

# Valiant Quest



*Version 1.06*

**Special thanks to:**

**Tolkien,**

**the cast and crew of The Lord of the Rings movies,**

**the artists of advanced and third edition Dungeons and Dragons,**

**and most of all my dad...**

**...for a lifelong love of fantasy and adventure.**

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***A roleplaying game of high adventure and cunning strategy.***

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# Introduction

## WHAT IS VALIANT QUEST?

Valiant Quest is a combat-oriented roleplaying game of high adventure and peril. The players take on the role of one or more adventurers and embark upon dangerous quests to obtain gold and build their legends.

Valiant Quest has a deep, strategic combat system filled with tension and drama. The game is deeply concerned with spacing and best played with miniatures and a grid.

A challenging mixture of roleplaying game and wargame, even basic encounters in Valiant Quest will often put you in positions where the best move is unclear. As you progress, not only will your characters improve (provided they live), but your own skills will grow too.

You are not owed a story in Valiant Quest, and the Game Mistress is as much an adversary as she is an impartial referee. If you wish to be a hero you will need to be clever, lucky, and when the time calls for it... valiant!

Valiant Quest is also best thought of not necessarily as a competitive game or a fully cooperative game either. This is a game where careful and measured cooperation is generally the winning strategy... but does offer rewards for the occasional cheeky acts of brazen cowardice, glory-seeking, and greed.

Allow yourself moments of selfishness, but do try to remember you and your fellow players are all on the same team.



## IS VQ FOR ME?

I want to play a **strategic game** I can really sink my teeth into.

I want a **challenge** and real tension.

I want to **push my luck**.

I want my character to **surprise me**.

I want to go on an **adventure**.

I want to make **funny voices** and hang around with my friends.

I want a game that will sometimes, completely and absolutely, **screw me over** in a way that makes the entire table erupt into laughter.

## RECOMMENDATIONS

Valiant Quest can be an amazing engine for unexpected stories and challenging combat puzzles.

However, if that's not what you are looking for there are going to be better games for you.

### I like Valiant Quest but...

...I want a faster game with less emphasis on tactical combat.

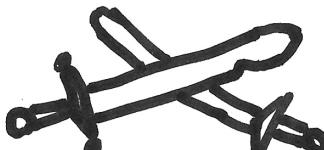
### Play *Old-school Essentials*.

...I want something with a darker or more grounded tone.

### Play *Shadow of the Demon Lord* or *Warhammer Fantasy Roleplay*.

...I want something lighter or goofier.

### Play *Goblin Laws of Gaming* or *Knave*.



## THE VALIANT WAY

Valiant Quest cultivates a deliberately old school, fantasy camp aesthetic that I would highly encourage players and the game mistress to indulge in.

**Say ridiculous, on the nose fantasy proper nouns.** The dungeon is “Past Skull Valley, deep within the Spiderwood”

Indulge in **campy medievalisms**. Say “M’lord” and “M’lady” constantly. Make “Tis”, “Twas”, and “Henceforth” part of your vocabulary.

**Embrace simplicity and cliche...** at first. Every woman is a comely wench, wicked sorceress, or beautiful princess. Every man is a noble warrior, a sad peasant, or a foul knave. Every dwarf is a stubborn, honour-bound miser. Every elf is a haughty, aloof libertine and every halfling is a scrappy underdog. Male wizards have beards.

Throw in twists and subversive elements only after you have established an extremely clear standard of normalcy.

**Don’t tell stories that can’t be solved with swords**, this isn’t the system for political thrillers. Keep things simple and the goals clear. Only once players are invested should you even consider adding nuance.

Broadly speaking your plots will start as either: a bad guy threatens a cool status quo or a bad guy enforces a terrible status quo. In either case, hit them with a sword.

**Let people play their way.** Some people want to engage with tactics and game systems. Others prefer character acting and being social with their friends at the table. Both are equally valid ways to engage with the game.

Play with a will to win, but **expect failure**. Ultimately, fate is not in any single player’s hands. Even the Game Mistress has little control over the details of the game.

Emotionally you should invest in the story of the table, not the character you happen to embody. Death comes unexpectedly, sometimes by no fault of your own. This can be difficult to get used to coming from roleplaying games that encourage you to invest heavily into a rich character who arrives at the table fully formed. Keep your characters simple and your emotional stake in them casual.

**Be sincere.** Life may be cheap in the mechanics of Valiant Quest but this is not a grim or gritty game.

Your characters exist in perpetual precarity on the edge of sudden death and there is no time for shame or stoicism. Talk longingly about your desire to return to your homeland, profess your love and admiration for your comrades in arms, speak openly about the injustices you seek to right in the world. Even token cynical party members should express said cynicism in an exaggerated, cartoonish fashion.

And finally, **take care of the other people at the table**. Don’t cross each other’s lines and put the game on hold if someone is hurt. While Valiant Quest leans light and generally shies away from heavier subject matter the possibility for harm exists in all roleplaying games and safety tools can do a fantastic job of mitigating that harm.

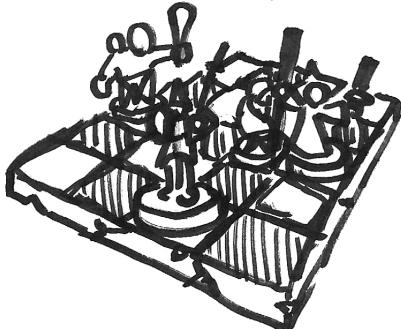
Play **safe and have fun!**



## WHAT DO I NEED TO PLAY?

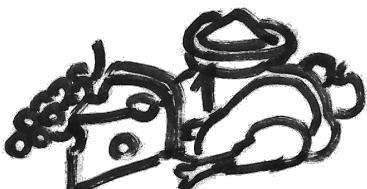
You will need the following to play, although substitutions are encouraged:

At least one set per player of four, six, eight, ten, twelve, and twenty-sided **dice**.

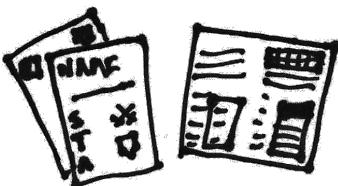


**Miniatures and maps:** Dry erase mats are cheap and the most versatile.

Papercraft minis are a very affordable alternative. You should weigh them down to prevent a sneeze or laugh from blowing away your whole game.



**Snacks** are not technically necessary but roleplaying sessions often last much longer than most board games.



### Character Sheets and Reference Sheets

**Sheets** are again not strictly necessary but can vastly speed up play. These can be found at the end of this book and [rosalindmc.itch.io/valiant-quest](http://rosalindmc.itch.io/valiant-quest).

Finally and most importantly, you will need **three to five willing friends**. Theoretically, you can play with more or fewer players but the game may become severely unbalanced.

## TERMINOLOGY

### D4, D6, D8, D10, D12, D20

Dice are abbreviated by the number of sides they have.  
e.g. A *d4* is a four-sided die,  
*d6* is a six-sided die, etc.



A *d3* is special in that it is not a physical die, but half (round up) the roll of a six-sided die.

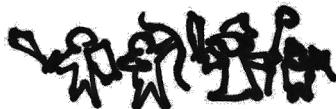
Effects that require multiple dice to be rolled will specify a number before "d".  
e.g. *3d6* means three six-sided dice.

### GAME MISTRESS (GM)

One person will take on the role of the *Game Mistress*, running and possibly designing the world with which the players will adventure. They will control all the world's inhabitants other than the player's characters.

### PLAYER

Every other person at the table takes the role of one or more characters. A player's character is referred to as a *player character* or *PC*.



### WARBAND

A collection of allied characters. The players typically form one *warband*.

### SESSION

A single instance of everyone sitting down to play the game for some time. Sessions have no fixed length, but two to four hours is recommended.

### CAMPAIN

Sessions are linked together to form larger campaigns exploring the same world with the same set of characters.

### CHARACTER

Each unique creature within the game's fiction: *player characters* and *monsters* are both *characters*.

**ATTRIBUTES**

Characters are mechanically defined by their attributes, tags, class abilities, spells, talents, and equipment.

Attributes are the most universal element shared by everyone. They typically have values from 1 to 10.

**MOVEMENT**

Movement increases how many spaces you can move.

**STRENGTH**

Strength helps you damage your enemies and increases how much you can carry.

**TOUGHNESS**

Toughness helps you endure injury and poison.

**AGILITY**

Agility helps you hit foes and not get hit yourself.

**RESOLVE**

Resolve helps you resist enchantment and fear.

**CRAFT**

Craft helps you cast spells.

**FAITH**

Faith helps you invoke prayers.

**WOUND THRESHOLD**

The number of wounds you can endure before being taken out of action or killed.

**TAGS**

Every character has tags. Tags have no rules themselves but often spells and abilities will refer to tags. Almost all creatures have one *nature* tag and one *substance* tag.

**NATURE TAGS**

A *nature* tag describes your intrinsic nature, be it natural or supernatural.

**MORTAL**

You are a living, breathing animal. You were born one day and one day you will die.

**FAE**

You are a mystical being of the earth. Your fate is intertwined with the natural world.

**UNDEAD**

You were mortal once, empowered by necromancy you live again.

**ELEMENTAL**

You are an intrinsically magical being sustained by sorcery alone.

**DEMON**

You are a being of evil will who feasts upon the wickedness and cruelty of mortals.

**SUBSTANCE TAGS**

A *substance* tag refers to what you are made of.

**CORPOREAL**

You are made of meat and bone. Various organs are needed for you to continue to function.

**INCORPOREAL**

You are formless and malleable. Likely not even physical at all.

**CONSTRUCT**

You are made of unliving materials. While you may possess structural weak points you do not have such intricate dependencies as a living body.

Mv	S	T	A	R	WT
4	4	4	4	4	3

Stat lines are often presented like this.  
Mv refers to move, S refers to strength, and so on. Craft and Faith are omitted as they only matter to some characters.

## SKILL ROLLS

Skill rolls are rolled against a difficulty (which itself might also be rolled). **Most checks are rolled with a d20 against an opponent's roll or a flat 10.** Although saves are rolled on a d10.

You get a level of success based on the skill roll versus the difficulty.

**Double or Greater - Critical Success**

**Half or less - Critical Failure**

**Equal or Better - Success**

**Less than - Failure**

*Example: If the difficulty is 10 then you will score a critical success on a 20+, a success on a 10 to 19, a failure on a 6 to 9, and a critical failure on a 1 to 5.*

## BOONS AND MALUSES

Various effects give boons or maluses to rolls. **A boon adds 1d4 to the result and a malus subtracts 1d4.**

### STACKING

Multiple boons don't add multiple d4's but **instead upgrade the d4 one die step for each boon beyond the first.**

So one boon is +1d4, 2 boons are +1d6, 3 boons are +1d8, 4 boons are +1d10 and 5 or more boons are +1d12.

Maluses stack the same way except they subtract from the roll instead.

**If boons and maluses apply to the same roll they cancel each other out one for one.** If a roll has 3 boons and 2 maluses treat it as having 1 boon.

The only advantage of having more than 5 boons is potentially negating maluses, and vice versa.



## UTILITY ROLLS

Utility rolls are skill rolls outside of the scope of the rules, which includes most non-combat actions that this game does not dwell on in much detail.

When you perform an action with a risk of failure and where failure **would have consequences** you make a utility roll.

The GM will tell you which attribute to test and may give you boons or maluses based on the difficulty of the task. Utility rolls are always rolled against a flat 10.

**Movement:** Run, jump, or climb

**Strength:** Lift or smash

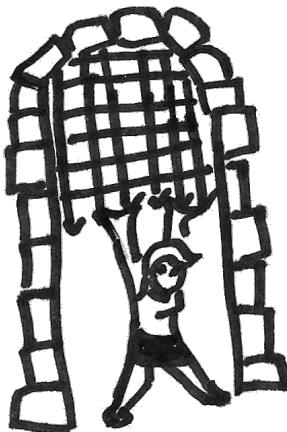
**Toughness:** Endure

**Agility:** Balance or hide

**Resolve:** Overcome fear

**Craft:** Understand arcane systems

**Faith:** Beseech the gods



**Trivial:** +2 boons

**Easy:** No boons or maluses

**Challenging:** +2 maluses

**Extremely Hard:** +4 maluses

*Critical Success - You perform the action as well as could be possible.*

*Success - Succeed with no complications.*

*Failure - Game Mistress offers you a choice between failing or succeeding and suffering a major consequence.*

*Critical Failure - Things go as wrong as possible. Tools snap, time is wasted, noise is made, you hurt yourself, etc.*



## HOME BREWING

**This book is yours to do as you please.** You hardly need my permission to modify the rules as you see fit but I encourage you to do so. However, some precautions are in order.

Combat in this game is a very intricate strategy game and modifying any element will likely have unintended side effects. When modifying the rules you should check the class list, talent list, spell list, and monsters to see if any other abilities will need to be modified.

*Example: If you decide to replace boons and maluses with flat bonuses and penalties then the talent Precision would be rendered useless.*

A side effect of the way talents and spells work in this game means a useless ability needs to be replaced or else it will mess with the systems for randomly obtaining talents and spells.

I would highly recommend not messing with the rules in the middle of a session and always being very transparent with your players as to how and why you are modifying the game.

Valiant Quest is extremely focused on combat and is pretty loose with rules for all things outside of combat. If there is a game that does exploration or dungeon delving in a way that really clicks with you I would highly suggest adapting that game's procedures to Valiant Quest.

Messing with combat can be difficult because of the interconnectivity of the rules but messing with exploration is very easy by contrast, the only class feature to consider is "Pass Without Trace".

At the end of this book, there are suggestions for how to make new content for this game and how to adapt dungeons and adventures intended for other games to Valiant Quest.

# Characters

## THE ESSENTIALS

To make a character you need dice, a character sheet, and a pencil. Most parts of a character can change so using a pen is unwise.

Follow each following step in order:

## 1 - ROLL SPECIES

**Roll 2d6 to determine your species.**  
Your species determines your default attributes and tags, as well as possibly granting some additional abilities.

2d6	Species
2-3	Elf
4	Dwarf
5-10	Human
11-12	Halfling

## HUMAN

Mv	S	T	A	R	WT
4	4	4	4	4	3

**Tags:** Mortal, Corporeal

Humans are the youngest and most plentiful species, Valiant Quest is very humanocentric and you should assume that any NPC is human unless explicitly stated otherwise.

The Humans of Valiant Quest are as visually diverse as humans are in real life. Your appearance or gender identity has no bearing on your abilities.

## HUMAN ADAPATABILITY

When you level up you can roll one extra die, giving you additional talent options and increases the likelihood you can increase an attribute.

## ELVES

Mv	S	T	A	R	WT
5	4	4	5	5	3

**Tags:** Fae, Corporeal

Elves are strange and aloof. Their fate is tied to the natural world and they will embark on perilous journeys to protect their homes and loved ones.

Elves are every bit as visually varied as humans but they are, without exception, beautiful to the human eye. This beauty is intrinsic and no scar, defect, or sign of age detracts from it.

## ANCIENT LIVES

After character creation you immediately gain 2 levels. Gaining future levels costs experience equal to six times your level.

## ELEMENTAL ASPECT

Elves are attuned to a random element as their essential aspect. All elves get a small benefit from their aspect, but this is especially important for elven mages as it determines what spells they can cast.

**1 - Fire:** +4 toughness versus fire attacks and effects.

**2 - Water:** Can swim as fast as you move on land and breathe underwater.

**3 - Earth:** +4 toughness versus poison attacks and effects.

**4 - Wind:** Roll defence rolls versus incoming missile attacks at +1 boon.

**5 - Light:** Roll resolve saves against spells at +1 boon.

**6 - Dark:** Can see in darkness.

Your element should influence your appearance and characterization.

## ELVEN GRACE

Roll agility saves with +1 boon.

**DWARFS**

Mv	S	T	A	R	WT
3	4	5	4	5	3

**Tags:** Mortal, Corporeal

Dwarfs are industrious creatures that are prone to obsessive fixation. The dwarf is an intrinsically orderly creature and their rigid minds cannot serve as conduits for magic, which is inherently chaotic.

Dwarfs possess an exceptional sameness, while dwarfs of different clans may have different skin and hair colours the visual differences between dwarfs of the same clan are near imperceptible to anyone but other dwarfs.

**LONG LIVES**

After character creation you immediately gain a level. Gaining future levels costs experience equal to five times your level.

**STUBBORN ENDURANCE**

Roll toughness and resolve saves with +1 boon.

**HALFLINGS**

Mv	S	T	A	R	WT
3	3	4	5	5	3

**Tags:** Mortal, Corporeal

Halflings are plucky, quick, and clever enough to overcome foes much larger than them. Halfling culture is uniquely secular. Halflings appear much like humans but much smaller.

**QUITE SMALL**

Armour must be specially made for halflings and is half as expensive.

Halflings cannot wield two-handed melee weapons, heavy shields, heavy crossbows, handguns, or war bows.

Halflings must wield all weapons in two hands except daggers and knives.

**FAST FEET**

Ignore all maluses on movement rolls and roll with +1 boon.

**QUICK LEARNERS**

Gaining a level costs experience equal to three times your level.



**2 - RANDOMIZE ATTRIBUTES**

Attributes might vary slightly from the default of your species: **Roll 1d6**.

d6	Adjustment
----	------------

- 1-4 No adjustments.
- 5 Increase one random attribute and decrease another random attribute.
- 6 Increase one random attribute by one.

Roll random attributes by rolling d6.

d6	Random Attribute
----	------------------

- 1 Movement
- 2 Strength
- 3 Toughness
- 4 Agility
- 5 Resolve
- 6 Wound Threshold

**3 - SECONDARY ATTRIBUTES****CRAFT**

Craft is used to cast spells. Non-magical classes can occasionally make use of craft by way of scrolls.

Humans, Halflings, and Dwarves **roll 3d6** and their craft equals **the lowest rolled value-1**.

Elves **roll 2d3** and their craft equals **the lowest rolled value+2**.

**FAITH**

Faith is used to invoke prayers and call upon religious lore. Faith is essential for priests and paladins.

Humans **roll 1d6-1** for their faith.

Elves and Dwarves **roll 2d6** and their faith equals **the lowest rolled value-1**.

Halflings always have o faith.

**4 - STARTING TALENT**

You start with one talent rolled at random. Roll 1d6 for which talent tree and 1d6 for the specific talent within that tree. Talents can be found on **page 17**.

**5 - CLASS SELECTION**

The most important choice in character creation is to select a class. You must meet the class' requirements.

Class	Prerequisites
Fighter	No requirements
Thief	Human or halfling, agility 4+
Wizard	Human, craft 3+
Priest	Faith 4+
Warrior	Human, strength 5+ or a might talent
Ranger	Human or elf, movement 5+ or a mobility talent
Bard	Craft 2+
Mage	Elf, craft 5+

Details on each class can be found on the following pages.

Each class grants one or more class trees, boons to rolls, unique class abilities, proficiencies, and some additional powers or boons gained at levels 4, 7, and 10.

Class trees allow for easier access to certain talent trees when you level up. This is also the only way to access the spellcraft tree. (See **page 20**)

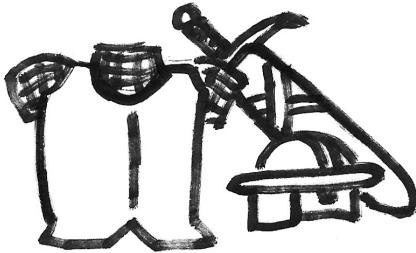
Class boons should be compiled with any boons gained from species or talents in the boon section of your character sheet.

Proficiencies are weapons, armour, and gear you can use without penalty.

## 6 - STARTING GEAR

Choose starting items based on your class. If you start with any ranged weapons you also start with two of that weapon's ammunition item (Quiver of Arrows for bows, Case of Quarrels for crossbows).

All characters also start with a Waterskin, three Rations, and a Knife.



### FIGHTER

*Pick 2 of:* Longsword, Long Axe, Spear, Halberd, Medium Shield, Common Bow, Heavy Crossbow, Light Crossbow, Shortbow, Helmet

*Pick 1 of:* Sword, Axe, Mace, Dagger

*Pick 1 of:* Chainmail, Heavy Gambeson, Gambeson, Chain Shirt

Lantern, Oil Flask

### THIEF

*Pick 1 of:* Shortbow, Light Crossbow, Light Shield, Thieves' Tools, Claw Trap, Alchemist's Fire

*Pick 1 of:* Staff, Club, Dagger, Musclerot, Caltrops, Acid Flask

Lantern, Oil Flask

### WIZARD

*Pick 1 of:* Sword, Flash Powder, Staff, Light Crossbow

Lantern, Oil Flask, 10 gold of Reagents

### PRIEST

*Pick 2 of:* Holy Water, Staff, Mace, Club, Medium Shield, Gambeson

Lantern, Oil Flask, Healer's Tools

### WARRIOR

*Pick 2 of:* Long Axe, Spear, Chainmail, Medium Shield, Shortbow, Common Bow

*Pick 1 of:* Sword, Axe, two Throwing Axes

### BARD

*Pick 2 of:* Sword, Dagger, Rapier, Shortbow, Light Crossbow, Flash Power, Smoke Bomb

*Pick 1 of:* Chain Shirt, Gambeson

Lute

### RANGER

*Pick 2 of:* Longsword, Long Axe, Spear, Shortbow, Common Bow, Claw Trap, Spider Venom, Healer's Tools

*Pick 1 of:* Sword, Axe, two Throwing Axes

Lantern, Oil Flask

### MAGE

*Pick 1 of:* Longsword, Common Bow, Shortbow, Chain Shirt

*Pick 1 of:* Sword, Staff

Lantern, Oil Flask

## 7 - CUSTOMIZE

Choose a name befitting the character you have rolled. First names can be normal, but last names are either "of -homeland-" or a cheesy, on the nose combination of an adjective and a noun such as Redaxe, Swiftarrow, Strongarm, Brightflame, etc.

If this isn't your first character you should consider choosing one of the discovered settlements to be from.

Decide how your character looks. Draw a quick doodle of them or get one of your party member's to draw them.

Don't worry about backstory all too much. Fill it in as you play, there is no guarantee you will survive your first few sessions.

Finally, draw a coat of arms for your character. All heroes, regardless of class, have a coat of arms in Valiant Quest.

**FIGHTER*****Class Tree: Melee and Ballistics***

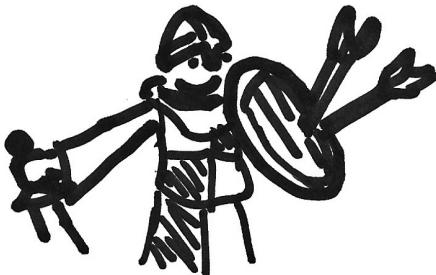
You are an adventurer skilled in organized combat and tactics.

**MARTIAL EXPERTISE**

You gain +1 boon to attack rolls, defence rolls, strength, and toughness saves.

**PROFICIENCIES**

You are proficient with all weapons, all shields, all armour, and healer's tools.

**DEFENSIVE STANCE**

You suffer half damage (rounding up) from attacks while unstaggered.

**HEAVY IRON**

You can carry +2 load of weapons or shields without penalty.

**COMBAT MASTERY**

At level 4, you gain +1 boon on attack rolls and defence rolls.

At level 7, you gain an extra ♦ every round that can only be used to attack.

At level 10, you gain another +1 boon on attack rolls and defence rolls.

**THIEF*****Class Tree: Subterfuge***

You are a sneaky adventurer who uses cunning to succeed where others fail.

**CUNNING**

You gain +1 boon to defence rolls, agility utility rolls, and agility saves.

**PROFICIENCIES**

You are proficient with one-handed melee weapons, shortbows, light crossbows, light shields, light armour, bombs, traps, scrolls, thieves' tools, poisons, and healer's tools.

**TRINKETEER**

You can have +1 item on your belt.

You gain an extra ♦ every round that can only be used to perform the Item Manage, Use Item, or Throw actions.

**BURGLAR EXTRAORDINAIRE**

You can carry +2 load of treasures without penalty.

**PICKPOCKET**

You can take items from adjacent character's belts with Item Management.

**SCRAPPY**

At level 4, you gain +1 boon on all saves.

At level 7, you gain an extra ♦ at the start of any round if unthreatened.

At level 10, you gain +1 boon on attack rolls and defence rolls.



**WIZARD*****Class Tree: Spellcraft***

You use complicated rituals to harness magical reagents into potent spells.

**WIZARD WILL**

You gain +1 boon to resolve saves and all craft rolls.

**PROFICIENCIES**

You are proficient with knives, daggers, staves, swords, falchions, light crossbows, bombs, and scrolls.

**INFUSE**

◆ *Action*

You can infuse an object in hand, or within reach. While an object is infused, you can destroy it to use its aspects to pay for spells.

At the end of a round, all objects stop being infused.

**ARCANE RESEARCH**

You start knowing three random spells of the first circle. You can learn new first circle spells by researching a scroll or wizard grimoire with that spell that you bring back to town.

At level 4, you can learn second circle spells. At level 7, you can learn third circle spells. At level 10, you can learn fourth circle spells.

**IMPROVED INFUSION**

At level 4, you can infuse two valid objects with each infusion action. Saves against your spells are made at +1 malus.

At level 7, you can infuse any number of valid objects with one action.

At level 10, saves against your spells are made at an additional +1 malus.

**PRIEST*****Class Tree: Discipline***

You invoke a god for divine aid to protect your warband in battle.

**DIVINE SERVANT**

You gain +1 boon to defence rolls, faith utility rolls, and resolve saves.

**PROFICIENCIES**

You are proficient with knives, daggers, staves, swords, clubs, maces, mauls, warhammers, light and medium shields, light armour, holy symbols, holy water, and healer's tools.

**PRAYER**

You can invoke any prayers available to you at your level. Prayers cost favour.

**DIVINE FAVOUR**

You have a special resource called favour. You can have a maximum favour equal to your level+faith.

At level 4, you have a maximum favour of level+twice your faith.

At level 7, you have a maximum favour of level+three times your faith.

At level 10, you have a maximum favour of level+four times your faith.

**REGAINING FAVOUR**

When you tithe all your treasures and gold you regain all of your favour.

When you sanctify the corpse of a sentient creature your warband didn't kill, including the bodies of destroyed undead, gain 1 favour.

When you sanctify a profane altar, gain 1d4 favour.



**WARRIOR****Class Tree: Might**

You are a mighty adventurer who fights with raw tenacity, strength, and speed.

**RAW POWER**

You gain +1 boon to attack rolls, strength utility rolls, and all saves.

**PROFICIENCIES**

You are proficient with melee weapons, all bows, light and medium armour, medium shields, and healer's tools.

**FEEL NO PAIN**

Reduce all wounds suffered by one (to a minimum of one.)

**ANIMOSITY TO MAGIC**

When attacking a spellcaster, *elemental*, *demon*, *undead*, or *fae*; you roll one extra damage die and drop the lowest roll.

**BLOODLUST**

Roll +2 boons on resolve saves to become *bold* during the morale phase.

**ARROGANCE**

Gain +1 boon to defence rolls when fighting without armour or a helmet.

**HEROIC STRENGTH**

At level 4, you gain +1 boon on attack rolls and defence rolls.

At level 7, you gain an extra ♦ every round that can only be used to attack.

At level 10, you gain another +1 boon on attack rolls and +1d6 on damage rolls.

**RANGER****Class Tree: Mobility**

You are a resourceful scout who excels at ambush and traps.

**WARDEN OF THE WOODS**

You gain +1 boon to attack rolls, movement rolls, agility saves, and toughness saves.

**PROFICIENCIES**

You are proficient with knives, daggers, staves, clubs, all swords, all axes, spears, all ranged weapons, light armour, bombs, traps, poisons, and healer's tools.

**FLEET OF FOOT**

You gain an extra ♦ every round that can only be used to perform the Move or Find Footing actions.

**PASS WITHOUT TRACE**

Your party rolls twice and drops the lowest roll when checking for random encounters.

**MASTER OF THE HUNT**

At level 4, you gain +1 boon on attack rolls and defence rolls.

At level 7, you gain an extra ♦ every round that can only be used to attack.

At level 10, you gain another +1 boon on attack rolls and movement rolls.



**BARD****Class Tree: Subterfuge**

You are a chronicler of the warband's journeys and heroic exploits.

**PROTAGONIST**

You gain +1 boon to utility rolls, agility saves, and resolve saves.

**PROFICIENCIES**

You are proficient with all one-handed melee weapons, shortbows, light crossbows, light shields, light armour, bombs, scrolls, thieves' tools, poisons, and healer's tools.

**CHRONICLER**

You do not get a share of experience.

Instead, you gain experience through chronicling your allies' adventures.

When you return to a settlement choose any event you witnessed that went into another player's legend. Write a short verse, rhyming couplet, or lyric about it. You, which is to say the player, must write and perform this piece. If you do, you gain half (round up) of the legend entry's experience (include carousing bonuses).

**BATTLE SONG**

◆◆ Action

You must have your lute equipped in both hands. Allies within 5 gain +2 boons on resolve saves this round.

**JACK-OF-ALL-TRADES**

At level 4, you gain +1 boon on saves.

At level 7, you gain an extra ◆ every round while *bold*.

At level 10, you reroll all 1's you roll on skill dice, boon dice, and damage dice. No die can be rerolled more than once.

**MAGE****Class Tree: Spellcraft**

You are an elven caster of peerless arcane expertise.

**INNER POWER**

You gain +1 boon to resolve saves and all craft rolls.

**PROFICIENCIES**

You are proficient with knives, daggers, all swords, staves, all bows, light armour, and scrolls.

**SPELL FOCUS**

You have a special resource called focus. You can use focus to pay aspect costs for any spell that shares at least one aspect with your elven element.

You can meditate for four hours to gain focus up to twice your level.

**ARCANE RESEARCH**

You start knowing three random spells of the first circle. You can learn new first circle spells by researching a scroll or wizard grimoire with that spell that you bring back to town.

At level 4, you can learn second circle spells. At level 7, you can learn third circle spells. At level 10, you can learn fourth circle spells.

**SPELL WEAVER**

At level 4, saves against your spells are made at +1 malus.

At level 7, you gain an additional extra ◆ every round that can only be used to cast.

At level 10, saves against your spells are made at an additional +1 malus.

**LEVELS AND EXPERIENCE**

Heroes become more powerful as their legend grows. This is reflective of their increased experience, confidence, and demonstrated talent.

Whenever you gain experience you record it in your legend on the backside of your character sheet. Write what you did to earn it alongside how much experience it gave you.

**EXPERIENCE PENALTY**

At higher levels, a character's legend is not so easily grown with petty experiences they've grown past.

At 4<sup>th</sup> thru 6<sup>th</sup> level, all experience gain is reduced by 1.

At 7<sup>th</sup> thru 9<sup>th</sup> level, all experience gain is reduced by 2.

At 10<sup>th</sup> level and beyond, all experience gain is reduced by 5.

This also reduces experience gained from shared experience rewards. This reduction is not given to anyone else, it's simply lost. Any experience value reduced to 0 does not get written in your legend.

**EXPERIENCE REWARDS****KILL EXPERIENCE**

Kill experience is rewarded to whomever first renders a named monster *helpless*. If the foe escapes, all experience gain is halved and the foe gains a talent.

**SHARED EXPERIENCE**

Shared experience is divided as evenly as possible, the remainder should be distributed to the characters with the lowest levels first.

**SLAYING MINOR NAMED FOES**

This foe is a notable lieutenant or henchman of greater evils. Experience is based on the monster's skull rating.



2 kill experience



3 kill exp and 2 shared exp



6 kill exp and 4 shared exp



12 kill exp and 8 shared exp

**SLAYING MAJOR NAMED FOES**

Most dungeons will have at least one major named foe. An infamous and terrifying foe with a list of dreadful deeds to their name.



5 kill exp and 15 shared exp



10 kill exp and 30 shared exp



20 kill exp and 60 shared exp

**EXPLORING**

Whenever you find the stairs to a new dungeon level you've never been to before, you earn experience equal to twice the new dungeon level minus one.

You also earn 2 experience for finding a new region or clearing an adventure site.

**OUTLIVING ALLIES**

You gain experience from outliving your friends. Whenever a PC dies, their allies gain experience equal to twice their level, shared as evenly as possible. Write a short epitaph for your deceased comrade.

## FINDING NAMED TREASURES

These are famous objects including all major magic items. These items are never found incidentally and are often the goal of a dungeon.

Named Treasures provide between 5 and 30, based on how valuable and old they are. The experience is shared as evenly as possible when the treasure is returned to a settlement.



## KEEPING TREASURES

Some treasures, particularly magic items are objects you might want to keep. These treasures only grant experience the first time someone in the warband returns them to town.

If you are playing a campaign with multiple opposed warbands then the theft of treasure from another warband grants one-half of that treasure's experience value. Any given warband can only gain experience from a treasure once.



## LEVELING UP

When you return to a settlement with experience equal to four times your level, deduct that much experience from your total and gain a level!

### WOUND THRESHOLD

You gain +1 wound threshold when you get to level 4, level 7, and level 10.

### TALENTS

Whenever you gain a level you gain a talent. Roll four six-sided dice to determine which talents are available.

Select any two dice to determine the talent you learn. Use one die to determine which tree you draw the talent from and the other to determine the specific talent within that tree.

*Example: If you roll 2, 2, 4, 5 you could use one of the 2's for the mobility tree and select talents 2, 4, or 5 of the mobility tree (Dodge, Jump Up, Sure Feet). You could also use the 4 for the ballistics tree and select talents 2 or 5 of the ballistics tree (Long Shot, Precision). Finally, you could use the 5 for the subterfuge tree and select talents 2 or 4 of the subterfuge tree (Fast Hands, Vigilance).*

All classes have one or more “class” trees, which you may always draw talents from.

*Example: A warrior with the above die roll could also select talents 2, 4, and 5 from the might tree (Strong Back, Constitution, Retaliation).*

If three or more dice match, you may opt to gain +1 to the attribute corresponding with the matching number instead of taking a talent.

Match	Attribute
111	Movement
222	Strength
333	Toughness
444	Agility
555	Resolve
666	Wound Threshold

# Talents

## 1 - MIGHT TALENTS

### 1 - BATTLE RAGE

◆ Action

Enter a frenzy, gain +1 to melee attack rolls and saves, and suffer -1 to all other rolls for every wound you have.

While frenzied, you must follow up melee attacks when given the choice and suffer no maluses for making multiple attacks.

If you become *shaken* or make no melee attacks at the end of a round you stop being frenzied.

### 2 - STRONG BACK

You may carry +2 load of items without penalty.



### 3 - MIGHTY BLOW

When you make a melee or throwing attack you add +1 to your damage roll. You may roll at +2 maluses to add +1d6 damage roll instead.

### 4 - CONSTITUTION

You roll strength and toughness saves with +2 boons. Reduce all attribute damage from poison is reduced by 1.

### 5 - RETALIATION

When you suffer wounds, you may regain ◆ for every wound suffered.

### 6 - IMPETUOUS

You can charge 2 extra spaces.

When a melee attack renders a foe *helpless*, you may immediately move up to half your movement (round up) in spaces (As the move action).

## 2 - MOBILITY TALENTS

### 1 - SLIPPERY

When you are *pushed*, you decide which space you are *pushed* into and can choose any adjacent empty space.



### 2 - DODGE

While unstaggered, you may force an opponent to reroll a melee attack against you. This reroll is made at +2 maluses. After resolving the attack, you must spend ◆ or become *staggered*.

### 3 - SURE FEET

You make movement rolls at +1 boon and can scramble three times a round.

### 4 - JUMP UP

Find Footing now ends *stagger* and *prone*. You can attempt to perform Find Footing as a free action, but if you do you must roll d20+agility (add agility even if *staggered* or *prone*) versus 10. Roll at +1 malus for every enemy threatening you.

*Success* - Perform the action normally.

*Failure* - Action has no effect and you cannot perform Find Footing this turn.

### 5 - EVASION

You roll agility saves with +2 boons.

You take no damage from any spell or ability on successful agility saves.

### 6 - SPRINT

When you spend ◆◆◆ on a move action, you can move up to triple your movement rather than double.

Additionally, you get +2 on rolls to flee.

**3 - MELEE TALENTS****1 - WEAPON MASTER**

You make melee attacks at +1 boon.

**2 - DISARM**

Whenever you roll damage in melee you may opt to instead elect to do half damage and disarm your foe. Their weapon falls 2 spaces away in a random direction.

**3 - RIPOSTE**

Melee attacks against you with no conditional boons are rolled at +1 malus.

When an enemy you threaten critically fails on a melee attack against you; you may make a damage roll against them.

**4 - AMBIDEXTERITY**

Your melee attacks with one hand only suffer maluses for each attack you've made this turn with *that* hand.

When you critically hit with a melee attack, you may opt not to *stagger* the target and instead roll damage with another held weapon or shield.

**5 - SWEEP**

◆ Action

Make a melee attack with a slashing or crushing weapon, targeting all foes within your reach and front arc.

You cannot gain any boons on this attack from allies threatening your targets. Every enemy rolls their defence separately against a attack.

If you critically miss any target, only resolve the consequences of that after you apply all the other effects. Sweeping does half damage and you cannot follow up.

**6 - LUNGE**

While unstaggered, you can make a melee attack with +1 reach and +1d4 damage. You must spend ◆ or become *staggered* after resolving the attack.

**4 - BALLISTICS TALENTS****1 - MARKSMANSHIP**

You make ranged attacks at +1 boon.

**2 - LONGSHOT**

When you make ranged attacks, your target's minimum roll from distance is halved (or quartered if you aim).

When you critically hit with an attack on a foe 5 or more spaces away, roll one extra damage die and discard the lowest roll.

**3 - DEADLY SHOT**

When you make a ranged attack you add +1 to your damage roll. You may roll at +2 maluses to add +1d6 damage roll instead.

**4 - RAPID RELOAD**

Reduce the reload quality of any weapon you use by 1.

**5 - PRECISION**

Once per ranged attack, you may reroll your boon or malus die.

**6 - OVERWATCH**

◆ Action

Set yourself up to fire on the first foe (as Ranged Attack) to move out of a space in your front arc. You can also specify a condition such as:

- Fire only on a specified target.
- Fire on anyone who interacts with a given object.
- Fire only if you have a clear shot.

Your front arc narrows to only the 90 degree arc in front of you until you make your shot. As soon as all the conditions are met you fire, interrupting any action in progress. If you critically hit on the shot then their action immediately ends and you steal momentum.

**BALLISTICS SPECIAL RULE**

If you start with a ballistics talent you gain proficiency with light crossbows, common bows, and shortbows.

**5 - SUBTERFUGE TALENTS****1 - BACKSTAB**

When attacking from a foe's rear arc, the result of your boon die (if any) applies to the damage roll as well as the attack roll.

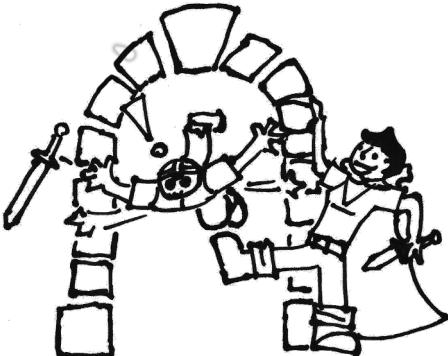
When attacking with a knife or dagger from a foe's rear arc, roll at +2 boons.

**2 - FAST HANDS**

You make Item Management rolls at +2 boons.

**3 - TRIP**

When an enemy makes a roll to move out of an area threatened by you, you may spend ♦ or stagger yourself to have them roll at +2 maluses.

**4 - VIGILANCE**

Your front arc extends to 270 degrees instead of 180 degrees. This has no effect when wielding a reach weapon.

**5 - MANY POCKETS**

You can have +2 items on your belt.

**6 - FEIGN DEATH**

When you suffer one or more wounds you may elect to fall *prone* if you aren't *prone* already. No one can attack you again until you perform an action.

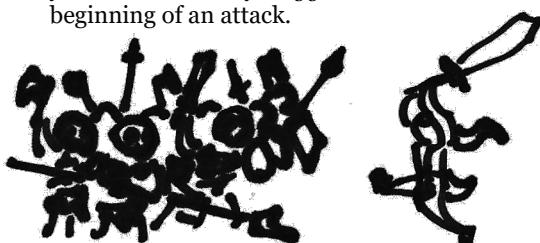
**6 - DISCIPLINE TALENTS****1 - DIE HARD**

When making death rolls, you roll 1d10 instead of 1d6 (treat rolls of 7+ as a 6).

You may take actions while *helpless*.

**2 - STAND GROUND**

You cannot be *pushed* by melee attacks if you weren't already *staggered* at the beginning of an attack.

**3 - DAUNTLESS**

Your attacks cannot suffer more than one malus from being threatened.

You can threaten larger creatures if you threaten half of the spaces they occupy.

**4 - FEND**

When attacked in melee, the attacker cannot follow up on you unless you are knocked *prone*.

**5 - HALT**

When an enemy fails a roll to move out of a space threatened by you, they stop moving in the space they were leaving, rather than the space they were entering. Enemies you threaten cannot follow up on any of your allies they push in melee.

**6 - IRON WILL**

You roll resolve saves with +2 boons.

**SPELLCRAFT TALENTS****1 - COUNTERSPELL**

At the start of each round, you may secretly choose a school of magic to counter. When a spell of that school is cast by anyone else within 20; you and the caster roll 1d20+craft. If you roll higher than the caster their spell fizzles without effect.

**1 - MAGICAL DUELIST**

*Prerequisite: Counterspell*

At the start of each round, you may secretly choose two schools of magic for counterspell, and you make counterspell rolls at +1 boon.

**2 - EMPOWERED SPELLS**

Reroll 1's on spell damage rolls, no die can ever be rerolled more than once.

**2 - MAXIMIZED SPELLS**

*Prerequisite: Empowered Spells*

You may reroll 2's as well.

**3 - MULTI SPELLS**

When casting a spell that affects a single target, you may double the aspect cost to target three targets.

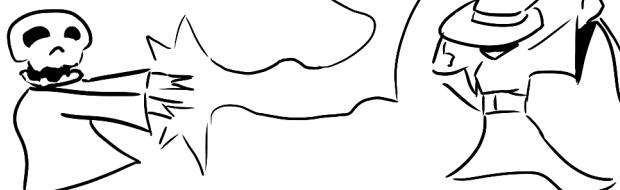
**3 - MASS SPELLS**

*Prerequisite: Multi Spells*

When casting a spell that affects a single target, you may triple the aspect cost to target all viable targets instead.

**4 - MAGIC RESISTANCE**

Roll all saves against spells at +1 boon.

**4 - MAGIC IMMUNITY**

*Prerequisite: Magic Resistance*

At the start of each round, you may secretly choose a school of magic to become immune to. Spells from that school have no direct effect on you.

**5 - BATTLEMAGE**

You make melee attacks rolls and defence rolls at +1 boon.

**6 - MAGIC POCKET**

*Prerequisite: Wizard Only*

You can infuse items on your belt.

**6 - ARCHMAGE**

*Prerequisite: Mage Only*

You can infuse reagents like a wizard to cast spells outside your elven aspect.

# Prayer and Magic

## CASTING SPELLS

Calling upon the gods or channeling the strange forces of magic into spells always has a cost in actions and resources.

Prayers and spells cost actions as listed next to their name.

Prayers have a cost in favour. Spells have a cost in aspects, which must be paid either with a mage's focus or with the aspects of infused items.

## RANDOM SPELLS

When you are instructed to roll random spells you can use 1d6 for a random school and 1d10 for the specific spell within that school.

If you only want to generate first circle spells roll 1d4 instead of 1d10.

If you only want spells up to the second circle roll 1d6 instead of 1d10.

If you only want spells up to the third circle roll 1d8 instead of 1d10.

If you only want to generate spells of second, third, or fourth circles roll 1d2 and add 4, 6, or 8 respectively.

## SPELL SAVES

Many spells and prayers allow a save against them. All spells saves are rolled with 1d10+an attribute versus 6+the caster's craft. All prayer saves are rolled with 1d10+an attribute versus 8+the caster's faith. The attribute will be listed.

All damage spells and prayers have the same relationship to saves, although some may have additional effects on a failure or critical failure.

*Critical Success* - Suffer no effect.  
*Success* - Suffer half damage.  
*Failure* - Suffer full damage.

## PRAYERS

### ◆◆ LAY ON HANDS

*1st level Priest*

**2+** Favour

Range: 1

With an empty hand you touch an ally. Heal them for 1 wound.

With two empty hands you may opt to spend additional favour to heal more wounds at a one-for-one rate.

### ◆◆ SANCTIFY

*1st level Priest*

**Free**

Range: 1

With an empty hand, you touch a corpse or profane altar to sanctify it. Sanctified altars no longer carry any malicious effects. Sanctified corpses cannot be raised from the dead.

### ◆ SMITE

*1st level Priest*

**1+** Favour

Anoint your melee weapon with divine power. The next time you make a damage roll with this weapon you inflict *stun 1*. If the target is a *demon* or *undead* you also automatically inflict an additional wound.

If you spend 2 favour, your anointed weapon deals 1d3 additional wounds to *demons* or *undead* instead.

### ◆◆ PURIFY

*1st level Priest*

**1** Favour

Range: 1

With an empty hand, you touch an ally. Cure them of all attribute damage caused by poison.

### ◆ BLESS

*1st level Priest*

**1+** Favour

Range: 4

Target up to four allies. Spend 1 favour for each ally chosen. Chosen allies gain +1 boon on all attack rolls and saves for the remainder of the round.

**◆ RADIANCE**

1st level Priest

1 Favour

You emit a bright light that lingers with you for an hour or until you decide for it to end. This light shines through illusions.

**◆ DIVINE COMFORT**

1st level Priest

2 Favour

Range: 1

With an empty hand you touch an ally. They recover from *shaken*.

**◇ AWE**

4th level Priest

5 Favour

Invoke in reaction to being attacked in melee. Your attacker rolls at +5 maluses.

If they miss they must make a resolve save to become *shaken* as if it was the morale phase and they had been injured.

**◆ SHATTER MAGIC**

4th level Priest

X Favour

End any ongoing spell you are aware of.

First circle spells cost 1 favour to end.

Second circle spells cost 2 favour.

Third circle spells cost 4 favour.

Fourth circle spells cost 8 favour.

**◆ SHACKLE FIEND**

4th level Priest

3 Favour

Range: 4

Save: Resolve

Target *demon* or *undead* is shackled by divine power and rolls a save.

*Critical Success* - Break the shackles.

*Success* - Suffer *stun 1*.

*Failure* - Suffer *stun 2*.

*Critical Failure* - Suffer *stun 3*.

The creature remains shackled until it critically succeeds a check or you end a round more than 4 spaces away. At the beginning of each round the creature is shackled, they must roll again.

**◆◆◆ CLAIRVOYANCE**

4th level Priest

4 Favour

Range: 20

Choose an area within range, you get a vivid image of everything within line of sight of that area.

**◆ HOLY FIRE**

7th level Priest

4 Favour

Range: 1

Save: Resolve

With an empty hand, you touch a foe. They suffer 4d6 damage, ignoring resistances to fire-based attacks. Failing on their save causes them to catch *on fire*.

*Undead* and *demons* roll their save at +1 malus.

**◆◆◆ MASS HEALING**

7th level Priest

2+ Favour

Range: 4

Heal any number of allies in range any number of wounds for 2 favour for every wound healed.

**◆◆◆ RESURRECTION**

10th level Priest

Special

Range: 1

With two empty hands, you touch someone who died today. Roll 1d20, if you roll less than or equal to your favour, the target returns to life. Regardless of success or failure, you lose all your favour.

If it matters, they are fully restored to the healthiest state they were in today.

Resurrection will cure recent limb loss but not heal any long-standing issues. It does little more than delay the inevitable against death by old age.



**1 - SCHOOL OF FIRE****1 - ♦ IMMOLATION***First Circle*

Aspects: 1 Fire

Range: 8

Save: Agility

Your target spontaneously combusts into flames. They suffer 3d6 damage. Failing on their save causes them to catch *on fire*.

If the space they're standing in is flammable it catches fire too.

**2 - ♦ CAUTERIZE***First Circle*

Aspects: 1 Fire

Range: 1

Target is considered to be healed for the purposes of preventing death.

**3 - ♦ FIRE SHIELD***First Circle*

Aspects: 1+ Fire

Anyone who makes a melee damage roll against you at range 1 suffers 2d4 damage with no save allowed.

At the end of every round roll 1d6, if you roll a 1 the ward ends. If you spend more than 1 fire on the spell it ends after that many 1's are rolled.

**4 - ♦ FLAME WARD***First Circle*

Aspects: 1+ Fire

Range: 1

Target gains +4 toughness against fire attacks and effects.

At the end of every round roll 1d6, if you roll a 1 the ward ends. If you spend more than 1 fire on the spell it ends after that many 1's are rolled.

**5 - ♦ CONFLAGRATION***Second Circle*

Aspects: 2 Fire, 1 Earth

Range: 12

Save: Agility

Throw a fireball (as the Throw action) at your target. Everyone within 2 of where it lands is consumed in a fiery blast. They suffer 3d6 damage. Failing on their save causes them to catch *on fire*.

If any of the spaces in the area are flammable they catch fire too.

**6 - ♦ BRAVERY***Second Circle*

Aspects: 1 Fire, 1 Light

Range: 4

One target becomes *bold* or up to four targets can make a resolve save to become *bold* as if it was the morale phase and they had defeated a foe.

**7 - ♦♦ FIRE ELEMENTAL***Third Circle*

Aspects: 5 Fire

Range: 4

Summon a fire elemental. The elemental dissipates in a day.

**8 - ♦♦ WALL OF FIRE***Third Circle*

Aspects: 4 Fire

Range: 12

Target empty area catches fire, regardless of its flammability. Then set fire to 10+craft additional empty areas contiguously connected to the target.

**9 - ♦♦ FIRESTORM***Fourth Circle*

Aspects: 10 Fire

Range: 20

Save: Agility

Target creature and everyone within 4 of them is consumed in a raging fireball. They suffer 3d6 damage. Failing on their save causes them to catch *on fire*.

If any of the spaces in the area are flammable they catch fire too.

**10 - ♦ INCINERATION***Fourth Circle*

Aspects: 4 Fire, 4 Dark

Range: 4

Save: Agility

A beam of molten lava erupts from your index finger dealing 100 damage.



**2 - SCHOOL OF WATER****1 - ♦ ICE SHARDS***First Circle*

Aspects: 1 Water

Range: 20

Make a Ranged Attack against your target using craft instead of agility. The shards inflict 2d10 damage.

**2 - ♦ COLD SNAP***First Circle*

Aspects: 1 Water

Range: 4

Save: Toughness

Target creature snap freezes. They suffer 4d6 damage. Failing on their save causes *stun 1* and critically failing causes *stun 3*.

**3 - ♦ BUBBLE SHIELD***First Circle*

Aspects: 2 Water

Suffer half damage from blunt and slashing attacks. Bubble shield expires when you are hit by a piercing attack, suffer a wound, or an hour passes.

**4 - ♦ FROST WARD***First Circle*

Aspects: 1+ Water

Range: 1

Target gains +4 toughness against cold attacks and effects.

At the end of every round roll 1d6, if you roll a 1 the ward ends. If you spend more than 1 water on the spell it ends after that many 1's are rolled.

**5 - ♦ FOG***Second Circle*

Aspects: 1 Water, 1 Wind

Range: 12

You create a radius 3 fog cloud that blocks line of sight centered on target area.

**6 - ◇ MIST FORM***Second Circle*

Aspects: 1 Water, 1 Wind

Range: 4

Transform into mist and move to an empty target space in range. Ignore threatened areas and terrain although you cannot move through a completely non-permeable wall. You leave a 1 radius cloud of mist at both your starting location and your destination.

**7 - ♦♦ WATER ELEMENTAL***Third Circle*

Aspects: 5 Water

Range: 4

Summon a water elemental. The elemental dissipates in a day.

**8 - ♦♦ CIRCLE OF WINTER***Third Circle*

Aspects: 3 Water, 1 Wind

Range: 8

Save: Toughness

Everyone within 1 of target space (but not anyone solely on target space) is frozen by a swirling wind. They suffer 5d6 damage. Failing on their save causes *stun 1* and critically failing causes *stun 3*.

**9 - ♦♦ BLIZZARD***Fourth Circle*

Aspects: 10 Water

Range: 20

Save: Toughness

Everyone within 5 of the target area suffers 1d6 damage. Failing on their save causes *stun 1* and critically failing causes *stun 3*.

On following rounds, you can spend ♦♦ to repeat the effect with +1d6 damage. If you don't do this by the end of any given round the spell ends.

**10 - ♦ WALL OF ICE***Fourth Circle*

Aspects: 8 Water

Range: 12

Target empty area becomes an ice wall. Then select 5+craft additional areas contiguously connected to the first one to also become ice walls. Ice walls have 12 toughness and 1 wound, ice walls only have 6 toughness versus fire, and have 20 toughness versus slashing and piercing attacks. They block movement and projectiles but not line of sight.

**3 - SCHOOL OF EARTH****1 - ♦ VENOM TOUCH***First Circle*

Aspects: 1 Earth, 1 Dark

Range: 1

Save: Toughness

A corporeal target falls sharply ill. They suffer 4d6 damage ignoring armour. Critically failing on their save causes them to suffer toughness poison 1d3.

**2 - ♦ ENTANGLE***First Circle*

Aspects: 1 Earth, 1 Water

Range: 8

Save: Strength

Everyone within 1 of target space is grasped by stone, dirt, or roots. If they fail their save they are *staggered* and must make the save against this spell again next round.

**3 - ♦ POISON WARD***First Circle*

Aspects: 1+ Earth

Range: 1

Target is cured of any poisons and becomes immune to poison.

At the end of every round roll 1d6, if you roll a 1 the ward ends. If you spend more than 1 earth on the spell it ends after that many 1's are rolled.

**4 - ♦ ACID WARD***First Circle*

Aspects: 1+ Earth

Range: 1

Target gains +4 toughness against acid attacks and effects.

At the end of every round roll 1d6, if you roll a 1 the ward ends. If you spend more than 1 earth on the spell it ends after that many 1's are rolled.

**5 - ♦ ACID BLAST***Second Circle*

Aspects: 2 Earth, 1 Dark

Range: 8

Save: Agility

Acid erupts from the target space and engulfs everyone within 1. They suffer 3d4 damage. Failing on their save causes *sunder 1* and critically failing causes *sunder 3*. All spaces in the area become difficult terrain.

**6 - ♦ TREMOR***Second Circle*

Aspects: 2 Earth

Save: Strength

Everyone within 2 of you suffers 1d6 damage. Failing on their save causes them to become *staggered*. All spaces in the area become difficult terrain.

**7 - ♦♦ EARTH ELEMENTAL***Third Circle*

Aspects: 5 Earth

Range: 4

Summon a earth elemental. The elemental dissipates in a day.

**8 - ♦♦ WALL OF STONE***Third Circle*

Aspects: 4 Earth

Range: 4

Target empty area becomes an earth wall. Then select 2 additional empty areas contiguously connected to the first one to also become stone walls. Stone walls have 8 toughness and 3 wounds and have 20 toughness versus projectile attacks. They block movement and line of sight.

**9 - ♦ STONESKIN***Fourth Circle*

Aspects: 8 Earth, 2 Fire

You gain an armour value of 8. When this armour blocks damage, reduce it by 1. This does not stack with worn armour.

**10 - ♦♦ EARTHQUAKE***Fourth Circle*

Aspects: 8 Earth

Range: 12

Save: Strength

Everyone within 4 of target space suffers 2d6 damage. Failing on their save causes them to become *staggered*.

On following rounds, you can spend ♦♦ to repeat the effect with +1 radius. If you don't do this by the end of any given round the spell ends.

## 4 - SCHOOL OF WIND

### 1 - ♦ GUST

*First Circle*

Aspects: 1 Wind

Save: Strength

All characters within 4 in a 90-degree cone in front of you have to make a save. Failing on their save causes them to become *staggered* and *pushed*. Critically failing on their save causes them to become *pushed* and *prone*.

Open fires are extinguished and clouds of smoke are pushed 4 spaces away.

### 2 - ♦ FEATHERFALL

*First Circle*

Aspects: 1 Wind

Range: 1

Your target falls at a swift but harmless rate for the next hour.

### 3 - ♦ MISSILE WARD

*First Circle*

Aspects: 2 Wind

Missile attacks against you are rolled at +5 maluses.

At the end of every round roll 1d6, if you roll a 1 the ward ends.

### 4 - ♦ LIGHTNING WARD

*First Circle*

Aspects: 1+ Wind

Range: 1

Target gains +4 toughness against lightning attacks and effects.

At the end of every round roll 1d6, if you roll a 1 the ward ends. If you spend more than 1 wind on the spell it ends after that many 1's are rolled.

### 5 - ♦ LIGHTNING BOLT

*Second Circle*

Aspects: 2 Wind

Range: 8

Save: Toughness

Make a ranged attack against your target using craft instead of agility. Whoever is hit must make a save. The lightning bolt inflicts 5d10 damage. Failing on the save causes *stun 1* and critically failing on the save causes *stun 3*.



### 6 - ♦ HASTE

*Second Circle*

Aspects: 2 Wind, 1 Fire

Range: 1

Target gains ♦, +2 movement, and an additional ♦ every round.

Every time haste gives the target an ♦ past the first; roll 1d6, if you roll a 1 the spell ends.

### 7 - ♦♦ WIND ELEMENTAL

*Third Circle*

Aspects: 4 Wind

Range: 4

Summon a wind elemental. The elemental dissipates in a day.

### 8 - ♦♦ CHAIN LIGHTNING

*Third Circle*

Aspects: 5 wind

Range: 12

Save: Toughness

Target enemy suffers 3d10. Failing on the save causes *stun 1* and critically failing on the save causes *stun 3*.

Then the lightning will chain to a random adjacent character that chain lightning has not yet chained to, reducing the damage die one step. Stop if there are no valid targets to chain to or if the damage die is already 3d4.

### 9 - ♦♦ LIGHTNING STORM

*Fourth Circle*

Aspects: 8 Wind

Save: Toughness

Every foe within 5 must roll 1d6. On a 4+ they are struck by a lightning bolt and must make a save. The lightning bolt inflicts 5d10 damage.

On following rounds, you can spend ♦♦♦ to repeat the effect with the same target. If you don't do this by the end of any given round the spell ends.

### 10 - ♦ FLY

*Fourth Circle*

Aspects: 8 Wind, 2 Light

You gain the ability to fly for an hour.

**5 - SCHOOL OF LIGHT****1 - ♦ RADIANCE***First Circle*

Aspects: 1 Light

You conjure a powerful light that lingers with you for an hour or until you decide for it to end.

**2 - ♦ INSIGHT***First Circle*

Aspects: 1+ Light

Range: 1

One target per light spent gets +1 boon to the next roll they make.

**3 - ♦ FLASH OF LIGHT***First Circle*

Aspects: 1 Light

Save: Resolve

All characters that can see you within 8 in a 90-degree cone must make a save.

Failing causes *stun 1* and critically failing causes *stun 2*.

**4 - ♦ SHIMMERING AEGIS***First Circle*

Aspects: 1+ Light

Range: 1

Attack rolls against the target have +1 malus. At the end of every round roll 1d6, if you roll a 1 the ward ends. If you spend more than 1 light on the spell it ends after that many 1's are rolled.

**5 - ♦ DISPEL MAGIC***Second Circle*

Aspects: 1 Light, 1 Earth

Range: 12

End an ongoing spell you are aware of, either the caster or a target of the spell must be in range.

**6 - ♦♦ HEAL***Second Circle*

Aspects: 2 Light, 1 Water

Range: 4

Target heals 1 wound.

At the end of every round roll 1d6, on a 5+ you heal another wound. On a 1 the spell ends.

**7 - ♦ SUNRAY***Third Circle*

Aspects: 3 Light, 1 Fire

As Flash of Light, but also causes 1d10 damage ignoring armour or 3d10 against undead or demons.

**8 - ♦♦ BANISHMENT***Third Circle*

Aspects: 5 Light

Range: 4

Save: Resolve

Attempt to banish target *demon*, *elemental* or *incorporeal undead*.

*Critical Success* - No effect.

*Success* - *stun 1*.

*Failure* - *stun 3*, make a save next round.

*Critical Failure* - Banished from this realm, no experience granted.

**9 - ♦♦ WALL OF LIGHT***Fourth Circle*

Aspects: 8 Light

Range: 12

Save: Resolve

Target empty area becomes a light wall. Then select 10+craft additional areas contiguously connected to the first one to also become light walls.

Light walls block line of sight but not movement. Enemies attempting to move into or out of a light wall must roll a save. Failing causes them to become *staggered* and suffer *stun 1*. Demons and undead who fail also catch *on fire*.

**10 - ♦ MAGIC WARD***Fourth Circle*

Aspects: 6 Light

Range: 1

Your target becomes immune to magic.

At the end of every round roll 1d6, if you roll a 1 the ward ends.



**6 - SCHOOL OF DARK****1 - ♦ ENERVATE***First Circle*

Aspects: 1 Dark

Range: 4

Save: Toughness

Target *corporeal* creature's strength is sapped. If they fail their save they suffer *strength poison 1* and *toughness poison 1*, if they critically fail they suffer *strength poison 1d4* and *toughness poison 1d4*.

**2 - ♦ SILENCE***First Circle*

Aspects: 2 Dark

Range: 8

Save: Resolve

Steal target's voice. If they fail their save they cannot speak, invoke prayers, or cast spells. They may make a new save each round to end the effect.

**3 - ♦ SLEEP***First Circle*

Aspects: 1 Dark, 1 Water

Range: 1

Save: Resolve

Target *mortal* must make a save. Succeeding causes *stun 1*, failing causes the creature to fall asleep.

**4 - ♦ HORROR***First Circle*

Aspects: 2 Dark

Range: 8

Save: Resolve

*Mortals* and *fae* within 1 of the targeted space must make a save. Failing causes the creature to become *shaken*. Critically failing causes the creature to flee.

**5 - ♦ DRAIN LIFE***Second Circle*

Aspects: 3 Dark

Range: 4

Save: Resolve

Drain the life of target *corporeal* creature. Failing the save inflicts 1 wound. Critically failing inflicts 1d3 wounds.

You heal a wound for each wound caused.

**6 - ♦ WARP***Second Circle*

Aspects: 2 Dark

Range: 8

Save: Resolve

Teleport to target empty space or target creature makes a save. On a failed save, teleport the target to an adjacent space.

**7 - ♦♦ RAISE DEAD***Third Circle*

Aspects: 4 Dark

Range: 4

All corpses within range are animated by unlife. Each corpse becomes either a skeleton or zombie under your control.

Up to level+craft undead remain controlled indefinitely with the remainder going feral after an hour.

**8 - ♦♦ SUMMON DEMON***Third Circle*

Aspects: 5 Dark

Range: 12

Save: Resolve

Summon a random demon (see page 68) under your control. The demon makes a save at the end of every round to end the control.

**9 - ♦ SLAY LIVING***Fourth Circle*

Aspects: 8 Dark

Range: 4

Save: Resolve

Target *mortal* must make a save at +1 malus for every wound lost. Failing the save inflicts d6 wounds. A critical fail inflicts 6d6 wounds.

**10 - ♦♦ PLAGUE CLOUD***Fourth Circle*

Aspects: 6 Dark, 4 Earth

Range: 20

Save: Toughness

A horrific cloud envelops all within 3 of the target area. The cloud blocks line of sight and *corporeal* creatures who ends the round inside suffer 4d6 damage ignoring armour. Failing a save causes *toughness poison 1d3*. Critically failing causes *toughness poison 1d6*.



# Combat

## ROUNDS & MOMENTUM

Combat is broken up into rounds. Each round every character gets 3 action points to perform actions.

Only one team can act at a time. This is called momentum, by default the player team has momentum unless they are ambushed. If players battle one another, the aggressors get momentum. If it is otherwise unclear, randomly determine who gets momentum.

Any character on the team with momentum may take actions. Whoever declares their action first, goes first. While each action has to be completed in full before another action can be performed, characters can otherwise interweave their actions.

If any character on the team with momentum rolls a critical failure, they lose all their remaining action points and their team immediately loses momentum. The other team now has momentum and can take actions.

If everyone on a team has no actions or elects to pass then momentum passes to the other team.

Once everyone on all teams is out of action points or elects to pass, the round ends. Everybody recovers their 3 action points and a new round begins.

## ACTION SYMBOLS

◆ means action point. Some actions cost multiple action points which will be written like ◆◆ or ◆◆◆.

◇ means free action. These are performed like any other actions but don't cost any ◆.

## DIAGONALS

When measuring distance, diagonal spaces are the same as orthogonal space.

However, you cannot move diagonally around a corner, either of impassible terrain or a hostile character.

## MOUNTS

While mounted, a rider may spend ◆ to make their mount perform any action they would like them to. This requires a hand on the reins. No matter how many ◆'s the mount's action costs the rider only needs to spend one ◆.

When you attack a mounted character you must choose to either strike them or their mount. The mounted character gains Mounted Advantage.

**Mounted Advantage:** Suffer half damage from reach 1 melee attacks from foes smaller than your mount who are not themselves mounted. You may use your mount's agility to defend against attacks if it is higher.

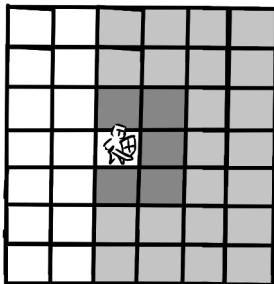
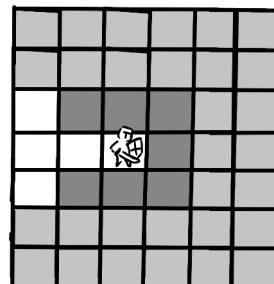
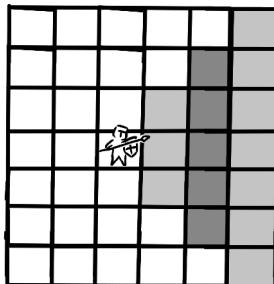
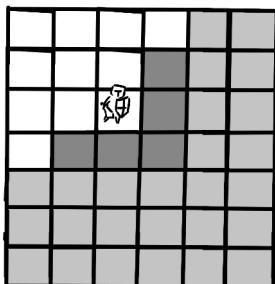
You can still be *staggered* while mounted, this represents having a precarious position on the saddle.

If you are knocked *prone* while mounted you fall off your mount, suffering 1d4 damage ignoring armour per size of your mount.

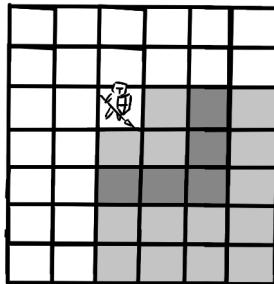
Mounting costs ◆ per size of your mount. Dismounting costs ◆.

Unless explicitly allowed, missile weapons cannot be used while mounted.

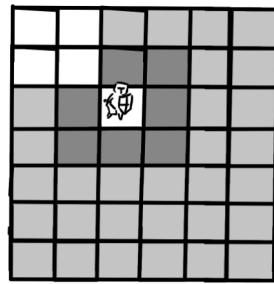




Default arc



Arc with reach 2+ weapon



Arc with the Vigilance Talent

## FACING AND ARCS

Characters can face in any of the eight directions, orthogonal or diagonal.

By default, a character has a front arc of the-180 degrees in front of them.

## THREAT

A lot of actions refer to threat. A character with a melee weapon threatens any space that is within their front arc and reach. This is a character's threat area.

A character is considered to threaten an enemy if every space that enemy occupies is within their threat area.

## LINE OF SIGHT

A character can only “see” things in their front arc.

To determine line of sight you have to be able to draw a line from either the center of your character to any point of the target or from any point of your character to the center of the target.

Characters don't block line of sight, only full walls block line of sight.

## LARGE CREATURES

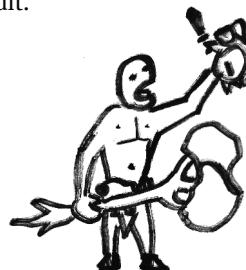
A creature's size refers to the number of spaces a creature takes up on a grid. Creatures with no listed size are size 1.

Large creatures cannot be *pushed*, *stunned*, or *staggered* in melee by creatures that aren't threatening them.

Characters can draw line of sight to the center or any part of any of the spaces a large creature occupies.

When a creature moves they can move through the spaces of smaller creatures. Treat this as leaving difficult terrain. The smaller creatures is *pushed* aside.

Large creatures only roll for moving out of difficult terrain or threatened areas if every space they are leaving is threatened or difficult.



**MOVE ACTIONS****◆ TO ◆◆◆ MOVE**

Move a number of spaces based on how many actions you spend.

**Movement**

- ◆ Move a space and turn any direction.
- ◆◆ Move spaces equal to your movement characteristic and turn any direction.
- ◆◆◆ Move spaces equal to twice your movement characteristic.

When you leave a threatened space or leave a space with difficult terrain, roll d20+movement versus 10. Roll at +1 malus for every enemy threatening you in the new space.

*Success* - Move normally.

*Failure* - Become *staggered* and stop moving in the new space.

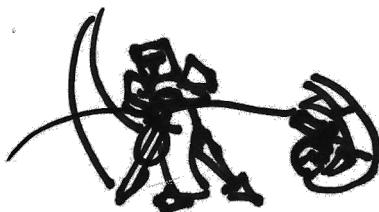
*Critical Failure* - Fall *prone* and stop moving in the new space.

**◆ FIND FOOTING**

Recover from *stagger* or replace *prone* with *stagger*.

**◆ HELP UP**

An adjacent ally can replace *prone* with *stagger*. You need an empty hand.

**◆ SCRAMBLE**

Try to push yourself to move faster.

Move 1 space, turn in any direction, and roll d20+movement versus 10.

*Success* - Move normally.

*Failure* - Fall *prone* in the new space.

**Special Restrictions:** Only possible if you aren't threatened. Can only be done twice per round.

**INVENTORY ACTIONS****◆ TO ◆ ITEM MANAGEMENT**

Perform any two of the following:

- Pick up an item from your belt.
- Put a held item onto your belt or bag.
- Open or close a door adjacent to you.
- Pick up an item within 1 space.
- Pick up an item held by an adjacent ally with their permission.
- Give an item to an adjacent willing ally.

If you didn't spend an action or you are threatened, roll d20+agility versus an unmodified 10. Roll at +1 malus if you didn't spend an action and you are threatened.

*Success* - Perform the action.

*Failure* - Drop the item(s) you wanted to interact with. You cannot use this action again for the remainder of the round.

**Special:** You can always drop items you are holding at any time.

**◆◆◆ RETRIEVE FROM BAG**

Put up to two items from your bag into your hand or belt.

**◆ TO ◆◆◆ USE ITEM**

Use an item in your hand.

**◆ THROW**

When you throw an item at a space, roll d10+agility versus the number of spaces you intend to throw the item.

**Condition**

+1 Malus For each intervening character or object at least partially blocking the target.

+1 Malus Target is concealed by smoke or darkness.

+1 Malus For each enemy threatening you.

*Critical Success* - The item lands exactly where you aimed.

*Success* - The item scatters 1 space.

*Failure* - Scatter 1d3 spaces.

*Critical Failure* - Scatters 1d6 spaces.



## ATTACK ACTIONS

### ◆ MELEE ATTACK

Attack a standing foe in melee reach. Roll d20+agility vs the target's d20+agility.

#### Condition

+1 Boon If you are unthreatened.

+1 Boon For each ally threatening your target.

+1 Malus For each attack you've made earlier this round.

+1 Malus For each enemy, other than your target, threatening you.

*Critical Success - Push* the target, roll damage, and *stagger* them.

*Success - Push* the target, then choose to either *stagger* them or roll damage.

*Failure - Push* the target.

*Critical Failure - Become staggered.*

You may follow up on the foe if they are *pushed*. Move one space towards them, ignoring threat.

If the target is killed or made *helpless* by this attack, regain ◆.

### ◆ AIM

Your next attack this round gains +1 boon. If it's a ranged attack you can also halve the defender's minimum defence value from distance.

### ◆◆◆ CHARGE

Move up to your movement+2 in a straight line (as the Move action) and then make a melee attack. Roll the attack at +1 malus and double your strength for the damage roll.

### ◆ COUP DE GRÂCE

Make a damage roll with +1d6 damage on a *prone* foe in melee reach. Only usable while unthreatened.



### ◆ RANGED ATTACK

Attack a foe you can see with a loaded ranged weapon.

Roll d20+agility against the target's d20+agility. The defender's roll gets a minimum value equal to the number of spaces away the target is or twice the number of spaces if the target is *prone*.

#### Condition

+1 Boon For every three size of the target.

+1 Malus For each intervening character or object at least partially blocking the target.

+1 Malus For each attack you've made earlier this round.

+1 Malus Target is concealed by smoke or darkness.

+1 Malus For each enemy threatening you.

*Critical Success - Roll* damage against the target and then *stagger* them.

*Success - Roll* damage.

*Failure - If* any maluses apply to this attack it misses. Otherwise, the target may move to an adjacent space that would cause the attack to have a malus, either by threatening you or moving behind cover or concealment.

If they do, the attack misses.

If they don't or can't, then you can roll damage against them, roll an extra damage die and drop the highest roll.

*Critical Failure - You miss the target.* The game mistress imagines a narrow cone originated on you and centered on the targeted character: every other character in the cone must roll to defend against the attack. If the lowest roll is less than the attack roll then the nearest low roller is struck by the projectile instead.

**Ammo Use:** Loading a ranged weapon is a Use Item action whose cost depends on the item's reload quality. To reload you will also need a missile in your hand. Drawing a missile from your belt is an Item Management action.

Mark off one ammo from your belt when you roll a 5, 10, 15, or 20 on an attack. You cannot draw missiles from an empty ammo item.

## DAMAGE ROLLS

When you roll damage you roll the dice for your weapon. For every die that rolls its maximum value, you can roll the die again and add it to the total damage. This is called exploding.

For every X full points of damage, you inflict a wound on the target. Where X is equal to the victim's toughness. If you don't inflict at least X damage you don't inflict any wounds.

### BONUS DAMAGE

Attacks with melee weapons, thrown weapons, and bows add your strength to damage.

Spells add your craft to damage, prayers add your faith to damage.

### ARMOUR

Every die that doesn't exceed the armour value of the target is discarded without effect. If all dice are discarded by armour, then the attack completely glances off and no wounds are inflicted, regardless of flat damage bonuses.



## DEATH AND DYING

When you suffer wounds and it raises your total wounds to equal to your wound threshold you become *helpless* and *prone* until healed or the end of the battle.

If you suffer wounds and it raises your total wounds to greater than your wound threshold, you become *helpless* and *prone* as above and must roll 1d6 on the death table below. Do not record wounds suffered over your wound threshold.

d6	Fate
1-2	You are instantly slain.
3-4	You are beyond healing and will die in the next few minutes, think of your last words.
5	You will die if not healed within the hour.
6	You survive.

## MORALE PHASE

At the end of every round, each character and monster must check to see if their morale changes.

*If an ally died within 5 of you during the round or you suffered wounds:*

Make a 1d10+resolve save versus 10. Rolling at +1 boon for every adjacent ally and +1 malus for every enemy threatening them. On a failure or critical failure, you become *shaken*.

*If you killed a foe or made them helpless during the round:*

Make a 1d10+resolve save versus 10. Rolling at +1 boon for every adjacent ally and +1 malus for every enemy threatening them. On a success or critical success, you become *bold*.



### MONSTER MORALE

Monsters do not risk becoming *shaken* by the death of monsters with a lower skull rating than them.

Monsters who were already *shaken* who become *shaken* again will attempt to flee.

## FLEE

Provided you have a path to escape you may attempt to flee a battle at the end of any round. You can only flee if you are not over-encumbered.

Roll 1d6 and apply the modifiers below, if the result is 4+ you may flee the battle.

Condition
-2 You are threatened by three or more foes.
+2 You are threatened.
+2 You have higher movement than any foe.
+2 One or more allies are not attempting to flee.

**CONDITIONS****BOLD**

Make all rolls outside of the morale phase at +1 boon. *Bold* counteracts *shaken*, if you become *shaken* while you are *bold* then *bold* ends instead. *Bold* expires at the end of combat.

**HELPLESS**

You cannot perform actions.

You are just strong enough that you can flee if an adjacent ally flees with you with two empty hands.

**ON FIRE**

Suffer 2d4 damage at the end of every round. If you roll any doubles you stop being *on fire*.

You may also drop *prone* for ♦ and spend ♦ while *prone* to douse the flames.

**PRONE**

While *prone*, your agility and movement are treated as 0 and you don't have a threat area.

*Prone* overrules *stagger*. If you are ever *prone* and *staggered*, you are no longer *staggered*.

**PUSH**

When an enemy is pushed you may move them to an empty space in one of the three spaces adjacent to them that are furthest from you.

If any of those spaces are dangerous (such as a pit or a space that is on fire), then they can only be pushed into them if only dangerous spaces are available.

If any of those spaces are occupied by the pushed foe's allies then they may opt to be pushed as well to make the space available.

If none of those spaces are empty, the target is *staggered* instead.

**SHAKEN**

Make all rolls outside of the morale phase at +1 malus. *Shaken* counteracts *bold*, if you become *bold* while you are *shaken* then *shaken* ends instead. *Shaken* expires at the end of combat.

**STAGGERED**

While *staggered*, your agility is treated as 0 and you don't have a threat area.

If you become *staggered* while you are already *staggered* you are knocked *prone* instead.

**STUN X**

Lose X ♦, for every ♦ you can't lose you get one less ♦ next round.

**SUNDER X**

Reduce your armour by X until it is repaired.

**X POISON Y**

Until the poison is healed your attribute X is reduced by Y.

If strength, agility, or movement are reduced to 0 you are paralyzed, falling *prone* and becoming *helpless* until your attribute raises above 0.

If toughness or resolve are reduced to 0 you are slain.

# Adventuring Gear

## BELTS AND BAGS

You can have up to 4 items on your belt and up to 16 items in your bag.

Items in your belt can be easily accessed during battle. They are not necessarily on your belt and can be slung over your shoulder or otherwise easily accessible.

Items in your bag are more for storage and use between battles. They are much harder to retrieve during combat. You can drop your backpack for ♦ if you want to lose the weight in the bag.



## EQUIPMENT LOAD

Across the items in your belt and bag, you can only carry a total load of items equal to your strength without penalty.

You can carry an additional load of items equal to your strength but you suffer -1 movement and -1 agility.



## DON & DOFF WORN ITEMS

It takes a number of ♦ equal to the item's load squared to don a worn item and takes a number of ♦ equal to the item's load to doff a worn item.

Actions that take more than ♦♦♦ must be completed over multiple rounds.



## PROFICIENCY

If you don't have proficiency with a weapon you are using you get +1 malus to attack rolls.

If you don't have proficiency with armour you are wearing you get +1 malus to defence rolls.

If you don't have proficiency with bombs you get +1 malus to throw them.

If you don't have proficiency with poisons, traps, or tools you cannot use them safely or efficiently.

## ITEM TRAITS

**Bulky:** This weapon cannot be put in your bag or on your belt. It must be carried at all times and the only way to unequip it is to drop it.

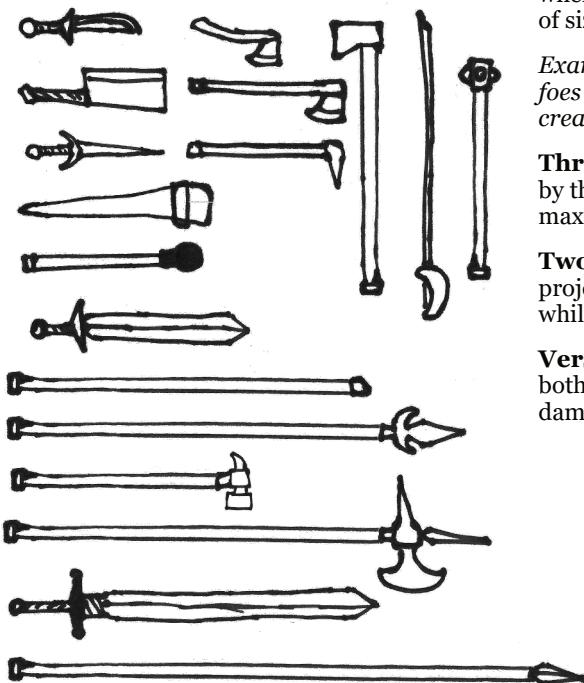
**Flurry:** Attacks with this weapon are rolled at +1 malus but do not suffer maluses for previous attacks this round. Melee attacks with this weapon cannot stagger enemies, critical hits roll damage twice to the target.

**Hefty:** Attacks with this weapon are made with +1 malus.

**Impair X:** While worn, this item causes a -X penalty to movement rolls. If you have multiple items with impair, only apply the largest penalty.

*It does not reduce your movement attribute or the distance you can travel.*

**Padding +X:** Treat your toughness as X higher for damage rolls against you. Padding has no effect on attacks that ignore armour.



**Reach X:** This weapon projects threat and can attack foes at a different range instead of 1. Some weapons have a range of reach values they can threaten.

Weapons with a reach greater than one can only attack or threaten spaces in your front 90-degrees.

**Scabbard:** Item Management rolls to grab this item from your belt or put it back on your belt are made at +1 boon.

**Shield X:** While unstaggered, any attack originating from your front arc must be made with X maluses or else they roll one less damage die.

*Remember that attacks that end up with no damage dice don't get to add flat damage bonuses.*

**Stack X:** Up to X of this item take up a single slot in either your belt or bag.

**Stun:** Critical hits cause *stun 1*.

**Sunder:** Critical hits cause *sunder 1*.

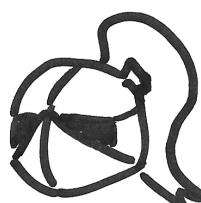
**Threaten Large:** This weapon gains reach 1 in addition to other reach values when attacking or threatening creatures of size 2 or more.

*Example: A pike can't ordinarily attack foes at range 1 but against size 2+ creatures it is effectively reach 1-3.*

**Thrown:** You can make a ranged attack by throwing this weapon. This has a maximum range of twice your strength.

**Two-handed:** You can only attack or project threat with this weapon while while wielding it with two hands.

**Versatile:** Attacking with this weapon in both hands allows you to roll one extra damage die and discard the lowest roll.



**MELEE WEAPONS**

**KNIFE** 1 GOLD, STACK 3  
1d4+1 damage, flurry, thrown, scabbard

**DAGGER** 3 GOLD  
1d6 damage, scabbard  
+1d6 damage on Coup de Grâce.

**CLUB** 2 GOLD, LOAD 1  
1d4+2 damage, stun, versatile

**SWORD** 10 GOLD, LOAD 1  
1d4+3 damage, versatile, scabbard

**LONGSWORD** 15 GOLD, LOAD 1  
1d6+5 damage, two-handed, scabbard

**FALCHION** 12 GOLD, LOAD 1  
2d3+3 damage, hefty, versatile, scabbard

**KRIEGSMESSE** 20 GOLD, LOAD 2  
2d4+5 damage, hefty, two-handed,  
scabbard

**RAPIER** 15 GOLD, LOAD 1  
1d8+1 damage, scabbard

**ESTOC** 20 GOLD, LOAD 1  
1d10+2 damage, two-handed, scabbard

**THROWING AXE** 3 GOLD, STACK 2  
2d4-1 damage, thrown

**AXE** 6 GOLD, LOAD 1  
2d4 damage, versatile

**LONG AXE** 9 GOLD, LOAD 1  
3d4 damage, two-handed

**MACE** 8 GOLD, LOAD 1  
2d6 damage, hefty, stun, versatile

**MAUL** 12 GOLD, LOAD 2  
3d6 damage, hefty, stun, two-handed

**CROWBILL** 10 GOLD, LOAD 1  
1d12 damage, hefty, Sunder, versatile

**WARHAMMER** 15 GOLD, LOAD 2  
2d10 damage, hefty, Sunder, two-handed

**FLAIL** 15 GOLD, LOAD 1  
2d6 damage, hefty, stun, versatile  
While unstaggered and wielding a flail  
you threaten all adjacent spaces for  
friends as well as foes. Flail's never suffer  
more than 1 malus from attacking shields.

**STAFF**

1 GOLD

1d4 damage, reach 2, threaten large  
When wielded in two hands, the staff has  
reach 1-2.

**SPEAR**

5 GOLD, LOAD 1

1d8 damage, reach 2, threaten large,  
bulky, versatile  
Cannot be wielded with other weapons.

**LANCE**

10 GOLD, LOAD 2

1d8 damage, reach 3, bulky  
Lances are two-handed while you are  
unmounted. Lances do +3d8 damage on a  
mounted charge and then the lance must  
be dropped or it has a 1-in-2 chance of  
shattering.

**PIKE**

15 GOLD, LOAD 2

1d10 damage, reach 2-3, threaten large,  
bulky, two-handed

**HALBERD**

20 GOLD, LOAD 2

2d6 damage, reach 2, threaten large,  
bulky, two-handed

When you hit or critically hit with a  
halberd, you may opt to pull the target  
one space towards you instead of pushing.

**POLLAXE**

30 GOLD, LOAD 2

2d8 damage, reach 2, hefty, Sunder,  
bulky, two-handed

For  $\diamond$  you can reverse the grip on the  
pollaxe. While reversed, the pollaxe loses  
hefty and Sunder, replaces reach 2 with  
reach 1, and does 1d10 damage.

**GREATSWORD**

50 GOLD, LOAD 2

1d6+6 damage, reach 1-2, hefty, bulky,  
two-handed

**WEAPON MATERIALS****SILVER WEAPON**

x3 GOLD

Silver weapons do -2 damage, ignore the  
All Bones and Ethereal traits, and *undead*  
rendered *helpless* by the weapon are  
killed and sanctified instantly.

**ADAMANTINE WEAPON**

x5 GOLD

Adamantine weapons ignore armour and  
the Fortification trait, have +1 load, and  
double the maluses from previous attacks.

**MITHRIL WEAPON**

x10 GOLD

Mithril weapons have -1 load.

**SHIELDS**

<b>SMALL SHIELD</b>	3 GOLD, LOAD 1
1d4 damage, shield 1	
<b>MEDIUM SHIELD</b>	6 GOLD, LOAD 2
1d4+1 damage, shield 2	
<b>LARGE SHIELD</b>	9 GOLD, LOAD 3
1d4+2 damage, shield 3	

**LIGHT ARMOUR**

<b>GAMBESON</b>	5 GOLD, LOAD 1
worn, armour 1, padding +1	
<b>CHAIN SHIRT</b>	10 GOLD, LOAD 1
worn, armour 2	

**MEDIUM ARMOUR**

<b>HEAVY GAMBESON</b>	20 GOLD, LOAD 2
worn, armour 1, padding +2, impair 1	
<b>CHAINMAIL</b>	25 GOLD, LOAD 2
worn, armour 2, padding +1, impair 1	
<b>HELMET</b>	5 GOLD, LOAD 1
worn, impair 1	
When a damage die from an attack would <i>explode</i> , discard it instead, and your helmet breaks.	

**HEAVY ARMOUR**

<b>BRIGANDINE</b>	50 GOLD, LOAD 3
worn, armour 2, padding +2, impair 2	
<b>SCALEMAIL</b>	75 GOLD, LOAD 3
worn, armour 3, padding +1, impair 2	
<b>PLATE</b>	150 GOLD, LOAD 4
worn, armour 3, padding +2, impair 2	
<b>FULL HELMET</b>	25 GOLD, LOAD 1
worn, impair 2	
As helmet except it works three times before breaking.	

**ARMOUR MATERIALS**

<b>SPIDERSILK ARMOUR</b>	x10 GOLD
Spidersilk armour has -1 load and grants +1 boon on agility saves.	
<b>ADAMANTINE ARMOUR</b>	x5 GOLD
Adamantine armour cannot be sundered.	
<b>MITHRIL ARMOUR</b>	x10 GOLD
Mithril armour has -1 load and -1 impair.	

**MISSILE WEAPONS**

<b>SHORTBOW</b>	10 GOLD 1d6 damage, two-handed, reload ◇ Usable while mounted.
<b>COMMON BOW</b>	20 GOLD, LOAD 1 1d8 damage, two-handed, reload ◇
<b>WAR BOW</b>	40 GOLD, LOAD 1 1d10 damage, two-handed, reload ◇
<b>LIGHT CROSSBOW</b>	15 GOLD, LOAD 2 2d8 damage, two-handed, reload ♦
<b>HEAVY CROSSBOW</b>	30 GOLD, LOAD 2 3d8 damage, two-handed, reload ♦♦
<b>REPEATING CBOW</b>	60 GOLD, LOAD 2 1d12 damage, two-handed, reload ♦♦♦ The repeating crossbow is loaded with cases of quarrels instead of individual quarrels. The crossbow only needs to be reloaded when the case is empty.
<b>HANDGUN</b>	100 GOLD, LOAD 2 5d6 damage, two-handed, reload ♦♦♦♦
<b>MISSILE AMMUNITION</b>	
<b>QUIVER OF ARROWS</b>	3 GOLD 2 ammunition for bows
<b>CASE OF QUARRELS</b>	4 GOLD 3 ammunition for crossbows
<b>BAG OF BULLETS</b>	10 GOLD 4 ammunition for the handgun
<b>FIRE ARROWS</b>	3 GOLD 2 ammunition for bows Fire arrows downgrade the damage die of the bow one step. A lit fire arrow can harm <i>incorporeal</i> creatures and sets targets <i>on fire</i> on a critical hit.
<b>MISSILE MATERIALS</b>	
<b>SILVER MISSILES</b>	x3 GOLD Silver missiles ignore the All Bones and Ethereal traits, and <i>undead</i> rendered helpless are killed and sanctified.
<b>ADAMANTINE MISSILES</b>	x5 GOLD Addamantine missiles ignore armour and the Fortification trait.
<b>MITHRIL MISSILES</b>	x10 GOLD Mithril missiles are rolled at +1 boon.

**DEFAULT GEAR**

Every adventurer has all of the following items and prices are only listed if the item needs to be replaced. These items take up no space in your bag or belt.

**CLOTHES** 1 GOLD

A set of practical clothes. If you wear no armour you gain +1 to movement rolls.

**SPARKSTONE** 1 GOLD

◆ *Spark*: 2-in-3 chance to set alight a flammable item. This item is always on your belt and can be used from your belt.

If you carry the sparkstone in both hands you can use it to attempt to set alight adjacent flammable spaces.

**ROPE** 10 GOLD

10 metre (space) long rope.

**CROWBAR** 1 GOLD

Can be used to open doors and chests.

**PITONS** 1 GOLD, STACK 6

A set of six small sturdy iron pitons.

**TENT** 2 GOLD

Protects your sleep from wind and rain.

**SLEEPING BAG** 3 GOLD

Makes sleeping outside somewhat cozy.

**COSMETIC KIT** 5 GOLD

Contains whatever you want of:

*comb, razor, scissors, soap, tweezers, perfume, rouge, lip balm, and eyeliner.*

**MESS KIT** 5 GOLD

Contains a fork, culinary knife, spoon, a small pot, and a pan. Allows you to cook and eat food in a civilized way.

**IMPROVISATION**

Some gear can be used as improvised weapons using the profiles below:

**PITON**

1d6-1 damage

**CROWBAR, POT, OR PAN**

1d3+1 damage, stun, versatile

**FORK OR CULINARY KNIFE**

1d3-2 damage, flurry

**GEAR****RATIONS**

1 GOLD

Food for one day of adventuring.

**WATERSKIN**

1 GOLD

Water for three days of adventuring.

Can be refilled for free in any settlement or alongside any river.

**ALE**

1 GOLD

◆ *Drink*: Gain +2 boons to resolve saves and +1 malus to move and ranged attack rolls. If you are *shaken* you may roll to end *shaken* as if it was the morale phase and they had defeated a foe.

Make a d10+toughness versus 10 save at the end of every round. Roll at +1 malus for every ale you've drank this day.

*Success* - End the effects of ale.

*Failure* - Retain the effects of ale.

*Critical Failure* - Become *drunk*, retain the malus to move and ranged attack rolls but not the boons to resolve rolls. Another ale will restore the resolve boons.

**TORCH**

1 GOLD

1d3 damage

While lit the torch emits light for an hour, can damage *etherial* creatures and sets foes *on fire* on a critical hit.

**LANTERN**

10 GOLD

Can use an oil flask to provide a powerful light source for 4 hours. Can be carried in your hand or placed on your belt. While on your belt it has a 1-in-3 chance to shatter if you ever fall prone.

**OIL FLASK**

5 GOLD

Oil flasks can be thrown and will shatter wherever they lands, dousing every space within 1 in oil. Oil doused spaces are difficult terrain and flammable.

Any character in the radius is doused in oil and will roll 3d4 damage instead of 2d4 damage if they are set *on fire*. Only triples will end the burning.

**GRAPPLING HOOK**

10 GOLD

This hook allows you to throw one side of a rope like any other item. The hook secures itself on whatever it lands on.

**TOOLS****HEALER'S TOOLS**

**◆◆ Aid:** Heal 1 wound on an adjacent, corporeal, helpless ally. 5 uses.

**THIEVES' TOOLS**

**◆◆ Tinker:** Make a d20+agility utility roll to pick a lock. 10 uses.

**HOLY SYMBOL**

**5 GOLD**

**◆ Ward:** Make a d20+faith roll against the target's d20+resolve.

*Success* - The target cannot approach or attack you for the remainder of the round.

*Failure* - No effect.

*Critical Failure* - The target cannot be targeted by a holy symbol again for the remainder of the day.

**TRAVEL****PACK MULE**

**30 GOLD**

Carries up to 16 items and 10 load.

**RIDING HORSE**

**50 GOLD**

Mv	S	T	A	R	WT
7	5	5	3	1	3

*Mortal, Corporeal*

**Size 2**

**Melee:** Hoof and Tooth (1d4)

**Skittish:** Flees when shaken

**Talents:** Sprint, Strong Back

**WARHORSE**

**250 GOLD**

Mv	S	T	A	R	WT
6	6	5	3	3	3

*Mortal, Corporeal*

**Size 2**

**Melee:** Hoof and Tooth (1d4)

**Talents:** Sprint, Strong Back

**CART**

**50 GOLD**

Carries effectively infinite items and load if pulled by a horse.

**TREASURES****SILVER COIN**

**1/4 GOLD, STACK 100**

**GOLD COIN**

**1 GOLD, STACK 100**

**STONE STATUETTE**

**10 GOLD, LOAD 1**

**SILVER RING**

**5 GOLD**

**SILVER NECKLACE**

**10 GOLD**

**SILVER CROWN**

**15 GOLD**

**SILVER STATUETTE**

**25 GOLD, LOAD 1**

**GOLD RING**

**20 GOLD**

**GOLD NECKLACE**

**30 GOLD**

**GOLD CROWN**

**40 GOLD**

**GOLD STATUETTE**

**50 GOLD, LOAD 1**

**SAPPHIRE**

**75 GOLD**

**EMERALD**

**100 GOLD**

**RUBY**

**150 GOLD**

**DIAMOND**

**250 GOLD**

**COIN PURSE**

**3D6 GOLD**

**5D6X5 GOLD, LOAD 3**

**BARREL OF ALE**

**5D6X2 GOLD, LOAD 3**

**BARREL OF MEAD**

**5D6X4 GOLD, LOAD 3**

**BARREL OF WINE**

**5D6X6 GOLD, LOAD 3**

**VASE**

**5D6 GOLD, LOAD 1**

**PAINTING**

**5D6X3 GOLD, LOAD 2**

**BARREL OF SALT**

**5D6X5 GOLD, LOAD 2**

**GRIMOIRES**

A grimoire contains random spells a wizard can study to learn.

**NOVICE GRIMOIRE**

**50 GOLD**

1+1d4 first circle spells.

**ADEPT GRIMOIRE**

**250 GOLD**

1+1d4 second circle spells and 2+1d6 second circle spells.

**WIZARD GRIMOIRE**

**1,500 GOLD**

1+1d4 third circle spells, 2+1d6 second circle spells, and 3+1d8 first circle spells.

**ARCHWIZARD GRIMOIRE**

**10,000 GOLD**

1+1d4 fourth circle spells, 2+1d6 third circle spells, 3+1d8 second circle spells, and 4+1d10 first circle spells.



**TRAPS**

**WARDING CANDLES** 2 GOLD, STACKS 10  
 ♦♦ *Light Candle*: Place in an empty space adjacent to you.

The candle emits a soft light and is difficult terrain for *incorporeal undead*, *demons*, and *elementals*.

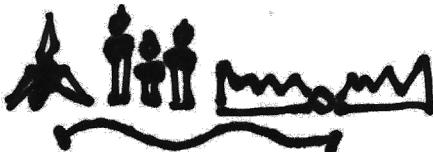
*Incorporeal undead*, *demons*, and *elementals* in the same space as a candle roll saves at +2 maluses.

**TRIPWIRE** 1 GOLD

♦♦ *Arm Trap*: Select two empty spaces adjacent to you to set up the wire, those spaces and any spaces between them become difficult terrain.

If anyone becomes *staggered* in either of these spaces or by leaving these spaces the tripwire breaks and they are *knocked prone* instead.

You can attach a bomb to the tripwire, which explodes if the wire breaks.

**CLAW TRAP** 10 GOLD, LOAD 1

♦♦ *Arm Trap*: Select an empty space adjacent to you to set up the trap.

Anyone who walks into the space takes 2d6 damage and becomes *staggered*.

They cannot become unstaggered until they remove the claw trap which requires a d20+strength utility roll versus 10 with +3 maluses.

**CALTROPS** 5 GOLD

Caltrops can be thrown at +1 malus and automatically set themselves up wherever they land.

Every space within 1 is covered in caltrops making them difficult terrain. Becoming *staggered* in caltrops does 1d4 damage and being knocked *prone* in caltrops does 3d4 damage.

**POISONS**

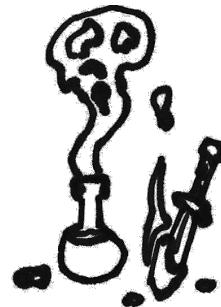
Poisons can be applied as an ♦ to daggers, spears, pikes, arrows, quarrels, and traps. Poison applied to projectiles applies to three projectiles.

Poisoned items remain poisoned for 1 hour or until they do damage. When you do any damage with a poisoned weapon the poison takes effect on the target and they must make a d10+toughness versus 10 save. Poison damage ignores armour.

*Critical Success* - Suffer no effect.

*Success* - Suffer half damage.

*Failure* - Suffer full damage.

**BOMBS**

Bombs explode when thrown and all within the blast radius must roll a save.

*Critical Success* - Suffer no effect.

*Success* - Suffer half damage.

*Failure* - Suffer full damage.



**BOMBS**

**FLASH POWDER** 5 GOLD  
 Blast 2, d10+agility save versus 12.  
 Anyone who fails is *staggered* and suffers *stun 1*. Anyone who critically fails is *staggered* and suffers *stun 2*.

**HOLY WATER** 5 GOLD  
 Blast 1, 2d6 damage ignoring armour and incorporeal, d10+resolve vs 10.

Only effects *undead* or *demons*. Anyone who fails suffers *resolve poison 1* and anyone who critically fails suffers *resolve poison 1d3*. Anyone rendered *helpless* by holy water is slain and sanctified.

**SMOKE BOMB** 5 GOLD  
 Blast 2, d10+resolve save versus 10.

Anyone who fails or critically fails is *staggered*. The smoke lingers in the area and blocks line of sight.

**ALCHEMIST'S FIRE** 15 GOLD  
 Blast 2, 2d6 damage, d10+agility vs 10.

Anyone who fails is *staggered*. Anyone who critically fails also catches *on fire*. Flammable surfaces in the area catch fire.

**ACID FLASK** 15 GOLD  
 Blast 1, 5d4 damage, d10+agility vs 10.

Anyone who fails suffers *sunder 1*, anyone who critically fails suffers *sunder 2*.

**BOTTLED LIGHTNING** 20 GOLD  
 2d10 damage, d10+toughness vs 10.

Anyone who fails suffers *stun 1*, anyone who critically fails suffers *stun 3*.

If bottled lightning hits a creature it will chain to a random adjacent character that bottled lightning has not yet chained to, reducing the damage die one step. Stop if there are no valid targets to chain to or if the damage die is already 2d4.

**WINTER'S KISS** 20 GOLD  
 Blast 1, 3d6 dmg, d10+toughness vs 10.

Anyone who fails suffers *stun 1*, anyone who critically fails suffers *stun 3*.

**POISONS**

**MUSCLEROT** 5 GOLD  
*Only effects corporeal creatures.*

1d6 damage, failing causes *strength poison 1*, critically failing causes *strength poison 1d3*.

**DUELIST'S EDGE** 10 GOLD  
*Only effects size 1 corporeal creatures.*

2d4 dmg, Failing causes *agility poison 1*, critically failing causes *agility poison 1d4*.

**SPIDER VENOM** 10 GOLD  
*Only effects corporeal mortals.*

2d4 damage, failing causes *movement poison 1d3*, critically failing causes *movement poison 1d6*.

**WEEPING WIDOW** 25 GOLD  
*Only effects size 1 corporeal mortals.*

2d6 damage, failing causes *toughness poison 1*, critically failing causes *toughness poison 1d3*.

**GRAVEDIGGER** 20 GOLD  
*Only effects corporeal undead.*

2d8 damage, failing causes *resolve poison 1d3*, critically failing causes *resolve poison 1d6*.

**EXTRACT OF IRON** 20 GOLD  
*Only effects corporeal fae.*

2d8 damage, failing causes *resolve poison 1d3*, critically failing causes *resolve poison 1d6*.

**HOLY AVENGER** 25 GOLD  
*Only effects corporeal demons.*

2d8 damage, failing causes *resolve poison 1d3*, critically failing causes *resolve poison 1d6*.

**HEARTSEEKER** 50 GOLD  
*Only effects corporeal mortals.*

2d8 damage, failing causes *toughness poison 1*, critically failing causes *toughness poison 1d3*.

## COMMON REAGENTS

A Reagent is an object imbued with magic. A wizard can draw magic from the object and shape it into a spell.

Each common reagent lists its aspects which can be used with a wizard's Infuse ability to pay the aspect costs of spells.

<b>OLDROOT</b>	EARTH 2	1 GOLD, LOAD 1
<b>EYE OF NEWT</b>	EARTH 1	5 GOLD
<b>MOSSROCK</b>	EARTH 5	10 GOLD, LOAD 1
<b>EVERSPRING LEAF</b>	EARTH 2	15 GOLD
<b>AMBER</b>	EARTH 3	30 GOLD

<b>BOTTLE OF WIND</b>	WIND 2	1 GOLD, LOAD 1
<b>FEATHER OF SKYBEAK</b>	WIND 1	5 GOLD
<b>HEAVY ELECTRICITY</b>	WIND 5	10 GOLD, LOAD 1
<b>RED FEATHER</b>	WIND 2	15 GOLD
<b>PIXIE DUST</b>	WIND 3	30 GOLD

<b>BOTTLE OF BILGE</b>	WATER 2	1 GOLD, LOAD 1
<b>LONGFIN SCALES</b>	WATER 1	5 GOLD
<b>SPRINGWATER</b>	WATER 5	10 GOLD, LOAD 1
<b>BLUE PEARL</b>	WATER 2	15 GOLD
<b>LAPIS LAZULI</b>	WATER 3	30 GOLD

<b>LUMP OF COAL</b>	FIRE 2	1 GOLD, LOAD 1
<b>TAR ROCK</b>	FIRE 1	5 GOLD
<b>SOLID LAVA</b>	FIRE 5	10 GOLD, LOAD 1
<b>PINCH OF SULFUR</b>	FIRE 2	15 GOLD
<b>ETERNAL EMBERS</b>	FIRE 3	30 GOLD

<b>MIRROR</b>	LIGHT 2	1 GOLD, LOAD 1
<b>GLITTERING DUST</b>	LIGHT 1	5 GOLD
<b>CRYSTALLINE PRISM</b>	LIGHT 5	10 GOLD, LOAD 1
<b>SUN IN A JAR</b>	LIGHT 2	15 GOLD
<b>CITRINE</b>	LIGHT 3	30 GOLD

<b>SKULL</b>	DARK 2	1 GOLD, LOAD 1
<b>BLACK CANDLE</b>	DARK 1	5 GOLD
<b>GHOST JAR</b>	DARK 5	10 GOLD, LOAD 1
<b>HAND OF GLORY</b>	DARK 2	15 GOLD
<b>ONYX</b>	DARK 3	30 GOLD

<b>HOLLOW STONE</b>	EARTH 1, WIND 1	20G
<b>MUD LILY</b>	EARTH 1, WATER 1	20G
<b>VOLCANO GEM</b>	EARTH 1, FIRE 1	20G
<b>LIFE BLOOM</b>	EARTH 1, LIGHT 1	20G
<b>VENOMTHORN</b>	EARTH 1, DARK 1	20G
<b>CRYSTAL RAIN</b>	WIND 1, WATER 1	20G
<b>VOLCANO SMOKE</b>	WIND 1, FIRE 1	20G
<b>VIAL OF HEAVEN</b>	WIND 1, LIGHT 1	20G
<b>VIAL OF MIASMA</b>	WIND 1, DARK 1	20G
<b>UNFINE WHISKEY</b>	WATER 1, FIRE 1	20G
<b>CUTTLEFISH SKIN</b>	WATER 1, LIGHT 1	20G
<b>FROZEN GASP</b>	WATER 1, DARK 1	20G
<b>MOTE OF LIVEFIRE</b>	FIRE 1, LIGHT 1	20G
<b>MOTE OF DARKFIRE</b>	FIRE 1, DARK 1	20G
<b>TWILIGHT CRYSTAL</b>	LIGHT 1, DARK 1	20G



## META REAGENTS

Some reagents don't have aspects to cast spells but instead modify the qualities of a spell if infused and destroyed to cast it.

### BALE SULFUR 10 GOLD

Targets who fail their save against this spell catch *on fire*.

### EAGLE EYE 15 GOLD

Double the range of a spell with a range greater than 1.

### MIGHT STONE 15 GOLD

Targets who fail their save against this spell are *staggered*.

### VIRGIN'S BLOOD 20 GOLD

Saves against this spell are rolled at +2 maluses.

### GEM SAND 20 GOLD

Spells that expire on a roll of 1 on 1d6 instead expire on a roll of 1 on 1d12.

### POWER CRYSTAL 25 GOLD

This spell does +3d6 damage if it effects only a single target and +2d6 if it effects multiple targets.



## SCROLLS

A scroll is a piece of magical parchment that has been inscribed with the instructions to cast a spell and the aspects required to cast it. Casting a spell with a scroll costs a number of ♦ depending on the spell and destroys the scroll.

### FIRST CIRCLE SCROLL 25 GOLD

### SECOND CIRCLE SCROLL 100 GOLD

### THIRD CIRCLE SCROLL 500 GOLD

### FOURTH CIRCLE SCROLL 2,500 GOLD

## POTIONS

You can drink a potion for ♦. You can only be under the effect of one potion at any time. Roll 1d6 at the end of every round, if you roll a 1 the potion expires.

Not all potions have lingering effects but you still need to roll to see when the potion expires to find out when you can imbibe another potion.

**CURE POTION** 20 GOLD  
Heal 1 wound.

**HEALTH POTION** 50 GOLD  
Heal 1d3 wound.

**REGENERATION POTION** 75 GOLD  
At the end of every round, heal 1 wound.

**LIFE POTION** 150 GOLD  
Heal 2d4 wounds.

**LIFE ELIXER** 300 GOLD  
Heal all wounds and cure all poison attribute damage.

**ANTIPOISON** 10 GOLD  
Cure upto 2d6 poison attribute damage.  
Gain +4 toughness against poison effects.

**SLEEPING POTION** 5 GOLD  
Fall into a deep slumber, you are considered to be healed for the purposes of preventing death.

When the potion wears off you are still asleep but the sleep is no longer magical in nature and will end by jostling, loud noises, or a few hours passing.

**FIREPROOF POTION** 20 GOLD  
Gain +4 toughness against fire attacks and effects for the duration.

**COLDPROOF POTION** 15 GOLD  
Gain +4 toughness against cold attacks and effects for the duration.

**ACIDPROOF POTION** 10 GOLD  
Gain +4 toughness against acid attacks and effects for the duration.

**LIGHTNINGPROOF POTION** 10 GOLD  
Gain +4 toughness against lightning attacks and effects for the duration.

**QUICKNESS POTION** 30 GOLD  
Gain +2 movement for the duration.

**STRENGTH POTION** 30 GOLD  
Gain +2 strength for the duration.

**RESILIENCE POTION** 40 GOLD  
Gain +2 toughness for the duration.

**GRACE POTION** 50 GOLD  
Gain +2 agility for the duration.

**BRAVERY POTION** 75 GOLD  
Become *bold* and gain +2 resolve for the duration.

**MAGIC POTION** 50 GOLD  
Gain +2 craft for the duration.

**INVISIBILITY POTION** 150 GOLD  
Become invisible for the duration.

**HASTE POTION** 250 GOLD  
Gain ♦♦♦.

At the start of each round, gain ♦.

**INVINCIBILITY POTION** 500 GOLD  
Gain an armour value of 10. Each time your armour deflects a damage die and at the end of every round reduce your armour by one. This potion expires when the armour value is reduced to 0 and not doesn't roll to expire.

This does not stack with worn armour.

**KNOWLEGE POTION** 1000 GOLD  
Unlearn a talent. Roll dice and select a new talent as if you had just leveled up. You cannot gain attributes from a knowledge potion.

Knowledge potions grow less effective with use. You require two knowledge potions to unlearn a second talent. Three knowledge potions for a third talent, etc.



## MAGIC ITEMS

Magic items are valuable treasures that not only give experience but that you will likely keep instead of pawning off at the first opportunity. Magic items come in three rarities:

Rare items don't have names and are considered minor treasures. These items are comparatively abundant, made by ancient powerful empires for their most elite soldiers. These items don't typically have elaborate backstories and are usually found in the hands of the most powerful humanoid foe in an area.

Storied items are named major treasures, their names are known and the deeds of their wielders are recorded in history.

Legendary items are named treasures, they are not covered by the rules of this chapter but are instead a catch-all for game mistress-created items. Legendary items should have phenomenal powers, kingdoms go to war over their possession and their stories are typically intertwined with the story of the campaign.

When you roll up a new magic item, roll for type below:

### 2d6 Random Magic Item

- |     |              |
|-----|--------------|
| 2   | Magic Staff  |
| 3   | Magic Shield |
| 4-5 | Magic Ring   |
| 6   | Magic Armour |
| 7-9 | Magic Weapon |
| 10  | Magic Amulet |
| 11  | Magic Cloak  |
| 12  | Magic Crown  |

## MAGIC STAVES

A magic staff can be infused like a reagent but will not be destroyed by infusion, instead magic staves have a random aspect and can store up to 3 points of that aspect. You can recharge a magic staff with matching reagents.

Storied staves can store upto 10 points.

## MAGIC SHIELDS

All magic shields get +1 to defence rolls and enemies who don't roll maluses to ignore your shield roll two less damage dice instead of one less. Roll the shield type below:

### 2d6 Random Magic Shield

2-4 Small Shield

5-10 Medium Shield

11-12 Large Shield

#### 1 - FIRE

While unstaggered, suffer half damage from fire attacks and deal 2d4 damage to adjacent foes who make damage rolls against you.

#### 2 - WATER

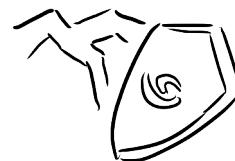
While unstaggered, suffer half damage from cold attacks and deal *stun 1* to adjacent foes who make damage rolls against you.

#### 3 - EARTH

While unstaggered, suffer half damage from acid attacks and *stagger* adjacent foes who make damage rolls against you.

#### 4 - WIND

While unstaggered, suffer half damage from lightning attacks and *push* adjacent foes who make damage rolls against you.



#### 5 - LIGHT

While unstaggered, all attack rolls against you are rolled at +1 malus and saves against spells are made at +1 boon.

#### 6 - DARK

While unstaggered, you are immune to poison and effects that cause wounds without rolling damage.

**MAGIC RINGS**

All magic rings roll 1d6:

**1 - FIRE**

While worn, gain +1 strength.

Storied fire rings grant ♦♦ each day that can only be used to make attacks.

**2 - WATER**

While worn, gain +1 agility.

Storied water rings grant ♦♦ each day that can only be used to make Item Management or Use Item actions.

**3 - EARTH**

While worn, gain +1 toughness.

Storied earth rings grant ♦♦ each day that can only be used to Find Footing.

**4 - WIND**

While worn, gain +1 movement.

Storied wind rings grant ♦♦ each day that can only be used to Move.

**5 - LIGHT**

While worn, gain +1 resolve.

Storied light rings grant ♦ each day that can be used on any action.

**6 - DARK**

While worn, gain +1 wound threshold.

Storied dark rings grant ♦♦♦ each day that can be used on any action, but using ♦ from the ring inflicts 1 wound to you.

**MAGIC AMULETS**

All magic amulets have a bound spell that can be cast once a day. Rare amulets roll a random spell up to the second circle.

Storied amulets roll a random spell of the third or fourth circle.

**MAGIC ARMOUR**

All magic armour gets +1 to padding and their padding value applies even to damage that ignores armour. Roll the armour type below:

**2d6 Random Magic Armour**

**2-5** Gambeson

**6** Chain Shirt

**7** Heavy Gambeson

**8** Chainmail

**9** Scalemail

**10** Brigandine

**11-12** Plate

Storied magical armour has an additional trait. Roll 1d6 for element:

**1 - FIRE**

Melee attacks against you are rolled at +1 malus and set the attacker *on fire* if they critically miss.

**2 - WATER**

You cannot be knocked *prone* unless you are *helpless*.

**3 - EARTH**

When an attack or effect *staggered* you roll 1d6, on a 5+ you are not *staggered*.

**4 - WIND**

Ranged attacks against you are rolled at +2 maluses.

**5 - LIGHT**

When you are affected by a spell you may roll 1d6, on a 4+ the spell has no effect.

**6 - DARK**

You cannot be targeted by a foe's spells or attacks if there is a closer available target to them.

## MAGIC WEAPONS

All magic weapons roll an extra damage die and drop the lowest die and can damage ethereal creatures. Roll the weapon type below:

### d66 Random Magic Weapon

- 11-12** Knife
- 13-14** Dagger
- 15-16** Staff
- 21-24** Sword
- 25** Falchion
- 26** Rapier
- 31** Estoc
- 32-33** Longsword
- 34** Throwing Axe
- 35-36** Axe
- 41-42** Long Axe
- 43** Spear
- 44** Pike
- 45** Halberd
- 46** Mace
- 51** Maul
- 52** Crowbill
- 53** Warhammer
- 54** Pollaxe
- 55** Greatsword
- 56** Flail
- 61-62** Common Bow
- 63** Shortbow
- 64** War Bow
- 65** Light Crossbow
- 66** Heavy Crossbow



#### 1 - FIRE

Critical hits set the target and every foe adjacent to the target *on fire*.

#### 2 - WATER

Critical hits cause *stun 1* and make the target brittle, reducing armour to 0 for the remainder of the round.

#### 3 - EARTH

Critical hits knock the target *prone* or *stagger* them if they are large and you aren't threatening them.



#### 4 - WIND

Critical hits refund ♦.

#### 5 - LIGHT

Critical hits make you *bold*. Critical hits against *demons* or *undead* deal double damage.

#### 6 - DARK

Critical hits heal you one wound if you inflict at least one wound.

**MAGIC CLOAKS**

All magic cloaks roll 1d6:

**1 - FIRE**

While worn, the cloak grants +4 toughness against fire attacks and effects and you cannot be set *on fire*.

Storied fire cloaks make you immune to fire attacks and effects.

**2 - WATER**

While worn, the cloak grants +4 toughness against cold attacks and effects and you can breathe underwater.

Storied water cloaks make you immune to cold attacks and effects and let you swim at the same speed they travel on foot.

**3 - EARTH**

While worn, the cloak grants +4 toughness against acid attacks and you are immune to *sunder*.

Storied earth cloaks make you immune to acid attacks and effects.

**4 - WIND**

While worn, the cloak grants +4 toughness against lightning attacks and effects and you will not be chosen as a random target for a lightning spell.

Storied wind cloaks make you immune to lightning attacks and effects.

**5 - LIGHT**

While worn, all attack rolls against you are rolled at +1 malus and you emit light.

Storied light cloaks inflict *stun 1* on melee attackers who miss or critically miss you.

**MAGIC CROWNS**

Rare magic crowns grant a talent for one round a day which you can choose to activate at any point and the benefits remain until the end of the round.

Storied magic crowns grant a random talent for the entire duration of you wearing it. All magic crowns have an element, roll 1d6:

**1 - FIRE**

While worn, the crown grants you a random melee talent (roll at item creation).

**2 - WATER**

While worn, the crown grants you a random mobility talent (roll at item creation).

**3 - EARTH**

While worn, the crown grants you a random might talent (roll at item creation).

**4 - WIND**

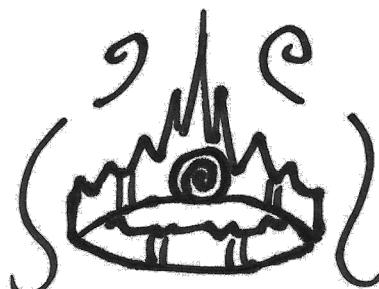
While worn, the crown grants you a random ballistics talent (roll at item creation).

**5 - LIGHT**

While worn, the crown grants you a random discipline talent (roll at item creation).

**6 - DARK**

While worn, the crown grants you a random subterfuge talent (roll at item creation).



# Monsters

## RUNNING MONSTERS

Battling monsters is the lifeblood of Valiant Quest. The Game Mistress will take the role of the monsters. She should activate monsters with a combination of cunning and roleplaying.

Sometimes you should make monsters take the best move you can think of to win the battle. Sometimes you should instead make monsters lash out in anger, flee in terror, or take short-sighted obvious moves. Take your moves swiftly to keep the action focused on the heroes' actions.

It can be exceedingly helpful to print out the pages on monster types that are common throughout your campaign.

## NAMED MONSTERS

Minor named foes roll a random talent and gain +1 wound threshold.

Major named foes roll two random talents, gain +2 wound threshold, and get +1 boon to all rolls.

Reroll ballistics talents rolled by named monsters with no ranged options or treat them as rolls on the spellcraft tree if the monster can cast spells.

## MONSTER PROFILES

Every monster profile lists their move, strength, toughness, agility, resolve, and wound threshold.

Mv	S	T	A	R	WT
4	4	4 <sup>5</sup>	4	4	3

Toughness and movement are sometimes formatted with a smaller number in the top right corner. For toughness this is toughness plus padding, which increases effective toughness against attacks that don't ignore armour. For movement this is the movement effected by armour and is used for movement rolls (and not move distance). If no number is present the monster's attributes aren't modified.

Under the statline are the monster's armour, weapons, tags, and abilities. Weapon damage is listed with strength and talents already added.

Any given monster doesn't have all the weapons listed on its profile. Instead, each individual monster should only have up to two hands of primary weapons and possibly a sidearm.

*Monsters possess a skull rating which is a broad power level of the creature.*



This monster is distinctly weaker than a novice adventurer. While hardly harmless they are only truly dangerous in numbers.



This monster is challenging for a single novice adventurer. A duel is favourable but being outnumbered is a serious threat.



This monster will destroy novices and challenge experienced and prepared adventurers. While strong they can't fight the warband alone.



This monster is a threat to even the most experienced adventurers. They are dangerous even alone.



This monster is nigh unkillable in a fair fight to all but the most mighty.

**GIANTKIND****TROLL**

Mv	S	T	A	R	WT
5 <sup>4</sup>	5	5 <sup>6</sup>	3	3	5

*Fae, Corporeal***Armour 2, Size 4****Melee:** Bludgeon (2d6+6, reach 1-2), Chomp (1d8+5)**Talents:** Retaliation**Height Advantage:** Suffer half damage from reach 1 attacks from smaller creatures while unstaggered.**Slimy Skin:** +4 toughness versus acid.**Regeneration:** At the end of every round in which the troll was not damaged by a fire attack, roll 1d6: on a 4+ the troll regains 1 wound.**OGRE**

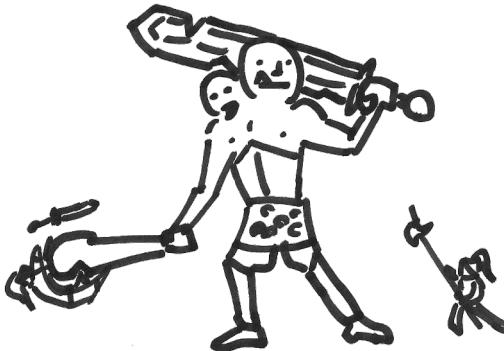
Mv	S	T	A	R	WT
5	6	6	3	3	5

*Mortal, Corporeal***Size 4****Boons:** +1 on attack rolls and saves**Melee:** Club (4d6+7, reach 1-2, hefty)**Talents:** Impetuous, Mighty Blow**Height Advantage:** Suffer half damage from reach 1 attacks from smaller creatures while unstaggered.**OGRE MAGE**

Mv	S	T	A	R	WT
4	5	6	3	5	6

*Mortal, Corporeal***Craft 4, Size 4****Boons:** +1 on attack rolls and saves**Melee:** Ogre Staff (2d4+6, reach 1-2)**Talents:** Impetuous, Mighty Blow**Height Advantage:** Suffer half damage from reach 1 attacks from smaller creatures while unstaggered.**Spell Casting:** Knows six random spells up to the 3rd circle. Has the reagents to cast all of its 1st circle spells three times, 2nd circle spells twice, and 3rd circle spells once.**ETTIN**

Mv	S	T	A	R	WT
5	7	7	3	4	8

*Mortal, Corporeal***Armour 2, Size 4****Boons:** +1 on attack, defence, and saves**Melee:** Morningstar (3d8+8, reach 1-2)**Talents:** Vigilance, Mighty Blow, Sweep**Two Heads:** Gain ♦ every round that can only be used on an attack against a unique target. Sleep effects one head.**Height Advantage:** Suffer half damage from reach 1 attacks from smaller creatures while unstaggered.**GIANT**

Mv	S	T	A	R	WT
5	8	8	3	5	8

*Mortal, Corporeal***Armour 1, Size 4****Boons:** +1 on attack rolls and saves**Melee:** Massive Club (5d8+9, reach 2-3), Boulder (3d10+9, thrown), Kick (3d6+9)**Talents:** Sweep, Mighty Blow**Height Advantage:** Suffer half damage from reach 1 attacks from smaller creatures while unstaggered.

**GOBLINKIND****GOBLIN RUNT**

Mv	S	T	A	R	WT
3 <sup>4</sup>	3	3	4	2	2

*Mortal, Corporeal***Melee:** Short Sword (1d4+5),

Small Knife (1d4+3, thrown, flurry)

**Ranged:** Crude bow (1d4+4)**Scamper:** No maluses on move rolls.**GOBLIN WARRIOR**

Mv	S	T	A	R	WT
3	4	3 <sup>4</sup>	4	3	3

*Mortal, Corporeal***Armour 2****Melee:** Sword (1d4+7), Axe (2d4+4), Spear (1d8+4, reach 2), Falchion (2d3+7, hefty), Shield (shield 2), Dagger (1d6+4)**Ranged:** Shortbow (1d6+4)**Scamper:** No maluses on move rolls.**GOBLIN WARLORD**

Mv	S	T	A	R	WT
5 <sup>3</sup>	4	4 <sup>5</sup>	5	5	4

*Mortal, Corporeal***Armour 3****Boons:** +1 on attack, defence, and saves**Melee:** Sword (1d4+7), Axe (2d4+4), Longsword (1d6+9), Long Axe (3d4+4), Shield (shield 2), Dagger (1d6+4)**Ranged:** Common Bow (1d8+4)**"Protect Your King!"**: Adjacent goblin allies can stagger themselves to take a damage roll for the warlord.**ORC WARRIOR**

Mv	S	T	A	R	WT
4	4	4	4	4	3

*Mortal, Corporeal***Armour 2****Melee:** Sword (1d4+7), Axe (2d4+4), Spear (1d8+4, reach 2), Falchion (2d3+7, hefty), Shield (shield 2), Dagger (1d6+4)**Ranged:** Crossbow (2d8, reload ♦♦♦), two Throwing Axe (2d4+3), Bow (1d8+4)**ORC BERSERKER**

Mv	S	T	A	R	WT
4 <sup>5</sup>	5	4	4	5	4

*Mortal, Corporeal***Boons:** +2 on attack rolls**Melee:** Sword (1d4+8), Axe (2d4+5), Longsword (1d6+10), Long Axe (3d4+5)**Ranged:** Two Throwing Axes (2d4+4)**Talents:** Battle Rage, Ambidexterity**ORC STORMTROOPER**

Mv	S	T	A	R	WT
4 <sup>2</sup>	4	4 <sup>5</sup>	4	5	4

*Mortal, Corporeal***Armour 3****Boons:** +1 on attack and defence rolls**Melee:** Lsword (1d6+9), L Axe (3d4+4), Warhammer (2d10+4, hefty, sunder), Maul (3d6+4, hefty), Dagger (1d6+4)**Ranged:** Crossbow (3d8, reload ♦♦♦♦)**Talents:** Impetuous, Halt

**ORC WARLORD**

Mv	S	T	A	R	WT
4 <sup>2</sup>	5	5 <sup>7</sup>	4	5	8

*Mortal, Corporeal***Armour 3**

**Boons:** +2 attack, +1 saves and defence  
**Melee:** Lsword (1d6+10), L Axe (3d4+5), Warhammer (2d10+5, hefty, Sunder), Maul (3d6+5, hefty), Dagger (1d6+5)

**Command:** Allies within 4 may use the warlord's resolve in lieu of their own

**Sturdy Stance:** Decide whether it is staggered or damage is rolled against it when a hit is scored against it.

**ORC WARMAGE**

Mv	S	T	A	R	WT
4 <sup>5</sup>	4	5	3	6	6

*Mortal, Corporeal***Craft 4**

**Boons:** +1 on craft, defence, and saves

**Weapon:** Staff (1d4+4, reach 1-2), Knife (1d4+5, thrown, flurry)

**Spell Casting:** Knows six random non-light spells up to the 3rd circle. Has the power to cast all of its 1st circle spells three times, 2nd circle spells twice, and 3rd circle spells once.

◆ **Blood Casting:** Kill an adjacent ally. Recover the use of a spell with a circle up to the sacrificed monsters skull rating.

**MONSTER LORE****GIAINTKIND**

Giantkind are natural kings. They seize any land of value that catches their eye, demanding a considerable tax from all who rely upon it. The lowly troll may be satisfied to claim a bridge but a true giant's ambition is imperially infinite.

**GOBLINKIND**

Molded from raw meat and bone by evil wizards in need of armies. Goblinkind are immensely hierarchical and will gladly serve as stooges to warlords so long as they get to wield the power of the hierach by proxy to be superior to others.

**UNDEAD**

The undying lords did not trust their heirs with their dominion. Instead, they live forever with their most spineless sycophants. Jealously guarding their wealth from all future generations.

**DRAGONS**

Dragons revel in destruction and greed. They fancy themselves as enlightened monarchs but it takes only the slightest provocation to bring about their vindictive cruelty. The lesser dragonkind worship greater dragons' temperamental nature and will do anything to gain their favour and avoid their wroth.

**GUARDIANS**

Wizards are often too aloof to uphold alliances with mortal bodyguards. Instead, they rely upon constructs and elementals of their conjuring whose needs are far simpler for the wizard to maintain.

**FAE**

Mischievious spirits as old as the world itself. They view mortals as naught but mayflies and will gleefully slaughter those who intrude upon their realm. The only way to avoid conflict with capricious fae is to indulge their sadistic sense of humour.

**DEMONS**

The denizens of the Inferno are malice made manifest. While it's impossible to change the nature of a demon they can be tricked into destroying others instead.

**UNDEAD****ZOMBIE**

Mv	S	T	A	R	WT
2	4	5	2	2	2

*Undead, Corporeal***Melee:** Bite (1d4+5), Axe (2d4+5)**Talents:** Die Hard, Mighty Blow**Lumbering:** Cannot charge.**SKELETON WARRIOR**

Mv	S	T	A	R	WT
4	4	4	4	3	2

*Undead, Construct***Armour 1****Melee:** Sword (1d4+7), Axe (2d4+4), Spear (1d8+4, reach 2), Shield (shield 2)**Ranged:** Common Bow (1d8+4)**All Bones:** +4 toughness versus daggers, rapiers, spears, pikes, lances, and missiles. Die instantly when *helpless*. Immune to cold damage and effects.**SHADE**

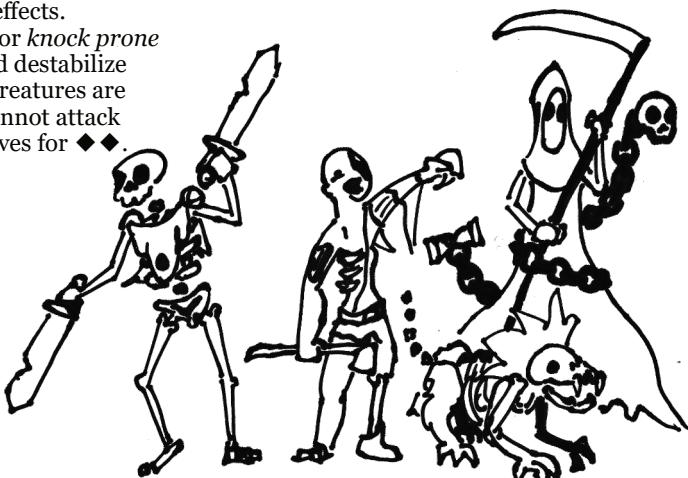
Mv	S	T	A	R	WT
5	3	3	5	4	2

*Undead, Incorporeal***Melee:** Chill Touch (1d6+3, ignore arm)**Talents:** Slippery**Ethereal:** Immune to non-magical, non-fire, and cold damage and effects.Effects that would *stagger* or *knock prone* an ethereal creature instead destabilize them. While destabilized, creatures are invisible, invincible, and cannot attack until they stabilize themselves for ♦♦.**GHOUL**

Mv	S	T	A	R	WT
5	4	4	4	4	3

*Undead, Corporeal***Boons:** +1 on movement rolls**Melee:** Tooth and Claw (1d6+4)**Talents:** Battle Rage**Overwhelm:** Can move onto the space of prone enemies. While standing over a prone foe that enemy cannot get up.**♦♦♦ Feast:** Consume an adjacent *corporeal* corpse to heal all wounds and gain +1 strength, toughness, and wound threshold for a day.**BARGHEST**

Mv	S	T	A	R	WT
5	4	4	3	4	3

*Undead, Fae, Corporeal***Size 2****Melee:** Tooth and Claw (1d6+4)**Talents:** Die Hard, Sprint**Overwhelm:** Can move onto the space of prone enemies. While standing over a prone foe that enemy cannot get up.**Flammable:** Roll d8's instead of d4's when *on fire*.**♦♦♦ Dread Howl:** Mortals within 5 must make a d10+resolve save versus 10. *Fail:* Become *shaken**Critical Fail:* *Shaken* and *staggered*.**Wild Step:** Ignore difficult terrain.

**PLAQUE WORM**

Mv	S	T	A	R	WT
3	4	5	3	3	4

*Undead, Corporeal***Size 2****Boons:** +1 on saves**Melee:** Bite and Claw (1d4+4, poison)**Talents:** Die Hard**Flammable:** Roll d8's instead of d4's when *on fire*.**◆◆ Acid Spit:** Make a ranged attack on a target up to 4 spaces (1d4+5, Sunder)**Poisonous:** d10+toughness vs 10.*Fail: Toughness poison 1.**Critical Fail: Toughness poison 1d3.***WRAITH**

Mv	S	T	A	R	WT
5	4	4	7	5	4

*Undead, Incorporeal***Boons:** +1 on attack and defence**Melee:** Spectral Sword (1d6+9), Chill Touch (1d6+4, ignoring armour)**Talents:** Slippery**Ethereal:** Immune to non-magical, non-fire, and cold damage and effects. Effects that would *stagger* or *knock prone* an ethereal creature instead destabilize them. While destabilized, creatures are invisible, invincible, and cannot attack until they stabilize themselves for ◆◆.**REVENANT**

Mv	S	T	A	R	WT
4 <sup>2</sup>	5	5 <sup>7</sup>	5	7	8

*Undead, Construct***Armour 3****Boons:** +2 on attack, defense, saves**Melee:** Sword (1d4+9), Axe (2d4+5), Dagger (1d6+5), Mace (2d6+5, hefty), Shield (shield 2), Longsword (1d6+10), Long Axe (3d4+5), Maul (3d6+5, hefty)**Talents:** Disarm, Stand Ground**All Bones:** +4 toughness versus daggers, rapiers, spears, pikes, lances, and missiles. Die instantly when *helpless*. Immune to cold damage and effects.**Sturdy Stance:** Decide whether it is *staggered* or damage is rolled against it when a melee hit is scored against it.**BANSHEE**

Mv	S	T	A	R	WT
4	4	4	5	7	6

*Undead, Fae, Incorporeal***Craft 4****Boons:** +1 on defence, and +2 on saves**Melee:** Chill Touch (1d8+4, ignore arm)**◆◆◆ Banshee Scream: Mortals**

within 5 who can hear you must make a d10+resolve save versus 12.

*Fail: Suffer a wound, become *shaken*.**Critical Fail: Die instantly.***Ethereal:** Immune to non-magical, non-fire, and cold damage and effects. Effects that would *stagger* or *knock prone* an ethereal creature instead destabilize them. While destabilized, creatures are invisible, invincible, and cannot attack until they stabilize themselves for ◆◆.**CRYPT DRAGON**

Mv	S	T	A	R	WT
4	6	8	3	6	10

*Undead, Corporeal***Armour 2, Size 6****Boons:** +2 on attack, defence, and saves**Melee:** Bite (3d10+6, reach 2, poison), Claw (2d8+6), Tail (2d6+7, rear arc)**Talents:** Die Hard**◆◆ Acid Breath:** All characters within an 8 long, 90-degree cone must make a d10+agility save vs 12.*Critical Success: No effect.**Success: 2d4 damage.**Fail: Suffer 3d6 damage and *sunder* 1.**Critical fail: 3d6 damage, *sunder* 3.***◆◆ Dread Roar: Mortals** within 8 must make a d10+resolve save versus 12.*Fail: Become *shaken***Critical Fail: *Shaken* and *staggered*.***Height Advantage:** Suffer half damage from reach 1 attacks from smaller creatures while unstaggered.**Dragon Fury:** Gain ◆ every round that can only be used on an attack against a unique target.**Wings:** Can fly.**Poisonous:** d10+toughness vs 10.*Fail: Toughness poison 1.**Critical Fail: Toughness poison 1d3.*

**GUARDIANS****WATER ELEMENTAL** 

Mv	S	T	A	R	WT
4	4	6	4	5	4

*Elemental, Incorporeal***Size 4****Melee:** Undertow (1d8+4, reach 1-2, can pull instead of push on hit)**Talents:** Halt, Retaliation, Trip**Made of Water:** Cannot be *knocked prone*. Immune to acid damage and missiles. -2 toughness versus lightning.**WIND ELEMENTAL** 

Mv	S	T	A	R	WT
8	4	4	6	4	4

*Elemental, Incorporeal***Size 4****Melee:** Slam (1d4+4)**Ranged:** Lightning zap (2d10)**Talents:** Slippery, Dodge, Lunge**Massive Impact:** When *pushing* a foe, push them back two spaces instead of one. Deal +1d4 damage for every space they cannot be pushed.**Airy:** Fly freely and move through any even moderately porous wall or door.Effects that would *stagger* or *knock prone* an airy creature instead destabilize them. While destabilized, creatures are invisible, invincible and cannot attack until they stabilize themselves for ♦♦.**EARTH ELEMENTAL** 

Mv	S	T	A	R	WT
3	5	5	3	4	4

*Elemental, Construct***Armour 4, Size 4****Melee:** Slam (2d6+5)**Talents:** Mighty Blow, Stand Ground**Fortification:** All attacks from weapons without the Sunder quality inflict one less die of damage.**Made of Earth:** Move freely through stone and dirt. Invincible while prone. Immune to fire, cold, and lightning.**FIRE ELEMENTAL** 

Mv	S	T	A	R	WT
5	5	4	5	4	4

*Elemental, Incorporeal***Size 4****Melee:** Burn (2d4+5)**Talents:** Impetuous, Fend**Made of Fire:** Immune to fire.

Flammable spaces catch fire every time the elemental moves through them.

Cannot be *knocked prone*. Anyone who makes a damage roll against the elemental at range 1 suffers 2d4 damage.**IRON WARRIOR** 

Mv	S	T	A	R	WT
3	5	4	2	5	4

*Construct***Armour 4****Boons:** +1 on attack rolls and saves**Weapon:** Longsword (1d6+11),

Axe (2d4+6), Halberd (2d6+6, reach 2)

**Talents:** Mighty Blow**Metal Body:** Immune to lightning.

Gain ♦ when struck by a lightning.

**Fortification:** All attacks from weapons without the Sunder quality inflict one less die of damage.**Sturdy Stance:** Decide whether it is *staggered* or damage is rolled against it when a hit is scored against it.**STONE GOLEM** 

Mv	S	T	A	R	WT
3	6	8	2	6	6

*Construct***Armour 4, Size 4****Boons:** +2 on saves**Melee:** Slam (3d6+6)**Talents:** Mighty Blow, Stand Ground**Made of Stone:** Immune to lightning.**Fortification:** All attacks from weapons without the Sunder quality inflict one less die of damage.**Sturdy Stance:** Decide whether it is *staggered* or damage is rolled against it when a hit is scored against it.

**DRAGONKIND****KOBOLD**

Mv	S	T	A	R	WT
3	2	3	5	3	2

*Mortal, Corporeal***Armour 1****Melee:** Short Spear (1d6+2, reach 2)**Ranged:** Shortbow (1d6+2)**Scamper:** No maluses on move rolls.**LIZARD WARRIOR**

Mv	S	T	A	R	WT
4	4	4	4	4	3

*Mortal, Corporeal***Armour 1****Melee:** Sword (1d4+7), Axe (2d4+4), Spear (1d8+4, reach 2), Shield (shield 2)**Ranged:** Shortbow (1d6+4)**Talent:** Retaliation**Cold Blood:** Suffering cold damage causes *stun 1*. Cannot become *shaken*.**LIZARD CHAMPION**

Mv	S	T	A	R	WT
4	5	5	4	3	4

*Mortal, Corporeal***Armour 1****Boons:** +1 on attack and defence**Melee:** Sword (1d4+8), Axe (2d4+5)**Talent:** Retaliation**Cold Blood:** Suffering cold damage causes *stun 1*. Cannot become *shaken*.**DRACONIC GUARD**

Mv	S	T	A	R	WT
4 <sup>2</sup>	5	5 <sup>6</sup>	5	5	4

*Mortal, Corporeal***Armour 3****Boons:** +1 on attack, defence, saves**Melee:** Longsword (1d6+10)**Talent:** Retaliation, Halt**Dragon Blood:** +4 toughness vs fire.**Wings:** Can fly.**WURM**

Mv	S	T	A	R	WT
6	6	6	6	6	8

*Mortal, Corporeal***Armour 2, Size 6****Boons:** +2 on attack, defence and saves**Melee:** Bite (3d8+6, reach 2),

Claws (2d8+6), Tail (2d6+6, rear arc)

**Talent:** Retaliation**CROCODILE OGRE**

Mv	S	T	A	R	WT
6	8	8	5	5	8

*Mortal, Corporeal***Armour 2, Size 9****Boons:** +2 on attack, defence, and saves**Melee:** Tooth and Claw (2d10+8)**Talent:** Retaliation, Die Hard, Sweep, Battle Rage, Mighty Blow**Height Advantage:** Suffer half damage from reach 1 attacks from smaller creatures while unstaggered.**DRAGON**

Mv	S	T	A	R	WT
5	7	7	5	7	8

*Mortal, Corporeal***Armour 3, Size 6****Boons:** +2 on attack, defences, and saves**Melee:** Bite (3d10+7, reach 2),

Claws (2d10+7), Tail (2d6+7, rear arc)

**Talent:** Die Hard, Retaliation**◆◆ Fire Breath:** All characters within an 8 long, 90-degree cone must make a d10+ability save versus 12.**Critical Success:** No effect.**Success:** Suffer 2d6 damage.**Fail:** Suffer 3d8 damage, catch *on fire*.**Critical Fail:** Suffer 4d10 damage, *on fire*.**Fire Made Flesh:** Immune to fire.**Height Advantage:** Suffer half damage from reach 1 attacks from smaller creatures while unstaggered.**Dragon Fury:** Gain ◆ every round that can only be used on an attack against a unique target.**Wings:** Can fly.

**BEASTS****SPIDERLING**

Mv	S	T	A	R	WT
6	3	3	5	4	2

*Mortal, Corporeal***Melee:** Fangs (2d4+3, poison)**Poisonous:** d10+toughness vs 10.*Fail: Agility poison 1.**Critical Fail: Agility poison 1d3.***SPIDER WARRIOR**

Mv	S	T	A	R	WT
6	4	4	4	4	4

*Mortal, Corporeal***Armour 1, Size 4****Boons:** +1 on attack rolls**Melee:** Fangs (2d6+4, poison)**Poisonous:** d10+toughness vs 11.*Fail: Agility poison 1.**Critical Fail: Agility poison 1d3.***WOLF**

Mv	S	T	A	R	WT
5	3	3	4	3	2

*Mortal, Corporeal***Melee:** Bite (1d4+3)**Talents:** Sprint**Pack Hunter:** Wolves suffer +1 malus on attacks if they do not have at least one ally threatening their target.**RAT SWARM**

Mv	S	T	A	R	WT
7	1	2	6	2	5

*Mortal, Corporeal***Size 2****Melee:** Tooth and Claw (1d4+1)**Scamper:** No maluses on move rolls.**Swarm:** Roll a number of damage dice equal to their wounds and pick one.

Swarms cannot suffer more than one wound from a non-blast attack.

Effects that would *stagger* or *knock prone* a swarm instead *scatter* them. While *scattered*, swarms cannot be attacked by non-blast attacks and cannot attack until they rally for ♦♦.**BEAR**

Mv	S	T	A	R	WT
5	6	6	3	5	5

*Mortal, Corporeal***Armour 2, Size 2****Boons:** +1 on attack rolls and saves**Melee:** Bite (3d4+6), Claw (1d8+8)**♦♦ Roar:** All within 5 who can hear you make a d10+resolve save vs 10.*Fail: Become shaken.**Critical Fail: Shaken and staggered.***UNIVERSAL BEAST TRAITS****Overwhelm:** Can move onto the space of prone enemies. While standing over a prone foe that enemy cannot get up.**UNIVERSAL SPIDER TRAITS****Many Feet:** Find Footing costs ◇.**Webspinner:** Spiderwebs are not difficult terrain to a spider. Encounters with spiders typically take place amidst many areas of webs.**♦♦♦ Cocoon:** An adjacent *prone* foe is covered in webs. They can take no actions until they are freed. You can free a cocooned ally by doing any amount of fire damage to them or spending ♦♦ while adjacent with a bladed weapon in hand.

**FAE****BEASTMAN**

Mv	S	T	A	R	WT
5	5	4	4	4	3

*Fae, Corporeal***Talents:** Dauntless**Melee:** Bite (2d4+5), Claw (1d6+6)**HARPY**

Mv	S	T	A	R	WT
6	4	3	5	4	3

*Fae, Corporeal***Melee:** Claw (1d6+4, flurry)**Talents:** Dodge**Wings:** Can fly.**FAEHOUND**

Mv	S	T	A	R	WT
5	5	5	5	5	4

*Fae, Corporeal***Armour 2, Size 2****Boons:** +1 on attack rolls**Melee:** Maw (2d4+6, acid maw)**Talents:** Dodge, Lunge, Impetuous**Overwhelm:** Can move onto the space of prone enemies. While standing over a prone foe that enemy cannot get up.**Acid Maw:** Critical hits inflict an additional 2d6 damage and *sunder 1*.**Wild Step:** Ignore difficult terrain.**CHANGELING**

Mv	S	T	A	R	WT
6	3	3	6	6	4

*Fae, Corporeal***Craft 3****Boons:** +1 on defence rolls and saves**Melee:** Claws (1d8+3)**Talents:** Slippery, Dodge**Shifting:** Freely change appearance.**Spell Casting:** Knows two random non-light spells of the 1st circle. Has the power to cast all of its 1st circle spells once.**UNSEELE WARRIOR**

Mv	S	T	A	R	WT
5 <sup>6</sup>	4	4 <sup>5</sup>	5	5	4

*Fae, Corporeal***Craft 3, Armour 1****Boons:** +1 on attack and defence rolls**Melee:** Sword (1d4+7), Dagger (1d6+4)**Talents:** Dodge, Riposte, Backstab**GORGON**

Mv	S	T	A	R	WT
6	5	4	6	6	4

*Fae, Corporeal***Craft 3****Boons:** +1 on attack, defence, and saves**Melee:** Claws (1d8+5)**Ranged:** Common Bow (1d8+5)**Talents:** Slippery, Dodge, Jump Up**◆ Gaze:** Target foe in front arc who can see the gorgon must make a d10+resolve save versus 12.*Fail: Movement poison 1d3.**Critical fail: Movement poison 1d6.*

If your movement is reduced to 0 by Gaze you are turned to stone. Characters can only be targeted by gaze once a round.

**RIVER WATCHER**

Mv	S	T	A	R	WT
3	6	6	4	4	5

*Fae, Corporeal***Size 4****Boons:** +2 on saves, +1 on attack**Melee:** Tentacles (1d4+6, reach 1-3, can pull instead of push on hit), Chomp (2d10+6, can only coup de grâce)**Talents:** Trip, Halt**Slimy Skin:** +4 toughness versus acid.**Wild Step:** Ignore difficult terrain.

**DEMONS****IMPS**

Mv	S	T	A	R	WT
3	2	2	4	3	2

*Demon, Corporeal***Craft 2****Melee:** Claws (1d4+1, flurry)**Hellfire:** +4 toughness versus fire.**Spell Casting:** Knows two random non-light spells of the 1st circle. Has the power to cast a 1st circle spells once.**FURY**

Mv	S	T	A	R	WT
6	4	4	4	4	3

*Demon, Corporeal***Melee:** Tooth and Claw (1d4+5)**Talents:** Battle Rage**Hellfire:** +4 toughness versus fire.**Wings:** Can fly.**HELLHOUND**

Mv	S	T	A	R	WT
8	5	4	4	3	3

*Demon, Corporeal***Armour 1, Size 2****Melee:** Bite (2d4+5)**Hellfire:** +4 toughness versus fire.**Overwhelm:** Can move onto the space of prone enemies. While standing over a prone foe that enemy cannot get up.**SPAWN OF CHAOS**

Mv	S	T	A	R	WT
3	6	7	3	2	5

*Demon, Corporeal***Size 4****Boons:** +2 on saves and +1 on defence**Melee:** Tentacles (1d6+6, reach 1-2, may pull instead of push)**Talents:** Trip, Halt, Sweep**Many Feet:** Find Footing costs ◇.**Eyes Everywhere:** 360 front arc.**CERBERUS**

Mv	S	T	A	R	WT
7	5	5	4	4	4

*Demon, Corporeal***Armour 2, Size 4****Boons:** +1 on attack rolls and saves**Melee:** Bite (3d4+5)**Hellfire:** +4 toughness versus fire.**Three Heads:** Gain ♦♦ every round that can only be used on attacks against unique targets. Sleep effects one head.**Overwhelm:** Can move onto the space of prone enemies. While standing over a prone foe that enemy cannot get up.**♦♦ Fire Breath:** All characters within a 4 long, 90-degree cone must make a d10+agility save versus 10.*Critical Success:* No effect.*Success:* Suffer 1d4 damage.*Fail:* Suffer 2d6 damage, catch *on fire*.*Critical Fail:* Suffer 3d8 damage, *on fire*.**DEMON HORROR**

Mv	S	T	A	R	WT
5	4	4	7	5	4

*Demon, Incorporeal***Boons:** +1 on attack, defence, saves**Melee:** Claws (1d6+4)**Talents:** Slippery, Impetuous**♦♦ Lightning Breath:** All characters within a 4 long line must make a d10+toughness save versus 10.*Critical Success:* No effect.*Success:* Suffer 1d10 damage.*Fail:* Suffer 2d10 damage and *stun 1*.*Critical Fail:* Suffer 3d10 damage, *stun 3*.**SNAKE DEMON**

Mv	S	T	A	R	WT
5	5	5	5	5	4

*Demon, Corporeal***Armour 1, Craft 5, Size 4****Boons:** +1 on craft, defence, and saves**Melee:** Fangs (3d4+5)**Talents:** Lunge, Halt, Jump Up**Spell Casting:** Knows four random spells up to the 2nd circle. Has the magical power to cast all of its 1st circle spells twice and 2nd circle spells once.

**HORNED BRUTE**

Mv	S	T	A	R	WT
5	6	7	4	5	8

*Demon, Corporeal***Armour 1, Size 4, Craft 4**

- Boons:** +2 on attack, defence, and saves  
**Melee:** Claws (1d12+9), Bite (2d6+7)  
**Horns** (3d6+7, charge only)  
**Ranged:** Fireball (2d6, thrown)  
**Talents:** Mighty Blow, Sweep  
**Spell Casting:** Knows two random non-light spells up to the 2nd circle. Has the power to cast all of its 1st circle spells twice and 2nd circle spells once.  
**Hellfire:** +4 toughness versus fire.  
**Wings:** Can fly.

**FLAME DEMON**

Mv	S	T	A	R	WT
6	5	5	6	5	5

*Demon, Construct***Armour 2, Size 4**

- Boons:** +2 on attack and +1 on saves  
**Melee:** Claws (2d8+5)  
**Talents:** Battle Rage, Fend  
**Dread Flame:** Immune to fire.  
 Flammable spaces catch fire every time the demon moves. Anyone who makes a melee damage roll against the demon at range 1 suffers 2d4 damage.

**MANTICORE**

Mv	S	T	A	R	WT
4	5	5	5	5	6

*Demon, Fae, Corporeal***Size 4**

- Boons:** +1 on attack rolls and saves  
**Melee:** Tooth and Claw (2d8+5)  
**Ranged:** Spinetail (1d8+5, poison, has ten spines and regenerate one a day)  
**Poisonous:** d10+toughness vs 12.  
*Fail: Toughness poison 1.*  
*Crit Fail: Toughness poison 1d3.*  
**Wings:** Can fly.

**MARILITH**

Mv	S	T	A	R	WT
7	5	5	8	7	8

*Demon, Corporeal***Size 4**

- Boons:** +2 on attack, defence, and saves  
**Melee:** Six Demon Swords (2d4+8)  
**Talents:** Slippery, Jump Up, Dodge, Ambidexterity, Vigilance, Disarm, Trip  
**Demon Speed:** Gain ♦ every round.  
**Infernal Commander:** Demons within 4 pass all saves in the morale phase.

**DEMON LORD**

Mv	S	T	A	R	WT
6	6	6	6	8	8

*Demon, Corporeal***Armour 2, Craft 6, Size 4**

- Boons:** +2 on attack, defence, and saves  
**Melee:** Claws (3d6+7)  
**Talents:** Mighty Blow, Retaliation, Stand Ground, Die Hard  
**Hellfire:** +4 toughness versus fire.  
**Spell Casting:** Knows eight random non-light spells up to the 4th circle. Has the magical power to cast all of its 1st circle spells four times, 2nd circle spells three times, 3rd circle spells twice and 4th circle spells once.

**Sturdy Stance:** Decide whether it is *staggered* or damage is rolled against it when a hit is scored against it.

# Adventure

## CAMPAIGN MAP

Every campaign will need a campaign map, sometimes referred to as a region map. The map doesn't need to be drawn in full before the campaign and instead, it is drawn as the players explore it. Get a blank piece of paper and pencils.

A region map is made up of areas of terrain overlaid by locations divided by paths.

Terrain is the raw natural landscape itself such as forests, mountains, water, and marshes. Assume any blank parts of the maps are unremarkable flatlands or hills. Players can't visit terrain directly but locations and paths are influenced by whatever terrain they are within.

Locations are the places the players will visit over the campaign. They are either settlements or adventure sites.

Settlements are where players will return after an adventure to restock equipment, train, and brag about their accomplishments. They can be either villages, towns, cities, or castles.

Adventure Sites are perilous locations players can explore to slay monsters and find treasure.

Every path has a number of notches representing how many days of travel it takes to travel between locations it connects.

## MULTIPLE MAPS

The campaign will start in a single region but will branch out to multiple regions over time. Each region is orthogonally adjacent to at least one other region and is represented by its own map. Keep track of how region maps connect as a grid of region maps.

## MAKING NEW REGIONS

### CIVILIZATION

Each region has a **CIV** modifier.

*Established (+2), Settled (+1), Borderlands (+0), or Wildlands (-1).*

The first region is always Borderlands. New regions have an equal chance to be plus or minus one step the civilization of the previous region. A region that rolls -1 from a Wildlands map is also Wildlands. A new region adjacent to an Established map never rolls and is always Settled.

### TEMPERATURE

Every region has a **TEMP** modifier.

*Hot (+2), Warm (+1), Temperate (+0), Cool (-1) or Cold (-2).*

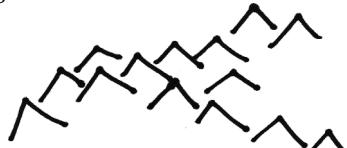
The first region is always Temperate. New regions explored to the north of the previous region have a 4+ on 1d6 roll to be one step colder. New regions to the south have a 4+ chance to be one step hotter. New regions to the east or west have a 6+ on 1d6 chance to be one step warmer or colder.

*The adventure rules are more for inspiration than hard rules that must be strictly observed.*

*The Game Mistress should let the dice lead the way but veto and alter results they find uninteresting.*

**TERRAIN**

All regions have 1d4 mountain ranges. These can line up with existing mountain ranges in nearby regions. Draw mountain ranges as a stretch of wide short triangles.



All regions have 1d4 rivers. Some rivers may go off-map or continue from other regions. Rivers can be indicated with a thick line flowing **from** a mountain or off-map **to** a coast, lake, or off-map. Rivers may merge from multiple sources but they never split.



All regions have 1d4-2 coastlines or lakes. Coasts take up most to all of one side of the map and must line up with existing coastlines on nearby regions. Draw waves on the water to make clear which side of the coast is water.



If a region is neither Hot nor Cold it has 1d4-1 forests. Draw forests as erratically shaped blobs with little trunks.



If a region is neither Hot nor Cold it has 1d4-2 marshes. Marshes can be indicated by wide short pools of water with the occasional tuft of grass.

**STARTING REGION**

The first region will start with a single town in the middle of the map.

Otherwise, the region will start with a single location near the edge of the map connected to the location this region was explored from.

**REGION NAMES**

Each region should be given a unique name. Choose two to four name elements from below that seem appropriate to the region. The elements might be separate words or conjoined.

**DIRECTIONS**

East, West, North, South, High, Low, Upper, Lower, Middle, Mid, Edge, Far

**COLOURS**

Red, Green, Blue, White, Black, Silver, Gold, Violet, Emerald, Ruby, Onyx, Amber, Crimson, Azure, Bright, Dark

**THEME**

Wet, Dread, Dusk, Doom, Dead, Bad, Shimmering, Winter, Autumn, Spring, Burning, Hinter, Summer, Searing, Plague, Ghost, Ever, Singing, Molten, Fire, Lush, Verdant, Blood, Shadow, Wild, Venom, Moon, Sun, Storm, Day, Night, Mist, Fae, Haunted, Wraith

**MATERIAL**

Stone, Pine, Thorn, Oak, Willow, Bark, Leaf, Rose, Sand, Dust, Crystal, Ice, Snow, Grass, Brush, Bone, Ash, Iron

**TERRAIN**

Wood, Fall, Lands, Dune, Field, Pass, Expanse, Ridge, Plain, Steppe, Hills, Mountains, Marsh, Barren, Wallow, Glade, Spire, Valley, Crag, Coast, Bog, Shore, Basin, Peaks, Loch, Tundra, Moor, Desert, Wastes, Grotto, Hollow

**POLITICAL**

March, Kingdom, Province, Duchy, Border, Crown, Realm, Republic, Emirate, Territory, Domain, Shire

**EXPLORATION**

Each location can be explored once. Exploring allows you to sprawl the map adding more paths and connected locations to the map.

Roll 1d4. This is how many paths might be connected to the explored location. Each of these paths will be 1+1d3 days long although this number can be doubled if the path passes through difficult terrain.

If this location is within roughly an inch and a half on the page from other unexplored locations there is a 2+ on a d6 chance that one of the paths will be to that location.

If this location is within roughly an inch and a half of the map edge there is a 4+ on a d6 chance that one path leads off the map to another map.

The remaining paths will connect to new locations, place them roughly one to three inches away in any direction. New locations cannot be within one inch of existing locations. If there isn't enough space for a new location then don't place one.

Try as best as possible to make the length of the path on the map correspond to the length in days of travel. Don't worry about them precisely aligning however as some paths are winding and rough while others are straight and paved.

**NEW LOCATIONS**

New Locations have a 4+ on a d6 chance to be a settlement, add +CIV to the roll. Otherwise, they are an adventure site.

If the location is a settlement roll 1d20, if the result is greater than the number of villages than the settlement will be a village, otherwise, roll 1d6+CIV:

**1-3** Castle

**4-5** Town

**6+** City (or town if there is already a city in this region)

Adventure site roll 1d6+CIV.

**1-3** Landmark

**4-5** Dungeon

**6+** Stronghold

**SETTLEMENTS**

Each settlement has one or more special shops which offer unique items.

Villages roll 1d4, towns roll 1d6 twice, castles roll 1d6+1, cities roll 1d8 four times. Reroll duplicate results.

**1** Witch

**2** Temple

**3** Bowyer

**4** Stables

**5** Smith

**6** Alchemist

**7** Armourer

**8** Mage Tower

**GREENTHORP**

Village Icon

**BRIDGEBURG**

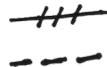
Town Icon

**TALL KEEP**

Castle Icon

**OAKWOOD CITY**

City Icon



Two ways to draw  
a three length path

**ADVENTURE SITES**

There are three distinct types of adventure sites listed below:

**LANDMARK**

Landmarks are special guarded locations. These are not multiple leveled dungeons but a neat location with a single encounter. These are small ruins and monster dwellings.

Roll a single encounter as appropriate to the environment and build the terrain around them. Give goblins fortifications and spiders dense webs. Turn one of the foes into a minor named foe and add some treasure.

**DUNGEON**

Dungeons are large, unorganized, sprawling subterranean environments.

Dungeons have 1d4 floors. Although if you roll a 4, roll 1d4-1 and add the result to the total, repeat this until you stop rolling 4s. The total depth of a dungeon is secret to the players.

**STRONGHOLD**

Strongholds are fortifications dominated by a single faction that are either purposefully built or repurposed to be easily defensible.

Strongholds have 1d3 floors and have a 10 on d10 chance to have a dungeon underneath them. As dungeons the total depth is unknown.

**ADVENTURE SITE NAMES**

Each location needs a name. Choose two to four name elements from below that seem appropriate to the map. The elements might be separate words or conjoined.

**DIRECTIONS**

East, West, North, South, High, Low, Upper, Lower, Middle, Mid, Edge, Far

**COLOURS**

Red, Green, Blue, White, Black, Silver, Gold, Violet, Emerald, Ruby, Onyx, Amber, Crimson, Azure, Bright, Dark

**THEME**

Wet, Dread, Dusk, Doom, Dead, Bad, Shimmering, Winter, Autumn, Spring, Burning, Hinter, Summer, Searing, Plague, Ghost, Ever, Singing, Molten, Fire, Lush, Verdant, Blood, Shadow, Wild, Venom, Moon, Sun, Storm, Day, Night, Mist, Fae, Haunted, Wraith

**MATERIAL**

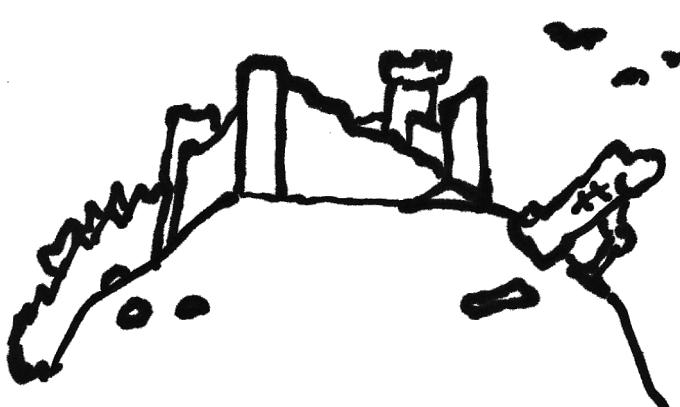
Stone, Pine, Thorn, Oak, Willow, Bark, Leaf, Rose, Sand, Dust, Crystal, Ice, Snow, Grass, Brush, Bone, Ash, Iron

**SETTLEMENT TYPES**

Town, -ton, Village, -ville, -burg, -shire, Castle, Fort, -fort, City, -opolis, -thorp, Keep, - keep, Hold, -hold

**ADVENTURE SITE TYPES**

Cove, Depths, Hill, Mount, Dungeon, Halls, Spires, Caves, Shrine, Maw, Pass, Temple, Mines



**SITE GENERATION**

Dungeons and Strongholds both need floorplans. To quickly sketch out a floorplan roll 1d6+6 six-sided dice.

Don't add these dice up instead, clump dice to the nearest die they landed to, repeat this until all dice are contiguously connected.

Contiguously connected dice of the same facing form large rooms while solitary dice (dice with no adjacent die of the same size) form smaller rooms.

In ascending order of the dice we will define each room. Where there are ties (multiple solitary dice of the same facing) resolve them in any order.

Roll 1d10 to see how the room relates to adjacent rooms. Roll 1d6 instead for caves or other natural environments.

**1-3** Open

**4-6** Wall

**7-8** Unlocked Door

**9** Portcullis

**10** Locked Door

**Open:** These rooms are only separated by a 1 or 2 wide open passage.

**Wall:** These rooms are not connected directly. If this would make them not contiguously connected there is a secret door dividing the two.

**Door:** These rooms are separated by a 1 or 2 space-wide door.

**Portcullis:** These rooms are separated by a 1 wide portcullis. This portcullis costs ♦♦ to open and keep open each round, multiple people can help lift the portcullis and require two hands. Strength 5+ characters can lift with one hand or as a single ♦.

If the room is solitary and adjacent to more than two rooms it has a 3-in-6 chance to be a corridor. Corridors are 1 or 2 space-wide passageways that connect adjacent rooms.

Otherwise, the room is a chamber a 4 to 8 by 4 to 8 room (or proportionately larger if not solitary)

**ROOM GENERATION**

In a random order roll the features of any given room on 1d6. Roll 1d4 for caves or other natural environment.

**1-2** Monsters (+1 to next roll)

**2-5** Empty

**6** Trap (-1 to next roll)

**TRAP**

This room is defined by a trap. If the room is a dead-end then there is a 5-in-6 chance the trap guards treasure. Otherwise, the chance is 1-in-6.

Choose a trap type, danger level, and some trap traits below for inspiration:

**TRAP TYPE**

**Damage:** Does up to 2d6 damage.

**Poison:** d10+Toughness vs 10 save. On failure suffer poison 1d3 to an attribute you choose when designing the trap.

**Spell:** Casts a random harmful 1st circle spell with a craft of 3.

**Ambush:** Sounds an alarm or otherwise calls the attention of nearby foes.

**DANGER LEVEL**

**Hindrance:** Default trap level.

**Dangerous:** Trap does twice as much damage, +2 to poison save difficulty, +1 to spell craft, and +1 to spell circle.

**Deadly:** Trap does three times as much damage, +4 to poison save difficulty, +2 to spell craft, and +2 to spell circle.

**TRAP TRAITS**

**Mandatory:** There is no way to pass this room without triggering this trap.

**Recurring:** This trap rearms after use.

**Obvious:** This trap isn't hiding, treat as one higher danger level for effects.

**Dead Body:** A body slain by the trap warns the warband.

**Curiosity Kills:** The trap guards nothing of import nor the way forward. Instead, it punishes searchers.

**Puzzle:** A convoluted mechanism or riddle disables the trap.

**Keystone:** An object somewhere in the dungeon, likely on a monster, prevents the trap from triggering.

**Safety First:** A nearby mechanism disables the trap.

## EMPTY

This room lacks traps and monsters. There are still plenty of things to do with an empty room.

**Foreshadow:** Choose a trap or group of monsters elsewhere in the dungeon, allude to them somehow. Scorched bones near a firebreathing creature, a journal by previous adventurers warning of a trap that slaughtered the writer's comrades, etc.

**Logistics:** How do the inhabitants of the dungeon eat, drink or sleep. Answer one of these questions with the contents of the room. Some useful common supplies and tools can be found here.

**Hazard:** A great pit; a pile of rubble or bone; pools of water, acid or blood; flows of magma; etc. These things are not dangerous to navigate with time and caution, but players may have to retreat through such a room or they may lure monsters here for an advantage.

## MONSTERS

This room is guarded by monsters and has at least some treasure.

Strongholds roll encounters on the appropriate threat page for the threat that owns the stronghold.

Dungeons roll on the biome tables on the next page. Roll 1d6 and add 2 for the depth of the dungeon level.

Choose some traits below:

**Beef Gate:** There is no realistic way to sneak past them, even invisibility would not guarantee it.

**Easy Pass:** There is an obvious way of sneaking past them.

**On the Move:** If the warband lingers these monsters will move.

**Fortified:** Cover, small traps and elevation all heavily play to the monsters advantage, at least from one angle of approach.

**Officer:** One of the monsters is named.

**Hazards:** Obstacles abound.

## FINISHING TOUCHES

Decide where you feel it would be most interesting to place the entrance and exit to the floor.

Most floors have one exit but there can be multiple exits either branching off into different biomes (see below) or skipping floors to much deeper in the dungeon (these should be well hidden and/or well guarded).



## DUNGEON BIOMES

Every dungeon has a series of biomes that define which random monsters occupy it and help you describe the theme and atmosphere of the dungeon.

You'll notice that the numbers on the random monster charts on the following page come in bands of 6. Dungeon biomes flow into each other as you go. At depth 1 of a dungeon, many of the monsters will be common to the biome outside the dungeon but by depth 3 no trace of the monsters outside will remain.

For every dungeon, roll or choose a biome for each depth band.

### d4 Depth Band 1

- 1 Cavern
- 2 Crypt
- 3 Fortress
- 4 Grotto

### d6 Depth Band 3

- 1-2 Primordial Ruins
- 3-4 Magma Forge
- 5-6 Forgotten Tomb

### d6 Depth Band 2

- 1-2 Labrynth
- 3-4 Depths
- 5-6 Catacombs

### d6 Depth Band 4

- 1-2 The Inferno
- 3-4 Deepwood
- 5-6 City of the Damned

**RANDOM ENCOUNTERS****PLAINS**

- 1** 1d6+1 Goblin Warriors mounted on Wolves
- 2** 1d4+1 Orc Warriors mounted on Riding Horses
- 3** Ettin and 1d4+1 Orc Warriors
- 4** 1d3+1 Fire Elementals (if Hot) or Air Elementals (otherwise)
- 5** 2d4 Rat Swarms
- 6** 2d4+1 Orc Warriors

**MOUNTAINS**

- 1** 1d3+1 Earth Elementals
- 2** Goblin Champion and 2d6 Goblin Warriors
- 3** Ettin and 1d6+1 Goblin Runts
- 4** 2d4 Harpies
- 5** 1d3+1 Ogres and 1d6 Goblin Runts
- 6** 2d6 Goblin Runts and 1d6 Goblin Warriors

**FOREST**

- 1** 2d6+1 Barghests
- 2** 2d6+1 Wolves
- 3** 1d4 Bears
- 4** Gorgon and 1d3 Unseelie Warriors
- 5** 1d3 Spider Warriors and 1d6+1 Spiderlings
- 6** 2d6+2 Beastmen

**SWAMP**

- 1** 2d6+3 Zombies
- 2** 1d3+1 Water Elemental
- 3** 2d4 Plague Worms
- 4** Lizard Champion and 2d4 Lizard Warriors
- 5** 1d4+1 Trolls
- 6** 1d3+1 River Watchers

**RUINS**

- 1** 2d4 Rat Swarms
- 2** 2d6+1 Skeleton Warriors
- 3** 1d6 Skeleton Warriors and 1d3 Shades
- 4** 1d6+2 Ghouls
- 5** 1d6+2 Skeleton Warriors and 1d6 Zombies
- 6** Wraith and 1d6+2 Skeleton Warriors

**CAVERN**

- 7** 4d6 Kobolds
- 8** 1d4+1 Spider Warriors
- 9** Lizard Champion and 2d6 Lizard Warriors
- 10** 2d4 Draconic Guard
- 11** 3d6 Kobolds and 1d6 Lizard Warriors
- 12** 3d6 Lizard Warriors

**CRYPT**

- 7** 3d6 Skeleton Warriors
- 8** 3d6 Spiderlings
- 9** Revenant and 2d4 Skeleton Warriors
- 10** 1d4 Shades and 1d6+1 Skeleton Warriors
- 11** 3d6+2 Skeleton Warriors
- 12** Wraith and 2d6+1 Skeleton Warriors

**FORTRESS**

- 7** 3d6+2 Goblin Runts
- 8** 2d6+2 Orc Warriors
- 9** 1d4+1 Ogres and 2d4 Goblin Runts
- 10** Goblin Warlord and 2d6+2 Goblin Warriors
- 11** 2d6 Orc Warriors and 2d6 Goblin Runts
- 12** 1d3+1 Ogres and 3d6 Goblin Warriors

**GROTTO**

- 7** 4d6 Zombies
- 8** 2d6 Ghouls
- 9** 2d6 Plague Worms
- 10** 1d4+1 Shades and 2d6 Zombies
- 11** 1d4+1 Trolls
- 12** 1d4+1 River Watchers

**LABRYNTH**

- 13** 3d6 Orc Warriors
- 14** 4d6 Skeleton Warriors
- 15** 2d4 Iron Warriors
- 16** 1d4+1 Stone Golems
- 17** 1d6+1 Random Elementals
- 18** 2d6 Imps and 1d4 Hellhounds

**DEPTHES**

- 13** 3d6+1 Furies
- 14** 1d4+1 Lizard Warriors and 3d6 Kobolds
- 15** 1d4 Draconic Guard and 2d6 Lizard Warriors
- 16** Wyrm and 1d4 Lizard Warriors
- 17** Lizard Champion and 3d6 Lizard Warriors
- 18** 2d6 Draconic Guard

**CATACOMBS**

- 13** 2d4 Skeleton Warriors and 2d4 Shades
- 14** 1d6+3 Spider Warriors
- 15** Revenant and 3d6 Skeleton Warriors
- 16** Wraith, 1d4 Shades, and 2d6 Skeleton Warriors
- 17** Banshee and 1d6 Zombies
- 18** 1d3 Wraiths and 2d6 Skeleton Warriors

**PRIMORDIAL RUINS**

- 19** 1d4+1 Lizard Champions and 3d6 Lizard Warriors
- 20** 2d4 Draconic Guard and 2d4 Lizard Warriors
- 21** Dragon, 1d4+1 Lizard Warriors, and 2d6 Kobolds
- 22** 2d6 Demon Horrors
- 23** 2d6+3 Changelings
- 24** 5d6 Furies

**MAGMA FORGE**

- 19** 2d4 Fire Elementals and 2d4 Iron Warriors
- 20** 2d6+2 Orc Stormtroopers
- 21** 2d4 Ogres and 3d6 Goblin Warriors
- 22** Giant and 3d6 Goblin Warriors
- 23** Orc Warlord and 2d6 Orc Stormtroopers
- 24** 1d4+2 Flame Demons

**FORGOTTEN TOMB**

- 19** 1d6+3 Revenants
- 20** Broodmother, 1d4+1 Spider Warriors, and 2d4+1 Spiderlings
- 21** Crypt Dragon and 3d6 Skeleton Warriors
- 22** 2d6 Demon Horrors
- 23** Banshee and 2d4 Wraiths
- 24** 1d4+1 Revenants and 2d6 Shades

**THE INFERNO**

- 25** 2d6 Iron Warriors and 2d6 Furies
- 26** Cerberus and 2d6+1 Hellhounds
- 27** 2d4 Flame Demons and 1d4+1 Fire Elementals
- 28** 1d4+1 Horned Demons and 2d6 Furies
- 29** Horned Demon and 3d6 Hellhounds
- 30** Demon Lord and 1d4 Horned Demons

**DEEPWOOD**

- 25** 3d6 Changelings
- 26** 2d6 Snake Demons
- 27** Crocodile Ogre and 2d4 Lizard Warriors
- 28** 2d6 Unseelie Warriors and 2d4 Faehounds
- 29** 1d4+1 Gorgons and 2d4 Faehounds
- 30** Marilith and 1d4 Snake Demons

**CITY OF THE DAMNED**

- 25** 2d4 Spawn of Chaos
- 26** 2d6+2 Revenants
- 27** 2d6+1 Demon Horrors
- 28** 1d4+1 Banshees and 2d4 Skeleton Warriors
- 29** 3d4 Wraiths
- 30** 4d6 Shades and 4d6 Skeleton Warriors

**THE ABYSS**

**31+** 3+1d4 rolls on the Random Demon table

**RANDOM DEMONS (D100)**

- |              |                 |
|--------------|-----------------|
| <b>1-30</b>  | 1d6 Imps        |
| <b>31-50</b> | 1d4 Furies      |
| <b>51-60</b> | 1d4 Hellhounds  |
| <b>61-65</b> | Cerberus        |
| <b>66-70</b> | Demon Horror    |
| <b>71-75</b> | Naga            |
| <b>76-80</b> | Spawn of Chaos  |
| <b>81-90</b> | Horned Brute    |
| <b>91-95</b> | Flamerage Demon |
| <b>96-98</b> | Manticore       |
| <b>99</b>    | Marilith        |
| <b>100</b>   | Demon Lord      |

**CAVERN**

Winding caves of concerning warmth.

**CRYPT**

Cobwebbed coffins line the walls.

**FORTRESS**

Sterile and authoritarian bunker.

**GROTTO**

Flooded, damp, and very smelly.

**LABYRINTH**

Only a wizard could make a place so artificial, obtuse, and unlivable.

**DEPTHES**

Underground cliffs of awesome depth.

**CATACOMBS**

Bonelined walls of the ancient dead.

**PRIMORDIAL RUINS**

Ruined city swallowed by the earth.

**MAGMA FORGE**

Industrial hell of thunderous bellows.

**FORGOTTEN TOMB**

Daunting grave of ostentatious decor.

**THE INFERNO**

Obsidian citadels amidst endless fire.

**DEEPWOOD**

Unexpected and unwelcoming wilds.

**CITY OF THE DAMNED**

Drowned hopeless prison of lost souls.

**THE ABYSS**

Darker than any light can pierce.

## CAMPAIGN ACTIONS

The Warband can either travel or restock while on the campaign map.

### TRAVEL

The Warband travels to another location. This will take a number of days equal to the length of the path, although this time can be halved if everyone in the party has a horse.

*Remember to consume rations and water for the journey. If you do not have enough rations for the journey you must forage, which doubles the travel time.*

The party's size determines the chance you will have an encounter. Determine the party size by the total number of people plus mounts and pack animals. Add +5 if the party has a cart.

For every day of travel the Game Mistress rolls d20. If the roll is less than the party size: roll a die equal to the region's power die (see **page 73**).

**1-3** False Alarm, no encounter

**4-5** Local encounter

**6** Ambushed by local encounter

**7+** Patrol encounter

Encounters are rolled on a d6 on the tables in the previous page based on the most appropriate biome.

Encounters take place with the rival warband 3d6+10 spaces away unless it's an ambush, in which case they are 1d6+5 spaces away and can be positioned all around the party.

Once arriving at a new location you can explore the new location (See **page 63**). If the new location is an adventure site the warband can delve into that location for treasure and glory.



### RESTOCK

While at a settlement the warband can spend a day restocking. This allows each member of their warband to take one of the following actions.

### GO TO THE MARKET

Buy any items available in this settlement (see opposite page) and sell any items you no longer want for 1/4 of their value (round up). Valuables sell for full value.

### HEAL

Recover 1 wound automatically and heal all other wounds for 2 gold per wound. Heal all damage from poison for 5 gold.

### REPAIR

Repair Sundered armour, each lost point of armour costs 1/4 of the item's value to repair (round up). Restore broken helmets for half their cost (round up).

### STUDY SPELLS

Learn a new spell from a grimoire or scroll, paying the costs below:

Circle	Cost
<b>1<sup>st</sup></b>	5 gold and 1 experience
<b>2<sup>nd</sup></b>	10 gold and 2 experience
<b>3<sup>rd</sup></b>	25 gold and 4 experience
<b>4<sup>th</sup></b>	50 gold and 8 experience

### CAROUSE OR TITHE

Build your legend by having a wild party or making an offering. Choose an experience entry gained on your latest adventure and spend gold to increase the experience value of that entry.

You cannot more than double the experience value of an entry.

Exp	Cost
+1	10 gold
+2	25 gold
+3	50 gold
+4	100 gold
+5	250 gold (Must be in a town or city)
+6	500 gold (Must be in a town or city)
+7	1000 gold (Must be in a city)
+8	2500 gold (Must be in a city)

**ALWAYS AVAILABLE**

Knives, staves, club, throwing axes, axes, long axe, spears, shortbows, arrows, gambeson, medium shields, antipoison, all gear except holy symbol, and mules.

**ALCHEMIST**

All bombs except holy water, handguns, bullets, all traps except warding candles, light, fire, and wind reagents.

**ARMOURER**

All armour, all shields, and all helmets.

**BOWYER**

All bows, crossbows, and projectiles.

**MAGE TOWER**

All reagents and 1d6 random scrolls.

**STABLES**

Horses and carts.

**TEMPLE**

Health potion, Holy water, holy symbols, holy avenger, and warding candles.

**SMITH**

All melee weapons, lump of coal, helmets, chain shirt, chainmail, and caltrops.

**WITCH**

All poisons except holy avenger, all potions, dark, earth, and water reagents.



## LOOT TABLES

You can use these loot tables to generate items, either specifically or in a horde.

Use the tables below to generate loot hoards. Roll 1d4, if in a dungeon or stronghold add the depth.

<b>d4+</b>	<b>Small Treasure Hoard</b>
1	1 C. gear
2	1 C. treasure
3	1 C. arcane, 1 U. arcane
4	1 C. gear, 1 C. treasure
5	1 R. gear
6	1 Sack of gold
7	1 R. treasure
8	d6 C. arcane, d6 U. arcane
9	d6 C. Treasure, 1 R. gear
10	d4 Sacks of gold
11	d6 U. treasure, d6 R. treasure
12	d6 U. Arcane, 1 R. arcane
13	d3 R. gear
14	2d6 Sack of gold
15	3d6 R. treasure
16	1 VR. arcane, d6 R. arcane

<b>d4+</b>	<b>Medium Treasure Hoard</b>
1	d3 C. gear
2	d3 C. treasure
3	d4 C. arcane, d3 U. arcane
4	1 Sack of gold
5	1 R. gear, d6 C. gear
6	d4 H. treasure, d6 C. treasure
7	d6 U. arcane, 1 R. arcane
8	2d6 Sacks of gold
9	d4 R. gear, 1d6 sacks of gold
10	d4 R. treasure, 2d6 H. treasure
11	1 VR. arcane, d4 R. arcane
12	d6 R. treasure, 2d10 sacks of gold
13	2d6 R. treasure, d6 R. gear
14	2d6 R. treasure, 5d6 C. treasure
15	4d VR. arcane, 2d6 R. arcane
16	2d10 R. treasure, 5d6 sacks of gold

<b>d4+</b>	<b>Large Treasure Hoard</b>
1	d6 C. gear
2	d6 C. treasure
3	d8 C. arcane, d6 U. arcane
4	d4 Sack of gold
5	1 R. gear, 2d6 C. gear
6	2d4 H. treasure, 2d6 C. treasure
7	2d6 U. arcane, d4 R. arcane
8	3d8 Sacks of gold
9	2d4 R. gear, 2d6 sacks of gold
10	2d4 R. treasure, 3d6 H. treasure
11	1 VR. arcane, 2d6 R. arcane
12	4d6 R. treasure, 4d10 sacks of gold
13	4d6 R. treasure, 2d6 R. gear
14	4d6 R. treasure, 10d6 C. treasure
15	2d4 VR. arcane, 4d6 R. arcane
16	4d10 R. treasure, 8d6 sacks of gold

<b>d12</b>	<b>Mundane Gear</b>
1	1d6 Rations
2	1d4 Waterskin
3	1d4 Ale
4	1d4 Torch
5	Lantern
6	Oil Flask
7	Grappling Hook
8	Knife
9	Caltrops
10	1d4 Quivers of Arrows
11	1d3 Case of Quarrels
12	Claw Trap, load 1

<b>d4d8</b>	<b>Common Gear</b>
11	Dagger
12	Club - load 1
13	Sword - load 1
14	Throwing Axe
15	Mace - load 1
16	Crowbill - load 1
17	Spear - load 1, bulky
18	Longsword - load 1
21	Long Axe - load 1
22	Maul - load 2
23	Warhammer - load 2
24	Lance - load 2, bulky
25	Falchion - load 1
26	Kriegsmesser - load 2
27	Rapier - load 1
28	Estoc - load 1
31	Axe - load 1
32	Flail - load 1
33	Staff
34	Pike - load 2, bulky
35	Light Shield - load 1
36	Medium Shield - load 2
37	Heavy Shield - load 3
38	Gambeson - load 1
41	Chain Shirt - load 1
42	Heavy Gambeson - load 2
43	Chainmail - load 2
44	Helmet - load 1
45	Shortbow
46	Common Bow - load 1
47	Light Crossbow - load 1
48	Silver weapon (Roll a random common gear, reroll non-melee weapons)

<b>d12</b>	<b>Rare Gear</b>
1	Halberd - load 2, bulky
2	Pollaxe - load 2, bulky
3	Greatsword - load 2, bulky
4	Scalemail - load 3
5	Brigandine - load 3
6	Plate - load 4
7	Full Helmet - load 1
8	Warbow - load 2
9	Heavy Crossbow - load 2
10	Repeating Crossbow - load 2
11	Mithril item (Roll 1d6: 1-4 roll on common gear, 5-6 roll rare gear. Reroll non-metal items.)
12	Adamantine item (Roll 1d6: 1-4 roll on common gear, 5-6 roll rare gear. Reroll non-metal items.)

## VIII - ADVENTURE

<b>d6</b>	<b>Heavy Treasure</b>
<b>1</b>	Barrel of Ale - load 3
<b>2</b>	Barrel of Mead - load 3
<b>3</b>	Barrel of Wine - load 3
<b>4</b>	Vase - load 1
<b>5</b>	Painting - load 2
<b>6</b>	Barrel of Salt - load 2

<b>d8</b>	<b>Common Treasure</b>
<b>1</b>	5d6 Silver Coins
<b>2</b>	1d6 Gold Coins
<b>3</b>	Stone Statuette - load 1
<b>4</b>	Silver Ring
<b>5</b>	Silver Necklace
<b>6</b>	Silver Crown
<b>7</b>	Silver Statuette - load 1
<b>8</b>	Coin Purse

<b>d12</b>	<b>Rare Treasure</b>
<b>1</b>	15d6 Silver Coins
<b>2</b>	3d6 Gold Coins
<b>3</b>	Gold Ring
<b>4</b>	Gold Necklace
<b>5</b>	Gold Crown
<b>6</b>	Gold Statuette - load 1
<b>7</b>	Sapphire
<b>8</b>	Emerald
<b>9</b>	Ruby
<b>10</b>	Diamond

<b>d4d6</b>	<b>Common Arcane Item</b>
<b>11</b>	Holy Symbol
<b>12</b>	Holy Water
<b>13</b>	Smoke Bomb
<b>14</b>	Flash Powder
<b>15</b>	d6 Warding Candles
<b>16</b>	d3 Musclerots
<b>21</b>	Duelist's Edge
<b>22</b>	Spider Venom
<b>23</b>	d3 Quivers of Silver Arrows
<b>24</b>	d2 Cases of Silver Quarrels
<b>25</b>	Sleeping Potion
<b>26</b>	Oldroot
<b>31</b>	Eye of Newt
<b>32</b>	Bottle of Wind
<b>33</b>	Feather of Skybeak
<b>34</b>	Bottle of Bilge
<b>35</b>	Longfin Scales
<b>36</b>	Lump of Coal
<b>41</b>	Tar Rock
<b>42</b>	Mirror
<b>43</b>	Glittering Dust
<b>44</b>	Skull
<b>45</b>	Black Candle
<b>46</b>	First Circle Spell Scroll

<b>d10</b>	<b>Very Rare Arcane Item</b>
<b>1</b>	Life Potion
<b>2</b>	Life Elixir
<b>3</b>	Invisibility Potion
<b>4</b>	Invincibility Potion
<b>5</b>	Haste Potion
<b>6</b>	Knowledge Potion
<b>7</b>	Fourth Circle Spell Scroll
<b>8</b>	Wizard Grimoire
<b>9</b>	Archwizard Grimoire
<b>10</b>	Storied Magic Item

<b>d5d10</b>	<b>Uncommon Arcane Item</b>
<b>10</b>	Alchemist's Fire
<b>11</b>	Acid Flask
<b>12</b>	Bottled Lightning
<b>13</b>	Winter's Kiss
<b>14</b>	Weeping Widow
<b>15</b>	Gravedigger
<b>16</b>	Extract of Iron
<b>17</b>	Holy Avenger
<b>18</b>	Cure Potion
<b>19</b>	Fireproof Potion
<b>20</b>	Coldproof Potion
<b>21</b>	Acidproof Potion
<b>22</b>	Lightningproof Potion
<b>23</b>	d3 Quivers of Adamantine Arrows
<b>24</b>	d2 Cases of Adamantine Quarrels
<b>25</b>	Mossrock
<b>26</b>	Everspring Leaf
<b>27</b>	Heavy Electricity
<b>28</b>	Red Feather
<b>29</b>	Springwater
<b>30</b>	Blue Pearl
<b>31</b>	Pinch of Sulfur
<b>32</b>	Solid Lava
<b>33</b>	Sun in a Jar
<b>34</b>	Crystalline Prism
<b>35</b>	Hand of Glory
<b>36</b>	Ghost Jar
<b>37</b>	Hollow Stone
<b>38</b>	Mud Lily
<b>39</b>	Volcano Gem
<b>40</b>	Power Crystal
<b>41</b>	Lifebloom
<b>42</b>	Venomthorn
<b>43</b>	Crystal Rain
<b>44</b>	Volcano Smoke
<b>45</b>	Vial of Heaven
<b>46</b>	Vial of Miasma
<b>47</b>	Cuttlefish Skin
<b>48</b>	Frozen Gasp
<b>49</b>	Mote of Lifefire
<b>50</b>	Mote of Darkfire
<b>51</b>	Twilight Crystal
<b>52</b>	Mote of Darkfire
<b>53</b>	Bale Sulfur
<b>54</b>	Eagle Eye
<b>55</b>	Might Stone
<b>56</b>	Virgin's Blood
<b>57</b>	Gem Sand
<b>58</b>	Second Circle Spell Scroll
<b>59</b>	Novice Grimoire

<b>d3d6</b>	<b>Rare Arcane Item</b>
<b>11</b>	Heartseeker
<b>12</b>	Bravery Potion
<b>13</b>	Quickness Potion
<b>14</b>	Strength Potion
<b>15</b>	Resilience Potion
<b>16</b>	Grace Potion
<b>21</b>	Magic Potion
<b>22</b>	Health Potion
<b>23</b>	Regeneration Potion
<b>24</b>	d3 Amber
<b>25</b>	d3 Pixie Dust
<b>26</b>	d3 Lapis Lazuli
<b>31</b>	d3 Eternal Embers
<b>32</b>	d3 Citrine
<b>33</b>	d3 Onyx
<b>34</b>	Third Circle Spell Scroll
<b>35</b>	Adept Grimoire
<b>36</b>	Magic Item

# Factions

## Factions

The world of Valiant Quest is in a precarious state. Warlords and tyrants look upon the world with hunger in their eyes. What power structures exist in the world are either tyrants themselves, spineless appeasers, or more dedicated to their rivalries with their neighbours to coordinate against genuine threats.

These factions act upon the campaign map much as the players do. They expand, fortify, and invade; steadily colonizing the map unless actively thwarted. Adventurers cannot raid dungeons for greed and glory forever, lest the world they return to cease to be any better than the caves and crypts they just fought their way out of.

Mechanically speaking, the only thing that can stop a faction is the warband's actions or the actions of another faction. Faction's actions are limited, abstractly representing the resistance provided by opposing factions and locals.

Direct interactions between factions and players could be the focus of an entire book. Rather than attempt to catalogue every possible scenario and interaction, I encourage using these rules as a structure around player-driven scenarios the Game Mistress either prepares or adlibs.

The rules in this chapter will set up the broad actions a faction can take. It's up to players how they wish to undermine them and up to the Game Mistress how to run those encounters.

Much like the adventure rules these can be freely altered or fudged on a whim.

## Faction Basics

Threats operate on a larger scale than the warband, taking turns slowly and occupying and strengthening their hold on entire regions at a time.

Every region can only ever have one active faction on it. Other factions can be present in a region but only the most dominant faction can act.

The dominant faction's control over a region is represented by the power die. Every campaign map has a power die of d6, d8, d10, or d12. Regions without a dominant faction always have a power die of d6. The higher the power die the more likely warbands are to encounter patrols of the faction rather than local monsters and increases the power of the faction.

Every settlement on any given region can belong to a single faction or be unaligned.

The Game Mistress should keep notes on each active faction. Every in-game monday, each campaign map's dominant faction gathers power and invests that power in an exploit.

## Introducing Factions

The Game Mistress can add threats to campaigns whenever she wishes, you could even begin the campaign with one in play. New threats can take the form of a never before seen power, a threat you have alluded to in the past with skillful foreshadowing or a rebel branch of an existing threat.

A threat that begins with one castle in one campaign map and a threat die of d6 is an ambitious nobody while a threat who owns half the maps is a well established empire.

## EXPLOITS

Every in-game Monday, the dominant faction of a region produces power equal to the map's power die and can invest that power in any exploit of their choice. Exploits are on the next two pages.

Every exploit has both a length and a resistance. Every time power is invested in an exploit that amount is reduced by the action's resistance (to a minimum of zero) and the remaining power is tallied. If the total power invested in the exploit now equals or exceeds the length the exploit resolves successfully.

The Game Mistress will need to keep track of exploits and the sum of power invested in them. Any exploit that a faction doesn't try to invest power into in any given week is abandoned and all progress is lost.

## INTERRUPTING EXPLOITS

The warband can interrupt exploits in progress if it makes sense to do so. For example, the ongoing power tallying upon an exploit to take a settlement represents an ongoing siege. A warband already in the besieged settlement or who makes it to the settlement before the siege is done can break the siege by way of a battle.

The warband can also liberate captured settlements, although these battles ought to be much harder. These battles focus on the player's actions but assume that sympathetic rebels and city defenders are doing battle in the background. Success or failure ultimately falls on the players.

These scenarios can take any number of forms the players wish them to, assassinating military leaders, stealing supplies, destroying warmachines, or toppling symbols.



## FACTION ARCHETYPES

There are six archetypes of factions. Whenever the Game Mistress wishes to insert a faction into a game they should choose or roll one of these archetypes.

- |   |                       |
|---|-----------------------|
| 1 | King of Goblins       |
| 2 | King of the Dead      |
| 3 | Infernal Lord         |
| 4 | Draconic Tyrant       |
| 5 | King of the Mountains |
| 6 | Court of Darkness     |

Multiple factions can have the same archetype but that does not necessarily mean they are aligned.

Each Archetype has a list of patrols labeled 7 to 12, these correspond to results on an encounter roll. Rolling an 8 on an encounter roll in a map dominated by an Infernal Lord results in the warband fighting patrol 8 on the Infernal Lord list.

Archetypes also have a list of agent types to hire, upgrades to develop, and potential leaders of the faction.

How different faction archetypes interact with each other is up to the Game Mistress. Factions are greedy, imperialistic, and vain so while they may occasionally ally with one another such alliances are usually to a purpose and will be gleefully discarded as soon as they stand in the way of power lust.



**EXPANSION EXPLOITS**

All expansion exploits have the following conditional modifiers:

+1 resistance is applied for every castle, town, and city not controlled by your faction on the targeted map.

+1 resistance is applied for every map of distance to the targeted map.

**INCREASE CONTROL**

Increase the power die of a region that you are the dominant faction of. This action cannot be taken on any map where the power die is d12. This action's resistance and length are based on the new die size.

**d8** Resistance 3, length 10

**d10** Resistance 5, length 20, must own all towns in the region

**d12** Resistance 7, length 30, must own all cities in the region

**EXPAND**

Become the dominant faction of a region that has a power die of d6.

Resistance 0, length 10

**UNDERMINE CONTROL**

Reduce the power die of a region that you are not the dominant faction of. This action cannot be taken on any map where the power die is d6. This action's resistance and length are based on the current die size.

**d8** Resistance 2, length 5

**d10** Resistance 4, length 10

**d12** Resistance 6, length 15

**BUILD FORTRESS**

Create a new castle on a map you are the dominant faction of that does not already have three castles.

Resistance 4, length 15

**ECONOMIC EXPLOITS****EXTORT**

Choose a settlement you control on this map, this settlement is damaged. In the following week gain power as follows to your next exploit.

Town +3d6 Power

City +4d8 Power

Castle +2d8 Power

**DEVELOP UPGRADE**

Get an upgrade from your faction list. Resistance and length scale with how many upgrades you have.

Resistance 4, length 15

**RECRUIT AGENTS**

Recruit an agent from your faction list. Resistance and length scale with how many agents you have.

Resistance 4, length 15

*Damaged Settlements*

Damaged settlements reduce all power generated in the region by 1. Warbands will find the prices are tripled in the settlement and at the Game Mistresses discretion some objects may be unavailable.

Settlements under no threat's control have a 1-in-6 chance to recover from damage every month.



## MILITARY EXPLOITS

All military exploits have the following conditional modifiers:

+1 resistance is applied for every castle not controlled by your faction on the targeted map.

+1 resistance is applied for every map of distance to the targeted map.

### TAKE SETTLEMENT

Seize a hostile or neutral city, town, or castle. This exploit's resistance and length are based on the settlement type. Villages are beneath the notice of threats.

**Town** Resistance 2, length 10

**City** Resistance 4, length 20

**Castle** Resistance 2, length 15

### PILLAGE

Damage a neutral or hostile settlement to gain power. This exploit's resistance and length are based on the settlement type. Upon success, gain bonus power to your next exploit.

**Village** Resistance 0, length 5, +2d4 power

**Town** Resistance 1, length 10, +3d6 power

**City** Resistance 2, length 15, +4d8 power

### RAZE

Destroy a neutral or hostile settlement. The length and resistance is the same as Pillage, but no power is rewarded. A razed settlement is gone forever.

### COUNTERACT

Actively undo progress in another threat's exploit. This exploit has no length. Instead, every invested point of power counteracts a point of power in another threat's exploit. If this reduces an exploit's power to below zero the exploit is canceled.

Resistance 2

### PLUNDER ADVENTURE SITE

Thoroughly scour a dungeon level of an adventure site for loot. Resistance and length are determined by the dungeon level scoured.

Resistance 1 and length 5 per dungeon level

## ENEMY CHARACTERS

A faction's agents can oversee exploits. These agents will reduce the resistance of the by exploit by one and will be a part of any battle to interrupt that exploit.

Each faction also has a leader. This character can act as any other agent if they wish, reducing resistance by two instead of one.

If a faction's leader is slain, the faction will have a massive leadership dispute. Every single region belonging to that faction has its power die degraded one step and becomes its own independent faction of the same archetype. The death of a faction leader can also serve as natural end point for a long campaign.

Each leader and agent should have a stronghold, castle, or dungeon act as their headquarters. They will stay at this location while not overseeing exploits.

Characters can also attempt to seek out the warband if the players have antagonized the threat grievously enough. Whenever the warband encounters a patrol any sufficiently vindictive character can join in the battle.



## KING OF GOBLINS

The goblin seeks a heroic death to give meaning to their petulant fury. This makes them easy stooges to any tyrant willing to give them a heroic cause to die over.

A goblin who loses his hierarchy, his rage, and his cause will cease to be a goblin. He returns to whatever life lingers in the constituent parts he was molded from.

While a non-goblin sees this as clearly preferable, the goblin's immense misanthropy sees an existence of eternal spiteful rage as superior to a peaceful life of little victories and mundane setbacks.

Some adventurers warn that the state of the goblin is truly not so different than that of some adventurers. This warning should be heeded. A dark path lies ahead of any hero who seeks only glory and the consolidation of power. Most kings of goblins were themselves once adventurers.

Some say the goblin is a monstrous mirror. That they are conquerors whose disdain for peace makes goblins of us all. This thought is not without merit but it is something goblins are aware of and will twist to their advantage. The goblin will never be placated by appeasement and alliance with the goblin is always short-lived. It ensures only that their conquest brings misery to others in your stead.

Ultimately, the goblin must get their malicious wish: all who live by the sword will die by the sword.

### SPECIAL

The goblin cult of hierarchy ensures any lost leader is far more damaging than with other factions. A slain leader causes every region's die size to drop two steps instead of one.

Goblins are incompetent logisticians. Every week, each region has a 1-in-10 chance to generate no power.

## FORCES

- 7 - 3d6 Goblin Runts
- 8 - 2d6+1 Goblin Warriors
- 9 - 2d6+1 Orc Warriors
- 10 - 2d6 Orc Berserker
- 11 - 2d6 Orc Stormtroopers
- 12 - 2d4 Ogres

## AGENTS

- Goblin Warlord
- Orc Warlord
- Orc Warmage
- Ettin

## LEADERS

- Orc Warlord
- Level 6+1d4 Human Wizard
- Level 8+1d4 Human Fighter/Warrior

## UPGRADES

### OFFICERS

All patrols have a 1-in-3 chance of a minor named orc stormtrooper leading them into battle.

## REINFORCED ARMOUR

All armoured soldiers have a 1-in-6 chance to have +1 padding.

## HELMETS

1-in-3 soldiers will have a helmet.

## CAVALRY TACTICS

There is a 1-in-2 chance that patrol 8 will be mounted on wolves. Additionally, all other patrols have a

1-in-2 chance to come with a goblin warrior on a wolf acting as a scout.

## DISCIPLINE

Stormtroopers may now select halberds and pikes in addition to the other weapons available to them.

Orcs gain +1 boon on resolve saves if they are adjacent to one other orc with the same weapon as them.

## ADVANCED TRAINING

Roll a level up as if you were a PC and choose a unit type. 1-in-2 of that unit type will have the bonus attribute or talent granted by the rolled level up.

## KING OF THE DEAD

An old king sits upon his throne. He will die soon and everyone knows it. He overhears arguments of succession and whispers over whether his son will be fit to rule. He is surrounded by sycophantic vultures, who won't even wait for the poor man to die before they carve up his realm. The king cannot tell if he overhears these conversations because the bastards believe he has gone deaf or because they no longer care to offend a man so soon to the grave.

It is said that most kings die happy. The comfort of a royal bed surrounded by one's loved ones ought to be enough for any man to pass peacefully. Not this king. The platitudes of his loved ones are hollow and his resentment grows with each of his last days.

He makes a vow. If his ungrateful children and advisors care only for his lands and gold then he will relinquish neither. Under cover of darkness, he rides alone to seek eternal life.

He finds his solution, the necromancer warns him the cost will be great. He doesn't care.

He damns his flesh, his blood, his very soul! He needs these things no more! All he needs is his property.

To this day he jealously hoards his possessions. When something catches his fancy he adds it to his collection.

In time he becomes obsessed with fences, walls, and vaults. After all, if anyone can enjoy his property then in what sense is it "his". Soon his eye turns to your homeland and his avarice knows no limits.

### SPECIAL

The undead crumble completely without their king. When an undead leader dies the faction goes with them.

## FORCES

- 7 - 3d6 Zombies
- 8 - 3d6 Skeleton Warriors
- 9 - 2d6 Barghest
- 10 - 2d6 Ghouls
- 11 - 2d6 Shades
- 12 - 1d6+3 Wraiths

## AGENTS

- Wraith
- Revenant
- Banshee
- Crypt Dragon

## LEADERS

- Level 8+1d4 Revenant Fighter
- Lich (Level 6+1d4 Revenant Wizard)
- Vampire Level 6+1d4 "Elven" Fighter or Mage. Vampires have +1 Strength, +1 Toughness, and Regeneration.

## UPGRADES

### NECROMANCERS

All patrols have a 1-in-6 chance of a level 1d4 human wizard leading them.

### EVER FAITHFUL STEEDS

There is a 1-in-2 chance that patrol 8 will be mounted on skeletal horses. Additionally, all other patrols have a

1-in-2 chance to come with a skeleton warrior on a horse acting as a scout.

### SPECTRAL BLADES

1-in-4 Skeletons, Shades, and Wraiths wield swords that ignore armour. These swords are mundane in the hands of the living.

### ENDLESS HORDES

Reroll 1's for the number of monsters in a patrol.

### NEW MINIONS

Replace one of your patrols with an undead version of another nearby faction's equivalent patrol.

### ADVANCED NECROMANCY

Roll a level up as if you were a PC and choose a unit type. 1-in-2 of that unit type will have the bonus attribute or talent granted by the rolled level up.

## KING OF THE MOUNTAINS

Giants are simple creatures. They like to see themselves as sophisticated but they are nothing but the imperial impulse made larger.

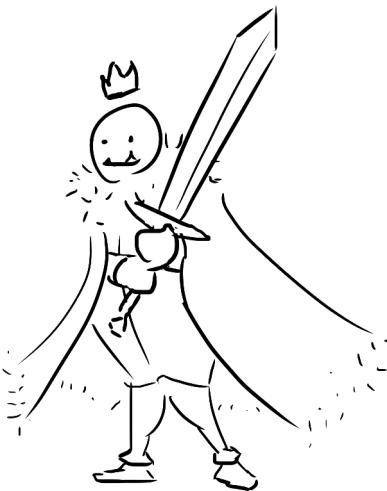
A Giant sees something and then he takes it. He may make some feudal argument or justification but this is all pretense. He took it because no one was big enough to stop him, he keeps it because no one has taken it from him yet. He may come to delude himself with more fancy justifications afterward but most giants do no such thing.

Giantish empire is not divinely ordained nor is it a contract between lord and peasant. A giant does not believe you are violating some sacred social order if you rise against him, he will merely crush you. It will only get personal for him if he suspects he might lose.

Giantish subjects obey because they are rewarded for obeying and they are punished for rebelling. Ideology is but a side effect of the naked tyranny of giants. The giant doesn't care why you serve, only that you do.

### SPECIAL

Giants are masters of sieges and reduce the resistance of castles by 2 when they attempt the Take Settlement exploit.



## FORCES

- 7 - 3d6 Goblin Runts
- 8 - 2d6+1 Goblin Warriors
- 9 - 1d4+2 Ogres
- 10 - 2d6+2 Humans/Dwarfs\*
- 11 - 2d6 Iron Warriors
- 12 - 1d3 Ettins

*\*Armed with any weapon and chainmail. They have the Stand Ground talent.*

## AGENTS

- Goblin Warlord
- Ogre Mage
- Giant

## LEADERS

- Level 4+1d4 Giant Wizard
- Level 2+1d4 Giant Fighter

## UPGRADES

### BIG SERGEANTS

Patrols 7 through 10 have a 1-in-3 chance of a minor named ogre leading them into battle.

### GIANT ARMOUR

Ogres, ettins, and giants have a 1-in-3 chance to have +1 armour.

### HELMETS

1-in-3 soldiers will have a helmet.

### FORGE OF THE FIRE GIANTS

Choose fire, cold, acid, or lightning. All armoured units get +2 toughness versus attacks and effects of that type.

### GIANT BLOOD

Human, dwarf, goblin, and ogre soldiers have a 1-in-10 chance to gain +1 strength and +1 toughness.

### ADVANCED TRAINING

Roll a level up as if you were a PC and choose a unit type. 1-in-2 of that unit type will have the bonus attribute or talent granted by the rolled level up.

## DRACONIC TYRANT

The world has so many tyrants tis only natural to long for a good king. Dragons are all-to-happy to be that king. Dragons are gregarious and wise beasts who want only for the stability of their realms... their realms and only their realms.

The dragon fashions themselves an enlightened philosopher-king and they can be quite kind to those who indulge their delusion. The tax isn't quite as bad and the laws are not so draconian as other lands. But make no mistake, the dragon is still very much a tyrant.

To insist you do not already live in the best of all possible worlds, made possible only by their beneficence, is a grave insult to a dragon. They will gleefully make an example of you before hastily returning to their more kindly demeanour.

Dragons despise non-feudal societies, although they can tolerate merchant princes. When a dragon sees other lands prosper without a king, a burning hatred rises within them and they take it upon themselves to annihilate this affront to the natural order.

Not that they are all that much kinder to rival monarchies of course. A dragon's heart bleeds for the oppressed peasantry of lands unblissed by a dragon king, or worse yet ruled by a dragon who is clearly not as humble and wise as oneself.



## FORCES

- 7 - 3d6 Kobolds
- 8 - 2d6+1 Lizard Warriors
- 9 - 1d4+2 Lizard Champions
- 10 - 2d6+2 Humans/Elves\*
- 11 - 2d6 Draconic Guard
- 12 - Crocodile Ogre and 1d6 Kobolds

*\*Armed with any weapon and chainmail. They have the Dauntless talent.*

## AGENTS

Level 1d4 Draconic Guard Fighter  
Dragon

## LEADERS

Dragon

## UPGRADES

### DRACONIC SERGEANTS

Patrols 7 through 10 have a 1-in-3 chance of a minor named draconic guard leading them into battle.

### DRAGONFIRE FORGED ARMOUR

Lizardmen, kobolds, humans, and elves have a 1-in-4 chance to have +1 armour.

### FANCY CAPES

Pretentious capes adorn Draconic Guard, human soldiers, and elven soldiers. These units get +2 boons on resolve saves.

### FLAMES OF LIBERTY

Patrols 7 through 11 have a 1-in-2 chance of one soldier having 1d3 flasks of Alchemist Fire.

Reduce the resistance of all raze and pillage exploits by 1.

### DRAGON BLOOD

All soldiers get +4 toughness versus fire damage and effects.

### ADVANCED TRAINING

Roll a level up as if you were a PC and choose a unit type. 1-in-2 of that unit type will have the bonus attribute or talent granted by the rolled level up.

**INFERNAL LORD**

"The world is such a wicked place, who are humans to claim they do not deserve the wickedness of demons."

Demons love saying that. It is, of course, self-serving nonsense. Demons do not torment humanity for their wickedness, they love human wickedness! They take great offence at... the other thing.

Unwickedness?

A strange unknowable concept. Revolting to behold and uncomfortable to even think about. This unwickedness must be purged from the earth lest it catch on.

No matter how often demons claim that sin is the natural state of humanity this strange unnatural unwicked state keeps emerging. It takes such tremendous effort to keep humanity wicked. It can't be anything intrinsic to humanity, perish the thought, no it must be something else.

Maybe it's those damn halflings! Or perhaps the blasted elves or dwarfs? These unwicked creatures must perish if humanity is ever to stay wicked.

Subtly guiding humanity to wickedness just doesn't cut it anymore. No, the modern demon has wasted enough time on such fruitless endeavours. If demons are to ever definitively prove that humanity is wicked they must conquer the world and create a fair playing field, a state of nature if you will, where humanity can be free to prove that they are in fact wicked, without any outside intervention...

...except by demon's of course, who will step in as required to ensure that humanity is being suitably wicked.

That'll prove it.

**FORCES**

- 7 - 3d6 Imps
- 8 - 2d6+1 Furies
- 9 - 2d6+1 Hellhounds
- 10 - 1d6+2 Snake Demons
- 11 - 1d3 Flame Demons
- 12 - 1d3 Horned Brutes

**AGENTS**

- Demon Horror
- Horned Brute
- Marilith
- Demon Lord

**LEADERS**

- Marilith
- Demon Lord

**UPGRADES****MARK OF THE SPAWN**

All patrol have a 1-in-3 chance that one soldier will secretly have the mark of the spawn. When that soldier is slain, a spawn of chaos takes their place.

**DEMON SOLDIERS**

Furies may carry weapons now. 1-in-3 furies will have chainmail and a helmet.

**INSIDIOUS CULTS**

Infernal Lords ignore 2 points of resistance created by distance on their military exploits.

**WICKED MISSION**

All soldiers deal +1 damage to halflings, elves, and dwarfs.

**CHAMPIONS OF DARKNESS**

All *demon* characters gain +1 strength, +1 toughness, and +1 wound threshold.

**ADVANCED SUMMONING**

Roll a level up as if you were a PC and choose a unit type. 1-in-2 of that unit type will have the bonus attribute or talent granted by the rolled level up.



## COURT OF DARKNESS

Most faeries think very little of humanity. These quaint creatures seldom ever live even a century. Their certainly amusing as animals go, their squawking is much more elaborate, and their so full of themselves. To most faeries we are but very chatty cats, certainly fun to play with but not really deserving of much thought.

Some fae do not see us as so harmless. While no one termite holds a builder's ire for long, the builder hates nothing more than termites as a whole. To the Night Court of the fae, humans are but termites.

The elves and dwarfs who vouch for humanity are sentimental fools. The world has a pest problem and the Night Court are here to exterminate.

While their rhetoric is genocidal the Night Court is curiously tolerant of, or at least ambivalent towards, individual humans. Humanity must die, but humans may live. This attracts no small number of turncoats. Is self-determination truly worth dying over?

The answer is yes. The world the Night Court has planned for humanity is one of small, weak, isolated villages that live or die on the whim of the fae who rule them. They may find uses for humanity as entertainers, labourers, soldiers, or even food but they will never come to rely upon humanity nor ever see them as equals.

The fact that in order to turn a humanity of kingdoms and cities into a humanity of manageable villages necessitates the slaughter or displacement of hundreds of thousands is not even a moral consideration to the Night Court.

The ultimate spinelessness of the Night Court is that elves and dwarfs mine and deforest just as much as humans. But humanity alone is beneath their empathy, and so humanity alone must be purged.

## FORCES

- 7 - 3d6 Spiderlings
- 8 - 2d6+2 Beastmen
- 9 - 2d6+2 Humans/Elves\*
- 10 - 2d6 Unseelie Warriors
- 11 - 2d6 Spider Warriors
- 12 - 2d4 Trolls

\*Armed with any weapon and a chain shirt. They have the Dodge talent.

## AGENTS

- Gorgon
- Broodmother
- Level 4+1d4 Elven Fighter
- Level 4+1d4 Elven Mage

## LEADERS

- Level 8+1d4 Elven Fighter
- Level 8+1d4 Elven Mage

## UPGRADES

### FAE SERGEANTS

All patrols have a 1-in-4 chance to be led by a minor named Unseelie Warrior.

### FOREST CAVALRY

Patrols 9 and 10 have a 1-in-3 chance to be led by a bear rider. The bear has armour 3 from its barding.

### FURY OF THE WILDS

All soldiers deal +1 damage to humans.

### ISOLATIONISM

Exploits taken in regions you are the dominant faction have their resistance reduced by 1.

### BLESSING OF THE SPIDER QUEEN

All saves against your spiders' venom are made with +1 malus.

### ADVANCED TRAINING

Roll a level up as if you were a PC and choose a unit type. 1-in-2 of that unit type will have the bonus attribute or talent granted by the rolled level up.

# Expert Rules

## EXPANDING VALIANT QUEST

This Chapter includes optional rules to expand Valiant Quest for players who are already very familiar with the basic game. It also contains many suggestions on modifying Valiant Quest yourself.

When modifying the rules of the game the single most important thing is ensuring everyone is on the same page as to what the new rules are. The rules don't need to stay the same throughout a campaign but they ought to stay the same within any given session.

The second most important thing to consider when adding rules is how they will effect playability. Adding hundreds of classes, weapons, and spells alongside a table for how projectiles are effected by wind speed and rules for the various types of termites that might infest a ship and so on is all well and good. But always try to keep in mind that this is a game and the rules are only ever as good as they are to play at the table at game time.

It's for this reason that I strongly recommend only delving into this chapter once you and your players are comfortable with the base rules.

If Valiant Quest clicks with you, just like any other game the rules will melt away into second nature. You and your group will stop needing to reference the books or printouts of the rules as much and that is when you know you're ready to expand the game. It can be really rewarding to make a game deeper and more complex, but if that depth is never seen at the table then it serves no purpose.

You could also simplify Valiant Quest. If you and your fellow players are never getting to that "second nature" state then it might be wise to axe some of the core rules... at least for a while.

This chapter doesn't cover cuts much but my recommendations would be to cut shields, morale, and monster spellcasters.



## NEW CLASSES

This optional rule adds new classes you can select at character creation if you meet the prerequisites.

Class	Prerequisites
Paladin	Human, faith 3+, resolve 5+ or a discipline talent
Spellblade	Elf, craft 4+
Runemage	Dwarf, craft 3+
Wanderer	Halfling
Sniper	Human or elf, agility 5+ or a ballistics talent
Swordmaster	Human or elf, agility 5+ or a melee talent
Druid	Not dwarf, craft 3+, halfling or faith 4+
Guardian	Dwarf, resolve 5+

The new classes have starting gear as follows. Revised talents to accommodate the new classes and the details on the classes are on the following pages.

### PALADIN

*Pick 2 of:* Longsword, Maul, Warhammer, Halberd, Medium Shield, Healer's Tools, Holy Water

*Pick 1 of:* Sword, Mace, Staff

*Pick 1 of:* Chainmail, Heavy Gambeson

Lantern, Oil Flask

### SPELLBLADE

*Pick 1 of:* Longsword, Common Bow, Shortbow, Chain Shirt

*Pick 1 of:* Sword, Staff

Lantern, Oil Flask

### RUNE MAGE

*Pick 1 of:* Maul, Long Axe

*Pick 1 of:* Sword, Axe, Mace

Lantern, Oil Flask, One rune of each spell you know



## WANDERER

*Pick 1 of:* Shortbow, Light Crossbow, Light Shield, Acid Flask, Thieves' Tools, Random 1st circle Spell Scroll

*Pick 1 of:* Staff, Club, Dagger, Musclerot, Caltrops, Acid Flask

Lantern, Oil Flask



## SNIPER

*Pick 1 of:* Common Bow, War Bow, Heavy Crossbow, Light Crossbow

*Pick 1 of:* Sword, Axe, Dagger

*Pick 1 of:* Gambeson, Chain Shirt

Lantern, Oil Flask

## SWORDMASTER

*Pick 1 of:* Longsword, Common Bow, Sword

*Pick 1 of:* Sword, Dagger, Chain Shirt, Gambeson

Lantern, Oil Flask

## DRUID

*Pick 1 of:* Common Bow, Club, Axe, Spear Staff

## GUARDIAN

*Pick 2 of:* Longsword, Long Axe, Spear, Halberd, Medium Shield, Helmet, Heavy Crossbow, Light Crossbow

*Pick 1 of:* Sword, Axe, Mace, Dagger

*Pick 1 of:* Chainmail, Gambeson, Heavy Gambeson, Chain Shirt

Lantern, Oil Flask



**PALADIN****Class Tree: Discipline**

You are a warrior of faith who uses martial prowess and holy fury to destroy the forces of darkness.

**DEFENDER OF THE FAITH**

You gain +1 boon to attack rolls, defence rolls, and resolve saves.

**PROFICIENCIES**

You are proficient with melee weapons, all shields, all armour, holy symbols, holy water, and healer's tools.

**SHIELD OF FAITH**

Negate all wounds that would raise your wound total to your wound threshold *unless* your wound total is already one below your wound threshold.

**DIVINE FAVOUR**

You can invoke prayers as if you were a 1st level priest.

You can have a maximum favour equal to half your level (round down)+faith.

**REGAINING FAVOUR**

When you return to town, donate all your treasures and gold, and spend time in quiet contemplation of your god you regain all of your favour.

When you kill a *demon* or *undead*, gain favour equal to its skull rating.

**FERVOR**

At level 4, You gain +1 boon on defence rolls. You can invoke 4th level prayers.

At level 7, you gain an extra ♦ every round that can only be used to invoke prayers or make attacks.

At level 10, you gain an additional +1 boon on attack rolls and defence rolls. You can invoke 7th level prayers.

**SPELLBLADE****Class Tree: Spellcraft**

You are an adventurer who mixes spellcraft and swordplay into one art.

**MIGHT AND MAGIC**

You gain +1 boon to attack rolls and resolve saves.

**PROFICIENCIES**

You are proficient with knives, daggers, all swords, staves, all bows, light and medium armour.

**INNATE SPELLCASTING**

You start knowing two first circle spell and learn one new spell every level.

**SPELL FOCUS**

You have a special resource called focus. You can use focus to pay aspect costs for any spell that shares at least one aspect with your element.

Gain 1d3 focus when you succeed on a Melee Attack action, 3 focus instead if you critically succeed.

Gain 1 focus when you succeed on a Ranged Attack action, 1d3 focus instead if you critically succeed.

At the end of any round, you do not gain any focus, you lose 1 focus.

**SPELL DANCE**

At level 4, you gain +1 boon on attack rolls and defence rolls. You can now learn second circle spells.

At level 7, you gain an extra ♦ every round that can only be used to cast spells.

At level 10, you gain an additional +1 boon on attack rolls and +1 focus every time you gain focus. You can now learn third circle spells.



**RUNE MAGE*****Class Tree: Spellcraft***

You are a practitioner of a clever workaround of a dwarfs natural inability to channel magic. Your runic inscriptions hold powerful magics.

**INSCRIBER**

You gain +1 boon to defence rolls, resolve saves, and craft rolls.

**PROFICIENCIES**

You are proficient with all melee weapons, light armour, medium armour, bombs, runes, and scrolls.

**RUNECASTING**

You can inscribe runes of any spell you know every time you return to town, you can only have a total runic power amongst your runes of level+craft. The runic power of a rune equals the total aspect cost of the spell.

Runes have load 1. Shattering a rune always costs ♦ regardless of the spell's action cost and the act of shattering a rune casts the spell. Non-rune mages cannot shatter runes.

**ARCANE RESEARCH**

You start knowing three random spells of the first circle. You can learn new first circle spells by researching a scroll or wizard grimoire with that spell that you bring back to town.

At level 4, you can learn second circle spells. At level 7, you can learn third circle spells. At level 10, you can learn fourth circle spells.

**RUNEBACK**

You may carry +2 load of runes without penalty.

At level 4, this increases to +4 and your runic power limit increases to level+twice your craft.

At level 7, this increases to +6 and your runic power limit increases to level+three times craft.

**WANDERER*****Class Tree: Mobility***

You are a pariah amongst halflingkind, given over to an obsessive wanderlust that is uncommon amongst your people.

**ADVENTURE HO!**

You gain +1 boon to defence rolls, movement rolls, and all saves.

**PROFICIENCIES**

You are proficient with all one-handed melee weapons, light crossbows, shortbows, light shields, light armour, bombs, traps, scrolls, thieves' tools, poisons, and healer's tools.

**BACKPACKER**

You can carry +3 load of items in your backpack without penalty.

**WANDERLUST**

At the start of every round, roll one *wander die*. This is a d6 that grants you an extra ♦ with a special restriction.

- 1 Can only be used to make melee attacks.
- 2 Can only be used to make ranged attacks.
- 3 Can only be used on item management.
- 4 Can only be used to throw or use item.
- 5 Can only be used to move or find footing.
- 6 Can be used on any action.

At levels 4, 7, and 10 you gain +1 wander die each round.



**SNIPER****Class Tree: Ballistics**

You are an excellent marksman.

**MARKSMAN**

You gain +1 boon to attack rolls, and agility saves.

**PROFICIENCIES**

You are proficient with knives, daggers, club, all swords, axes, long axes, maces, all ranged weapons, light and medium armour, bombs, traps, and poison.

**SNIPE**

When you make a ranged attack that has no maluses, gain boons for each ally threatening the target and deal bonus damage on ranged attacks equal to the result of your boon die (if any).

**OVERFLOWING AMMUNITION**

You can have +2 ammo items on your belt.

**BALLISTICS MASTERY**

At level 4, you gain +1 boon on attack and Item Management rolls.

At level 7, you gain an extra ♦ every round that can only be used to attack, reload, Aim, or on Item Management.

At level 10, you gain another +1 boon on attack rolls and defence rolls.

**SWORDMASTER****Class Tree: Sword Art**

You have trained extensively to completely master sword fighting.

**MARTIAL EXPERTISE**

You gain +1 boon to attack rolls, defence rolls, and agility saves.

**PROFICIENCIES**

You are proficient with knives, daggers, staves, all swords, all bows, light armour, bombs, and traps.

**PEERLESS FORM**

When attacking with a sword or when the target of an attack: you may reroll one boon or malus die (either the attacker's or the defender's).

**PERFECT STRIKES**

When you critically succeed on a sword attack, choose one of the following:

**Head:** You may reroll a damage die.

**Arm:** Target is disarmed, their weapon lands 2 away in a random direction.

**Vitals:** Deal bonus damage equal to the result of your boon die (if any).

**Leg:** Target falls *prone* or is *staggered* even if they are larger than you.

**BLADE MASTERY**

At level 4, you gain +1 boon on attack rolls and defence rolls.

At level 7, you gain an extra ♦ every round that can only be used to attack.

At level 10, you gain another +1 boon on attack rolls and defence rolls.



**DRUID****Class Tree: Spellcraft**

You wield the magic of the land itself.

**OF THE LAND**

You gain +1 boon to toughness saves.

**PROFICIENCIES**

You are proficient with knives, clubs, staves, axes, spears, common bows, poisons, and healer's tools.

**ATTUNEMENT**

You have a resource called attunement. Keep track of attunement for each of the six elements separately. You can use attunement to pay aspect costs of the matching element.

You can commune with nature for four hours to gain a total attunement up to twice your level. Attunements are limited by the environment you are in:

**Earth:** Must be on solid land.

**Wind:** Must be outside.

**Fire:** Must be in a Hot region or outside during summer.

**Water:** Must be outside in the rain or near a river, lake, or coast.

**Dark:** Must be a full moon or four dungeon levels deep underground.

**Light:** Must be outside at noon.

**SPRIT GUIDANCE**

Every non-city location on the map has a spirit who knows a single random spell. You can spend a day learning a first circle spell from a spirit.

At level 4, you can learn second circle spells in two days. At level 7, you can learn third circle spells in four days. At level 10, you can learn fourth circle spells in a week.

**SHAPESHIFTER**

At level 4, you can take the form of a wolf or bear for ♦. While in another form your possessions fall to the ground and you replace your attributes with the form and gain the abilities of the creature.

At level 7, you can take the form of an elemental.

**GUARDIAN****Class Tree: Discipline**

You are a disciplined defender whose stubborn resolve is unbreakable.

**DUTY UNTO DEATH**

You gain +1 boon to defence rolls, resolve saves, and toughness saves.

**PROFICIENCIES**

You are proficient with all melee weapons, all crossbows, handguns, all shields, all armour, and bombs.

**STURDY STANCE**

You decide whether you are *staggered* or the enemy rolls damage when they score a success on a melee attack.

**SECOND SKIN**

You may carry up to +2 load of armour without penalty.

**IRONMONGER**

You have a 4+ on a d6 chance to repair a damaged weapon, helmet, or armour after a battle.

This can only be attempted once per damaged piece of gear and failure means it is beyond your skill and must be abandoned or repaired by a smith.

**INVINCIBLE PROTECTOR**

At level 4, you gain +1 boon on attack rolls and defence rolls.

At level 7, when you succeed on saves you critically succeed instead.

At level 10, you gain another +1 boon on attack rolls and defence rolls.



**SWORD ART TALENTS****1 - SCYTHE THROUGH**

Gain an additional ♦ when your melee attacks kill a foe or make them *helpless*.

**2 - SWIFT BLADE**

It doesn't cost an action to draw a sword from your belt or put a sword onto your belt. Gain ♦ on the first round of combat.

**3 - THOUSAND CUTS**

When you critically succeed on a sword attack, instead of using any option of Perfect Strikes you may instead spend X♦ to make X bonus damage rolls.

**4 - CUT AND RUN**

When you charge you can make your attack at any point along your movement.

This attack doesn't have +1 malus like other charges, you cannot follow up, and after resolving the attack you continue moving to your original destination.

**5 - BLADE BOND**

You can name a sword you carry with a few minutes of careful consideration. While holding a sword you have named gain +1 boon on all saves.

**6 - PARRY**

While armed with a sword, you may spend ♦ to gain +5 to a defence roll against a melee attack made with a weapon. This bonus is reduced by one for every load you are carrying.

**TALENT REVISIONS****3 - MULTI SPELLS**

This talent gains the following text:

"When making a rune that casts a spell that affects only one target, Runemages with this talent can make a rune as a "multi rune" for twice the runic power. The rune targets up to three targets."

**3 - MASS SPELLS**

This talent gains the following text:

"When making a rune that casts a spell that affects only one target, Runemages with this talent can make a rune as a "mass rune" for three times the runic power. The rune targets all valid targets."

**5 - BATTLEMAGE**

This cannot be taken by Spellblades.

**NEW SPELLCRAFT TALENTS****5 - ENSORCELLED WEAPON**

*Prerequisite: Spellblade Only*

You may roll +1d6 on melee damage rolls or +1d4 on ranged damage rolls against foes you have cast a spell on.

**6 - MAGICAL RESERVE**

*Prerequisite: Spellblade Only*

Every time you return to town you can spend some time in quiet meditation to gain Mana equal to your craft. Mana can be spent like focus to cast spells but does not go away over time.

**6 - RUNESMITH**

*Prerequisite: Runemage Only*

You can craft runes that others can use even if they aren't runemages.

**6 - NATURE'S WARD**

*Prerequisite: Druid Only*

Each Attunement you have reduces damage from a corresponding type by 1 each. Light attunement has no effect.

*Earth - Acid, Water - Cold, Fire - Fire, Wind - Lightning, Dark - Poison*

## DESIGN NOTES

This optional rule is great for expanding character options and it is illustrative of the many interlocking systems that have to be adjusted to add new classes.

Each class has the following:

*Prerequisites*

*One or more class trees*

*Boons at level 1*

*Proficiencies*

*Two to four abilities*

*Additional abilities or boons gained at levels 4, 7, and 10.*

### COMPLEXITY LIMIT

All classes should be able to fit on a single column of text.

### PREREQUISITES

Prerequisites are important, they help communicate the culture of the various species, ensure that some special classes stay special, and avoid flooding players with choices.

Restrictive prerequisites help make the class exciting to get as an option and keep them special and rare within the world.

### CLASS TREES

Classes trees help ensure a character will roll something useful every time they level up. Alternatively, you can use a class tree to give a class a unique talent tree like the swordmaster to expand on the fantasy of a class without giving them too many abilities in their core kit.

For casters consider how the spellcraft talents interact with how they cast spells. Multi and Mass spells are unclear how they would work with Rune Mage so the talent had to be modified for them.

Battlemage is a potentially highly broken talent for spellcasters with boons on attack or defense, especially if they gain more boons as they level up.

All casters need a unique talent for the sixth Spellcraft talent.

### BOONS

Combat-centric classes will have boons to either attack rolls, defence rolls, or both. Having both attack and defence boons will typically have a cost: The Fighter lacks tricks or tools, the Paladin cannot use ranged weapons and Sword Master can only wear light armour and has very limited weapon choices.

Every class will have at least one boon to saves. Some classes with slightly weaker casting or combat abilities will have two saves. Particularly scrappy classes can have boons to all saves. Strength saves are the least common and least useful save type. Resolve saves are the most common.

### PROFICIENCIES

Weapon proficiencies are mostly decided thematically, most weapons are roughly balanced but lacking the option to take a reach weapon, a ranged weapon or an armour piercing weapon has drawbacks.

Armour and tool proficiencies are more pertinent for balancing. Having access to heavy armour and shields has limited utility if you don't have an ability to help with the high load.

### ABILITIES

Frontline martial classes should have an ability to help them survive melee. Look at a Fighter's Defensive Stance, a Warrior's Feel No Pain, a Paladin's Shield of Faith, or a Guardian's Sturdy Stance for examples.

Sniper and Swordmaster lack these reliable defences in exchange for uniquely potent offensive abilities.

Spellcasting classes will need an ability that lets them pay the aspect cost of spells and an ability to learn spells.

Tricky characters with neither casting or exceptional combat skills will typically get conditional ♦ in their core abilities.

## MASTERCRAFTS

This optional rule adds valuable pieces of equipment created by skilled artisans called mastercrafts.

### COMMISSIONING MASTERCRAFTS

1-in-10 Weaponsmiths, Armourers, and Bowyers are master craftsmen.

You can commission a mastercrafted weapon or armour from a master craftsman for 200 gold+10x the item's base cost. The crafting will take one day per gold of the base cost.

### MASTERCRAFTED ARMOUR

Mastercrafted armour provides +1 to defence rolls while worn.

### MASTERCRAFTED WEAPONS

Mastercrafted weapons provide a +1 to attack rolls made with them.

### MASTERCRAFTED SHIELD

Mastercrafted shields have +1 to their shield trait.

### FINDING MASTERCRAFTS

Named foes have a 1-in-10 chance to be wielding a mastercrafted weapon or wearing mastercrafted armour.

All magic weapons, shields, and armour are mastercrafted.



## WEAPON LEGENDS

Mastercrafted weapons have their legends grow similar to a character, they must be named.

Named mastercrafted weapons gain kill experience when the weapon slays a named foe. This kill experience isn't split but instead rewarded to wielder and weapon both.

Weapons also gain experience 1 experience per level of the wielder when their wielder is slain.

Weapons reduce all experience gain by the weapons level.

When a weapon gains experience equal to ten times its level it gains a level and a legendary trait by rolling two d6 and picking one. Unlike talents a weapon can get the same trait multiple times. Traits only apply to the wielder when using the weapon.

### 1 - BANE

Choose one of the following groups and gain +1 damage against them.

*Armoured creatures, beasts, demons, dragonkind, dwarfs, fae, giantkind, goblinkind, guardians, humans, large creatures, spellcasters, or undead.*

### 2 - STRIKING

If your attack roll is greater than the defender's defence roll: add +1 to your roll, making criticals more likely.

### 3 - DEFENDING

When you are attacked and the attack roll is double or more your defence roll: add +1 to your roll.

### 4 - BRAVERY

Gain +1 resolve during the morale phase.

### 5 - SLAYING

Roll an additional 1d6 on Coup de Grâce damage rolls. If this weapon is ranged, deal +1d6 damage on critical hits instead.

### 6 - SWIFTNESS

Ignore 1 malus from making multiple attacks in a round. If this weapon has flurry, roll damage an additional time on critical hits instead.

## GRAPPLING

This optional rule adds new basic actions you can take to grapple foes.

### ◆ GRAB

Grab an adjacent foe your size or smaller with an empty hand. Roll d20+strength against the target's d20+higher of agility or strength. Boons on defence rolls apply.

#### Condition

+1 Boon If you are unthreatened.

+1 Boon For each ally threatening your target.

+1 Malus For each enemy, other than your target, threatening you.

*Success* - Grapple the target.

*Failure* - Your target may *push* you.

While grappled, creatures cannot move, perform the Find Footing action or attack anyone other than their grappler. A grappled creature cannot threaten anyone but their grappler.

While grappling, you cannot use the hand you used to grab the target. The grapple is broken if you are ever *staggered*. If the creature you are grappling is your size your movement is reduced to 1. When you move you place your grappled victim into an adjacent space of your choice.

You may voluntarily end a grapple at any time for ◇.

When attempting to grab a creature you can attempt to grab a specific part of the creature.

Attempting an *arm lock* makes you roll grab at +2 maluses. You can lock one arm with one empty hand or both arms with two empty hands. An *arm locked* creature cannot use that arm for anything and their *grappler* may take whatever item was in that hand as if it were on their belt.

Attempting a *neck lock* makes you roll grab at +4 maluses. While *neck locked* you suffer a wound at the end of every round and roll all rolls at +2 maluses.

### ◆◆ CRUSH, TWIST, AND TEAR

Inflict 1d4+strength damage to a creature you are grappling. If you are larger than the grappled creature you roll +1d4 damage for each point of size you have over them.

### ◆ BREAK GRAPPLE

Attempt to break free of a grapple. Roll a d10+strength or agility save against 6+the grappler's strength.

*Success* - The grapple is broken.

### ◆◆ CLIMB

Attempt to climb up an adjacent larger foe. Roll d20+movement against the target's d20+movement.

*Critical Success* - Climb the target and regain ◆.

*Success* - Climb the target.

*Failure* - You fall *prone*.

While climbing atop a foe you occupy their space with them, ignore their Height Advantage trait, and threaten them no matter how many spaces they occupy.

Whenever the creature you are climbing moves you must roll d20+movement against the creature's d20+movement.

*Failure* - You are no longer climbing and fall *prone*.



## DESIGN NOTES

This optional rule greatly expands options for melee characters and lends the game greater physicality.

These rules slightly privilege large creatures, who need only land a single grab to be able to effortlessly crush to death lightly armoured foes.

However, it also grants new tools to fight large creatures.

## FAMILIAR

This optional rule adds familiars. A familiar is a magical or mundane animal companion.

### FAMILIAR OWNERSHIP

Your bond with a familiar is deep and they cannot be freely exchanged like an item. If a familiar's master is slain another character who made a point of being kind to the beast may opt to adopt that familiar.

Getting a familiar via adoption is a learning process, and while you may gain the benefit of the familiar immediately you will have to devote 8 experience points to training alongside your new companion. If you don't have 8 experience you can opt to go into negative experience points (you won't lose any levels, your next level will just be that much further away)

You cannot have more than one familiar.

### FAMILIARS IN BATTLE

Familiars functions similar to a character with many notable exceptions:

Familiars have no action points. Their master must spend action points to get them to perform actions. These actions are specific to familiars and they cannot use the universal actions unless explicitly allowed.

Familiars project no threat unless otherwise stated, enemies and allies can freely move through them or even end their movement in their spaces. They provide no obstruction to ranged attacks.

Familiars cannot be attacked and are immune to blasts. Unthreatened monsters can spend ♦♦ to shoo a familiar away for the rest of the battle.

## DESIGN NOTES

The only way to get familiars is with the Perks rule. If you want Familiars without Perks you will need a new way to obtain familiars.

## FALCON

- ◆ Move 8 spaces (flying)
- ◆ The falcon returns to your arm, even if it has been shoo'd away.

A falcon threatens all adjacent areas for purposes of enemies making the Ranged Attack, Throw, and Item Management actions.

A falcon can perch on your arm when they are in your space. This takes up a hand but allows the falcon to move with you for free.

## HOUND

- ◆ Move 6 spaces
- ◆ **Sick Em:** Make a Coup de Grâce against a foe adjacent to the hound for  $1d4+4$  damage (+1d6 for Coup de Grâce).

A hound threatens all adjacent areas for purposes of enemies making Coup de Grâce actions.

## RODENT

- ◇ Move 4 spaces (Once per round)
- ◆ **Grab:** Your rodent picks up any item with no load.

A rodent can hold one item at a time, only allies may take their item.

A rodent can freely move with any ally they share a space with.

## TOAD

- ◇ Move 3 spaces (Once per round)

While within 4 of your toad, you may cast spells as if you were in their space.

A toad can freely move with any ally they share a space with.

## CAT

- ◆ Move 6 spaces

A cat is considered a character during the morale phase, granting boons to adjacent allies and maluses to adjacent foes.

## SMALL BUT VICIOUS DOG

- ◆ Move 6 spaces

A small but vicious dog threatens its own space for purposes of enemies making melee attacks or moving.

## PERKS

This optional rule adds perks. A perk is a unique bonus a character gains at character creation. Roll a perk with a 2d8 just before selecting your class.

### 2 - ARCANE ANATHEMA

You are immune to magic and gain no benefit from potions.

### 3 - GIANT

Start with +1 strength and toughness and -1 agility. You must get armour specially made for you and it costs 50% more.

### 4 - GIFTED

Start with +1 to a random attribute. When you gain a level, roll three dice instead of four for talent choices.

### 5 - DESTINY

The first time you would die you survive and fall unconscious instead. Noone thinks to finish you off or capture you.

### 6 - HEIRLOOM

One of your starting weapons is mastercraft. You cannot willingly get rid of this weapon.

### 7 - TRICKY

Gain one of the following proficiencies.

*All swords, all bows, all crossbows, all shields, poisons, scrolls, traps, bombs, healer's tools or thieves' tools.*

### 8 - VETERAN

Start with 2d6 experience and some prominent scars.

### 9 - WELL EQUIPPED

Start with a health potion and 50 gold.

### 10 - BEASTMASTER

You start with a bond with a familiar. You can choose the type of familiar.

## DESIGN NOTES

This rule assumes you are using both the Mastercrafts and Familiars rules. If you aren't using either you will need to replace Beastmaster and Heirloom.

Any rule that changes leveling up will likely invalidate Gifted and Talented.

### 11 - MERCHANT

Each day in town you can sell one item for 1/2 price instead of 1/4 price.

### 12 - SMITH

You can purchase 1 load of metal for 5 gold and use it to fully repair any one metal armour, helmet, shield, or weapon in an hour.

### 13 - ALCHEMIST

Every time you return to a settlement after an adventure where you earned at least one experience, you craft a potion that costs no more than 1d6 x 10 gold.

### 14 - TALENTED

When you gain a level, roll six dice instead of four for talent choices.

You cannot gain characteristics when you level up.

### 15 - DRAMATIC

You gain an additional +1 boon when *bold* and an additional +1 malus when *shaken*.

### 16 - NOBLE

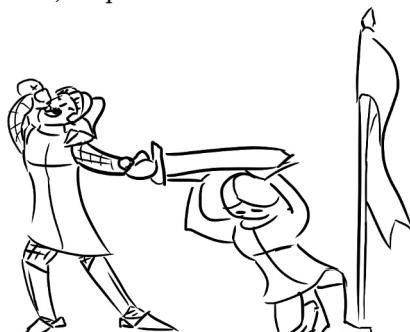
Choose a castle in the region. If there is no castle, put a castle 2 days away from a settlement on the map.

This is your family's castle and any time you return here you can gain as many rations as you can carry and get a squire. They follow your orders provided they aren't pointlessly suicidal. You must equip them yourself.

## SQUIRE

Mv	S	T	A	R	WT
4	4	4	4	4	3

*Mortal, Corporeal*



## CUSTOM MONSTERS

If you want to make new monsters or convert a monster from another game you can follow these rules to quickly sketch out a monster's attributes and abilities.

Start with the attributes below and adjust the creature by its characteristics.

### MONSTER

Mv	S	T	A	R	WT
4	4	4	4	4	3

Whichever tags are most appropriate

### SIZE

*No larger than a big rat.*

-3 Strength, -2 Toughness, -2 WT.

**Scamper:** No maluses on move rolls.

*Roughly the size of a wolf.*

-1 Strength, -1 Toughness, -1 WT.

**Scamper:** No maluses on move rolls.

*Roughly the size of an adult human.*

No adjustments.

*Roughly the size of a horse.*

Size 2, +1 Strength, +1 Toughness.

*Roughly the size of a large crocodile.*

Size 4, +2 S, +2 T, +1 Mv, +1 WT.

*Roughly the size of a rhino.*

Size 6, +4 S, +4 T, +2 Mv, +2 WT.

*Roughly the size of an elephant.*

Size 9, +6 S, +6 T, +3 Mv, +3 WT.

*Creature takes up more space than it's mass suggests (many legs, wingspan).*

Use template above according to rough mass, Size 1 to 4 or Size 4 to 9.

*Creature's head is well out of an adult human's reach.*

**Height Advantage:** Suffer half damage from reach 1 attacks from smaller creatures while unstaggered.



### ARMOUR

*Wears armour.*

Use that armour stats.

*Skin.*

0 Armour.

*Thick hide (equivalent to densely quilted cloth or tanned cow leather).*

1 Armour.

*Extremely thick hide (equivalent to mail) or made out of wood.*

2 armour.

*Armoured scales (equivalent to plate).*

3 armour.

*Made out of stone.*

4 armour, -2 Movement, -2 Agility.

### WEAPONS AND ATTACKS

*Strength 4+, Size 1 and uses Weapons.*

Use weapon stats.

*Strength 1-3, Size 1 and uses Weapons.*

Uses small versions of weapons, same as default but -1 damage or die is one step smaller. Reach 2+ weapons get -1 reach. Can wield an ordinary one-handed weapon in two hands.

*Size 4+ and uses Weapons.*

Uses big weapons, do size d6. Reach 1-2.

*Has sharp teeth and Claws.*

Size d4 damage.

Size/2 d6 if infamously sharp.

Size/3 d10 if they can cut plate.

*Long neck and sharp teeth*

Reach 2 bite attack (as above).

*Slams foes*

Size-1 d4 damage.

d6 instead if made of hard materials.

Size/3 d6 damage rear arc only, if tail.

### IF POISONOUS

Poison forces d10+toughness save vs 10.

*Fail: Toughness poison 1.*

*Crit Fail: Toughness poison 1d3.*

*Debilitatting rather than lethal.*

Strength, agility, and/or movement poison instead.

*Especially Virulent.*

Save vs 12 instead.

**ATTRIBUTES**

Very Fast	+1 Movement.
Very Strong	+1 Strength.
Very Tough	+1 Toughness.
Very Nimble	+1 Agility.
Very Willful	+1 Resolve.
Slow	-1 Movement.
Feeble	-1 Strength.
Frail	-1 Toughness.
Clumsy	-1 Agility.
Skittish	-1 Resolve.

**THREAT LEVEL****COMMON**

Has up to 1 talent.

**DANGEROUS**

Has up to 3 talents, +1 WT, +1 boon on attack rolls, defence rolls, or saves.

**DEADLY**

Has up to 5 talents, +2 WT, +1 boon on attack rolls, defence rolls, and saves.

**INFAMOUS**

Has up to 8 talents, +3 WT, +2 boons on attack rolls, defence rolls, and saves.

**HUMANS AND DEMIHUMANS**

For common human and demihuman foes simply apply a threat level template to player species.

For rare and notable foes simply build them like a player character with class features and talents like a PC.

You can also buff a monster by applying a class to them. A Beastman fighter is a far more dangerous foe.

**TRAITS**

*Highly resistant to a damage type.*  
Resistance: +4 toughness vs -source-.

*No discernable rear.*

**Eyes Everywhere:** Front arc extends 360 degrees, has no rear arc.

*Can fly.*

**Flight:** Can fly.

*More than four legs.*

**Many Feet:** Find Footing costs ◇.

*Hard to knock over for their size.*

**Sturdy Stance:** Decide whether it is staggered or damage is rolled against it when a melee hit is scored against it.

*Rapid natural healing.*

**Regeneration:** At the end of every round in which the troll was not damaged by a fire attack, roll 1d6: on a 4+ the troll regains 1 wound.

*Made out of bone.*

**All Bones:** +4 toughness vs daggers, spears, pikes, lances, and missiles. Die instantly when helpless. Immune to cold damage and effects.

*Immaterial.*

**Ethereal:** Immune to non-magical, non-fire, and cold damage and effects.

Effects that would stagger or knock prone an ethereal creature instead destabilize them. While destabilized, creatures are invisible, invincible, and cannot attack until they stabilize themselves for ♦♦.

*Is cold-blooded.*

**Cold Blood:** Suffering cold damage causes *stun 1*. Cannot become *shaken*.

*Careful and quick movement.*

**Wild Step:** Ignore difficult terrain.

*Vicious with minimal regard for safety.*

**Overwhelm:** Can move onto the space of prone enemies. While standing over a prone foe that enemy cannot get up.

*Has two or more heads.*

**Two Heads:** Gain ♦ every round that can only be used on an attack against a unique target. "Sleep" effects one head.

**CLASSICAL EQUIPMENT**

This optional rule adjusts the list of equipment for a bronze age setting.

**MELEE WEAPONS**

Rapiers, Longswords, Maces, Mauls, Crowbills, Warhammers, Halberds, and Lances are unavailable.

**RANGED WEAPONS**

Warbows, Crossbows, and Handguns are unavailable.

**ARMOUR**

Only helmets available.

**OTHER**

Blackpowder Bombs, Warhorses, and Claw Traps are unavailable.

**UNIQUE CLASSICAL ITEMS****SLING** 0 GOLD

1d4 damage, reload ◇

Can be used while mounted

**JAVELIN** 3 GOLD

1d8 damage, thrown, stack 3

**BAG OF STONES** 1 GOLD

4 ammo for slings

**LINEN ARMOUR** 10 GOLD, 1 LOAD

worn, armour 1, padding +1

**HEAVY LINEN** 30 GOLD, 2 LOAD

worn, armour 1, padding +2

**CUIRASS** 120 GOLD, 3 LOAD

worn, armour 3, padding +1

**DARK AGES EQUIPMENT****Melee Weapons**

Rapiers, Crowbills, Warhammers, Halberds, and Pikes are unavailable.

**RANGED WEAPONS**

Crossbows and Handguns are unavailable.

**ARMOUR**

Brigandine and Plate are unavailable.

**OTHER**

Blackpowder Bombs are unavailable.

**EARLY MODERN EQUIPMENT****SABRE**

15 GOLD

1d4+2 damage

Sabres have reach 1-2 and +1d4 damage on a mounted charge

**PLUG BAYONET**

3 GOLD

1d6 damage, reach 2

Must be fixed to a musket for ◆ to be used. While fixed the musket cannot be fired. Unfixing the bayonet costs ◆.

**PISTOL**

25 GOLD, 1 LOAD

4d4 damage, reload ◆◆

Can be used while mounted.

**CARBINE**

50 GOLD, 1 LOAD

3d6 damage, two-handed, reload ◆◆

Can be used while mounted.

**MUSKET**

75 GOLD, 2 LOAD

4d6 damage, two-handed, reload ◆◆

**BLACKPOWDER BOMB** 25 GOLD, LOAD 1

Blast 2, 6d6 damage, d10+agility vs 10.

Anyone who fails or critically fails is *staggered*. This bomb explodes at the end of the round instead of on contact.

**PROFICIENCIES BY ERA**

Class proficiency lists will need to be adjusted with the era.

The most powerful weapons of an era should be restricted to fighters and other similarly martial classes. Thieves' are typically allowed weak versions of common martial equipment. Wizards are only get access to convenient sidearms.

**DESIGN NOTES**

These optional rules let you dramatically change the setting of a campaign. You will need to revise random equipment tables and may wish to revise monster equipment.

Valiant Quest functions best at close quarters so going past the early modern period is not advised.

## NEW BLESSINGS

This optional rule gives each species unique prayers at higher levels.

### ◆ DIVINE STRENGTH

*4th level Dwarf Priest*

2+ Favour

Range: 4

Target any number of allies. Spend 2 favour for each ally chosen. Chosen allies gain +1d4 damage to melee and throwing attacks for the remainder of the round.

### ◆ ENTANGLE

*4th level Elf Priest*

2 Favour

Range: 8

Save: Strength

Everyone within 1 of target space is grasped by stone, dirt, or roots. If they fail their save they are *staggered* and must make the save against this spell again next round.

### ◆ DIVINE PROTECTION

*4th level Human Priest*

3 Favour

Range: 1

With an empty hand you touch an ally to ward them against harm.

The next time that character would suffer one or more wounds they instead are unharmed and the protection ends.

The next time that character would fail a save they instead critically succeed and the protection ends.

If it hasn't ended otherwise, the prayer expires in an hour.

### ◆ EARTHSHATTER

*7th level Dwarf Priest*

6 Favour

Range: 8

Save: Strength

Shatter the ground in a line originating from your space. Any non-flying foe in the line takes 2d6 damage. Failing on their save causes them to become *staggered* and critically failing causes them to fall *prone*. All spaces in the area become difficult terrain.

### ◆◆ SACRED BOLT

*7th level Elf Priest*

6 Favour

Range: 20

Save: Toughness

With an empty hand, you call down lightning on a target not protected by a ceiling. They take 5d10 damage. Failing on the save causes *stun 1* and critically failing on the save causes *stun 3*.

### ◆ RETRIBUTION

*7th level Human Priest*

4 Favour

Range: 4

Vow to protect up to five allies. Keep track of the number of wounds suffered by protected allies by enemies.

When you next roll damage on an enemy who wounded a protected ally you deal +Xd10 damage. Where X equals the wounds suffered by protected allies. Then the prayer ends.



## DESIGN NOTES

This optional rule is very flavourful and helps reinforce the idea that human, elven and dwarven priests do not worship the same gods.

Prayers are easier to add than spells as you never have to roll random prayers.

Be careful not to add too many prayers as all priests automatically know all their prayers. It can rapidly balloon a priest's options making the class both much more powerful and much slower to play.

## POLYTHEISM

This optional rule allows anyone with a Faith score greater than 0 to invoke the gods, spirits, or powerful demons. These forces are referred to as powers.

These powers are not so reliable as the structured religions that demand complete fealty from their subjects that paladins and priests worship. Given their power comes from fealty those classes cannot invoke powers.

All invocations require a d20+faith roll versus 10. These rolls are made by the GM in secret.

Sacrifices grant boons on the faith roll. Sacrifices seldom take the form of actual gold and are more often food or livestock of equivalent value.

You can also promise a future sacrifice for one less boon. You cannot invoke a power you owe a sacrifice to and if it ever becomes clear you have no intentions to make that sacrifice then that power will curse you.

### Sacrifice

- +1 Boon A modest sacrifice (5 gold)
- +2 Boons A hefty sacrifice (25 gold)
- +3 Boons A large sacrifice (100 gold)
- +4 Boons A huge sacrifice (500 gold)
- +5 Boons A tremendous sacrifice (2000 gold)



In addition to sacrifices, apply the following modifiers as applicable.

Exp	Cost
+1 Boon	Performed at a shrine or temple.
+2 Boons	Performed at the power's holiest site.
+1 Boon	Favoured by the power.
+1 Malus	Disliked by the power.
+5 Maluses	Despised by the power

## INVOCATIONS

### AUGURY

Ask a power if a given course of action will please or insult them. The power responds with a positive, negative, or cataclysmic sign.

Roll at +2 maluses if you do not have the aid of a trained auger to help you interpret the signs. All temples have augurs.

*Critical Success* - You are given a clear sign of the power's feeling.

*Success* - You are given no clear sign.

*Fail* - You receive a random or unclear sign, possibly from the wrong power.

### WHY USE AUGURY?

Powers often know more than you. (although they are not omniscient) If the goddess of the dead who despises undeath will be pleased by you opening the Goldfield crypt instead of gravely offended you can intuit that it might be filled with undead she'd like you to vanquish.

### BLASPHEMY

Insulting a god within their temple, in the presence of their priests, or within their domain (such as insulting the god of the sea while on a ship); is an invocation whether you like it or not.

Roll at +2 maluses if another power is sanctioning your blasphemy. Destroying a shrine to an evil god is blasphemy, but that god likely has enemies who will sanction it.

*Critical Success* - You are cursed.

*Success* - You are warned, if you blaspheme again you are cursed.

*Fail* - You evade punishment.

### BLESSING

You call upon a power for bravery, protection, and divine might.

*Critical Success* - Become bold.

*Success* - No effect.

*Fail* - No effect, +2 maluses to future invocations today.

*Critical Fail* - You are cursed.

## CALLING

You ask a power for a divine servant or relic. The called servant or relic lasts for one hour.

Roll at +2 maluses for each skull rating above one the called servant is.

Roll at +2 maluses if calling a relic.

Roll at +2 maluses if you don't call as part of a half-hour long ritual.

Roll at +4 maluses if you want the calling to be permanent.

*Critical Success* - The calling succeeds.

*Success* - No effect.

*Fail* - You are *cursed*.

*Critical Fail* - You are *cursed* and the calling is successful but immediately hostile. Called relics set you *on fire*.

## CURSE

You ask the power to curse a foe.

Roll at +2 maluses if you don't have an object of theirs or a part of their body.

Roll at +2 maluses if you don't know their name.

*Critical Success* - Target is *cursed*.

*Success* - No effect.

*Fail* - Someone else is *cursed*.

*Critical Fail* - You are *cursed*.

## MIRACLE

Mimic a priest prayer up to your level.

Roll at +2 Maluses for each point of the prayer's favour cost.

*Critical Success* - Cast the prayer.

*Success* - No effect.

*Fail* - No effect, +2 maluses to future invocations today.

*Critical Fail* - You are *cursed*.

## OATH

Swearing an oath by a power is an invocation whether you like it or not.

*Success* - You will be cursed if you break the oath.

*Fail* - No effect.

## WHY USE OATH?

Voluntarily subjecting yourself to a curse makes your word far more trustworthy.

## POWERS

In order to play with the polytheism rules the Game Mistress will need to come up with the various powers that can be invoked. An example power:

### TODURNE

*Goddess of death and nature*

**Blasphemies:** defiling graves, leaving the dead unburied, crushing roses

**Relics:** Gravetender (Storied dark staff), Sword of Roses (Storied wind longsword), Cloak of Night (Storied dark cloak)

**Divine Servants:** Sacred undead (As undead but not intrinsically malevolent to the living)

**Curses:** 1d4 Wraiths try to kill you, disease (lethal after a month), one arm is overgrown with roses and cannot be used.

## CURSES

Curses are bestowed by angry gods. They vary from inconvenient (you lose the use of an arm) to slow inevitable death (you lose 1 point of toughness every month) to an immediate attempt at killing you right now (you are struck by lightning for 5d10 damage or a giant appears)

The severity is tied to the severity of the offence. Sometimes all that is warranted is a slap on the wrist.

Long-term curses can be cured by atoning. Atonement is always at the power's discretion or the discretion of an equivalently mighty rival power.

## DESIGN NOTES

This optional rule expands the role of gods substantially in the world. It is a good fit for any campaign where the divine is an ever-present part of an adventurer's life.

These rules are inspired by a blogpost by Lexi of A Blasted, Cratered Land crateredland.blogspot.com

## NEW SPELLBOOK

On the following pages are new spells for Wizards and Mages. The classic spellbook is still available to Wizards and Mages but they may instead choose to roll on the new “arcane” spellbook instead.

Some spells in the arcane book are reprints of spells in the traditional book. These are the same spell for all intents and purposes just sorted differently.

When you generate a scroll roll a d6.

On a 1-4, generate the spell from the traditional spellbook. On a 5-6, generate the spell from the arcane spellbook.

## 1 - SCHOOL OF TRANSMUTATION

### 1 - ♦ GREAT REACH

*First Circle*

Aspects: 1 Water

You can increase your reach by 1 when making attacks and pick up items up to 2 spaces away for an hour.

### 2 - ♦ CLOSE WOUNDS

*First Circle*

Aspects: 1 Light

Range: 1

Target is considered to be healed for the purposes of preventing death.

### 3 - ♦ POISON WARD

*First Circle*

Aspects: 1+ Earth

Range: 1

Target is cured of any poisons and becomes immune to poison.

At the end of every round roll 1d6, if you roll a 1 the ward ends. If you spend more than 1 earth on the spell it ends after that many 1's are rolled.

### 4 - ♦ TREMENDOUS MIGHT

*First Circle*

Aspects: 1 Fire, 1 Earth

Range: 4

Target gains +1 strength and toughness.

At the end of every round roll 1d6, if you roll a 1 the spell ends.

### 5 - ♦ LESSER POLYMORPH

*Second Circle*

Aspects: 1 Water, 2 Earth

Turn into a mortal monster. Gain their strength, toughness, agility, size, and any non-spellcasting abilities they have. If the creature is larger or smaller than you all your items fall to the ground.

At the end of every round roll 1d6, if you roll a 1, the spell ends. If you become *helpless* the spell ends.

### 6 - ♦♦ HEAL

*Second Circle*

Aspects: 2 Light, 1 Water

Range: 4

Your target heals 1 wound.

At the end of every round roll 1d6, on a 5+ you heal another wound. On a 1 the spell ends.

### 7 - ♦♦ TOADIFY

*Third Circle*

Aspects: 2 Dark, 3 Earth

Range: 4

Save: Toughness

Target makes a save at -1 per wound suffered. On a critical fail, they become a toad with 1 strength and toughness, and no armour, weapons, or special abilities.

### 8 - ♦♦ POLYMORPH

*Third Circle*

Aspects: 2 Water, 4 Earth

Turn into a mortal monster as lesser polymorph.

### 9 - ♦ GROW

*Fourth Circle*

Aspects: 10 Earth

Range: 4

Target size 1 creature becomes size 4 for an hour. They also gain +2 strength and toughness, +1d6 weapon damage, and their equipment all grows to fit.

This spell ends instantly if the creature becomes *helpless*.

### 10 - ♦♦ MIGHTY POLYMORPH

*Fourth Circle*

Aspects: 4 Water, 6 Earth

Turn into a mortal monster as lesser polymorph.

**2 - SCHOOL OF ENCHANTMENT****1 - ♦ CHARM***First Circle*

Aspects: 1 Dark

Range: 1

Save: Will

With a touch, you can enthrall a *mortal* target that can see you. On a failed save, they become *charmed* and will only take one action each round of your choice.

While *charmed* a creature threatens friend and foe alike. After performing an action and at the end of every round a *charmed* creature can make a check again to break the *charm*.

**2 - ♦ FEATHERFALL***First Circle*

Aspects: 1 Wind

Range: 1

Target falls slowly for the next hour.

**3 - ♦ SILENCE***First Circle*

Aspects: 1 Dark

Range: 8

Save: Resolve

Steal target's voice. If they fail their save they cannot speak, invoke prayers, or cast spells. They may make a new save each round to end the effect.

**4 - ♦ SLEEP***First Circle*

Aspects: 1 Dark, 1 Water

Range: 1

Save: Resolve

Target *mortal* must make a save. Succeeding causes *stun* 1, failing or critically failing causes sleep.

**5 - ♦ BRAVERY***Second Circle*

Aspects: 1 Fire, 1 Light

Range: 4

One target becomes *bold* or up to four targets can make a resolve save to become *bold* as if it was the morale phase and they had defeated a foe.

**6 - ♦ HASTE***Second Circle*

Aspects: 2 Wind, 1 Fire

Target gains ♦, +2 movement, and an additional ♦ every round.

Every time haste gives the target an ♦ past the first; roll 1d6, if you roll a 1 the spell ends.

**7 - ♦♦ MASS CONFUSION***Third Circle*

Aspects: 5 Water

Range: 8

Save: Will

Everyone within 4 of the target area must make a save and become *confused* if they fail. Whenever a *confused* character moves or attacks they do so in a random direction. *Confused* characters may make a save at the end of every round to recover.

**8 - ♦♦ THE VOICE***Third Circle*

Aspects: 4 Dark

For the next hour, your every word sounds both beautiful and reasonable, and those who contradict you sound boorish and foolish.

You must still make a theoretically compelling argument for the spell to convince anyone.

**9 - ♦ STONESKIN***Fourth Circle*

Aspects: 8 Earth, 2 Fire

You gain an armour value of 8. When this armour blocks damage, reduce it by 1. This does not stack with worn armour.

**10 - ♦ KILL***Fourth Circle*

Aspects: 8 Dark

Range: 4

With a snap of your fingers a *mortal* or *fae* target that can see you has their brain suddenly stop working. They die.

**3 - SCHOOL OF CONJURATION****1 - ♦ FETCH***First Circle*

Aspects: 1 Wind

Range: 8

Pick up an item within range, you do not need to see the item and there doesn't even need to be a viable path between the object in your hand, you just need to know of the object and its approximate location and it appears in your hand.

**2 - ♦ CONJURE***First Circle*

Aspects: 1 Earth, Water, Fire, or Light

Create in your hand something based on the aspect used. Earth produces a handful of stone or dirt. Water produces a bubble filled with water. Fire produces a fire that is harmless until it leaves your hand. Light produces an intense glow that lasts until you close your hand.

**3 - ♦ ARCANE ARMS***First Circle*

Aspects: 1 Any

Produce any non-firearm weapon in your hand alongside ammo for that weapon if applicable. The weapon inflicts fire damage if light or fire is used, cold damage if water is used, lightning damage if wind is used, acid damage if dark is used, and is conventional if earth is used.

**4 - ♦ SWAP***First Circle*

Aspects: 1 Wind, 1 Dark

Range: 20

Swap the positions of any two characters of the same size within range.

**5 - ♦ SUMMON LESSER CREATURES***Second Circle*

Aspects: 1 Fire, 1 Earth

Range: 4

Summon 1d3 monsters within range. The summoned creatures vanish after a day.

**6 - ♦ MAGIC DOOR***Second Circle*

Aspects: 2 Earth

Range: 1

Target wall is replaced with a sturdy magical door if there is an empty space on the other side of that wall. If there is not an empty space the spell has no effect.

**7 - ♦♦ TELEPORT***Third Circle*

Aspects: 2 Wind, 2 Dark

Range: Anywhere

Teleport to any location you are aware of.

For 4 Wind and 4 Dark you may teleport yourself and four allies up to 20 days of travel away.

**8 - ♦ SUMMON CREATURES***Third Circle*

Aspects: 2 Fire, 2 Earth

Range: 4

Summon 1d3 monsters or 1+1d4 monsters within range. The summoned creatures vanish after a day.

**9 - ♦ GATE***Fourth Circle*

Aspects: 4 Wind, 4 Dark

Range: 40

Create a magical gate that connects an adjacent space to another space within range. These spaces are considered adjacent to each other and line of sight can be drawn through the gate.

For 40 Wind and 40 Dark you can instead create a portal that will link one location on the map to another location up to 20 days of travel away.

**10 - ♦ SUMMON MAJOR CREATURES***Fourth Circle*

Aspects: 4 Fire, 4 Earth

Range: 4

Summon 1d3 monsters or 1+1d4 monsters within range. The summoned creatures vanish after a day.

*In order to summon a creature you must first have seen one of that creature before.*

*The equipment of summoned creatures vanishes if separated from the creature.*

**4 - SCHOOL OF ABJURATION****1 - ♦ ELDRITCH AEGIS***First Circle*

Aspects: 1 Water

Range: 1

Target makes all defence rolls at +1 boon.

At the end of every round roll 1d6, if you roll a 1 the ward ends. If you spend more than 1 water on the spell it ends after that many 1's are rolled.

**2 - ♦ SYMBOL***First Circle*

Aspects: 1 Fire

Range: 1

Save: Agility

Inscribe a nearly invisible rune into an empty area. The first character to enter that space within the next hour suffers 2d6 damage. Failing on the save causes *stun 2*.

**3 - ♦ CIRCLE OF PROTECTION***First Circle*

Aspects: 1 Earth, 1 Light

Create a 3x3 circle centered on yourself. All characters standing within the circle suffer 2 less damage from all sources.

The circle lasts forever but can be easily destroyed for ♦♦♦ by any unthreatened creature.

**4 - ♦ MIND WARD***First Circle*

Aspects: 1+ Light

Range: 1

Target gains +4 Resolve on saving throws made outside of the morale phase.

At the end of every round roll 1d6, if you roll a 1 the ward ends. If you spend more than 1 light on the spell it ends after that many 1's are rolled.

**5 - ♦ DISPEL***Second Circle*

Range: 20

End 1d6 ongoing magical effects within range.

The cost of dispel is the same as the spells you intend to end but you may substitute fire for water, water for fire, earth for wind, wind for earth, light for dark, and dark for light.

**6 - ♦ ABSORB ENERGY***Second Circle*

Aspects: 2 Water

The next time this hour you would be struck by a lightning, acid, fire, or cold attack or effect you cancel that effect and heal 1 wound instead.

**7 - ♦♦ NULL SPHERE***Third Circle*

Aspects: 2 Earth, 2 Light

Create a 5x5 circle centered on yourself. Spells cannot be cast within the circle, have no effect on anyone within the circle, and cannot draw line of sight through the circle.

The circle lasts forever but can be easily destroyed for ♦♦♦ by any unthreatened creature.

**8 - ♦♦ FORCE WALL***Third Circle*

Aspects: 2 Earth, 2 Water, 1 Light

Range: 12

Target empty space becomes a force wall. Then select 2 additional spaces contiguously connected to the first one to also become force walls.

Striking a force wall forces the caster to make a resolve saving throw versus half the damage dealt, failure destroys all force walls maintained by the caster. Force walls block enemy movement and enemy projectiles but not line of sight.

**9 - ♦ BINDING***Fourth Circle*

Aspects: 8 Light

Range: 20

Save: Resolve

Target demon or elemental must make a save. Failing binds the beast to an object. The creature will be released if the object is ever shattered.

**10 - ♦ PROTECTION FROM HARM***Fourth Circle*

Aspects: 5 Earth, 5 Water

Range: 4

Target becomes impervious to damage and cannot be *pushed, staggered* or *knocked prone*.

At the end of every round roll 1d6, if you roll a 1-3 the protection ends.

**5 - SCHOOL OF ILLUSION****1 - ♦ MINOR ILLUSION***First Circle*

Aspects: 1 Light

Create the image of an object no larger than a space (roughly 1 metre cubed). This image lasts for an hour or until someone touches it.

**2 - ♦ PHANTOM FRIENDS***First Circle*

Aspects: 2+ Dark

Range: 4

Create 1d3 illusory allies (+1 per dark spent) within range. Illusory allies are a size 1 creature and can move 4 spaces each round while unthreatened. The illusory allies threaten adjacent spaces and are destroyed if anyone attacks them in melee, hit or miss. Illusory allies last one hour.

**3 - ♦ FLASH OF LIGHT***First Circle*

Aspects: 1 Light

Save: Resolve

All characters that can see you within 8 in a 90-degree cone must make a save. Failing causes *stun 1* and critically failing causes *stun 2*.

**4 - ♦ GLAMOUR***First Circle*

Aspects: 1 Water

Range: 1

You alter the appearance of target creature to that of any creature roughly its size and shape for an hour.

The spell ends instantly if someone examines the glamour intently while thinking something along the lines of "is this real?".

**5 - ♦ PHANTASMAL ASSAULT***Second Circle*

Aspects: 2 Dark

Save: Resolve

Every foe adjacent to one or more illusory allies makes a save with one malus for each illusory ally adjacent to them beyond the first. They suffer 2d6 damage. Critically failing on their save causes them to become *shaken*.

**6 - ♦ MIRROR IMAGE***Second Circle*

Aspects: 3 Water

Range: 4

Create an illusory ally (as the spell Phantom Friends) adjacent to each creature within range.

**7 - ♦ INVISIBILITY***Third Circle*

Aspects: 5 Dark

Range: 1

Target becomes invisible for an hour and leaves an illusory ally adjacent to where they vanished. While invisible you project no threat and do not need to make movement rolls when moving into unthreatened spaces from threatened spaces. Defence rolls made against your attacks are made at +5 maluses. Melee attack rolls made against you are made at +5 maluses. Your precise location is unknown but adjacent foes can intuit it unless you remain motionless.

**8 - ♦ PARANOIA***Third Circle*

Aspects: 2 Fire, 2 Dark

Range: 12

Save: Resolve

Target creature and everyone within 2 of them must make a save. Failing results in seeing all creatures as foes. They act as if threatened by everyone. The spell lasts until they go to sleep.

**9 - ♦ ALTER REALITY***Fourth Circle*

Aspects: 10 Dark

Range: 12

Save: Resolve

Target creature and everyone within 4 of them is lost in an all-consuming hallucination. Failing causes *stun 3* and forces them to check again next round.

**10 - ♦ VIVID RECREATION***Fourth Circle*

Aspects: 4 Water, 4 Dark

Range: 4

Create a perfect copy of a creature in range. This copy has ♦♦♦, can do anything the original can, and is completely under your control.

The copy and all its copied items vanish at the end of the round.

**6 - SCHOOL OF EVOCATION****1 - ♦ ETHEREAL ARROW***First Circle*

Aspects: 1 Light or Dark

Range: 20

Your target suffers 1d6 damage.

**2 - ♦ CHAOS BOLTS***First Circle*

Aspects: 1 Wind, 1 Dark

Range: 8

Make ranged attacks against three targets using craft. The bolts inflict 2d4 damage.

**3 - ◇ POWER STRIKE***First Circle*

Aspects: 1 Earth

Your next melee attack this round deals +1d12 damage.

**4 - ♦ ARCANE BLAST***First Circle*

Aspects: 1 Wind

Range: 2

Save: Strength

All within range suffer 1d4 damage.

Failing or critically failing on their save causes *stagger*.**5 - ♦ CONFLAGRATION***Second Circle*

Aspects: 2 Fire, 1 Earth

Range: 12

Save: Agility

Throw a fireball (as the Throw action) at your target. Everyone within 2 of where it lands is consumed in a fiery blast. They suffer 3d6 damage. Failing on their save causes them to catch *on fire*.

If any of the spaces in the area are flammable they catch fire too.

**6 - ♦ LIGHTNING BOLT***Second Circle*

Aspects: 2 Wind

Range: 8

Save: Toughness

Make a ranged attack against your target using craft instead of agility. Whoever is hit must make a save. The lightning bolt inflicts 5d10 damage. Failing on the save causes *stun 1* and critically failing on the save causes *stun 3*.**7 - ♦♦ CHAIN LIGHTNING***Third Circle*

Aspects: 5 wind

Range: 12

Save: Toughness

Target enemy suffers 3d10. Failing on the save causes *stun 1* and critically failing on the save causes *stun 3*.

Then the lightning will chain to a random adjacent character that chain lightning has not yet chained to, reducing the damage die one step. Stop if there are no valid targets to chain to or if the damage die is already 3d4.

**8 - ♦♦ CIRCLE OF WINTER***Third Circle*

Aspects: 3 Water, 1 Wind

Range: 8

Save: Toughness

Everyone within 1 of target space (but not anyone solely on target space) is frozen by a swirling wind. They suffer 5d6 damage. Failing on their save causes *stun 1* and critically failing causes *stun 3*.**9 - ♦♦ BLIZZARD***Fourth Circle*

Aspects: 10 Water

Range: 20

Save: Toughness

Everyone within 5 of the target area suffers 1d6 damage. Failing on their save causes *stun 1* and critically failing causes *stun 3*.

On following rounds, you can spend ♦♦ to repeat the effect with +1d6 damage. If you don't do this by the end of any given round the spell ends.

**10 - ♦ INCINERATION***Fourth Circle*

Aspects: 4 Fire, 4 Dark

Range: 4

Save: Agility

A beam of molten lava erupts from your index finger dealing 100 damage.

**DESIGN NOTES**

This optional rule adds a lot more spells and is illustrative of the difficulties of adding spells to the game while preserving the ability to randomize spells.

**CRITICAL INJURY**

This optional rule adds the possibility for lingering injuries. Replace the default death and dying table with the one below:

d6	Fate
1	You are instantly slain.
2-3	You are beyond healing and will die in the next few minutes, think of your last words.
4-5	You suffer a <b>critical injury</b> and will die if not healed within the hour.
6	You survive.

1	<b>Damaged Shoulder</b> lose one strength.
2	<b>Damaged Ribs</b> lose one toughness.
3	<b>Shaken</b> lose one resolve.
4	<b>Damaged Spine</b> lose one agility.
5	<b>Damaged Hip</b> lose one movement.
6	<b>Foot Lost</b> you cannot stand without holding something stable within reach.
7	<b>Leg Lost</b> you cannot stand without holding something stable within reach.
8	<b>Arm Lost</b> you cannot carry anything with a missing arm.
9	<b>Hand Lost</b> you cannot carry anything with a missing hand except a shield.
10	<b>Eye Lost</b> when making a ranged attack treat all distances as if they were doubled.
11	<b>Cool Scar</b> gain 2d4 experience.
12	<b>Lingering Wound</b> future death and dying rolls are made at -1.



Most critical injuries cannot be healed, even by magic, but they can be accommodated with items.

**CANE** 5 GOLD

Cane, free and easily improvised

So long as you have the cane in hand you may ignore a single lost foot or leg.

**WOODEN HAND** 20 GOLD

You can use a wooden hand to carry items, grapple and open doors. Any action done solely with a wooden hand is made at +1 malus.

Attacking with a two-handed weapon does not suffer this penalty.

**WOODEN ARM** 10 GOLD

A stiff wooden arm can carry a shield or steady a two-handed weapon. Fine manual dexterity is impossible.

**WOODEN FOOT** 5 GOLD

A wooden foot can be stood on but imposes +1 malus on all movement rolls.

**WOODEN LEG** 15 GOLD

A wooden leg can be stood on but imposes -1 movement and +1 malus on all movement rolls.

**GLASS EYE** 5 GOLD

This doesn't help you see at all unless arcane (see below).

**ARCANE PROSTHESIS** x50 GOLD

Any prosthesis can be made magical for fifty times the cost. These prostheses articulate perfectly, see perfectly in the case of eyes, and are immune to further damage. Magical prostheses are animated wood, metal, glass, or bone.

These prostheses have their enchantments reinforced by priests so they cannot be disenchanted or have their magic suppressed. Arcane prostheses are only available at mage's towers.

**THERAPY** 50 GOLD

You can reverse any of the critical injuries that cause attribute loss with extensive therapy. Therapy is only available at temples and takes 1d6 months. During this time you should roll a new character to take your old character's place.

## CONVERSION

You may wish to run adventures and megadungeons intended for other game systems in Valiant Quest. Here are some guidelines for how to do that.

### MONSTERS

Monsters can either use the stat lines of the nearest creature in the Valiant Quest bestiary or the custom monster rules (see [page 95](#)).

Any monster with a name should be at least a minor named monster or major if narratively important. At least half of all large group of monsters should have one of their number graduated to being a minor named monster.

### DISTANCE

Any maps with a 1 metre large grid spaces can convert to Valiant Quest squares at a one for one ratio. Maps with a 10ft grid can be converted to a 3x3 grid of squares. Maps with a 5ft grid convert to one or 2x2 squares depending on what is more appropriate to the context.

A word of warning about narrow corridors: many old school dungeons feature long 5ft wide corridors. Valiant Quest characters need more room to fight than in a lot of other tabletop roleplaying games so outside of the occasional chokepoint or short corridor try to avoid one space wide corridors.

### PROCEDURES

When converting any adventure which has rules or procedures for travel or dungeon delving you should use that adventure's procedures over Valiant Quest's mechanics where appropriate.

This also applies to adventures that rely upon the game they were designed for's travel or dungeon procedures.



### BATTLES

Valiant Quest has really long fights. This isn't a problem, fighting is the most developed and enjoyable part of the game. It still does present a problem if running adventures for games made for systems where combat is very fast.

Fights heavily weighted in the player's favour can be quite boring in Valiant Quest. Players have a lot of tools to control foes, especially numerically inferior size 1 monsters. Having a long fight that is also a foregone conclusion can drag a session down.

When running adventures for games with quick combat, it might be appropriate to cut up to half of the fights and random encounters. Make sure not to cut any fights that are narratively important or intended to gate certain parts of the adventure.

### TREASURE

OSR games are far more generous than Valiant Quest. Any game based on old school Dungeons and Dragons should reward one-tenth the amount of gold.

+1 Weapons and armour can be converted to masterwork items. +2 Weapons and armour can be converted to magic items.  
+3 Weapons and armour can be converted to storied magic items.

More unique magic items can either be swapped for something already in Valiant Quest that is mostly appropriate or decide to port over its mechanics.

*For example: There are no magic wands in Valiant Quest so you could decide to interpret a wand of magic missile as a bunch of scrolls or decide to add the wand and the spell to Valiant Quest.*

### TRAPS

Characters in Valiant Quest are far more durable than low level Dungeons and Dragons characters and substantially less durable than high level characters. Traps and spells you port over should deal half (round up) their dice plus one.

*For example: Magic missile should do 2d4+1 damage instead of 1d4+1.*

## CHARACTER CREATION

### 1 - ROLL SPECIES

2d6	Species
2-3	Elf
4	Dwarf
5-10	Human
11-12	Halfling

### 2 - RANDOMIZE ATTRIBUTES

2d6	Adjustment	d6	Attribute
1-4	No adjustment	1	Movement
5	Increase one	2	Strength
	Decrease one	3	Toughness
6	Increase one	4	Agility
		5	Resolve
		6	Wind Threshold

### 3 - SECONDARY ATTRIBUTES

Species	Faith	Species	Craft
Human	1d6 -1	Human	2d6 pick the
Elf	2d6 pick the	Halfing	lowest -1
Dwarf	lowest -1	Dwarf	
Halfling	Always 0	Elf	2d3 pick the
			lowest +2

### 4 - STARTING TALENT

Roll 1d6 for talent tree and 1d6 for the specific talent.

### 4B - PERK

If playing with the perks expert rule roll 2d8.

2d8	Perks
2	Arcane Anathema: immune to magic.
3	Giant: +1 str, +1 log, -1 agi.
4	Gifted: +1 random attribute.
5	Destiny: survive death once.
6	Heirloom: start with mastercraft weapon.
7	Tricky: gain a proficiency.
8	Veteran: start with 2d6 experience.
9	Well Equipped: 50 gold, health potion.
10	Beastmaster: start with familiar.
11	Merchant: sell items better.
12	Smith: can repair items with metal.
13	Alchemist: brew potion on return.
14	Talented: roll six dice on level up.
15	Dramatic: +1 boom/ malus if bold/shaken.
16	Noble: start with a castle and squire.

### 5 - CLASS SELECTION

Class	Prerequisites
Fighter	No requirements
Thief	Human or halfling, agi +4
Wizard	Human, craft 3+
Priest	Faith 4+
Warrior	Human, str 5+ or a might talent
Ranger	Human or elf, mv 5+ or mobility
Bard	Craft 2+
Mage	Elf, craft 5+
Paladin	Human, fth 3+, rsl 5+ or discipline
Spellblade	Elf, craft 4+
Runemage	Dwarf, craft 3+
Wanderer	Halfling
Sniper	Human or elf, agi 5+ or ballistics
Swordmaster	Human or elf, agi 5+ or melee
Druid	Not dwarf, cft 3+, halfling or fth 4+
Guardian	Dwarf, resolve 5+

## TALENTS

1	6	Might Talents
1 - Battle Rage	◆ enter a frenzy, you gain +1 to melee and saves and -1 to all other rolls/round.	
	Ignore maluses from multiple attacks. You must follow up attacks. Stop frenzy if shaken or you make no melee attacks.	
2 - Strong Back	Carry +2 load.	
3 - Mighty Blow	+1 damage with melee/throwing, can roll at +2 maluses for +1d6 damage instead.	
4 - Constitution	Strength and toughness saves +2 boons. Reduce poison attribute damage by 1.	
5 - Retaliation	Regain ◆ for every wound suffered.	
6 - Impetuous	+2 charge distance. When you down a foe then melee move up to half your movement.	

2	6	Mobility Talents
1 - Slippery	When you are pushed, you can choose any adjacent space to be pushed to.	
2 - Dodge	When unstaggered, force enemy to reroll melee attack against you at +2 maluses. Then spend ◆ or become staggered.	
3 - Sure Feet	+1 boon to move rolls. Scramble 3/round.	
4 - Jump Up	Find footing ends stagger and prone. Can attempt to find footing for free.	
5 - Evasion	Roll agility saves at +2 boons and take no damage on successful agility saves.	
6 - Sprint	When you spend ◆◆◆ to move you move triple move. +2 on rolls to flee.	

3	6	Melee Talents
1 - Weapon Master	Roll melee attacks at +1 boon.	
2 - Disarm	Disarm in melee in lieu of rolling damage.	
3 - Riposte	Melee attacks against you with no conditional boons are rolled at +1 malus. Counter attack melee attackers you threaten who critically fail.	
4 - Ambidexterity	Only suffer multiple attack penalties with the weapon used. May hit with other weapon when you crit instead of stagger.	
5 - Sweep	◆ Make a melee attack against all in front arc. Each target makes a defence roll separately. Half damage and can't follow. Can attack at +1 reach and +1d4 damage. Then spend ◆ or become staggered.	
6 - Lunge	+1 boon to melee attacks at +1 boon.	

4	6	Ballistics Talents
1 - Marksman	Roll ranged attacks at +1 boon.	
2 - Longshot	Halve minimum defence from distance. Criticals against foes for 5+ rounds will roll one extra damage die and drop the lowest.	
3 - Deadly Shot	+1 damage with ranged, can roll at +2 maluses for +1d6 damage instead.	
4 - Rapid Reload	Reduce reload quality of weapons by 1.	
5 - Precision	Reroll boon/malus die on ranged attack.	
6 - Overwatch	◆ set yourself up to fire on the first foe to move out of a space in your front arc. On a critical hit you steal momentum.	

5	6	Subterfuge Talents
1 - Backstab	Add boon roll to damage when attacking from rear arc. +2 boons when attacking from rear arc or when you are at knives/daggers.	
2 - Fast Hands	Roll item management at +2 boons.	
3 - Trip	When an enemy makes a roll to move out of a threatened area spend ◆ or become staggered to make them roll +2 maluses.	
4 - Vigilance	270 degree front arc. No effect on reach.	
5 - Many Pockets	+2 belt slots.	
6 - Feign Death	Fall prone on hit. You cannot be attacked until you perform an action.	

6	6	Discipline Talents
1 - Die Hard	Make death and dying rolls on a dir.	
2 - Stand Ground	You can act while helpless.	
3 - Dauntless	You cannot be pushed if unstaggered.	
4 - Fend	You cannot suffer more than one malus from being threatened. Threaten large creatures if you threaten half their spaces. Attackers cannot follow up on you unless you are knocked prone.	
5 - Halt	When enemies fail move rolls to leave your threatened spaces they don't leave. Enemies you threaten cannot follow up on attacks against your allies.	
6 - Iron Will	Roll resolve saves at +2 boons.	

## ITEM TRAITS

**Bulky:** This weapon cannot be put in your bag or on your belt. It must be carried at all times and the only way to unequip it is to drop it.

**Flurry:** Attacks with this weapon are rolled at +1 malus but do not suffer maluses for previous attacks this round. Melee attacks with this weapon cannot stagger enemies, critical hits roll damage twice to the target.

**Hefty:** Attacks with this weapon are made with +1 malus.

**Impair X:** While worn, this item causes a -X penalty to movement rolls. If you have multiple items with impair, only apply the largest penalty.

*It does not reduce your movement attribute or the distance you can travel.*

**Padding +X:** Treat your toughness as X higher for damage rolls against you. Padding has no effect on attacks that ignore armour.

**Reach X:** This weapon projects threat and can attack foes at a different range instead of 1. Some weapons have a range of reach values they can threaten.

Weapons with a reach greater than one can only attack or threaten spaces in your front 90-degrees.

**Scabbard:** Item Management rolls to grab this item from your belt or put it back on your belt are made at +1 boon.

**Shield X:** While unstaggered, any attack originating from your front arc must be made with X maluses or else they roll one less damage die.

*Remember that attacks that end up with no damage dice don't get to add flat damage bonuses.*

**Stack X:** Upto X of this item take up a single slot in either your belt or bag.

**Stun:** Critical hits cause stun 1.

**Sunder:** Critical hits cause Sunder 1.

**Threaten Large:** This weapon gains reach 1 in addition to other reach values when attacking or threatening creatures of size 2 or more.

*Example: A pike can't ordinarily attack foes at range 1 but against size 2+ creatures it is effectively reach 1-3.*

**Thrown:** You can make a ranged attack by throwing this weapon. This has a maximum range of twice your strength.

**Two-handed:** You can only attack or project threat with this weapon while while wielding it with two hands.

**Versatile:** Attacking with this weapon in both hands allows you to roll one extra damage die and discard the lowest roll.

## DON AND DOFF

Donning armour costs ◆ = load<sup>2</sup>.

Doffing armour costs ◆ = load.

## MELEE WEAPONS

**KNIFE** 1 GOLD, STACK 3  
1d4+1 damage, flurry, thrown, scabbard

**DAGGER** 3 GOLD

1d6 damage, scabbard  
+1d6 damage on Coup de Grâce.

**CLUB** 2 GOLD, LOAD 1  
1d4+2 damage, stun, versatile

**SWORD** 10 GOLD, LOAD 1  
1d4+3 damage, versatile, scabbard

**LONGSWORD** 15 GOLD, LOAD 1  
1d6+5 damage, two-handed, scabbard

**FALCHION** 12 GOLD, LOAD 1  
2d3+3 damage, hefty, versatile, scabbard

**KRIEGSMESSE** 20 GOLD, LOAD 2  
2d4+5 damage, hefty, two-handed, scabbard

**RAPIER** 15 GOLD, LOAD 1  
1d8+1 damage, scabbard

**ESTOC** 20 GOLD, LOAD 1  
1d10+2 damage, two-handed, scabbard

**THROWING AXE** 3 GOLD, STACK 2  
2d4-1 damage, thrown

**AXE** 6 GOLD, LOAD 1  
2d4 damage, versatile

**LONG AXE** 9 GOLD, LOAD 1  
3d4 damage, two-handed

**MACE** 8 GOLD, LOAD 1  
2d6 damage, hefty, stun, versatile

**MAUL** 12 GOLD, LOAD 2  
3d6 damage, hefty, stun, two-handed

**CROWBILL** 10 GOLD, LOAD 1  
1d12 damage, hefty, Sunder, versatile

**WARHAMMER** 15 GOLD, LOAD 2  
2d10 damage, hefty, Sunder, two-handed

**FLAIL** 15 GOLD, LOAD 1

2d6 damage, hefty, stun, versatile

While unstaggered and wielding a flail you threaten all adjacent spaces for friends as well as foes. Flail's never suffer more than 1 malus from attacking shields.

**STAFF** 1 GOLD

1d4 damage, reach 2, threaten large  
When wielded in two hands, the staff has reach 1-2.

**SPEAR** 5 GOLD, LOAD 1  
1d8 damage, reach 2, threaten large, bulky, versatile  
Cannot be wielded with other weapons.

**LANCE** 10 GOLD, LOAD 2

1d8 damage, reach 3, bulky

Lances are two-handed while you are unmounted. Lances do +3d8 damage on a mounted charge and then the lance must be dropped or it has a 1-in-2 chance of shattering.

**PIKE** 15 GOLD, LOAD 2  
1d10 damage, reach 2-3, threaten large, bulky, 2h

**HALBERD** 20 GOLD, LOAD 2  
2d6 damage, reach 2, threaten large, bulky, 2h  
When you hit or critically hit with a halberd, you may opt to pull the target one space towards you instead of pushing.

**POLLAXE** 30 GOLD, LOAD 2  
2d8 damage, reach 2, hefty, Sunder, bulky, 2h  
For  $\diamond$  you can reverse the grip on the pollaxe. While reversed, the pollaxe loses hefty and Sunder, replaces reach 2 with reach 1, and does 1d10 damage.

**GREATSWORD** 50 GOLD, LOAD 2  
1d6+6 damage, reach 1-2, hefty, bulky, two-handed

## MISSILE WEAPONS

**SHORTBOW** 10 GOLD  
1d6 damage, two-handed, reload  $\diamond$   
Usable while mounted.

**COMMON BOW** 20 GOLD, LOAD 1  
1d8 damage, two-handed, reload  $\diamond$

**WAR BOW** 40 GOLD, LOAD 1  
1d10 damage, two-handed, reload  $\diamond$

**LIGHT CROSSBOW** 15 GOLD, LOAD 2  
2d8 damage, two-handed, reload  $\diamond$

**HEAVY CROSSBOW** 30 GOLD, LOAD 2  
3d8 damage, two-handed, reload  $\diamond \diamond$

**REPEATING CBOW** 60 GOLD, LOAD 2  
1d12 damage, two-handed, reload  $\diamond \diamond$

The repeating crossbow is loaded with cases of quarrels instead of individual quarrels. The crossbow only needs to be reloaded when the case is empty.

**HANDGUN** 100 GOLD, LOAD 2  
5d6 damage, two-handed, reload  $\diamond \diamond \diamond$

## MISSILE AMMUNITION

**QUIVER OF ARROWS** 3 GOLD  
2 ammunition for bows

**CASE OF QUARRELS** 4 GOLD  
3 ammunition for crossbows

**BAG OF BULLETS** 10 GOLD  
4 ammunition for the handgun

**FIRE ARROWS** 3 GOLD

2 ammunition for bows  
Fire arrows downgrade the damage die of the bow one step. A lit fire arrow can harm incorporeal creatures and sets targets on fire on a critical hit.

## ARMOUR

**GAMBESON** 5 GOLD, LOAD 1  
worn, armour 1, padding +1

**CHAIN SHIRT** 10 GOLD, LOAD 1  
worn, armour 2

**HEAVY GAMBESON** 20 GOLD, LOAD 2  
worn, armour 1, padding +2, impair 1

**CHAINMAIL** 25 GOLD, LOAD 2  
worn, armour 2, padding +1, impair 1

**HELMET** 5 GOLD, LOAD 1  
worn, impair 1

When a damage die from an attack would explode, cancel it and your helmet breaks.

**BRIGANDINE** 50 GOLD, LOAD 3  
worn, armour 2, padding +2, impair 2

**SCALEMAIL** 75 GOLD, LOAD 3  
worn, armour 3, padding +1, impair 2

**PLATE** 150 GOLD, LOAD 4  
worn, armour 3, padding +2, impair 2

**FULL HELMET** 25 GOLD, LOAD 1  
worn, impair 2

As helmet except it works three times before breaking.

## SHIELDS

**SMALL SHIELD** 3 GOLD, LOAD 1  
1d4 damage, shield 1

**MEDIUM SHIELD** 6 GOLD, LOAD 2  
1d4+1 damage, shield 2

**LARGE SHIELD** 9 GOLD, LOAD 3  
1d4+2 damage, shield 3

## DEFAULT GEAR

Every adventurer has all of the following:  
Clothes, sparkstone, rope, crowbar, pitons, tent, sleeping bag, cosmetic kit, mess kit

## GEAR

**RATIONS** 1 GOLD

**WATERSKIN** 1 GOLD

**ALE** 1 GOLD

**TORCH** 1 GOLD

**LANTERN** 10 GOLD

**OIL FLASK** 5 GOLD

**GRAPPLING HOOK** 10 GOLD

**HEALER'S TOOLS** 15 GOLD, LOAD 1

**THIEVE'S TOOLS** 15 GOLD, LOAD 1

**HOLY SYMBOL** 5 GOLD

**PACK MULE** 30 GOLD

**RIDING HORSE** 50 GOLD

**WARHORSE** 250 GOLD

**CART** 50 GOLD

**WARDING CANDLES** 2 GOLD, STACKS 10

**TRIPWIRE** 1 GOLD

**CLAW TRAP** 10 GOLD, LOAD 1

**CALTROPS** 5 GOLD

**MUSCLEROT** 5 GOLD

**DUELIST'S EDGE** 10 GOLD

**SPIDER VENOM** 10 GOLD

**WEEPING WIDOW** 25 GOLD

**GRAVEDIGGER** 20 GOLD

**EXTRACT OF IRON** 20 GOLD

**HOLY AVENGER** 25 GOLD

**HEARTSEEKER** 50 GOLD

**FLASH POWDER** 5 GOLD

**HOLY WATER** 5 GOLD

**SMOKE BOMB** 5 GOLD

**ALCHEMY'S FIRE** 15 GOLD

**ACID FLASK** 15 GOLD

**BOTTLED LIGHTNING** 20 GOLD

**WINTER'S KISS** 20 GOLD

**FIRST CIRCLE SCROLL** 25 GOLD

**SECOND CIRCLE SCROLL** 100 GOLD

**THIRD CIRCLE SCROLL** 500 GOLD

**FOURTH CIRCLE SCROLL** 2,500 GOLD

**NOVICE GRIMOIRE** 50 GOLD

**ADEPT GRIMOIRE** 250 GOLD

**WIZARD GRIMOIRE** 1,500 GOLD

**ARCHWIZARD GRIMOIRE** 10,000 GOLD

**CURE POTION** 20 GOLD

**HEALTH POTION** 50 GOLD

**REGENERATION POTION** 75 GOLD

**LIFE POTION** 150 GOLD

**LIFE ELIXER** 300 GOLD

**ANTIPoISON** 10 GOLD

**SLEEPING POTION** 5 GOLD

**FIREPROOF POTION** 20 GOLD

**COLDPROOF POTION** 15 GOLD

**ACIDPROOF POTION** 10 GOLD

**LIGHTNINGPROOF POTION** 10 GOLD

**QUICKNESS POTION** 30 GOLD

**STRENGTH POTION** 30 GOLD

**RESILIENCE POTION** 40 GOLD

**GRACE POTION** 50 GOLD

**BRAVERY POTION** 75 GOLD

**MAGIC POTION** 50 GOLD

**INVISIBILITY POTION** 150 GOLD

**HASTE POTION** 250 GOLD

**INVINCIBILITY POTION** 500 GOLD

**KNOWLGE POTION** 1000 GOLD

## REAGENTS

You can find reagents on page 43.

## COMBAT

-Combat is broken into rounds.  
-Characters gain ♦♦♦ each round.  
-Players start with momentum.  
-Characters on the team with momentum can take actions.  
-If all characters are out of ♦ or elect to pass, momentum swaps.  
*-On any critical fail: lose all ♦ and momentum swaps.*  
-If all characters on all teams are out of ♦ or pass, the round ends.  
-Morale Phase  
-Choose whether or not to flee  
-Next round.

## MORALE PHASE

Any character who suffered wounds or had ally die within 5. Make a d10+resolve save vs 10.

*Failure - Become shaken.*

Any character who caused a foe to become helpless. Make a d10+resolve save vs 10.

*Success - Become bold.*

Both rolls get +1 boon for each adjacent ally and +1 malus for each foe threatening you.

## FLEE

If unencumbered and there is a way to flee you can roll 1d6. On a 4+ you may flee.

-2 engaged to 3+ foes  
+2 unengaged  
+2 higher move than any foe  
+2 an ally isn't rolling to flee

## DAMAGE ROLLS

Damage dice explode.

X full points of damage = 1 wound.

X = target toughness+padding.

Melee, thrown, and bow attacks add your strength to damage.

Spells add craft to damage. Prayers add faith to damage.

Any die <= armour is discarded. If all dice discarded, no damage.

## DEATH AND DYING

On suffering wounds, check:

**Wounds equal to WT?**

You are *prone* and *helpless*.

**Wounds exceed WT?**

Discard excess wounds, *prone*, *helpless* and roll 1d6:

**1-2** You are instantly slain.

**3-4** You will die in the next few minutes, think of your last words.

**5** You will die if not healed within the hour.

**6** You survive.

## ACTIONS

### ◆ TO ♦♦♦ MOVE

#### Movement

- ◆ Move a space and turn any direction.
- ♦♦ Move spaces equal to your movement characteristic and turn any direction.
- ♦♦♦ Move spaces equal to twice your movement characteristic.

When leaving threatened spaces or difficult terrain, roll d20+movement versus 10.

Roll at +1 malus for each foe threatening the space **you're moving into**.

*Failure - Become staggered and stop moving in the new space.*

*Crit Failure - Fall prone instead.*

### ◆ FIND FOOTING

Recover from *stagger* or replace *prone* with *stagger*.

### ◆ FIND FOOTING

An adjacent ally can replace *prone* with *stagger*. You need an empty hand.

### ◆ SCRAMBLE

Move 1 space and roll d20+move versus an unmodified 10.

*Failure - Prone in the new space.*

**Special Limitation:** Only usable while unthreatened and only twice a round.

### ◆ TO ♦ ITEM MANAGEMENT

Perform any 2 of the following:

- Wield an item from your belt.
- Put an item on your belt.
- Open or close adjacent door.
- Pick up an item within 1 space.

If no ♦ spent or you are threatened, roll d20+agility versus 10.

Roll at +1 malus if you didn't spend an action and you are threatened.

*Success - Perform the action.*

*Failure - Drop item(s), you can't use this action the rest of the round.*

### ◆♦♦ RETRIEVE FROM BAG

Put up to two items from your bag into your hand or belt.

### ◆ TO ♦♦♦ USE ITEM

Use an item in hand.

### ◆ THROW

Roll d10+agility versus the distance you throw the item.

#### Condition

+1 Malus For each intervening character or object at least partially blocking the target.

+1 Malus Target concealed by smoke or darkness.

+1 Malus For each enemy threatening you.

*Crit Success - Item lands where aimed.*

*Success - Item scatters 1 space.*

*Failure - Scatter 1d3 spaces.*

*Crit Failure - Scatters 1d6 spaces.*

### ◆ MELEE ATTACK

Attack standing foe in reach.

Roll d20+agility vs the target's d20+agility.

#### Condition

+1 Boon If you are unthreatened.

+1 Boon For each ally threatening your target.

+1 Malus For each attack you've made this round.

+1 Malus For each enemy, other than your target, threatening you.

*Crit Success - Push, roll damage, stagger.*

*Success - Push and roll damage or stagger.*

*Failure - Push the target.*

*Crit Failure - Become staggered.*

May follow up on push. Move one space towards them. If the target is made helpless or slain by melee attack, regain ♦.

### ◆ AIM

+1 boon next attack this round. If ranged, halve distance.

### ◆♦♦ CHARGE

Move (as Move action) movement+2 in a straight line, make a melee attack at +1 malus and double strength.

### ◆ COUP DE GRACE

Make damage roll on prone foe in melee reach, +1d6 damage.

**Special Limit:** Must be unthreatened.

### ◆ RANGED ATTACK

Attack foe you see with a missile weapon.

Roll d20+agility against the target's d20+agility. Defender's roll gets a min value = distance. (x2 if prone)

#### Condition

+1 Boon For every three size of the target.

+1 Malus For each intervening character or object at least partially blocking the target.

+1 Malus For each attack you've made this round.

+1 Malus Target concealed by smoke or darkness.

+1 Malus For each enemy threatening you.

*Crit Success - Damage, stagger.*

*Success - Roll damage.*

*Failure - Miss if attack has any conditional maluses. Target may move 1 to a space that would inflict a malus on the attack. If they don't or can't, then you can roll damage against them, roll an extra damage die and drop the highest roll.*

*Crit Failure - Miss the target. Others in tight cone make a defense roll and may be hit instead.*

**Ammo Use:** Ranged weapons need to be loaded with Use Item. Reloading needs a projectile in hand, drawn from a quiver. d20 attack rolls of 5, 10, 15 or 20 reduce ammo by 1.



## CONDITIONS

### BOLD

Make all rolls outside of the morale phase at +1 boon. *Bold* counteracts *shaken*, if you become *shaken* while you are *bold* then *bold* ends instead. *Bold* expires at the end of combat.

### HELPLESS

You cannot perform actions.

You are just strong enough that you can flee if an adjacent ally flees with you with two empty hands.

### ON FIRE

Suffer 2d4 damage at the end of every round. If you roll any doubles you stop being *on fire*.

You may also drop *prone* for ♦ and spend ♦ while *prone* to douse the flames.

### PRONE

Agility and movement are treated as 0 and you don't have a threat area.

*Prone* overrules *stagger*. If you are ever *prone* and *staggered*, you are no longer *staggered*.

### PUSH

When an enemy is pushed you may move them to an empty space in one of the three spaces adjacent to them that are furthest from you.

If any of those spaces are dangerous (such as a pit or a space that is on fire), then they can only be pushed into them if only dangerous spaces are available.

If any of those spaces are occupied by the pushed foe's allies then they may opt to be pushed as well to make the space available. If none of those spaces are empty, the target is *staggered* instead.

### SHAKEN

Make all rolls outside of the morale phase at +1 malus. *Shaken* counteracts *bold*, if you become *bold* while you are *shaken* then *shaken* ends instead. *Shaken* expires at the end of combat.

### STAGGERED

While *staggered*, your agility is treated as 0 and you don't have a threat area.

If you become *staggered* while you are already *staggered* you are knocked *prone*.

### STUN X

Lose X ♦, for every ♦ you can't lose you get one less ♦ next round.

### SUNDER X

Reduce your armour by X.

### X POISON Y

Attribute X is reduced by Y.

If strength, agility, or movement are reduced to 0 you are paralyzed, falling *prone* and becoming *helpless* until your attribute raises above 0.

If toughness or resolve = 0 you are slain.

## DIAGONALS

When measuring distance, diagonal spaces are the same as orthogonal space.

However, you cannot move diagonally around a corner, either of impassible terrain or a hostile character.

## MOUNTS

Riders with a spare hand spend ♦ to make mount take any action regardless of ♦ cost.

Attacks must target mount or rider.

*Rider gains:*

**Mounted Advantage:** Suffer half damage from reach 1 melee attacks from foes smaller than your mount who are not themselves mounted. You may use your mount's agility to defend against attacks if it is higher.

If knocked prone, fall off mount, 1d4 damage per mount size.

Mounting costs ♦ per mount size.

Dismounting costs ♦.

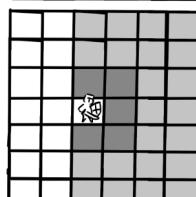
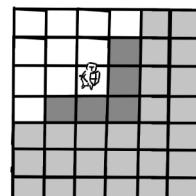
## LARGE CREATURES

Large creatures cannot be *pushed*, *stunned*, or *staggered* in melee by creatures unless threatened by them.

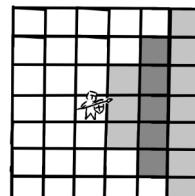
Characters can draw line of sight to the center or any part of any of the spaces a large creature occupies.

When a creature moves they can move through the spaces of smaller creatures. Treat this as leaving difficult terrain. The smaller creatures is *pushed aside*.

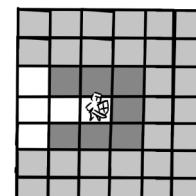
Large creatures only roll for moving out of difficult terrain or threatened areas if every space they are leaving is threatened or difficult.



Default arc



Arc with reach 2+ weapon



Arc with the Vigilance Talent

## THREAT

A character with a melee weapon threatens any space that is within their front arc and reach. This is a character's threat area.

A character is considered to threaten an enemy if every space that enemy occupies is within their threat area.

## EXPERIENCE

Whenever you gain experience, record it in your legend.

Character's level 4 thru 6 receive 1 less experience from any given source.

Character's level 7 thru 9 receive 2 less experience from any given source.

Character's level 10 or higher receive 5 less experience from any given source.

Slaying Named Monsters	Kill Xp	Shared Xp
------------------------	---------	-----------

Minor 1 skull monster	2	-
Minor 2 skull monster	3	2
Minor 3 skull monster	6	4
Minor 4 skull monster	12	8
Major 3 skull monster	5	15
Major 4 skull monster	10	30
Major 5 skull monster	20	60

Exploration	Xp
-------------	----

Finding dungeon stairs	1 +2 per current depth
Discover new region	2
Clear an adventure site	2

Treasure	Shared Xp
----------	-----------

Finding named treasure	5 to 30
------------------------	---------

Deceased Allies	Shared Xp
-----------------	-----------

Ally dies	2 per level of deceased
-----------	-------------------------

## LINE OF SIGHT

A character can only "see" things in their front arc.

To determine line of sight you have to be able to draw a line from either the center of your character to any point of the target or from any point of your character to the center of the target.

Characters don't block line of sight, only full walls block line of sight.

## TRAVEL

Travel time is halved if the whole party is mounted and doubled if the party is foraging (out of rations).

**Party size** = # of members+mounts +5 for each cart

Every day of travel GM rolls 1d20 and if the result is lower than party size their might be an encounter. Roll the region's *power die*.

**1-3** False Alarm, no encounter

**4-5** Local encounter

**6** Ambushed by local encounter

**7+** Patrol encounter

Local encounters are rolled with a d6 on the tables found on [page 67](#).

Enemies are 3d6+10 spaces away.

Ambushes are instead 1d6+5 spaces away and enemies surround the warband.

## EXPLORING

Locations can be explored once.

Locations have 1d4 paths, each 1+1d3 days length out of them.

2+ on a d6 chance to be connected to nearby unexplored locations.

4+ on a d6 chance to lead to another region if near the edge of the map (See [page 61](#)).

## NEW LOCATIONS

New locations have a 4+ on d6 chance to be settlements. Add +CIV to the roll.

Otherwise they are an adventure site.

Settlements roll 1d20: if the result is greater than the number of villages in the region than the settlement is a village, otherwise roll 1d6+CIV.

Adventure sites always roll 1d6+CIV.

### d6 Settlement

**1-3** Castle

**4-5** Town

**6** City (or town if there is already a city in this region)

### d6 Adventure Site

**1-3** Landmark

**4-5** Dungeon

**6** Stronghold

Village's roll 1d4 for special shops, towns roll 1d6 twice, castles roll 1d6+1, cities roll 1d8 four times.

**1** Witch

**2** Temple

**3** Bowyer

**4** Stables

**5** Smith

**6** Alchemist

**7** Armourer

**8** Mage Tower



## RESTOCK

If you spend a day in a settlement each member of the warband can take one of the following actions:

### GO TO MARKET

Buy any available items and sell any items for 1/4 of their value (round up). Valuables sell for full value.

### ALWAYS AVAILABLE

Knives, staves, club, throwing axes, axes, long axe, spears, shortbows, arrows, gambeson, medium shields, antipoison, all gear except holy symbol, and mules.

### ALCHEMIST

All bombs except holy water, handguns, bullets, all traps except warding candles, light, fire, and wind reagents.

### ARMOURER

All armour, all shields, and all helmets.

### BOWYER

All bows, crossbows, and projectiles.

### MAGE TOWER

All reagents and 1d6 random scrolls.

### STABLES

Horses and carts.

### TEMPLE

Health potion, holy water, holy symbols, holy avenger, and warding candles.

### SMITH

All melee weapons, lump of coal, helmets, chain shirt, chainmail, and caltrops.

### WITCH

All poisons except holy avenger, all potions, dark, earth, and water reagents

### HEAL

Recover 1 wound and heal all other wounds for 2 gold/wound. Heal poison for 5 gold.

### REPAIR

Repair Sundered armour, each lost point of armour costs 1/4 of the item's value to repair (round up). Restore broken helmets for half their cost (round up).

### STUDY SPELL

Learn a new spell from a grimoire or scroll, paying the costs below:

Circle	Cost
1 <sup>st</sup>	5 gold and 1 experience
2 <sup>nd</sup>	10 gold and 2 experience
3 <sup>rd</sup>	25 gold and 4 experience
4 <sup>th</sup>	50 gold and 8 experience

### CAROUSE OR TITHE

Choose an experience entry gained on your latest adventure and spend gold to increase the experience value of that entry.

You cannot more than double the experience value of an entry.

Exp	Cost
+1	10 gold
+2	25 gold
+3	50 gold
+4	100 gold
+5	250 gold (Must be in a town or city)
+6	500 gold (Must be in a town or city)
+7	1000 gold (Must be in a city)
+8	2500 gold (Must be in a city)

## ADVENTURE SITES

### LANDMARKS

Roll a single encounter as appropriate to the biome and add some treasure.

### DUNGEONS

Dungeons have 1d4 floors. Rolls of a 4 add 1d4-1 until you stop rolling 4's.

Dungeon defender are disorganized.

### STRONGHOLDS

Strongholds have 1d3 floors.

Strongholds have a 1-in-10 chance to have a dungeon underneath. Stronghold defenders are organized and may be part of a faction.

## DUNGEON GENERATION

Generate a floorplan by rolling 1d6+6 six sided dice. Clump dice to the nearest die they landed to, repeat this until all dice are contiguously connected.

Each die represents a room. Contiguously connected dice of the same facing form larger rooms.

Roll 1d10 to see how each room connects to neighbouring rooms. Roll 1d6 instead if the dungeon is a cave or natural structure.

### 1-3 Open

### 4-5 Wall

### 7-8 Unlocked Door

### 9 Portcullis

### 10 Locked Door

Solitary rooms adjacent to two or more rooms have a 3-in-6 chance to be a 1 or 2 wide corridor instead of a room.

Otherwise rooms are 4 to 8 by 4 to 8.

Choose a room to be the entrance and another room to be the exit of the level.

## ROOM GENERATION

Roll 1d6 for each room (or 1d4 for caves).

### 1-2 Monsters (+1 to next roll)

### 3-5 Empty

### 6 Trap (-1 to next roll)

### MONSTERS

Strongholds generate monsters by rolling 1d6+6 on a faction's patrol list.

Dungeons generate monsters by rolling 1d6, +2 for each level of dungeon depth. Use the table as appropriate to the dungeon biome on [page 67](#).

Monsters always guard treasure.

### TRAPS

Traps have a 5-in-6 chance to be guarding treasure if the room is a dead end. Otherwise there is a 1-in-6 chance of treasure.

**Damage:** Does up to 2d6 damage.

**Poison:** d10-Toughness vs 10 save. On failure suffer poison 1d3 to an attribute.

**Spell:** Casts a random harmful 1<sup>st</sup> circle spell with a craft of 3.

**Ambush:** Alerts nearby monsters.

**Dangerous traps** do double damage/have +2 save difficulty/cast a 2<sup>nd</sup> circle spell.

**Deadly traps** do double damage/have +4 save difficulty/cast a 3<sup>rd</sup> circle spell.



# ***High Adventure and Cunning Strategy***

Within these pages are the rules for a tactical fantasy roleplaying game of unparalleled action and adventure!

- ⊗ Fight deep tactical battles filled with character, cunning, peril, and heart! Combat has layers of push-your-luck mechanics. There are always ways you can court disaster for an advantage.
- ⊗ Character progression that keeps you in the moment. Enjoy all the depth of games with dozens of abilities and features without being bound to builds.
- ⊗ Campaign procedures create a world you can explore freely with no preparation. Rules to generate realms, dungeons, loot, and monster encounters.
- ⊗ Faction rules allow villains to enact their will upon the map with each passing week. The heroes are not the only ones with agency on the world map.
- ⊗ 25 pages of optional rules and guidelines for how to make monsters, change the rules, and convert adventures.

A roleplaying game by  
Rosalind Chapman

<https://rosepulp.wordpress.com/>

