Mysticism Skill Check (or defeating the Sovereign while it performs the ritual), the crystal immediately shatters. If it performs this ritual successfully, the dead Magi-Knight immediately becomes a Sovereign Skinwalker instead of dying as normal and does not generate a Shard of the Magi-Knight. When this occurs, all Magi-Knights immediately gain 2 Trauma Points, in addition to Trauma gained by the death of the Magi-Knight.

Skulker (Lichen)

Massive Outsider (Vassal Horde)

Armor 12
Hit Points 35 / 35 / 35 / 35
Move 30 ft.

Variant BR
Horrid Rating —
Invasion Level 2

Spectral Energy 2d8 (Take Highest d8)

Cult Any

Physical Checks +10

Magical Checks +1

Primary Attack Suffocating Embrace Attack + 3 / 3 / 2 / 1,

Range 30 ft. Damage 28 / 21 / 14 / 7, Physical Damage

Secondary Attack Vociferous Tremors Attack + 3 / 3 / 2 / 1,

Range 60 ft. Damage 28 / 21 / 14 / 7, Magical Damage

Once per Round per target, after being hit with Suffocating Embrace, the target must make a Roll to Resist (STR; DC 12 + 1 per Part). On failure, they gain 1 Exhaustion Point.

Once per Round per target, after being hit with Vociferous Tremors, the target must make a Roll to Resist (Purity; DC 12 + 1 per Part). On failure, they gain 1 Stress Point.

Traits

Innate: Attune Victim, Colossal Impact, Darksight, Enduring, Native to Elsewhere, Realm Reaching, Resilient (Physical Resistance), Stalker

Colossal Impact: When this creature makes a Primary Attack, it affects all enemies within their Reach.

Enduring: The Horde always counts as having 3 Parts for the purposes of calculating Attacks and Damage, when it would be reduced to 1 or 2 Parts.

Realm Reaching: When this creature makes a Secondary Attack, it affects all enemies within their Reach and ignores Cover.

Stalker: The creature is a master of Stealth and waits for the perfect opportunity to strike. A Stalker is unable to be detected by normal means and requires a successful Purity Skill Check to detect its presence.

Additional Abilities

Portable Tether: This creature is unaffected by the Visiting Hours of the Ethereal Bridge and counts itself as a Portable Ethereal Tether. Once per Day, while in the Cardinal Plane, the creature becomes Unconscious and gains the Yawning Portal Creature Trait unless it decides to take an Action and then gains its Stalker Trait as normal. Even while Unconscious, the creature is passively aware of nearby mortals that are within 20 ft of itself.

Trapdoor Watcher: The first time the Lichen makes an Attack against a creature that has not detected its presence, the attack automatically hits and the target gains the Prone, Restrained, and Silenced Conditions. Destroying the Part of the Horde that attacked them immediately removes all of these Conditions. When attacking a mortal, the creature is dragged into the centermost area of the Lichen and gains the Paralyzed Condition. If the Attack was against a Magi-Knight, the Lichen gains a Horrid Rating 70 during the Encounter.

Mass of Moss: Although the creature is a Horde, the Units are collectively part of one entity and are called "Parts." During its Initiative, the Parts activate simultaneously and gain a number of Standard Actions and Reactions equal to its number of active Parts. However, the Horde as a whole can only take one Move Action.

Eerie Presence: The Lichen is a tangible mass of greenery and drapes itself over looming structures to hide in plain sight. It prefers objects such as trees, lampposts, buildings, bridges, or large flat areas of greenery like sports fields or forested areas. Children within 60 ft of it sense an eerie malevolence from the dormant plants, even in broad daylight and typically refuse to approach it.

Soul Harvester

Large Outsider (Adversary)

Armor 12
Hit Points 196
Move 20 ft.

Variant HV
Horrible Rating 75
Invasion Level 4

Spectral Energy 2d8
Cult Eidolon or Wraith
Physical Checks +6
Magical Checks +7

Primary Attack Stinging Skewer Attack +10,
Range 15 ft. Damage 28 (5d8+5) Physical Damage
Secondary Attack Regurgitate Remains Attack +13,
Range 40 ft. Damage 29 (6d8+2) Magical Damage and 14 (4d6) Physical Damage

When a target takes damage from the Regurgitate Remains Attack, they gain 1 Stress Point or 2 Stress Points if they are affected by the Distressed or Horrified Condition.

Traits

Inate: Aethersight, Attune Victim, Native to Elsewhere, Predator (Most Corruption), Resilient (Physical Resistance), Stalker

Additional Abilities

Ravenous Monster: When it takes the Attack Action, the Harvester can make two Primary Attacks or one Primary and one Secondary Attack.

Hungering Charge: As a Full-Round Action, the Soul Harvester lunges forward with incredible speed. It moves 40 feet and then makes a Stinging Skewer Attack against a target within reach. If the attack is successful, the target must make a Roll to Resist (Magic; DC 17) and on failure, gains the Drained Condition. A Soul Harvester cannot use this ability if it currently has a creature in its stomach.

Devour Mortal: As a Free Action, an adjacent target that is currently Exposed, Paralyzed, Prone, Restrained, or Unconscious is immediately devoured. The target takes 1 Trauma Point and gains the Paralyzed Condition (this Condition cannot be removed as normal and is only removed once they have escaped). At the start of their turn, they are automatically hit by the Regurgitate Remains Attack and gain the Soul-Tainted Condition from the digestive juices of the Harvester. The damage is applied again at the start of each of their turns until they have escaped. Any Magi-Knight that witnesses the Harvester use this ability must succeed on a Roll to Resist (Purity; 1 Trauma; DC 17) or gain the Distressed Condition. After devouring a target with Corruption, the Harvester gains 15 HP per point, up to its maximum. Each Harvester can hold up to two mortals within its stomach.

Escaping the Harvester's Stomach: Every time the Harvester is hit with a weapon attack, one Mortal inside the Harvester's stomach may roll a d100 and add their Athletics Skill Modifier. On a roll of 70+, they are ejected from the Harvester's stomach. They appear adjacent to the Harvester and gain the Prone Condition. A Mortal inside the Harvester's stomach may also attempt this roll at the end of each of their turns but needs an 80+. Upon the Harvester's death, Mortals may attempt to escape with a 30+ or an ally may remove them from the stomach as a Standard Action.

Shawl of Elsewhere: The Harvester gains Advantage on all Stealth Checks and blends in perfectly with its natural surroundings and can even hide in Areas of Light. Upon detection, a creature notices only a small anomaly, such as a silver twine or strange area where light does not penetrate. They must make an Opposed Mysticism Skill Check (DC 17) to realize it is the presence of a Harvester (unless it has been previously encountered). Additionally, Once per Encounter, as a Reaction, the Shawl of Elsewhere can completely negate a Magi-Knight's spell and any damage or effects it would have on the Harvester. This can only affect Spell Tiers IV or lower and can be used after making a Roll to Resist.

Electric Cacophony: The Harvester can attach itself to large communication devices to create interference in all electronic communication within 5 miles. People using these devices hear white noise interspersed with deep reverberating hums and ghost-like cries for help. Anyone who uses these devices immediately gains 1 Stress Point.



Spectral Wisps

Small Outsider (Vassal, Horde)

Armor 10
HP 8 / 8 / 8 / 8
Move Fly 30 ft.

Variant ST
Horrific Rating —
Invasion Level 0

Spectral Energy 2d8 (Take Highest d8)

Cult Any

Physical Checks +1

Magical Checks +5

Primary Attack Soul Breach O-Attack DC 24 / 18 / 12 / 6, Range 5 ft. Damage 9 / 6 / 4 / 2, Magical Damage

When a target takes damage from a Soul Breach attack, it gains 1 Stress Point and must make a Roll to Resist (Magic; DC 10 + 1 per Unit). On a failure, it gains the Drained Condition and one Unit of Spectral Wisps is restored to full HP. They do not restore any HP if the target already has the Drained Condition.

Traits

Innate: Accumulator, Darksight, Enduring, Native to Elsewhere, Shroud (Magic Resistance)

Additional Abilities

Nebulous Horde: The Horde is difficult to make out, constantly changing shapes and adjusting its trajectory abruptly. When attacking it with Explosion Magic, the Off-Target result deals no damage. At the end of any turn in which a Unit received magical damage but was not defeated, that Unit regains 3 Hit Points.

Phasing: This creature can pass through solid objects and if it is adjacent to any object that could provide Partial Cover it gains +2 Armor and as a Free Action can use the Take Cover action. The Wisps' Move Actions do not Provoke. They are immune to all non-magical Conditions.



Trembling Carcass

Massive Outsider (Vassal, Swarm)

Armor 8
Hit Points 27 / 27 / 27 / 27
Move 20 ft.

Variant ST
Horrific Rating —
Invasion Level 2

Spectral Energy 2d8 (Take Highest d8)

Cult Any

Physical Checks +6

Magical Checks +3

Primary Attack Wilting Touch O-Attack DC 24 / 18 / 12 / 6, Range 5 ft. Damage 28 / 21 / 14 / 7, Magical Damage
Secondary Attack Infected Marrow Attack +12 / 9 / 6 / 3, Range 30 ft. Damage 28 / 21 / 14 / 7, Physical Damage

When a creature takes damage from an Attack made by the Carcass, they must make a Roll to Resist (CON; DC 12 + 1 per Part). On failure, the target gains the Poisoned condition.

Traits

Innate: Attune Victim, Bonded Horde, Darksight, Native to Elsewhere, Resilient (Physical Resistance)

Bonded Horde: The Swarm always splits all damage it receives as evenly as possible between all Parts.

Swarm: The Swarm moves, attacks, and deals damage as a single creature, but takes up as much space as a single Huge creature that does not have Reach. Due to the sheer number of creatures within a Swarm they are considered Immune to All Conditions.

Additional Abilities

Cracked Bones: When a target declares a Weapon Attack against the Trembling Carcass while they are within 25 ft of it, they receive 3 damage (per remaining Unit) upon completion of the attack, regardless if it was successful or not.

Cacophonic Screech: Once per Round as a Free Action, if three or four parts of the Trembling Carcass are all adjacent to a single target, the target must make a Roll to Resist (Purity; DC 12 + 1 per Part). On a failure, they take 1 Stress Point and 3 damage per remaining Unit.

Volatile Death: Once all Units within this creature are defeated, it expels a violent shot of black ichor to all creatures within 40 ft of it. Cultists and Outsiders are healed for 20 HP while Magi-Knights must succeed on a Roll to Resist (CON; DC 12 + 1 per Part) or take 20 damage.

Creating Creatures of the Invading Evil

The table provided below is a streamlined version of the formula that was used to calculate the statistics for creatures of the Invading Evil. Because the table has been streamlined, you may notice that sometimes the creatures turn out to be slightly weaker, or even slightly stronger than creatures found in the previous section. However, the approximations ultimately even out and we hope you enjoy the process of creating your own, unforgettable creatures!

TABLE 15-3: CALCULATE ENEMY STATISTICS

Invasion Level (IL)	Rank	Armor	HP	Attack Bonus	Damage Per Turn (DPT)
0	Vassal	13	17	4	5
0	Adversary	14	24	5	8
0	Nemesis	15	50	6	12
1	Vassal	14	33	5	8
1	Adversary	15	48	6	12
1	Nemesis	16	80	7	18
2	Vassal	15	49	6	11
2	Adversary	16	72	7	16
2	Nemesis	17	110	8	24
3	Vassal	16	65	7	14
3	Adversary	17	96	8	20
3	Nemesis	18	140	9	30
4	Vassal	17	81	8	17
4	Adversary	18	120	9	24
4	Nemesis	19	170	10	36
5	Vassal	18	97	9	20
5	Adversary	19	144	10	28
5	Nemesis	20	200	11	42

To calculate the Difficulty Check (DC) of a creature's abilities, start with DC 12 and then add +1 to the total for each Invasion Level. Additionally you will add 1 to the DC if they are an Adversary or add 2 if they are a Nemesis.

You can calculate an Outsider's **Horrific Rating** by using the following table:

TABLE 15-4: CALCULATE HORRIFIC RATING

Invasion Level	Starting Horror	Outsider Rank Bonus	Outsider Size Horror Bonus
0	55	Vassal = No Horror Rating	Small = +0 to Total
1	60	Swarm = -10 to Total	Medium = +0 to Total
2	65	Adversary = -5 to Total	Large = +5 to Total
3	70	Nemesis = +0 to Total	Huge = +10 to Total
4	75	—	Massive = +15 to Total
5	80	—	Colossal = +20 to Total

A creature has two types of Resistance Modifiers: Physical and Magical. However, when creating a creature, you add up the numbers to gain a Total Modifier and split the Modifier in the best way that fits the creature you're creating. For example, a Huge, Reputation III, Adversary creature would have a total Modifier of 12 (2 of which

must be used to increase its Physical Modifier since it was gained from its size bonus). You could split this as 10 Physical and 2 Magical, 7 Physical and 5 Magical, or whatever best suits your creature. A Mortal (Non-Cultist) should dedicate all of its Resistance to Physical and almost always have +0 to Magical Resistance.

You can calculate a creature's Resistances by using the following table. Additionally, the Creature Size Table is here for ease of reference.

TABLE 15-5: CALCULATE CREATURE RESISTANCE MODIFIERS

Invasion Level	Starting Modifier	Rank Modifier	Size Modifier
0	6	Mortal (Non-Cultist) = -2 to Total	Small = +0 to Total
1	7	Vassal = +0 to Total	Medium = +0 to Total
2	8	Adversary = +1 to Total	Large = +1 to Physical Modifier
3	9	Nemesis = +2 to Total	Huge = +2 to Physical Modifier
4	10	—	Massive = +3 to Physical Modifier
5	11	—	Colossal = +4 to Physical Modifier

TABLE 15-6: CREATURE SIZE

Size	Reach	DPT Modifier	Physical Resist	Squares Occupied	HP Modifier	Armor Modifier	Attack Modifier
Small	5 ft.	-10%	-1	1 x 1	-10%	+1	+1
Medium	5 ft.	None	+0	1 x 1	None	+0	+0
Large	10 ft.	+5%	+1	2 x 2	+5%	-1	+0
Huge	15 ft.	+10%	+2	3 x 3	+10%	-1	-1
Massive	25 ft.	+15%	+3	4 x 4 / 5 x 5	+15%	-2	-1
Colossal	30 ft.	+20%	+4	6 x 6 +	+20%	-2	-2

Remember that after the dice are rolled and Inert Spectral Energy is gathered, the total is multiplied by the Invasion Level of the creature(s) that were defeated. You can calculate a creature's Inert Spectral Energy using the following table.

TABLE 15-7: CALCULATE SPECTRAL ENERGY

Creature Rank	Mortal	Outsider	Mortal - Horde	Outsider - Horde
Vassal	1d4	1d8	2d4 (take only highest d4)	2d8 (take only highest d8)
Adversary	2d4	2d8	4d4 (take only two highest d4)	4d8 (take only two highest d8s)
Nemesis	4d4	4d8	4d4 (may reroll each d4 once)	8d8 (take only four highest d8s)



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Glossary

Act of Remorse An act done by a penitent Magi-Knight to facilitate the removal of accumulated Corruption Points.

Actions The term for any action taken, typically during Combat Encounters such as: Move, Standard, Bonus, Full-Round, Reaction, etc.

Advantage Forcing a target to roll 2d20 and pick the highest die rolled between the two as their result.

Adversary A powerful enemy who serves a Nemesis and tries to prevent the squadron from disrupting their master's plot.

Armament Runes Armor, Attachments, and Weapon Runes that are placed onto Armaments to increase their power.

Armor The target number that an enemy must roll to determine if they deal damage to their total Hit Points. Determined by rolling a 1d20 and adding your Attack Modifier.

Astral Weave An incredibly rare weave made from cosmic materials that can be woven into Soul Armor. Cannot be created or purchased.

Attack Bonus The modifier that is added to your total when you attack with a weapon or unarmed attack. Determined by your Proficiency Bonus and your Strength, or Dexterity if a Soul Weapon has the Finesse Quality.

Awakening Lore: When a PC / NPC is determined to be a worthy Magi-Knight candidate and receives their powers.

Battle Technique A special technique which grants a unique ability to a Magi-Knight. Gained by leveling.

Bond Ability An ability given to a player when they have reached the threshold of a Bond Level.

Bond Level An approximation of the strength of a bond and what abilities come from forging that close relationship.

Budget Tallies An approximation of your spending ability. The tallies are used to purchase items of various quality from the Gear section and can even be used to bribe NPCs.

Burnout What happens after a Total Soul Eclipse. Ultimately reduces the length of a Magi-Knight's Soul Eclipse Chart.

Combat Forms A set of various fighting forms that Magi-Knights learn to help them gain additional abilities in combat.

Combination Maneuvers Also referred to as "Combos," these powerful moves are coordinated with other teammates.

Conditions (Various) A Condition can affect a target and may debilitate them or inflict a type of penalty.

Corruption Points An approximation of the Corruption in a Magi-Knight's heart when they cause the suffering of others.

Court Card of Fate A singular person who has had a significant impact on your life, also referred to as Court Card or Fate Card.

Creature Trait A special trait given to a creature that alters its normal behavior in combat or grants it additional effects.

Critical Hits and Fails This occurs when you would roll a Natural 20 or Natural 1 on your d20 roll and counts towards all d20 rolls. It can increase your damage dealt or guarantee success.

Critical Hits (Enemies) Enemies do not deal additional damage with Critical Hits and instead the target gains the Distressed Condition.

Crystalline Fracture An estimation of a Magi-Knight's remaining strength before falling in combat and dying. A Magi-Knight can take up to 7 Crystalline Fractures before an additional one would permanently kill them.

Cultist A mortal human who pledged themselves to the Invading Evil in exchange for an unknown desire.

Damage Type The type of damage dealt by an action. Weapons typically deal Physical Damage while magic deals Magical Damage. Rare abilities can cause True Damage.

Damage Type (Immune) When a target has immunity to a type of damage, they reduce either the Physical or Magical damage received to 0.

Damage Type (Resistance) When a target has resistance to a type of damage, they reduce either the Physical or Magical damage received by $\frac{1}{2}$.

Damage Type (True) True Damage bypasses the immunities and resistances of a target, automatically dealing its total value in damage.

Desired Object An item chosen by the player to purchase using Budget Tallies. Can help complete tasks or grant bonus modifiers.

Difficulty Check The target number that a Skill Check, Roll to Resist, or other die roll must meet or exceed in order to be considered successful.

Disadvantage Forcing a target to roll 2d20 and pick the lowest die rolled between the two as their result.

Dynamic Objects Created at the beginning of a Combat Encounter, these objects can be used by players to add a bonus to their Actions and are used as a Free Action.

Dynamic Scenario A scenario in which additional issues must be dealt with while dealing with a standard Combat Encounter.

Elemental Affinity The Element that is tied to a Magi-Knight and dictates their Armor, Enhancements, and Roll to Resist Proficiency.

Elemental Enhancement Chosen after selecting an Elemental Affinity, this choice gives a permanent adjustment and determines Roll to Resist Proficiency. Bonuses granted are added to the total and are not multiplicative.

Elemental Skill The Skill that you receive Mastery in at Character Creation that relates to your Student Skills or Court Card.

Elsewhere Lore: The undiscovered but theoretical home realm of all Outsiders.

Encounter (Combat / Social) An encounter in which the Magi-Knights must resolve the issue using either Combat or Social abilities, or both!

Encounter (Chase) An encounter in which the Magi-Knights must flee or pursue a target, using multiple Skill Checks to determine the outcome.

Endurance Die The d6 rolled to see if a player can mitigate the effects of their Exhaustion or Stress Points during a roll. The die must equal or exceed the total points possessed to be successful.

ESKIA An acronym meaning, “Entire Squadron Killed in Action,” and refers to all Magi-Knights within the squadron dying during a single Encounter.

Ethereal Bridge Lore: The figurative “bridge” that Outsiders use to travel from their realm to the world and then back again.

Exhaustion Points An approximation of a player’s physical exhaustion and a measure of how far they can push their body. Affects physical activities such as Attacking with Soul Weapons.

Failure with Consolation The outcome of a “failed” Skill Check in which the player receives something of merit but was not the original goal.

Freaking Out After being subject to Oppressive Stress, you can activate this ability to reduce your Stress Points to 0, but the Magic Keeper determines a penalty you suffer for doing so.

Free Time Activity An activity done by players when their character would have free time during the day to do something interesting or fun. Typically grants Social Points and reduces Stress Points.

Frost Peak Academy Lore: The canonical high school in which Magi-Knights Awakening takes place.

Gear A selection of non-magical items that a person carries with them at any given time.

Gloom Gems The “currency” that a Herald deals in and is received from defeating those within the ranks of the Invading Evil.

Harbinger An extremely deadly and powerful Outsider that will test the limits of any Magi-Knight squadron. Stronger than a Nemesis. Will likely require a Soul Oblation or death of a Magi-Knight to defeat. Might cause an ESKIA.

Herald An otherworldly being that has come to Earth to turn a select few personages into Magi-Knights; controlled by the Magic Keeper.

Herald's Array A set of pre-generated numbers that are used to create a character or New-Rice Magi-Knight.

HIRU - “Hey, I Remember You” A d100 roll that is made to determine if your character might know a random NPC.

Hit Points (HP) An estimation of a Magi-Knight’s potential to take damage before taking Crystalline Fractures.

Hit Points (Temporary) A shield or barrier that prevents damage being directly dealt to a target’s HP. Temp HP must be reduced first and does not count towards your “Maximum” or “Total” HP and cannot be healed, only replaced.

Horde A group of enemies that attack simultaneously and represent a large number of enemies. Typically consists of 4 “Parts” or “Units”.

Inert Spectral Energy The negative energy left behind by Cultists and Outsiders when defeated, which are gathered into Gloom Gems.

Inert Spectral Energy Rating An approximation of the strength of negative energy left behind by the Invading Evil, after being defeated.

Initiative The turn order in a Combat Encounter, determined by a 1d20 die roll that adds your Dexterity to the total.

Inspiration Point A type of point that allows you to use Student Abilities, Combos, Reroll Dice, and other things.

Invading Evil Lore: The collective forces of evil that are attacking Lapis City and abducting its citizens.

Invasion Level The strength of Outsiders that are sent to fight Magi-Knights. Typically matches the Squadron’s Reputation Level, and almost never should an enemy be sent against them that is higher level than this.

Lapis City Lore: The canonical city in which Magi-Knights Awakening takes place.

Lazuli Region Lore: The canonical region in which Magi-Knights Awakening takes place.

Lethal Damage Damage dealt to a Magi-Squire that exceeds 10 + double the level of the Squire.

Lethal Weapon A type of weapon that if used during a Combat Encounter, can actually kill a mortal and negates a portion of Student Armor.

Lighting There are three types of Areas of Lighting: Darkness, Shadows, and Light. Refer to the “Lighting Effects” in the Combat chapter for further clarification.

Lunar Blip The circle connected to the moon phase on the character sheet and used to keep track of Corruption and Trauma Points.

Lunchtime Activity The period of time after the School AM Phase but before the School PM Phase in which the players choose a short activity before classes start again.

Magi-Knight Lore: A character who was granted a second chance at life by the Herald in exchange for fighting against the Invading Evil.

Magi-Squire An NPC that is created to assist Magi-Knight squadron’s who have less than 5 total players within their group.

Magic Ability Modifier (MAM) The statistic that you use to cast Magic, determine Mana Points, Roll to Resist (Magic), and other magical abilities.

Magic Keeper AKA the “Game Master.” The person who narrates the game for the players, roleplays Magi-Squires, controls the Herald, and enemies of the game.

Magic Style The category of Magic that a Magi-Knight uses to cast their magic; such as Ethereal, Memento, Shaper, Soul, Verse, and others. Dictates what Spell Paths are available for you to cast.

Magical Implement An alternate choice to the traditional Soul Weapon which channels greater mana power and magical defenses.

Mana Coefficient Used to calculate a Magi-Knight’s total MP. Determined by adding their level, MAM, and Reputation Level together.

Mana Points (MP) An estimation of a Magi-Knight's potential to cast spells.

Modified Spell Modifying a spell by taking a penalty to adjust the strength, speed, or reduce its cost.

Modified Spell (Mana Strain) Taking an Exhaustion Point to reduce the Mana Cost of a spell.

Modified Spell (Overcharging) Taking 2 Exhaustion Points to increase the power of a spell and adding dice to its total effects.

Modified Spell (Rushed Spell) Casting a spell more quickly at the cost of efficiency, while maintaining its total Mana Cost.

Moment of Solace The period of time that occurs in-between multiple Combat Encounters that allows Magi-Knights a brief moment to recuperate.

Move The total number of feet that your character can move on a battle grid. Divide this number by 5 to determine squares of Move.

Nemesis An incredibly strong enemy and often the final boss of an Episode, but not as strong as a Harbinger.

New Rice The friendly title given to a brand new Magi-Knight in need of training. It references the Japanese kanji for “新” (New) and “米” (a husked grain of rice) which has not yet been polished or milled. The kanji together have the meaning of “Novice.”

Observing Fate's Influence The process by which the players collectively create a group of Statistics to tie to their Characteristics.

On-Target / Off-Target Specifically used for Explosion magic to determine the accuracy of their blast and determine their damage.

Oppressive Stress The first time each day when you would gain a Stress Point but already have 6 Stress (maximum), you instead gain 1 Trauma Point. Unlocks the ability to Freak Out!

Persona (Magi-Knight) The player character after transforming. Typically can only be used when confronting The Invading Evil.

Persona (Student) The player character during the day, when they are living their day-to-day lives and are unable to transform into Magi-Knights.

Phase (Game) The period of time in a single day which is broken down into the School, Free Time, Investigation, Patrol, and Sleep Phases.

Phase (Free Time) A period of time when players have free time during the day to reduce Stress, increase Social Points, and other things.

Phase (Investigation) A period of time when players scout various areas trying to learn of Cultist or Outsider activity.

Phase (School: AM & PM) The period of time when players attend school and make Student Class Checks to gauge their academic outcomes for the day.

Phase (Sleep) The period of time when players sleep and try to recuperate their Exhaustion, Stress, HP, MP, and other resources.

Phases (Story) An extended period of time broken down into: Phases (Days), Episodes, Seasons, and Sagas.

Player Link A Link that connects the player to another player or NPC and can be tied to their background story. Chosen during Character Creation.

Player Link Reward A reward such as additional Social Points, an ability, and a Shard Reward gained from the Player Link chosen.

Proficiency Bonus The bonus that is added to Skills and Attacks, which increases as you gain Levels.

Provoking (an Attack) The ability for a nearby, hostile target to attack you if you would move away from them without using the Withdraw Action. Requires the use of a Reaction to activate.

Relic A rare and powerful object that can only be discovered. Can be broken down for Gloom Gems or has a myriad of unknown uses. Typically discovered in the hands of the Invading Evil or sometimes lost to time but hiding in plain sight.

Reputation Level An approximation of the squadron's Reputation which increases their abilities and scales with their Level.

Roll to Resist A roll made by a player to resist negative effects, such as enemy magic, gaining Trauma, or others.

Shard of Power A Shard created by the Herald which can grant one-time effects and benefits to Magi-Knights. Consumed upon use.

Skills A group of skills that approximate which one should be used to determine if a player can pass a Skill Check.

Skill Check Called for by the Magic Keeper, this check can determine whether a player is successful or not in completing a task.

Skill Check (Expert) A Skill Check that is made with one player rolling a d20 and at least one other member being able to assist them by adding their modifier.

Skill Check (Multi-Skill) A complex task in which multiple Skill Checks are required to complete the objective; usually in a Combat Encounter.

Skill Check (Opposed) A Skill Check that is made with one player rolling a d20 and measuring their roll against an opponent's d20 roll.

Skill Check (Solo) A Skill Check that is made with one player rolling a d20 but wherein no other player can add modifiers.

Skill Check (Squadron) A Skill Check made by the entire squadron to gauge their success. Used by rolling 5d4s and adding modifiers.

Skill Mastery A Skill that you had Proficiency in, but are now considered to have Mastery of. You add your Reputation Level to it.

Skill Proficiency A Skill that you are considered Proficient in, which allows you to gain benefits in addition to the Proficiency Bonus.

Sight Adjustments Most Outsiders or Magi-Knights with Visors gain additional abilities to see in darkness or have different types of Sight.

Social Points An estimation of the strength of a player's social bond with both other Magi-Knights and NPCs.

Soul Armaments The weapons and armor of a Magi-Knight and the only thing that can harm Outsiders or offer protection against them.

Soul Crystal The magical object that allows a Magi-Knight to transform, and shatters when they would die.

Soul Eclipse Chart The chart on a character sheet which constitutes Lunar Phases, Lunar Blips, and keeps track of Burnout, Corruption, and Trauma.

Soul Oblation (Heroic Sacrifice) A powerful ability used by Magi-Knights in which they sacrifice their lives for an incredible burst of power.

Soul Sacrifice An ability used by Magi-Knights experiencing a Burnout to protect themselves. Requires the permanent sacrifice of Statistics.

Spectral Outsider A monstrous creature from Elsewhere that abducts unfortunate mortals.

Spectral Script / Tongue Lore: The script and language of Outsiders. Clumsily spoken by Cultists, it can cause madness and Corruption to those that read or speak it.

Spectral Tether A powerful object that allows Outsiders to remain in the world during the day and exercise their powers freely.

Spell Attack The modifier that is added to your total when you attack with a spell.

Spell DC (Difficulty Check) The number that a target must roll to see if they resist the effects of your magic using a Roll to Resist.

Spell Intensity Tax The taxing effect of casting powerful magic. The caster takes Exhaustion Point(s) in addition to paying its MP cost.

Spell Path The category of Magic that a Magi-Knight chooses to specialize in such as Beam, Curing, or Summoning.

Spell Path (Mastery) The dedication of multiple Spell Path choices into a single choice to gain Rank Titles and increased effects (Chronomancy Only).

Spell Tiers The strength of a spell that can be cast. Gained by increasing Levels and broken down into Tier I through Tier VI.

Squadron Leader Collectively voted by the squadron to gain the Leadership Die during an Episode.

Statistic The term for any of the 6 characteristics of a player: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

Stress Points An approximation of a player's stress when dealing with difficult, but non-traumatic events. Decreases Mental faculties.

Student Ability The special ability received by every player after they have selected their Student Type.

Student Type A classification of your human persona that grants you your Starting Skills and Student Abilities.

Studied (Effect) This effect grants a bonus on Student Classes or in a Combat Encounter.

Success at a Cost The outcome of a "failed" Skill Check in which the player attains the original goal, but at the cost of something else.

Swarm A tremendous number of enemies whose size on the battlefield does not dwindle until they are completely defeated.

Tactic (Combat / Social) A unique ability used by a Magi-Knight during a Combat or Social Encounter; depending on the type of Tactic chosen.

Tactical Formation A formation that can be entered into by the squadron to provide all of them with special benefits in combat.

Total Focus The ability to focus on a spell to make its effects persist after casting it. Lost when gaining certain Conditions.

Total Soul Eclipse What occurs when a player has no more Lunar Blips to fill in on their Soul Eclipse Chart. This leads to Burnout.

Trauma A difficult experience endured but not forgotten, such as being abducted by an Outsider, experiencing a natural disaster, or seeing death. Quickly accumulated by Magi-Knights.

Trauma (Devastating) Receiving a massive amount of Trauma Points from a single source (3 or more). Inflicts Condition penalties on the target.

Trauma Points The accumulation of difficult experiences which can cause a Magi-Knight to experience a Burnout.

Transformation When a Magi-Knight changes from their Student Persona into their Magi-Knight Persona.

Transformation (Forced) When a player forces themselves to transform when there is no presence of evil. Inflicts 3 Fractures.

Unity Points Unity is used by Magi-Knights to pay for the cost of Combination Maneuvers.

Variant: A special formula used to modify a creature's stat block, and not included in this book.

Vassal A weak but plentiful enemy that serves both the Adversary and the Nemesis. They will try to slow down a squadron's progress.

Veteran Magi-Knight Lore: A Magi-Knight who has already had a plethora of experience fighting against the Invading Evil. A player might be called this after they have achieved Level 10+.

Well Fed (Effect) The effect you receive when eating a great meal which grants a bonus to your next roll.

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Backer Recognition List

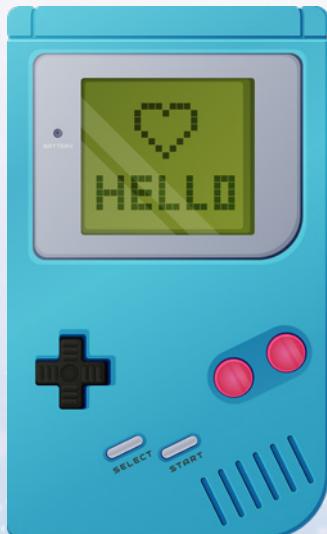
Thank you for believing in Magi-Knights Awakening!

Legendary Magi-Knights

Alan Bartlett (p. 29)
Cidney (p. 160)
Day LaFavor (p. 91)
Elena Bensor (p. 97)
Endarr (pp. 55, 121)
James "Sinn" Moore (p. 33)
James S. [Ironwolf616] (p. 41)
James Tyler Faile (p. 83)*
Jeremiah Tarvin (p. 102)
Jeremy Budds (p. 53)
Meighei (p. 166)
Milo Stefani (p. 173)
Mina S. Kitsune (p. 162)*
Shawnyboy (p. 30)
Stephen Tigner (p. 60)
TalisX (p. 24)

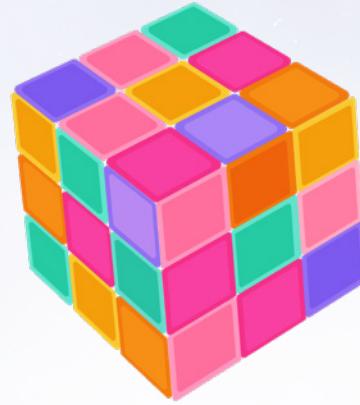
Mentors from the Stars

Endarr
Hector Montalvo (p. 175)
James S. [Ironwolf616] (p. 26)
Kyle A. Lovett (p. 156)
Maeve Clymer (p. 101)
Phoebe Gardner (p. 34)
Whiteeyes (p. 163)



Advocates of Hope

Andrew Browner (p. 116)
Bri Marshall (p. 171)
Endarr (p. 50)
Hillary Brintle (p. 22)
Jacob Golder (p. 27)
James S. [Ironwolf616] (p. 148)
Ryan Doore (p. 137)



Knights of Lazuli

Adam Volden
Amber Monson
Caroline Powrie
Connor Monson
Devon Thurgood*
Hulk Car (p. 151)
James Tyler Faile*
Lily Bloom (p. 32)
Serena Lemke

Super Magi-Knights

Aaron Golden
Aaron Lopez
Aaron 'RM' Sterling
Aidan Hurst
Alex Mead
Amy Weiler
Andrew J. Nowak
Andrew League
Andrew Peters
Ashe Walsh-Garvey
Asher Leon Rosenbloom
Bailey Grygiel
Barret
Bestguy
BladeMech22
Blake Winter
Brad Barco
Brian Tomosovich
Broc Atkinson
Brynn Terranova
C. Michel
Caitlin & Brian A.
Captain M Bagz TGM
Catherine
Charles Hall
Christian Oppenhagen
Christopher "Kit" LaHaise
Christopher Matthews
Cliffy
Connor Rollins-Hewison*
Courtney Jenkins
Curtis Harper
D W
Daniel A Hawk Chaplin
Daniel Doue
Danny Greening
Dave Folmsbee
David Ludwig
David McCabe
Dayton Dresser
DeadKitsune
Decarnine
Donovan Bertch
Douglas Hall
Drake Evans
Dylan James Payne
Edmund Michael Kera
Elizabeth Jade

*Shout out to our proofreaders, thank you so much!

Backer Recognition List

Continued

Emma Jarvis
Eric Telfor
Ernesto Zuniga
Felis
Fighter-KOU
FireKiller87
Gabriele Cremasco
Gen Giggles
Ginnobushi
Glitch Girl
Gloria J Haley
Greg Ballam
Iván Rael Núñez Harper
Izzer the Ice Mage
J2Xcentric
Jade Larsen
James Boyle
James Tillman
James V Gallo
Jantzen Bell
Jared Michael Anjewierden
Jasmin "Min" Sotto
Jason Ryan Fredericks
Jemma Roberts
Jeremy Quinn
Joe Serling
John Doyle
John Nguyen
Jordan Marchese
Jose Laboy
Joseph Arnett

Joseph Shepherd
Joy Houston
K. Edward Lepley
Kaylin Starlight
Ken Klein
Kendric Paxton
Kenmaru Totunaro
Kenneth Kubik
Kerry Crawford
Kess Still
Kevin Beckman
Kevin Krause
Kolbey Araujo
KolorfulKitsune
Kyle Martin
Lauren
Lauren Moore
Liam Ringwood
Logan Maynard
Logan Wassenaar
Luke Byers-Jones
Madeleine Hales
Manny-i-C
Marc Seidel
Marcus Breitigam
Matthew R. Dawson
Matthew Donathen
Matthew Purdin
Matthew Velez
Mechmac5
Melissa Ronceros
Michael Kostruba
Miranda Buras
Morgan Sitler
MushRune
Olivia Danielle Boyna
PandaPaladin
Paul Daniel Marr
Rik Spruitenburg
Robert Frank
Robert Montgomery
Rose J



Rune
Ryan Camero
Ryan Freeze
Ryuuto
Sam Disrud
Scott Mercier
Sean Mercado
Severin
ShadowscareKarlinn
Shawna McKernan
Siggeh Onishi
Spencer and Horus
Steven Markley
Steven Pope
Storyteller Mars
T.C. Tate
T.S. (Chaos Drako)
Tad "L'hex" Wickersham
Taiga Brenerman
Tanner Huseby
Tbird
Teppei Uno
ThePathlessBard
Thomas Effenberg
Tim Burt
Tracey Rich
Trent F
Tyokae & Lycoplax
Walt Ciechanowski
Walter Edward Norton
Zephyr Apsara Ganesh



MAGI-KNIGHTS AWAKENING

MAGI-KNIGHT NAME

MAGI-KNIGHT LEVEL

PLAYER NAME



REPUTATION LEVEL

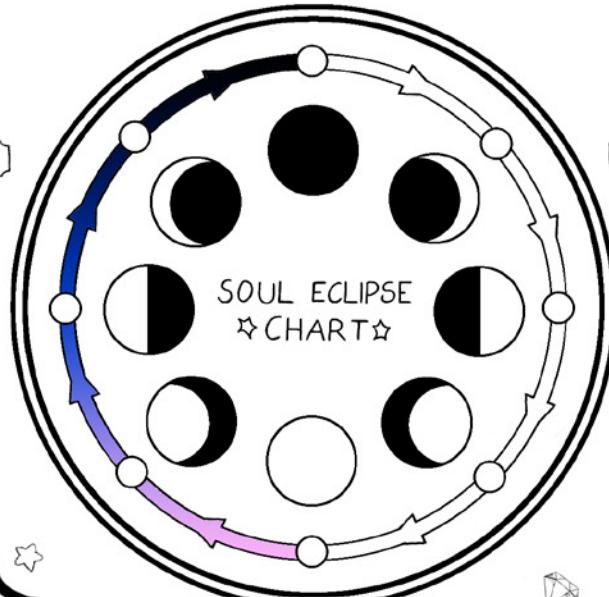


INSPIRATION



INITIATIVE

HP	TEMP HP	MAX HP
MP		MAX MP
SHP		MAX SHP

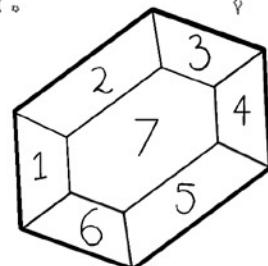


STRESS



EXHAUSTION

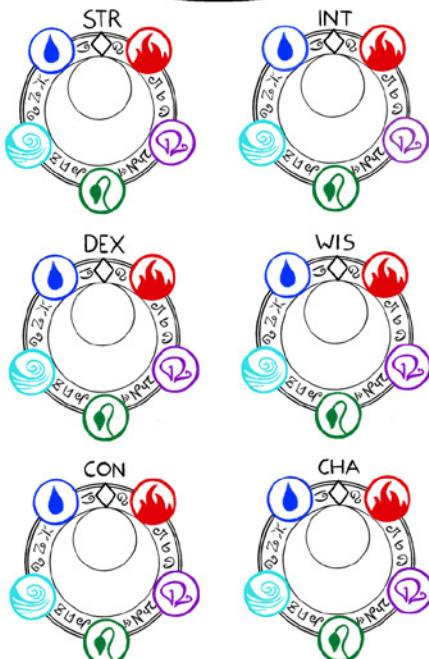
CRYSTALLINE FRACTURING



SKILLS

- (INT/WIS) ◇ Academic Arts
- (DEX/STR) ◇ Athletics
- (DEX) ◇ Coordination
- (INT/WIS) ◇ Creativity
- (INT/CHA) ◇ Deception
- (STR/CHA) ◇ Influence
- (WIS) ◇ Insight
- (INT/WIS) ◇ Investigation
- (CHA) ◇ Leadership
- (INT/WIS) ◇ Medicine
- (INT) ◇ Mysticism
- (WIS) ◇ Perception
- (ANY) ◇ Performance
- (INT/WIS/CHA) ◇ Persuasion
- (WIS/CHA) ◇ Purity
- (DEX) ◇ Stealth
- (INT) ◇ STEM

PROFICIENCY BONUS: _____



TECHNIQUES & TACTICS

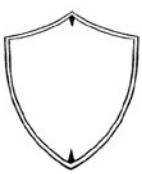
SHARDS OF POWER

UNITY POINTS

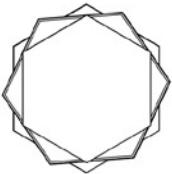


NAME

STUDENT TYPE

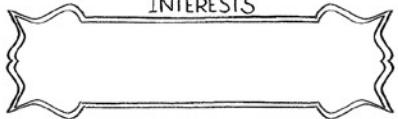


ARMOR

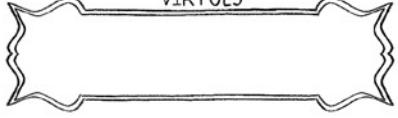


MOVE

INTERESTS



VIRTUES



STUDIED



WELL
FED/RESTED



STUDENT ABILITY

STUDENT PERSONA

AGE	GRADE
-----	-------

HAIR	EYES	SKIN
------	------	------

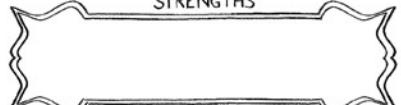


ATTACK

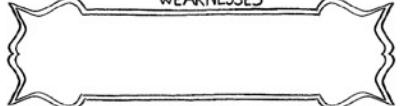


DAMAGE

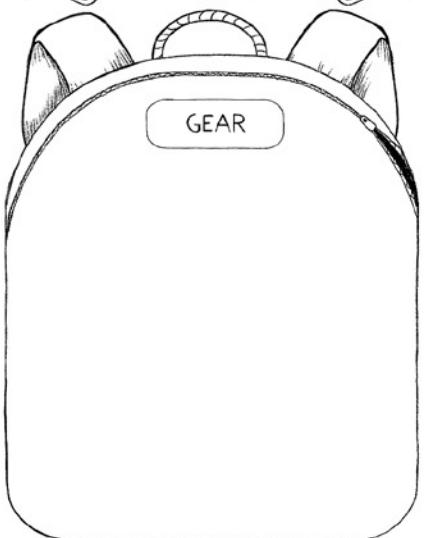
STRENGTHS



WEAKNESSES



GEAR



NAME _____

MAGIC STYLE



ARMOR



MOVE

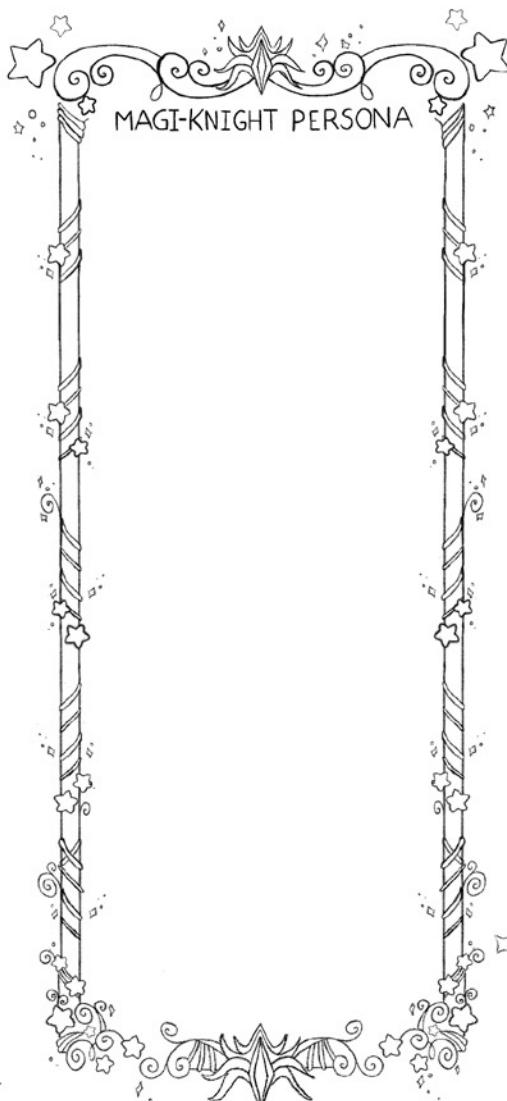
COMBAT FORMS

A rectangular box with decorative corners and a horizontal line across the middle, intended for drawing or writing combat forms.

SOUL ARMOR WEAVE

A rectangular box with decorative corners and a horizontal line across the middle, intended for drawing or writing soul armor weave patterns.

SOUL ARMAMENT RUNES

A large rectangular box with decorative corners and a horizontal line across the middle, intended for drawing or writing soul armament runes.

ROLL TO RESIST PROFICIENCY

ELEMENTAL AFFINITY



ATTACK



DAMAGE

SOUL WEAPON

A large rectangular box with decorative scrollwork borders, intended for drawing or writing soul weapon details.

QUALITIES

RELIC



SPELL PATH	SPELL PATH	SPELL PATH	SPELL PATH
I			
II			
III			
IV			
V			
VI			

STUDENT NAME _____

MAGI-KNIGHT NAME _____

Magi-Knights AWAKENING

ELECTIVES & CLUBS

PERSONAL
CHARACTERISTICS

PLAYER
LINKS

STUDENT BACKSTORY



GOAL TALLIES

BUDGET:

CLUB:

NOTES



TECHNIQUES & TACTICS



LAPIS CITY NEEDS MORE THAN STRONG
HEROES. IT NEEDS **HEART**. IT NEEDS **HOPE**. IT
NEEDS **YOU**. AWAKEN AS A **MAGI-KNIGHT!**

You're a student in the year 1995 who's just beginning to find your place in life when reality starts falling apart around you. First you narrowly escape death due to the intervention of a strange being that calls itself a Herald, and then this being drafts you into fighting the Invading Evil as a Magi-Knight!

It is now your calling to protect the citizens of Lapis City from Spectral Outsiders, but these eldritch horrors are just one of your many problems. Some citizens have made bargains with Outsiders and diligently serve them under the cloak of night. These Cultists could be your neighbors, friends, or even the teacher supervising you in detention. It's up to the squadron of Magi-Knights to solve the mysteries surrounding Lapis City and stop the Invading Evil for good!



Magi-Knights Awakening is a tabletop roleplaying game with rules based on the 5th Edition SRD. The theme and mechanics were heavily inspired by Magical Girl and Sentai shows and video games, especially those that made their debut in the 1990s. In this core rulebook you will find the following:

- ★ A unique take on the 5e system in a modern day setting, with gameplay broken down into School, Free Time, Investigation, and Patrol Phases.
- ★ Rules for players to create magical heroes and for the Magic Keeper (GM) to create their Herald, a mysterious mentor from another dimension.
- ★ Team mechanics including Statistic Generation, Squadron Combinations, Formations, and Convincing Arguments to help enemies turn away from evil!
- ★ Innovative ways to gain Social Points with other players and NPCs that give Bond Abilities to help characters succeed in difficult situations.
- ★ An expanded attrition system which includes mechanics for Stress, Exhaustion, and tracking a character's Corruption and Trauma Points.
- ★ Statistic blocks for Cthulhu Mythos-inspired enemies and detailed rules on how to create your own.
- ★ A hand drawn map of Lapis City, labeled locations with named NPCs, and a plethora of gorgeous anime artwork from artists all over the world!

