

Nimble

A fast, tactical TTRPG

Core Rules

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Questions or Feedback?

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Start Here

At least one player should familiarize themselves with the base rules in this book (no need for everyone to read through unless they really want to). The adventure included in the *GM's Guide* is designed to introduce the rules as you play.

If you're new to TTRPGs, use one of the premade heroes. Level 1 for all of the classes is designed to be easy to pick up, giving a small flavor of the class and introducing the rules gradually without being overwhelming. Complexity and tactical depth is layered on as you level up and progress through an adventure.

If you're experienced with RPGs, feel free to create your own hero from scratch (see Character Creation, pg. 16). When building your hero, perhaps what will have the largest impact on how you interact with the world is your hero's class. Start there. Then you can flesh out other important aspects of your character's ancestry, background, and what languages you know, as well as your stats and any equipment you have. You can do these steps in any order, filling out your character sheet as you go.

Now, go start playing!



How to Be a Good Player

Pay attention. Ask questions. Take notes.

The more questions you ask, the more information you'll have to work with, and you'll be able to make more interesting decisions.

Be creative! Frequently, the answer to a problem isn't found on your character sheet. A hammer (or anything else) can be used in lots of ways!

Embrace Failure. You shouldn't try to fail, but some of the best moments in a game can come from a failed roll or bad decision. Go with it!

Describe your actions, not mechanics. The GM will tell you what roll (if any) to make. If your idea is good enough, you may not need to roll anything! If it's bad you may need to roll with disadvantage, or you may just fail automatically:

No: "Can I make an examination check?"

Yes: "I search the books and paintings on the walls, looking for a secret door."

No: "I make an attack roll."

Yes: "I smack that goblin with my sword!"

No: "Save your Reaction, I'm only at 2 Wounds, I can take three more."

Yes: "Leave me be, I can take the hit!"

Respect everyone else's time. Arrive on time. Swift, suboptimal decisions are better than slow, optimal ones. They will tend to be more fun anyway! If you can't decide what to do on your turn, attack and pass. Think when everyone else isn't waiting on you.

Share the spotlight. If you've been rolling or talking more than everyone else, call on your partymates to help you, shine the spotlight on them.

Sneaky characters shouldn't spend a bunch of time sneaking around a dungeon without the rest of the party. A charismatic hero might be taking the lead in a negotiation (that's fine!), but he may want to call on his Berserker pal for a bit of extra leverage. "Ragnar, would you like to have a word with this stubborn gentleman while the rest of us step outside?"

Treat the world realistically. If you insult (or kill) NPCs, expect consequences! If you negotiate and haggle with every merchant, your reputation as penny pinchers will likely become widespread. If you do something foolish in front of a king, expect to be jailed (or worse). If you heal an ally, deal lots of damage, or always use the same tactics, expect the bad guys to catch on and adapt.

Be gracious to the GM. They put a lot of effort into creating the game, avoid arguing over rulings. Give them a break sometimes and offer to run a session for them! **Bring snacks.**



CORE RULES

Stats

Heroes have 4 stats that impact their effectiveness in various tasks, including 2 Key Stats crucial to their class and 2 secondary stats. The maximum a hero's stat can typically go is +5. When an ability or spell references "KEY," use one of your Key Stats. If a stat is listed before a die roll, roll dice equal to the stat (e.g., for "WIL d8" if your WIL is 2, roll 2d8).

Strength (STR). Your raw physical power and resilience, endurance, and resistance to harm. Affects STR weapon damage, resistance to Wounds, HP recovery, Concentration, STR saves carrying capacity, Grappling, and the Might skill.

Dexterity (DEX). Your agility, reflexes, and precision with blades or bows. Affects DEX weapon damage, Initiative, DEX saves, Grappling, and can contribute to Armor, as well as the Stealth and Finesse skills.

Intelligence (INT). Your Intelligence reflects knowledge and reasoning across fields like the arcane, tactics, or street smarts. It affects languages, spellcasting, use of wands, spell scrolls, INT saves, as well as the Arcana, Examination, and Lore skills.

Will (WIL). Your force of personality, courage, and wisdom. Will shapes your interactions with both nature and society. Affects spellcasting and WIL saves, as well as the Insight, Influence, Naturecraft, and Perception skills.

Skills

Skills gauge how well your hero interacts with the world. Whenever you tell the GM what you are doing, they may ask you to use one of your skills.

Arcana (INT). Your understanding of magical phenomena, spells, and enchantments. With Arcana, you can identify magical effects, decipher arcane symbols, and discern the properties of magical items. It also grants insights into the abilities and weaknesses of magical beings like Aberrations, Elementals, and Oozes.

Examination (INT). Your aptitude for thorough analysis and deduction. Use Examination to diagnose injuries, determine causes of death, uncover clues, unravel the workings of traps or mechanical devices. It also grants insights into the abilities and weaknesses of Constructs.

Finesse (DEX). Your ability to use your hands and feet in careful ways. Use Finesse for activities such as picking locks, disarming traps, piloting vehicles, tinkering, card tricks, stealing or planting items, climbing a mossy wall, or any other task that requires precise, careful movement.

Influence (WIL). Your persuasiveness, charm, and ability to influence others through charisma or cunning. Use Influence to convince or deceive people, negotiate deals, build trust, win allies to

your cause, or put on a captivating performance.

Insight (WIL). Your ability to understand people and situations beyond the obvious. Use Insight to sense motives, detect lies, read hidden emotions, make sense of clues, and when faced with uncertainty—you can think ahead or just "get" what is happening. Insight can be used to retroactively change situations:

Player: "Oh no! I forgot to buy rope back in town!"
GM: "Give me an Insight check, maybe your hero would have thought about it."

Might (STR). Your ability to apply strength effectively. Use Might for lifting heavy objects, breaking through obstacles, climbing, swimming against a current, or performing feats of strength.

Lore (INT). Your understanding of the history of civilization, kingdoms, and religions. Use Lore to recall historical events and grasp the significance of cultural practices. It extends to knowledge of the abilities and behavior of Celestials, Dragons, Fey, Fiends, Giants, Humanoids, and Undead.

Naturecraft (WIL). Your expertise in wilder-

ness survival, navigation, tracking, and the handling of animals. Use Naturecraft to thrive in the wild, identify flora, fauna, and track creatures with precision. It encompasses knowledge of Beasts, Monstrosities, and Plants, providing insights into their behavior, habitats, and characteristics.

Perception (WIL). Your overall ability to notice subtle details in your surroundings. Use Perception to spot hidden objects, detect secret passages,

sense subtle environmental changes, and sense when you're being followed or observed. It encompasses your ability to pick up on non-obvious cues, and hidden threats.

Stealth (DEX). Your proficiency in staying unseen and moving quietly. Use Stealth to hide, slip past guards, evade detection, and move without drawing attention.

Skill Checks & Saves

When you want to affect the world (convince an NPC, spot a trap, pick a lock, etc.), the GM may call for a skill check. Roll 1d20, add your skill, and compare it to the Difficulty Challenge (DC). If the result meets or exceeds the DC, you succeed; otherwise, you fail. The DC varies based on the task, a roll of 1 always fails regardless of any other bonuses, while a roll of 20+ may net you extra bonuses.

- **Easy:** Spotting a large Ogre crouched behind a small bush might be a **DC 8** Perception check.
- **Medium:** A hidden doorway behind a bookcase might be a **DC 12** Examination check.
- **Challenging:** Calming an injured Owlbear stuck in a trap may be a **DC 15** Naturecraft check.
- **Very Difficult:** Intuiting the true intentions of a trained Spy may be a **DC 18** Insight check.
- **Extremely Difficult:** Disarming an ancient legendary trap may be a **DC 20+** Finesse check.

Saves. When the world is affecting *you*, you'll roll a save instead of a skill check. To make a save, roll 1d20 and add your relevant stat. A natural 20 always saves regardless of other modifiers. A creature can choose to fail a save instead of rolling. Abilities and spells that include a save do not miss on a damage roll of 1, nor do they crit on the max roll.

- **STR Save.** When your physicality is tested. STR

helps resist forced movement, poison, extreme temperatures, or the ability to hold onto a cliff in a windstorm.

- **DEX Save.** When your agility is tested. DEX helps you dive for cover in an explosion or stay on your feet while running across an ice.
- **INT Save.** When your intelligence is tested. INT helps you see through tricks and illusions.
- **WIL Save.** When your courage or personality is tested. WIL helps you resist charm and fear effects.

Heroes and Saves

Unless otherwise noted, a hero's save DC is **10+KEY**. Each hero has 1 advantaged save (+), 1 disadvantaged save (-), and 2 neutral saves.

Example. A Berserker (STR+, INT-) would roll all of his STR saves with advantage and all of his INT saves with disadvantage (see below).

Sizes

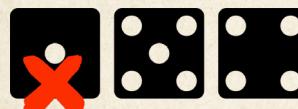
Some spells and abilities affect differently sized objects or creatures. For size use the following guidelines:

- **Tiny** can be carried in a typical pocket (many can comfortably fit in 1 space).
- **Small** can be carried in a backpack (2 can comfortably fit in 1 space).
- **Medium** is the average human size (1 can comfortably fit in 1 space).
- **Large** is roughly the size of a bear (1 can comfortably fit in a 2x2 area).
- **Huge** is roughly the size of a small house (1 can comfortably fit in a 3x3 area).
- **Gargantuan** can be as large as a castle keep (1 can fill a 4x4 area or greater).

Advantage & Disadvantage

If you are ever in a favorable situation, the GM may allow you to roll with advantage. To do this, roll 1 additional die of the same type and remove the lowest (see Example 1). Alternatively, if the situation is grim or your idea is a long shot, you may have to roll with disadvantage (removing the highest die instead).

If you have multiple instances of advantage or disadvantage, for each one, roll an extra die and remove the lowest (for advantage) or the highest (for disadvantage; see Example 2). Each instance of advantage cancels out one instance of disadvantage before you roll.



Example 1. Greataxe (2d6) with advantage. Roll 1 additional die and remove the lowest. You hit!



Example 2. Greataxe (2d6) with disadvantage 2. Roll 2 additional dice, remove the 2 highest. If there is a tie, always remove dice from left to right. You miss!

Hit Points & Dying

Hit Points (HP) represent your ability to endure damage. Damage reduces your HP (which can't go below 0). When reduced to 0 HP, gain 1 Wound; you also gain the **Dying** condition until you regain HP. While Dying, actions are limited to 1, Concentration is broken, and you are at risk of further serious harm:

- Attacking/casting spells causes **1** Wound unless you make a **DC 10 STR** save.
- Taking damage while Dying causes **2** Wounds, a crit causes **3** instead.

Wounds

Wounds are serious injuries you've taken; they are a long term gauge of how close you are to death. HP can usually be recovered quickly, but Wounds may take many days of resting to fully recover from (usually 1/Safe Rest). Each Wound imposes a -1 to all d20 rolls *when outside of combat*.

Death

You die when you have taken 6 Wounds (unless you have an ability that changes this number). There are ways to revive a hero who has died, but they are rare and often come at a very steep cost.

Alternate Dying Rules. For a more challenging or "old school" style of game, reduce the maximum number of wounds a hero gets. Anywhere from a maximum of 5 wounds for slightly harder, all the way down to 0 wounds for a very lethal game!



Temporary HP

Some abilities or effects may grant Temporary HP (temp HP); these are reduced first when taking damage. Temp HP do not combine: If a hero has temp HP and then gains more, they instead choose which amount to keep. They expire after a Safe Rest.

Hit Dice

Hit Dice (HD) represent a hero's ability to quickly recuperate from minor injuries. They can be spent during Field Rests to regain Hit Points (see pg. 15). Hit Die sizes range from d6 for less resilient classes to d10 or d12 for sturdier ones. Heroes start with 1 HD at level 1, and gain 1 more each time they level up.

Heroes regain all of their Hit Dice during a Safe Rest (see "Safe Rests" on page 15).

Speed & Range

A character's Speed is how fast they can move, and unless otherwise noted, a character's speed is **6**. Often play is done on a grid with 1 inch squares or hexagons representing roughly 5 ft. or 1 meter each. So a hero with 6 speed can travel up to 6 spaces horizontally or diagonally.

You can move through spaces occupied by allies (or enemies as difficult terrain), as long as you do not end movement in an occupied space.

Alternate Options. For a quicker, more loose game you can forego counting spaces and measure typical movement roughly from pinkie to thumb. Slightly less for players with large hands (or slower characters), a bit more for our tiny-handed friends (or faster characters).



Range

Certain abilities, weapons, and spells have a specified Range, which determines how far away you can target enemies or objects.

- **Long Range.** You can add 1 die of disadvantage to add +2 range (max +6 range).
- **In Melee.** If any enemy is adjacent to you, your ranged attacks are made with disadvantage.

Falling & Forced Movement

When a character is forcibly moved but stopped by an obstacle, they take **1d6** bludgeoning damage for every space this movement is shortened. If they hit another creature, both creatures split this damage. Falling inflicts **1d6** bludgeoning damage for every 2 spaces (10 ft.) fallen.

Abstracted Distances

If preferred, you can use a more abstracted system of distance just as well. Use Close, Midrange, and Far. 1 move from Midrange can traverse to Close or Far. Close creatures can be affected by melee/touch spell abilities; Midrange, up to 6 spaces away; beyond that is Far. As always, the GM will adjudicate unclear situations and which creatures are affected by abilities with an area of effect.

Concentration

Some activities require Concentration to maintain. A character can only concentrate on one activity at a time. Whenever a character is crit while concentrating, they must make a **DC 10 STR save**. Failing this means concentration is broken and the activity fails. Concentration is automatically broken whenever a character drops to 0 HP.

Cover & Stealth

A creature mostly obscured from line of sight, (e.g., standing behind a tree, a larger ally, or a knocked over table, in poor lighting, etc.) has **Cover** and imposes disadvantage. A creature completely obscured from view has **Full Cover** and cannot typically be targeted by an attack.

To hide in combat, you must have Cover from the creatures you are attempting to hide from and use an Action to make a **DC 15 Stealth** check (if you have Full Cover you succeed).

The first attack you make while hidden is made with advantage, then you are no longer hidden. If this attack kills the enemy and no other enemy saw you, you may remain hidden instead.

Note: Monsters are smart! They may catch onto heroes using the same tactics over and over again!

Grappling

A creature can use an Action to attempt to grapple a creature of the same size or smaller provided they have at least 1 arm free to do so. They both make a contested DEX or STR check, if the grappler wins, the target is Grappled (see below). Grappling counts as an attack for Rushed Attacks.

Conditions

Some attacks, traps, spells, or other effects can also inflict conditions—usually negative effects other than damage. Some conditions are temporary, lasting as little as a single round, others may last until cured in some way, and some can be ended by using an Action to make an appropriate save.

- **Blinded.** Can't see. Attacks against it have advantage, and its attacks have disadvantage.
- **Bleeding.** At half HP or less.
- **Charmed.** Sees the charmer as an ally. Charmer has advantage on social interactions with them.
- **Dazed.** A dazed creature loses 1 action or can perform 1 fewer actions on their next turn.
- **Dying.** See pg. 7
- **Frightened.** Disadvantage on rolls while the source of its fear is nearby. Moving closer to the source of fear is treated as difficult terrain.
- **Grappled/Restrained.** (*Creatures grapple, objects restrain*) Cannot move. Attacks against it have advantage. DEX or STR save ends (Action); forced movement, incapacitation/destruction of the grappler/restraint can end it as well.
- **Incapacitated.** Can't do anything. Attacks against the creature have advantage and melee attacks that hit are automatic crits.
- **Invisible.** Cannot be seen by normal means, although noise, scent, or tracks may be detected. The creature's attacks have advantage and attacks against the creature have disadvantage.
- **Petrified.** Incapacitated. Also has all the benefits and drawbacks of being a rock! Immune to most damage except from large explosions or a determined pick (or similar tool).
- **Poisoned.** Disadvantage on rolls.
- **Prone.** Speed is halved and disadvantage on attacks. Melee attacks against them have advantage; ranged attacks have disadvantage. Spend 3 spaces of max movement to stand up.
- **Slowed.** Speed halved during your next turn.
- **Taunted.** Disadvantage on attacks except against the most recent taunter.
- **Wounded.** Has any number of Wounds. See pg. 7

Other minor statuses: Minor statuses (e.g., Smoldering, Charged, Distracted, etc.) do nothing on their own and end whenever combat does. Some spells and abilities have additional effects against such targets.

COMBAT



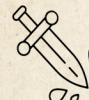
ARTIST: EARL LAM

Heroic Actions

Heroes get **3 Actions** to attack, move around the battlefield, cast spells, etc. on their turn. Generally doing any single thing in combat will cost 1 Action. Some very strong spells or special abilities may take more time and thus cost more Actions.

Free Actions. These do not cost an action or any other resource (e.g., mana, etc.) unless otherwise specified.

All 3 Actions recharge at the **end** of your turn, so there's no need to save them up. Spend them all on your turn and when you're done, you get them all back! Use your Actions to:



Attack

Roll the die listed on the spell, weapon, or ability, and deal that much damage. Rolling a 1 means you miss, the attack has no effect.

Multiple Dice? For attacks with multiple dice, the leftmost die is called the Primary Die, it determines whether the attack is a hit, miss, or crit.

Exploding Critical Hits. Rolling the max on an attack is a critical hit (crit). Crits ignore the monster's Armor and you roll the Primary Die again, adding the result to the total. Repeat this for each maximum roll—there's no limit, except your luck!

Rushed Attacks. A hero may attack more than once on their turn, but these additional attacks are rushed, imposing 1 instance of disadvantage for each additional attack after the first—increasing the chance to miss and lowering the average damage for subsequent attacks. Any spells or abilities that can harm an enemy counts toward Rushed Attacks (e.g., save spells, Grappling, etc.) in which case enemies roll with increasing instances of advantage instead.



Cast Spell

Casting a spell requires a hero to have 1 hand free (or a held spellcasting focus), the ability to speak, and may require mana as well. A spell's mana cost is equal to its spell tier; cantrips cost no mana (see "Spells" on page 42 for more).

Upcasting Spells. Some spells have greater effect for each additional mana spent on them. A hero can upcast a spell only up to the tier they have unlocked.



Move

A character can move up to their speed (6 spaces, unless otherwise noted). This movement can be broken up with other Actions if desired, and a hero can use multiple Actions to Move multiple times in one turn. When in Difficult Terrain, movement speed is halved.



Assess

A great way to include creativity and role-playing in combat. Choose one of the following and then make a DC 12 skill check:

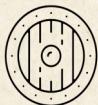
- Ask a Question.** About a weakness, ability, or immediate plans of enemies, the environment, story, etc. The GM will answer honestly.
- Create an Opening.** Roll your next attack this turn with advantage, it does not miss on a 1.
- Anticipate Danger.** Attacks against you miss on a 2 or less this round.

Which skill to use? Whatever skill you use must make sense based on the circumstances. For example, if you're close to an enemy, you could use Might to create an opening, but against an enemy that is far away, that may not make sense. Or if you want to ask a question about the weaknesses of an elemental, you'd likely use Arcana.

Monsters are smart! You cannot assess using the same skill more than once in a single encounter as your foes adapt to your tactics. You'll need to stay creative!

Heroic Reactions

Reactions cost 1 Action and are performed when it is **not** your turn. A hero can perform each reaction no more than 1/round, and they will start their turn with fewer Actions. The Reactions are:



Defend

Reduce damage from any single attack by your Armor whenever you use this Reaction. At the GM's discretion, some damage may not be avoidable (e.g., psychic damage, or some areas of effect).



Opportunity Attack

A melee attack made *with disadvantage* against an adjacent enemy as it willingly moves away. Monsters do *not* make opportunity attacks, only heroes can.



Help

Grant an ally advantage on a roll if you can reasonably explain to the GM how you could help in a given situation (limit of one help reaction for each roll). The GM may call for a skill check or grant advantage automatically, depending on how good the idea is.



Interpose

If a creature within 2 spaces would be struck with an attack, you can push them out of the way and become the new target of the attack. You enter their space and move them to an adjacent space of your choice.

Can I Interpose and Defend at the same time? Yes! As long as you have enough Actions to spend. You won't, however, be able to do either reaction again until your next turn is over since each of those is limited to 1/round.

Teamwork! Help as a Heroic Reaction is a fantastic way to bring teamwork, role-playing, and creativity into a combat encounter. Did your buddy fail? Maybe not, think quickly and see if you can help them succeed!

Monsters & Armor

Most monsters are unarmored, but some tougher foes might have Medium armor: they take damage only from the dice rolled, ignoring all damage modifiers. Monsters with Heavy armor take only *half* the damage from the dice, likewise ignoring damage modifiers.



Critical Hits and Damage Vulnerabilities Ignore Monster Armor. This means that different heroes and different weapons/abilities will be more or less effective against various kinds of armor.

Minions

Minions are weak enemies that will die from any amount of damage. They move and attack at the same time, cannot crit, and their feeble attacks can be Defended against as if they were a single attack. Dealing a large amount of damage to a minion can overflow to other minions within range as well.

Starting Combat

A combat encounter begins when the GM tells the party to "Roll Initiative!" Each hero rolls 1d20 and add their Initiative bonus (typically their DEX). A single digit means they start combat with 1 Action. 2 digits, they start combat with 2. A result of 20+ (or a natural 20) they get all 3 Actions! *Regardless of what a hero rolls on Initiative, at the end of their turn they gain all 3 Actions back.*

Surprise. Occasionally a party may maneuver themselves so adeptly that their enemy is completely caught off guard. In this case, the GM may grant the party advantage on Initiative or in extreme cases they may not need to roll Initiative at all—the GM can allow each Hero to start with all 3 Actions!

Merely being hidden or punching first is not sufficient to gain surprise. If an enemy is on guard or at all aware of your presence they cannot be surprised.

If the heroes are surprised, they may have to roll with disadvantage. Or in extreme cases automatically start combat with only 1 Action or the monsters may all go first.

Turn Order

When combat begins, by default, heroes go first. Whichever player is ready first goes first (or whoever makes the most sense story-wise), with play proceeding around the table clockwise.

Monsters will typically act last, though some monsters may be fast enough to act sooner in the round. A monster (or monster group) should act at the same time each round.

Encourage teamwork, be flexible. If players want to strategically switch their turns for one round to facilitate teamwork or execute a tactical plan, the GM can allow this at his/her discretion. This should be done only occasionally though to avoid slowing the game down or losing track of who has gone or not.

Playing virtually? You can go in webcam order, alphabetically or however else is easiest to track!

Turns & Rounds

A turn is when 1 individual Hero or monster group acts. A typical turn takes roughly 6 seconds of "in world" time. A "Round" is when all players and monsters have taken a turn acting. An Encounter is all of the rounds in a particular combat.

1/Turn Abilities. If you perform one on your turn, and can find a way to perform it on another creature's turn you can do it again (e.g., Sneak Attack combined with Opportunity Attack or Coordinated Strike!).

1/Round Abilities. These reset whenever your own turn begins (e.g., when you Defend, you cannot do so again until your turn comes back around).

Acting Over Multiple Turns

For activities that cost more than 1 Action, your Actions can be spent over multiple turns in combat as long as Concentration is maintained and you do not perform other Actions in the meantime (unless they are free).

Example: Book, the Mage, wants to cast Glacier Strike (3 Actions), but only has 1 action left. He'll spend 1 Action on this turn to start casting the spell, and on his next turn spend 2 more to finish casting it.



RESTING & DOWNTIME

ARTIST EARL LAM

Field Rests

Field Rests take place while out adventuring, and can be used to regain HP.

Catch Breath. Requires at least 15 min to tend to your wounds. Expend any number of Hit Dice (rolling them and adding your STR to each), and regain that many HP.

Make Camp. If you rest at least 8 hours with food and sleep, take the maximum instead of rolling your Hit Dice (you still add your STR to each).

Safe Rests

Safe Rests take place in a safe location designated by your GM, typically lodging at an inn overnight; but could also be at a secret oasis, a well-stocked cabin in the woods, near a sacred shrine, or the like. Camping in the open wilderness or in a dungeon is **not** sufficient for gaining the benefits of a Safe Rest.

After a Safe Rest, heroes recover all of their HP, Hit Dice, mana (and other class specific resources), and heal 1 Wound. Safe Rests are a great opportunity for downtime activities as well.

Rest for how long?! If your table prefers to largely skip downtime activities, and narrate past a week of resting, that's okay too!

Lodging

The cheapest rooms at an inn save you money but may lead to complications. On the other hand, some inns may allow you to pay a premium for a nicer room and amenities, giving you a Temporary Boon. Typical prices (*each person/day*): Poor (5 sp), Comfortable (2 gp), Lavish (10 gp) Gain one Temporary Boon the following day (see *Lavish Lodging Boons* table in the GM guide).

Downtime

The time you aren't out adventuring is called Downtime. You can spend Downtime to recuperate from your adventures, and partake in Downtime Activities. Not every moment of Downtime needs to be narrated or roleplayed, much downtime can be skipped over to get back to adventuring if desired. **Example Downtime Activities:**

- **Retrain.** Spend time doing activities to retain any of your chosen abilities or features.
- **Gather Information.** Meet NPCs, pick up news, collect rumors, or job leads.
- **Personal Goals.** Pursue goals from your backstory or other smaller quests you've chosen.
- **Buy & Sell.** Get new equipment, sell treasures you've collected while out adventuring.
- **Perform.** Play music, tell stories, compete, or perform in public to earn gold or fame.
- **Craft.** Create weapons, armor, or simple items using materials you've acquired.
- **Socialize.** Build alliances, make new friends, or enemies.
- **Invest.** Use your gold to invest in businesses or trade ventures for future profit.
- **Mentor.** Teach a skill or ability to another character or NPC.
- **Research.** Investigate a mystery, study ancient texts, or uncover hidden knowledge.
- **Serve.** A patron or a deity in exchange for a favor, or perform charity for townsfolk.
- **Build.** A home base, a business, seige weapons, or anything else you can imagine.



CHARACTER CREATION

ARTIST: EARL LAM

Making A Hero

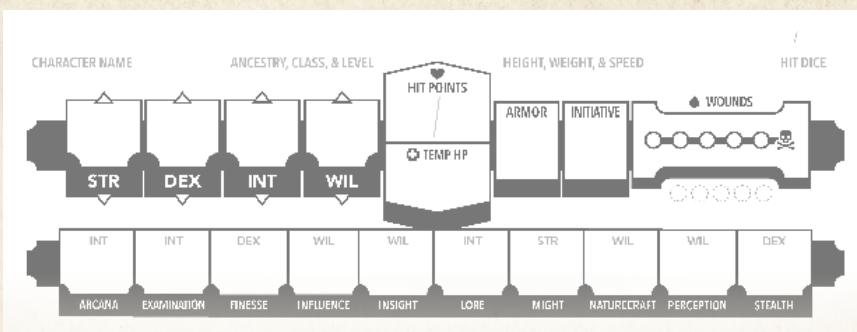
Your hero is how you will make your mark on the world. Here's how you can make your own hero:

Choose your class. This will have the largest impact on the other choices and how you interact with the world (see the Heros book for more details):

- **BERSERKER** An unstoppable force of wrath and ruin.
- **THE CHEAT** Sneaky, backstabbing, dirty-fighting rogue.
- **COMMANDER** A battlefield tactician, leader, and weapon master.
- **HUNTER** Resourceful survivalist, bow master, and skilled tracker.
- **MAGE** Wield and shape the elements of fire, ice, and lightning.
- **OATHSWORN** Faithful guardian, protector, & avenger of the weak.
- **SHADOWMANCER** Summon hordes of expendable minions.
- **SHEPHERD** Master life and death. Lead a faithful companion.
- **SONGWEAVER** Inspiring presence, sharp wit, sharper tongue.
- **STORMSHIFTER** Master of beast and nature.
- **ZEPHYR** A disciplined martial artist with swift hands and swift feet.

Choose your Ancestry & Background (and optionally choose your adventuring motivation). What made your hero want to start adventuring? How do you know the other heroes?

Fill in your Character Sheet. This handy sheet of paper helps you track your stats, abilities, loot, and other important game info (see pg. 18).



The Character Sheet

Basic Details

Fill in your character details: Name, Ancestry, Class, Level, Height, & Weight. Mark your Advantaged (+) & Disadvantaged (-) Saves, and choose a stat array (recommended: place the highest numbers in the KEY stats for your class).

- **Standard:** +2, +2, +0, -1
- **Balanced:** +2, +1, +1, +0
- **Min-Max:** +3, +1, -1, -1

Example: The Cheat has DEX and INT as their KEY stats. With the Min-Max array, you might put +3 in DEX, +1 in INT, -1 in WIL and STR. You'd also mark ▲ for DEX saves, and ▼ for WIL saves.

Skill Points

At level 1, a hero marks their stat bonuses into each of their respective skills (e.g., a hero with +2 DEX would mark +2 in Finesse, and Stealth) and then may place **4** additional skill points, increasing skills as they choose.

Example: If you have -1 INT; mark -1 for Arcana, Examination, & Lore. Repeat for your other stats.

Secondary Stats

Mark your max HP & Hit Dice size (see your class), Hit Die amount (typically equal to your level), Initiative (typically your DEX), Speed (typically 6), max Wounds (6, unless you have an ability that increases or decreases them) and Inventory slots (10+STR).

Languages

All heroes speak Common by default. Each point of INT grants you an additional language known.

- **Common.** Most creatures speak this somewhat.
- **Dwarvish.** Typically spoken by Dwarves, Gnomes, and Giants.
- **Elvish.** Typically spoken by Elves, Fey, & Sylvan.
- **Goblin.** Typically spoken by Goblins and Orcs
- **Infernal.** Typically spoken by various Fiends
- **Thieves' Cant.** Typically Known by scoundrels.
- **Celestial.** Typically spoken by Celestial beings.
- **Draconic.** Dragons, Dragonkin, Kobolds.
- **Primordial.** Elementals & Ancient Beings.
- **Deep Speak.** Spoken by underworld dwellers.

GROFWINT DRAZLON! Speaking another creature's language can open doors that weapons alone cannot—being heavily armed without the ability to communicate often leads to hostility.

Other Abilities

Mark any other special abilities you have: Class abilities, Ancestry abilities, Background, etc.

Equipment & Money

Heroes start at level 1 with the equipment listed for their class and background OR can roll **2d4×10** gp to buy their starting equipment. If starting at a higher level, multiply that by the level you are starting at.

But my character is a wealthy noble! That's fine, but your character only has access to this amount of gold for now. Why your wealth is currently inaccessible is up to you and your GM; unlocking your full riches could be a great quest!

Inventory Slots

Each hero has inventory slots equal to **10+STR** to carry equipment and loot (whether in their hands, worn on their bodies, or in a pack). 1 inventory slot can hold: a shield, a one-handed weapon, worn armor, a quiver of arrows, a stack of javelins, 500 gp, or 2 potions. A two-handed weapon, unworn armor, or other similarly bulky item takes 2 slots. Small, similar items can be grouped into one slot for simplicity, for example: Camping Supplies (soap, blanket, brush, rations).

On Ammunition: Unless you are playing are very gritty game, there is no need to track ammunition. If you have a quiver, you have enough arrows to reasonably shoot. It's okay to simply assume the hero is collecting fired arrows, crafting more as they go, or buying more in town.

Alternatively, your GM may allow you to carry what you want without the bookkeeping. So long as you're reasonable! **Now, go play!**

Leveling Up

The GM may allow the you to gain a level (LVL) whenever you complete an appropriately challenging quest or adventure. At level 1 this may

be as simple as clearing some angry rats out of a basement or rescuing someone from the woods. Each subsequent level will generally take longer.

When a hero gains a level:

- **HP Increase.** Roll your Hit Die with advantage, and increase your maximum HP by that much.
- **More Endurance.** Your Hit Die max increases by 1 (it is typically equal to your level).
- **More Skilled.** Gain 1 skill point. You may also move 1 point from one skill to another (as long as it doesn't become negative). The maximum bonus a skill can ever have is +12.
- **Class Features.** Gain new class features for your level. This may mean increasing your mana pool, new spells, or even selecting a subclass!
- **Other Adjustments.** If any of your base stats increase, remember to adjust other elements of your character sheet as needed (skills, damage, initiative, armor, mana, languages, etc.).





ANCESTRY & BACKGROUND

ARTIST JUSTIN GEARARD

Common Ancestries

Your kin, lineage, heritage, or race – this is how your character was born and how others see you at first glance. You may be a dwarf, raised in the mines under the mountain with countless other dwarves, or you may be an elf raised by goblins! It's up to you to choose how your character began. Choose 1 ancestry and add its bonus to your character sheet.

Human (Medium)

Found in every terrain and environment, their curiosity and ambition drive them to explore every corner of the world, making them a ubiquitous and versatile race.

Tenacious. +1 to all skills and Initiative.

Dwarf (Medium)

Dwarf, in the old language means *stone*. You are resilient, solid, stout. Even when driven to exhaustion, you will not falter. Forgoing speed, you are gifted with physical vitality, and a belly that can handle the finest and worst consumables this world has to offer.

Stout. +2 max Hit Dice, +1 max Wounds, -1 speed. Knows Dwarvish if your INT is not negative.

Halfling (Small)

Kind of like a human, but smaller (except for the feet). Where does our luck come from? Well...you know what they say about rabbits? We've got feet for *days* compared to them. Imagine the amount of luck you could fit into these bad boys!

Elusive. Whenever you fail a save, you can choose to succeed instead. 1/Safe Rest. +1 to Stealth.

Elf (Medium)

Elves epitomize swiftness & grace, their tall slender forms belie their innate speed, grace, and wit. Formidable in both diplomacy and combat. Elves strike swiftly, often preventing the worst by acting first.

Lithe. Advantage on Initiative, +1 speed. Knows Elvish if your INT is not negative.

What about Half-Elves? Mix the ancestries however makes sense in your world. You can pick one ancestral bonus and use it instead of both, or use both half as effectively or half as often.

Gnome (Small)

Eccentric, curious, and perpetually optimistic, gnomes are cheerful—especially when compared to their typically grumpier and larger kin, the dwarves. Known for their tinkering, spreading cheer, and playful antics, gnomes pursue their passions with a scatterbrained enthusiasm.

Optimistic. Allow an ally within 6 spaces to reroll any single die, 1/Safe Rest. Resets whenever you are healed to your maximum HP. -1 speed. Knows Dwarvish if your INT is not negative.

Flavor is free. Want to play a Stout Halfling instead of an Elusive one? An Optimistic Human instead of Tenacious? As long as it makes sense and the GM is on board, go for it!

Exotic Ancestries

Your setting may or may not support these choices, check with your GM first before selecting one.

Bunbun (Small)

Bunbun are agile and unpredictable, using their powerful legs to leap great distances and catch foes off guard. Facing a Bunbun means contending with an opponent who can strike from unexpected angles and swiftly reposition themselves in the heat of battle.

Bunny Legs. (1/encounter). You can hop up to your speed in any direction for free: whenever it is your turn, after Defending (after damage is dealt), or before you Interpose.

Dragonborn (Medium)

The soul of a dragon burns within you, the scales of your body like forged steel. You are a kiln and your heritage the coals that stoke your flames. Call upon your fury, to speak in the tongue of your ancestors and imbue unbridled fury into your attacks.

Draconic Heritage. +1 Armor. Deal LVL+KEY damage divided as you choose among any creatures you've damaged this turn (ignoring armor). Recharges whenever you Safe Rest or gain a Wound. Knows Draconic if your INT is not negative.

Goblin (Small)

Green, cunning, and perpetually vilified, goblins thrive on the edge of chaos. For a goblin, vanishing into the shadows is not just a skill—it's an identity. After all, what kind of goblin would you be if you couldn't slip away unnoticed?

Skedaddle. Can move 2 spaces for free after you become the target of an attack or negative effect (after damage, ignoring difficult terrain). Knows Goblin if your INT is not negative.

Flavor is free. Want to be a leaping Frogfolk instead of a Bunbun? A Flameborn Kobold? A winged Fairy instead of a Birdfolk? A Badgerfolk instead of a Stoatling? As long as it makes sense and your GM is game, go for it!

Kobold (Small)

Small, often maniacal and dragon-obsessed, kobolds thrive in the shadows, finding ingenious ways to survive despite their diminutive size. Underestimated by many, kobolds prove time and again that even the smallest among us can wield great power.

Wily. Force an enemy to reroll a non-critical attack against you 1/encounter. +3 to Influence to friendly characters. Advantage on skill checks related to dragons. Knows Draconic if your INT is not negative.

Fiendkin (Medium)

Said to have been born from the union of man and fiend, or from a cursed bloodline, tieflings often find themselves outcasts in society. Yet, they embody determination in the face of adversity. Their ancestors didn't emerge from the depths of the Everflame to succumb to minor setbacks!

Flameborn. 1 of your neutral saves are Advantaged instead. You know Infernal if your INT isn't negative.

Orc (Medium)

Just when you think you've bested a mighty Orc, you've merely succeeded in rousing their anger. Engaging in combat with an Orc is no endeavor for the weak-willed. While others may cower before death's approach, Orcs boldly defy its grasp.

Relentless. Any time you would drop to 0 HP, you may set your HP to your LVL instead. 1/Safe Rest. +1 Might. Knows Goblin if your INT is not negative.

ARTIST: KIRK LEONARD



Birdfolk (Small or Medium)

Birdfolk find sanctuary not in stone or chains, but within the boundless expanse of the sky. However, the gift of flight comes at a cost—hollow bones, and commensurate frailty.

Winged. You have a fly speed as long as you are wearing armor no heavier than Leather.

Hollow Bones. Critical hits against you are Vicious. Forced movement affects you twice as much.

Stoatling (Small)

Stoatlings may be small, but they're far from weak. With fierce determination and warrior hearts, they can take down foes many times their size. Their agility and tenacity let them exploit larger enemies' weaknesses, turning their size into a lethal advantage.

Small but Ferocious. Whenever you make a single-target attack against a creature larger than you, roll 1 additional d6 for each size category it is larger. They do the same.

Planarbeing (Medium)

You are not from this plane of existence, your soul is not as strongly tethered to it as others. But with this vulnerability comes power, the ability to temporarily shift from one plane to another in times of dire need.

Planeshift. Whenever you Defend you can instead gain 1 Wound to temporarily phase out of the material plane and ignore the damage. -2 maximum Wounds.

Oozeling/Construct

(Small or Medium)

What even is a "people" anyway? So what if your heart pumps oil instead of blood, so what if you don't even have a heart! If you can squish yourself into a pair of pants, or swing a sword like everyone else, who's to say *you* can't be a people too?!

Odd Constitution. Increment your Hit Die one

step (d6 » d8 » d10 » d12 » d20), they always heal you for the maximum amount. Magical healing always heals you for the minimum amount.

Half-Giant (Large)

Towering beings whose strength is as immovable as the mountains they call home. Their sheer size and resilience make them fearsome opponents, capable of surviving even devastating blows.

Strength of Stone. Force an enemy to reroll a crit against you, 1/encounter. +2 Might. Knows Dwarvish if your INT is not negative.

Changeling (Medium)

Often hunted for their silver blood, changelings are natural survivors, slipping into new identities with ease. Changelings that shift too often typically aren't long for the world however. As they may struggle to remember who they once were, becoming little more than reflections of the faces they wear.

New Place, New Face. +2 shifting skill points. You may take on the appearance of any ancestry, when you do, you may place your 2 shifting skill points into any 1 skill. 1/day.

Celestial (Medium)

Descendants of divine beings, Celestials carry an aura of nobility and grace. Their innate connection to the higher planes allows them to resist the effects of misfortune, standing strong where others may falter.

Highborn. Your Disadvantaged save is Neutral instead. Know Celestial if your INT isn't negative.

Dryad/Shroomling

(Small or Medium)

Tied to the natural world, Dryads and Shroomlings embody the balance between flora and fauna. Their unique physiology releases toxic spores when harmed, providing a natural defense against those who dare to harm them.

Danger Spores.

When ever an enemy causes you one or more Wounds, you excrete soporific spores: all adjacent enemies are Dazed. Knows Elvish if your INT is not negative.

Minotaur/Beastfolk

(Medium)

Minotaurs and other Beastfolk embody a primal connection to the wild, combining strength with natural agility. Their powerful build allows them to move swiftly, whether repositioning to outflank foes or charging in with unstoppable force.

Charge. When you move at least 4 spaces you can push 1 creature in your path. Medium: 1 space; Small: up to 2 spaces 1/turn.

Turtlefolk

(Small/Medium)

Turtlefolk take their time in everything they do, they are patient, sturdy, and slow to anger. They rely on their thick shells for protection, making them difficult to harm, but their cautious movements come at the cost of speed.

Slow & Steady. +4 Armor, -2 speed.



Backgrounds

Backgrounds provide a glimpse into your character's past—how they were raised, their defining traits, or the skills they honed before becoming an adventurer. Feel free to adapt or reimagine these backgrounds to suit your character's story. Choose 1 background:

Back Out of Retirement. You've forgotten more than most adventurers these days know! Talk with your GM, what made you come out of retirement?

• **Let's see if I remember how to do this...**

You may gain 1 Wound to use an ability or cast a spell as if you were 1 level higher.

• **These old bones.** Your age has long since started to show, -1 maximum Wounds.

Devoted Protector. Choose 1 ally in your party. You can survive +3 maximum Wounds as long as they are near by. When they take a Wound, you do too.

Academy Dropout. School just isn't for everyone! You learn by experience in the *real world* (or at least that's what you tell yourself). Choose any 1 Utility spell.

Made a BAD choice. Start with 500 or 1000 extra gold, or an uncommon/rare magical item (that your GM allows). Gain an equally powerful curse or enemy who wants it back. *If you choose this background your GM may allow you to choose another.*

Haunted Past. You are haunted by voices that occasionally give you cryptic advice. The voices are sometimes VERY helpful, other times they only want to see you suffer. Advantage against fear.

(Former) Con Artist. You can forge most documents or mimic voices flawlessly. You have a criminal contact in most major cities. However, your reputation often precedes you—until you prove yourself to be trustworthy.

Wily Underdog. (Req 0 or negative STR at character creation). Once per day you may reroll a failed STR related roll (e.g., STR attack, STR save, Might check, Grapple check) and use another stat instead.

Ear to the Ground. Advantage on checks to know or obtain gossip for events that will soon happen or have happened <1 year ago.

What? I've been around. 1/ per location (or at the GM's discretion). You happen to know JUST the person who has the information you're looking for, or could get you out of a jam, and... Roll 1d20.

- **1-5.** They want you dead.
- **6-12.** You owe them money.
- **13-19.** They can be convinced to help you..
- **20.** They are your biggest fan/are madly in love with you.

Acrobat/Gymnast. Can be thrown by a larger ally. REALLY far. Half damage from falling & forced movement.

Accidental Acrobat. (Req 0 or negative DEX at character creation) Whenever you fail a DEX related roll (e.g., DEX attack, DEX save, Stealth check, Finesse check) you may roll again. If you still fail, the consequences are BAD.

Wild One. Whether it is the sticks or flowers in your hair, your smell, or the way you carry yourself, wild creatures are less frightened of you and more willing to aid you. +1 Naturecraft. While Field Resting, roll your Hit Dice with advantage while in the wild.

Fey Touched. You take half damage from all magical effects, double from weapons made of metal.

Survivalist. You never run out of your own personal rations. Anything can be food if you try hard enough! Advantage against poison saves. +1 max Hit Die.

Home at Sea. Recover twice as many Wounds and HP while resting on a ship or near water. You can fill in for a first mate or captain in a pinch. Advantage on water related skill checks.

At Home Underground. You can dig twice as fast as others. Safe resting locations underground always count as Lavish lodging for you. You struggle to rest (INT save) while it's raining. "Water... from the SKY?!"

Raised by Goblins. You speak Goblin natively (much better than one who has learned it later in life). You automatically notice and can avoid crudely made traps, and have advantage to notice and disarm more sophisticated traps.

Note. You can choose any different ancestry to be raised by instead. Exchanging the known language and 1 helpful/iconic ability those people would inculcate (e.g., Dwarves, knows Dwarvish and is very good with smithing, stonecraft, etc).

(Secretly) Undead. Unnatural Resilience: You are immune to disease, do not need to eat, drink, or breathe. Children, animals, and celestial beings are uneasy in your presence, many will be horrified to discover your true nature.

History Buff. Advantage on all Lore checks related to knowledge about items, facts, or events that happened 100+ years ago.

Taste for the finer things. You always have up to date knowledge of the customs and dress of the upper classes and may even know many of their secrets. Advantage on Influence checks with the upper class.

Fearless. You are immune to the Frightened condition, +1 Initiative, -1 Armor.

So Dumb I'm Smart Sometimes. (Req. 0 or negative INT at character creation) Once per day you can reroll an INT related skill check. Once per Safe Rest you may reroll a failed INT save with advantage.

Bumblewise. (Req 0 or negative WIL at character creation). A result of 1 or less on any WIL related roll counts as a natural 20 (WIL save, Naturecraft, Perception, Influence, or Insight check).

Tradesman/Artisan. Choose a profession (e.g., Baker/Cook, Smith, Stonemason, Weaver, Leatherworker, etc.) checks you make related to that profession are made with advantage.

Change It Up! Remember, backgrounds are just a starting point—you're free to adjust, reimagine, or completely rewrite them to suit your character's story. If you want to know a utility spell but don't like the Academy Dropout flavor, come up with a different reason why your character might know it. Maybe they learned it from a traveling bard or discovered it etched into an ancient relic.

Feel free to swap traits, change the flavor text, or blend backgrounds together. For example, Raised by Goblins could easily become Raised by Dwarves, with traits adjusted to reflect dwarven culture, such as smithing skills and fluency in Dwarvish. Haunted Past might become Blessed by Spirits if your character views their otherworldly voices as guardians rather than tormentors.

Work with your GM to ensure any changes align with your game's setting. These backgrounds are here to inspire creativity—what you build with them is entirely up to you!





Adventuring Motivation

The world is a dangerous place, people don't usually just "go adventuring" without a reason.

I owe a life debt to someone in my party. Chat with your party, who else needs help with their backstory, what did they do to help you?

I owe a LOT of money to some very dangerous people. What did you do with the money? Your GM probably has some GREAT ideas of bad guys you're in deep with.

I need to grow in power to defeat someone who has wronged me. Do you know who wronged you or are they unknown? Is it an individual or a larger group? Chat with your GM, they'll love to help fill in the blanks.

I am searching for a way to bring a loved one (or someone I hate) back from the dead. Who even told you this was possible? What if they don't remember you?

I am trying to get back home. Where is home for you, do you even remember? What caused you to leave? Chat with your GM, they can give you some options of homelands.

I am searching for the man who stole something valuable from me. Is it an object? A person? A memory? Was it really stolen or did you make a bad bargain?

I was polymorphed into another kind of creature by a wizard. Hah! How would it feel for a cute halfling to become an ugly goblin? What did you do to anger the wizard?

I was best friends with (and betrayed by) _____. Do you want to win them back? Get even? Warn others of their backstabbing? Talk with your GM which NPC this might be.

I'm lost. Physically? Emotionally? Spiritu-

ally? Are you in the wrong country or even plane of existence?

Wanderlust. What amazing thing do you want to see or experience? Have you spent too much time away from the road? Your GM probably has some fantastic locations in mind for you.

Duty calls. I am honor bound to serve. Who calls you? Your king? Your family? An ancient alliance or grudge? Talk with your GM and other players for ideas and mutual connections.

My home town is in danger. Are you looking for a cure? Mercenaries? Personal strength?

Curiosity, I want to learn the DEEP secrets. Which secrets? Magical, lore, politics, what really happened in history?

To Prove My Worth. I was always underestimated—by my family, my village, or my peers. What will it take to show them I'm more than they thought? What kind of recognition do you seek?

Following a Prophecy. A mysterious figure or ancient text foretold that I would play a crucial role in the fate of the world. What do you know of the prophecy? Do you believe it?

Or make your own! A great character background has connections with the world, its people, your fellow heroes, or even the bad guys.

Work with your GM and fellow players to find a motivation that will cross paths with where the story goes. Every good hero has a want. What's yours?

EQUIPMENT



Equipment Proficiency. Heroes can use any equipment they like; however, each class has a list of weapons and armor types they are most skilled with. Weapons used without proficiency cannot critv. Defending while wearing armor worn without proficiency costs 1 additional Action.

Swapping Equipment. A hero can sheathe equipment they are proficient with and equip a different one for free 1/round.

Armor

Armor represents your hero's ability dodge or block damage when you use the Defend reaction. While unarmored or wearing regular clothes your Armor is equal to your **DEX**. Some items may grant additional Armor while equipped.

CLOTH	ARMOR	COST	MAIL	ARMOR	COST
Adventurer's Garb	2+DEX	10 gp	Rusty Mail	6+DEX(max 2)	15 gp
Minor Enchantment	3+DEX	100 gp	Chain Shirt(Req. 2 STR)	9+DEX(max 2)	60 gp
Major Enchantment	4+DEX	1,000 gp	Scale Mail (Req. 3 STR)	12+DEX(max 2)	700 gp
Epic Enchantment	5+DEX	10,000 gp	Dragonyscale (Req. 4 STR)	15+DEX(max 2)	3,000 gp

LEATHER

Cheap Hides	3+DEX	5 gp	Rusty Plate (Req. 2 STR)	10	25 gp
Ox Hide	4+DEX	45 gp	Half Plate (Req. 3 STR)	14	200 gp
Hard Leather (Req. 1 STR)	5+DEX	300 gp	Full Plate (Req. 4 STR)	18	2,000 gp
Wyrmhide (Req. 1 STR)	6+DEX	2,000 gp	Mithril Plate (Req. 5 STR)	22	5,000 gp

PLATE

SHIELDS

Wooden Buckler	2	5 gp
Iron Shield (Req 2 STR)	4	30 gp
Tower Shield (Req 3 STR)	6	500 gp
Dragon Shield (Req 3 STR)	8	5000 gp

Defend Yourself! If you're standing right next to a baddie with an axe and you're not doing anything to defend yourself, chances are, you're going to get axed!

Weapon Properties

- **Load.** Some weapons require extra actions to load before they can be fired.
- **Reach.** How close an enemy must be to be affected by this attack. Typically 1.
- **Range.** Attacks can be made from afar, if *any* enemy is adjacent to you, your ranged attacks are made with disadvantage. Add 1 die of disadvantage to gain +2 range.
- **Thrown.** Treat a melee weapon as if it had Range. Once thrown, you no longer have it!
- **Vicious.** Roll 1 additional die whenever you roll critical hit damage.
- **2-handed.** Can be held in a single hand, but must be wielded in 2 hands to attack with it.

Remember! Only the Primary Die (the leftmost one) is used for determining whether an attack crits or explodes. But if it does explode again, roll the additional Vicious die as well!



Dual Wielding

Heroes may wield 2 Light weapons at the same time. While dual wielding, you may give yourself advantage on an attack, 1/round.

You may dual wield 1-handed weapons without the Light property if your STR is 3+, or 1 weapon without the Light property if your STR is 2. If completely unarmed, fists/feet can be considered dual wielded.

Dual wielding different weapons. Roll dice for both weapons and choose either result. Attacking with advantage? Add an extra die for one of the weapons.

Customizing Weapons

Can you re-flavor a staff as a greatclub? Sure! A sai instead of a dagger, of course! Could you find a blacksmith to make your 1d12 Greatmaul deal 2d6 or 3d4 damage instead, for a small fee? They all add up to 12, so it won't break the balance of the game, ask your GM! Can a blacksmith make your Dagger deal that much damage? No, sorry.

Unarmed or Improvised? To attack with your bare hands, roll 1d4, on a hit deal 1+STR damage. Using an improvised weapon, default to 1d4+STR or 1d6+STR. Use bigger dice or other properties if it makes sense. An improvised weapon may be likely to break if it lands a crit though.

ARTIST: FORREST MEL

Melee Weapons

ITEM	DAMAGE	PROPERTIES	COST
Dagger	1d4+DEX Piercing	Light, Reach 1, Thrown 4	3 gp
Sickle	1d4+DEX Slashing	Reach 1, Vicious	10 gp
Club/Mace	1d6+STR Bludgeoning	Reach 1	2 gp
Hand Axe	1d6+STR Slashing	Light, Reach 1, Thrown 4	8 gp
Short Sword	1d6+(STR Slashing or+DEX Piercing)	Light, Reach 1	10 gp
Rapier	2d4+DEX Piercing	Reach 1	60 gp
Staff	1d8+STR Bludgeoning	2-handed, Reach 1	8 gp
Longsword	1d8+STR Slashing	Reach 1, (Req. 2 STR, or 2-handed)	60 gp
Battleaxe	1d10+STR Slashing	2-handed, Reach 1	30 gp
Pole Hammer	1d10+STR Bludgeoning	2-handed, Reach 2	60 gp
Glaive	1d10+STR Slashing	2-handed, Reach 2	60 gp
Spear	1d10+STR Piercing	2-handed, Reach 2	60 gp
Greatmaul	1d12+STR Bludgeoning	2-handed, Reach 1 (Req. 2 STR)	80 gp
Greataxe	2d6+STR Slashing	2-handed, Reach 1 (Req. 2 STR)	100 gp
Greatsword	3d4+STR Slashing/Piercing	2-handed, Reach 1 (Req. 2 STR)	120 gp

Ranged Weapons

ITEM	DAMAGE	PROPERTIES	COST
Sling	1d4+DEX Bludgeoning	2-handed, Range 12, Vicious	4 gp
Javelins	1d6+STR Piercing	Range 8 (stack of 4)	20 gp
Throwing Hammers	1d8+STR Bludgeoning	Range 4 (stack of 3)	25 gp
Shortbow	1d6+DEX Piercing	2-handed, Range 12	25 gp
Longbow	1d8+DEX Piercing	2-handed, Range 16 (Req. 1 STR)	30 gp
Crossbow	4d4+DEX Piercing	2h, Load: 1 Action, Range 8	60 gp
Handheld Ballista	1d20+DEX Piercing	2h, Load: 2 Actions, Range 8 (Req. 2 STR)	120 gp



Key Equipment

Healing Potions

Healing potions are deep, shimmering red elixirs with a refreshing, effervescent taste. They require one action to drink or to administer to an adjacent ally. These potions are crucial for quick recovery, though their availability is limited; small towns may have only a few, while cities offer more, but they are not in unlimited supply. The wealthy often use healing potions as a display of affluence, incorporating them into elaborate mixed drinks at social events to showcase their status.

Torches & Lanterns

Heroes cannot typically see in the dark. Fighting in the dark imposes the Blinded condition.

Heroes can bring a lantern or torch to light their way in the dark as long as they have a hand free to hold it. A torch typically lasts for 1 dungeon (or 1 level of a very large one), a lamp with oil can typically last for 1 entire outing, until you next need to Safe Rest. They cast light up to **6 spaces** away, beyond this is darkness.



Be Warned. Denizens of the dark may not appreciate the light and may attack the light bearers first. Certain spells (e.g., Fire, Lightning, & Radiant) may cause flashes of light as well and draw unwanted attention!

Costs for mundane items typically range from a few sp to a few gold pieces. If you can find an artisan, you can commission them to create something for you—basically anything you can think of that their level of technology could support. The more ornate the higher the price, commissioning the creation of a special item will typically start around 50 gp and only go up from there. Smaller towns will have fewer items and artisans than larger cities.

Misc Adventuring Equipment

ITEM	PROPERTIES	COST
Healing Potion	(1 Action) Heal 2d4+4 HP	50 gp
Greater Healing Potion	(1 Action) Heal 3d6+6 HP	150 gp
Supreme Healing Potion	(1 Action) Heal 4d8+8 HP	450 gp
Torch	For when it's dark. 1 use (stack of 2).	5 sp
Lantern & Oil	Like a torch, but not as cool (refill 1 gp).	10 gp
Vial of Pitch	Sticky, and VERY flammable.	2 gp
Rope (50 ft.)	You always need rope.	10 gp
Chain (10 ft.)	Like rope, but stronger (and heavy).	50 gp
Bucket	Also works as a hat in a pinch!	1 gp
Padlock & key	Lock it or lose it.	3 gp
Mirror	For medusas AND spinach teeth.	4 gp
Telescope	Arr.	10 gp
Magnifying glass	Make the small, big.	5 gp
Chalk	Not JUST for kids.	1 sp
Shovel	Sometimes you need a hole dug.	3 gp
Pulley	Pull down, go up.	3 gp
Grappling Hook	For climbing or catching BIG fish.	4 gp
Quiver & Ammo	Don't leave home without it.	10 gp
Saw	For cutting lumber.	4 gp
Soap	Useless.	1 sp
Strange Plant	Who knows?	5 sp
Shiny Object	Worthless, but VERY pretty.	1 sp
Lock Picks	They're not mine, honest!	5 gp
Bell	For service.	2 gp
Dice	LOTS of fun.	5 sp
Blanket	Warm & fuzzy.	1 gp
Hunting Trap	Snap snap, don't lose a finger!	10 gp
Camping Supplies	Bedroll, rations, simple tent.	5 gp
Crowbar	It's LIKE a key.	2 gp
Pitons	Metal spikes, for sealing doors.	5 gp
Manacles	For when someone has been bad.	3 gp
Large Sack	Like a BIG pocket.	5 sp
Instrument	Drums, Horn, Lyre, Flute, etc.	5-50 gp

What About.... These are not all of the items available for purchase, merely a sampling. If you can think of it, you can likely buy it!

Currency is made up of Silver (sp) and Gold pieces (gp). 10 silver = 1 gold. 1 sp is roughly the cost of a humble meal; 1 gp, a sumptuous feast. Most small towns will have equipment and items worth 50 gp or less. You'll need to adventure to larger towns or cities or find a traveling merchant to purchase more valuable pieces of equipment.





WEAPON OF
MANY HANDS

ARTIST: WARMTEAL

Magical Items

Though some magical items can be purchased, most cannot. Some special shops may have a very small selection of them to purchase, but more typically these powerful items are acquired through adventuring.

Typical Costs of Magical Items

Uncommon	Typically found around levels 2-6	50-500 gp
Rare	Typically found around levels 5-12	1,500-15,000 gp
Very Rare	Typically found around levels 8-18	50,000-500,000 gp
Legendary	Typically found around levels 15-20	1,000,000+gp or Priceless



HARBINGER & SOVEREIGN,
ABYSSAL'S CLAIM

Weapon of Animosity

Whenever you attack with this weapon, roll an additional animosity die. The weapon deals that much additional damage to your target on a hit. Whenever this weapon misses, you take that damage instead. A weapon that adds 1d4 is likely to be uncommon; +1d10, Legendary.

Weapon of Slaying

Whenever you attack with this weapon it deals an additional die of damage against a particular creature type. Those creatures may try and kill you first. A 1d4 weapon of slaying is likely to be uncommon; +1d20, Legendary.

additional arms. The wearer can use the extra arms to perform any task their normal hands can do (wield equipment, grapple enemies, climb, etc.) but does not allow the wearer to perform actions any faster. These extra appendages may be horrifying to people in polite society. A weapon that grants 1 extra hand is likely to be uncommon; 4 extra hands, Legendary.

Extra Arms?! Yes, you can dual wield 2 handed weapons or wear more than 1 shield, or grapple 2 different creatures while hitting them both at the same time, or any number of creative things provided you have the arms to perform the task.

Harbinger & Sovereign, Abyssal's Claim

(*Legendary Glaives*)
Set of 2 matching glaives, +4 extra arms while both are equipped.

Weapon of Many Hands

While equipped, this weapon grants the wearer



MINDLINK DAGGERS

BLOODSTAINED QUILL

TRINKET OF ILL OMEN

RESOLUTE FANGS,
GOLDEN BASTION

GRIM CORONET

KEY OF DOORS

Weapon of Wounding *(Uncommon)*

When you land a hit with this weapon, you may suffer 1d6 damage to deal twice that much additional damage to your target.

Trinket of Ill Omen *(Rare)*

While equipped, you have -1 to saves you roll and +1 to your save DC.

Mindlink Daggers *(Rare)*

This pair of daggers enables the sharing of thoughts between any who holds (or is stabbed by) one.

Bloodstained Quill *(Uncommon)*

If you dip this quill into the blood of a dead intelligent creature, the quill animates and writes the last words spoken by that creature.

Eyes of the Street *(Uncommon)*

A pair of goggles covered in muck that you can't ever clean off completely. While wearing them, you can look at a rat or a pigeon to gain the ability to see and hear through its senses for 10 minutes. Once you use this ability, you must whisper

a secret to the goggles before you can use them again. That secret always seems to become a local rumor before too long...

Handwraps of Force *(Rare)*

While wearing these wraps, whenever you make an unarmed strike, you may push your target up to 2 spaces and you are the same distance in the opposite direction. You may instead make an attack with no target, striking the air to propel yourself 4 spaces in any direction.

Resolute Fangs, Golden Bastion

(Legendary Shield)

+5 Armor. Reaction (whenever you reduce damage from a melee attack with this shield): Grapple the attacker regardless of its size (escape DC 20 STR save). Action: Speak this shield's command word to make the shield immovable, fixing it in place until the command word is spoken again or until the one wielding it dies.

Key of Doors *(Very Rare)*

Insert this key into any locked door and open it. Instead of opening to the room behind, the door

will become a portal to any doorway that you've walked through while holding this item.

Grim Coronet *(Rare)*

When you would die while wearing this crown, gain 3 actions and take a turn immediately. You die at the end of your turn.

Vindication, Boundless Animosity

(Very Rare Weapon)

+1d12 damage. You take this damage on a miss.

Pocket Cauldron *(Rare)*

While Safe Resting, use this to brew your choice of 1 potion, to be consumed immediately:

- **Elixir of Futuresight:** This potion grants the drinker a brief, cryptic vision of a future event.
- **Elixir of Requiem:** This potion allows the drinker to relive a crucial memory from their past.
- **Elixir of Time:** Once every 100 years the cauldron can brew a potion that can take the drinker back in time 1 day.

Phoenix Helm *(Legendary)*

If you die while wearing this helm, your body explodes in flames and hot ash. You rise anew from the ashes...

Spell Scrolls & Wands

Spell Scrolls

Spell scrolls are single use inscribed magical spells. Casting a spell with a spell scroll does not cost mana nor does it require magical ability. Anyone who can read the language the scroll is written in can utilize it. Reading one aloud takes the same number of Actions the spell normally takes and consumes the scroll. A character must succeed on a **DC 10 Arcana** check to cast it successfully if they do not already know a spell from that school, on a failure it is wasted. Spell tier & typical price:

SPELL TIER	COST	SPELL TIER	COST
Cantrip	10 gp	Tier 5 Spell	3,000 gp
Tier 1 Spell	35 gp	Tier 6 Spell	10,000 gp
Tier 2 Spell	100 gp	Tier 7 Spell	25,000+ gp
Tier 3 Spell	300 gp	Tier 8 Spell	75,000+ gp
Tier 4 Spell	1,000 gp	Tier 9 Spell	200,000+ gp

Wands

Like spell scrolls, these can be used to cast spells without consuming mana and do not require magical ability. Unlike spell scrolls, wands can be recharged and used again. Characters proficient with them can use wands from any spell school freely spending the normal amount of Actions to cast the spell. Characters not proficient in wands must also make an Arcana check equal to 10+ the spell tier to successfully cast the spell. Typical wand prices and examples:

SPELL TIER	COST	SPELL TIER	COST
Cantrip	50 gp	Tier 5 Spell	15,000 gp
Tier 1 Spell	175 gp	Tier 6 Spell	50,000 gp
Tier 2 Spell	500 gp	Tier 7 Spell	125,000+ gp
Tier 3 Spell	1,500 gp	Tier 8 Spell	375,000+ gp
Tier 4 Spell	5,000 gp	Tier 9 Spell	1,000,000+ gp



Wand of Firestep

Uncommon wand (3 charges)

Recharge: Heat the wand in a blacksmith's forge until it glows and quench it in oil.

Wand of Voidcloak

Uncommon wand (2 charges)

Recharge: Place the wand in a freshly slain corpse. Leave it until only bones remain.

Wand of Fly

Uncommon wand (2 charges)

Recharge: Give it to a wild bird and let it fly freely. Retrieve it wherever the bird drops it.

Wand of Glacier Strike

Rare wand (2 charges)

Recharge: Leave the wand at the bottom of a lake until it freezes over.

Wand of Ride the Lightning

Very Rare wand (2 charges)

Recharge: Place at the highest point within 1 mile. Retrieve after 3 thunderstorms.

Wand of Barrier of Wind

Rare wand (3 charges)

Recharge: Hang the wand with wind chimes in a breezy area. Let it ring for 3 days.

Wand of Sacrifice

Very Rare wand (1 charge)

Recharge: Plant it in a new garden, leave it undisturbed until the flowers bloom

Elderwyrm's Majesty

Legendary wand (1 charge)

This wand can cast Dragonform, turning into the type of dragon that last charged it.

Recharge: Give an ancient dragon a gift it truly desires.

Heartwood, Splinter of the Tree of Life

Legendary wand (1 charge)

Cast *Redeem* with no required components.

Recharge: A sacred hymn must be sung over it ceaselessly for 100 years.

ARTIST: KYLE COOK



SPELLS

ARTIST: ALEXANDRA RETRUK

Spells

There are 6 main schools of magic, each with their own basic spells called cantrips, and 9 tiers of more powerful spells. As heroes level up they may gain access to higher tiers of spells. Heroes can cast any spells from the schools that they know within the tiers they have unlocked.

Spells and Mana. More powerful spells require a portion of the spellcaster's life force to fuel: mana. A spell's mana cost is equal to its tier. Cantrips cost no mana.

Upcasting. You can spend additional mana on a spell (up to the tier that you have unlocked) to make them stronger for each additional mana spent.

- **Fire Spells.** Deal high, consistent damage at medium range. Some fire spells can inflict the Smoldering condition and gain additional destructive effects against Smoldering enemies.
- **Ice Spells.** Deal medium damage at long range, with a focus on controlling the battlefield and protecting the spellcaster. Some Ice spells have additional effects against hampered targets.
- **Lightning Spells.** Deal the most damage at long range with a focus on teleportation around the battlefield and taking advantage of creatures wearing metal. However, some lightning spells may fail to find ground and damage the spellcaster instead.
- **Necrotic Spells.** Summon horrible minions or manipulate and trap their targets. Some risky necrotic spells prey upon damaged creatures, sapping their very life force but frequently fail to distinguish between friend or foe.
- **Radiant Spells.** Can obliterate the unholy, the fearful, and those who would dare harm you or your allies. Equally effective at a distance or in melee. Other spells can protect, mend wounds, and can even restore creatures back to life!
- **Wind Spells.** Aid in moving friend and foe alike around the battlefield. They can also slice and cut through entire groups of foes and viciously deal extra damage on critical hits.

Secret Spells. Some spells have been hidden or lost through the ages—whether they are too dangerous to be common knowledge, or for other reasons, adventurers can sometimes stumble upon new spells (or wrench them out of the undead hands of a defeated Lich)

Range & Reach. Spells with range can target creatures from a distance, but are cast with disadvantage if any enemy is adjacent to you. Spells with reach can be cast as normal even when in melee.

Area of Effect. (AoE) spells do not miss on a 1 or crit on a max roll, and a single damage roll is applied to all targets.



Fire Spells

Flame Dart *Cantrip, 1 Action, Single Target*

Range: 8. **Damage:** 1d10. On crit: Smoldering. **High Levels:** +5 damage every 5 levels.

Smoldering. This condition does nothing on its own, though some spells and abilities have additional effects against Smoldering creatures.

Heart's Fire *Cantrip, 1 Action, Single Target*

Range: 4. Give an ally within range an extra Action. Spend 1 mana to cast this as a Reaction. **High Levels:** +2 range every 5 levels.

Ignite *Tier 1, 2 Actions, Single Target*

Range: 8. **Damage:** 4d10 **Requires:** Smoldering target, ends smoldering on hit. **Upcast:** +10 damage.

Enchant Weapon *Tier 2, 1 Action, Single Target*

Concentration: up to 1 minute. A weapon you touch is enchanted with magical flame for 1 minute. It deals +KEY damage and inflicts Smoldering on crit. **Upcast:** +KEY damage.

Flame Barrier *Tier 3, 1 Action, Self*

(*Reaction, when you would Defend*)

Defend for free, until the start of your next turn, melee attackers against you take KEY damage (ignoring armor) and gain Smoldering. **Upcast:** +KEY damage.

Pyroclasm *Tier 4, 2 Actions, AoE*

Reach: 3. Others within reach make a DEX save or take 2d20+10 damage ignoring armor, smoldering creatures automatically fail. Half damage on save. **Upcast:** +1 reach.

Fiery Embrace *Tier 5, 2 Actions, AoE*

Concentration: Up to 1 minute. **Reach:** 8. Others within reach are Smoldering. While Smoldering this way, damage resistance is suppressed and immunity is reduced to resistance. **Upcast:** +8 reach.

Living Inferno *Tier 7, 3 Actions, Self*

Gain the effects of Flame Barrier until your next turn. At the end of this turn and your next turn, cast Pyroclasm for free. **Upcast:** +2 speed for the duration for each additional mana spent.

Dragonform *Tier 9, 5 Actions, Self*

Transform into a Huge Dragon. Gain 3 Actions, a flying speed of 16, LVL Armor, 10×LVL temp HP, and:

- **Tooth & Claw.** Action: (Reach 2) 1d20+LVL damage. Inflicts Smoldering, ignores Armor.
- **Immolating Breath.** 2 Actions: (Reach: Cone 12). DC 20 DEX save, KEY d20 damage, half on save. Smoldering targets fail.

You can maintain this form for as long as the temp HP granted by this spell remain (max. 10 minutes). When it ends, you drop to 0 HP.



Ice Spells

Ice Lance *Cantrip, 1 Action, Single Target*

Range: 12. **Damage:** 1d6 cold or piercing damage. Advantage against Hampered creatures. **High Levels:** +3 damage every 5 levels.

Hampered. Any creature with actions or movement reduced; e.g., Dazed, Slowed, Grappled/Restrained, Prone, in Difficult Terrain.

Biting Fog *Cantrip, 1 Action, AoE*

Concentration: up to 1 minute. Create a 2×2 opaque cube of icy fog within Reach 1. Creatures there are Blinded and take 1d6 damage (ignoring armor) when the fog appears and at the end of their turns. **High Levels:** +1d6 damage every 5 levels.

Frost Shield *Tier 1, 1 Action, Self*

Reaction. When you would defend, do so for free. Gain 2×KEY temp HP. The ice melts and these temp HP are lost at the start of your next turn. **Upcast:** +2×KEY temp HP.

Glacial Shard *Tier 2, 2 Actions, Single Target*

Range: 12. **Damage:** 4d6. Advantage against Hampered creatures. On crit: a medium or smaller target is knocked prone. **Upcast:** Increase the size by 1 step and +3 damage.

Cryosleep *Tier 3, 2 Actions, AoE*

Range: 12. Creatures in a 2×2 area within range must make a STR save or fall asleep: They are prone and incapacitated for their next 2 turns, until damaged, or an ally uses an action to shake them awake. **Upcasting:** +1 area, +1 turn.

Rimeblades *Tier 4, 3 Actions, AoE*

Concentration: Up to 1 minute. **Reach:** 12. Conjure razor sharp icy spikes in 5 contiguous spaces within range, this area is difficult terrain. Creatures that enter these spaces (or who are in the area when you conjure them) suffer 2d6 damage for each space they touch. **Upcast:** +2 spaces.

Frost Nova *Tier 5, 2 Actions, AoE*

Reach: 3. Others within reach take 4d6+10 damage. This area is difficult terrain until the end of your next turn. Surviving creatures must make a STR save or be frozen in place (0 speed) for 1 turn; creatures that were already Hampered are incapacitated for 1 turn instead. **Upcast:** +1 reach.

Glacier Strike *Tier 7, 3 Actions, AoE*

Range: 12. **Damage:** 3d20 bludgeoning +10 cold damage. Creatures in a 2×2 area, adjacent creatures to that area take half as much damage. The entire area permanently becomes difficult terrain. **Upcast:** +1 initial area.

Arctic Annihilation *Tier 9, 3 Actions, AoE*

Reach: 12. Any number of objects or willing creatures you choose within reach are encased in ice, incapacitated, and immune to all damage and negative effects until the start of their next turn. All other creatures and objects within reach take 3d20+20 damage. Any surviving creatures who took this damage must make a STR save or be stunned 1 round. Once you cast this spell, you must Safe Rest for 1 week before using it again.

Lightning Spells

Zap *Cantrip, 1 Action, Single Target*

Range: 12. **Damage:** 2d8. On a miss: the lightning fails to find ground and strikes you instead.
High Levels: +4 damage every 5 levels.

Electrical Discharge *Cantrip, 1 Action, AoE*

Castable only if you are Charged, ending the condition.
Reach: 2. **Damage:** 2d8 to others within reach.
High Levels: +4 damage every 5 levels.

Charged. Whenever you take lightning damage you are charged for 1 minute.

Arc Lightning *Tier 1, 2 Actions, 2 Targets*

Range: 12. **Damage:** 3d8. The bolt also strikes the next closest creature to your target. On a miss: the lightning fails to find ground and strikes you instead. **Upcast:** +1d8 damage.

Next closest. If you or an ally is the next closest, they are hit! If 2 creatures are equally close, the GM can roll for it or select the one wearing the most metal.

Alacrity *Tier 2, 1 Action, Self*

Range: 4. **Reaction:** (when you are attacked) Defend for free. After damage is dealt, you gain the Charged condition then teleport anywhere within range. **Upcast:** +4 range.

Stormstride *Tier 3, 3 Actions, AoE*

Reach: 12. Teleport to a spot you can see within reach. Creatures within 1 space of your path must make a DEX save or take 1d20+10 damage, half on save. Creatures holding a large amount of metal fail (e.g., armor or longsword) and this damage ignores metal armor. **Upcast:** +2 reach.

Electrickery *Tier 4, 3 Actions, 2 Targets*

Range: 12. **Reaction:** When an enemy attacks an ally within range, switch places of the ally and an other enemy within range on a failed WIL save. They become the new target. Costs 1 Action while Charged, ending the condition. **Upcast:** +4 range.

Electrocharge *Tier 5, 2 Actions, 1 Target*

Concentration: up to 1 minute. A creature you touch gains the Charged condition, +1 max action, +5 armor, 2x speed, and advantage on DEX saves. **Upcast:** +4 range.

Ride the Lightning *Tier 6, 3 Actions, AoE*

Teleport up to 12 spaces away to a spot you can see (if a willing creature is there, change places with them). Adjacent creatures take 2d20+20 damage (ignores metal armor). Surviving creatures must make a STR save or be hurled back 3 spaces, knocked prone, and deafened for 1 day. **Upcast:** +1 reach and +10 damage.

Seething Storm *Tier 9, 3 Actions, AoE*

Concentration: Up to 1 minute. **Reach:** 4, +2 each round. You are enveloped in a cloud of tempestuous storm that follows you; you gain a flying speed and move for free 1/round; and attacks against you are made with disadvantage. At the end of each of your turns, strike up to 4 creatures within reach with a bolt of lightning for **2d20+20** damage (ignoring metal armor, a creature can only be struck 1/round).

Costs 3 actions each round to maintain. The reach and number of lightning bolts increases by 2 each round. Once you cast this spell, you must Safe Rest for 1 week before you can use it again.

Wind Spells

Razor Wind *Cantrip, 1 Action, 1 Target*

Range: 12. **Damage:** 1d4 slashing (Vicious). Also damages up to 1 adjacent target.
High Levels: +2 damage every 5 levels.

Breath of Life *Cantrip, 1 Action, 1 Target*

Range: 6. Restore 1 HP to a Dying creature.
High Levels: +2 range every 5 levels.

Blustery Gale *Tier 1, 2 Actions, 1 Target*

Range: 12. **Damage:** 3d4 bludgeoning. Move a medium or smaller target 2 space. Advantage against flying or small/tiny targets, move them twice as far. **Upcast:** +1 movement.

Barrier of Wind *Tier 2, 1 Action, Self*

Reaction: When targeted by a ranged attack. Defend for free. Ranged attacks have disadvantage against you this round (including the triggering attack). **Upcast:** +2 Armor.

Fly *Tier 3, 1 Action, 1+ Target*

Concentration: up to 10 minutes. Touch a creature, grant a flying speed of 12. **Upcast:** +1 target.

SONGWEAVER ONLY

Vicious Mockery *Cantrip, 1 Action, 1 Target*

Range: 12. **Damage:** 1d4+INT psychic (ignores armor). The target's next attack is made with disadvantage. **High Levels:** +2 damage every 5 levels.

Radiant Spells

Rebuke *Cantrip, 1 Action, 1 Target*

Reach: 4. **Damage:** 1d6, ignores Armor, does not miss. 2x damage against undead or cowardly (those behind cover). **High Levels:** +2 damage every 5 levels.

True Strike *Cantrip, 1 Action, 1 Target*

Reach: 2. Give yourself or an ally within reach advantage on the next attack they make (until the end of their next turn). **High Levels:** +1 reach every 5 levels.

Heal *Tier 1, 1 Action, 1+ Target*

Reach: 1. Heal a creature 1d6+KEY HP. **Upcast:** Choose one: +1 Target, +4 reach, +1d6 healing. If 5+ mana is spent, you may also heal 1 negative condition (e.g., Blind, Deaf, 1 Wound, etc.).

Warding Bond *Tier 2, 1 Action, 1 Target*

Designate a willing creature as your ward for 1 minute. They take half damage from all attacks, you are attacked for the other half. **Upcast:** +1 creature.

Shield of Justice *Tier 3, 1 Actions, Self*

Reaction: When you would defend. Defend for free and reflect Radiant damage back at the attacker equal to the amount blocked, ignoring armor. **Upcast:** +5 Armor.

Vengeance *Tier 4, 2 Actions,*

Reach: 4. **Damage:** 4d20. Can only target an enemy that crit you or an ally since your last turn. **Upcast:** +2 reach.

Condemn *Tier 5, 2 Actions, 1 Target*

Reach: 4. **Damage:** 50. This damage cannot be reduced or mitigated by any means (can only target a creature that reduced an ally to 0 HP or attacked a

Dying ally since your last turn). **Upcast:** +2 reach.

Sacrifice *Tier 6, 1 Action, 1+ Targets*

Reach: 4. Reduce yourself to 0 HP. You can not have more than 0 HP until you Safe Rest. Heal a number of HP equal to your maximum HP, divided as you choose to any other creatures within reach. You may revive a creature that has died in the past minute if you give them at least 20 HP (also healing 2 Wounds from them), provided they have not been revived with this spell before. **Upcast:** +4 reach.

Redeem *Tier 9, AoE*

Casting Time: 24 hours. **Requires:** A diamond worth at least 10,000 gp which this spell consumes. Revive any number of deceased creatures you choose within 1 mile that have died in the past year, provided they have not died of old age or been revived with this spell before.

SHEPHERD ONLY

Lifebinding Spirit *Tier 1, 1 Action*

Summon a spirit companion that follows you and is immune to harm. It lasts until you cast this spell again, take a Safe Rest, or it heals a number of times equal to the mana spent summoning it.

Action: It attacks or heals a creature within 4 spaces of you. It attacks for 1d6+WIL radiant damage (ignoring armor), or heals for the same amount.

Upcasting: Increase its die size by 1 (max d12), +1 healing use.

Flavor is Free. Your Lifebinding Spirit can take the form of any small friendly animal or similar creature (dog, lamb, rabbit, sparrow, etc.). Make sure you give your little buddy a name, too!

Outside of Combat. Your companion is a spirit, so it can pass through walls and dangers harmlessly, can briefly move away from you (but always prefers to be faithfully at your side). It cannot speak.

Necrotic Spells

Entice *Cantrip, 1 Action*

Range: 8. A creature makes a WIL save, or takes 1d4 damage (does not miss or crit) and moves 2 spaces nearer to you. Repeat until they save or cannot move any closer.

High Levels: Increment the die size 1 step every 5 levels (d6 » d8 » d10 » d12).

Withering Touch *Cantrip, 1 Action*

Reach: 1. **Damage:** 1d12. They are considered undead for 1 round. **High Levels:** +6 damage every 5 levels.

Shadow Trap *Tier 1, 2 Actions*

Concentration: Up to 1 minute. The next creature to move adjacent to you suffers 3d12 damage; if small or tiny, it is also Grappled by shadowy tendrils. **Upcast:** +1 size category.

Dread Visage *Tier 2, 1 Action, Self*

Reaction: When you would defend. Defend for free. Melee attackers are Frightened of you and suffer 1d12 damage whenever they attack you this round. Costs 2 mana less while dying. **Upcast:** +2 damage, +2 armor.

Vampiric Greed *Tier 3, 2 Actions, AoE*

Gain 1 Wound. Deal 4d12 damage to all adjacent creatures, heal HP equal to the damage done. Any surviving creatures make a STR save, gain 1 additional Wound for each creature that saves. **Upcast:** +1 save DC.

Greater Shadow *Tier 4, 3 Actions*

Summon a 5d12 Greater Shadow minion (max 1) adjacent to you. When it dies, it explodes into 5 shadow minions (see Summon Shadow)—place them anywhere within 8 spaces. **Upcast:** +1d12 damage, +1 shadow.

Gangrenous Burst *Tier 5, 2 Actions, AoE*

Reach: Up to 8. Other damaged creatures within reach must make a STR save or take 3d20 damage (ignoring armor), half on save. The save is rolled with disadvantage while Bloodied. **Upcast:** +10 damage.

Unspeakable Word *Tier 6, 2 Actions*

Reach: 8. A target within reach must make an INT save or suffer 3d20+30 necrotic damage (ignoring armor). If they succeed, you both take half of this damage instead. The target has disadvantage on the save if they are Bloodied or Frightened. **Upcast:** +1 DC, +2 reach.

Creeping Death *Tier 7, 3 Actions, AoE*

Reach: 8. **Damage:** 4d20. If this kills the creature, it violently erupts and you MUST deal the same amount of damage to another creature within 8 spaces of it that has not yet been damaged by this effect. Repeat until a creature survives this damage or no other creatures are within reach. **Upcast:** +1d20.

SHADOWMANER ONLY

Shadow Blast *Cantrip, 1 Action*

Range: 8. **Damage:** 1d12+ INT. 1/round. **Higher Levels:** +1d12 every 5 levels.

Summon Shadow *Cantrip, 1 Action*

Summon a shadow minion within reach 1 (you can summon a max of INT or LVL minions this way, whichever is lower).

Your shadow minions follow the normal minion rules: They have 1 HP, no damage bonus, do not crit, and abandon you immediately outside of combat.

Action: (1/turn) you may command ALL of your minions to move up to 6 then attack (reach 1, d12 each). **Higher Levels:** +1 reach every 5 levels.

Utility Spells

Spellcasting classes can gain access to these additional spells as they level up. They do not cost any mana.

Fire

Kindle

- Action:** choose 1
• **Conjure** a minor visual illusion.
• **Ignite** a small, unheld item within range of 6.

Firebrand

- Action:** Touch a surface and secretly mark it with a symbol or brief message. Speaking a chosen command word reveals the hidden mark.

Fire Step

- Casting time:** 1 minute.
Touch a fire source and teleport to another fire source you can see.

Wind

Wind Whisper

- Action:** You whisper a message into the wind and it will be secretly carried to a specified target within 100 miles

Helpful Gust

- Reach:** 6. **Action:** Gently move a tiny unheld item within reach in any direction; or generate an illusory scent.

Feather Fall

- Reach:** 6. **Reaction:** cause a falling creature within reach to gently float to the ground unharmed.

Radiant

Light

- Action:** Cause an item to brightly glow with radiant light for as long as you hold it.

Beautify

- Action:** Clean stains or repair a small tear/break in a non-magical item, or conjure tiny beautiful things: flowers, butterflies, etc.

Bond of Peace

- You may telepathically communicate simple thoughts or feelings with a friendly creature you can see. Or:
- Alternatively, you can imbue your spoken words with calming magic, granting advantage on any check made to soothe anger or fear in a creature within range.

Ice

Ice Disk

- Casting time:** 1 minute.
Conjure a disk of ice that floats just above the ground and follows you. It can carry up to 250 lbs of weight for 1 hour or until you cast this spell again.

Chillcraft

- **Chill.** Harmlessly freeze, thaw, or move a bath-sized amount of water near you.
- **Craft.** Conjure a sheet of opaque, mirror-like, or transparent ice the size of a window or small door.

Wintry Scrying

- Casting Time:** 10 minutes.
Turn a small patch of water into a reflective icy mirror. Looking through it grants you vision of any desired location near this same body of water for 10 minutes.

Lightning

Spark Step

- Range:** 4. **Action:** Teleport to a metal object within range.

Tempest's Command

- **Dispel** a minor magical effect, or temporarily suppress a stronger one (the more powerful an enchantment, the shorter the duration). OR:
- **Voice of Thunder.** Action: For 1 minute your eyes glow and your voice is greatly amplified to a booming, thunder-like volume.

Spark Buddy

- Casting time:** 1 minute. Conjure a tiny electrical helper (squirrel-sized) for up to 1 hour. It can fetch small objects (1 lb. max), open unlocked doors, illuminate a small area, or deliver a harmless shock. If it takes damage or moves further than 6 spaces away from you, it dissipates into sparks.

Necrotic

Gravewark

- **Gravemark.** Action: Soil a surface with blood, filth, or other disgusting things. OR:
- **Gravework.** Casting time 1 minute: Shape/move a body-sized plot of earth.

False Face

- Casting time:** 1 minute. Change your appearance to look like someone else for 10 minutes. Requires a piece of that person.

Thought Leech

- Reach:** 6. **Action:** Read the surface thoughts of a creature within reach. Unwilling creatures can sense you doing this and may not like it.

ARTIST: FORREST IMEL

Additional Optional Rules

If your playgroup likes extra little tactical nuggets, your GM can allow you to try out some of these additional variants to add some more spice to your game. You can always try a rule out for 1 session and see how you all like it before committing to it.

Small Groups

A GM and a single hero can play with the aid of a sidekick. Sidekicks are an NPC that the hero's player controls during combat and the GM controls outside of combat. Sidekicks get 2 Actions and are always 1 level below the hero character. If the main hero dies, the sidekick can be upgraded 1 level, and hire his own sidekick to keep the adventure going! A GM can optionally allow one or two sidekicks with a Party of 2-3 heroes as well.

Large Groups

Adventures are typically balanced for parties of 3-5 players. Playing with very large groups (6-10+ heroes) can be made far more manageable simply by limiting each hero's Actions to 2 instead of 3. No other rebalancing needs be done.

Fast Resting

For a much more heroic and fast-paced story, a Safe Rest can heal all Wounds.

Critical Healing

Treat healing just like an attack roll. Rolling the maximum is a critical heal (rolling again just like a critical hit), rolling 1 is a failure to heal (note: this variant is FUN for the right group that enjoys big, dramatic, swingy moments). Consider increasing the die size by one step if you use this variant (d4 » d6 » d8 » d10 » d12).

I've Got the High Ground!

A character that is on moderately higher ground than their target gains +1 damage on attacks (e.g., standing on the higher slope of a hill or on a desk). If a character is much higher than their

target (e.g., in a tree or flying and shooting to the ground) they gain a +2 to their damage.

I... had the High Ground

Taking a critical hit while at a height may cause a character to fall down. A reasonable STR save may be called for, but a weak character (e.g., a kobold) may just fall automatically. Very dramatic!

Thrown Potions

Treat potions like ranged attacks (2-10. Range). The potion misses on a 1, otherwise it heals for half as much since some splashes away and is wasted.

Sucker Punch

A character standing up from prone gives enemies the chance to take opportunity attacks. This makes sense story-wise and adds tactical depth.

Playing Dead

Whenever a Hero drops to 0 HP they can attempt to play dead by falling prone and making an Influence check (or other skill check as the situation demands).

Inspiration

Whenever a player does something memorable (role-play a great moment, make everyone laugh, miss an attack multiple times in a row, or otherwise engages in desired behavior), the GM can grant them Inspiration. The ability to reroll any single die. Inspiration expires after a Safe Rest.

Retreat

It's a dangerous world out there, some encounters may be very deadly—not every encounter is

necessarily going to be "level appropriate." Any player may call for a retreat on their turn, and if the party agrees—unless there is a good reason story-wise that a party couldn't escape (e.g., they are trapped in nets and completely surrounded by a band of nasty kobolds) the GM can allow the party to retreat from the fight.

The GM will give each player a chance to describe what they do to escape the losing fight, it may involve casting a spell to cover their tracks, using a special piece of equipment, a skill check or simply describing. Reasonable consequences may follow, for example: an additional Wound, taking damage as you flee, failing whatever quest you were on. If the retreat ideas are particularly good, the GM may allow the party to escape without additional consequence. The embarrassment of retreating is often punishment enough for heroes!

Boons

A GM might choose a boon (see the GM's guide) that befits a heroes' conduct when they level up. Alternatively a GM may allow Heroes to choose a boon in place of a stat increase when they level up.

Different Key Stats

Players can swap KEY or Secondary stats for a class if it makes sense (e.g., DEX & WIL for a cheat).

Complex Characters

A GM may allow Heroes to pick 2 different backgrounds.

Custom Weapon Dice

For larger weapon die sizes you can try using dice of a different size as long as they add up to the same initial die size. For example: a 1d10 glaive could be 1d4+1d6 or 1d6+1d4 (using the first die as the primary die).

Multiclassing

Generally it is not recommended to pick a different class as you level up. However, if your GM wants to allow for some additional creativity for experienced players (and potentially broken combos!) add multiclassing as a variant rule.

When heroes level up, they may choose any class. For example when a level 4 Berserker levels up, he could pick Commander, and take the level 1 Commander features instead of the level 5 Berserker features. He would have 4 d12 hit dice and a single d10 hit die. A hero gains all the equipment proficiencies of the classes but should use the advantaged/disadvantaged saves of whichever class has the highest level.

"Broken" can be fun! Planning, building, optimizing and "breaking" a class build IS the fun for many people. The GM may want to make the game substantially more challenging if multiclassing is allowed. The GM also reserves the right to veto any particularly degenerate, unfun, or implausible combo for the sake of the story and overall fun of the table. If this happens, well done! Your hero was too powerful for reality.

Glossary

Adjacent. Within 1 space.

Ally. A friendly creature, not yourself.

Cone. Targets all spaces within reach in a 90 degree arc.

Encounter. An encounter begins when Initiative is rolled, and ends when hostilities do.

Blindsight X. You can sense creatures and obstacles normally within X spaces, ignoring the blinded, darkness, and invisibility.

Climbing. A creature with a climbing speed can move across vertical surfaces as flat ground.

Flying. A creature with flying can move through the air as flat ground.

Free. Does not cost an action or any other resource (e.g., mana) unless otherwise stated.

Round. When each hero and monster has acted on their turn.

Unheld. Not touched, worn, or held by anyone.

Turn. The primary time allotted for an individual hero, or monster group to act.

KEY. Replace this with either of your KEY attributes.

LVL. Replace this with your Hero's level.

Target. A selected creature or object, it must be within range and able to be sensed.

Resistance. Take half as much damage.

Vulnerable. Damage vulnerability ignores Armor. If a creature is unarmored they take double the damage instead.

Difficult Terrain. Speed is halved while in this area. Moving through the space of an enemy is difficult terrain.

Hampered. Any creature with thier actions or movement reduced (e.g., Dazed, Grappled, Prone, Difficult Terrain).

Spellcasting focus. Can be used instead of an

empty hand to cast spells.

Paralyzed, Stunned, Unconscious. Incapitated. Can't do anything. Attacks against the creature have advantage and melee attacks that hit are automatic crits.

Move X. A creature may move up to that many spaces.

FAQ

Rounding. Whenever a number needs to be rounded, round in favor of the heroes.

Do spells have disadvantage when an enemy is adjacent like ranged weapon attacks? Yes.

Do I regain actions when healed while dying? No, you only regain actions at the end of your turn.

How does Daze affect enemies? They

Attacking at Long Range. Add 1 die of disadvantage for +2 Range (max +6)

Abilites that auto crit?

