

# Riftbreakers



 **Riftbreakers**  
ENTERTAINMENT



# Riftbreakers



by  
Alex T.

**RIFTBREAKERS**

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# Table of Contents

<b>WELCOME TO RIFTBREAKERS!</b> .....	<b>7</b>
Dice.....	8
Simple Rules.....	8
Engaging Combat.....	8
Build the Character You Want to Play....	9
A Dangerous Land to Explore .....	9
Core Features.....	9
<b>THE CHARACTERS.....</b>	<b>10</b>
Character Appearance.....	11
Attributes.....	12
Secondary Attributes.....	14
Damage Modifier.....	14
Skills & Proficiencies.....	16
Hearts & Abilities.....	21
Earning Experience Points.....	75
Spending Experience Points.....	75
Increasing Skills.....	76
<b>THE RULES .....</b>	<b>78</b>
Difficulty Modifiers.....	78
Opposed Checks.....	78
Assisting & Group Checks.....	79
Critical Successes & Fumbles.....	79
Ability Checks.....	79
The Attack Roll.....	80
Action Types.....	80
Dodging & Parrying.....	80
Armor.....	81
Shields.....	81
Turns & Rounds.....	81
Surprise.....	81
Initiative.....	82
The Combat Turn.....	82
Damage Type.....	84
Critical Hits & Fumbles.....	86
Death.....	87
Answering Yes/No Questions.....	91
Action & Theme Tables.....	92
Initial NPC Reactions & Disposition.....	96
<b>GAMEPLAY PROCEDURES.....</b>	<b>100</b>
Direction.....	113
The Quest Board.....	114
Reputation.....	114
Rewards.....	115
Escort.....	115
Delivery.....	116
Monster Hunt.....	116
Patrol.....	117
Rift Closure.....	117
Rift Exploration.....	145
Monster Ranks.....	146
Finding the Riftlord.....	146
General Crafting Procedures.....	147
Gathering Ingredients.....	148
Blacksmithing & Leatherworking.....	153
Alchemy.....	154
Hiring Followers.....	157
Retaining Followers.....	157
Loyalty & Readiness.....	157
Follower Rank.....	157
Traits.....	158
Companions.....	159
Other Details.....	164
<b>GEAR &amp; LOOT.....</b>	<b>166</b>
Encumbrance & Gear Slots.....	166
Usage Die.....	167
Currency.....	167
Selling Loot.....	167
Weapon Traits.....	170
Magic Item Peculiarities.....	182
Magic Items.....	185
Legendary Items.....	190
Bidding.....	194
<b>KAETHOR.....</b>	<b>196</b>
Rifts.....	196
The Strangers.....	197
Hearts and Their Power.....	198
The Present Day.....	199
The Tower.....	201
City Factions.....	201
Arenmist Forest.....	203
Bonespire Peaks.....	203
Crystal Plains.....	204
The Violet Sands.....	204
The Labyrinth.....	205
<b>BESTIARY.....</b>	<b>208</b>
Monster Type.....	208
Target Priority & Actions.....	208
The Monster Stat Block.....	209
Learning a Monster's Weakness...210	
Riftlords.....	210
<b>A FIRST STEP.....</b>	<b>296</b>
The Rift.....	297





# Welcome to **Riftbreakers!**

**Riftbreakers** is a fantasy Role-Playing tabletop game for one or more players. Within it, you take control of a single character and embark on all sorts of adventures, undertaking challenges that will see you traveling the land of Kaethor, which is being besieged by strange magic storms that unleash terrible monsters in their wake.

**Riftbreakers** provides a complete toolkit for enjoying a wide variety of fantasy playstyles, with a focus on adventurous, high fantasy style of storytelling. It covers character creation, spells and magic, encounters and combat, monsters and treasure, and all the associated game mechanics necessary to recreate the feeling of a *Massively Multiplayer Role-Playing Game*, but analogically. This means that all the standard elements found in games such as *World of Warcraft* or *The Elder Scrolls Online* are here: randomly generated loot, detailed crafting, dungeons, and meaningful character progress. It also provides all the necessary tools, such as oracles and dozens of random tables, to play the game without the need for a Game Master,

which means you can easily play the game by yourself, or co-op with friends.

## The Basics of the Game

When a group of people (or a single one!) sit down to play **Riftbreakers**, the participants are called players, and they take on the role of a character (or, if they choose to, more than one character). Characters played by players are referred to as Player Characters (PCs) or adventurers. The players act in the role of their characters in the game, either by themselves, or directed by a special game participant referred to as the Game Master (GM). When playing with a GM, it's their responsibility to judge the results of the players' choices during adventures fairly and wisely. The GM is the referee of the game, and the final arbitrator of rules and rules decisions. A GM also narrates the action of the game, and plays the roles of all the various creatures in the world. As we mentioned before though, the role of a GM is purely optional in **Riftbreakers**, as the players can easily create whole scenarios and adventures on the fly via the many oracles and random tables found in the book.

A special type of creature is the Non-Player Character (NPC). NPCs share many similarities with the characters played by the players, but either the GM or the different NPC tools in the book determine their actions, personalities, and motivations.

All creatures and characters have **Attribute** and **Skill** scores, as well as a set of powers or abilities that determine how strong, smart, and otherwise talented they are. These come into play when it's necessary to determine whether a character succeeds at something they're attempting, like climbing a wall or sneaking past a guard, for example.

## Dice

*Riftbreakers* primarily uses six different kinds of dice to determine the results of actions and situations, but these same dice might be used to generate numbers of varying ranges. These different dice and the terms employed to use and describe them are detailed below.

The D10 is a ten-sided die that generates numbers from 1 to 10. It is numbered 0 to 9, although a roll of 0 counts as ten. A pair of D10s is also used to create numbers from 1 to 100, with a 00 being considered as 100. The two dice should be of different colors, and before rolling them, the player must

indicate which die represents the tens digit and which die represents the ones digit! A percentile roll, or D100, is achieved by rolling two D10s in this manner, and it's the main die roll used in *Riftbreakers*. The other dice normally used have 4, 6, 8, 12, and even 20 sides, and are called D4, D6, D8, D12 and D20.

When multiple dice are to be rolled and added together, it is noted in the text like this: 2D10 (roll two D10 dice and add them together), or 6D4 (roll six D4 dice and add them together). A modifier may be noted as a "plus" or "minus" value, such as 2D12+4 (roll two D12 dice and add them together, then add four to the total).

## Simple Rules

*Riftbreakers* uses a simple D100 ruleset to resolve all tasks. Whenever a PC tries to do something and the result isn't evident, or there is something at stake, the GM will inform the player to perform a check. This is done by rolling D100, and comparing the result to the corresponding skill on the character's sheet. If the result is equal or lower than the skill's score, the check is a success. This process is described in detail in chapter 3.

## Engaging Combat

Combat is a big part of what makes *Riftbreakers* unique: characters need to manage their resources (stamina or aether, depending on the

ability used) while being smart about their choice of powers used. These powers are intrinsic to them and as such can be used without requiring any checks, but that doesn't mean their opponents will simply sit and take the punishment! Creating a balanced party with different roles (damage-dealer, healer, bulwark, and crowd controller) can be crucial to the survival of any group, although a single character with a smart choice of followers can also accomplish much.

## Build the Character You Want to Play

At the core of *Riftbreakers* lies its deep character development system. By choosing which Hearts to assimilate and which types of powers they wish to awaken, players have a lot of control over their character's powerset. As this is all determined by random loot drops though you might want to search for that one particular Heart or Essence before committing to something else, since characters can only equip a maximum of four different Hearts at a time!

Aside from Hearts, a character's power is greatly influenced by the gear they have. This gear can be either found as random loot, earned as quest rewards, or crafted!

## A Dangerous Land to Explore

You are a *Stranger*, forcibly brought to Kaethor, with no recollection of your past life. As you awake within the Labyrinth you quickly realize that you must learn the rules of this new world or die trying. The land of Kaethor is torn by deadly *Riftstorms* that pour endless hordes of monsters and abominations; only those brave enough to enter a Rift and defeat the *Riftlord* can hope to bring some rest to these ravage lands.

## Core Features

- ◆ Classless character creation, with progress built around what you focus on learning and what gear you equip. Want to be a deadly warrior, a cunning thief, or a master of the elements? It's up to you!
- ◆ MMO-like gameplay, with random loot, encounters, difficulty tiers, quality levels, crafting, and more!
- ◆ A strange yet familiar world, full of unique variations of the most common fantasy tropes. Explore the town of *Kar Helos* and save it from the unrelenting attacks of magical beasts and other threats!
- ◆ Random quests, dungeons and encounters ensure a limitless replayability.



# The Characters

The PCs arrive at Kaethor in the worst of circumstances: disoriented, with no memories of their previous lives, and essentially naked. They find themselves at the center of the Labyrinth, a vast, monolithic structure that extends for kilometers

around them. Their only hope is to push forward and try to escape it. New characters must follow through the next pages to make a character ready to face the larger threats looming over Kaethor.

## A Mysterious Stranger From a Faraway Land

**A**s you open your eyes, the bright light of the sun blinds you momentarily. You look around, and you find yourself in an unfamiliar place: large walls, the size of buildings, extend around you forming a small square. The walls seem to be made of a material that looks simultaneously like both metal and stone, a shimmering wall of rock that appears ancient and alien, with some unknown quality making you think of them not truly belonging to this world. A single corridor seems to be the only exit from this square.

*Where exactly are you, and why are you here? You stop to think for a moment, and quickly realize that not only do you have no idea of how you got here: you have no recollection of who you are, nor can you remember any details about yourself beyond your name. There is nothing about your past you can remember.*

## Character Appearance

Players may either choose from or roll on the following tables to learn about their character's appearance. These tables can also be used by the GM to create NPCs. All these results are purely aesthetic and have no in-game effect. Players and GMs are free to add any other minor details missing, such as age, body type, gender, facial hair, eye color, tattoos or piercings, or any other thing they can think of.

These tables are heavily weighted towards the standard human form, since the vast majority of humanoids in Kaethor are average-looking human beings. Some Strangers arrive in Kaethor looking nothing like a human though, and due to the *Blankness* (which is how locals call the fact that nobody remembers anything about their previous life) nobody has been able to tell -so far- if that's how they looked

### D10 HEIGHT

- 1 Very Small (90-100 cm)
- 2-3 Small (101-150 cm)
- 4-7 Average (151-180 cm)
- 8-9 Tall (181-200 cm)
- 10 Very Tall (201-250 cm)

### D20 HEAD FEATURES

1	Horns
2	Antenna
3	No ears
4	Hairless
5	Beak
6	Pointy ears
7	Cranial ridge
8-20	No unique features

### D20 SKIN FEATURE

1	Scales
2	Fur
3	Thorns
4	Stone-like
5	Feathers
6	Color stripes
7-20	No unique feature

### D20 HAIR & SKIN COLOR

1	Golden
2	Grey
3	Green
4	Purple
5	Blue
6	Orange
7	Red
8	Yellow
9	Silver
10-20	Standard human range



before, or if it's some sort of secondary effect to being thrown into a world with such high concentrations of magic energies as this one.

## Attributes

Attributes are the foundation characters are built upon. They determine their innate capabilities, and define the core of their abilities. They also determine the initial score of many skills, as we will soon see. Higher numbers indicate a better capability; a person with a STR of 12 will always be stronger than one with a STR of 10, for example. All characters have the following Attributes:

♦ **Strength (STR):** This determines how strong your character is, and how capable they are of performing feats

of physical might such as lifting something heavy or breaking an object. It also influences how much gear you can carry without being encumbered.

♦ **Dexterity (DEX):** This describes how good you are at doing things that require you to be nimble or good with your hands, such as dodging and lock picking.

♦ **Constitution (CON):** This measures how resistant your character is to damage, and how well they fare against harmful effects such as poisons or diseases. If a character's CON score is ever reduced to zero, they die.

♦ **Will (WIL):** This defines your mental strength and ego. As such, it is a key attribute for anyone dealing with powerful magics, or simply to avoid being convinced of something. It allows you to stand your ground and increases your chances of getting your way.

♦ **Intelligence (INT):** This shows how cunning and capable you are at mental tasks. You use it when you need to think things through before acting, or to solve a puzzle or riddle.

♦ **Charisma (CHA):** This tells you how likable you are. You use your charisma to get information, and gain advantages with NPCs.

**The initial attribute scores are determined by rolling 3D6 six times** (once per character attribute) and then assigning each result to one of the attributes. When you're done, your character will have a score in each of their attributes ranging from 3 to 18. Attributes can only be increased via equipped gear and by ranking up.

**Each attribute has an associated Attribute Roll that is equal to that attribute x5.** This value is used when a situation calls for a check that is not covered by any skill, or that directly challenges one of the attributes. Attribute Rolls are always called for by the Game Master (GM), or by very specific circumstances, such as triggering a trap, being poisoned, or having your character attempt to remember something.

**- Strength Roll - Brawn:** For situations when a character must solve a problem or get out of a situation via pure brute force, a Brawn check is required. This can be anything from breaking free from bondage, to lifting a heavy rock. It can also be used as an opposed check against another character or creature, during an arm wrestling match, for example. Most importantly though, Brawn is used to perform attacks with STR-based weapons such as axes or hammers.

#### **- Dexterity Roll -**

**Coordination:** When a character needs to determine if their reflexes are quick enough to avoid a trap or catch an item thrown at them, among other things, we use the Dexterity roll. Coordination is used to perform attacks with DEX-based weapons such as daggers or bows.

#### **- Constitution Roll -**

**Vitality:** Use a Constitution roll whenever physical or intestinal fortitude is in question. To list a few examples, a Constitution roll might determine whether or not your character can stay awake all night, or endure seasickness, ill-prepared food, strong drink, or even poison, with no ill effects.

**- Will Roll - Tenacity:** Any situation that challenges a character's determination or control over themselves or their power can call for a Tenacity check. This is usually necessary when attempting to resist the effects of a spell, for example.

#### **- Intelligence Roll -**

**Intellect:** This roll represents a character's ability to make a correct guess or a canny decision, or it can show awareness: for instance, does the character understand the meaning of the repeating glyphs they saw, or are they capable of finding a way out of their current situation? An Intellect check can be used to

actively seek for clues, acquiring information, experimenting, and conducting study. It's important to avoid using the Intelligence Roll as an easy solution to puzzles and problems though, those are best left for the players to solve.

**- Charisma Roll - Charm:** A character can make a Charm check to make a good first impression, sway another character without words, or even to determine who other characters turn naturally when decisions must be made. Charm checks cover all those circumstances when words are not used yet still a character manages to be the focus of attention or get what they want.

## Secondary Attributes

◆ **Aether:** Aether points are a representation of a character's spiritual and psychic power, and are used to cast spells. A character's Aether is equal to their INT+WIL, and it's fully recovered after spending ten minutes out of combat.

◆ **Health:** Health points are a measure of how much damage a character can take before they die. A character's Health is equal to their CONx2. An average person naturally recovers 3 Health per each day of full rest.

◆ **Luck:** This determines how likely a character is to have any sort of randomness favor them. All characters start with 0 Luck; the only way to increase this score is via gear and some unique effects. A character's Luck is added to all monster loot rolls. Very specific circumstances (or a GM's decision) can call for a Luck check; these work as any other skill or attribute check.

◆ **Speed:** In a single round (10 seconds), a character can walk and swim at a speed equal to their DEX in meters, and run at a speed equal to DEXx2 in meters.

◆ **Stamina:** Stamina points determine how long a character can keep using special moves and techniques during a fight. A character's Stamina is equal to their STR+CON. Stamina recovers naturally after spending ten minutes out of combat.

## Damage Modifier

When calculating the damage dealt after a successful attack (either physical or magical), a character must add their corresponding Damage Modifier (DM) to the damage roll. If the attack is a physical one, STR (melee) or DEX (ranged) are used to calculate the modifier, and we use WIL when the attack is magical.

ATTRIBUTE SCORE (STR, DEX OR WIL)	DAMAGE MODIFIER
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30+	+10



You take a quick look at yourself and suddenly realize that you're completely naked. While feeling embarrassed and desperately taking a look around hoping to find some clothes, the ground trembles behind you. As you turn, you see a pillar surging from the earth, with a pedestal on top of it. On the pedestal you find a few items.

#### TRAVELER'S SHORTSWORD

(Common, Novice)

D6+1 slashing damage

Cost: 7A-N

A simple sword crafted from a single piece of what feels like petrified wood.

#### TRAVELER'S SHORTBOW

(Common, Novice)

D6+1 piercing damage.

Comes with UD12 arrows.

Cost: 25A-N

A simple shortbow crafted from a single piece of what feels like petrified wood.

**TRAVELER'S ROBES***(Common, Novice)*

This item is considered Heavy Clothing armor (D3).

Cost: 10A-N

*A thick robe that covers most of the body. It seems to be made of pliable petrified wood.*

*After you retrieve the items, the pedestal sinks back into the soil, leaving no trace of its existence.*

**Skills & Proficiencies**

*As you are taking a look at the items you just managed to grab from the pedestal before it disappeared, the ground trembles once again. You look around, and a few meters ahead you see another pedestal emerging from the ground, this one containing a small collection of vials. As it was the case with the previous gear, you have an inherent knowledge of what they are for.*

**GOLDEN TRAVELER'S POTION OF SKILL MASTERY***(Legendary, Novice)*

Grants +60 to one skill. No effect on characters of higher rank

Cost: 1,000A-N

*A small vial containing a golden liquid.*

**SIMPLE HEALING POTION***(Uncommon, Novice)*

Heals D6 Health. No effect on characters of higher rank

Cost: 50A-N

*A small vial containing a bright red liquid.*

**SILVER TRAVELER'S POTION OF SKILL MASTERY***(Legendary, Novice)*

Grants +40 to three skills. No effect on characters of higher rank

Cost: 1,000A-N

*A small vial containing a silver liquid.*

**BRONZE TRAVELER'S POTION OF SKILL MASTERY***(Legendary, Novice)*

Grants +20 to five skills. No effect on characters of higher rank

Cost: 1,000A-N

*A small vial containing a bronze liquid.*

**IRON TRAVELER'S POTION OF SKILL MASTERY***(Legendary, Novice)*

Grants +10 to two skills. No effect on characters of higher rank

Cost: 500A-N

*A small vial containing a black liquid.*



### TRAVELER'S ELIXIR OF WEAPON PROFICIENCY (x2)

(Legendary, Novice)

Grants proficiency with a single type of weapon.

Cost: 500A-N

*A strangely shaped tube containing a transparent but thick liquid.*

### TRAVELER'S ELIXIR OF ARMOR PROFICIENCY

(Legendary, Novice)

Grants proficiency with a single type of armor.

Cost: 500A-N

*A round flask containing an oily substance.*

**Skills** represent a character's prowess in a variety of fields. This value can go from 0 (complete incompetence) to 80 (or even higher with the right magical gear). These are percentual values, so if a character has a score of 40 in the Literacy skill, they have a 40% chance of being successful when attempting to read something. Whenever you are asked to perform a skill check, roll a D100. If the result is below your skill's value, the check is successful.

Each skill has an initial score determined by the attribute associated with it. A character with a DEX of 16 will have a starting score of 16 in Acrobatics, Dodge, and any other skill associated with it. This initial score is added to the total of points assigned to it, if any.

- **Alchemy (INT):** With access to the right gear (i.e. an alchemist's kit), a character can use this skill to craft powerful potions, elixirs, and other concoctions. Learn more about it in chapter 4.

- **Acrobatics (DEX):** A character can roll beneath a closing gate, swing across a chasm on a rope, or hold their balance on a precarious ledge by passing an Acrobatics check.

- **Animal Handling (CHA):** When a character wants to attempt to calm down a domesticated animal, intuit an animal's intentions, or even to control their mount when attempting a risky maneuver, this is the skill they must use.

- **Athletics (STR):** To undertake difficult feats of swimming, sprinting, climbing, or jumping, a character must make an Athletics check.

- **Blacksmithing (DEX):** With this skill a character can craft weapons, armor, and other useful items made of metals and alloys. Learn more about it in chapter 4.



**- Command (CHA):** This skill allows a character to take control of a group of soldiers and lead them into battle, or to arrange and organize an efficient group task, such as a ship's crew. It determines how good a character is at commanding other characters that are under their orders.

**- Gathering (DEX):** This skill allows a character to collect the necessary ingredients to craft all sorts of items. Gathering includes activities such as mining or gathering plants.

**- Dodge (DEX):** A character's ability to get out of the way, either during combat or out of it. This skill is also used when a character attempts to disengage from a melee fight.

**- Insight (WIL):** A creature's objectives or motives can be deduced via an Insight check.

**- Leatherworking (DEX):** Work leather and hides found in the remains of beasts and similar creatures into goods such as leather armor, accessories, and other useful items. Learn more about it in chapter 4.

**- Literacy (INT):** The ability to read, understand, and reproduce the written word. This is a crucial skill to those wishing to increase their overall skill capabilities via the use of skill books.

**- Manipulation (CHA):** With this skill a character can influence an NPC's opinion or actions, either via a well-placed threat, lies or sheer flattery.

**- Medicine (INT):** In order to treat or diagnose a sickness or poison, heal wounds, or establish the cause of death, a character must make a Medicine check.

**- Nature (INT):** The character's understanding of natural terrains, monsters, plants, and threats is measured by the Nature skill. Unlike Survival, this skill does not involve practical experience with the natural world.

**- Perception (WIL):** Perception refers to a character's ability to see, hear, or sense things.

**- Performance (CHA):** With a Performance check, a character can sing, act, or otherwise amuse an audience.

**- Sailing (DEX):** A character's ability to properly tend to and navigate boats and vessels of any size.

**- Sleight of Hand (DEX):** To conduct legerdemain, pickpocket, hide an object on another person, make a secret hand signal, or otherwise trick the eyes with feats of dexterity, a character makes a Sleight of Hand check.



**- Stealth (DEX):** Stealth is used to hide or avoid notice. A character's Stealth check is usually opposed by a potential observer's Perception check. A successful use of this skill grants the Concealed condition.

**- Survival (INT):** This skill helps a character to undertake tasks like fishing, tracking, avoiding natural hazards, and traveling without becoming lost.

**Skill Proficiencies** come in two varieties: **weapon** and **armor proficiencies**. In order to properly use a specific type of weapon or armor, a character must have the correct proficiency. This means that a character

wanting to use a dagger must be proficient in daggers, and a character wanting to wear chain mail without a problem must have the chain mail proficiency.

- ◆ A character wielding a weapon they are not proficient in suffers -20 to all combat checks that involve the use of a weapon.

- ◆ A character wearing armor they are not proficient in suffers -20 to all checks that imply any sort of movement (Athletics, Acrobatics, Dodge, etc.).

- ◆ New weapon and armor proficiencies are acquired via Weapon and Armor Manuals.

As you gulp down the last of the vials, you hear a different kind of rumbling, this time from one of the walls surrounding you. A small orifice opens, and from it you see a single construct emerging. It appears to be a small sphere, and it quickly rolls in your direction. As it draws nearer, the sphere opens as if it were some sort of pillbug, only with two long legs and two arms ending in razor-like claws. Its intentions are clearly violent.

### **LESSER LABYRINTH GUARDIAN**

*One of the less powerful constructs found within the Labyrinth, they can pose a threat to even the most veteran warriors when appearing in large enough numbers.*

**Rank:** Novice / **Number:** 1 / **Type:** Construct / **Speed:** 10 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 30 / **Intellect:** 20 / **Tenacity:** 70 / **Vitality:** 50 / **Health:** 10 / **Dodge:** 40

♦**Combat Action - Strike:** The construct strikes at its target with a simple swing of its claws. D4+1 Slashing damage.

♦**Loot:** 100A-N

*Before you can face the creature, you are suddenly disoriented and feel a change in your soul.*

### **New Title Earned: Stranger**

+10 Stamina, +10 Aether, +10 Health while within the Labyrinth.  
*You have arrived to a new world, crossing the infinite from your homeland and arriving in Kaethor.*

*As you strike the construct one last time, it finally stops moving, clearly too damaged to continue fighting. With a strange hiss, the creature's remains dissolve into a cloud of white dust, leaving behind some coins with a "A" symbol in one side and your name on the other.*

*You wait a few moments, expecting something else to appear, but after a while it looks like the coast is clear. No more pillars are appearing either, so you head towards the only exit you see: the large corridor ahead.*

*As the imposing walls close around you, you can see only a long passageway ahead, with no remarkable features whatsoever. After what feels like an eternity, you find your way blocked by a rusty gate. Your only hope would seem to either jump over it (Acrobatics) or bust it open (Athletics). If either fails, you can always hit it enough times until it breaks down, it does seem rusty enough to be possible (gate Health: 20).*

*Once on the other side, you reach another open area, this one smaller than the first one and with some form of crystal dome over it. The dome allows sunlight to pass through, creating a kaleidoscopic effect that fills the room with strange colors and shadows.*



## Hearts & Abilities

*As you reach the center of this area, the now familiar rumbling sound surrounds you, as four different pillars appear around you, each separated from each other by a distance of approximately five meters. On top of each small pillar rests a single triangular prism the size of an apple. Each prism has a different color: red, blue, white, and black. Somehow, you again have an instinctive knowledge of what they are.*

### ARCANE HEART

*(Uncommon, Novice)*

Grants access to Arcane abilities.

Cost: 500A-N

*A triangular prism made of a deep blue color, occasionally sparkling with power.*

### MIGHT HEART

*(Uncommon, Novice)*

Grants access to Might abilities.

Cost: 500A-N

*A triangular prism made of solid red color, with a slight white haze at its core.*

### RESTORATION HEART

*(Uncommon, Novice)*

Grants access to Restoration abilities.

Cost: 500A-N

*A triangular prism made of a hazy white color, occasionally shining like mother-of-pearl.*

### SHADOW HEART

*(Uncommon, Novice)*

Grants access to Shadow abilities.

Cost: 500A-N

*A triangular prism so deeply black that it appears to absorb light itself.*

*Once you've made your choice and touch one of the Hearts, it quickly dissolves into a cloud that is immediately absorbed into your body. You feel new abilities awakening within you. At the same time, the other three pillars sink back into the soil, too quickly for you to do anything about it.*

**Hearts** are what make characters special and determine their set of Abilities. A PC can absorb a maximum of four Hearts, with each one granting five

different Abilities, for a grand total of twenty. Once a Heart has been absorbed the process cannot be reversed, so players are encouraged to choose carefully.

**Abilities** are classified by how often they can be used:

- ◆ **Talents** can be used at-will.

- ◆ **Powers** can only be used once per encounter.

- ◆ **Primes** can only be used once a day. In order to be able to use a Prime again, a character must rest a minimum of 8 hours. This can only be done once each 24 hours.

Regardless of how often an Ability can be used, the vast majority require either Stamina or Aether to be spent in order to be used.

Newly acquired Hearts start with their passive Ability unlocked (which **does not count** towards the 5 maximum Abilities per Heart), plus a Talent of the player's choosing. In order to acquire the full set of Abilities a Heart offers, PCs must find **Essences**. Essences are a different type of aetheric crystals that react to a character's Hearts. Three different types of Essences exist:

- ◆ **A Clarity Essence** awakens a Talent, chosen by the PC from the available ones for the Heart.

- ◆ **A Static Essence** awakens a Power, chosen by the PC from the available ones for the Heart.

- ◆ **An Ascended Essence** awakens a Prime, chosen by the PC from the available ones for the Heart.

A few notes on Abilities:

- ◆ As it's the case with Hearts, once an Ability has been chosen, it cannot be undone.

- ◆ When an Ability's description says "target", it means that it can be used on any target, including oneself.

- ◆ Some Abilities require the use of more than one Standard Action, if your character only has one available Standard Action, the casting is extended until the next round.

- ◆ When a character is concentrated in casting a multi-Action Ability, they perform any other action with -30.

- ◆ Abilities that require a standard attack with an equipped weapon can be defended as any other standard attack (via dodge, parry or Ability). Most aether-based Abilities that directly affect a target can be defended with a Tenacity check; this is always specified on their description. Abilities that do not require a standard attack but have no specified method of resisting its effects cannot be resisted.

# Arcane Heart Abilities



♦**PASSIVE: Arcane Weakness.** Your Arcane Abilities that successfully strike their target cause one instance of Arcane Weakness. This is cumulative and happens automatically, but can be cleansed.

## ARCANE WEAKNESS

(Arcane, Curse)

Target receives +1 damage from Arcane sources.

## Talents

### ARCANE BLAST

(Arcane, Attack)

**Cost: 2 Aether / Ranged - 30 m. / Actions Required: 1**

Deals D8+DM damage to a single target.

Apprentice Rank: Deals 2D8+DM

Veteran Rank: Deals 3D8+DM

Master Rank: Deals 4D8+DM

*You fire a bolt of pure aether, shimmering with power.*

### FEATHER'S FALL

(Arcane, Utility)

**Cost: 4 Aether / Ranged - 5 m. / Actions Required: 1**

Slows the target's fall to that of a flowing feather, landing harmlessly.

Apprentice Rank: Actions Required: Free

Veteran Rank: Range increased to 20 m.

Master Rank: Cost reduce to 2 Aether

*With a wave of your hand, your target's weight is reduced to that of a feather for a few moments.*

### POWER BURST

(Arcane, Attack)

**Cost: 5 Aether / Area - 5 m. / Actions Required: 1**

All targets around you and within range suffer D6+DM damage.

Apprentice Rank: Damage increased to 2D6+DM

Veteran Rank: Cost reduced to 3 Aether

Master Rank: Damage increased to 3D6+DM

*A sudden wave of arcane energy emerges from you.*

**SUMMON LIGHT**

(Arcane, Utility)

**Cost: 1 Aether / Ranged - 2 m. / Actions Required: Free**

Summons a floating orb of light that illuminates an area of 10 m. Only one orb of light can be summoned at a time. The orb lasts 1 hour.

Apprentice Rank: Lasts 2 hours

Veteran Rank: Lasts 3 hours

Master Rank: Illuminates an area of 20 m.

*A firm, single clap produces a shiny orb of light that follows you.***TELEKINESIS**

(Arcane, Utility)

**Cost: 1 Aether/round / Ranged: 10 m. / Actions Required: 1**

An object weighing 5 kg or less can be picked up, moved, or otherwise handled and transported up to 10 m.

Apprentice Rank: Increase weight to 10 kg., range to 15 m.

Veteran Rank: Increase the weight to 20 kg., range to 20 m.

Master Rank: Increase the weight to 40 kg., range to 25 m.

*A spectral, barely visible hand materializes, allowing you to control it as if it were your own.*ALEC  
ADAMS  
ART

# Powers

## ARCANE EMPOWERMENT

(Arcane, Buff)

**Cost:** 3 Aether / Self / **Actions Required:** Free

For the remainder of combat, all damage you deal is considered Arcane, regardless of its source.

Apprentice Rank: Increase damage dealt by +1

Veteran Rank: Reduce cost to 2 Aether

Master Rank: Increase damage dealt by +2

*A kaleidoscope of lights shine within you for the briefest of moments.*

## FORCE BALL

(Arcane, Attack)

**Cost:** 6 Aether / Ranged - 20 m. / Area - 5 m. / **Actions Required:** 1

The primary target suffers 2D8+DM damage. All other targets within range suffer D6+DM damage.

Apprentice Rank: Damaged increased to 3D8+DM/2D6+DM

Veteran Rank: Damage increased to 4D8+DM/3D6+DM

Master Rank: Area increased to 10 m.

*A sphere of pure arcane energy erupts among your targets.*

## INTERFERENCE

(Arcane, Debuff)

**Cost:** 4 Aether / Ranged - 20 m. / **Actions Required:** Free

Increase your Brawn and Dodge against a single chosen target by +20 for 1 round.

Apprentice Rank: Reduce cost to 2 Aether

Veteran Rank: Effect increased to +30

Master Rank: Target cannot defend against this Ability

*A whirlwind of arcane energy surrounds your target, impeding their actions.*

## SHIELD

(Arcane, Utility)

**Cost:** 5 Aether / Self / **Actions Required:** 1

You gain a +30 parrying shield until the end of combat.

Apprentice Rank: Can be cast on another character at Touch range

Veteran Rank: Effect increased to +40 parrying

Master Rank: Actions Required: Free

*A shimmering, almost invisible barrier of arcane force manifests in front of you.*

**TELEKINETIC PUSH**

(Arcane, Attack)

**Cost: 4 Aether / Ranged - 30 m. / Actions Required: 1**  
 Shoves a target 5 m. in any direction, dealing D10+DM damage.

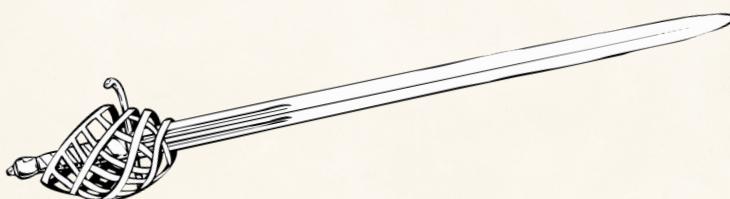
The target is *Prone*.

Apprentice Rank: Shoves target 15 m.

Veteran Rank: Damage increased to 2D10+DM

Master Rank: Target is *Prone* during D4 rounds

*You violently channel arcane energy towards your target, forcibly pushing them and knocking them down.*

**Primes****CORROSIVE MISSILE**

(Arcane, Attack)

**Cost: 4 Aether / Ranged - 30 m. / Actions Required: 1**  
 Deals D10+DM damage immediately, and 2 damage/round. A successful Vitality check negates the ongoing damage. Reduce the target's armor by -1.

Apprentice Rank: Armor reduced by -2

Veteran Rank: Damage increased to 2D10+DM

Master Rank: Lingering damage increased to 4

*You fire an arrow of corrosive energy that eats away at your target's armor and flesh.*

**LEVITATE**

(Arcane, Utility)

**Cost: 1 Aether/round / Self / Actions Required: 1**

Allows you to float vertically at walking speed, up to any height. Concentration must be maintained, so no other complex actions are allowed.

Apprentice Rank: No concentration required

Veteran Rank: Speed increased to running speed

Master Rank: Can float in any direction

*You create a cloud of arcane energies below you, pushing you upwards at a steady speed.*

## PORTAL

(Arcane, Utility)

**Cost: 10 Aether / Ranged - 5 Travel Days / Actions Required: 2**

Creates linked teleportation portals that remain open for 1 min. The destination portal can be set to appear on a place the caster is familiar with, or within their line of sight.

Apprentice Rank: Ranged increased to 10 Travel Days

Veteran Rank: Range increased to 15 Travel Days

Master Rank: Range increased to 20 Travel Days

*A two-dimensional disk of shimmering energies appears in front of you, showing the chosen destination point.*

## SLUMBER

(Arcane, Debuff)

**Cost: 5 Aether / Area - 10 m. / Actions Required: 1**

All targets around you and within range fall sound asleep. This is a natural sleep though, so normal circumstances apply

Apprentice Rank: Area increased to 20 m

Veteran Rank: Targets receive -10 to all actions once awake

Master Rank: Targets receive -20 to all actions once awake

*You use your arcane power to induce extreme fatigue on all your targets.*

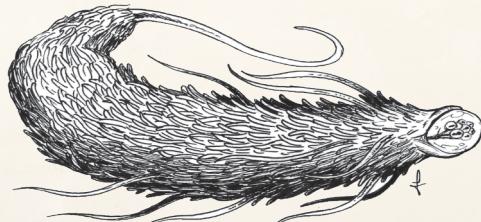
## SUMMON ASTRAL COMPANION

(Arcane, Summon)

**Cost: Depletes all Aether and Stamina, requires spending 100<sup>A</sup> of the caster's current rank / Actions Required: 10**

Summons a being from the astral (Astral companion, page 215), which takes on similar physical traits to yours, only made of pure aether. The companion acts independently of you but obeys all commands, which can be imparted telepathically. In combat, the

companion is considered as an extra character, rolling for initiative and all. If reduced to 0 Health, the companion must be summoned again. You can "absorb" the companion back into your aura (or release it) at will; this is a Free Action. The companion has the same rank as you, and must be resummoned each time you increase your rank.



## Arrow Heart Abilities



♦**PASSIVE: Marksman.** You suffer no penalty from firing a ranged weapon at melee range. Increase the range of your equipped ranged weapons by +50 m.

### Talents

#### AIM

(*Martial, Attack*)

**Cost:** 2 Stamina / **Weapon Range** / **Actions Required:** 1

Your next ranged attack receives +40 to the attack check.

Apprentice Rank: Increase weapon range by +20 m.

Veteran Rank: Attack deals +2 damage

Master Rank: Actions Required: Free

*You carefully aim your weapon, tracking your target's every movement and only striking when the moment is right.*

#### BACKFLIP

(*Martial, Utility*)

**Cost:** 2 Stamina / **Self** / **Actions Required:** Free

You automatically disengage from combat and gain +10 Dodge until your next turn.

Apprentice Rank: Opponent suffers D4 damage

Veteran Rank: Dodge increased to +20

Master Rank: Your next action receives +20

*You swiftly move around your opponent, suddenly jumping backwards against them and landing on a perfect defensive guard.*

#### EVASIVE SHOT

(*Martial, Attack, Utility*)

**Cost:** 4 Stamina / **Weapon Range** / **Actions Required:** 1

Perform a standard attack with your ranged weapon. You gain +20 Dodge until your next turn.

Apprentice Rank: Dodge increased to +30

Veteran Rank: Attack deals +2 damage

Master Rank: Dodge bonus lasts for 2 rounds

*You shoot and weave between your opponent, becoming difficult to pin while you make sure they pay for their mistakes.*

### LIGHTNING STRIKE

(*Martial, Attack, Utility*)

#### **Cost: 4 Stamina / Weapon Range / Actions Required: 1**

Perform a standard attack with your ranged weapon. Increase your Initiative by +1.

Apprentice Rank: Initiative increased by +2

Veteran Rank: Initiative increased by +3

Master Rank: Opponent defends against this attack with -20

*You run and shoot at your target, too quick to track or pin down.*

### TWIN SHOTS

(*Martial, Attack*)

#### **Cost: 4 Stamina / Weapon Range / Actions Required: 1**

You can perform two ranged attacks with a single Standard Action against the same target, each one suffering -10 to the attack check.

Apprentice Rank: Attacks suffer no penalty

Veteran Rank: Attacks deal +2 damage

Master Rank: Attacks receive +10 to their check

*You let loose two shots in quick succession, trusting your skill over any careful aiming.*

## Powers

### CONFUSING SHOT

(*Martial, Debuff*)

#### **Cost: 2 Aether / Weapon Range / Actions Required: 1**

Target is *Stunned* for 1 round.

Apprentice Rank: Stun effect increased to 2 rounds

Veteran Rank: Stun effect increased to 3 rounds

Master Rank: Target receives D8 damage

*As it flies, the arrow gathers mass until it explodes near your target, confusing them.*

### INFURIATING SHOT

(*Martial, Attack, Debuff*)

#### **Cost: 4 Stamina / Weapon Range / Actions Required: 1**

Perform a standard attack with your ranged weapon against a target that is currently engaged in combat with an ally. If the target is damaged, they are forced to attack you on their next turn.

Apprentice Rank: Target receives -10 to their next action

Veteran Rank: Attack deals +D6 damage

Master Rank: Target receives -20 to their next action

*You deftly shoot at your target at a crucial moment, distracting them and making them focus their ire on you.*

**SET TRAP**

(Arcane, Utility)

**Cost: 4 Aether / Ranged - 5 m. / Actions Required: 1**

You place a trap on the chosen spot, dealing 2D6 damage to any character that triggers it.

Apprentice Rank: Damage increased to 3D6

Veteran Rank: Area increased to 10 m.

Master Rank: Damage increased to 4D6

*You send a pulse of arcane energy, shaping it with your will into a painful trap at the specified location.***TOXIC SHOT**

(Martial, Poison, Attack)

**Cost: 4 Aether / Weapon Range / Actions Required: 1**Perform a standard attack with your ranged weapon. If the target is damaged, it also becomes *Poisoned*, receiving D4 damage/round.

Apprentice Rank: Damage increased to D4+1

Veteran Rank: Damage increased to D6

Master Rank: Damage increased to D6+1

*Your arrow shines with a malevolent green aura, as it flies towards your unsuspecting target.***WEAKENING SHOT**

(Martial, Attack, Debuff)

**Cost: 5 Stamina / Weapon Range / Actions Required: 1**

Perform a standard attack with your ranged weapon. If the target is damaged, increase your Coordination and Dodge by +10 when facing it until the end of combat.

Apprentice Rank: Penalty increased to -15

Veteran Rank: Cost reduced to 4 Stamina

Master Rank: Attack's damage increased by +D8

*You carefully aim at one of the target's weak spots, striking with precision and permanently hindering them.*

## Primes

**CHARGED PROJECTILE**

(Arcane, Attack)

**Cost: 6 Aether / Weapon Range / Actions Required: 1**

Perform a standard attack with your ranged weapon. If successful, you deal 3D8 damage.

Apprentice Rank: Damage increased to 4D8

Veteran Rank: Damage increased to 5D8

Master Rank: Damage increased to 6D8

*You pour raw aether into your arrow, charging it with power until you can feel it vibrating in your hands, releasing a devastating attack towards your target.*

## EVASION

(*Martial, Utility*)

### **Cost: 2 Stamina / Self / Actions Required: Reaction**

You completely avoid a single attack. Attacker's Combat Skill is reduced by -10 until their next turn.

Apprentice Rank: Your next action receives +10

Veteran Rank: Penalty increased to -20

Master Rank: Target is Stunned until your next turn instead

*You duck and step away at the last second, leaving your opponent confused.*

## MARK

(*Martial, Utility*)

### **Cost: 2 Stamina / Ranged - 30 m. / Actions Required: Free**

Choose a target. Unless they pass a Tenacity check, they receive +1 damage from all sources until the end of combat.

Apprentice Rank: Target's Combat skill is reduced by -10 until the end of combat

Veteran Rank: Damage increased to +2

Master Rank: Allies attacking the target receive +10 to their checks

*You focus your will on your victim, marking them for death.*

## VOLLEY

(*Martial, Attack*)

### **Cost: 6 Aether / Weapon Range / Area - 10 m. / Actions Required: 1**

Perform a standard attack with your ranged weapon. Deal your weapon's damage to all targets in the affected area.

Apprentice Rank: Increase area to 20 m.

Veteran Rank: Damage increased by +D4

Master Rank: Cost reduced to 4 Aether

*You shoot an arrow above your targets, which magically divides a thousand times before raining over them.*

## WARNING

(*Martial, Utility*)

### **Cost: 1 Stamina / Ranged - 39 m. / Actions Required: Free**

An ally can re-roll any failed check.

Apprentice Rank: Target receives +10 to their roll

Veteran Rank: Target receives +20 to their roll

Master Rank: Target receives +30 to their roll

*You give a quick warning to a friend when they most need it.*

## Bastion Heart Abilities



- PASSIVE: Impervious.** Generates 1 armor/round. The accumulated armor is spent when hit.

### Talents

#### BRACE

(*Martial, Buff*)

**Cost: 4 Stamina / Self / Actions Required: Reaction**

Reduce the damage from a single attack that targets you by 2D6.

Apprentice Rank: Damage reduced by 3D6

Veteran Rank: Damage reduce by 4D6

Master Rank: You heal D10 Health

*You steel yourself, numbing your body to the pain to come.*

#### COVERING STRIKE

(*Martial, Attack, Support*)

**Cost: 4 Stamina / Melee Range / Actions Required: 1**

Perform a standard attack with your weapon against a target that is in melee combat with an ally. Said ally can freely disengage from combat.

Apprentice Rank: Can be used with a ranged weapon

Veteran Rank: Your attack deals +D6 damage

Master Rank: Ally benefited by this Ability heals D10 Health

*Like an iron ram, you burst into the melee, quickly drawing your target's attention away from your allies.*

#### PARRY & COUNTER

(*Martial, Attack*)

**Cost: 4 Stamina / Melee Range / Actions Required: Reaction**

After having successfully parried an attack you perform a standard attack with your weapon.

Apprentice Rank: You attack deals +D6 damage

Veteran Rank: Your attack check receives +10

Master Rank: Your opponent's Combat Skill is reduced by -20 until their next turn

*You deftly intercept your opponent's attack, quickly responding with your own strike.*

### SHIELD SLAM

(*Martial, Attack*)

**Cost: 2 Stamina / Melee Range / Actions Required: 1**

Perform a standard melee attack to strike your target with your shield, dealing D8+DM damage and increasing your Parry with a shield by +10 until the end of combat.

Apprentice Rank: Damage increased to 2D6+DM

Veteran Rank: Damage increased to 3D6+DM

Master Rank: Parry increased to +20

*You brutally slam your shield against your opponent, both damaging them and maneuvering into a better position.*

### TAUNT

(*Martial, Utility*)

**Cost: 2 Stamina / 20 m. / Actions Required: Free**

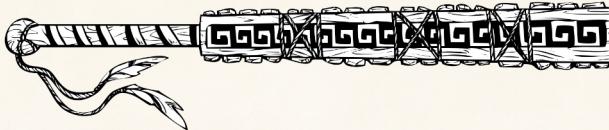
For the next D4+1 rounds if they fail a Tenaicty check, the target's Combat Skill suffers -20 to all attacks that do not include you as a target. This effect is not cumulative.

Apprentice Rank: Target is forced to attack you for the Ability's duration

Veteran Rank: Duration increased to D6+1

Master Rank: Cannot be defended

*You mock and shout at your target, quickly drawing both their attention and ire.*



## Powers

### ENLARGE

(*Martial, Buff*)

**Cost: 4 Stamina / Self / Actions Required: 1**

Increase your size by 1 m. and 100 Kg. You gain +5 temporary Health and +3 STR for the next D6+1 rounds.

Apprentice Rank: Duration increased to D6+3 rounds

Veteran Rank: Temporary Health increased to +10

Master Rank: Ability lasts until end of combat

*Your body rapidly expands, but so does your gear. You quickly tower over all those who dare oppose you.*

**SAVAGE BLOW***(Martia, Attack)***Cost: 4 Stamina / Melee Range / Actions Required: 1**

Perform a standard attack check with your weapon. Your attack deals +5 damage if it hits.

Apprentice Rank: Damage dealt increased by +D6+5

Veteran Rank: -10 to the target's Combat Skill

Master Rank: Damaged dealt increased by +10

*You scream savagely, brutally striking your opponent.*

**SWORD & BOARD***(Martia, Attack)***Cost: 4 Stamina / Melee Range / Actions Required: 1**

Perform a standard attack check with your melee weapon. If you strike, you perform a secondary free attack with your shield that deals D6+DM damage.

Apprentice Rank: Damage increased to D8+DM

Veteran Rank: Damage increased to 2D6+DM

Master Rank: Damage increased to 2D8+DM

*You strike at your opponent with your weapon, quickly following with a strong shield slam.*

**UNRELENTING STRENGTH***(Martia, Buff)***Cost: 4 Stamina / Self / Actions Required: 1**

You gain 2D6 temporary Health until the end of combat.

Apprentice Rank: Health increased by 3D6

Veteran Rank: Health increased by 4D6

Master Rank: Health increased by 3D8+2

*You take a deep breath, centering your strength and pushing the pain away.*

**WILLING SACRIFICE***(Martia, Utility)***Cost: 3 Stamina / Melee Range / Actions Required: Reaction**

You swap places with the target to intercept an incoming attack directed to them. Target ally must be within reach distance.

Increase your Armor by +1 until the end of combat.

Apprentice Rank: Target heals D10 Health

Veteran Rank: Armor increased by +2

Master Rank: Range increased to 20 m.

*You swiftly swap places with an ally, receiving a blow in their stead but doubling your resolve.*

## Primes

### NEVER SURRENDER

(*Martial, Buff*)

#### **Cost: 4 Stamina / Self / Actions Required: 0**

If your Health is reduced to 0 as a result of you taking damage for an ally, you can instead ignore the damage received.

Apprentice Rank: Receive D10 temporary Health until the end of combat

Veteran Rank: You can immediately attack your opponent

Master Rank: Cost reduced to 0 Stamina

*Your will drives you to resist in the face of certain death.*

### RECOVER

(*Martial, Buff*)

#### **Cost: 6 Stamina / Self / Actions Required: 1**

You heal 1 Health/round until you're completely recovered.

Apprentice Rank: Reduce cost to 4 Stamina

Veteran Rank: Receive an initial healing burst that heals D10 Health

Master Rank: Healing rate increased to 2 Health/round

*Your adamant will fills your body, quickly healing your wounds.*

### REVENGE

(*Martial, Utility*)

#### **Cost: 8 Stamina / 5 m. / Actions Required: 2**

All targets within range are forced to attack you until your next turn. You can perform a standard melee attack to each opponent that attacks you as a result of this ability.

Apprentice Rank: Attackers' Combat Skill is reduced by -10

Veteran Rank: You receive +10 to your attack checks

Master Rank: You deal +D6 damage

*With a wild roar, you taunt all enemies around you, unleashing a storm of steel upon all of those who dare attack you.*

### RUSH INTO COMBAT

(*Martial, Utility*)

#### **Cost: 8 Stamina / Self / Actions Required: 0**

You move up to your DEX in meters, charging against an opponent. Target receives 2D8+DM damage and its push backwards 5 m. This action safely disengages you from combat.

Apprentice Rank: You move up to DEXx2

Veteran Rank: Target is pushed 10 m.

Master Rank: Damage increased to 3D8+DM

*You charge against your target, violently crushing against them and pushing them backwards.*

**SHIELD WALL***(Martial, Buff)***Cost: 4 Stamina / Self / Actions Required: 1**

Reduce all incoming damage by -1 until the end of combat.

Apprentice Rank: Increase your Parry with a shield by +10 until the end of combat

Veteran Rank: Opponents within melee range receive 1 damage/round

Master Rank: One target is forced to attack you the next D4 rounds

*You maneuver your shield with speed and efficiency, creating an impassable obstacle.*

## Blade Heart Abilities



♦ **PASSIVE: Dual Wielding.** You suffer no penalty from dual wielding weapons if both are bladed weapons.

### Talents

#### COUNTERATTACK

(*Martial, Attack*)

**Cost:** 4 Stamina / **Melee Range** / **Actions Required:** Reaction  
After successfully parrying an attack, perform a standard attack with your weapon against the same opponent.

Apprentice Rank: Your attack check receives +10  
Veteran Rank: Your attack deals +D6 damage  
Master Rank: Your attack check receives +20

*You leverage your superior technique, turning your opponent's failed attack into an opportunity for you.*

#### EVASIVE STRIKE

(*Martial, Attack, Utility*)

**Cost:** 4 Stamina / **Melee Range** / **Actions Required:** 1  
Perform a standard attack with your weapon. You gain +20 Dodge until your next turn.

Apprentice Rank: Your attack deals +D4 damage  
Veteran Rank: Your attack deals +D6 damage  
Master Rank: You heal D10 Health

*You attack and dodge, easily slipping under the opponent's counterattacks.*

#### DOUBLE STRIKE

(*Martial, Attack*)

**Cost:** 4 Stamina / **Melee Range** / **Actions Required:** 1  
Perform a standard attack with both your melee weapons against the same target.

Apprentice Rank: Attacks deals +D4 damage  
Veteran Rank: Attacks deals +D4+2 damage  
Master Rank: Attacks deals +D6+2 damage

*You launch yourself against your opponent, slashing with both your blades at once.*

**MASTERFUL PARRY***(Martia, Attack)***Cost: 4 Stamina / Melee Range / Actions Required: Reaction**

After performing a successful Parry, you gain +20 to your next attack against the opponent that attacked you.

Apprentice Rank: You gain +30 to your attack

Veteran Rank: You gain +40 to your attack

Master Rank: Attack deals +D6 damage

*You parry an attack and twist, slashing at your opponent when they least expect it.*

**SILVER ARROW***(Arcane, Attack)***Cost: 3 Aether / Ranged - 20 m. / Actions Required: 1**

Perform a standard attack with your melee weapon.

Apprentice Rank: Attack deals +D4 damage

Veteran Rank: Attack deals +D6 damage

Master Rank: Range increased to 50 m.

*You thrust your weapon towards your target, conjuring a silver arrow that shoots towards them seconds later.*

## Powers

**BLADESTORM***(Martia, Attack)***Cost: 4 Stamina / Area - 5 m. / Actions Required: 1**

Perform a standard attack with your melee weapon.

Deal your weapon's damage to all targets around you within range.

Apprentice Rank: Attack deals +D6 damage

Veteran Rank: Ability cannot be defended

Master Rank: Area increased to 10 m.

*You ready your blade, violently spinning while you cut all those around you.*

**DEFENSIVE STANCE***(Martia, Utility)***Cost: 2 Stamina / 10 m. / Actions Required: Free**

Increase your Parry by +20 for the rest of combat.

Apprentice Rank: Parry increased by +30

Veteran Rank: You gain D10 temporary Health until the end of combat

Master Rank: +1 Armor until the end of combat

*You shift your weight, readying yourself against any incoming attack.*

## DEMONSTRATE SUPERIORITY

(*Martial, Utility*)

**Cost: 6 Stamina / Melee Range / Actions Required: 1**

Increase your attack skill by +10 until the end of combat.

Apprentice Rank: Increase your damage dealt by +1 until the end of combat

Veteran Rank: Cost reduced to 5 Stamina

Master Rank: Target is *Stunned* for 1 round

*You feint and spin around your target, taunting and confusing them in a show of pure skill.*

## FATE STRIKE

(*Martial, Attack*)

**Cost: 2 Stamina / Melee Range / Actions Required: 1**

You perform a standard attack with your weapon. Target's Combat Skill is reduced by -10 against this attack.

Apprentice Rank: Your attack strikes automatically

Veteran Rank: Attack deals +2 damage

Master Rank: Attack deals +4 damage

*You concentrate your will on your strike, aligning your intentions with your target's fate.*

## WEAVE

(*Martial, Utility*)

**Cost: 2 Stamina / Melee Range / Actions Required: Free**

You can disengage and move freely among any number of enemies for the duration of your turn.

Apprentice Rank: You gain +5 temporary Health until the end of combat

Veteran Rank: Your opponents receive 1 damage when you disengage

Master Rank: You gain +1 Armor until the end of combat

*Your superior understanding of combat and your mastery over your own body allows you to move among the battlefield untouched.*



## Primes

### CONTROLLED FRENZY

(*Martial, Attack*)

#### **Cost: 6 Stamina / Melee / Actions Required: 1**

Perform a standard attack with your melee weapon to strike all enemies within range. If damaged, they become *Dazed* for 2 rounds.

Apprentice Rank: Targets receive +D6 damage

Veteran Rank: Daze effect increased to 3 rounds

Master Rank: Actions Required: Free

*You channel your fury into a controlled torrent of steel, surprising your opponents.*

### PLAY OPPONENT

(*Martial, Utility*)

#### **Cost: 2 Stamina / Melee Range / Actions Required: 1**

If they fail a Tenacity check, target is forced to make an attack to another target of your choosing within their range, dealing D10 damage.

Apprentice Rank: Damage dealt increased by +1

Veteran Rank: Damage dealt increased by +2

Master Rank: Damage dealt increased by +3

*You taunt your target, making them strike at one of their allies when you deftly avoid their attack at the last second.*

### SHAKE IT OFF

(*Martial, Utility*)

#### **Cost: 2 Stamina / Melee Range / Actions Required: 1**

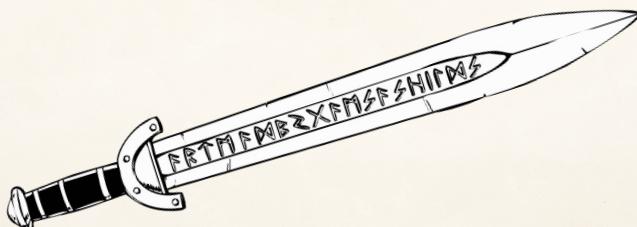
Remove all harmful Conditions and status effects you are currently suffering from.

Apprentice Rank: Heal D6 Health

Veteran Rank: Actions Required: Free

Master Rank: Heal D10 Health

*Your absolute control over your body allows you to overcome any danger.*



### SUMMON BLADE

(Item, Summon)

**Cost:** Depletes all Aether and Stamina, requires spending

**100<sup>A</sup>** of the caster's current rank / **Actions Required:** 10

Summons a bladed weapon, its appearance determined by the summoner. Must be resummoned at each Rank.

### SUMMONED SWORD

(Arcane, Legedary)

The sword deals D8+2 Arcane damage. Once summoned for the first time, you can make the weapon appear or disappear at will as a Free Action. The weapon gains one Magic Property - Combat per Rank.

*A weapon conjured from the astral plane, aether solidified into an instrument of death.*



### SWEEPING WHIRLWIND

(Martia, Utility)

**Cost:** 5 Stamina / **Area** - 5 m. / **Actions Required:** 1

Perform a standard attack with your melee weapon to deal your weapon's damage to all targets within range. All affected targets become *Prone*.

*You spin and slash with brutal strength, damaging and bringing your enemies to their knees.*



## Elemental Heart Abilities



♦**PASSIVE: Elemental Empowerment.** All your weapon attacks deal elemental damage of the type you choose.

### Talents

#### FLAME BURST

*(Fire, Attack)*

**Cost: 4 Aether / Ranged - 30 m. / Actions Required: 1**

Deals D6+DM damage to a single target. Target becomes engulfed in flames, losing 1 Health/round.

Apprentice Rank: Deals 2D6+DM damage

Veteran Rank: Deals 3D6+DM damage

Master Rank: Target loses 2 Health/round

*A column of flames descends upon your target.*

#### FIRE SHROUD

*(Fire, Utility)*

**Cost: 4 Aether / Self / Actions Required: 1**

Enemies in melee range suffer 1 damage/round for 2 rounds.

Apprentice Rank: Duration increased to D4+1 rounds

Veteran Rank: Damage dealt increased to 2

Master Rank: Damage dealt increased to 3

*You engulf yourself in flames, making it hard to stand near you unharmed.*

#### FROST BLAST

*(Cold, Attack)*

**Cost: 2 Aether / Ranged - 30 m. / Actions Required: 1**

Deals D6+DM damage to a single target. Target becomes *Slowed* for D4 rounds.

Apprentice Rank: Damage increased to 2D6+DM

Veteran Rank: Damage increased to 3D6+DM

Master Rank: Target is slowed until the end of combat

*You conjure a ray of frozen water, spraying your target with thousands of tiny ice shards.*

### ICE FLAME

(Fire, Cold, Debuff)

**Cost: 2 Aether / Ranged - 30 m. / Actions Required: 1**

Target loses 1 Health/round and becomes *Slowed* for D4 rounds.

Apprentice Rank: Damage increased to 2

Veteran Rank: Duration increased to D4+2

Master Rank: Duration increased to D6+2

*You strike your target with the combined powers of fire and water, causing them to burst into frozen flames.*

### SHOCKWAVE

(Earth, Attack)

**Cost: 5 Aether / Ranged - 20 m. / Area - 5 m. / Actions Required: 1**

Affected targets within range suffer D6+DM damage.

Apprentice Rank: Damage increased to 2D6+DM

Veteran Rank: Damage increased to 3D6+DM

Master Rank: Area increased to 10 m.

*You stomp the soil in front of you, sending a powerful shockwave that erupts among your enemies.*

## Powers

### CREATE WALL

(Earth, Utility)

**Cost: 3 Aether / Ranged - 20 m. / Area - 5 m. / Actions Required: 1**

Create a 2 m. high, 1 m. thick wall with 10 Health.

Apprentice Rank: Increase Health to 20

Veteran Rank: Increase thickness to 2 m.

Master Rank: Increase height to 5 m.

*A stone wall rises from the earth, blocking your enemy's path.*

### CYCLONE

(Air, Debuff)

**Cost: 5 Aether / Ranged - 20 m. / Area - 5 m. / Actions Required: 1**

Affected targets within range become *Entangled* for D4+1 rounds.

Apprentice Rank: Targets also suffer DM damage

Veteran Rank: Effect increased to D6+1 rounds

Master Rank: Area increased to 10 m.

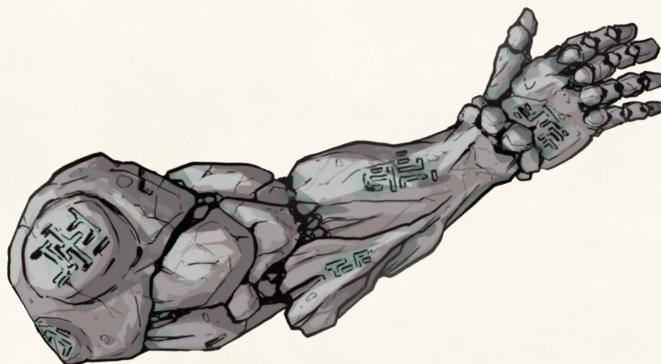
*You summon the strength of the storm, casting it upon your targets in the form of a furious, super-localized cyclone that holds them in place.*

**ELEMENTAL AFFINITY**

(Arcane, Buff)

**Cost: 4 Aether / Self / Actions Required: 1**You are *Resistant* to damage of the chosen element until the end of combat.

Apprentice Rank: Cost reduced to 2 Aether

Veteran Rank: You are *Immune* to the damageMaster Rank: You are *Restored* by the damage*Elemental energies gather within you, slightly changing your appearance to be closer to that of the chosen element.***OBSIDIAN ARMOR**

(Earth, Buff)

**Cost: 4 Aether / Self / Actions Required: 1**

You gain D4 Armor until the end of combat.

Apprentice Rank: You gain D6 Armor

Veteran Rank: You gain D8 Armor

Master Rank: You gain D10 Armor

*A layer of obsidian shards gathers around you, encasing you in a solid full set of armor.***SUMMON ELEMENTAL**

(Arcane, Summon)

**Cost: 4 Aether / Ranged - 5 m. / Actions Required: 2**

Summons an elemental of the chosen element of your same rank to fight along with you until the end of combat. The elemental acts independently of you but obeys all commands, which can be imparted telepathically.

## Primes

### ELEMENTAL WEAKNESS

(Arcane, Curse)

**Cost: 4 Aether / Ranged - 20 m. / Actions Required: 1**

Target becomes *Vulnerable* to the chosen type of elemental damage.

Apprentice Rank: Target receives +1 damage from any source of the chosen element

Veteran Rank: Target cannot defend against this Ability

Master Rank: Target receives +3 damage from any source of the chosen element

*A swirl of elemental force violently enters the target's body, leaving them weakened.*

### FIREBALL

(Fire, Attack)

**Cost: 5 Aether / Ranged - 20 m. / Area - 5 m. / Actions Required: 1**

Targets within range suffer 2D8+DM damage.

Apprentice Rank: Damage increased to 3D8+DM

Veteran Rank: Area increased to 10 m.

Master Rank: Damage increased to 4D8+DM

*You create a flaming sphere of pure fire and cast it against your enemies, causing a brutal explosion of pure destructive power.*

### ICESTORM

(Cold, Attack)

**Cost: 5 Aether / Ranged - 20 m. / Area - 5 m. / Actions Required: 1**

Targets within area range suffer 2D6+DM damage. Until the end of combat, enemies standing on the affected area must pass a Coordination check or become *Prone*.

Apprentice Rank: Damage increased to 3D6+DM

Veteran Rank: Targets failing the Coordination check become *Stunned*

Master Rank: Damage increased to 4D6+DM

*A black cloud appears above your enemies, quickly exploding into an ice blizzard that rains death and confusion on them.*



**LIGHTNING STRIKE**

(Air, Attack)

**Cost:** 5 Aether / Ranged - 30 m. / Area - 10 m. / Actions Required: 1

Deal D10+DM damage to three targets within range. The two second targets must be within the area range of the first target.

Apprentice Rank: Area increased to 20 m.

Veteran Rank: Damage increased to 2D10+DM

Master Rank: Damage increased to 3D10+DM

*A bolt of pure electrified air explodes from your hand, striking your target and quickly jumping to the two next enemies near them.***SUMMON FOG**

(Water, Utility)

**Cost:** 3 Aether / Area - 10 m. / Actions Required: 1

Creates a thick bank of fog around you, causing all incoming ranged attacks to suffer -30 and greatly impeding visibility. You and your allies are unaffected by it.

Apprentice Rank: Allies within the fog deal +1 damage

Veteran Rank: Enemies within the fog suffer 1 damage/round

Master Rank: Allies within the fog immediately heal D10 Health.

This effect only takes place once

*You take a deep breath, exhaling a cloud of mist that slowly extends around you, shrouding you and your allies.*

## Night Heart Abilities



♦**PASSIVE: Combat Mastery.** You can disengage from combat at will, without requiring a Coordination check. Opponents cannot disengage from combat when facing you, unless you let them.

### Talents

#### CLEAVE

(*Martial, Attack*)

**Cost: 2 Stamina / Melee Range / Actions Required: 1**  
Perform a standard attack with your melee weapon that deals weapon+DM damage to 2 adjacent targets.

Apprentice Rank: Damage dealt increased by +D4

Veteran Rank: Damage dealt increased by +D6

Master Rank: Damage dealt increased by +D8

*You swing your weapon in a wide arc, striking your foes.*

#### DESPERATE ATTACK

(*Martial, Attack*)

**Cost: 3 Stamina / Melee Range / Actions Required: 1**

Perform a standard attack with your melee weapon, dealing double damage if scoring a hit but rendering you unable to parry or dodge until your next turn.

Apprentice Rank: You are able to parry

Veteran Rank: you're able to dodge

Master Rank: Damage dealt increased by +D6

*You let out a scream full of rage, jumping into the fray without any care for your life.*

#### DOMINATE

(*Martial, Attack*)

**Cost: 2 Stamina / Melee Range / Actions Required: 1**

You perform a standard attack with your weapon. If it lands, you deal your usual damage and until the end of your next turn the only attacks the target can make are basic attacks.

Apprentice Rank: Reduce the target's Combat Skill by -10

Veteran Rank: Effect extended to 2 rounds

Master Rank: Reduce the target's Combat Skill by -20

*Your mastery and superb technique overwhelm your target, forcing them to simplify their strategy.*

**PENETRATING STRIKE***(Martia, Attack)***Cost: 2 Stamina / Melee Range / Actions Required: 1**

You perform a standard attack with your weapon. It ignores D4 Armor.

Apprentice Rank: Attack ignores D4+1 Armor

Veteran Rank: Attack ignores D6+1 Armor

Master Rank: Attack ignores D8+1 Armor

*Kinetic energy gathers on your weapon, breaching through the enemy's defenses.*

**PRECISION STRIKE***(Martia, Attack)***Cost: 4 Stamina / Melee Range / Actions Required: 1**

You perform a standard attack with your weapon. Target cannot defend the attack in any way, but the attack deals half damage.

Apprentice Rank: Attack deals full damage

Veteran Rank: You receive +10 to your attack check

Master Rank: Attack deals +D6 damage

*You concentrate your attacks on one of the target's weak spots, performing a sure strike.*

## Powers

**BREAK DEFENSE***(Martia, Attack)***Cost: 4 Stamina / Melee Range / Actions Required: 1**

You perform a standard attack with your weapon. If hit, the target takes a -20 penalty to all defenses until the end of your next turn.

Apprentice Rank: Effect lasts 2 rounds

Veteran Rank: Penalty increased to -30

Master Rank: Penalty increased to -40

*You strike with fury, overwhelming and staggering your opponent.*

**LEAP***(Martia, Utility)***Cost: 2 Stamina / 10 m. / Actions Required: Free**

You leap, automatically disengaging from combat. If you land on top of another character they must pass a Vitality check or suffer 2D6 damage.

Apprentice Rank: Damage cannot be resisted

Veteran Rank: Damage increased to 2D8

Master Rank: Damage increased to 2D10

*You concentrate all your strength on your legs, jumping away with unmatchable speed and precision.*

### REBOUND

(*Martial, Buff*)

**Cost: 5 Stamina / Self / Actions Required: 1**

This Power may only be activated at 50% or less Health. The warrior regenerates 1 Health/round until they're at full health again.

Apprentice Rank: Cost reduced to 4 Stamina

Veteran Rank: Regeneration increased to 2 Health/round

Master Rank: Regeneration increased to 4 Health/round

*You tense your body, as you feel the power within you slowly healing your wounds.*

### TWO-HANDED WEAPON MASTER

(*Martial, Buff*)

**Cost: 5 Stamina / Self / Actions Required: 1**

For the remainder of combat, if you are wielding a two-handed weapon you double your DM.

Apprentice Rank: Cost reduced to 4 Stamina

Veteran Rank: Damage by +D4

Master Rank: Damage increased by D6

*You shift your stance slightly, focusing on a two-handed, specialized combat style.*

### UNYIELDING

(*Martial, Buff*)

**Cost: 5 Stamina / Self / Actions Required: 1**

Gain 2D4 temporary Health. The extra Health gained this way disappears at the end of combat.

Apprentice Rank: Temporary Health increased to 3D4

Veteran Rank: Temporary Health increased to 4D4

Master Rank: Temporary Health increased to 5D4

*Gritting your teeth, you double down on your determination to come out of this fight on top.*

## Primes

### BATTLEFIELD PRESENCE

(*Martial, Buff*)

**Cost: 5 Stamina / Self / Actions Required: 1**

You deal 1 damage per round to all opponents within melee range. Your opponents' critical failure range is increased to 90-100. These effects last until the end of combat.

Apprentice Rank: Cost reduced to 3 Stamina

Veteran Rank: Actions Required: Free

Master Rank: Damage dealt increased to 2/round

*Your eyes shine with absolute resolution and determination, as you examine your opponents' tactics and instinctively adjust to them.*

**CLEAR THE BATTLEFIELD**

(Martial, Attack)

**Cost:** 5 Stamina / **Melee** / **Actions Required:** 1

Perform a standard attack with your melee weapon. You deal your weapon's damage to all opponents in melee range, pushing them backwards 2 m. and automatically forcing them to disengage from combat.

Apprentice Rank: Opponents affected become Dazed for 1 round

Veteran Rank: Opponents affected become Stunned for 1 round

Master Rank: Opponents affected become Stunned for D4 rounds

*A whirlwind of kinetic energy surrounds you, slashing all enemies around you and violently pushing them back.*

**SUMMON WEAPON**

(Item, Summon)

**Cost:** Depletes all Aether and Stamina, requires spending 100<sup>A</sup> of the caster's current Rank / **Actions Required:** 10

Summons a weapon, its appearance and type are determined by the summoner. Must be resummoned upon reaching a new Rank.

**SUMMONED WEAPON**

(Arcane, Legedary)

The weapon deals Arcane damage as the type of weapon. Once summoned for the first time, you can make the weapon appear or disappear at will as a Free Action. The weapon gains one Magic Property - Combat per Rank.

*A weapon conjured from the astral plane, aether solidified into an instrument of death.*

**UNBOUND FURY**

(Martial, Debuff)

**Cost:** 5 Stamina / **Area - 10 m.** / **Actions Required:** 1

All targets within the area of effect become Stunned for D4 rounds unless they pass a Vitality check.

Apprentice Rank: Area increased to 20 m.

Veteran Rank: No defense is possible

Master Rank: Actions Required: Free

*You let out a blood-curdling roar, confusing and freezing in place all your enemies.*

## Restoration Heart Abilities



♦**PASSIVE: Dampening Aura.** Reduce all incoming damage by -1 to all allies in a 10 m. radius.

### Talents

#### CASTIGATE

(Holy, Attack)

**Cost: 3 Aether / Ranged - 30 m. / Actions Required: 1**  
Deal D6+DM damage to a target.

Apprentice Rank: Damage increased to 2D6+DM

Veteran Rank: Damage increased to 3D6+DM

Master Rank: Damage increased to 4D6+DM

*A blinding lightning of holy energy strikes your target.*

#### CLEANSE BODY

(Holy, Support)

**Cost: 1 Aether / Ranged - 30 m. / Actions Required: 1**

Removes 1 instance of *Poison, Disease, Blind, Dazed, Freezing, Paralyzed, Slowed, Sleep* or *Stunned* from a single target.

Veteran Rank: Removes all physical conditions from the target

*With your divine power you pull the poison out from the target, turning it into ash once outside their body.*

#### CLEANSE SOUL

(Holy, Support)

**Cost: 1 Aether / Ranged - 30 m. / Actions Required: 1**

Removes 1 instance of *Curse, Charm, or Frightened* from a single target.

Veteran Rank: Removes all non-physical conditions from the target

*A burst of cleansing energy lights up within your target.*



**DIVINE SHIELD***(Holy, Support)***Cost: 3 Aether / Ranged - 30 m. / Actions Required: 1**

Grants a target +5 Armor until your next turn.

Apprentice Rank: Target gains D4 temporary Health

Veteran Rank: Target becomes immune to conditions until your next turn

Master Rank: Armor increased to +10

*You envelop your target in a shining halo of holy energy that deflects incoming attacks.***LIFE BOLT***(Holy, Attack, Support)***Cost: 2 Aether / Ranged - 30 m. / Actions Required: 1**

Target is healed for D6+DM Health. If the target is undead, it deals damage instead.

Apprentice Rank: Amount increased to 2D6+DM

Veteran Rank: Amount increased to 3D6+DM

Master Rank: Amount increased to 4D6+DM

*You gather divine energy in your hand, shooting off a beam of bright light.*

## Powers

**BLESS***(Holy, Support)***Cost: 4 Aether / Ranged - 30 m. / Actions Required: 1**

Increase a target's Brawn by +20 and Dodge by +10 for D4+2 rounds.

Apprentice Rank: Actions Required: Free

Veteran Rank: Duration increased to D6+2 rounds

Master Rank: Effect lasts until the end of combat

*A blinding glow appears from within the target's chest, only to disappear seconds later.***HEALING LIGHT***(Holy, Support)***Cost: 4 Aether / Ranged - 30 m. / Actions Required: 1**

Target is healed for 2D6+DM Health.

Apprentice Rank: Healing increased to 3D6+DM

Veteran Rank: Healing increased to 4D6+DM

Master Rank: Healing increased to 4D8+DM

*A pulse of holy energy goes through your target's body, instantly healing their wounds.*

### HOLY CHAINS

(Holy, Debuff)

**Cost: 2 Aether / Ranged - 30 m. / Actions Required: 1**

Target becomes *Entangled*.

Apprentice Rank: Target suffers 1 damage/round

Veteran Rank: Target's Combat Skill is reduced by -10

Master Rank: Target's Combat Skill is reduced by an additional -10

*Chains made of pure aetheric light burst from the ground, wrapping themselves around the target.*

### PACIFY

(Holy, Curse)

**Cost: 2 Aether / Ranged - 30 m. / Actions Required: 1**

Target is *Dazed* for D4 rounds.

Apprentice Rank: Effect lasts for D4+1 rounds

Veteran Rank: Target is *Stunned* for 1 round

Master Rank: Target is *Stunned* for 2 rounds

*A crown of holy flames descends upon your target, locking into place above them for the duration of the spell.*

### INSPIRE

(Holy, Support)

**Cost: 2 Aether / Area - 10 m. / Actions Required: 1**

All allies within range receive +20 to their attack skill until your next turn.

Apprentice Rank: Increase range to 20 m.

Veteran Rank: All allies receive D6 temporary Health

Master Rank: All allies gain an extra Standard Action

*A beam of light emerges from you, splitting into several smaller beams that strike your allies with holy energy.*

## Primes

### CONSECRATE GROUND

(Holy, Support)

**Cost: 6 Aether / Area - 20 m. / Actions Required: 2**

Creates an area around you that deals 1 damage to all enemies and heals 1 Health/round to all allies until the end of combat.

This damage ignores armor.

Apprentice Rank: Health recovery increased to 2

Veteran Rank: Damage dealt increased to 2

Master Rank: Actions required: 1

*You burst into holy flames, creating an area of burning retribution and salvation around you.*

**FOUNTAIN OF LIFE***(Holy, Summon)***Cost: 5 Aether / Ranged - 30 m. / Actions Required: 2**

Creates a fountain that allies can interact with to heal D6 Health.

Interacting with Fountain of Life takes 1 Standard Action.

Fountain of Life lasts until the end of combat.

Apprentice Rank: Healing increased to D6+1

Veteran Rank: Healing increased to D8+1

Master Rank: Healing increased to D10+1

*A column of holy energy falls from above, solidifying into a golden fountain with sparkling water.***HOLY WEAPON***(Holy, Summon)***Cost: 4 Aether / Self / Actions Required: Free**

You summon a weapon of your choice for you to wield that deals 2D8 damage. The weapon lasts until the end of combat.

Apprentice Rank: Weapon deals 2D8+1 damage

Veteran Rank: Weapon deals 2D8+2 damage

Master Rank: Weapon deals 2D8+3 damage

*A burst of holy energy solidifies in your hand, creating a terrifying weapon of divine nature.***SHELTER***(Holy, Support)***Cost: 4 Aether / Ranged - 30 m. / Actions Required: 1**

Target becomes impervious to damage until your next turn.

Apprentice Rank: Target is healed D6 Health

Veteran Rank: Target is healed 2D6 Health

Master Rank: Target is cleared from all conditions

*A cocoon of holy energy envelops your target, safeguarding them from harm.***SUMMON HOLY WARRIOR***(Holy, Summon)***Cost: Depletes all Aether and Stamina, requires spending 100<sup>A</sup> of the caster's current rank / Actions Required: 10**

Summons a being from the astral, a golden warrior with full armor and a large two-handed hammer. Use the Astral

Companion stat block. The companion acts independently of you but obeys all commands, which can be imparted telepathically. In combat, the companion is considered as an extra character,

rolling for initiative and all. If reduced to 0 Health, the companion must be summoned again. You can "absorb" the companion back into your aura (or release it) at will; this is a Free Action. The companion has the same rank as you, and must be resummoned each time you increase your rank.

## Ritual Heart Abilities



♦**PASSIVE: Arcane Storage.** You can summon a chest that has 10 item slots. This power gains +10 item slots per rank.

### Talents

#### ALTER NATURE

(Arcane, Buff)

**Cost: 2 Aether / Touch / Actions Required: 1**

You change an item's attack damage type until the end of combat.

Apprentice Rank: Item deals +1 damage

Veteran Rank: Item grants +10 attack to its wielder

Master Rank: Targets damaged by the item become Vulnerable to its damage type

*You draw a matrix of silver sigils around the item, fundamentally changing its nature.*

#### BOLSTER

(Arcane, Buff)

**Cost: 2 Aether / Ranged - 10 m. / Actions Required: 0**

The next ability used by the target is 1 rank higher, potency-wise.

*A circle of sigils manifests around the target, quickly collapsing on them as soon as they use an ability.*

#### DISENCHANT MAGIC ITEM

(Arcane, Utility)

**Cost: 8 Aether / Touch / Actions Required: 10**

Destroys a magic item, turning it into aetheryte. The amount of aetheryte obtained is equal to its price.

*After a long incantation, you touch the item, which collapses in a rainbow shower of solid aetheryte.*

#### IDENTIFY MAGIC ITEM

(Arcane, Utility)

**Cost: 2 Aether / Touch / Actions Required: 1**

You learn the powers of an item, allowing you to use it.

*You close your eyes, concentrating on the item's aura and learning all its secrets.*

**NEGATE RANK**

(Arcane, Curse)

**Cost: 4 Aether / Ranged - 20 m. / Actions Required: 1**

Negate target's rank disparity in resistances and damage reduction for 1 round. Only works on targets one rank above yours.

Apprentice Rank: Duration increased to 2 rounds

Veteran Rank: Duration increased to 3 rounds

Master Rank: Duration increased to 4 rounds

*You quickly draw a rune in the air, filling it with power before pushing it against your target.*

**Powers****CREATE OPENING**

(Arcane, Utility)

**Cost: 2 Aether / Touch / Actions Required: 1**

Opens a passage through a wall.

Veteran Rank: Only those you specify can go through

*You touch the surface of the wall, creating a rippling effect that slowly reveals an opening large enough for you to walk through it.*

**EYE OF LOZ**

(Arcane, Utility)

**Cost: 2 Aether / Ranged - 200 m. / Actions Required: 1**

Summons a floating eye invisible to all but you, which you can use to see through. The eye can fly up to its max range, or be sent ahead floating along the ground.

Apprentice Rank: Range increased to 400 m.

Veteran Rank: Range increased to 800 m.

Master Rank: Range increased to 2 km.

*A large floating eye with what looks like a bizarre hat manifests in front of you, begrudgingly obeying your commands.*

**RITUAL CIRCLE: CLEANSE**

(Arcane, Buff)

**Cost: 4 Aether / Area - 10 m. / Actions Required: 2**

You create a magic circle around you that cleanses all curses, poisons and debuffs from allies standing within it. The circle lasts until your next turn before dissipating.

Apprentice Rank: Allies are healed for D6 Health

Veteran Rank: Allies are healed for D8 Health

Master Rank: Allies receive +20 Dodge until your next turn

*A large magic circle containing several smaller circles appears around you as you chant the spell, slowly gathering power until the incantation is completed.*

### RITUAL CIRCLE: EMPOWER

(Arcane, Buff)

#### **Cost: 4 Aether / Area - 10 m. / Actions Required: 2**

You create a magic circle around you that lasts until combat is over that grants +2 damage to all attacks performed by allies within the circle, for as long as they remain within it.

Apprentice Rank: Allies receive 1 Armor

Veteran Rank: Allies heal 1 Health/round

Master Rank: Actions Required: 1

*A spiderweb of runes shoots from your feet, creating a perfect circle around you, shimmering with power.*

### SUMMON WARPSTAR

(Arcane, Summon)

#### **Cost: 4 Aether / Ranged - 5 m. / Actions Required: 2**

Summons a warpstar being from the astral of your same rank to fight along with you until the end of combat. The warpstar acts independently of you but obeys all commands, which can be imparted telepathically.

*You trace a complex spiral of sigils and runes while speaking incantations. Once completed, the spiral begins to spin faster and faster, until a warpstar manifests within it, ready to follow your commands.*

## Primes

### AIR SPHERE

(Air, Utility)

#### **Cost: 4 Aether / Area - 10 m. / Actions Required: 1**

Creates a sphere of clean air around you that moves with you. This sphere counters any noxious gasses entering it and pushes out any liquids as well, allowing you and those within the ability's range to breathe while underwater or in toxic environments.

Apprentice Rank: Projectiles targeting a character within the sphere suffer -10 to their attack check

Veteran Rank: Projectiles targeting a character within the sphere suffer -20 to their attack check

Master Rank: Projectiles targeting a character within the sphere suffer -30 to their attack check

*A powerful bubble of energy appears around you, blasting away any gasses or liquids within its range and leaving only pure air behind.*

**CIRCLE OF PROTECTION**

(Arcane, Utility)

**Cost: 4 Aether / Area - 10 m. / Actions Required: 1**

Creates an area around you until the end of combat that reduces all incoming damage to allies by -1.

Apprentice Rank: Damage reduced by -2

Veteran Rank: You gain D4 Armor

Master Rank: Allies within range gain D4 Armor

*A shimmering circle bursts out of you, creating a dome around the protected area.***MODIFY REALITY**

(Arcane, Buff)

**Cost: 4 Aether / Self / Actions Required: 1**

Increase your Luck by +5. This effect lasts for 8 hours.

Apprentice Rank: Luck increased by +10

Veteran Rank: You can re-roll any roll once during this Ability's duration

Master Rank: You can re-roll any two rolls during this Ability's duration

*You draw a ritual circle on the back of your hand, burning your flesh with silver light. Once the ritual is complete it vanishes, leaving no trace behind.***PORTAL**

(Arcane, Utility)

**Cost: 10 Aether / Ranged - 5 Travel Days / Actions Required: 2**

Creates linked teleportation portals that remain open for 1 min.

The destination portal can be set to appear on a place the caster is familiar with, or within their line of sight.

Apprentice Rank: Range increased to 10 Travel Days.

Veteran Rank: Range increased to 20 Travel Days.

Master Rank: Range increased to 40 Travel Days.

*A two-dimensional disk of shimmering energies appears in front of you, showing the chosen destination point.***SUMMON ASTRAL COMPANION**

(Arcane, Summon)

**Cost: Depletes all Aether and Stamina, requires spending 100<sup>A</sup> of the caster's current rank / Actions Required: 10**

Summons a being from the astral, which takes on similar physical traits to yours, only made of pure aether. The companion acts independently of you but obeys all commands, which can be imparted telepathically. In combat, the companion is considered as an extra character, rolling for initiative and all. If reduced to 0

Health, the companion must be summoned again. You can "absorb" the companion back into your aura (or release it) at will; this is a Free Action. The companion has the same rank as you, and must be resummoned each time you increase your rank.

# Shadow Heart Abilities



♦**PASSIVE: Hide in Shadows.** On your turn, if you move up to your Speed away from where you started your turn, perform a Stealth check to gain Concealment until the end of your next turn or until you make an attack. Can only be used while disengaged.

## Talents

### BACKSTAB

(Shadow, Attack)

**Cost: 4 Stamina / Melee / Actions Required: 1**

Perform a standard attack check with a melee weapon. If you start your turn *Concealed*, it automatically deals a critical strike.  
Apprentice Rank: Target suffers -20 to their Combat Skill when defending against this attack

Veteran Rank: Target suffers -40 to their Combat Skill when defending against this attack

Master Rank: Target cannot defend against this Ability  
*You strike from the shadows, quickly exploiting your target's weaknesses.*

### GRACEFUL STRIKE

(Shadow, Attack, Utility)

**Cost: 4 Stamina / Melee / Actions Required: 1**

Perform a standard attack check with a melee weapon. If you're *Entangled*, you free yourself. After attacking, you can move up to 2 m.  
Apprentice Rank: You can move up to 5 m.

Veteran Rank: Remove one negative condition you are currently suffering.

Master Rank: If you end your movement near cover, you automatically become *Concealed*.

*You twist and jump, releasing yourself from your target's hold and striking at them before moving away.*

### FOCUSED EVASION

(Shadow, Utility)

**Cost: 4 Stamina / Self / Actions Required: Free**

Until your next turn, you gain +20 Dodge against a chosen target.  
Apprentice Rank: Target is forced to attack you until your next turn

Veteran Rank: Dodge increased by +40

Master Rank: You gain +1 Armor until your next turn

*You concentrate on the incoming attacks, deftly weaving between them.*

**HIDDEN BLADE**

(Shadow, Attack, Summon)

**Cost:** 5 Aether / Ranged - 10 m. / **Actions Required:** 1  
 Perform a Coordination check, if successful, target receives D6+DM damage.

Apprentice Rank: Damage increased to 2D6+DM

Veteran Rank: Target cannot defend against this Ability

Master Rank: Damage increased to 3D6+DM

*You produce a blade out of thin air, quickly throwing it at your target.*

**SHADOW JUMP**

(Shadow, Utility)

**Cost:** 2 Aether / Ranged - 30 m. / **Actions Required:** Free  
 You instantly teleport to a target shadow, automatically disengaging from combat. The shadow must be large enough to conceal your body.

Apprentice Rank: Range increased to 100 m.

Veteran Rank: You cleanse one condition

Master Rank: You gain D4 Stamina

*You melt within your own shadow, silently reappearing within a target shadow.*

**Powers****CONTROLLED FALL**

(Shadow, Utility)

**Cost:** 4 Aether / Self / **Actions Required:** Free  
 When falling, you instead float down harmlessly.

Veteran Rank: You can control the direction of the fall  
*An ethereal shadow cloak envelops you, slowing your fall.*



### EXPOSE WEAKNESS

(Shadow, Utility)

**Cost: 6 Aether / Ranged - 20 m. / Actions Required: 1**

Choose a target. All allies attacking your target receive +20 to their attack checks during the next D4 rounds.

Apprentice Rank: Allies deal +1 damage against the chosen target

Veteran Rank: Allies deal +D4 damage against the chosen target

Master Rank: Allies deal +D6 damage against the chosen target

*You mark your target's weakpoint with a concentrated burst of shadow energy.*

### FATAL SHOT

(Shadow, Attack)

**Cost: 4 Stamina / Melee / Actions Required: 1**

Perform a standard attack check with a ranged weapon. If *Concealed*, the attack cannot be evaded in any way, and it's considered a critical strike.

Apprentice Rank: +20 to the attack check

Veteran Rank: You are automatically *Concealed* before attacking

Master Rank: You are automatically *Concealed* after attacking

*You aim carefully, attacking the second your target reveals a critical opening.*

### STRIKE FROM THE SHADOWS

(Shadow, Attack)

**Cost: 4 Stamina / Melee / Actions Required: 1**

Perform a standard attack check with your weapon. If you started your turn *Concealed*, you can perform a Stealth check to remain hidden after the attack.

Apprentice Rank: Attack deals +D6 damage

Veteran Rank: You are automatically *Concealed* after attacking

Master Rank: Attack strikes automatically

*You emerge from the shadows and strike your opponent, only to disappear back into darkness moments later.*

### TERRIFYING STRIKE

(Shadow, Attack)

**Cost: 4 Stamina / Melee / Actions Required: 1**

Perform a standard attack check with your weapon. If successful and the target fails a Tenacity check, they become affected by *Fear*.

Apprentice Rank: Target's Tenacity check suffers -10

Veteran Rank: Target's Tenacity check suffers -20

Master Rank: Target's Tenacity check suffers -30

*You strike viciously and savagely, filling your victim's heart with pure terror.*

## Primes

### CREATE OPENING

(*Martial, Attack*)

#### **Cost: 4 Stamina / Melee / Actions Required: 1**

Perform a standard attack check with your weapon. If successful, a friendly character can perform a free attack against the same target.

Apprentice Rank: Your attack strikes automatically

Veteran Rank: Your ally strikes automatically

Master Rank: Cost reduced to 0

*You strike with precision and strong momentum, forcing your target into a weak position.*

### SHADOW'S BLESSING

(*Shadow, Buff*)

#### **Cost: 4 Aether / Self / Actions Required: 1**

Increase your Luck by +5. This effect lasts for 2 hours.

Apprentice Rank: Duration increased to 4 hours

Veteran Rank: Duration increased to 8 hours

Master Rank: Luck increased to +10

*You feel a dark presence approving of your actions, a light immaterial touch on your shoulder strangely reassuring you.*

### GOUGE

(*Martial, Attack*)

#### **Cost: 4 Stamina / Melee / Actions Required: 1**

Perform a standard attack check with your weapon. If successful, the target is *Blinded* for D4+1 rounds.

Apprentice Rank: Attack check increased by +10

Veteran Rank: Duration increased to D4+2

Master Rank: Attack becomes a critical strike

*With a quick strike you damage your victim's eyes, blinding them.*

### TOXIC NOVA

(*Poison, Attack*)

#### **Cost: 6 Aether / Area - 10 m. / Actions Required: 1**

All targets within range become *Poisoned*, receiving D4 damage/round.

Apprentice Rank: Cost reduced to 4 Aether

Veteran Rank: Attempts to resist the poison suffer -20

Master Rank: Attempts to resist the poison suffer -40

*A cloud of toxins manifests around you, invisible but deadly.*

## VANISH

(Shadow, Utility)

**Cost: 4 Aether / Self / Actions Required: Free**

You become invisible until your next turn. Attacking or being struck breaks this effect.

Apprentice Rank: Invisibility lasts for 3 rounds

Veteran Rank: Invisibility lasts for 10 rounds

Master Rank: Invisibility lasts until you make an attack or receive damage

*Your own shadow grows and envelops you, making you disappear a moment later.*



## Time Heart Abilities



♦**PASSIVE: Time Mastery Aura.** Your aura creates a 20 m. field around you, causing allies to move an extra 5 m. per round, and enemies to be Slowed.

### Talents

#### RE-DO

(Arcane, Utility)

**Cost:** 2 Aether / Ranged - 20 m. / **Actions Required:** Reaction  
Target ally can re-roll any failed check.

Apprentice Rank: Target can attempt the same check with +5

Veteran Rank: Target can attempt the same check with +10

Master Rank: Target can attempt the same check with +15

*Arcane energies swirl around your target, moving them back in time a few seconds.*

#### SLOW FALL

(Arcane, Utility)

**Cost:** 4 Aether / Ranged - 5 m. / **Actions Required:** 1

Slows the target's fall to that of a flowing feather, landing harmlessly.

Apprentice Rank: Cost reduced to 2 Aether

Veteran Rank: Actions Required: Free

Master Rank: Target can control the fall

*You create a bubble of time around your target, drastically slowing their fall.*

#### TIME MIRAGE

(Arcane, Buff)

**Cost:** 2 Aether / Ranged - 30 m. / **Actions Required:** Free

Target gains +20 Dodge until your next turn.

Apprentice Rank: Bonus increased to +30

Veteran Rank: Duration increased to 2 rounds

Master Rank: Bonus increased to +40

*Time weaves strangely around your target, leaving an afterimage of them.*

### UNDO TRAINING

(Arcane, Curse)

**Cost: 4 Aether / Ranged - 20 m. / Actions Required: 1**

Negate target's rank disparity in resistances and damage reduction for 1 round. Only works on targets one rank above yours.

Apprentice Rank: Duration increased to 2 rounds

Veteran Rank: Duration increased to 3 rounds

Master Rank: Duration increased to 4 rounds

*You weaken the flow of time around your target, causing them to devolve into a younger, less capable version of themselves.*

### WITHER

(Arcane, Curse)

**Cost: 4 Aether / Ranged - 20 m. / Actions Required: 1**

Target receives 2 damage/round.

Apprentice Rank: Damage increased to 3

Veteran Rank: Damage increased to 4

Master Rank: Damage increased to 5

*You quickly accelerate time for your target, causing them to deteriorate at a rapid pace.*

## Powers

### ACCELERATE

(Arcane, Buff)

**Cost: 4 Aether / Touch / Actions Required: 1**

Target gains +1 Standard Action/round for the next 4 rounds.

Apprentice Rank: Cost reduced to 2 Aether

Veteran Rank: Duration increased to 6 rounds

Master Rank: Duration increased until end of combat

*Aetheric winds push your target, infusing them with unnatural speed.*

### COUNTER

(Arcane, Debuff)

**Cost: 4 Aether / Ranged - 20 m. / Actions Required: Reaction**

Your target's last action doesn't take place.

*You move the consequences of your target's action to a different timeline, effectively countering its effects.*

**HASTEN HEALING**

(Arcane, Buff)

**Cost: 2 Aether / Touch / Actions Required: 1**

A target's healing effect is doubled.

Apprentice Rank: Target's healing rate is increased by 1 Health/round

Veteran Rank: Target's healing rate is increased by 2 Health/round

Master Rank: Target's healing rate is increased by 3 Health/round

*Your ally's wounds quickly knit up, disappearing in seconds.***TEMPORAL DISPLACEMENT**

(Arcane, Debuff)

**Cost: 4 Aether / Ranged - 20 m. / Actions Required: Free**

Target loses their turn.

*You wrap your target in arcane energies, causing them to temporarily become desynchronized with the flow of time.***TIME BUFFER**

(Arcane, Buff)

**Cost: 4 Aether / Self / Actions Required: 1**

Gain D4 Armor until the end of combat.

Apprentice Rank: Armor increased to D6

Veteran Rank: Armor increased to D8

Master Rank: Armor increased to D10

*You create a buffer of slow time around you, effectively reducing all incoming damage.*

## Primes

### DESYNCHRONIZE

(Arcane, Utility)

**Cost: 6 Aether / Ranged - 20 m. / Actions Required: 1**

Target friendly Ability cast before Desynchronize is used doesn't take effect. You can choose to trigger the captured Ability at any moment.

Master Rank: Double the effects of the Ability

*You wrap the target ability into constrictive chains of time, holding it in place until it's needed.*

### HOLD

(Arcane, Debuff)

**Cost: 4 Aether / Ranged - 20 m. / Actions Required: 1**

Target becomes *Entangled*.

Apprentice Rank: Target's checks suffer -10 while *Entangled*

Veteran Rank: Target's checks suffer -20 while *Entangled*

Master Rank: Target's checks suffer -30 while *Entangled*

*You trap your target in a bubble of frozen time.*

### INFLUENCE FUTURE

(Arcane, Buff)

**Cost: 4 Aether / Self / Actions Required: 1**

Increase your Luck by +5. This effect lasts for 12 hours.

Apprentice Rank: Luck increased by +10

Veteran Rank: Luck increased by +15

Master Rank: Luck increased by +20

*You witness the future, tweaking it to favor you.*

### READ PAST

(Arcane, Utility)

**Cost: 2 Aether / Touch / Actions Required: 1**

You learn the powers of an item, allowing you to use it.

*You peek into the item's history, quickly learning all about it.*

### UNDO HARM

(Arcane, Utility)

**Cost: 6 Aether / Ranged - 20 m. / Actions Required: 1**

Undo all damage the target has received in the last round.

Apprentice Rank: Cost reduced to 4 Aether

Veteran Rank: Target heals D6 Health

Master Rank: Target heals 2D6 Health

*A swirl of arcane energies surrounds your target, rapidly closing all wounds.*

You feel the power flowing through you, in a strangely familiar way that makes you think it was always a part of you. You instinctively know everything about your new abilities: their capabilities, uses, and limitations. At the same time, new knowledge has awakened within you: concepts such as "Stamina" and "Aether", and how they relate to your newly awakened powers, are now a part of you, feeling as if you just remembered everything about their nature and importance.

You suddenly also realize the fact that you know that this place, this labyrinth, has a vast, alien mind of its own. You feel it guiding you: it wants you stronger, ready to fight what comes ahead. Full of determination, you continue moving forward, walking down the only corridor accessible to you.

After walking what feels like an eternity, the strange twin suns above you having reached their zenith, you see a gate opening ahead. The enormous arch marking the threshold towers above you, and beyond you can see what appears to be some peaceful rolling hills. Before you can reach the gate though the ground opens, revealing a scarab-looking construct the size of a large bull. Without hesitation, it attacks.

### **LABYRINTH GUARDIAN**

A guardian found within the Labyrinth, its construction completely alien to anything you've encountered before.

**Rank:** Novice / **Number:** 1 / **Type:** Construct / **Speed:** 18 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 50 / **Intellect:** 40 / **Tenacity:** 70 / **Vitality:** 50 / **Health:** 15 / **Dodge:** 40

D6	Action
1-4	<b>Slash:</b> The monster attacks with its sharp head blades. D6+1 Slashing Damage

5-6	<b>Burrowing Strike:</b> The creature tunnels below its target, suddenly appearing and attempting to crush them. Can only be dodged. D8+1 Bludgeoning damage
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D100	Loot
1-50	20A
51-60	2xRandom ore
61-70	1xPotion
71-80	Essence. Roll on the Random Essence table
81-90	Heart. Roll on the Random Heart table
91-100	Random Magic Item



*Once you finish picking through what's left of the construct, which is quickly dissolving into a cloud of white dust, you look ahead, the path finally clear. You finally exit the labyrinth, its ominous presence slowly giving way to a peaceful summer day. The path you walk, initially made of the same type of stone found within the labyrinth, suddenly turns into a more conventional brick road that takes you through a lush forest.*

*After a few hours of marching along the road, the suns' bright light rapidly turning into the usual shades of dusk, the forest abruptly ends, giving way to open farmland. A couple of kilometers ahead you spot a city, tall alabaster walls surrounding it. Outside the walls you see several farmsteads, but more interestingly, you spot what clearly looks like people. Hopeful to find some answers, you speed up, reaching the town's silver gates a few minutes later. While you approached the city, you made a few attempts at communicating with the locals, simply dressed peasants looking tired but satisfied. All they did though was smile at you and point towards the city, except for one of them who limited himself to shaking his head while mumbling something that sounded like "another poor soul trapped here", before trailing off. Somehow, you did not expect them to speak your language, but that seems to be the case!*



*As you cross the town's gates, a middle-aged man approaches you. He appears to live a comfortable life, having soft features, nice silken robes, and an earnest smile on his face. "Welcome", he says, "I'm sure you have a lot of questions. Please follow me." Not giving you the option to do otherwise, the man walks ahead, guiding you deeper into town.*

*While you walk along the wide main street, surrounded by stone houses clearly ancient yet very well maintained, you realize this is quite the busy town. People of all shapes, forms and colors – is that a strange helmet, or did that woman really have huge horns? – seem to go about their daily lives. Most of them look like merchants and farmers, but a few stand out: well equipped warriors with huge weapons, robed figures followed closely by intimidating constructs, or whole groups of travelers looking as if they're heading for war. The man guiding you notices how you stare at the armed individuals, saying "ah yes, you've noticed the other Strangers, haven't you? Yes, each one of them were in the same situation you find yourself in right now. But don't worry about that now, we've arrived."*

*The man has taken you to a tall tower, standing in the town's*

*center. It's a giant spiral of black stone, somewhat menacing but at the same time strangely familiar. As you step inside, you realize that the type of stone is the same one found within the labyrinth. The interior is surprisingly comfortable and welcoming, with a pleasant light coming from no discernible source, and gentle wooden stairs taking you to the first floor. There, your guide asks you to sit while he grabs something to eat.*

*A few moments later the man returns with a tray full of food and a jug brimming with what looks like fresh juice. Not realizing how thirsty you are until now, you quickly gulp down the satisfyingly sweet juice. As the smiling man fills a second cup of juice for you, he says "no need to rush, there's plenty for you to enjoy! By the way, my name is Fernalion Thren, although most here call me the Guide." He sits across you, giving you a minute to enjoy your meal before continuing. "Let's see if we're both on the same page: you woke up a few hours ago in the center of a strange shifting labyrinth with no recollection of who you are and how you got there. As you tried to find an exit, you encountered strange triangular objects that gave you fantastic powers, which you used to fight your way out of that place, until you arrived here. Good so far?" You barely manage to nod at him, shocked at how precisely he described your day. He continues: "Yes, I can see it in your face, that's exactly what happened, 'but how could I know that?', you're asking yourself. Did I spy on you somehow? I wish the answer were that simple, but no." He stops for a moment, shaking his head. "No, my dear friend –and yes, we will be friends sooner rather than later, you and I– the fact is, I went through the same, some odd fifty years ago, give or take. And so did those men and women you were staring at outside. We are all travelers, Strangers. Arrived here somehow, but certainly not from here. Ah yes, but where is here? Sorry, I should have started there, probably. I've done this hundreds of times, and I still forget some details, too many things in my mind..." He trails off for a moment, staring at nothing. "But yes, here. This land is known as Kaethor, and the beautiful city we are in right now is Kar Helos. As for why you are here, well... that's a different story, and there are many theories. You want to hear mine?" He stares at you intensely, continuing before you have the chance to answer, "I think we're here to help. So far we haven't seen any clear evidence of gods in this land, but something brought us here because we are needed here. You see, Kaethor is a special place. A magical place. For what we can tell –the locals aren't really helpful in that regard– this world has been affected by some sort of magical cataclysm. Now, I don't know if magic is something unique to this world, or if the places you and I came from were also full of aetheric forces, but magic here seems to have reached a catastrophic tipping point. Magic energies often coalesce in the form of storms or surges, which produce the appearance of what we call Rifts."*

*Fernalion suddenly stands up, looking out the large window behind him. The light of the suns is barely visible now, and a giant*

moon is slowly taking their place. He continues, still staring at the street below. "Yes, the Rifts. When you first set your eyes upon one, they look like nothing else you've ever seen: shimmering discs of pure aetheric energies, like a vertical whirlpool. Then, they suddenly freeze, and reveal an image of a magical, strange place on the other side. Floating mountains, underground lakes, fire oceans, you name it. If you can imagine it, it probably exists. The problem is, those places are never empty. One moment you're standing in the peace and quiet, and the next one a horde of vicious monsters are pouring out of the Rift, killing and destroying everything in their wake." Fernalion turns again to stare at you, a serious expression in his worried eyes. "And you know who are the only ones with the power to stop these Rifts and the monsters coming out of them? Strangers. Yes, you. The Heart you absorbed at the Labyrinth gave you the ability to face what nobody else here can."

Fernalion approaches a small chest on the side of the room, bringing it with him back to the table and placing it in front of you. "Now you have a choice. You can join others like you and fight for this land, becoming a Protector of Kal Helos. Or you can forget everything I just told you, and leave. I will not force anyone to risk their lives for this community, especially considering you just arrived. But many have been where you are before, and probably many more will be in the future. If I'm being honest, most choose to leave, the responsibility often feeling too sudden, too big for someone who has gone through such a traumatic experience. I hope you're not one of those though." He looks at you with hesitation, then suddenly opens the chest in front of you, revealing a familiar view.

### **ARROW HEART**

(Uncommon, Novice)

Grants access to Arrow abilities.

Cost: 500A-N

A triangular prism, deeply green and with metal corners.

### **BASTION HEART**

(Uncommon, Novice)

Grants access to Bastion abilities.

Cost: 500A-N

A triangular prism that appears to be made of immaculate gray stone.

### **ELEMENTAL HEART**

(Uncommon, Novice)

Grants access to Elemental abilities.

Cost: 500A-N

A triangular prism made of red, blue, brown and white swirling colors.

### **TIME HEART**

(Uncommon, Novice)

Grants access to Time abilities.

Cost: 500A-N

A triangular prism made of copper with strikes of silver.

*"You recognize these, don't you?", Fernalion asks. "Hearts, the source of our power. I assume you already know, but you can absorb four different ones. I want to sweeten the deal: join us, and you can pick one of these. This will greatly increase your chances of survival out there. Could you make it without a second heart? Of course, the gods know I did, and so have others. But I see the potential in you, and I'm not going to lie: we need you. We are fighting a losing battle, and we need all the help we can get. People are suffering, with more and more of the settlements within our range being attacked or outright destroyed by monsters pouring out of Rifts we didn't close in time."*

*Fernalion closes the chest, leaving it back where it was. He then turns back to you. "You don't need to decide right away though. I think you can probably use a good night's sleep, so I'll show you your new home. Whatever you decide to do, I'm sure people will hear about you sooner or later. Now come, let's get you some clothes too, you look silly."*

Characters choosing to help Kar Helos can pick one of the four Hearts offered by Fernalion. They also receive the following title:

#### **New Title Earned: Protector of Kar Helos**

After closing a Rift discovered thanks to a quest posted in Kar Helos, you can choose to teleport back to Kar Helos. *You have sworn to defend the only bastion of civilization in this strange land.*



## Character Titles & Achievements

Your character can have goals and aspirations to work towards, important feats that place them above others. During your time playing *Riftbreakers*, your character will participate in a series of activities that range from gathering herbs to defeating monsters and closing Rifts. Most activities are associated with some sort of Achievement, and these in turn can grant different benefits, granting extra XP, gear, and even titles. A Title is a unique tag that grants your character rare benefits. These can range from access to special abilities, to increasing stats, or many other effects.

Use the Achievement tracking sheet to know which Achievements exist and keep track of your character's Achievements and their progress toward certain benefits. It's important to remember though that **characters can only benefit from the effects of one Title at a time**, but all other benefits are permanent once an Achievement is unlocked. Aetheryte given for completing Achievements are always of your same Rank.

You can change which is your active title once each 24 hours, but this can only be done in Kar Helos.

## Character Advancement

During your time playing *Riftbreakers*, your character will earn **Experience Points (XP)** via a series of different activities: crafting, defeating enemies, and solving quests are the most typical ways of doing so. The XP earned can then be spent on improving your character's Abilities, and as a consequence of that, increase your Rank.

### Rank

Everything in Riftbreakers has a Rank. Rank determines its level of power, be it a monster, a PC, a sword, or even a Rift. The Ranks are, in

order of power: **Novice - Apprentice - Veteran - Master**. Newly created characters start at the Novice Rank, and it is in your best interest to advance as much as you can. This is done by increasing all your Abilities to the next Rank, as explained below. **A character must have all four Hearts and twenty Abilities unlocked before they can increase their Rank.** There are a series of benefits to increasing your Rank:

- ♦ All Attributes increase by D4 each time a character reaches a new Rank.

- PCs gain +1 Standard Action/round.
- ◆ The Rule of Rank: There is an increasing disparity in the level of power between Ranks, to the point where a lower Rank creature can't hope to even damage a high enough opponent. The Rule of Rank applies to wielded items and weapons as well.
  - A creature attacking a target one Rank higher than themselves deals half damage.
  - A creature attacking a target two or more Ranks above them deals no damage.
  - Resistance to lower Rank effects (Abilities, poisons, etc.) is increased by +20% per Rank of difference. This means that, for example, a character resisting a curse from a source one Rank lower would increase their Tenacity check by +20.

**Example:** Tharna, an Apprentice ranker, is facing off a nasty Apprentice Rank Sky Spider. She has just recently ranked up, and hasn't had the resources to rank up her favorite Growth weapon, which is stuck at Novice Rank for now. Still, she attacks the Sky Spider with it. She strikes, rolling 12 damage, but since her weapon is still Novice Rank, the damage is reduced by 50%, resulting in 6 damage dealt. Next, Tharna decides to use one of her direct damage skills, dealing 11 damage. Since her skill is at Apprentice Rank, the same as the Sky Spider, she deals full damage.

## Earning Experience Points

There are several ways of earning XP:

◆ **Combat:** Defeating an opponent of your same Rank grants 25 XP. Defeating an opponent of a higher Rank grants 50 XP. Defeating opponents of a lower rank grants no XP.

◆ **Quests:** Completing a Quest grants 100 XP.

◆ **Crafting:** Each item crafted grants 5 XP.

The GM is encouraged to grant XP for good roleplaying or any other reason they deem appropriate.

All characters in a party gain the same amount of XP for participating in the activity. For example, if a party defeats an enemy that grants a total of 100 XP, each party member receives 100 XP.

## Spending Experience Points

Abilities are ranked up by spending XP on them. Each ability requires 1,000 XP to reach the next Rank. At the end of a session, characters can spend any XP earned on their abilities. Keep in mind though that an Ability can only reach the Rank above the character's current one. Once all Abilities have reached the next Rank, the character can advance to that Rank, which means that in

order to rank up, a character requires 20,000 XP. Even though a character's Rank may not go up until all their Abilities have reached the next Rank, the individual Abilities will benefit from the powers associated with the next Rank, as seen on each of their descriptions.

**Example:** Lauros, a Novice ranker, has just defeated a group of undead, granting him 300 XP total. He goes over his Abilities and sees that one of them is at 800 XP and another at 900 XP. Spending the 300 XP he just earned on those two Abilities, he manages to get them to Apprentice Rank. The rest of his Abilities are still at the Novice Rank, but he can now benefit from the increment in power from those two Apprentice Rank Abilities.

## Increasing Skills

Increasing the value of skills requires finding a Skill Book. These grant +2 to the skill, but require a whole day of studying and a successful Literacy check, so it's not something that can be done while in the middle of a quest. When finding a Skill Book, roll on the Random Skill table to determine which skill benefits from studying it.



D20	RANDOM SKILL
1	Alchemy
2	Acrobatics
3	Animal Handling
4	Athletics
5	Blacksmithing
6	Command
7	Gathering
8	Dodge
9	Insight
10	Leatherworking
11	Literacy
12	Manipulation
13	Medicine
14	Nature
15	Perception
16	Performance
17	Sailing
18	Sleight of Hand
19	Stealth
20	Survival



Dean Spencer



# The Rules

The core mechanic behind all actions in *Riftbreakers* is called a **check**. When asked to perform a check, either by the circumstances or the GM, we take a D100 and attempt to roll equal to or less than the Attribute or Skill in question.

## Difficulty Modifiers

Some actions may be easier or more difficult, depending on the specific circumstances. On those occasions, the GM (or you, if playing alone) must assign a difficulty modifier to the check you wish to perform, using the Difficulty Modifiers table. As it's the case with all modifiers, these are applied to the attribute or skill in

question before the roll is made.

## Opposed Checks

When a player is in direct competition with another character (PC or NPC) an opposed check takes place to determine who is successful. Whether this is an attribute check (Tenacity versus Charm, for example), or skill check (one player attempting to sneak while the other is looking for them, for example), both parties must make a standard roll. Whoever rolls higher than the other person, without going over their own attribute or skill, wins the opposed check. If there's a tie of any kind (with both

DIFFICULTY	MODIFIER	D8	RANDOM DIFFICULTY
Child's play	+30	1-2	Normal
Effortless	+20	3	Child's play
Easy	+10	4	Effortless
Normal	+0	5	Easy
Demanding	-10	6	Demanding
Hard	-20	7	Hard
Impossible	-30	8	Almost Impossible

players failing their checks, for example), the character with the highest relevant skill or attribute score is considered the victor.

## Assisting & Group Checks

Some activities might imply several characters helping each other in order to achieve one common goal. Things such as trying to topple a large stone or tracking a beast benefit from being done as a group. In these circumstances, a character will be chosen to make the test for the whole group, with each other character helping them temporarily granting +10 to their skill. If the check is a failure, the party might re-attempt the check, but with a different character taking the lead.

## Critical Successes & Fumbles

When performing any check, a roll of 96-100 is always considered a fumble (also known as a *critical failure*), regardless of the attribute or skill score. This means that the character has failed in the

most spectacular of ways, something that can be especially dangerous while in combat (see page 86 to learn how fumbles affect combat). On the other hand, a roll of 01-05 is considered a critical success, and the best of outcomes is to be expected. This is again of special importance during combat, as explained on page 86.

## Ability Checks

Unless an Ability explicitly says so (i.e. “*perform a standard attack check with your weapon*”), all character Abilities require no check to be used. The character’s skill is never in question, and it is always assumed that the intrinsic nature of their Abilities requires no more effort than walking or chewing. After an Ability use has been declared (or determined randomly, as it’s the case for monsters), it’s up to their opponent to avoid or defend from an attack, unless the Ability used explicitly says they aren’t allowed to. This is usually done with a Tenacity check.

# Combat

## The Attack Roll

Performing an attack works the same as any other skill check: roll D100 and compare the result to the relevant attribute (**Brawn** for melee weapons, **Coordination** for ranged weapons and melee weapons with the *Finesse* Trait), and if it's equal to or less than its score, the attack is successful.

Things change slightly when we take into consideration your opponent. In *Riftbreakers*, monsters and other enemies don't roll for attacking or defending: all rolls are player-facing. Instead, all creatures have a Combat Skill score that must be subtracted from either your Brawn/Coordination or Dodge skill. During your turn, you make a Brawn or Coordination check after subtracting your target's Combat Skill from your own, and during your opponent's turn you do the same but with your Dodge skill (or Brawn, if you're attempting to parry).

## Action Types

Characters can make three different types of actions in combat:

- ♦ **Free Actions** cost nothing to use, and are typically small, almost inconsequential acts. Speaking a few words, dropping an item, dropping prone, casting a Free Ability

or ceasing the concentration on an Ability are all examples of Free Actions.

- ♦ **Reactions** are free actions that a character can make as a response to another character's action, and as such they usually require a trigger. A character can use as many Reactions in a round as they need, but each Reaction after the first one suffers a **cumulative -20 to all consecutive Reactions** they make, until the start of the next round. Dodge and Parry are the most typical Reactions, but many abilities are considered Reactions as well.

- ♦ **Standard Actions** are at the core of an action round. They are self-contained and the results are seen in the same turn.

## Dodging & Parrying

A character in the receiving end of an attack may attempt to dodge or parry it. Dodging is simple: after subtracting the target's Combat Skill score, the character performs a Dodge check and if successful, they've avoided the incoming attack.

Parrying works similarly to dodging: the character being targeted by an attack makes a Brawn check (after subtracting their opponent's Combat Skill score) and if successful, they have

managed to stop the attack. Keep in mind that only shields or weapons with the *Parrying* Trait can be used in this way!

**Both dodging and parrying are Reactions.** The disadvantage of parrying as opposed to dodging is that, as Reactions, your Brawn must also be temporarily reduced by -20 after each parry, which can potentially affect the character's chances at attacking if they have attempted to parry before they have had the opportunity to attack. This is why it's wiser to dodge before one has had the opportunity to attack, and parry afterwards.

Only melee attacks (be it a straight weapon attack or an Ability) can be either parried or dodged. Ranged attacks of any type can only be dodged.

## Armor

Each armor type listed on page 171 has a Protection Rate. All damage received by a character wearing armor must be reduced by the armor's Protection Rate. If a character is wearing two different layers of armor (i.e. they are wearing physical armor and they cast a spell that changes their armor type), only the highest Protection Rate must be used.

All armor has an Integrity value, represented by a die. After a fight where the armor

worn by a character has seen any use, the Integrity die must be rolled. A roll of 1-2 means that the die goes down the dice chain one stage. A result of 1-2 in the last stage (D4) means the armor is beyond repair and must be discarded.

**D12→D10→D8→D6→D4**

Repairing armor increases its Integrity by one die type in the dice chain. No armor can ever go higher than its Integrity though. Not all armor have the same maximum Integrity, check each of their descriptions to learn more.

Repairing has a cost of **10% of the armor's price per stage.**

## Shields

A character carrying a shield can use it to parry incoming attacks. The skill used to parry with a shield is the same as the weapon being wielded in the main hand: a character wielding a dagger in one hand and a shield in the other would use their Coordination to parry with the shield, for example.

**Performing a parry with a shield costs 1 Stamina.** The advantage of parrying with a shield as opposed to a weapon is that it's considered a Free Action, and as such it doesn't suffer or cause the same skill reduction that Reactions do.

Most shields grant a positive

**COMBAT STEP-BY-STEP**

- 1. Determine surprise.** The GM determines whether anyone involved in the combat encounter is surprised. If playing without a GM, the circumstances should determine if anyone's surprised, or it can be simply randomized.
- 2. Establish positions.** The GM is in charge of placing all of the characters and their opponents. The GM calculates the distance and direction of the foes based on the adventurers' marching order (if relevant) or specified places in the room or other location. When playing without a GM, the circumstances should be enough to know each of the combat participant's positions.
- 3. Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns for the whole combat.
- 4. Take turns.** Each participant in the battle takes a turn in initiative order.
- 5. Begin the next round.** When everyone involved in the combat has had a turn, the round ends. The next round begins, with any creatures enduring ongoing damage effects (bleeding, poison, etc.) receiving damage at the start of the new round. All Reaction negative modifiers accumulated by characters during the previous round are also reset back to zero. Once that's taken care of, each participant takes turns once again in initiative order.

modifier to parrying, as seen on each of their descriptions. Similarly to armor, shields are also affected by combat's wear and tear, so you must also track their Integrity.

**Turns & Rounds**

To understand combat you must know the difference between a turn and a round. A turn is a single combatant's chance to act, while a round is the sum of all combatants' turns (both Player and Non-Player Characters). When all combatants have taken one turn, that round ends and another begins.

A combat round lasts an average of 10 seconds.

**Surprise**

Who might be surprised is either decided by the GM at the start of combat, randomly, or common sense. Both sides will immediately notice each other if neither tries to be sneaky, meaning there's no surprise and initiative is rolled as normal. Otherwise, a Stealth vs Perception opposed check takes place. Any character who fails to perceive a threat is caught off guard at the start of the fight. You can't move or do an action on your initial turn of combat if you're surprised, and you can't react defensively until that round finishes.



## Initiative

During combat, initiative decides the order of turns. At the start of combat every player must make an initiative check by rolling **D10+DEX** to determine their order of initiative. Each enemy combatants or monsters in a group acts at the same time because the GM makes one roll for an entire group of identical creatures. **A critical hit increases the character's initiative by +1 until the end of combat**, whereas **a fumble reduces it by -1**. Certain items and Abilities can modify the initiative order as well but other than that, it **remains unaltered** until combat is over.

## The Combat Turn

On their turn, Novice rankers can move a distance up to their speed and perform **one Standard Action**. Higher Rank characters, or characters aided by Abilities or items, can perform more than one Standard Action per round. Each PC gets to choose whether they want to move first or take an action first. The most common Standard Actions are:

♦ **Standard attack:** Perform an attack with your melee or ranged weapon to a target within range.

♦ **Abilities:** The PCs and some other characters have

the capacity to use Abilities. Not all Abilities are considered Standard Actions though, read each of their descriptions to learn more.

♦**Disengage:** When a character wants to disengage from close combat, they must succeed at an opposed Coordination check versus the opponent they are engaged with possessing the highest score. If they fail, they simply cannot disengage, as their opponent is blocking them. If for any reason the opponent wants to let the character or creature disengage freely, no opposed check is required.

♦**Other:** You can use any item you have on your person, interact with something, assist an ally, move again up to your running speed, or swap weapons.

Once it's been determined that an attack hits, you must roll the weapon or Ability's damage, plus the character's Damage Modifier, plus any other modifiers that might apply. If the target is wearing Armor, it is subtracted from the total damage. The final result is then subtracted from the target's current Health.

#### Things to remember:

♦**Dual wielding:** A character can dual wield two one-handed weapons to gain a free parry per round (counts as a Free Action, instead of a Reaction) and deal +2

damage, but their attack skill is reduced by -30.

♦An **unarmed** character deals D4 Bludgeoning damage.

♦**Ranged attacks** that aren't Abilities are modified by -20 at a distance of 2 m. or less.

♦Characters or creatures attacking a **Prone** target have +30 to their attack check. Attacking an unconscious or sleeping target requires no check.

♦**Underwater combat:** All non-magical damage dealt is reduced by -2, to account for the water's resistance. Ranged attacks are not possible (unless it's an Ability), and melee combatants receive -20 to their attack skill.

#### Damage Type

Not all damage is equal, and some characters, creatures, or items may be more susceptible to one type of damage, or immune to another. These are the types of damage that exist in *Riftbreakers*:

- **Acid:** Caused by certain plants, creatures, demons, and alchemical concoctions.

- **Air:** Caused by entities with an Air affinity, as well as certain Abilities.

- **Arcane:** Mystical aetheric damage caused by magic effects.

**- Bludgeoning:** Caused mainly by crushing weapons such as a mace, but also by environmental effects, such as falling rocks. Ignores 1 Armor.

**- Cold:** Damage caused by extreme low temperatures, as well as many creatures and Abilities.

**- Earth:** Caused by entities with an Earth affinity, as well as certain Abilities.

**- Fire:** Caused both by mundane fire and entities with a Fire affinity, as well as certain Abilities.

**- Holy:** Caused by Abilities or creatures of a divine nature or affinity.

**- Necrotic:** Caused by certain undead and magic effects.

**- Piercing:** Caused mainly by certain weapons and creatures, such as spears or a beast's bite. Piercing damage attacks deal +1 damage when the character performing the attack acts before their target.

**- Poison:** Caused by plants, creatures, demons, and certain Abilities.

**- Psychic:** Strange, mental energy that attacks the mind and damages the soul. Caused by some rare creatures and spells.

**- Slashing:** Caused mainly by certain weapons and

creatures, such as swords, or a creature's claws. +1 damage against targets with no armor.

**- Water:** Caused by entities with a Water affinity, as well as certain Abilities.

Players, NPCs and monsters can either be **Vulnerable** (damage received is doubled), **Resistant** (damage received is halved), **Immune** (damage received is fully ignored) or **Restored** (gain Health equal to damage received) by a certain damage type. For example, undead creatures are Vulnerable to Holy damage, but are Restored by Necrotic damage.



## Critical Hits & Fumbles

When you roll **01-05** while performing an attack, it is considered a critical hit. The attack hits automatically regardless of any conditions and circumstances, and its damage is doubled.

A roll of **96-100** when attacking is considered a critical failure, or fumble. If wielding a weapon, you must

roll on the Weapon Fumble table to learn what happens. If the fumble is caused by an Ability that doesn't use weapons, your turn ends immediately and you are unable to defend from attacks until your next turn due to the confusion.

If you fumble while attempting to defend or dodge an enemy's attack, all damage received is doubled.

### D10

### WEAPON FUMBLE

- 1 You drop your weapon and must spend your next turn recovering it. If you are not wielding a weapon, your next attack suffers -20
- 2 You hurl your weapon with such strength that it gets stuck very deep on a wall or ground. You must perform a successful Brawn check to retrieve it. If you are not wielding a weapon, your next attack suffers -20
- 3 You hurl your weapon with such strength that it smashes against a stone, breaking in half. If you are not wielding a weapon, your next attack suffers -20
- 4 A random item falls from your bags. If fragile, it breaks
- 5 You become exhausted and lose D8 Aether and D8 Stamina
- 6 You trip and fall, wasting this action. You are *Prone* and must use a Standard Action to get back up
- 7 In the process of executing your attack you trip and move forward 5 m., falling *Prone*
- 8 If it is able to do so, your attack hits your closest ally to the intended target. If not, you strike yourself
- 9 You manage to strike yourself with a normal attack
- 10 You somehow manage to hurt yourself badly with your own weapon. You receive a critical hit

## Healing & Death

Aside from the use of Abilities, items and potions, all characters recover Health through rest. Unaided by any magic or gear, a character recovers 3 Health after each **full day** (24 hours) of complete rest under proper sanitary conditions. The character will not heal that day if their rest is disrupted.

- A successful Medicine check removes the *Bleeding* condition. A bandage is necessary for this, though.
- If another character performs a successful Medicine check every day, the recovering character heals at twice their normal rate (6 Health for most characters).

### Death

When a monster or NPC reaches 0 Health, they're dead. When a PC reaches 0 (or less) Health, they have CON/2 rounds to be brought back up to at least 1 Health, or they will die. Once dead, they are automatically resurrected back in Kar Helos, but without their gear – the gear will be waiting for them with their corpse. They also lose D4 points from a random attribute, permanently.

D6	RANDOM ATTRIBUTE LOSS
1	Strength
2	Dexterity
3	Constitution
4	Will
5	Intelligence
6	Charisma



# Conditions

There are a number of status effects or conditions that can affect a character, with the most frequent ones listed here. Conditions with ongoing effects, such as *Bleeding* or *Poison*, disappear once the combat is over, unless they were applied out of combat, in which case they will last until a Vitality check is passed, causing damage per each failed check.

## **Bleeding**

A *Bleeding* character loses an amount of Health determined by the effect's intensity until the condition is removed. This is a cumulative condition.

## **Blind**

A *Blinded* character has -40 to all checks.

## **Charmed**

A *Charmed* creature cannot attack the charmer or use harmful abilities on the charmer. Any check to interact socially with the creature benefits the charmer.

## **Concealed**

Attacking a *Concealed* target requires a successful Perception check.

## **Cursed**

A *Cursed* character is plagued by an effect detailed on the curse's description until the curse is removed somehow. This is a cumulative condition (if applicable).

## **Dazed**

A *Dazed* character cannot initiate attacks.

## **Entangled**

The afflicted is wrapped in something that restricts their movement. They are incapable of moving, and any actions that imply movement suffer a -20 penalty. In their turn, the *Entangled* character can attempt a Brawn check in order to remove this condition, with the check's difficulty modified by the circumstances –it's not the same trying to get free from a tightly tied rope than from someone's grappling maneuver.

## **Frightened**

When the cause of a character's fear is within line of sight, the frightened character receives -20 to all checks. The frightened character is unable to approach the cause of their fear. At the start of each of their turns, a *Frightened* character can attempt to pass a Tenacity check to be able to act normally.

## **Freezing**

The afflicted has -10 to all skills and acts last during combat. They must pass a Vitality check after the first round to recover. If failed, re-attempt each round until success (this does not count as an action). Humanoids will worsen every 10 rounds, first falling into hypothermia (-50 to all actions), then death.

### **Paralyzed**

A *Paralyzed* creature is incapacitated and can't move or speak. Attack rolls against the creature hit automatically.

### **Poisoned**

A *Poisoned* character receives a specified amount of damage every round until the condition is removed or resisted. It is assumed that the poison takes hold when first used, but a *Poisoned* character can attempt to resist its effects during their turn by passing a Vitality check. This is a cumulative condition.

### **Prone**

A *Prone* character must spend 1 Standard Action getting back up. Attacks against a *Prone* character receive +30.

### **Slowed**

The affected character moves at half their usual rate. Slow effects can stack.

### **Sleep**

The creature immediately falls prone, and any attack that hits the creature is a critical hit.

### **Stunned**

A *Stunned* character loses their turn.

### **Suffocating/Drowning**

Characters can hold their breath a number of rounds equal to their CON. A character who cannot breathe immediately begins losing 1 CON per round until death (0 CON). Lost CON is restored as soon as breathing returns to normal.



## Fatigue

Fatigue represents exhaustion, exposure, hunger, injuries, and other physical factors which gradually wear a character down. If a character goes for too long without sleep or food, or undergoes strenuous physical activity without resting, they're going to start accruing fatigue.

The most common reasons for accruing fatigue are going without food or water for 24 hours (i.e. not consuming a

ration daily), or not getting any rest for longer than 24 hours. Environmental harshness, as mentioned above, can also be a deciding factor.

Each level of fatigue adds to the effects of the preceding levels, piling up in a way that can become quite harmful very quickly. Each time a character suffering from fatigue gets a proper meal or night's sleep, their fatigue level is decreased by one.

LEVEL	FATIGUE EFFECT
1	Speed halved
2	-20 to Brawn, Coordination, and Vitality checks
3	-20 to all checks
4	Max Health reduced by half
5	Speed reduced to 5 m. and unable to maintain even a slow travel pace
6	The character dies



## Timers

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It is often necessary to keep track of specific events during a gameplay session: the rising tide inside a partially sunken temple, the arrival of reinforcements, a volcano's eruption. They can be events completely unrelated to the PCs, or something that directly affects them. When it becomes necessary to keep track of any event we must set a Timer. Timers have five different values, each represented by a different die in the die chain:

D12→D10→D8→D6→D4

The higher the starting value of the timer, the longer it will take to reach its conclusion. When you must check a Timer (something that is either specified by the GM or the circumstances, or even decided by yourself), you must roll the die value currently assigned to it. On a roll of 1-2, the timer drops down in value. For example, if a Timer is initially set at D8 and must be checked, roll D8 each time you must check it. If 1-2 is rolled, the new value for the Timed Event is D6. If 1-2 is rolled on a D4 valued event, the conclusion is reached.

## GM-less Rules & Tools

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In order to play *Riftbreakers* without a Game Master directing the story and making rulings, you need the tools presented in this section. Combined with the rules found on chapter 4, they should cover all you need to enjoy the game alone or co-op.

### Answering Yes/No Questions

The core tool used during a GM-less session is the Yes/No Oracle. This simple table enables us to get answers about what our characters are experiencing without having to decide the outcome.

To determine whether something is one way or another, use the Yes/No Oracle. First, ask the question in a "yes or no" fashion (e.g. "Will the guard turn around and come my way?") and determine the likelihood of the event. Then compare the likelihood with the table below and roll a D20. Keep in mind, a natural 1 is considered an Exceptional No, while a natural 20 is an Exceptional Yes. This means that whatever the result is, it's an extreme and absolute version of it.

For a more nuanced result, roll an extra D6 at the same

time you roll D20. A result of 1 on the D6 means something is going on, with the result varying depending on whether the answer was yes or no. If the answer was "yes", a result of 1 would be interpreted as a potential

complication, while if the answer was "no", a 1 would mean that there's a chance something positive might happen. You can use the Complication tables to give you some ideas of what happened, if necessary.

YES/NO ORACLE	
IF THE ACTION OR EVENT IS...	THEN...
Almost Impossible	It happens on a <b>19 or higher</b>
Very Unlikely	It happens on a <b>17 or higher</b>
Unlikely	It happens on a <b>15 or higher</b>
Somewhat Unlikely	It happens on a <b>13 or higher</b>
Even Chances	It happens on an <b>11 or higher</b>
Likely	It happens on an <b>9 or higher</b>
Somewhat Likely	It happens on an <b>7 or higher</b>
Very Likely	It happens on a <b>5 or higher</b>
Almost Certain	It happens on a <b>3 or higher</b>

D6	COMPLICATION
1	There's an unexpected event at a very good or bad moment
2	Something that appears to be one way is actually another
3	A new character(s), or an existing character's true nature, is revealed (reinforcements appear, a harmless NPC is actually an enemy agent, etc.)
4	The physical environment changes (weather, floor collapse, a trap is triggered, etc.)
	A useful item (key, gear, a letter) is found or lost
6	The social environment changes (a character's mother is actually their aunt, a PC is mistaken for someone else, etc.)

## Action & Theme Tables

These two tables are the second key component when playing without a GM. We use these two tables combined to inspire discoveries, events,

character details or motivations, and much more. The way they work is very simple: we roll on both tables to provide an action and a subject/theme, and then interpret the results based on the situational context.

ACTION (D100)			
<b>1</b> – Antagonize	<b>26</b> – Reveal	<b>51</b> – Hunt	<b>76</b> – Alert
<b>2</b> – Violate	<b>27</b> – Defend	<b>52</b> – Uphold	<b>77</b> – Take
<b>3</b> – Assault	<b>28</b> – Focus	<b>53</b> – Move	<b>78</b> – Withdraw
<b>4</b> – Attach	<b>29</b> – Hold	<b>54</b> – Deliver	<b>79</b> – Debate
<b>5</b> – Assist	<b>30</b> – Breach	<b>55</b> – Reject	<b>80</b> – Cause
<b>6</b> – Care	<b>31</b> – Restore	<b>56</b> – Avoid	<b>81</b> – Travel
<b>7</b> – Lie	<b>32</b> – Transform	<b>57</b> – Begin	<b>82</b> – Swear
<b>8</b> – Develop	<b>33</b> – Defy	<b>58</b> – Uncover	<b>83</b> – Build
<b>9</b> – Return	<b>34</b> – Block	<b>59</b> – Betray	<b>84</b> – Deflect
<b>10</b> – Inquire	<b>35</b> – Neglect	<b>60</b> – Surrender	<b>85</b> – Search
<b>11</b> – Usurp	<b>36</b> – Abuse	<b>61</b> – Share	<b>86</b> – Learn
<b>12</b> – Bestow	<b>37</b> – Open	<b>62</b> – Risk	<b>87</b> – Preserve
<b>13</b> – Oppose	<b>38</b> – Carry	<b>63</b> – Capture	<b>88</b> – Evade
<b>14</b> – Fight	<b>39</b> – Attract	<b>64</b> – Challenge	<b>89</b> – Destroy
<b>15</b> – Increase	<b>40</b> – Punish	<b>65</b> – Release	<b>90</b> – Create
<b>16</b> – Waste	<b>41</b> – Guide	<b>66</b> – Escort	<b>91</b> – Attain
<b>17</b> – Inform	<b>42</b> – Fortify	<b>67</b> – Seduce	<b>92</b> – Communicate
<b>18</b> – Decrease	<b>43</b> – Gather	<b>68</b> – Guard	<b>93</b> – Harm
<b>19</b> – Postpone	<b>44</b> – Withhold	<b>69</b> – Inspect	<b>94</b> – Gratify
<b>20</b> – Propose	<b>45</b> – Break	<b>70</b> – Break	<b>95</b> – Guard
<b>21</b> – Suppress	<b>46</b> – Dominate	<b>71</b> – Locate	<b>96</b> – Imitate
<b>22</b> – Explore	<b>47</b> – Evade	<b>72</b> – Serve	<b>97</b> – Tolerate
<b>23</b> – Secure	<b>48</b> – Investigate	<b>73</b> – Control	<b>98</b> – Trust
<b>24</b> – Abandon	<b>49</b> – Impress	<b>74</b> – Finish	<b>99</b> – Deceive
<b>25</b> – Ask	<b>50</b> – Distract	<b>75</b> – Endure	<b>100</b> – Help



**THEME (D100)**

1 - Dispute	26 - Trial	51 - Gear	76 - Life
2 - Death	27 - Danger	52 - Action	77 - Path
3 - Energy	28 - Weapon	53 - Belief	78 - Disease
4 - Outside	29 - Anger	54 - Ally	79 - Creature
5 - Friend	30 - Peace	55 - Opinion	80 - Prize
6 - Enemy	31 - Information	56 - Debt	81 - Expedition
7 - Emotions	32 - Location	57 - Safety	82 - Pain
8 - Plans	33 - History	58 - Reverence	83 - Fame
9 - Possessions	34 - Land	59 - Misfortune	84 - Destruction
10 - Advice	35 - Price	60 - Fortune	85 - Travel
11 - Rumor	36 - Secret	61 - Ability	86 - Attention
12 - Knowledge	37 - Innocence	62 - Battle	87 - Benefit
13 - Power	38 - Community	63 - Tool	88 - Prison
14 - Fight	39 - Faction	64 - Nature	89 - Conspiracy
15 - Message	40 - Blood	65 - Problem	90 - Survival
16 - Environment	41 - Trade	66 - Loss	91 - Adversity
17 - Opposition	42 - Advantage	67 - Shelter	92 - Mystery
18 - Trust	43 - Health	68 - Guidance	93 - Wealth
19 - Animal	44 - Idea	69 - Opportunity	94 - Leader
20 - Riches	45 - Duty	70 - Direction	95 - Agent
21 - Victory	46 - Time	71 - Deception	96 - Obstacle
22 - Friendship	47 - Hope	72 - Memory	97 - Sanity
23 - Wishes	48 - Bond	73 - Burden	98 - Expectations
24 - Liberty	49 - Fear	74 - Disaster	99 - Desire
25 - Wound	50 - Resource	75 - Dream	100 - Enterprise



95

The Rules

## Initial NPC Reactions & Disposition

While a GM usually knows what the outcome of an NPC will be, there are occasions when this is best decided randomly, especially when a GM is simply not available. In order to do so, we must first check the NPC's initial disposition, which will affect the Reaction check that must be performed immediately

after. Creatures such as monsters or mindless beasts always attack on sight.

An NPC's initial Disposition is modified by the following:

- NPC is a merchant/wants something: +2
- NPC is avoiding people/hiding something: -2
- NPC is a loner: -4
- NPC is usually hostile (raiders, rivals, etc.): -10

D20	NPC INITIAL DISPOSITION
1 or less	Hostile (-5 to the Reaction roll)
2-4	Unfriendly (-2 to the Reaction roll)
5-16	Indifferent
17-19	Friendly (+2 to the Reaction roll)
20 or more	Helpful (+5 to the Reaction roll)

## WHAT IS THE NPC DOING?

D20	ACTIVITY	D20	ACTIVITY
1	Fleeing	11	Investigating
2	Hiding	12	Resting
3	On a spiritual quest	13	Performing a ritual
4	Starving	14	Preparing food
5	Waiting for someone	15	Repairing/crafting
6	Hunting	16	Being intoxicated
7	Looking for a place	17	Tending to their wounds
8	Searching for treasure	18	Studying
9	On patrol	19	Frolicking/relaxing
10	Searching for someone	20	Talking to themself

D10		INITIAL ENCOUNTER REACTION		
1		<b>Immediate attack</b>		
2-4		<b>Possible attack. Roll again:</b>		
1-6		Attack		
7-10		Uncertain. Roll again:		
1-4		Attack		
5-7		Leave		
8-10		Friendly		
5-7		<b>Uncertain. Roll again:</b>		
1-4		Attack		
5-7		Negotiate. Roll again:		
8-10		Attack		
8-10		Leave		
8-10		Friendly		
8-9		<b>Possibly friendly. Roll again:</b>		
1-5		Uncertain. Roll again:		
1-4		Attack		
5-7		Leave		
8-10		Friendly		
6-10		Friendly		
10		<b>Immediately friendly</b>		

D6	AGE
1-2	Young
3-4	Middle-aged
5-6	Elderly

D6	GENDER
1-2	Female appearance
3-4	Male appearance
5-6	Androgynous appearance

D20	NPC MOTIVATION	D20	NPC MOTIVATION
1	Power	11	Safety
2	Pride	12	Responsibility
3	Knowledge	13	Health
4	Fame	14	Freedom
5	Justice	15	Family
6	Personal growth	16	Jealousy
7	Tradition	17	Just following orders
8	Survival	18	Debt
9	Greed	19	Charity
10	Pleasure	20	Anger

D20	NPC DESCRIPTION	D20	NPC DESCRIPTION
1	Rough	11	Wealthy
2	Athletic	12	Beautiful
3	Heroic	13	Muscular
4	Skinny	14	Cute
5	Rotound	15	Elegant
6	Colorful	16	Ugly
7	Tall	17	Intelligent
8	Sophisticated	18	Glamorous
9	Striking	19	Distinct
10	Short	20	Tiny

D20	NPC DEMEANOR	D20	NPC DEMEANOR
1	Amiable	11	Aggressive
2	Corageous	12	Calm
3	Confused	13	Detached
4	Dependable	14	Sketchy
5	Corteous	15	Intense
6	Colorful	16	Passionate
7	Intimidating	17	Friendly
8	Commanding	18	Arrogant
9	Formal	19	Frightened
10	Crazy	20	Driven



DEAN SPENCER



Dan Spieker

# Gameplay Procedures

There are many different activities your character can partake in when playing *Riftbreakers*: exploring, crafting, taking quests, and

most importantly, dealing with the ever-present threat of Rifts. This chapter explains in detail the process of resolving each one of them.

## Traveling

Kar Helos is a relatively safe space. As anyone would expect from a city, it has its crime, factional conflict, and all the usual nefarious or shady activities common in a civilized place, but none pose an existential threat to the region. As such, most quests will take you and your party outside its walls. For some reason (most suspect it's due

to the Labyrinth's influence and protection), Rifts never manifest within the city or its surroundings, making the pleasant farmland in the city's outskirts a relatively safe environment.

Travel in *Riftbreakers* is abstracted. The basic unit is the **Travel Day**, which represents the average

distance a party can traverse in a single day by foot without exerting themselves and accounting for resting time. Difficult terrain increases the amount of Travel Days it takes to reach a destination, so one would expect to make less distance within the same time.

Once per Travel Day, you must make a **Travel Check**. This is performed by rolling a travel die:

- **A result of 1** indicates that you've come across an interesting location. Use the general **Interesting Location** table.

- **A result of 2** indicates that you've come across something of interest. Use the appropriate region **Interesting Finds & Encounters** table.

- **A result of 6+** indicates you've come across some sort of danger. Use the appropriate region **Dangerous Encounters** table.

Each region of Kaethor has a different travel die, indicating their danger level:

♦ **Kar Helos** and its surrounding farmlands have a travel die of D6. Everything in this area can be reached within a single Travel Day or less.

♦ **Arenmist Forest** has a travel die of D10. This is a

vast, densely-packed forest, so reaching a point within it usually takes anything from 2 to 20 Travel Days.

♦ **Bonespire Peaks** have a travel die of D12. Extending westwards of Kar Helos, this natural barrier separates Kaethor from the rest of the continent. Traveling to the closest peaks is a difficult journey that takes a minimum of 7 Travel Days.

♦ **The Violet Sands** have a travel die of D12. This is a strange, hostile desert to the north-west of Kar Helos, and one must travel at least 10 Travel Days before reaching its border.

♦ **The Crystal Plains** have a travel die of D10. Situated to the south of Kar Helos, this vast area is characterized by estrange crystal formations that are known to attract lighting. One must travel 2 days to reach the plains, but their vastness makes reaching their southernmost point take 20 days of travel.



- **The Labyrinth** plays by its own rules and doesn't have a travel die.

When encountering a monster or enemy in the

wild, use the Random Rank table to learn what Rank they are. When consulting the table, use your current Rank as a starting point.

### RANDOM ENEMY RANK

D20	NOVICE	APPRENTICE	VETERAN	MASTER
1-15	Novice	Apprentice	Veteran	Master
16-17	Apprentice	Veteran	Master	Veteran
18-19	Veteran	Novice	Apprentice	Apprentice
20	Master	Master	Novice	Novice

### D10

### INTERESTING LOCATION

**Lost Ruins.** The party stumbles upon a crumbling complex of ruins, long forgotten by any civilization. The mossy walls and collapsed roofs suggest that the place has

- 1 been abandoned for centuries. The ruins are actually an entrance to a pocket dimension. If the party decides to explore it, use the Timeworn Ruins Rift generation rules and tables

**Mysterious Cave.** The party finds a small cave that seems to lead deep into the earth. The walls are slick and damp, and the air is cool and musty. The cave seems to go on

- 2 forever, with no end in sight. This cave is actually an entrance to a pocket dimension. If the party decides to explore it, use the Underground Cave System Rift generation rules and tables

**Deserted Village.** A village, once bustling with life, now stands empty and abandoned. The buildings are in disrepair, and the streets are littered with debris. The only

- 3 sounds are the distant howls of wolves. A character can perform a Perception check; if they succeed, they find a trapped adventurer inside a collapsed building. The party can hire the adventurer as a Follower

**Elemental Nexus.** The players stumble upon a place where the elemental energies of the world converge. The nexus is a dangerous place, full of unpredictable and volatile magic. A party member can make a Perception check; if successful, they find a Clarity Essence

**Traveling Market.** The party comes across a heavily guarded market, set up there so that locals can come and trade their goods. They can buy or sell any goods, as if they were in Kar Helos

**D10****INTERESTING LOCATION (CONT.)**

- 6 **Crystal Cavern.** A natural cavern illuminated by large, glowing crystals that sprout from the walls and ceiling. The crystals pulsate with energy, bathing the cavern in a multicolored light. Strange noises can be heard emanating from the depths of the cavern. This cave is actually an entrance to a pocket dimension. If the party decides to explore it, use the Underground Cave System Rift generation rules and tables

- 7 **Memory Tree.** A massive, ancient tree that has the power to read and share memories. The tree is guarded by sentient plant-beings who make sure the intentions of those who approach the tree are pure. PCs must make a Persuasion check to convince the guardians, if they do so, they are allowed access to the tree, earning 50 XP as a surge of strange memories and experiences becomes theirs

- 8 **Frozen Well.** A deep well that has frozen over from the bottom up. Strange patterns and symbols can be seen etched into the ice. A successful Literacy charges the character who read it, granting them +10 temporary Stamina and Aether. Once spent, this extra power is gone

- 9 **Stone Circle.** A circle of standing stones that emit a strange energy, making the party members feel either at ease or extremely jittery. Each PC rolls D6: 1-3 they act with +5 for the next 24 hours; 4-6 they act with -5 for the next 24 hours

- 10 **Shortcut.** The party finds a shortcut that reduces their travel time by half



**D20 KAR HELOS - INTERESTING FINDS AND ENCOUNTERS**

- 1 A street performer putting on an impromptu show
- 2 You stumble upon a community fair or festival being held in the farmlands
- 3 A mysterious, long-abandoned mansion on the outskirts of the city
- 4 An abandoned watchtower overlooking the farmlands
- 5 A young acrobat seeking assistance in locating and rescuing a kidnapped member of their traveling troupe
- 6 A mysterious, ancient standing stone in the farmlands
- 7 An old, crumbling temple
- 8 A band of traveling minstrels, who know many a strange and untold tale
- 9 A picturesque, abandoned mill along a river
- 10 An ancient observatory on a hill overlooking the city
- 11 A group of Strangers, heading out to complete a quest
- 12 A group of Tower Wardens, checking some rumors about monster sights
- 13 A small, picturesque village
- 14 A charming, countryside inn, offering a warm bed and hot meal for travelers
- 15 An imposing, ancient fortress on the border of the farmlands
- 16 A merchant seeking assistance in discovering the source of strange and unexplained disappearances in the city's marketplace
- 17 A group of travelers seeking assistance in navigating the treacherous Violet Sands. They want to reach a passage to go through the Bonespire Peaks
- 18 A wealthy merchant seeking protection for a valuable and mysterious shipment arriving in the city
- 19 A local farmer seeking assistance in finding and freeing their livestock, said to have been taken by mysterious raiders in the Farmlands
- 20 A group of travelers seeking assistance in reaching and exploring the mysterious Labyrinth

**D20**

**KAR HELOS - DANGEROUS ENCOUNTERS**

1-10

Bandits

11-20

Cutpurses



105

**D20 ARENMIST FOREST - INTERESTING FINDS AND ENCOUNTERS**

- 1 A hidden glade filled with bioluminescent mushrooms
- 2 A small, hidden stream surrounded by fruit-bearing trees
- 3 An ancient, crumbling stone bridge spanning a narrow ravine
- 4 A mysterious, ivy-covered ruin
- 5 A small, abandoned hunting lodge
- 6 An overgrown, abandoned stone road winding through the forest
- 7 An ancient, moss-covered statue in a secluded glade
- 8 A bandit camp
- 9 Ghostly apparitions, enacting some sort of ritual
- 10 A group of hunters who say are being hunted by a pack of monsters
- 11 An ancestor tree, slowly wandering across the forest
- 12 A lone herbalist, searching for ingredients
- 13 A party of Strangers, hunting after some high Rank monster
- 14 An old hermit who has lived in the forest for decades
- 15 A reclusive Stranger, who chooses to live alone in the forest
- 16 A wandering bard who claims to have been lost in the forest for months, and is looking for a way out
- 17 A group of human Kar Helosians, searching for a treasure rumored to be in the area. They seem desperate and not very capable
- 18 A lost caravan of merchants who have become separated from their group and are in need of assistance finding their way back
- 19 A group of people who have built a shrine to Gannara, Lord of the Elemental Plane of Plants
- 20 A group of people who are mining for rare minerals in the forest, and may have information about hidden caverns and tunnels

**D20****ARENMIST FOREST - DANGEROUS ENCOUNTERS**

1-10	Bandits
11	Ancient Ent
12	Beastman
13	Grove Guardian
14	Giant Spider
15	Luminous Lizard
16	Mossy Horror
17	Poisonous Frog
18	Root Ravager
19	Thorn Beast
20	Spirit Bear



**D20 BONESPIRE PEAKS - INTERESTING FINDS AND ENCOUNTERS**

- 1 A traveler that claims to come from the other side of the mountains, beyond Kaethor
- 2 A group of miners, looking for a new vein
- 3 A group of nomads, willing to trade food and stories
- 4 A lost Stranger. They seem to have come from the Labyrinth but they ignored the path towards Kar Helos and ended up roaming the mountains
- 5 A group of hunters, seeking rare game to sell in Kar Helos
- 6 A group of bandits demanding that you pay a toll to continue your journey
- 7 A solitary Stranger, returning from a quest
- 8 A group of travelers fleeing, they say a Rift has opened nearby
- 9 A group of miners who claim have uncovered an ancient tomb
- 10 A caravan of merchants transporting goods
- 11 A wounded traveler, searching for assistance
- 12 A group of pilgrims who are on their way to a shrine of Korunnu, Mistress of the Elemental Plane of Earth
- 13 A wandering bard, looking for inspiration
- 14 A rockslide seems to have blocked the path forward
- 15 A rickety bridge, crossing over a steep ravine
- 16 A dying Stranger, suffering from the consequences of exposure and lack of food
- 17 A large crater, with a big flame within that never expires
- 18 An alchemist, searching for rare ingredients
- 19 A lost caravan searching for a viable mountain pass
- 20 An abandoned mine entrance

**D20****BONESPIRE PEAKS - DANGEROUS ENCOUNTERS**

1-10	Bandits
11	Avalanche Beast
12	Chilling Chimera
13	Frost Fang
14	Glacial Gargoyle
15	Ice Drake
16	Winter Wyrm
17	Cave Troll
18	Earth Elemental
19	Slime Beast
20	Tunneling Horror



109

D20	THE VIOLET SANDS - INTERESTING FINDS AND ENCOUNTERS
1	An oasis, surrounded by animals resting and drinking
2	A group of nomad children, lost and needing help to find their clan
3	Ancient ruins, uncovered by the wind
4	A group of treasure hunters
5	A group of travelers riding on giant scarabs who claim to be searching for the entrance to a mythical underworld
6	A caravan of merchants in need of help navigating a particularly dangerous stretch of the desert, offering payment in exchange
7	A caravan of merchants who have been attacked by a group of raiders and need help retrieving their stolen goods.
8	A caravan of traders who have come across a mysterious object in the sand and need help deciphering its purpose
9	A group of lost souls, wandering sadly and offering cryptic warnings
10	A massive sand dragon, traveling across the sand and jumping in and out of it as if it were water
11	A massive sinkhole, filled with poisonous gas
12	A gathering of the clans, forming a small tent city that will be gone in the morning
13	An alchemist searching for a rare ingredient to complete a powerful potion, offering a reward for its retrieval
14	A group of travelers who've stumbled upon a hidden oasis and are seeking help defending it from those who'd take it for themselves
15	A spring that glows with an otherworldly light, surrounded by towering crystal formations
16	An area of the desert where every grain of sand reflects the light of the sun and moon in a mesmerizing display
17	The remains of a merchant's caravan, ransacked and spread over an area 20 meters wide
18	An area of the desert where once-living things have been turned to stone, including towering trees and long-dead beasts
19	A field of large, levitating stones that move and shift on their own
20	A temple built into the side of a massive dune

**D20****THE VIOLET SANDS - DANGEROUS ENCOUNTERS**

1-10	Bandits
11	Cactus Demon
12	Dust Fiend
13	Dune Ravager
14	Mirage Phantom
15	Mirage Shifter
16	Sand Creeper
17	Sand Goliath
18	Scorching Gazer
19	Sun Reaper
20	Whirlwind Wraith



111

**D20 CRYSTAL PLAINS - INTERESTING FINDS AND ENCOUNTERS**

- 1 A group of crystal hunters, searching for rare crystals to sell in the market
- 2 A grove of rainbow-colored trees that refract the light from the sun and create a dazzling display of color
- 3 A sacred site where worshippers come to pay tribute to the elementals
- 4 A mysterious traveler, who claims to have discovered a hidden cave filled with treasures within the crystal formations
- 5 A towering beacon made of pure crystal that guides travelers safely across the plains
- 6 A rogue wizard, experimenting with the magical energy emanating from the crystals
- 7 A cluster of islands that float high above the plains
- 8 A group of friendly giants, who use the crystal formations as a way to communicate with one another over long distances
- 9 A group of merchants, transporting rare and valuable crystals to sell in the distant city of Tarinor
- 10 A massive storm, causing lightning to strike the crystal formations more frequently and creating a dangerous environment for travelers
- 11 A nomadic group of hunters, who have trained their hunting birds to detect valuable crystals and bring them back to their handlers
- 12 A powerful druid, who uses the energy from the crystals to heal and protect the creatures of the plains
- 13 A lost explorer, who stumbled upon the Crystal Plains while searching for a lost city of gold
- 14 A massive herd of grazing animals, including giant antelopes
- 15 An ancient city of ruins that lies in a state of decay, its crystal structures broken and its secrets lost to time
- 16 A group of nomadic Crystal Clan traders
- 17 A large body of water surrounded by glittering sand
- 18 A tall tower that looms over the plains, with the remains of what must have been a small village built much later surrounding it
- 19 A hot spring, surrounded by rocks and crystal formations
- 20 A massive statue made entirely of crystal that towers over the plains

**D20****CRYSTAL PLAINS - DANGEROUS ENCOUNTERS**

1-10	Bandits
11	Cloud Drake
12	Crystal Harpy
13	Giant Spider
14	Lightning Elemental
15	Sky Kraken
16	Storm Spider
17	Storm Giant
18	Tidal Drake
19	Thunderbird
20	Winged Naga

**Direction**

It is often necessary to determine the direction of a quest or objective. When playing with a GM, this is easily decided by them; otherwise we must use the following table, always remembering that Kar Helos is considered to be the default starting point. There's nothing stopping you from using this table while at any other location, though.

**D8****RANDOM DIRECTION**

1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest

## Questing

Although you are free to roam Kaethor in search of adventure without any particular goal, as a Stranger, gifted with powers and abilities beyond those of a normal Kar Helosian, you are expected to help the community by questing. This is of course a very profitable activity too, both economically and experience-wise, so most Strangers opt to do some questing now and then, aside from pursuing their own goals, whichever they may be.

### The Quest Board

The most common way of obtaining quests is via the Quest Board. In the case of Kar Helos, the Board is actually an administrative building situated in the Stranger's District, as described on page 200. This is where you must go to find any quests you might consider interesting enough to pursue.

When you arrive at the Board, you must generate the number of quests available to you that day. This is done by rolling **D4+2**. You are free to

D12	QUEST TYPE
1-2	Escort
3-4	Delivery
5-6	Monster Hunt
7-8	Patrol
9-12	Rift Closure

refuse taking any, but you must wait 72 hours before generating new ones. Once you know how many quests there are available, determine which type of quest and its details with the help of the tables found in this section.

You will only be offered quests that imply dangers manageable by your current Rank; all monsters, Rifts, and other threats will be of your Rank or one higher.

### Reputation

Your reputation as an adventurer is important for the Quest Board administration. As such, every successful quest that you complete increases your Adventuring Reputation by +1. On the other hand, failing a quest reduces your Reputation by -2.

#### PARTY RANK

When in a situation where you must determine your Rank as a party (to learn a Rift's or monster's Rank, for example), the party's Rank is equal to that of the highest ranked character in the party.

Once your Adventuring Reputation reaches 30, you are able to choose which type of quests you want to accept. Adventurers with high reputation are also given deference and shown respect, especially around adventurer circles.

## Rewards

After successfully completing a quest, you earn **100 XP, 200▲, and a random piece of magic gear**. Roll on the Random Magic Rarity table on page 176 to determine its rarity, and then generate the rest of details as you would with any other looted magic item. These rewards are only obtained after reporting back at the Board.



## Escort

**Distance:** D20+2 Travel Days

Commerce is key to the survival of most villages and Kar Helos itself; unfortunately, the journey across Kaethor is marred with dangers, especially since the appearance of the Rifts. Nowadays, a caravan without proper escort is something almost unheard of.

- ♦ As usual, the default starting point is Kar Helos. Travel procedures are largely unchanged, except for the fact that the daily **Travel Check danger threshold is reduced to 5+**.
- ♦ The quest is failed if the caravan doesn't arrive at its destination.

## Delivery

Both craftsmen and townships require a constant influx of materials in order to complete their many ongoing projects. This is why it's common to send adventurers with requests for all sorts of materials.

- ♦ A Delivery quest will always pay the market price for the materials delivered, plus the standard quest bonus. Delivery quests don't have an expiration time.

D6	TYPE OF MATERIAL
1-2	<b>Mineral Ingredients:</b> roll on the Type of Mineral Deposit Found table on page 149
3-4	<b>Alchemical Materials:</b> roll on the Type of Alchemical Ingredient Found on page 149
5-6	<b>Monster Parts:</b> roll on the Monster Ingredients table on page 151

Once you know what you'll be collecting, roll D20+5 to learn how many units of the material in question you must deliver to complete the quest.

## Monster Hunt

**Distance:** D10 Travel Days

It is unfortunately very usual for stray monsters to appear and harass or even kill villagers and travelers outside the safety of Kar Helos' walls. These monster sightings are usually reported to the Board as fast as possible, with the area often marked so that no traveler accidentally wanders into danger.

- ♦ Once you arrive at your destination, determine the monster's Rank and which monster you're hunting by rolling on the region's encounter table.

- ♦ If you haven't completed a Monster Hunt quest before its Distance x2 days, the quest will be considered as failed.

### The Hunt

Once you've reached your destination, it's time to track down the monster or monsters causing trouble. This is done by performing a successful Survival check; for each day you spend carefully searching for tracks and clues your skill is increased by +10, to a maximum of +50. Once you are successful at tracking the creature or creatures, the fight can begin.

## D10 MONSTER DIFFICULTY

1-8 Your Current Rank

9-10 One Rank higher

## **Patrol**

**Distance:** 2D10 Travel Days

Although many Rifts are spotted by villagers and travelers and quickly reported to the Board, there are plenty of places where nobody goes but that can still manifest a Rift. This is why adventurers are often sent on patrol missions beyond Kar Helos, to try and spot Rifts before they become a danger.

During a Patrol quest, adventurers are only required to mark the location of any rifts they find in their route. Dealing with each Rift will be tasked to other parties via separate quests.

Patrol quests are often given to new adventurers and those with low reputation, due to the relatively low risk they suppose, and the overall simplicity of the task.

- ♦ For the duration of the quest, you must check every Travel Day for active Rifts in the vicinity. This is done by rolling D10: a result of 1-2 indicates the presence of a Rift. A unique magical beacon must be deployed to mark its location, but that's all that is required.
- ♦ Patrol quests don't have an expiration time.

## **Rift Closure**

**Distance:** 2D10+1 Travel Days

The most important task you can do as an adventurer is the closure of Rifts. If a Rift is left open, it will continue spewing out all sorts of monsters, bringing forth havoc and death. This is why adventuring parties are dispatched immediately after an open Rift has been detected.

Due to the unstable nature of Rifts, and after a lot of trial and error, it's been determined that the only way for adventurers to enter one and not causing it to destabilize immediately is by limiting the number of people within it to three. That seems to be the maximum amount of embodied souls Rifts can take at once, and it has become the de-facto standard for adventuring groups, to the point where a group of less than three adventurers venturing inside a Rift is seen as suicide, and it's highly discouraged by the Questing Board.

- ♦ When you first arrive in a Rift's vicinity, there are always D4 Monsters around it of the same type as those found within the Rift. These are not found in a single group, so you can face each one of them separately.



- ◆ Upon entering a Rift, the immediate goal is to **find the Riftlord** and kill it. This will cause the Rift to collapse and close.
- ◆ You will only be sent to attempt the closure of a Rift of your party's same Rank. This means that monsters inside will be mostly of your Rank, with a few of them being one Rank higher. The Riftlord is always one Rank higher than the Rift itself (except for Master Rifts, since there isn't a higher Rank). If your party consists of characters of different Ranks, the party's Rank is equal to that of the highest Rank among the characters that form it.
- ◆ When entering a Rift, both Followers (regardless of the type, more on this on page 156) and PCs count towards the "max three" rule, but not summoned allies.
- ◆ As self-contained mini-dimensional spaces, each Rift has a clearly thematic design, defined by its type of terrain and the creatures associated with it; this is known as the Rift's Dominion. When you first enter a Rift, you must roll on the Rift Dominion table to find out what you'll be facing inside.

D8	RIFT DOMINION
1	Frozen Wasteland
2	Infinite Desert
3	Lava Fields
4	Primordial Forest
5	Sky Islets
6	Thousand Islands
7	Timeworn Ruins
8	Underground Cave System

**1 - Frozen Wasteland:** This is a cold and harsh environment, characterized by ice and snow, and home to rugged, hardy creatures that have adapted to the harsh conditions. The terrain can be difficult to navigate, with steep cliffs, deep crevices, and treacherous ice formations. Survival in this biome requires preparation, endurance, and strength.

◆ *Biting Cold:* The extreme low temperatures make your every move a huge effort. Each time you enter a new Area, you must pass a Vitality check or suffer -10 to all actions while you remain in that Area.



**D20****FROZEN WASTELAND - OVERALL DESCRIPTION**

- 1 A vast, open expanse of snow and ice, with nothing but jagged peaks visible in the distance
- 2 An icy desert, where the howling wind and snow drifts make it impossible to see more than a few feet ahead
- 3 A frozen lake, the surface covered in a thick layer of ice that creaks and groans ominously underfoot
- 4 A glacier that stretches as far as the eye can see, with towering walls of ice and frozen waterfalls that shimmer in the sunlight
- 5 A barren, windswept plateau, where the only signs of life are the occasional scraggly bushes and hardy lichens that cling to the rocks
- 6 A frozen wasteland dotted with small, blackened craters where meteors have struck the ground
- 7 An icy labyrinth of frozen canyons and gorges, where the only way to navigate is to follow the occasional frozen river or stream
- 8 A frozen tundra, where the snowdrifts are so deep that only the tops of trees and buildings can be seen
- 9 A desolate wasteland of ice and snow, where the only sounds are the howling wind and the occasional cracking of ice
- 10 A frozen forest, where the snow-covered trees creak and groan in the wind, and icicles hang from the branches like deadly spears
- 11 An otherworldly landscape of ice pillars and spires, towering hundreds of feet into the air
- 12 A frozen wasteland dotted with ancient ruins and the remnants of long-abandoned cities
- 13 A frozen sea, a thick layer of ice covering it for the most part, but with some ominous cracks and moving sections making it an dangerous trek
- 14 A frozen wasteland filled with eerie, glowing ice formations that seem to pulse with a cold, blue light
- 15 An icy wasteland of frozen mountains and valleys, where the only sign of life is the occasional herd of strange, alien creatures covered in fur
- 16 A frozen desert of black sand and ash, where nothing grows and the wind carries the scent of sulfur and brimstone
- 17 A frozen wasteland of jagged ice cliffs and crevasses, making progress difficult and slow
- 18 A frozen wasteland where the snow and ice have been stained a deep red by a long-ago battle
- 19 An icy wasteland of twisting, frozen tunnels and caves that occasionally open into vast valleys
- 20 A frozen wasteland where the ground is so cold that the air above it shimmers with a strange, wavering heat haze

**D10****FROZEN WASTELAND - AREA FEATURE**

- 1-2     **None.** A cold, inhospitable landscape stretches for hundreds of meters around you.
- 3-7     **Danger.** Roll on the Frozen Wasteland Dangers table.
- 8-10    **Landmark.** Roll on the Landmark tables to learn about what you found.

**D20****FROZEN WASTELAND DANGERS**

- 1-12    **Combat Encounter.** Roll on the Monster Difficulty table (page 146) to learn their Rank, then on the Frozen Wasteland Monsters table
- 13-14   **Crevasse.** A crevasse was made invisible by the snow on top of it. A random PC must make a Perception check or fall into it. They suffer D10 bludgeoning damage and must climb their way back up
- 15-16   **Extreme Cold.** The freezing temperatures sap everyone's energies. All characters must pass a Vitality check or see their Stamina pool reduced by -1 until they exit this Rift
- 17-18   **Difficult Terrain.** Simply moving requires all your attention. All PCs suffer -10 to all actions while in this Area
- 19-20   **Blizzard.** A storm of ice shards pours above your heads. All characters suffer 3D4 Slashing damage

**D10****FROZEN WASTELAND MONSTERS**

- |    |                    |
|----|--------------------|
| 1  | Arctic Abomination |
| 2  | Avalanche Beast    |
| 3  | Chilling Chimera   |
| 4  | Frost Fang         |
| 5  | Glacial Gargoyle   |
| 6  | Hail Hydra         |
| 7  | Ice Drake          |
| 8  | Snow Golem         |
| 9  | Snow Specter       |
| 10 | Winter Wyrm        |

**2 - Infinite Desert:** This is a vast, arid landscape, where water is scarce and temperatures are often extremely high. The rolling dunes and rocky outcroppings of the desert provide both obstacles and opportunities for hiding, and the monsters here are always better adapted to the terrain than any adventurer could ever hope to be.

♦ *Extreme Heat:* the unbearable temperatures demand that you drink constantly. Each 2 Areas explored you must consume 1xRation or increase your Fatigue level by +1.



- 1 A vast expanse of sand that stretches as far as the eye can see, with no signs of life or relief in any direction
- 2 A rocky desert that is scattered with cacti, with small pools of water providing the only source of hydration for miles around
- 3 A barren, sun-baked wasteland, with nothing but the occasional sand dune to break up the monotony of the landscape
- 4 A desert where the sand is black and glassy, and the only vegetation is small, spiky shrubs that look like they've been burned to a crisp
- 5 A salt flat that stretches on for eternity, with nothing but a shimmering horizon in every direction
- 6 A desert where the sand is red as blood, and the only sound is the howling wind that seems to carry the scent of death
- 7 A desert that is filled with twisted, spiky rock formations that look like they were formed by some ancient volcanic activity
- 8 A desert that is so hot that the sand turns to glass underfoot, and the only respite from the heat is the occasional shadow cast by a jagged rock formation
- 9 An infinite expanse of sand that is so fine and light that it forms dunes that stretch dozens of meters into the sky
- 10 A place covered in thin sand, with the wind revealing the ground below to be some form of human-made road paved with bricks the size of a house
- 11 A desert that is dotted with ancient ruins and abandoned cities, with the sand slowly reclaiming what was once lost
- 12 A desert traversed by a single, vast canal that carries a thick, flowing sludge
- 13 A desert where the sand is filled with tiny, sparkling crystals that catch the light and seem to glitter like diamonds in the sun
- 14 This place is so inhospitable that even the hardiest of plants cannot survive, leaving the landscape completely barren
- 15 A place filled with ancient tombs and burial sites, each marked with intricate carvings and symbols
- 16 The sand is constantly shifting, making it hard to find your bearings or keep your footing
- 17 The sand is a deep blue, creating a stark contrast to the strange, green sky
- 18 This place is haunted by strange, ghostly apparitions that seem to shimmer in the heat haze
- 19 Bizarrely large symbols and sigils made in stone cover the surface of this wasteland
- 20 A desert that is filled with strange rock formations that seem to defy gravity, standing at impossible angles and casting eerie shadows on the sand



**D10****INFINITE DESERT - AREA FEATURE**

1-2 **None.** Just an arid, desolate landscape for hundreds of meters around you.

3-7 **Danger.** Roll on the Infinite Desert Dangers table.

8-10 **Landmark.** Roll on the Landmark tables to learn about what you found.

**D20****INFINITE DESERT DANGERS**

**Combat Encounter.** Roll on the Monster Difficulty table (page 146) to learn their Rank, then on the Infinite Desert Monsters table

13-14 **Extreme Temperatures.** The brutal heat makes it difficult to act. All PCs must pass a Vitality check or see their Stamina pool reduced by -2 for the next 24 hours

15-16 **Sandstorm.** Powerful winds whip up sand and dust. The party is forced to hunker down for a few hours, consuming 1xRation

17-18 **Dehydration.** The suffocating heat forces the party to re-hydrate constantly. All PCs must consume 1xRation, if unable they gain 1 Fatigue

19-20 **Quicksand.** The ground shifts under your feet, and you start to sink. A random character must pass a Coordination check. If they fail, they can try again with -10, then once again with -30, and finally with -50. If not rescued by a fellow PC, they suffer the Drowning condition

**D10****INFINITE DESERT MONSTERS**

1	Cactus Demon
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2	Dust Fiend
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3	Dune Ravager
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4	Mirage Phantom
---	----------------

5	Mirage Shifter
---	----------------

6	Sand Creeper
---	--------------

7	Sand Goliath
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8	Scorching Gazer
---	-----------------

9	Sun Reaper
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10	Whirlwind Wraith
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**3 - Lava Fields:** This is a dangerous and volatile environment, characterized by molten lava flows and active volcanoes. It is home to fiery creatures such as lava ants and fire elementals, as well as hardy creatures that have adapted to the extreme heat, such as fire lizards. The landscape is constantly changing, with new rivers of lava forming and old ones cooling and solidifying.

♦ *Toxic Atmosphere:* The volcanic fumes present here make the air not fully breathable. Each time you enter a new Area you must pass a Vitality check or suffer D6 damage.



**D20****LAVA FIELDS - OVERALL DESCRIPTION**

- 1 A molten wasteland of solidified lava that stretches out in all directions, with only the occasional plume of smoke in the distance
- 2 An active volcano with rivers of lava flowing down its slopes and a constant rumble that can be heard for kilometers around
- 3 A barren, blackened expanse of hardened lava with deep cracks and fissures that can swallow you whole
- 4 A place where the lava has solidified into twisted, gnarled formations that look like a surreal landscape from another world
- 5 A field of hardened lava that glows red hot in the perennial night of this place, casting an eerie light on the surrounding area
- 6 A desolate wasteland where the only sound is the hiss and crackle of molten lava as it cools and hardens
- 7 A place where the ground is so hot that it feels like it could melt the soles of your boots, and the air shimmers with heat
- 8 A field of blackened lava with the occasional plume of steam and gas that gives off a pungent odor
- 9 A barren landscape where lava has twisted and curled into otherworldly shapes, like some kind of dark, twisted art
- 10 A place where the lava is still flowing, and you can see the red-hot river of molten rock snaking its way down the hillside
- 11 A place where the lava has formed absurdly tall and narrow columns, as if the lava had dropped from above
- 12 A desolate expanse of hardened lava that is as sharp as obsidian, with razor-sharp edges that can cut through flesh
- 13 A field of volcanic rock that looks like it's been blasted by a massive explosion, with jagged edges and craters everywhere
- 14 A place where the heat is so intense that it feels like it's searing your lungs with every breath, and your eyes water from the fumes
- 15 A field of molten rock that glows orange and red in the sunlight, casting a warm and eerie light on the surrounding area
- 16 A city of buildings and streets directly carved on a lava field, giving it a very unwelcoming feeling
- 17 A place where the lava is constantly shifting and flowing, making it hard to get a foothold or find a safe path
- 18 A field of molten lava that occasionally explodes with a shower of sparks and a loud boom, like a miniature fireworks display
- 19 A place where the lava has formed into hollow tubes and channels, wide enough for you to walk through them
- 20 A place where the lava has formed into a series of interconnected pools and channels, like a fiery river delta

**D10****LAVA FIELDS - AREA FEATURE**

- 1-2     **None.** Fire and brimstone is all you can see for hundreds of meters around you.
- 3-7       **Danger.** Roll on the Lava Fields Dangers table.
- 8-10      **Landmark.** Roll on the Landmark tables to learn about what you found.

**D20****LAVA FIELDS DANGERS**

- 1-12    **Combat Encounter.** Roll on the Monster Difficulty table (page 146) to learn their Rank, then on the Lava Fields Monsters table
- 13-14   **Extreme Temperatures.** The brutal heat makes it difficult to act. All PCs must pass a Vitality check or see their Stamina pool reduced by -2 for the next 24 hours
- 15-16   **Geiser.** A sudden burst of steam near the party poses a clear danger. All PCs must pass a Coordination check or suffer D10 Fire damage
- 17-18   **Poisonous Gasses.** The gas and vapors emitted by lava can be dangerous or even deadly. All PCs must pass a Vitality check or receive D6 Poison damage
- 19-20   **Unstable Ground.** The ground under your feet shakes and it's difficult to walk without tripping. A random PC must pass a Coordination check or suffer D8 Bludgeoning damage

**D10****LAVA FIELDS MONSTERS**

- |    |                  |
|----|------------------|
| 1  | Ashen Behemoth   |
| 2  | Blaze Drake      |
| 3  | Cinder Horror    |
| 4  | Ember Elemental  |
| 5  | Flame Golem      |
| 6  | Inferno Giant    |
| 7  | Lava Leech       |
| 8  | Magma Hound      |
| 9  | Obsidian Vulture |
| 10 | Volcanic Wurm    |

**4 - Primordial Forest:** This is an ancient and oppressive environment, characterized by towering trees, tangled vines, and strange wildlife. It is home to dangerous predators such as giant spiders and poison pods. The dense vegetation and twisting paths of the forest make this place difficult to navigate, and losing sight of the entry portal is a real danger.

◆ *Green Maze:* Each time you attempt to retrace your steps and head towards the entry portal, you must make a **Survival** check. A failure means you are lost, and instead of going through the link you wanted, you go through a random one. Generate this new link following the standard method described on page 145.



- D20 PRIMORDIAL FOREST - OVERALL DESCRIPTION**
- 1 An impenetrable thicket of twisted, gnarled trees that seem to go on forever
  - 2 A place where the trees are so ancient and massive that they blot out the sky and create a perpetual twilight
  - 3 A lush, verdant jungle teeming with life, where the underbrush is so thick that it's nearly impossible to see more than a few meters in front of you
  - 4 A place where the trees are alive and seem to be watching you, their branches reaching out like grasping fingers, in a non-threatening way
  - 5 A dense, tangled forest where the air is thick with mist and the sound of running water in the distance
  - 6 A forest made entirely of enormous ferns and other plants that are usually smaller, making you feel like you've shrunk
  - 7 A place where the trees are so old and gnarled that they have grown together, forming arches and tunnels that lead to hidden clearings
  - 8 A forest that seems to go on forever, where the trees are so tall that they scrape the sky
  - 9 A place where the forest floor is littered with the bones of ancient giant creatures, and the trees themselves seem to have grown around the remains
  - 10 A vibrant, colorful forest full of exotic flowers and plants, with shafts of sunlight breaking through the canopy above
  - 11 A place where the trees are so twisted and gnarled that they form natural sculptures that seem almost human-like
  - 12 A jungle of petrified trees and plants, their leaves sharp as razors
  - 13 A place where the trees are so thick that they create natural walls and barriers, making it difficult to navigate
  - 14 A dense, tangled forest that is filled with a constant chorus of birds and other animals, singing and chattering in an endless symphony that quickly becomes overwhelming
  - 15 A place where the trees are so old that they have grown together to form a natural canopy, providing shelter and shade as you walk below
  - 16 A carefully laid out forest, making it feel more like a garden of enormous proportions
  - 17 The forest's floor is layered with immense slabs of metal, inscribed with ancient symbols you don't recognize
  - 18 A dark, foreboding forest that seems to be shrouded in perpetual gloom and shadow
  - 19 A place where the forest seems to change and shift around you, as if it has a will of its own
  - 20 The trees here have scales instead of bark, with branches that occasionally shift and slither

**D10 PRIMORDIAL FOREST - AREA FEATURE**

- 1-2 **None.** Just another section of dense, ancient forest with nothing remarkable about it.
- 3-7 **Danger.** Roll on the Primordial Forest Dangers table.
- 8-10 **Landmark.** Roll on the Landmark tables to learn about what you found.

**D20 PRIMORDIAL FOREST DANGERS**

- 1-12 **Combat Encounter.** Roll on the Monster Difficulty table (page 146) to learn their Rank, then on the Primordial Forest Monsters table
- 13-14 **Poisonous Plants.** A random PC runs into a plant, being stung by its poisonous barbs. They must pass a Vitality check or reduce their CON by -1 during the next 24 hours
- 15-16 **Falling Tree.** With a loud crack, a tree falls right towards you. A random PC must pass a Coordination check or suffer D4+3 Bludgeoning damage
- 17-18 **Sinkhole.** The dense undergrowth has completely covered a small sinkhole. A random PC must pass a Perception check or fall into it, suffering D6 Bludgeoning damage
- 19-20 **Flash Flood.** With a roar, a sudden burst of water appears. All characters must pass a Coordination check or lose one random item from their bags.

**D10 PRIMORDIAL FOREST MONSTERS**

- |    |                 |
|----|-----------------|
| 1  | Ancient Ent     |
| 2  | Beastman        |
| 3  | Grove Guardian  |
| 4  | Giant Spider    |
| 5  | Luminous Lizard |
| 6  | Mossy Horror    |
| 7  | Poisonous Frog  |
| 8  | Root Ravager    |
| 9  | Thorn Beast     |
| 10 | Spirit Bear     |

**5 - Sky Islets:** This is a unique environment, characterized by a series of small, floating islands suspended in what seems to be the vacuum, since there's never a bottom to be seen. It is home to airborne creatures and monsters that have found a way to thrive in this unusual environment. The unstable and shifting nature of the sky islets can make them difficult to navigate, but for some reason most of the time they are connected by bridges of some sort or another.

♦*Difficult Travel:* Each time you generate a new link, roll D10: a result of 1-4 means that there's no bridge or other solid passage and you must jump or use some other method to reach the next Area. Jumping requires an *Easy (+10) Acrobatics* check; failure implies falling eternally into the void.



**D20****SKY ISLETS - OVERALL DESCRIPTION**

- 1 A cluster of small islets that float in the sky, connected by narrow, rickety bridges
- 2 These floating islets are, in fact, remains of what looks like ancient pyramids and ziggurats
- 3 The islets here are surrounded by thick, billowing clouds, which create a sense of isolation and mystery
- 4 A group of islets that are home to ancient ruins and artifacts, left behind by a lost civilization
- 5 A set of islets that are covered in lush, vibrant vegetation, creating a colorful and vibrant world above the clouds
- 6 A place where the islets are surrounded by a glowing aura of magic, which seems to infuse everything with power and energy
- 7 A cluster of islets that are constantly buffeted by strong winds, creating a wild and untamed landscape
- 8 A set of islets that are connected by massive, ancient chains, which seem to have been forged by giants
- 9 A place where the islets are home to a network of underground caves and tunnels, which provide a secret and hidden world below the clouds
- 10 Larger islets are orbited by fast-moving floating rocks and stones
- 11 A set of islets that are surrounded by an endless expanse of blue sky and fluffy clouds, creating a sense of boundless freedom and possibility
- 12 The islets here are giant and transparent hollow spheres with vegetation within them
- 13 A cluster of islets that are surrounded by a strange, shimmering energy field of rainbow colors, which distorts the world around them
- 14 A set of islets that are made of a strange, otherworldly substance, which seems to be alive and constantly shifting and changing
- 15 A place where the islets are surrounded by a ring of jagged, dangerous rocks that occasionally crash into the islets
- 16 A group of islets that are home to a variety of hidden temples and shrines, dedicated to gods and goddesses you never heard of
- 17 A set of islets that are covered in an icy sheen, creating a frigid and inhospitable world above the clouds
- 18 The islets here are placed in a single, straight line
- 19 A cluster of islets that are connected by massive, ancient tree roots, which seem to have grown up from the earth below
- 20 A set of islets that are covered in strange, glowing crystals, which provide a magical and ethereal glow

**D10****SKY ISLETS - AREA FEATURE**

- 1-2 **None.** A regular island, with nothing remarkable about it.  
3-7 **Danger.** Roll on the Sky Islets Dangers table.  
8-10 **Landmark.** Roll on the Landmark tables to learn about what you found.

**D20****SKY ISLETS DANGERS**

- Combat Encounter.** Roll on the Monster Difficulty table (page 146) to learn their Rank, then on the Sky Islets Monsters table
- 13-14 **Thin Air.** The air is difficult to breathe. All PCs must pass a Vitality check or see their Stamina pool reduced by -1 for the next 24 hours
- 15-16 **Sudden Aetherstorm.** Arriving in a matter of seconds, a virulent aetherstorm ravages your surroundings. All PCs must pass a Tenacity check or see their Aether pool reduced by -1 for the next 24 hours
- 17-18 **Violent Winds.** The wind is so strong here that makes it difficult to do anything else but hold on to any surface. All PCs act with -10 while in this Area
- 19-20 **Lightning Storm.** A sudden, explosive storm erupts above your heads. A random PC is struck by lightning, suffering D8 Air damage

**D10****SKY ISLETS MONSTERS**

- |    |                     |
|----|---------------------|
| 1  | Cloud Drake         |
| 2  | Crystal Harpy       |
| 3  | Gargoyle Sentinel   |
| 4  | Lightning Elemental |
| 5  | Sky Kraken          |
| 6  | Storm Spider        |
| 7  | Storm Giant         |
| 8  | Tidal Drake         |
| 9  | Thunderbird         |
| 10 | Winged Naga         |

**6 - Thousand Islands:** This is a vast and varied ocean environment, characterized by a multitude of small islands and coral reefs. They are usually close enough from each other that crossing from one island to the next one poses no challenge at all, often supposing nothing more than a short swim or a hop from reef to reef. As one would expect, water-based monsters thrive in this environment.

♦ *Bothersome Crossing:* Each time you generate a new link, roll D10: a result of 1-4 means that there's no bridge or other solid passage and you must swim to the next Area. This requires an *Easy (+10)* **Athletics** check. Failure implies you start drowning, as explained on page 89.



- 1 A collection of small, rocky islets, dotted with sparse vegetation and surrounded by crystal-clear waters
- 2 A set of islands that are shrouded in thick, rolling fog, creating an eerie and mysterious atmosphere
- 3 A place where the islands are connected by ancient, winding paths, which wind their way through lush, tropical forests
- 4 A group of islands that are home to a variety of exotic wildlife, including brightly-colored birds, rare monkeys, and massive turtles
- 5 A set of islands that are covered in pristine, sandy beaches, creating a perfect paradise
- 6 A place where the islands are surrounded by towering cliffs and jagged rocks, creating a dangerous and treacherous landscape
- 7 A cluster of islands that are home to a network of ancient ruins and temples, left behind by long-dead civilizations
- 8 A set of islands that are connected by massive, ancient bridges, which span the wide, rushing rivers that separate them
- 9 A place where the islands are home to a variety of hidden coves and bays
- 10 A group of islands that are home to a variety of hidden waterfalls and streams, which create a lush and vibrant landscape
- 11 A set of islands that are covered in dense, misty forests, creating an enchanted and mystical world
- 12 A place where the islands are surrounded by a ring of coral reefs and underwater caves
- 13 A cluster of islands that are made out of the single shell of long dead, colossal turtles
- 14 A set of islands that are covered in ancient, towering trees, creating a mysterious and awe-inspiring landscape
- 15 A place where the islands are surrounded by shallow, turquoise waters completely full of broken pottery and vases
- 16 A group of islands that are home to a variety of secret beaches and hidden lagoons
- 17 A set of islands that are covered in a layer of thick, sticky mud, creating a treacherous and difficult landscape to traverse
- 18 A place where the islands are home to a variety of rare and exotic plants, including rare orchids and carnivorous flowers
- 19 A cluster of islands that are connected by a vast network of underground tunnels and caves, creating a secret and hidden world beneath the surface.
- 20 A set of islands that are surrounded by an endless expanse of black water, its waters shimmering as if covered in thick oil

**D10****THOUSAND ISLANDS - AREA FEATURE**

- 1-2 **None.** A regular island, with nothing remarkable about it.
- 3-7 **Danger.** Roll on the Thousand Islands Dangers table.
- 8-10 **Landmark.** Roll on the Landmark tables to learn about what you found.

**D20****THOUSAND ISLANDS DANGERS**

- Combat Encounter.** Roll on the Monster Difficulty table (page 146) to learn their Rank, then on the Thousand Islands Monsters table
- 13-14 **Poisonous Plants.** A random PC runs into a plant, being stung by its poisonous barbs. They must pass a Vitality check or reduce their CON by -1 during the next 24 hours
- 15-16 **Unstable Terrain.** The loose soil and shifting sands make it easy to lose your footing. A random PC must pass a Coordination check or suffer D8 bludgeoning damage
- 17-18 **Sudden Aetherstorm.** Arriving in a matter of seconds, a virulent aetherstorm ravages your surroundings. All PCs must pass a Tenacity check or see their Aether pool reduced by -1 for the next 24 hours
- 19-20 **Sapping Heat.** The heat is so suddenly intense that you can barely breathe. All PCs must pass a Vitality check or see their Stamina pool reduced by -1 for the next 24 hours

**D10****THOUSAND ISLANDS MONSTERS**

1	Coral Kraken
2	Drowned Ghoul
3	Island Golem
4	Jellyfish Swarm
5	Ocean Wraith
6	Maelstrom Elemental
7	Sea Serpent
8	Shipwreck Creeper
9	Tidal Troll
10	Sky Ray

**7 - Timeworn Ruins:** This is an old and forgotten environment, characterized by the ruins of ancient civilizations. It is home to strange monsters, with the undead being quite a common sight. The crumbling ruins provide opportunities for exploration and discovery, but they can also be dangerous, with traps and obstacles lying in wait for the unwary.

♦*Oppressive Atmosphere:* You feel the weight of time and the judgment of whoever lived here upon you. Each time you enter a new Area, you must pass a **Tenacity** check or suffer -10 to all actions while you remain in that Area.



**D20 TIMEWORM RUINS - OVERALL DESCRIPTION**

- 1 A sprawling complex of ancient stone structures, adorned with carvings and murals that tell the story of a lost civilization
- 2 A set of towering, weathered spires that stand like sentinels over a vast, abandoned city
- 3 A place where the ruins are partially submerged, half-buried by the encroaching sand and water
- 4 A group of structures that are connected by narrow, winding tunnels
- 5 A set of ruins that are filled with intricate, winding mechanisms, their purpose now lost to time
- 6 A place where the ruins are shrouded in a veil of eerie, unnatural mist, creating an otherworldly atmosphere
- 7 A cluster of crumbling buildings and collapsed pillars, surrounded by thick, tangled vines and moss
- 8 A set of ancient temples, dedicated to long-forgotten gods and goddesses, their statues now cracked and weathered
- 9 Sinister spirals tower over blocky edifices, all built in large, black stones
- 10 A group of structures that are built atop a vast, sprawling network of catacombs, filled with the bones of long-dead warriors and kings
- 11 A set of ruins that are home to a variety of dangerous and otherworldly creatures, who have claimed the ancient buildings as their own
- 12 A place where the ruins are surrounded by towering, jagged peaks, creating a sense of foreboding and danger
- 13 A cluster of buildings that are connected by narrow, vertigo-inducing stone bridges, suspended high above the ground
- 14 A set of ruins that are built into the walls of a massive, yawning canyon, creating a vertiginous and awe-inspiring landscape
- 15 A place where the ruins are shrouded in a constant, impenetrable fog, obscuring the secrets and dangers that lie within
- 16 A group of ruins that are slowly being consumed by a vast, sprawling forest, their walls and floors now covered in vines and moss
- 17 An ancient city-mausoleum, full of the remains of dead kings and queens
- 18 The ruins here are surrounded by a vast, shimmering desert, creating a sense of isolation and danger
- 19 A cluster of structures that are built into the walls of a vast, underground cavern, lit by eerie, bioluminescent fungi
- 20 These ruins are perched atop a towering, treacherous peak of a flat mountain, leaving a surface of many kilometers

## D10 TIMEWORN RUINS - AREA FEATURE

- 1-2 **None.** A set of ruins with nothing remarkable about them.  
3-7 **Danger.** Roll on the Timeworn Ruins Dangers table.  
8-10 **Landmark.** Roll on the Landmark tables to learn about what you found.

## D20 TIMEWORN RUINS DANGERS

**Combat Encounter.** Roll on the Monster Difficulty table (page 146) to learn their Rank, then on the Timeworn Ruins Monsters table

13-14 **Unstable Architecture.** The ruins are ancient, and some structures are on the verge of collapse. A wall, ceiling, or other piece gives away on top of the party, all PCs must pass a Coordination check or receive D6 bludgeoning damage

15-16 **Toxic Mold.** The ruins may be filled with molds or fungi that release toxic spores. Prolonged exposure to these spores can cause respiratory problems, skin rashes, or worse. All PCs must pass a Vitality check or see their max HP reduced by 2 for the next 24 hours

17-18 **Poisonous Gasses.** Ancient ruins contain pockets of trapped gasses that can be dangerous or even deadly. All PCs must pass a Vitality check or suffer -5 to all actions for the next 24 hours

19-20 **Unstable Flooring.** The ruins have old and brittle floors, which aren't able to support the weight of an adventurer. A random PC must pass a Coordination check or suffer D8 bludgeoning damage

## D10 TIMEWORN RUINS MONSTERS

- |    |                     |
|----|---------------------|
| 1  | Ancient Golem       |
| 2  | Clockwork Automaton |
| 3  | Crystal Construct   |
| 4  | Cursed Archer       |
| 5  | Mummy Guardian      |
| 6  | Shadow Assassin     |
| 7  | Spectral Wraith     |
| 8  | Stone Sentinel      |
| 9  | Time Weaver         |
| 10 | Void Behemoth       |

**8 - Underground Cave System:** This is a dark and mysterious environment, characterized by a network of underground caves and tunnels, some of them natural, others seemingly man-made. It is home to subterranean creatures such as bat behemoths or stone stalkers. The treacherous and twisting passages of the cave system can be difficult to navigate, but they also offer opportunities for exploration and adventure.

♦*No Light:* Underground Cave Systems are dark places, and as such require a source of light, or the ability to see in the dark. Lacking either causes characters to suffer the *Blinded* condition. If you're using a lightsource, such as a torch or an oil lamp, you must make a UD check each time you enter a new Area.



## D20 UNDERGROUND CAVE SYSTEM - OVERALL DESCRIPTION

- 1 A large mausoleum that houses the remains of a draconic civilization
- 2 An intricate cave system that appears to be the result of lava digging through the earth
- 3 A cave system dug into black ice, cold to the touch but hard as stone
- 4 This place is made of great pillars of salt and quartz walls
- 5 An underground city, hastily built, with low ceilings and rough features
- 6 A clean, organized network of tunnels that probably formed part of some sort of transport system
- 7 A huge cavern, the ceiling lost in the darkness up above. Small craters form something akin to natural rooms and passageways within it
- 8 Construct remnants are everywhere, and the tunnels themselves seem to be made of construct parts
- 9 Large mushrooms grow everywhere, and the walls and floors are covered in a layer of squishy mold
- 10 All tunnels and rooms here are made of large blocks of stone, making you feel as if you're inside a vast ancient pyramid or ziggurat
- 11 Organic tissue covers every surface, with large, palpitating organs protruding in some places
- 12 The place is clearly an old, abandoned mine, the marks of pickaxes still visible on every surface
- 13 This place is hewn of pure emerald, the precious stone absorbing the light of your torches and casting it back tenfold
- 14 Every surface of this tunnel network is covered in carefully stacked bones of all shapes and sizes
- 15 Every tunnel, room and chamber here seems to have been dug for creatures who were several times taller than any human, making you feel small and powerless
- 16 The tunnels and chambers of this place are all dug through the trunk of a single, giant tree
- 17 The walls, floors and ceilings of this place are all made of a substance that looks like clouds and is extremely soft. It's completely impervious to damage and cannot be penetrated, though
- 18 Every surface is covered in an oily, non-flammable substance that reeks of old cheese
- 19 The tunnels and rooms of this place are all made of twine and laced branches and wigs, making it look like a giant bird's nest
- 20 Large, spacious hallways and echoing, beautifully crafted chambers give you the feeling of being inside some sort of palace

**D10 UNDERGROUND CAVE SYSTEM - AREA FEATURE**

- 1-2 **None.** A regular cave or series of caves and tunnels, with nothing remarkable about them.
- 3-7 **Danger.** Roll on the Underground Cave System Dangers table.
- 8-10 **Landmark.** Roll on the Landmark tables to learn about what you found.

**D20 UNDERGROUND CAVE SYSTEM DANGERS**

- Combat Encounter.** Roll on the Monster Difficulty table (page 146) to learn their Rank, then on the Underground Cave System Monsters table
- Cave In.** A section of the tunnel collapses above your head. All PCs must pass a Coordination check or receive D6 bludgeoning damage
- Toxic Mold.** The tunnel is filled with molds or fungi that release toxic spores. Prolonged exposure to these spores can cause respiratory problems, skin rashes, or worse. All PCs must pass a Vitality check or see their max HP reduced by 2 for the next 24 hours
- Poisonous Gasses.** Ancient tunnels contain pockets of trapped gasses that can be dangerous or even deadly. All PCs must pass a Vitality check or suffer -5 to all actions for the next 24 hours
- Extreme Cold.** The temperature in this section is several degrees lower. Perform a Vitality check or fight with -10 for the next 3 Areas due to the cold seeping into your bones

**D10 UNDERGROUND CAVE SYSTEM MONSTERS**

- |    |                   |
|----|-------------------|
| 1  | Cave Troll        |
| 2  | Crystal Crawler   |
| 3  | Dark Dweller      |
| 4  | Earth Elemental   |
| 5  | Lava Lurker       |
| 6  | Shadow Stalker    |
| 7  | Slime Beast       |
| 8  | Blighted Bat      |
| 9  | Tunneling Horror  |
| 10 | Underworld Dragon |

LANDMARK - DESCRIPTOR (D100)			
1 - Weird	26 - Shifting	51 - Great	76 - Odd
2 - Reflective	27 - Buried	52 - Strange	77 - Hidden
3 - Dilapidated	28 - Defaced	53 - Mysterious	78 - Dangerous
4 - Huge	29 - Broken	54 - Lost	79 - Opaque
5 - Eerie	30 - Destroyed	55 - Desecrated	80 - Painted
6 - Stained	31 - Shrouded	56 - Bleak	81 - Bleached
7 - Bloodstained	32 - Moss-covered	57 - Ancient	82 - Colorful
8 - Mesmerizing	33 - Reversed	58 - Spectacular	83 - Fearsome
9 - Bizarre	34 - Frozen	59 - Dark	84 - Labyrinthine
10 - Legendary	35 - Forbidden	60 - Hypnotic	85 - Abnormal
11 - Cursed	36 - Forgotten	61 - Perilous	86 - Metallic
12 - Ageless	37 - Ruined	62 - Infamous	87 - Insidious
13 - Mythical	38 - Magical	63 - Cursed	88 - Hollow
14 - Erratic	39 - Functional	64 - Wondrous	89 - Encrusted
15 - Ivory	40 - Astrological	65 - Decaying	90 - Inverted
16 - Gargantuan	41 - Deadly	66 - Shrouded	91 - Active
17 - Massive	42 - Blessed	67 - Famous	92 - Enigmatic
18 - Exquisite	43 - Changing	68 - Sacred	93 - Fiery
19 - Golden	44 - Bright	69 - Whirling	94 - Rising
20 - Inactive	45 - Sunken	70 - Carved	95 - Chaotic
21 - Elemental	46 - Fiery	71 - Stone	96 - Blood
22 - Sacrificial	47 - Flooded	72 - Twisted	97 - Deviant
23 - Gnarled	48 - Falling	73 - Smooth	98 - Primordial
24 - Bestial	49 - Bone	74 - Glowing	99 - Abyssal
25 - Primitive	50 - Abandoned	75 - Screaming	100 - Black

**LANDMARK - OBJECT (D100)**

<b>1-2</b> - Sphere	<b>51-52</b> - Wall
<b>3-4</b> - Dolmen	<b>53-54</b> - Statue
<b>5-6</b> - Gate	<b>55-56</b> - Idol
<b>7-8</b> - Pit	<b>57-58</b> - Pedestal
<b>9-10</b> - Fortress	<b>59-60</b> - Tower
<b>11-12</b> - Archway	<b>61-62</b> - Tree
<b>13-14</b> - Crossroads	<b>63-64</b> - Block
<b>15-16</b> - Circle	<b>65-66</b> - Monolith
<b>17-18</b> - Portal	<b>67-68</b> - Bell
<b>19-20</b> - Pylon	<b>69-70</b> - Chapel
<b>21-22</b> - Stele	<b>71-72</b> - Channel
<b>23-24</b> - Sarcophagus	<b>73-74</b> - Vault
<b>25-26</b> - Memorial	<b>75-76</b> - Pile
<b>27-28</b> - Carving	<b>77-78</b> - Tomb
<b>29-30</b> - Ossuary	<b>79-80</b> - Nexus
<b>31-32</b> - Battlefield	<b>81-82</b> - Pyramid
<b>33-34</b> - Crater	<b>83-84</b> - Well
<b>35-36</b> - Garden	<b>85-86</b> - Cave
<b>37-38</b> - Sanctuary	<b>87-88</b> - Throne
<b>39-40</b> - Mausoleum	<b>89-90</b> - Bridge
<b>41-42</b> - Obelisk	<b>91-92</b> - Fountain
<b>43-44</b> - Pond	<b>93-94</b> - Spiral
<b>45-46</b> - Ziggurat	<b>95-96</b> - Steps
<b>47-48</b> - Pillar	<b>97-98</b> - Hill
<b>49-50</b> - Altar	<b>99-100</b> - Pool

## Rift Exploration

As you already know, the goal when inside a Rift is to find and eliminate the Riftlord as fast as possible.

Unfortunately, this usually means hours or even days of searching inside the Rift's dimensional space. In order to do so, a Rift is divided into sections of interest called Areas. These vary depending on the nature of the Rift; in a cave system an Area might be a large cavern dug by a river, or a series of cells. In the sky islets Dominion, each Area will typically be a different, single islet.

When exploring a Rift, grab a blank piece of paper and follow these steps:

- ♦ As you enter the Rift, roll on the Rift Dominion table to find out what type of Rift you're in. Then roll on the Dominion's Overall Description table to learn how it looks.

- ♦ Place the entry portal in the middle of the sheet.

- ♦ Generate the number of links. These can be tunnels, paths, bridges, or anything appropriate for the Dominion you find yourself in -they have no gameplay repercussions:

D6	AREA LINKS
1	One
2-4	Two
5-6	Three



- ♦ Determine in which direction the next Area is located, by rolling on the Random Direction table found on page 113. If the rolled direction points towards an existing Area, simply create a new link connecting both Areas. If you roll the same direction twice for two different links, re-roll until you obtain a different one.

- ♦ Once you know how many links towards new Areas exist in your current Area, pick one and move into it.

- ♦ Upon entering a new Area (except for the one where the portal opens, which is always considered to have no other remarkable feature), roll on the appropriate Domain Area Feature table.

- ♦ Once you've dealt with whatever you've found, check if the Riftlord is there. If not, generate new links to new Areas and start all over again.

- ♦ It is assumed that exploring a single area takes an average of 1 hour, unless you choose to linger in one for some particular reason.

## Monster Ranks

Monsters within a Rift will always have the same Rank as the Rift itself, or one Rank higher (except for the Riftlord, which is always a Rank higher). When encountering a monster, use the Rift Monster Rank table to learn its Rank.

### D10 RIFT MONSTER RANK

- |     |                 |
|-----|-----------------|
| 1-9 | Your same Rank  |
| 10  | One Rank higher |

## Finding the Riftlord

Finding the Rift's Riftlord uses a D10 timer, as explained on page 91. Make a check after defining the Area features as explained on page 145. Once you roll 1-2 on the D4, you've found the Riftlord. Keep in mind that the Riftlord will always be one Rank higher than the Rift itself!

In order to determine which type of monster the Riftlord is, simply roll on the appropriate encounter table and apply the stat changes associated with a Riftlord, as explained on page 210.



# Crafting

While relying solely on loot drops is a perfectly working strategy, some players might enjoy taking a bit more of direct control over what type of gear they carry. For those players, the crafting rules presented here are an ideal solution. Instead of simply selling all the crafting materials you will find among other loot when killing monsters or exploring Kaethor, you can put them to work and potentially craft powerful gear of all sorts.

## CRAFTING SKILL LEVEL REQUIREMENT

**1-25** - Common

**26-50** - Uncommon

**51-75** - Rare

**76-100** - Epic

Crafting is ruled by the crafting skills available to all characters: **Alchemy**, **Blacksmithing**, and **Leatherworking**. These skills govern the quality of the items you can craft. This means that having a skill score as high as possible is crucial if you want to be a good crafter. Fortunately, you do not need to rely solely on being lucky and finding a Skill Book that will teach you more about your craft. While Skill books certainly can help, the quickest and most reliable way of improving a crafting skill is via practice. **Each time you craft a new**

**item for the first time, you gain +1% in that crafting skill.**

## General Crafting Procedures

In order to craft an item, you must:

- ◆ Have access to the appropriate crafting station (a Forge for Blacksmithing, a Leatherworker Bench for Leatherworking, and an Alchemy Lab for Alchemy).
- ◆ Have the correct type of tools in your possession (Blacksmith, Leatherworker, or Alchemy Tools). These are sold in Kar Helos.
- ◆ Have all the necessary materials, as described in the recipe (if there's one) or item's description, or according to the type of item you want to craft.
- ◆ Have the appropriate skill level.
- ◆ Spend the required time to craft it:
  - A Common item has a crafting time of 1 day
  - An Uncommon item has a crafting time of 2 days
  - A Rare item has a crafting time of 3 days
  - An Epic item has a crafting time of 4 days

Once all the requirements are met, you must simply make a skill check with the

appropriate crafting skill. If successful, the item is crafted, and the items are spent in doing so. If you fail, you lose 50% of the materials used. If only one of a certain ingredient was required, it is not lost.

**Example:** Eowar wants to craft a simple Speed Potion; for that, according to the recipe, he needs 50A, 1xVial of water, and 2xAir and 2xBoon Aspects. His Alchemy skill is 34, not really high, but he wants to try either way. After all, this is an Uncommon item, so it falls well within his capabilities. After setting up in one of the public labs available in Kar Helos, he spends 2 days at it. Unfortunately for him, he rolls a 65, so the crafting fails. He has lost 50% of the materials used, which means he's left with 25A, the vial (since it was a single item and therefore cannot be lost), and 1xAir and 1xBoon Aspects. He'll have to try again.

You will notice that all magic items require a certain amount of Aetheryte (A) to craft. It is crucial that you use the Aetheryte of the Rank you want the resulting item to be: a Novice Rank sword requires A-N, and a Veteran Rank potion must be crafted using A-V. The same goes for the ingredients used: a Veteran Rank sword requires Veteran Rank iron, for example.

## Gathering Ingredients

One cannot craft if they don't have the required ingredients. The most common source of ingredients of all types are monsters: when you defeat a monster, it will almost always leave behind some sort of part associated with it that you can use in crafting. Skeletons will drop bone dust, lizards will drop scales, plants will drop leaves and tendrils, etc.

The other, more reliable way of finding ingredients is to go out and search for them. While this is not possible for ingredients that have purely a monster origin (such as the different monster parts and leathers), it is the best way of sourcing both metals and herbs. In order to do this, you require the use of the Gathering skill.

The procedure is simple: once a day, and only while outside of any civilized area, you can search for an ore vein or Alchemy ingredients (plants, mushrooms, insects, etc.). This can be checked for after you've done the day's Travel Check, as described on page 101. You can check regardless of the terrain and environment, but not every terrain is going to be profitable.

Simply roll D100, and if the result is equal to or less than the number on the table, you've found something. Only

CHANCE TO FIND A MINERAL DEPOSIT BY TERRAIN TYPE				
Mountain	Forest/Jungle	Plains	Desert	Swamp
60%	20%	40%	30%	10%

CHANCE TO FIND ALCHEMICAL INGREDIENTS BY TERRAIN TYPE				
Mountain	Forest/Jungle	Plains	Desert	Swamp
40%	70%	40%	10%	60%

one character can check per travel day, but you can check for both mineral deposits and alchemical ingredients on the same day.

In order to harvest what you've found, you must make a successful Gathering check. Only one check per character can be attempted, with a success yielding a D4 units of the ingredient.

All ingredients harvested are of the same Rank as the character harvesting them, and therefore sell for Aetheryte of that same Rank.

D20	TYPE OF MINERAL DEPOSIT FOUND
1-4	Coal
5-11	Iron
12-16	Silver
17-19	Precious Gems
20	Aglite

♦**Coal:** (*Uncommon, Crafting Material*). A common ingredient in blacksmithing, it is crucial in order to craft any steel item. Cost: 2A.

D12	PRECIOUS GEM
1	Amber. <i>Aspect: Earth</i>
2	Amethyst. <i>Aspect: Air</i>
3	Aquamarine. <i>Aspect: Water</i>
4	Carnelian. <i>Aspect: Fire</i>
5	Diamond. <i>Aspect: Fire</i>
6	Emerald. <i>Aspect: Earth</i>
7	Garnet. <i>Aspect: Fire</i>
8	Onyx. <i>Aspect: Earth</i>
9	Opal. <i>Aspect: Water</i>
10	Ruby. <i>Aspect: Fire</i>
11	Sapphire. <i>Aspect: Water</i>
12	Topaz. <i>Aspect: Fire</i>

♦**Iron:** (*Uncommon, Crafting Material*). One of the most common ores to find, and certainly the most useful. Cost: 5A.

♦**Silver:** (*Uncommon, Crafting Material*). Due to its malleability, resistance to rust, and ability to conduct aetheric energies to some degree, silver is frequently used in crafting. Cost: 10A.

♦**Precious Gems:** (*Uncommon, Crafting Material*). All precious stones have a cost of 20A.

♦**Aglite:** (*Uncommon, Crafting Material*). An extremely rare mineral, aglite is said to be the result of a silver vein being struck by an aether storm. It is highly conductive of aetheric energies and as such it's crucial in the creation of magic items. It's also beautiful, silver with golden veins webbing across its surface. Cost: 50A.

D12	TYPE OF ALCHEMICAL INGREDIENT FOUND
1	Aether Bloom
2	Blackroot
3	Celestial Dust
4	Dragon's Claw
5	Ember Moss
6	Ghost Leaf
7	Moonstone Shard
8	Nightshade Bloom
9	Rainbow Petal
10	Shadow Fern
11	Starlight Seed
12	Thunder Leaf

All the following **alchemical ingredients** have a price of 20A.

♦**Aether Bloom:** (*Uncommon, Crafting Material, Aspect: Power*). A small white flower that is associated with spiritual energy and is often used in potions that enhance mental clarity and focus.

♦**Blackroot:** (*Uncommon, Crafting Material, Aspect:*

*Dark*). A dark and twisted root that is associated with the underworld and is often used in potions that induce visions or cause hallucinations.

♦**Celestial Dust:** (*Uncommon, Crafting Material, Aspect: Light*). A rare and powerful substance that is said to come from the stars. It is often used in potions that enhance magical abilities or grant special powers.

♦**Dragon's Claw:** (*Uncommon, Crafting Material, Aspect: Fire*). A sharp and spiky plant that is associated with fire and is often used in potions that enhance physical strength or provide resistance to heat.

♦**Ember Moss:** (*Uncommon, Crafting Material, Aspect: Fire*). A red and glowing moss that is associated with fire and is often used in potions that provide energy or enhance physical endurance.

♦**Ghost Leaf:** (*Uncommon, Crafting Material, Aspect: Death*). A translucent and ghostly leaf that is associated with the undead and is often used in potions that provide protection against negative energy or allow communication with spirits.

♦**Moonstone Shard:** (*Uncommon, Crafting Material, Aspect: Boon*). A small and shimmering shard of moonstone that is

associated with the moon and is often used in potions that enhance intuition, clairvoyance, or divination.

◆ **Nightshade Bloom:** (*Uncommon, Crafting Material, Aspect: Bane*). A poisonous and deadly flower that is associated with the night and is often used in potions that induce sleep, paralysis, or death.

◆ **Rainbow Petal:** (*Uncommon, Crafting Material, Aspect: Boon*). A delicate and colorful petal that is associated with good luck and is often used in potions that enhance agility, grace, or charisma.

◆ **Shadow Fern:** (*Uncommon, Crafting Material, Aspect: Dark*). A dark and mysterious fern that is associated with shadows and is often used in potions that provide invisibility, concealment, or illusion.

◆ **Starlight Seed:** (*Uncommon, Crafting Material, Aspect: Light*). A small and glowing seed that is associated with the stars and is often used in potions that enhance magical abilities, provide protection against dark magic, or enhance the power of spells.

◆ **Thunder Leaf:** (*Uncommon, Crafting Material, Aspect: Air*). A rough and jagged leaf that is associated with lightning and is often used in potions that enhance speed,

agility, or provide resistance to electricity.

D20	MONSTER INGREDIENTS
1	Barbed Quill
2	Bone Dust
3	Chitinous Plate
4	Crystallized Water
5	Earthen Core
6	Fiery Ember
7	Glowing Eye
8	Hard Claw
9	Pungent Scent Gland
10	Rough Leather
11	Shimmering Scale
12	Sharp Fang
13	Soft Leather
14	Serrated Spine
15	Smooth Pelt
16	Sparkling Horn
17	Spiny Carapace
18	Thick Sinew
19	Tough Scale
20	Twisted Horn

There are plenty of ingredients used in all forms of crafting that are almost exclusively found via looting monsters. **Ingredients looted from monsters** have the same Rank as the monster. Each one of these ingredients has a price of 20A.

◆ **Barbed Quill:** (*Uncommon, Crafting Material, Aspect: Power*). Long, pointed quills

that can be used for crafting sharp, durable arrows, among other uses.

♦ **Bone Dust:** (*Uncommon, Crafting Material, Aspect: Death*). Powdered bones that can be used as a strengthening agent in various concoctions.

♦ **Chitinous Plate:** (*Uncommon, Crafting Material, Aspect: Boon*). Tough, lightweight plates that can be used to create sturdy armor.

♦ **Crystallized Water:** (*Uncommon, Crafting Material, Aspect: Water*). Rare crystallized form of pure water, which can be used in various alchemical recipes.

♦ **Earthen Core:** (*Uncommon, Crafting Material, Aspect: Earth*). A solid and dense mineral that can be used to forge heavy weapons and armor.

♦ **Fiery Ember:** (*Uncommon, Crafting Material, Aspect: Earth*). A hot, glowing ember that can be used in the creation of items with fire-related properties.

♦ **Glowing Eye:** (*Uncommon, Crafting Material Aspect: Bane*). A magical glowing eye, which can be used in various alchemical and enchanting recipes.

♦ **Hard Claw:** (*Uncommon, Crafting Material, Aspect: Power*). Strong, sharp claws

that can be used to create weapons with excellent piercing power.

♦ **Pungent Scent Gland:** (*Uncommon, Crafting Material, Aspect: Bane*). A gland that emits a strong and repelling scent, which can be used in various alchemical concoctions.

♦ **Rough Leather:** (*Uncommon, Crafting Material*). A tough, durable hide that can be used to craft sturdy leather armor.

♦ **Shimmering Scale:** (*Uncommon, Crafting Material, Aspect: Chaos*). A rare, iridescent scale that can be used to craft unique armor or weapons.

♦ **Sharp Fang:** (*Uncommon, Crafting Material, Aspect: Death*). Long, pointed fangs that can be used to craft weapons with excellent slicing power.

♦ **Soft Leather:** (*Uncommon, Crafting Material*). A supple, flexible hide that can be used to create light and comfortable leather armor.

♦ **Serrated Spine:** (*Uncommon, Crafting Material, Aspect: Power*). A jagged, serrated spine that can be used to create weapons with devastating cutting power.

♦ **Smooth Pelt:** (*Uncommon, Crafting Material*). A soft, smooth pelt that can be used

to create elegant and comfortable garments.

♦**Sparkling Horn:**

(*Uncommon, Crafting*

*Material, Aspect: Boon*). A sparkling, magical horn that can be used in various alchemical and enchanting recipes.

♦**Spiny Carapace:**

(*Uncommon, Crafting*

*Material, Aspect: Earth*). A hard and spiky shell that can be used to create armor with excellent defense and damage reflection capabilities.

♦**Thick Sinew:** (*Uncommon,*

*Crafting Material, Aspect:*

*Life*). Strong and flexible sinew that can be used to create bows with excellent range and power.

♦**Tough Scale:** (*Uncommon,*

*Crafting Material, Aspect:*

*Power*). A tough and durable scale that can be used to create armor with excellent defense capabilities.

♦**Twisted Horn:** (*Uncommon,*

*Crafting Material, Aspect:*

*Chaos*). A twisted, magical horn that can be used in various alchemical and enchanting recipes.

## Blacksmithing & Leatherworking

These two crafting skills allow you to create almost any item found in the gear section of this book. Even further, when skilled enough, you are capable of imbuing

the items you create (or purchase!) with magic properties.

Crafting requirements:

♦ 200A. The aetheryte is spent in the process of creating the item, as its direct connection to the aether is what allows the item to gain magic properties.

♦ A common version of the item being crafted (i.e. if a magic dagger is being crafted, then you must have a common dagger). This can be either crafted or purchased.

♦ Magic items have a budget of 2 magic properties; these vary depending on the type of item you're crafting:

- General Items (trinkets, accessories): 2 Core Qualities
- Weapons: 1 Core Quality, 1 Weapon Improvement
- Armor: 1 Core Quality, 1 Armor Improvement
- Shields: 1 Core Quality, +10 Parry.

For each magic property, you require 5 units of a crafting ingredient with the correct Aspect for the item you're crafting. Since one of a shield's magic properties will always be increased Parry, this has a fixed cost of 5 units of an ingredient with the Earth Aspect.

♦ If the item being crafted is Rare, you can pick 1 magic property from the tables on pages 178-182, per Rank.

Normal restrictions apply: weapons roll on the Combat

Magic Property table, other items roll on the Non-Combat Magic Property table. You then need 10 units of each of the Aspects mentioned on the Property in question. If the item being crafted is Epic, you can pick 2 magic properties from the tables on pages 178-182, per Rank. Normal restrictions apply: weapons roll on the Combat Magic Property table, other items roll on the Non-Combat Magic Property table. You then need 10 units of each of the Aspects mentioned on the Property in question.

- ◆ A magic item's properties only fully affect characters of its same rank. For example, an Apprentice item that makes you immune to curses only works if your character is also at the Apprentice Rank. Same goes for any other properties, such as added Accuracy or attribute modifiers.

Magic items cannot have their magic properties changed, or added to. The only exception to this is when turning a regular magic item into a Growth item, which allows a character to increase the item's Rank. This is very useful when you own a magic item that you like but has a lower Rank than you. In order to turn a regular item into a **Growth item**, the Growth formula (page 187) must be found and learned, though.

## Alchemy

Alchemy is a skill that allows characters to craft potions, elixirs, and other consumable items with mystical or magical properties. It involves the blending and distillation of rare and exotic ingredients, often derived from plants, minerals, and animal parts, to create powerful concoctions that can enhance abilities, cure ailments, or provide other magical effects.

There are four types of potions and alchemical brews:

- ◆ **Aether:** Any potion or other one-use item that allows you to recover any amount of Aether.
- ◆ **Stamina:** Any potion or other one-use item that allows you to recover any amount of Stamina.
- ◆ **Health:** Any potion or other one-use item that allows you to recover any amount of Health.
- ◆ **Support:** Any potion or other one-use item that somehow benefits you, granting you powers, abilities, cleansing negative conditions, or any other similar effects.

Crafting a potion, balm or unguent is simple:

- ◆ Obtain a formula for the type of potion you want to craft. These are usually found as loot.

- ◆ Gather the necessary materials, as described in the formula. The amounts vary depending on the potion's Rank:

- Novice: 2 of each Aspect mentioned in the formula
- Apprentice: 3 of each Aspect mentioned in the formula
- Veteran: 4 of each Aspect mentioned in the formula
- Master: 5 of each Aspect mentioned in the formula

- ◆ You require 50A of the desired Rank, to imbue the potion with aetheric energies.

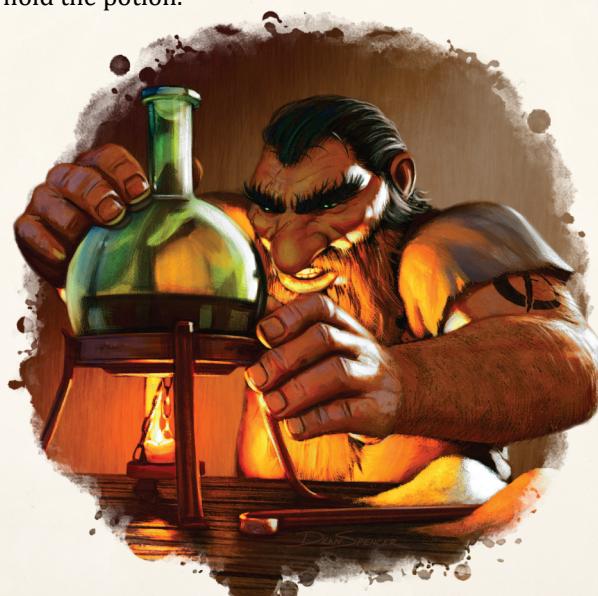
- ◆ All alchemy recipes require 1 vial to hold it; these must always be purchased. They cost only 1A, but they must be of the correct Rank to be able to hold the potion.

- ◆ All potions are considered Uncommon items, and as such, require 2 days of crafting.

- ◆ All potions sell for 100A.

Once you have everything you need, perform an Alchemy check. If successful, you obtain the desired potion. If you fail the check, you lose some of the ingredients used, as described on page 148.

It is important to remember that **you can only ingest one of each type of potion (Aether, Stamina, Health, Support) per encounter.** Ignoring this rule applies a unique sickness (usually known as *Eyoh's Regret*) that cannot be healed and deals 5 damage/round. It lasts 50 minus your CON rounds.



## Followers & Companions

Kaethor is a dangerous place, even for Strangers, with their varied suit of powers. This is why adventurers rarely venture outside the safety of Kar Helos without a group. The ideal party size has three members, usually with different role specializations, and this is the number of people that the Quest Board strongly recommends having when attempting to close a Rift. As a matter of fact, only groups of three are allowed to take a Rift closing quest directly from the Board.

Ideally, you will play **Riftbreakers** with a full group of friends, having the party completely made up of PCs. Since this is not always possible though, and you may very well be playing the game alone or just with another friend or two, the remaining party slots are filled with Followers. PCs gain a lot from Followers, who give them a range of advantages in battle and exploration. Most Followers remain in the background, performing one thing and one thing only: each gives you a concrete benefit that will help the PC that hired them. In a way, it helps to think of Followers as another piece of gear that you can equip, as long as you can afford bringing them with you. While most of the time players don't roll dice for them, Followers should enhance a PC's skills without needing that player to make

decisions about their course of action. This is true for all Followers, except **Companions**. Companions, also known as combat Followers, have a real, non-handwaved presence in the world, and directly help you in combat, as a PC would. These are not easy to come by, though, as we will soon explain.

You must decide which character is the Follower's patron when they join the party. This patron is sometimes obvious from a character's behavior; other times, more roleplaying is necessary. That character controls the relevant Follower's actions and benefits from them. A few Follower traits do not directly call for a patron; rather, they apply to the entire party. Once a Follower has a patron, they are typically reluctant to switch without good reason. Players should engage in some roleplaying if they actually want to switch Followers or transfer Followers across characters. Most Followers could consider this behavior dubious or even dangerous in general. After all, decisions have repercussions, so characters shouldn't take their Follower's loyalty for granted.

## Hiring Followers

Hiring a Follower can only be done at the Board Quest in Kar Helos. In order to see which Followers are available for the day, you can randomly generate 5 of them, and choose the ones you are interested in. If neither of the available options are what you were looking for, you'll have to return the next day.

Hiring a Follower has a cost of 200<sup>A</sup>, +10<sup>A</sup> per day you want them working for you. You must pay the initial sum upfront, but the daily fee can be paid at the start of each new day.

## Retaining Followers

If you find a Follower that you like, you can choose to keep them in your service, but you must keep paying their daily fee. Not doing so means that they look for new employment.

## Loyalty & Readiness

All Followers have a **starting Loyalty of 2D4**. This represents their willingness to obey any orders issued to them by their patron. Each time you activate one of your Follower's traits, their Loyalty is reduced by -1. Instead of directly issuing an order and spending Loyalty, though, Followers have a chance of voluntarily doing what you need them to do, defined by their **Readiness**. A Follower's Readiness score goes from 1 to 100, and it works as any other skill check: roll D100, if the result

is equal to or lower than the Follower's Readiness, they do what you need them to without you issuing an order. **In order to determine a Follower's Readiness score, roll 3D10+20.**

There are a couple of other important things to remember:

- ♦ When a Follower's Loyalty reaches 0, they will abandon the party.
- ♦ Issuing an order is a Free Action.
- ♦ Once per day, you can attempt a Command check to make your Followers **regain D4 Loyalty**. They cannot go over their initial max Loyalty this way.

## Follower Rank

Followers have a Rank equal to that of their patron. This has the following effects:

- ♦ Apprentice traits that imply healing or dealing damage increase their effects by +1. Their Readiness is increased by +2.
- ♦ Veteran traits that imply healing or dealing damage increase their effects by +2. Their Readiness is increased by +5.
- ♦ Master traits that imply healing or dealing damage increase their effects by +3. Their Readiness is increased by +10.

## Traits

All Followers bring a series of benefits to the adventurers that hire them; these can range from extra damage or Stamina, to more survivability or bonuses to certain skills. When first creating a Follower, roll on the Traits table to determine which trait they have. **All Followers** (except

Companions) have the following traits:

- ♦ **Assistance:** You gain 1 Standard Action.
- ♦ **Shield:** You can assign combat damage directed to you towards a Follower. All Followers (except Companions, which are detailed below) have 15 Health, and cannot be healed.

D20	FOLLOWER TRAIT
1	<b>Arcanist.</b> You can activate a spent Prime
2	<b>Channeler.</b> Immediately gain D6 Aether
3	<b>Opportunist.</b> Immediately gain D6 Stamina
4	<b>Healer.</b> Immediately heal D6 Health
5	<b>Cleanser.</b> Remove one instance of Bleeding or Poisoned
6	<b>Purifier.</b> Remove one instance of Cursed or Fear
7	<b>Scout.</b> This follower suffers the consequences of a Danger result while exploring a Rift, instead of you
8	<b>Skirmisher.</b> Deal 2 damage to a target
9	<b>Opener.</b> Increase your next attack's damage by D4
10	<b>Defender.</b> The Follower intercepts and reflects the next attack targeting you. You receive no damage, while the attacker receives 50% of the damage
11	<b>Deterrer.</b> The Follower prevents an enemy from attacking in their turn
12	<b>Agitator.</b> You automatically pass your next Stealth check
13	<b>Forager.</b> You gain 1xRation
14	<b>Miner.</b> Roll on the Type of Mineral Deposit Found table
15	<b>Herbalist.</b> Roll on the Type of Alchemical Ingredient Found table
16	<b>Protector.</b> Re-roll a failed defensive check
17	<b>Schemer.</b> The next Ability you use has no cost
18	<b>Time Adept.</b> The next Ability you use is a Free Action
19	<b>Brute.</b> The target must pass a Brawn check or become Prone for 1 round
20	<b>Companion.</b> This follower is a fighter and will directly assist you in combat

## Companions

Followers that can take part in combat are known as Companions. They are usually categorized by their role, which must be determined randomly when a Companion joins your party.

As opposed to normal Followers, Companions don't need any Readiness check or spending Loyalty in order for them to act, they do so automatically every turn.

D4	COMPANION ROLE
1	Bulwark
2	Controller
3	Executioner
4	Mender

♦**The Bulwark** will attempt to taunt and draw an enemy's attention towards them.

♦**The Controller** sows chaos among enemy ranks, or

impedes their actions and movement.

♦**The Executioner** is an expert at dealing damage and handling threats through direct violence.

♦**The Mender** specializes in support and healing, being a crucial part in every party.

While in combat, Companions work the same way as monsters do: in their turn, roll on their Action table to find out how they spend a Standard Action. Companions gain +1 Standard Action per Rank, which means you must roll once per Standard Action on their Action table.

A Companion's Attributes shown on each of their descriptions are for a Novice Rank. Increase each one of them by +D4 per Rank above Novice.



**BULWARK**

STR 14 DEX 10 CON 16 INT 10 WIL 11 CHA 12

**Brawn:** 70 / **Coordination:** 50 / **Intellect:** 50 / **Tenacity:** 55 /  
**Vitality:** 80**Health:** 32 / **Dodge:** 70 / **Armor:** D8 / **Parry:** +10 / **Range:** Melee  
**Combat Strategy:** Will always prioritize enemies that are targeting their patron. In case of doubt, determine randomly.

D10	Action
1	Performs a standard attack with their weapon, dealing D8+2 Bludgeoning damage
2	Performs a standard attack with their weapon against a target that is in melee combat with an ally. Said ally can freely disengage from combat
3	They strike their target with their shield, dealing D8 damage and increasing their Parry by +10 until the end of combat
4-5	For the next D4+1 rounds, target suffers -20 to all attacks that do not include this Companion as a target. This effect is not cumulative, but it can be refreshed
6	Performs a standard attack check with their weapon that can only be dodged. The attack deals D8+5 Bludgeoning damage
7	Performs a standard attack with their weapon. If successful, they perform a secondary free attack with their shield that deals D6 damage
8	All targets within a 20 m. range are forced to attack this Companion until their next turn
9-10	Heals D6 Health. If at max Health, they perform a standard attack



### CONTROLLER

STR 8 DEX 13 CON 12 INT 15 WIL 17 CHA 12

**Brawn:** 40 / **Coordination:** 65 / **Intellect:** 75 / **Tenacity:** 85 /  
**Vitality:** 60

**Health:** 24 / **Dodge:** 40 / **Armor:** D4 / **Range:** Ranged (20 m.)  
**Combat Strategy:** Will always attempt to maximize the utility of their spells, keeping their distance and attacking from range.

D10	Action
1	Performs a standard attack with their weapon, dealing D6+2 Piercing damage
2	An ally's next attack deals +D6 Arcane damage
3	Target must pass a Tenacity check. If they fail, they act with -40 until their next turn
4-5	Target must pass a Tenacity check. If they fail, they fall asleep. This is a natural sleep though, so normal circumstances apply
6	Target must pass a Tenacity check. If they fail, they are shoved 5 m. in any direction, dealing D10+DM Arcane damage. The target is <i>Prone</i>
7	Target loses their next turn
8	Target must pass a Tenacity check. If they fail, they become <i>Entangled</i>
9-10	Heals D6 Health. If at max Health, they perform a standard attack

**EXECUTIONER**

STR 12 DEX 14 CON 12 INT 13 WIL 13 CHA 12

**Brawn:** 60 / **Coordination:** 70 / **Intellect:** 65 / **Tenacity:** 65 /**Vitality:** 60**Health:** 24 / **Dodge:** 60 / **Armor:** D6 / **Range:** Melee**Combat Strategy:** Will always attempt to strike targets that are already in combat with someone else, prioritizing low-health targets.

D10	Action
1	Performs a standard attack with their weapon, dealing D6+2 Piercing damage
2	Performs a standard attack. If successful, a friendly character can perform a free attack against the same target
3	Deals D4+1 Slashing damage to all enemies within a 10 m. radius
4-5	Performs a standard attack that cannot be defended in any way, dealing D6 Piercing damage
6	Performs a standard attack. If successful, the target is <i>Blinded</i> for D4+1 rounds
7	Performs a standard attack. The Companion gains +20 Dodge until their next turn
8	Removes all harmful Conditions and status effects they are currently suffering from. If not suffering from any, the Companion performs a standard attack
9-10	Heals D6 Health. If at max Health, they perform a standard attack



### MENDER

STR 8 DEX 13 CON 12 INT 15 WIL 17 CHA 12

**Brawn:** 40 / **Coordination:** 65 / **Intellect:** 75 / **Tenacity:** 85 /  
**Vitality:** 60

**Health:** 24 / **Dodge:** 50 / **Armor:** D4 / **Range:** Ranged (20 m.)  
**Combat Strategy:** Will always attempt to maximize the utility of their spells, keeping their distance and attacking from range when necessary but trying to support their patron first, and other allies second.

D10	Action
1	Performs a standard attack with their weapon, dealing D6+2 Piercing damage
2	Ally's next action is performed with +20
3	Grants a target ally +5 Armor until their next turn
4-5	Target ally is healed for D6+2 Health. If there's no character in need of healing, they perform a standard attack
6	Removes one instance of a harmful condition from an ally. If none, the Companion performs a standard attack
7	Target enemy must pass a Tenacity check. If they fail, they lose their next turn
8	Target ally becomes impervious to damage until their next turn
9-10	Heals D6 Health. If at max Health, they perform a standard attack

## Other Details

You can use the tables on page 97 to learn more about a Follower, such as their

gender, motivations, and age. You can also roll on the following table to learn their name.

### FOLLOWER NAMES (D100)

1-2 - Zareketh	51-52 - Morvathar
3-4 - Nymrael	53-54 - Gawndyl
5-6 - Illyndar	55-56 - Valr
7-8 - Azuris	57-58 - Aurielle
9-10 - Solaine	59-60 - Kyrielle
11-12 - Valyndria	61-62 - Aerisyn
13-14 - Aerendir	63-64 - Ardynn
15-16 - Cyllorien	65-66 - Thalyss
17-18 - Eilstira	67-68 - Arianthos
19-20 - Galedrius	69-70 - Eirwynn
21-22 - Daryndor	71-72 - Valtorin
23-24 - Arctara	73-74 - Caranthir
25-26 - Elendryl	75-76 - Sylvari
27-28 - Thyrimon	77-78 - Lirien
29-30 - Mystralyn	79-80 - Elrondir
31-32 - Alarion	81-82 - Iliadon
33-34 - Sylvorin	83-84 - Nyxarion
35-36 - Opheron	85-86 - Selenea
37-38 - Kaelarion	87-88 - Vesyer
39-40 - Serayr	89-90 - Lucianth
41-42 - Caelan	91-92 - Zephyran
43-44 - Elwynneth	93-94 - Faelivrin
45-46 - Alterus	95-96 - Isildar
47-48 - Kethryll	97-98 - Gylathal
49-50 - Xyndraxis	99-100 - Eryndor



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## Gear & Loot

### Encumbrance & Gear Slots

Characters can carry a number of items equal to  $\text{STR}+10$  without any penalty. A character carrying more than that becomes encumbered, and receives -20 to all physical skills.

- ◆ **Non-encumbering items** include anything tiny you can fit in your palm, empty bags, items with no listed weight such as paper, as well as worn clothing and jewelry.
- ◆ **Normal items** take up one slot.
- ◆ **Heavy items** take up two slots.

◆ **Light items** can be bundled up to 10 items in one slot. These include rations, small vials, throwing daggers, and crafting ingredients.

◆ **Coins and gems** take up one slot for every 100 pieces, rounded up.

It is assumed that a character's belongings are distributed among their different bags and sacks. A character without a backpack can only carry a number of items (other than the ones worn) equal to their STR.

PCs have limited item slots, as shown on the character sheet. Characters can only wear:

- 1 chest piece
- 1 belt
- 1 pair of pants
- 1 pair of boots
- 1 pair of gloves
- 1 head piece
- 2 rings
- 1 pendant

Any items equipped going over these limits will have no effects and provide no benefits.

### Usage Die

Things such as torches or ammo are tracked via the Usage Die. When you first acquire an item that utilizes the Usage Die it begins as a D8 (unless stated otherwise), and each time you use the item associated with it (at the end of a combat when you used your bow and you need to check your ammo, for example), you must roll the Usage Die. If the result is 1-2, the die goes down one stage.

**D12 → D10 → D8 → D6 → D4**

Usage die is abbreviated as "UD" across this book, so if a torch's current die is 4 it would be written as "UD4". You can purchase or acquire more of an item using UD, in which case the die would increase one stage (+1UD).

Items that are tracked via UD are considered *Normal* for weight purposes, regardless of the current UD.

### Currency

As a world rich in magic and aetheric energy, and an

economy largely revolving around the activities of adventurers, it only makes sense that the currency of choice is **aetheryte (A)**. Aetheryte is crystallized aether that is created when the aetheric energies that constitute monsters disperse and coagulate after its death. Once a monster is killed, the aether can randomly turn into aetheryte and even magic items. Different ranked monsters will drop aetheryte of different Ranks: a Novice Rank monster will always drop Novice Rank aetheryte (A-N), and a Veteran Rank monster will produce Veteran Rank aetheryte (A-V). Aside from killing monsters, aetheryte can also be obtained from disenchanting magic items.

**1 Master Rank aetheryte  
(A-M)**  
=

**10 Veteran Rank aetheryte  
(A-V)**  
=

**100 Apprentice Rank  
aetheryte (A-A)**  
=

**1,000 Novice Rank  
aetheryte (A-N)**

### Selling Loot

You will probably want to sell most of the items you loot or find during your travels. Merchants and traders will be happy to take them off your hands, but will only pay 50% of the item's listed price.

## Common Gear

The following gear and equipment is common enough to be found in basically any settlement. Item prices for armor and weapons are always given in the character's Rank, because it is assumed they will only

purchase items they can use. If they want to buy an item from a different Rank, they must explicitly state so, and use the correct type of currency. All other items are given their prices in Novice Rank aetheryte.

### SIMPLE MELEE WEAPONS

Weapon	Cost	Damage	Weight	Crafting Materials	Notes
Club	3	D6 Bludgeoning	Normal	1xIron, 1xSoft Leather	Parry
Dagger	3	D4+1 Piercing	Normal	1xCoal, 1xIron, 1xSoft Leather	Fast, Finesse
Greatclub	5	D8 Bludgeoning	Heavy	2xIron, 1xSoft Leather	Parry
Handaxe	5	D6+1 Slashing	Normal	1xCoal, 1xIron, 1xSoft Leather	Parry
Mace	5	D6+1 Bludgeoning	Normal	1xCoal, 1xIron, 1xSoft Leather	Parry
Quarterstaff	2	D8 Bludgeoning	Normal	1xCoal, 1xIron, 2xSoft Leather	Two-handed, Parry
Spear	3	D6+1 Piercing	Normal	1xCoal, 1xIron, 1xSoft Leather	Versatile (D8+1)



MARTIAL MELEE WEAPONS					
Weapon	Cost	Damage	Weight	Crafting Materials	Notes
Battleaxe	7	3D6 Slashing	Heavy	2xCoral, 4xIron, 1xSoft Leather	Two-handed
Flail	8	D10+1 Bludgeoning	Normal	1xCoral, 3xIron, 1xSoft Leather	Difficult (50)
Glaive	7	D10 Slashing	Heavy	1xCoral, 2xIron, 1xSoft Leather	Two-handed, Parry
Greatsword	15	2D8 Slashing	Heavy	2xCoral, 4xIron, 1xSoft Leather	Two-handed, Parry
Lance	10	D8+1 Piercing	Normal	1xCoral, 2xIron, 1xSoft Leather	Two-handed
Longsword	10	D8+1 Slashing	Normal	2xCoral, 3xIron, 1xSoft Leather	Versatile (D10), Parry
Maul	10	D10+3 Bludgeoning	Heavy	1xCoral, 2xIron, 1xSoft Leather	Two-handed, Difficult (50)
Morningstar	7	D10 Bludgeoning	Normal	1xCoral, 2xIron, 1xSoft Leather	-
Scimitar	7	D8+1 Slashing	Normal	2xCoral, 3xIron, 1xSoft Leather	Parry, Finesse
Shortsword	5	D6+1 Slashing	Normal	2xCoral, 2xIron, 1xSoft Leather	Parry, Finesse
Trident	5	D6+2 Piercing	Normal	1xCoral, 3xIron, 1xSoft Leather	Parry
War Pick	10	D6+2 Bludgeoning	Normal	2xCoral, 3xIron, 1xSoft Leather	-
Whip	15	D6+1 Slashing	Light	4xSoft Leather	Difficult (60), Fast, Finesse

RANGED WEAPONS						
Weapon	Cost	Damage	Range (m.)	Weight	Crafting Materials	Notes
Crossbow	30	D6+2 Piercing	75	Normal	2xCoal, 3xIron, 1xSoft Leather	Must spend 1 Standard Action reloading
Dart	10 per +1UD	D4+1 Piercing	10	Light	1xIron	Fast
Javelin	3	D6+1 Piercing	25	Normal	1xCoal, 2xIron, 1xSoft Leather	-
Long Bow	40	2D6+1 Piercing	65	Normal	3xIron, 2xSoft Leather	Two- handed
Short Bow	25	D6+1 Piercing	45	Normal	1xIron, 2xSoft Leather	Two- handed
Sling	2	D8+1 Bludgeoni- ng	30	Light	1xSoft Leather	Difficult (50)
Throwing Knife	2	D6+1 Piercing	10	Light	1xIron	Fast

AMMUNITION				
Type	Cost	Weight	Crafting Materials	Notes
Arrow	20	Light	5xIron	+1 UD
Bolt	30	Light	5xIron	+1 UD

## Weapon Traits

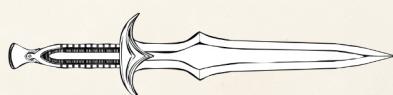
♦**Difficult:** Certain weapons require a minimum skill score to be able to wield them at all.

♦**Fast:** This weapon grants +1 Initiative.

♦**Finesse:** A melee weapon that uses Coordination instead of Brawn for its attack rolls.

♦**Parry:** This weapon can be used for parrying.

♦**Versatile:** A Versatile weapon can be wielded either single or two-handed, which changes the damage dealt with it.



ARMOR						
Armor	Cost	Protection Rate	Weight	Integrity	Crafting Materials	Notes
Leather Helm	10	+1	Normal	D4	1xIron, 2xSoft Leather	Add its Protection Rate when worn with an armor, -10 Perception
Metal Helm	20	+2	Normal	D8	2xIron, 1xSoft Leather	Add its Protection Rate when worn with an armor, -20 Perception
Heavy Clothing	20	D3	Normal	D6	1xSmooth Pelt, 1xSoft Leather	-
Soft Leather	30	D4	Normal	D6	1xIron, 3xSoft Leather	-
Hard Leather	40	D6	Heavy	D8	1xIron, 1xSoft Leather, 2xRough Leather	-
Leather & Scales	50	D6+1	Heavy	D10	1xIron, 1xRough Leather, 1xTough Scale	-
Mail	60	D8	Heavy	D10	2xCarbon, 2xIron, 1xSoft Leather	-10 Stealth
Half Plate	80	D8+1	Heavy	D12	4xCarbon, 4xIron, 1xSoft Leather	-20 Stealth
Full Plate	100	D10+1	Heavy	D12	8xCarbon, 8xIron, 1xSoft Leather	-20 Stealth, -10 Acrobatics



SHIELDS						
Shield	Cost	Parry Bonus	Weight	Crafting Materials	Integrity	
Half	10	-	Normal	1xChitinous Plate, 1xSoft Leather	D6	
Small	15	+10	Normal	1xChitinous Plate, 1xSoft Leather, 1xRough Leather	D6	
Full	20	+20	Normal	1xChitinous Plate, 1xSoft Leather, 1xIron	D8	
Large	40	+30	Heavy	3xIron, 1xSoft Leather	D8	

GEAR				
Gear	Cost	Weight	Notes	
Alchemist Toolkit	200	Normal	Required for Alchemy	
Bandage	10 per +1UD	Light	Required in order to use the Medicine skill to treat wounds	
Backpack	5	Normal	Required in order to carry gear above one's STR in slots	
Blacksmith Toolkit	200	Heavy	Required for Blacksmithing	
Candle	1	Light	Illuminates in a 5 m radius	
Crowbar	10	Normal	-	
Vial (empty)	1	Light	-	
Flint & Steel	5	Light	-	
Grappling Hook	25	Light	Can be thrown for a number of feet equal to STRx3	
Lantern	10	Normal	Illuminates in a 10 m radius	
Leatherworker Toolkit	200	Heavy	Required for Leatherworking	

## GEAR (CONT.)

Gear	Cost	Weight	Notes
Lockpick	20 per +1UD	Light	Used in combination with Thieves' Tools
Oil	10 per +1UD	Light	-
Pendant	100	Light	Used in magic item crafting
Quiver	5	Normal	Required in order to carry arrows
Ration	5	Light	Necessary to consume daily to avoid starvation
Ring	100	Light	Used in magic item crafting
Rope	1	Normal	10 m.
Sack	2	Light	-
Tent	20	Normal	1 Person
Thieves' Tools	25	Normal	Required to open locks and disable traps. Commonly used in combination with Lockpicks
Torch	2 per +1UD	Light	Illuminates in a 6 m. radius
Waterskin	1	Light	Can hold 2 liters

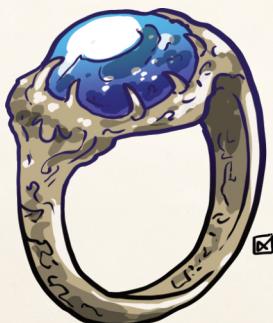


## Magic Item Generation

After defeating a monster, you must roll on their Loot table to determine what their aetheric energy has turned into. Most of the time you will get specific items associated with the type of monster you killed (crafting materials, consumables, Essences, Hearts, etc.), but sometimes you will get a random magic item. At first, you will only know its Rank (because an item's Rank is always equal to the monster that dropped it), rarity (by rolling on the Item Rarity table) and the type of item that it is (by rolling on the Magic Item Type table). Once you identify it – be it through your own Ability or back in Kar Helos – you will be able to use the rest of tables found in this chapter to learn all of its details.

**Identifying an item in Kar Helos has a price of 50A of the same Rank as the item.**

Remember that when rolling on a monster's loot table, you must add your Luck to the roll.



Both an item's rarity and rank determine the number of rolls you must make to define its magical properties:

♦ **Uncommon item (price: 200A)**

- General Items: Roll twice on the Core Quality table.
- Weapons: Roll once on the Core Quality table and once on the Weapon Improvement table.
- Armor: Roll once on the Core Quality table and once on the Armor Improvement table.
- Shields: Roll once on the Core Quality table, and increase their Parry bonus by +10.

♦ **Rare item (price: 200A, +100A per Magic Property)**

- Same as an Uncommon item, but additionally roll once per item Rank on the Magic Properties table.
- Weapons roll on the Combat Magic Property table, other items roll on the Non-Combat Magic Property table. Shields increase their Parry bonus by +20.

♦ **Epic item (price: 200A, +100A per Magic Property)**

- Same as an Uncommon item, but additionally roll twice per item Rank on the Magic Properties table.
- Weapons roll on the Combat Magic Property table, other items roll on the Non-Combat Magic Property table. Shields increase their Parry bonus by +30.



Some things to keep in mind:

- ◆ **Primary Attributes** are increased by +1 per roll.
- ◆ **Secondary Attributes** are increased by +2 if they're uncommon, +4 if they're rare, and +6 if they're epic.
- ◆ **Weapons:**
  - A weapon's **Efficiency** (i.e. bonus damage) is +1 if it's uncommon, +2 if it's rare, and +3 if it's epic.
  - A weapon's **Accuracy** (i.e. bonus to the attack check) is +10 if it's

uncommon, +20 if it's rare, and +30 if it's epic.

- The **Damage Type** result on the Weapon Improvement table adds an additional type of damage to the weapon, on top of its existing ones. This is not extra damage though, just an additional type.

- A weapon's type of **Magic Properties** must be determined randomly. Other types of items always roll on the non-combat Magic Properties table.

◆ **Armor:**

- An armor's **Protection Rate** is increased by +1 if it's uncommon, +2 if it's rare, and +3 if it's epic.

- An armor's **Integrity** is increased to its next die in the chain. This way, a magical hard leather armor, which usually has an Integrity of D8, sees it increased to D10. In the case of plate armor, which already has the maximum possible Integrity (D12), ignore the first 1-2 result per session when at max Integrity.



D20	MAGIC ITEM RARITY
1-12	Uncommon
13-18	Rare
19-20	Epic

D20	MAGIC ITEM TYPE
1-5	Trinket
6-10	Accessory
11-15	Armor or Shield
16-20	Weapon

D100	RANDOM WEAPON
1-4	Battleaxe
5-8	Club
9-12	Crossbow
13-16	Dagger
17-20	Flail
21-24	Glaive
25-28	Greatclub
29-32	Greatsword
33-36	Handaxe
37-40	Javelin
41-44	Lance
45-48	Long Bow
49-52	Longsword
53-56	Mace
57-60	Maul
61-64	Morningstar
65-68	Quarterstaff
69-72	Scimitar
73-76	Short Bow
77-80	Shortsword
81-84	Sling
85-88	Spear
89-92	Trident
93-96	War Pick
97-100	Whip

D20	TRINKET
1-9	Pendant
10-18	Ring
19-20	Other (precious stone, key, fossil, die... anything that fits in a pocket)

D8	ACCESSORY
1-2	Belt
3-4	Boots/shoes
5-6	Gloves
7-8	Helm/cap

D10	RANDOM ARMOR & SHIELD
1	Small Shield
2	Full Shield
3	Large Shield
4	Heavy Clothing
5	Soft Leather
6	Hard Leather
7	Scale Mail
8	Chain Mail
9	Half Plate
10	Full Plate

**D10****CORE QUALITY**

- 1-4 Primary Attribute. Gains the prefix “Triumphant”  
 5-8 Secondary Attribute. Gains the prefix “Savant’s”  
 9-10 Magic Property. Gains the prefix “Aetheric”

**D6****RANDOM PRIMARY ATTRIBUTE**

- 1 Strength. *Aspect: Earth.* Gains the suffix “of the Ox”  
 2 Dexterity. *Aspect: Air.* Gains the suffix “of the Panther”  
 3 Constitution. *Aspect: Earth.* Gains the suffix “of the Bear”  
 4 Will. *Aspect: Fire.* Gains the suffix “of the Raven”  
 5 Intelligence. *Aspect: Air.* Gains the suffix “of the Owl”  
 6 Charisma. *Aspect: Air.* Gains the suffix “of the Fox”

**D6****RANDOM SECONDARY ATTRIBUTE**

- 1-2 Aether. *Aspect: Power.* Gains the adjective “charged”  
 3-4 Health. *Aspect: Life.* Gains the adjective “vital”  
 5-6 Stamina. *Aspect: Power.* Gains the adjective “enduring”

**D10****WEAPON IMPROVEMENT**

- 1-4 Efficiency. *Aspect: Power*  
 5-8 Accuracy. *Aspect: Power*  
 9-10 Damage Type. *Aspect: Power*

**D10****ADDED WEAPON DAMAGE TYPE**

- 1 Acid. *Aspect: Bane*  
 2 Air. *Aspect: Air*  
 3 Arcane. *Aspect: Power*  
 4 Cold. *Aspect: Water*  
 5 Earth. *Aspect: Earth*  
 6 Fire. *Aspect: Fire*  
 7 Holy. *Aspect: Boon*  
 8 Necrotic. *Aspect: Death*  
 9 Poison. *Aspect: Bane*  
 10 Psychic. *Aspect: Air*



**D6****WEAPON MAGIC PROPERTY TYPE**

1-4

Combat Magic Property

5-6

Non-Combat Magic Property

**D6****ARMOR IMPROVEMENT**

1-4

Protection Rate. *Aspect: Power*

5-6

Integrity. *Aspect: Earth***D20****MAGIC PROPERTY - COMBAT**

1

Increase Efficiency. *Aspect: Power*

2

Increase Accuracy. *Aspect: Power*

3

Roll on the Damage Type table. This weapon deals an extra D4 damage of that type. *Aspects: Power/That one from the damage type rolled*

4

Roll on the Random Enemy Type table (page 208). This weapon deals bonus damage against that type of enemy, depending on this weapon's rarity: +1 uncommon, +2 rare, +3 epic. *Aspects: Power, Fire*

5

This weapon teleports back to your hand on command. This is a Free Action. *Aspects: Air, Power*

6

Once per encounter you can make a special attack that deals extra damage depending on the weapon's rarity: +2D6 uncommon, +3D6 rare, +4D6 epic. This is a Standard Action. *Aspects: Power, Fire*

7

When you hit with this weapon and reduce the target to 0 Health, you gain D6 temporary Health. *Aspects: Power, Life*

8

Once per encounter, you can unleash a 10 m. cone of destructive energy from the weapon. Each creature in that area must pass a dodge check or take damage depending on the weapon's rarity: D6 uncommon, 2D6 rare, 3D6 epic. This is a Standard Action. *Aspects: Water, Air*

9

When you hit with this weapon and reduce the target to 0 Health, you recover D6 Aether. Any Aether above your normal limit is lost. *Aspects: Boon, Power*

10

When you hit with this weapon and reduce the target to 0 Health, you recover D6 Stamina. Any Stamina above your normal limit is lost. *Aspects: Boon, Power*

11

During the next D4 rounds, all damage dealt with this weapon is doubled. All incoming damage is doubled as well. Activating this Property is a Free Action. *Aspects: Boon, Bane*

**D20****MAGIC PROPERTY - COMBAT (CONT.)**

- 12 You deal +2D6 damage with your first attack each battle using this weapon. *Aspects: Boon, Power*
- 13 When you deal a critical strike with this weapon, you recover D10 Health. *Aspects: Boon, Life*
- 14 When wielding this weapon, you deal a critical strike when rolling 66, aside from the normal range. *Aspects: Power, Chaos*
- 15 Deals +1 damage if you were damaged in this same turn. *Aspects: Chaos, Earth*
- 16 You can choose to deal an extra D8 damage each time you deal damage with this weapon. If you do so, you receive the same amount of damage. *Aspects: Power, Chaos*
- 17 When you deal damage with this weapon, gain +10 parry until your next turn. *Aspects: Power, Boon*
- 18 Each time you deal a critical hit with this weapon, one of your spent Primes is refreshed and can be used again. *Aspects: Boon, Fire*
- 19 Each time you deal a critical hit with this weapon, one of your spent Powers is refreshed and can be used again. *Aspects: Boon, Fire*
- 20 Once per combat, when you miss with this weapon, reroll the attack with +20. *Aspects: Boon, Chaos*



**D100****MAGIC PROPERTY - NON-COMBAT**

- 1-2 Roll on the Random Primary Attribute table. *Aspect: Same as the attribute*
- 3-4 Roll on the Random Secondary Attribute table. *Aspect: Same as the attribute*
- 5-6 You gain night vision, allowing you to see in darkness as if it were twilight. You can't discern color, though, only shades of gray. *Aspects: Dark, Boon*
- 7-8 Increase your luck by +5. *Aspects: Chaos, Boon*
- 9-10 Reduce your Aether pool by 5, but increase your Stamina pool by 8. *Aspects: Boon, Bane*
- 11-12 Reduce your Stamina pool by 5, but increase your Aether pool by 8. *Aspects: Boon, Bane*
- 13-14 If you die, you are instantly brought back to D6 Health. The item is destroyed in the process. *Aspects: Life, Chaos*
- 15-16 Choose one Power. You can use it twice during an encounter. *Aspects: Power, Boon*
- 17-18 Choose one Prime. You can use it twice a day. *Aspects: Power, Boon*
- 19-20 Roll on the Damage Type table. You are Resistant to that type of damage. *Aspects: Boon, Earth*
- 21-22 Increases all healing done, affected by the item's rarity (+1 uncommon, +2 rare, +3 epic). *Aspects: Power, Life*
- 23-24 Roll on the Random Skill table (page 189). Increase said skill by +5. *Aspects: Boon, Air*
- 25-26 Reduce your target's Tenacity by -10 when attempting to resist one of your abilities. *Aspects: Bane, Death*
- 27-28 Choose an Ability. It acts as if it had one Rank higher. *Aspects: Fire, Power*
- 29-30 You are immune to Curses. *Aspects: Boon, Fire*
- 31-32 You're immune to Poison. *Aspects: Boon, Death*
- 33-34 You can ignore the effects of one fumble each 24 hours. *Aspects: Boon, Water*
- 35-36 You can detect all living beings in a 20 m. radius. *Aspects: Life, Light*
- 37-38 Opponents have their attack skill reduced by -10 when attacking you. *Aspects: Bane, Fire*
- 39-40 On command, this item works as a source of light. Illuminates in a 20 m. radius. *Aspects: Light, Fire*
- 41-42 Increase your carrying capacity by +10. *Aspects: Boon, Earth*

**D100****MAGIC PROPERTY - NON-COMBAT (CONT.)**

- 43-44 Increase your walking Speed by 10 m. Aspects: *Boon, Air*
- 45-46 Re-roll any failed crafting check. Aspects: *Chaos, Air*
- 47-48 Companions have their attack and dodge skills increased by +10. Aspects: *Light, Boon*
- 49-50 Creates a shield that absorbs up to 10 damage. Once 10 damage has been absorbed, you receive a Curse that deals 1 damage/round, for 10 rounds. Aspects: *Fire, Bane*
- 51-52 Roll on the Random Enemy Type table (page 208). Your attacks and Abilities deal bonus damage against that type of enemy depending on this item's rarity (+1 uncommon, +2 rare, +3 epic). Aspects: *Chaos, Fire*
- 53-54 Increases the damage dealt with unarmed attacks to D6. Damage dealt this way is considered Arcane. Aspects: *Boon, Power*
- 55-56 Allows you to re-roll any check once each 24 hours. Aspects: *Chaos, Water*
- 57-58 Heal one target once each 24 hours. The amount healed depends on this item's rarity: D10+2 uncommon, D10+3 rare, D10+4 epic. This is a Standard Action. Aspects: *Life, Water*
- 59-60 You can speak with other party members up to a distance of 1 km. Aspects: *Air, Dark*
- 61-62 Once each 24 hours you can identify a magic item. This is a Standard Action. Aspects: *Power, Air*
- 63-64 Once each 24 hours you can teleport back to Kar Helos. Only works out of combat. Aspects: *Air, Light*
- 65-66 You gain +5 $\Delta$  of your rank each time you loot. Aspects: *Chaos, Boon*
- 67-68 You're immune to *Stun*. Aspects: *Boon, Fire*
- 69-70 You can sense any *Concealed* characters within a 10 m. radius. Aspects: *Boon, Dark*
- 71-72 You're immune to *Fear*. Aspects: *Boon, Death*
- 73-74 Increase your Armor by an amount dependent on this item's rarity: +1 if it's uncommon, +2 if it's rare, and +3 if it's epic. Aspects: *Boon, Earth*
- 75-76 Allows you to see clearly through smoke or fog. Aspects: *Fire, Air*
- 77-78 Once each 24 hours, create a pocket of fresh air around you that will last one person 1 hour. This is a Free Action. Aspects: *Air, Light*

D100	MAGIC PROPERTY - NON-COMBAT (CONT.)
79-80	Once per encounter, an incoming ranged attack is automatically turned against the character that fired it. This is a Free Action. <i>Aspects: Air, Chaos</i>
81-82	Once a day, you can make vines sprout out of your hands, <i>Entangling</i> one target. This is a Standard Action. <i>Aspects: Earth, Water</i>
83-84	You no longer need to eat or drink. <i>Aspects: Boon, Life</i>
85-86	Increase your daily healing rate to 10 Health. <i>Aspects: Life, Power</i>
87-88	You can walk on any surface, including vertical walls and water. <i>Aspects: Air, Water</i>
89-90	Allows you and your gear to shrink up to half your size three times each 24 hours, for 1 hour. No loss of strength or constitutional hardiness is experienced at this diminution. <i>Aspects: Chaos, Life</i>
91-92	You can breathe underwater. <i>Aspects: Boon, Water</i>
93-94	Once per encounter, you can shoot a beam of water out of your hands (30 m. range). Target might attempt to dodge, otherwise they suffer D10 damage, +1 per item rarity. This is a Standard Action. <i>Aspects: Water, Power</i>
95-96	Once each 24 hours you can become your own shadow for 10 minutes. You can only be damaged by Arcane damage. <i>Aspects: Dark, Air</i>
97-98	You gain proficiency with a random type of weapon. <i>Aspects: Air, Boon</i>
99-100	You gain proficiency with a random type of armor. <i>Aspects: Air, Boon</i>

## Magic Item Peculiarities

No magic item is alike. Mostly due to the fact that they are conjured from the aetheric remains of monsters, they can often acquire properties similar to those of the monster in question, or something completely different. Each time you acquire a new magic item, roll on the Magic Item Peculiarity table.



D100	MAGIC ITEM PECULIARITY
1-2	It feels wet to the touch
3-4	It feels heavier than it looks
5-6	Tiny scales cover its surface
7-8	You hear whispers when you're holding it, but can't make out the words
9-10	It appears to be completely made of glass. It doesn't make it more fragile than it should be though
11-12	It levitates slightly
13-14	When left on soil, grass grows under it
15-16	You feel a constant chill while holding this item
17-18	Turns completely black under direct sunlight
19-20	An eye opens on it when you're not directly looking at it
21-22	Small, ferrous items adhere to it
23-24	It's always warm to the touch
25-26	It's always covered in a layer of filth
27-28	Smells like freshly baked bread
29-30	Appears to be made of stone
31-32	Smells like rotten flesh
33-34	Secrets small droplets of water
35-36	It's always covered in a layer of mucus
37-38	It sparkles
39-40	Light seems to dim around it
41-42	Your eyes change color frequently
43-44	It's always pristine
45-46	Harmless insects swarm around it at all times
47-48	Appears to be made of metal
49-50	It bounces when dropped
51-52	Seems to be covered in fur
53-54	Colored in a completely outlandish color
55-56	Arcs of energy jump across it
58-59	Your voice's pitch drops an octave
60-61	Constantly thrums



D100	MAGIC ITEM PECULIARITY (CONT.)
62-63	Sticks to any surface
64-65	Becomes highly reflective, like a mirror
66-67	Constantly changes and shifts color
68-69	Stars seem to drift within it
70-71	Appears to be made of precious gems
72-73	Covered in chitin
74-75	Possesses a distinct heartbeat
76-77	Surrounded by a constant, gentle breeze
78-79	Tendrils of mist appear occasionally
80-81	Drips sand
82-83	Always giving off smoke
84-85	Tiny crystals grow from it
87-88	Appears to be made of flesh
89-90	Smells of burning charcoal
91-92	Covered in intricate runes
93-94	Chiming bells can be heard on the distance when touched
95-96	Smells strongly of incense
97-98	Your desires imprint on the object when you touch it for the first time. Choose one peculiarity from this list
99-100	99-100 - Roll twice



## Loot Tables

### Magic Items

The following items can be randomly found when looting. As usual, items looted have the same Rank as that of the monster they're looted from, unless stated otherwise. When an item does have a fixed Rank it can be used by any character that meets said Rank or higher, as opposed to items that don't have a fixed Rank, which gain their Rank when looted and become only usable by characters of that specific Rank.

D6	RANDOM ESSENCE
1-2	Ascended Essence
3-4	Clarity Essence
5-6	Static Essence

#### ASCENDED ESSENCE

(Uncommon, Novice)

Awakens a Prime, chosen from the available ones for the chosen Heart.

Cost: 200A-N

*A small, transparent sphere that dissolves to the touch when used.*

#### CLARITY ESSENCE

(Uncommon, Novice)

Awakens a Talent, chosen from the available ones for the chosen Heart.

Cost: 200A-N

*A small, black sphere that dissolves to the touch when used.*

#### STATIC ESSENCE

(Uncommon, Novice)

Awakens a Power, chosen from the available ones for the chosen Heart.

Cost: 200A-N

*A small, cloudy sphere that dissolves to the touch when used.*

#### D10 | RANDOM HEART

1	Arcane
2	Arrow
3	Bastion
4	Blade
5	Elemental
6	Might
7	Restoration
8	Ritual
9	Shadow
10	Time



**ARCANE HEART**

(Uncommon, Novice)

Grants access to Arcane abilities.

Cost: 500A-N

*A triangular prism made of a deep blue color, occasionally sparkling with power.***ARROW HEART**

(Uncommon, Novice)

Grants access to Arrow abilities.

Cost: 500A-N

*A triangular prism, deeply green and with metal corners.***BASTION HEART**

(Uncommon, Novice)

Grants access to Bastion abilities.

Cost: 500A-N

*A triangular prism that appears to be made of immaculate gray stone.***BLADE HEART**

(Uncommon, Novice)

Grants access to Blade abilities.

Cost: 500A-N

*A triangular prism made of steel, warm to the touch.***ELEMENTAL HEART**

(Uncommon, Novice)

Grants access to Elemental abilities.

Cost: 500A-N

*A triangular prism made of red, blue, brown and white swirling colors.***MIGHT HEART**

(Uncommon, Novice)

Grants access to Might abilities.

Cost: 500A-N

*A triangular prism made of solid red color, with a slight white haze at its core.***RESTORATION HEART**

(Uncommon, Novice)

Grants access to Restoration abilities.

Cost: 500A-N

*A triangular prism made of a hazy white color, occasionally shining like mother-of-pearl.***RITUAL HEART**

(Uncommon, Novice)

Grants access to Ritual abilities.

Cost: 500A-N

*A triangular prism covered in swirling glyphs and glowing runes.***SHADOW HEART**

(Uncommon, Novice)

Grants access to Shadow abilities.

Cost: 500A-N

*A triangular prism so deeply black that it appears to absorb light itself.***TIME HEART**

(Uncommon, Novice)

Grants access to Time abilities.

Cost: 500A-N

*A triangular prism made of copper with strikes of silver.*

### **ARMOR MANUAL**

(*Uncommon, Novice*)

Grants proficiency with a random Armor.

Cost: 100▲

*A field manual explaining the use and maintenance of a specific type of armor.*

### **ENHANCED PICK**

(*Uncommon, Tool*)

+1 to the roll on the Type of Mineral Deposit Found table.

Cost: 50▲

*A powerful pickaxe that allows its wielder to obtain better materials.*

### **GROWTH FORMULA**

(*Rare, Novice, Crafting Recipe*)

Transforms a regular magic item into a Growth item. This requires 100▲, 3xFire Aspect, 3xEarth Aspect, 3xAir Aspect, 3xWater Aspect, 3xAglite.

Each time the item in question must be advanced to a new Rank, 100▲ of the desired Rank are required.

Cost: 200▲-N

*A scroll full of complex magic glyphs and theory.*



### **EXTRA-DIMENSIONAL BAG**

(*Uncommon, Novice, Gear*)

Counts as a Light item but has space for 10 gear slots. Items placed within the bag have no weight, but only inert items can be placed.

Cost: 100▲

*A simple looking cloth bag that is larger in the inside.*

### **ENHANCED SICKLE**

(*Uncommon, Tool*)

+1 to the roll on the Type of Alchemical Ingredient Found table.

Cost: 50▲

*A uniquely sharp sickle that allows for the better harvest of plants and herbs.*

### **MORPHING ESSENCE OF AETHER**

(*Epic, Novice, Essence*)

Permanently changes an Ability resource from Aether to Stamina.

Cost: 500▲

*A pulsating sphere the size of a fist that emanates blue light.*

### **MORPHING ESSENCE OF STAMINA**

(*Epic, Novice, Essence*)

Permanently changes an Ability resource from Stamina to Aether.

Cost: 500▲

*A pulsating sphere the size of a fist that emanates red light.*

**D20****POTIONS & UNGUENTS**

- 1 **Aether.** You immediately recover 5 Aether. *Aspects: Power, Air*
- 2 **Antidote.** Immediately removes the *Poisoned* condition. *Aspects: Life, Boon*
- 3 **Coagulate.** Immediately removes the *Bleeding* condition. *Aspects: Life, Boon*
- 4 **Courage.** Immediately removes the *Fear* condition. *Aspects: Dark, Boon*
- 5 **Flaming.** When applied to a weapon, it deals +D4 Fire damage during 5 rounds. *Aspects: Fire, Power*
- 6 **Frenzy.** For the next D6 rounds you deal +5 damage, but you're unable to defend in any way. *Aspects: Fire, Chaos*
- 7 **Heal.** You immediately heal D6 Health. *Aspects: Life, Boon*
- 8 **Luck.** Increase your luck by +5 for the next 2 hours. *Aspects: Chaos, Boon*
- 9 **Mend.** Heal D10 HP, at a rate of 1 Health/round. *Aspects: Life, Boon*
- 10 **Poison.** When applied to a weapon, the next successful attack applies the *Poisoned* condition, dealing 1 damage. *Aspects: Death, Bane*
- 11 **Purge.** Immediately removes the *Cursed* condition. *Aspects: Life, Bane*
- 12 **Rest.** Reduce your Fatigue by 1. *Aspects: Stone, Life*
- 13 **Satiation.** Counts as a daily ration. *Aspects: Life, Water*
- 14 **Soul.** When administered to a character reduced to 0 HP they immediately stand up, ready to fight. They remain at 0 HP and are in no way healed, collapsing once they are struck again or the combat is over. *Aspects: Life, Death*
- 15 **Speed.** Grants 1 Free Action. *Aspects: Air, Boon*
- 16 **Stamina.** You immediately recover 5 Stamina. *Aspects: Power, Fire*
- 17 **Stoneskin.** For the next hour you have +1 Armor, but your Dodge and Acrobatics skills are reduced by -10. *Aspects: Stone, Boon*
- 18 **Strength.** Increase your STR by +D4 for 1 hour. *Aspects: Boon, Stone*
- 19 **Vitality.** Increase your max Health by D6 for the next 8 hours. Taking more than one of these while still under its effects causes D10 damage. *Aspects: Life, Light*
- 20 **Waterlungs.** For the next hour you can breathe water, but only water. *Aspects: Water, Boon*



### SKILL BOOK

(*Uncommon, Novice*)  
Grants +2 to the skill.  
Requires a successful  
Literacy check. Use the  
Random Skill table to  
determine which skill this  
book is for.

Cost: 100▲

*A manual detailing  
procedures and theories in  
one specific field of study.*

### WEAPON MANUAL

(*Uncommon, Novice*)  
Grants proficiency with a  
random weapon.  
Cost: 100▲  
*A field manual detailing  
fighting techniques and  
stances for a specific weapon.*

D20	RANDOM SKILL
1	Alchemy
2	Acrobatics
3	Animal Handling
4	Athletics
5	Blacksmithing
6	Command
7	Gathering
8	Dodge
9	Insight
10	Leatherworking
11	Literacy
12	Manipulation
13	Medicine
14	Nature
15	Perception
16	Performance
17	Sailing
18	Sleight of Hand
19	Stealth
20	Survival



## Legendary Items

The following items are uniquely powerful ones, artifacts that can really change how you play your character. Although it's possible to find the same item more than once, you can only benefit or use each one of them once.

### ASTRAL SEED

*(Epic, Legendary Item)*

Increase damage dealt by +2, and your Aether and Stamina pools by +5, permanently. Once absorbed, you can no longer resurrect, next time you die it will be final.

Cost: 1,000▲

*A small item made of brass that looks like a snail shell. When placed above a person's heart, it quickly digs through the skin, burying itself deep within their body and spreading a network of nerve-like appendices. The process is painless but unpleasant.*

### BADGE OF EORON

*(Epic, Legendary Item)*

Invisible air currents that act like tendrils surround you, deflecting all non-magical projectiles that target you.

Cost: 1,000▲

*A piece of white metal, said to be blessed by Eoron, Lord of the Elemental Plane of Air.*

### D20 | LEGENDARY ITEMS

1	Astral Seed
2	Badge of Eoron
3	Band of Knowledge
4	Bow of Infinite Might
5	Crown of Command
6	Crystallized Tear Ring
7	Flaming Armor
8	Heart-torn Potion
9	Mace of Torment
10	Marble Ring
11	Nightmantle
12	Primal Seed of Power
13	Quicksilver Amulet
14	Scale Shield
15	Spear of Light
16	Sword of Sleep
17	Vestments of Endurance
18	Viper's Fang
19	Well of Aether
20	Well of Stamina

### BAND OF KNOWLEDGE

*(Epic, Legendary Item)*

At the start of each day, choose a skill: it gains +50. These points may not be relocated for the rest of the day, and dissipate when you go to sleep.

Cost: 1,000▲

*A cloth band with a small line of copper squares sewn into it, each one meticulously carved with runes.*

### **BOW OF INFINITE MIGHT**

(Epic, Legendary Item)  
This longbow doesn't require arrows, as it produces its own when drawn. It deals +5 Fire damage.

Cost: 1,000▲

*A delicate bow, heavier than it looks, completely carved in fractal designs.*

### **CRYSTALIZED TEAR RING**

(Epic, Legendary Item)  
If one blow were to kill you, ignore all damage and heal D10 instead. This effect can only occur once per day.

Cost: 1,000▲

*A large, sharp-edged crystal in the shape of a tear is attached to a plain looking metal ring.*

### **HEART-TORN POTION**

(Epic, Legendary Item)  
You lose a Heart of your choosing, and all the Abilities associated with it, allowing you to absorb a new one in its place.

Cost: 1,000▲

*A very small vial containing a thick, tar-like substance.*

### **MARBLE RING**

(Epic, Legendary Item)  
Once a day, summon an Earth elemental of your same Rank that will obey your commands for the next 2 hours.

Cost: 1,000▲

*A ring made of red marble, exquisitely crafted.*

### **CROWN OF COMMAND**

(Epic, Legendary Item)  
When worn, increase the Loyalty of all your Followers by +5.

Cost: 1,000▲

*A crown made of white gold and diamonds, emitting an aura of authority around it.*

### **FLAMING ARMOR**

(Epic, Legendary Item)  
This chainmail bursts into flames when you engage in combat, dealing D4 Fire damage/round to all opponents at melee distance.

Cost: 1,000▲

*A charred chainmail armor, always black with soot regardless of how much it's cleaned.*

### **MACE OF TORMENT**

(Epic, Legendary Item)  
This mace grants you +20 Brown when wielding it, and always deals maximum damage (7+DM).

Cost: 1,000▲

*A twisted piece of metal with sharp edges and protruding spikes.*

### **NIGHTMANTLE**

(Epic, Legendary Item)  
While wearing it, increase your Stealth by +50. Attacks while Concealed receive +20 to the attack roll.

Cost: 1,000▲

*A cloak made of pure, absolute darkness.*

**PRIMAL SEED OF POWER***(Epic, Legendary Item)*

Choose a Prime. It can now be used as if it were a Power.

Cost: 1,000▲

*A small seed made of metal. When ingested, the person feels as if their heart was being torn apart. The pain quickly fades away, leaving behind a sensation of power.*

**SCALE SHIELD***(Epic, Legendary Item)*

This half shield has a bonus to parrying of +30, and grants you an extra D4

Armor.

Cost: 1,000▲

*A small shield made from a single, chitinous scale.*

**SWORD OF SLEEP***(Epic, Legendary Item)*

This longsword deals an extra +2 Air damage per attack. Targets struck by it must pass a Vitality check or fall asleep.

Cost: 1,000▲

*A thin, long blade made of an intense blue metal.*

**VESTMENTS OF ENDURANCE***(Epic, Legendary Item)*

This tunic serves as heavy clothing armor and makes you resistant to Fire, Slashing, and Piercing damage. No other armor can be used in combination with the Vestments of Endurance.

Cost: 1,000▲

*A light robe made of a silk-like material that feels warm to the touch and occasionally shimmers with contained power.*

**QUICKSILVER AMULET***(Epic, Legendary Item)*

As a Standard Action, once a day you can open the amulet and deal 3D10 Holy damage to all opponents in a 10 m. radius.

Cost: 1,000▲

*A small box hanging from a metal chain that is constantly shifting and swirling. When opened, mercurial tendrils shoot out of it, impaling all enemies.*

**SPEAR OF LIGHT***(Epic, Legendary Item)*

This spear deals an extra D6 damage and reduces the target's STR by -1 each time they're hit.

Cost: 1,000▲

*A robust spear made of light white wood and some unidentified metal. It shines with blinding light when striking an opponent, burning away their strength.*

**VIPER'S FANG***(Epic, Legendary Item)*

A dagger that inflicts a poison on your target that deals D4 cumulative Necrotic damage each time you hit them. This affects targets that are usually immune to poisons, too.

Cost: 1,000▲

*This black, 30 cm. long blade is made of a black metal that is always covered in a layer of rust that somehow doesn't affect its durability or sharpness.*

### **WELL OF AETHER**

(Epic, Legendary Item)

Increase your Aether pool by +2, permanently.

Cost: 1,000A

*A small crystal, emitting a faint, blue light. When masticated and swallowed, it gives a refreshing and empowering sensation.*

### **WELL OF STAMINA**

(Epic, Legendary Item)

Increase your Stamina pool by +2, permanently.

Cost: 1,000A

*A small crystal, emitting a faint, green light. When masticated and swallowed, it gives a refreshing and empowering sensation.*



## The Auction House

There will be times when you are after a specific Heart or Essence, or even a magic item, and regardless of how much you try to farm for it, it never drops. Your only hope is to check the Auction House, waiting for it to appear there at a price you can afford. The Auction House in Kar Helos is located in the Craftsmen District, and it's a busy place bursting with activity from early day to late evening.

In order to determine if an item you want is for sale at the Auction House, you must roll D20. A result of 15 or more means that the item is indeed up for auction. If the item in question is a magic item, you must first generate it with the rules presented in this chapter. Only 5 new items will be available per day at Kar Helos' Auction House.

- ◆ Decide if what you want is a randomly generated item, or one from the random loot tables.
- ◆ If it's a randomly generated magic item, use the rules on this chapter to generate it.
- ◆ Roll D20 for each item you are after to determine its availability. A result of 15+ means it's available. A Luck check can be performed once per visit to the Auction House to increase the chance to 10+.

- ◆ Only 5 items can be checked this way, each day.

### Bidding

Once you've found an item you're interested in, it's time to start bidding for it. All bidding is done via agents, and it's completely anonymous. These measures had to be set in place after many disgruntled participants decided to track their outbidders, resulting in unnecessary violence.

In order to make a bid check, you must determine your **Persistence** score:  $[(WIS+CHA)/2] \times 5$  (rounding up). Once you know what your Persistence score is, roll D100 as usual and consult the Bidding table. An auction goes on until you win the item, or give up.

An item's starting price is always the normal market's price, as seen on its description.



WIN	LOSE BY 10%+	LOSE BY 20%+	LOSE BY 30%+	LOSE BY 40%+
DIFFERENCE	DIFFERENCE	DIFFERENCE	DIFFERENCE	DIFFERENCE
Item's price + 2%	Item's current price + 10%	Item's current price + 20%	Item's current price + 30%	Item's current price + 40%

**Example:** Goryn is after a Ritual Heart, to round up his ability set. He's not having luck with the loot drops, though, so he decides to check the Auction House. He rolls D20 and gets an 18, which means there is a Ritual Heart up for auction! He then proceeds to start the bidding. For this, he calculates his Persistence score: his WIS is 15 and CHA 12, which means his score is 68. He then makes his first bid by rolling D100, but he rolls an 84, which means he failed. Since he failed by more than 10% but less than 20%, it means that the Heart's price has gone up from its initial 500A-N by 10%, so it's now selling for 550A-N. It's not terribly expensive and Goryn is definitely willing to keep pressing. He makes another bid, rolling a 92. It seems it's not his lucky day, as he has now failed the bid check by more than 20% (but less than 30%), so the price has gone up 20%. Since the Heart's previous price was 550A-N, that means that it is now 660A-N. Goryn's getting nervous, but he's persistent, so he's dedicated to place one last bid. He finally rolls 42, meaning that he won the auction! The price goes up an extra 2% (since he won), meaning that Goryn will have to pay 673A-N for the Ritual Heart.



# Kaethor

As a Stranger, you begin your journey in the region known as Kaethor. This peninsula is part of a larger continent, of which little is known by the peoples of Kaethor, due to the imposing Bonespire Peaks blocking all travel to the west. There are rumors of passages, and some travelers claim to come from the lands beyond the mountains, but most Kaethorians have no real interest in the world beyond the one they know.

Indeed, the troubles assailing Kaethor leave little time to worry about what might lie beyond it. Barely a few decades ago, a strange aetheric imbalance in the astral membrane

surrounding the world precipitated the collapse of magic as a stable force in Kaethor, causing the appearance of violent aether storms. For the first few years after the event, these magic storms ravaged the land, killing thousands and threatening to destroy civilization. Fortunately for the people of Kar Helos and its surroundings, the violent storms slowly disappeared. A new threat appeared in their stead, though.

## Rifts

For some reason that scholars are still trying to figure out, the aether storms changed in nature, becoming much less violent and

frequent. Although regular aether storms still occur occasionally, overcharging the terrain with aetheric energy and causing a disruption in the laws of physics and, as a consequence, destroying large swathes of land, most are now manifested as Rifts. These bring no respite to the stoic inhabitants of Kaethor, though, as with them comes a horrible new threat: monsters of all shapes and forms, pouring from the stable gates that connect Kaethor to temporary pocket dimensions. Natural, somewhat magical beasts have always existed in Kaethor, but the appearance of these new creatures supposed a complete change in the balance of the world, quickly killing anyone and anything. Rifts continuously brought a never ending stream of monsters upon the land, and with more of them appearing every day, the situation became dire very quickly.

The Kaethorians, traditionally mostly peaceful farmers and with very few communities spread across the region, quickly gathered in the safest place they could find: Kar Helos. The tall, ancient walls protected them, somehow becoming a blindspot for the hordes of monsters that roamed the land. Some of them wandered in the city's vicinity, but it seemed mostly accidental, and they were quickly dealt with. Still, the situation was

far from ideal, with only a few thousands having really made it to safety, and with the fate of the hundreds of thousands left outside the city borders being completely unknown.

But then, the first of your kind appeared.

### The Strangers

Approximately fifty years ago, a man claiming to have come from within the Labyrinth – a place enshrouded in myths and legends, and completely impossible to access, despite the many attempts by past generations of Kaethorians – calmly walked into the city of Kar Helos, heading straight to the tower at the heart of the city, a building that had remained closed since the city was first discovered, thousands of years ago. To the surprise of everyone, the tower opened. Nobody's sure of what that man, that *stranger*, did inside, but he remained there for three days and three nights. When he came outside, **Fernalion Thren**, as that was his name, claimed that he was here to help, and that more like him would come. He said that he was the Protector of Kar Helos, and that he and the others would bring back peace and prosperity to the land. Most dismissed him as a lunatic, especially when he left the city soon after.

A week later, Fernalion returned, accompanied by a

bizarre group of companions, many of them not really looking human at all. Horns, strange skin colors, fur, and more, made most Kar Helosians think of monsters, more than humans.

Fortunately, the strange company came with a new wave of refugees, who swore that the group had rescued them with the help of some incredible powers, defeating horde after horde of monsters.

Shortly after, Kar Helosians realized that these Strangers were their only hope to survive and to reclaim back the lost land. During the decades that have passed since their first arrival, a regular string of Strangers has arrived with varying degrees of frequency. Sometimes ten would arrive a single day, while others only one would appear in a whole month. They all have one thing in common, though: they all seem to appear within the Labyrinth, and are somehow guided to Kar Helos. Some are lost in the way, learning the hard way about their nature and powers, but those who make it to the city are welcomed by Fernalion -*the Guide-*, who explains their situation and options.

While varying wildly in how they look, all Strangers have a few things in common: none of them remember a thing about their past, they seem to understand and

speak the local language without a problem, and most importantly, they are all capable of using the powers of Hearts.

## Hearts and Their Power

During the first appearance of aether storms, many Kaethorians started noticing the appearance of strange triangular artifacts, randomly popping up seemingly out of nowhere. Since they didn't appear to have any purpose or function, despite the many attempts at somehow opening and making them react to their environment (many scholars report approaches such as burning, crushing, or even submerging in acids), they were quickly ignored, having more pressing problems to deal with. With the appearance of Strangers, though, the true nature of these prisms, known as Hearts, came to light.

While most scholars don't really understand the nature of Hearts, what they do know is that they seem to be a form of concentrated aetheric energy. As for why they seem to only react to Strangers, the leading theory is that the otherworldly nature of a Stranger, most likely having traveled through the aether itself, grants them a unique affinity to Hearts and the powers within them. Key to unlocking these powers are another form of aetheric crystals known as **Essences**.

These smaller objects seem to awaken the latent powers of each Heart, granting a wide variety of abilities to a Stranger.

### The Present Day

Kaethor is still a land torn by the terrible monsters brought upon it by the Rifts, but it's in a much better position than it was just a couple of decades ago. Brave individuals have started rebuilding settlements all

across the peninsula, and with frequent Stranger (and regular, Kaethorian adventurer) patrols and expeditions, the monster threat is somewhat under control. The lands surrounding Kar Helos haven't seen any serious incident in many years, and this ring of peace is slowly but surely expanding outwards, thanks to the blood and tears of determined individuals.

## Kar Helos

Nothing is really known about the origin of Kar Helos. The earliest records available speak of the place as having always existed, with many cultures and countries claiming to be the city's founders. While most of the buildings have been destroyed and rebuilt at some point in time, the walls and the tower at the city's center have remained constant, both constructions built with a type of stone that is seemingly indestructible. The city is now the de-facto capital of the region, and the only true haven in Kaethor. This makes it a bursting metropolis of hundreds of thousands, with all of the peninsula's trade passing through it, partially thanks to the Theowyn River that flows through the city.

The city is divided into four distinct districts, with the tower as its axis. **The Merchant's Quarter** is where most of the city's commerce and trade take place. It's full of bustling markets, shops, and inns, and the streets are always crowded with merchants and buyers, dealing with all sorts of goods, from exotic spices and rare herbs to the latest in magical trinkets and enchanted items. The streets are always crowded with merchants, buyers, and travelers, haggling and bartering for the best deals.

The district is well-protected by the city guard, ensuring that trade can take place safely and without interruption. Street performers and musicians add to the lively atmosphere,

providing entertainment for the crowds.

**The Stranger's District** of Kar Helos is a place for those who don't quite fit in elsewhere, as it's the case with all Strangers. Despite having lost all memories of their past, including their culture and background, the district is still diverse and filled with people from all walks of life.

Newly arrived Strangers are assigned a house here, mostly because the district offers services and resources to help them adjust to life in Kar Helos. There are even community centers that provide a sense of belonging for those who feel lost and alone.

The streets are dotted with small shops and vendors, offering basic necessities and trinkets to help travelers on their journeys. Despite the uncertainty and confusion that comes with losing one's memories, the district is still a bustling hub of activity, filled with laughter and hope.

Probably the most important building in all of Kar Helos (aside from the tower), the **Quest Board** – or just *the Board* – is located in the Stranger's District. The Board is both an administrative building and organization that serves as a kind of adventurers guild for all Strangers (and some humans) willing to help the community. It arranges the

different requests for aid and finds suitable adventurers for each task. It is also in charge of handling the rewards for completing the different quests.

**The Craftsmen District** is a hub of creativity and skill, a place where artisans and craftsmen ply their trade. From blacksmiths and woodworkers to weavers and alchemists, the district is filled with the sounds of hammers striking anvils and the smell of wood shavings and molten metal. The streets are lined with workshops and studios, where craftsmen display their wares and offer their services to the public. From finely crafted weapons and armor to delicate jewelry and intricate clockwork, the district is a treasure trove of hand-made goods.

The district is also home to the city's guilds, organizations dedicated to preserving and promoting the crafts. The guilds offer training and support to apprentices and journeymen, ensuring that the traditions of the trades are passed down from generation to generation. Characters wanting to craft any sort of item can do so in the guild facilities available for Strangers in the Craftsmen District, at a cost of 50A-N a day.

The last district is simply known as **the Squator**, and

it's where most of the newcomers arriving to the city end up after having lost everything. The Squalor is characterized by cramped and squalid conditions, with dilapidated buildings and litter-strewn streets, a sprawling network of dark alleyways, run-down tenements, and hidden taverns. It's a rough neighborhood, ruled by criminal gangs and home to all sorts of unsavory characters. Despite the poverty and hardship, the district is still a hub of activity, with street vendors and market stalls offering their wares to those who can afford them. Despite the challenges they face, the people of the Squalor are a tight-knit community, supporting one another in the face of adversity.

## The Tower

At the center of it all, the axis to the perfect circle that are the walls encompassing Kar Helos, lies the tower. This ancient structure was first opened with the arrival of the Strangers, and has, since then, become the region's seat of power. The council that rules the city –and by extension, the region– meets here weekly to discuss current issues and policies. While the council member position is a respected one, it only lasts for five years. This is true for all except Fernalion Thren, who holds the position of Honorary Councilman and as such,

theoretically, can only advise the rest of the council and not take a vote. Many believe, though, that this permanent seat at the table makes him the de-facto ruler of the city.

## City Factions

Kar Helos presents a united front against the abundant threats found in the region, but it's hardly that when it comes to how to handle said threats, or many other aspects.

♦**The Order of the Nine:** Its existence unknown to most people, the Order of the nine are a group of Strangers that believe they should be the ones in direct control of Kar Helosian society. They see themselves as superior to regular humans, and as Kaethor's only hope, they demand more power. Fortunately for Kaethorians, the vast majority of Strangers disagree, and are happy to demonstrate this fact whenever the Order of the Nine begins to stir trouble in the Stranger's District.

♦**True Kaethor:** This Kaethorian-only faction blames the appearance of Rifts and monsters on the Strangers, believing that the beginning of the region's problems with aether storms was a direct consequence of Strangers manifesting on Kaethor. Many of them go a step further, saying that the strange, non-human appearance of many Strangers is proof that they

are, in fact, monsters brought by the Rifts. They are not a large group, but they are loud, and are seen frequently attempting to rally the poor Squalor district folks into assaulting the Stranger's District.

♦**The Awakened:** Not all Strangers adapt to a life in Kar Helos. While most give the adventurer's life a try, some are not a fit for it and quickly become lost, their supposed purpose for existing in Kaethor all but meaningless. When enough of these purposeless Strangers gather, desperation and strange ideas start having an echo chamber effect, with the result being a group such as the Awakened. These individuals believe that Rifts are the key for their return home; the problem is that they keep being closed by Strangers. According to

them, if enough Rifts remain open simultaneously, the aether will flood Kaethor, sending all Strangers back to where they came from. This idea has started having terrible consequences, though, with adventurer parties being attacked on their way to closing a Rift, and with rumors of Strangers attempting to learn how to open new, larger portals, becoming more common.

♦**The Tower Wardens:** Not a faction in the traditional sense of the word, the Wardens are the city's watch, composed mostly of regular humans, although a few Strangers have joined its ranks in recent years as well. They respond directly to the city council's authority, and are very adamant at keeping the peace within the city's walls.



## Regions of Kaethor

### Arenmist Forest

A vast and untamed wilderness, the Arenmist Forest is home to a variety of dangerous creatures and treacherous terrain, a sprawling and ancient woodland that covers much of the north-eastern region of Kaethor. The forest is characterized by its thick and tangled undergrowth, towering trees that stretch up towards the sky, and the ever-present mist that seems to cling to the forest floor. Local legends say that the mist is a magical phenomenon, created by the spirits that reside within the forest, and it often makes it difficult for travelers to navigate the dense forest.

The forest is home to a wide array of wildlife, both mundane and magical. There are countless species of birds, rodents, and small mammals that dart through the underbrush, as well as larger predators such as wolves, bears, and even some mythical creatures like unicorns and griffins.

The terrain within the Arenmist Forest is treacherous and varied, with steep hills, deep ravines, and swift-running streams. The forest floor is covered in a thick carpet of moss and ferns, which can make footing slippery and treacherous. Some areas of

the forest are darker and more foreboding than others, and travelers are advised to be cautious when exploring the woods.

Despite the dangers, the Arenmist Forest is also home to many hidden wonders and secrets. There are rumored to be ancient ruins buried deep within the forest, left behind by a long-lost civilization, with some saying that they are somehow linked to Kar Helos and the Labyrinth. It is also said that there are enchanted pools hidden among the trees, where the water has magical healing properties.

### Bonespire Peaks

A rugged and imposing landscape, the Bonespire Peaks is home to steep peaks and treacherous passes. The region is rich in minerals and resources, making them a valuable source of wealth and commerce for the region. The mountains are home to numerous mines and quarries, where skilled workers extract precious metals and gems from the earth.

The Bonespire Peaks are known for their treacherous terrain and harsh weather conditions, making them a difficult place for travelers to navigate. The peaks are often covered in snow and ice, and the winds that howl through

# Kaethor

North



Therafen's Sea

Kormnn's  
Veil

The Violet Sands

Arenmit Forest

The  
Labyrinth

Kar-Helos

Lake  
Moonlight

Theown River

The Crystal Plains

Goldmine Bay

Bonespore Peaks

the valleys can be fierce and unpredictable. Many treacherous passes wind their way through the mountains, and travelers must be skilled climbers and well-prepared to traverse them safely.

Despite its harshness, the Bonespire Peaks are a place of great beauty and majesty. The mountains are often shrouded in mist and fog, giving them an otherworldly appearance and offering a glimpse into the untamed wilderness, where danger and beauty are intertwined in equal measure.

## Crystal Plains

Situated to the south of Kar Helos, the defining feature of the Crystal Plains is the large crystal formations that are scattered throughout the region. These crystals are unlike any others found in the world, as they are known to attract lightning. During thunderstorms, the skies above the plains light up with brilliant flashes of lightning, illuminating the crystal formations and creating an awe-inspiring sight. The crystals themselves vary in size, ranging from small, palm-sized pieces to towering monoliths that reach several stories tall. Some of the larger formations are said to be home to powerful magical energies, drawing in mystics and wizards from across the land in search of their power.

Despite their beauty and allure, the crystal formations can also be incredibly dangerous. The lightning strikes that they attract are unpredictable and can strike anywhere in the vicinity of the crystals, creating a hazardous environment for those who dare to venture too close. The crystals themselves are also incredibly sharp, and a misstep can easily result in a nasty cut or injury.

The Crystal Plains are also home to a small community of nomadic people known as the Crystal Clan. This ancient tribe has lived on the plains for centuries and is fiercely protective of their home, viewing outsiders with suspicion and distrust. Despite this, the Crystal Clan is known to be hospitable to travelers who show respect for their traditions and way of life.

## The Violet Sands

The Violet Sands is a desolate and dangerous region located to the north west of Kar Helos, known for its sprawling deserts and rolling dunes of vibrant purple sand. The landscape is dotted with towering mesas and deep canyons, offering a rugged and inhospitable environment for those who dare to venture into its depths.

The Violet Sands are a treacherous place, offering little in the way of refuge or

sustenance. The unforgiving climate and harsh terrain make it a perilous destination, with few who would brave its dangers.

The most striking feature about this desert is without a doubt "Korunnu's Veil", a massive sandstorm that has been static in the same spot for as long as the local nomadic tribes can remember. The legends of these scorpion-riding nomads imply that the Veil hides the entrance to the elemental plane of earth, and as such, it is considered sacred and forbidden to mortals.

### **The Labyrinth**

The Labyrinth is a massive and mysterious structure located just a few kilometers from Kar Helos. It's an ancient and enigmatic creation, known for its constantly shifting architecture and maze-like layout.

Nobody knows who built the Labyrinth or why, and its origins remain a mystery to this day. Some believe it was constructed by a long-lost civilization, while others speculate that it was built by powerful magic or the hand of the elemental lords themselves. There's little doubt that it is somehow linked to Kar Helos and a few other ruins across Kaethor of similar design.

The Labyrinth is said to be alive, with a mind of its own that constantly shifts and changes its layout. This makes it a dangerous and unpredictable place, but at the same time it is seen as a protector of humanity, as it's the Labyrinth's power that brings Strangers to help the peoples of Kaethor – or so say some Strangers and scholars.

Despite the dangers, the Labyrinth continues to draw adventurers and explorers from far and wide, who come in search of its secrets and hidden treasures. Having remained closed for thousands of years, but accessible since the first Strangers arrived, some believe that the answers to the origin of the Strangers and the Rifts can be found within the Labyrinth's shifting walls, and so they brave its dangers in pursuit of knowledge and riches.



DUSTIN SPENCER



# Bestiary

With the appearance of Rifts, Kaethor became a dangerous land, swarmed by monsters of all kinds. The ones you can find in this chapter are the most frequently encountered monsters, but are by no means the only ones that exist.

## Monster Type

All monsters are classified by their type: Animal, Astral, Plant, demon, elemental, undead, humanoid, construct. While most have a single type, some of them can have a combination of two, such as "Elemental Construct", or "Undead Plant".

D8	RANDOM ENEMY TYPE
1	Animal
2	Astral
3	Construct
4	Demon
5	Elemental
6	Humanoid
7	Plant
8	Undead

## Target Priority & Actions

When it's the monsters' turn, roll on their Action table to determine what they do. You must first determine their target(s), though. Once a monster has acquired a target, they will keep focused on it until:

D20	MONSTER TARGET PRIORITY
1-5	The monster goes for a random target
6-10	The monster targets the nearest character. If the potential targets are placed at the same distance, determine randomly
11-15	The monster targets the most vulnerable/damaged character
16-20	The monster targets the character that attacked them most recently. If none, determine randomly

- Their current target is unconscious or dead.
- The monster is incapable of attacking their current target.
- Some other logical reason.

Some circumstances force monsters to deal just “basic attacks”. When this is the case, the monster in question is only allowed to use the first combat action in their Action table.

## The Monster Stat Block

All monsters have a set of statistics that describe their capabilities. Most are identical to those of a PC, but others are unique to them.

♦**Combat Skill:** This represents the monster’s ability in combat. You must subtract this number from your attack skill when attacking, and from your Brawn or Dodge when defending.

♦**Coordination:** A monster’s chance to pass checks that require dexterity or agility. A

monster’s Coordination is also used to calculate their initiative roll: simply roll D10 as usual and add the first digit from their Coordination score.

♦**Health:** A monster’s capability to endure damage is represented by its Health.

♦**Intellect:** This is the monster’s ability to solve mental problems and reason.

♦**Number:** This indicates how many individuals of the same monster appear in a single encounter.

♦**Size:** A monster’s size can be an important factor in combat:

- Tiny: 30x30 cm
- Small: 40x70 cm
- Medium: 150x150 cm
- Large: 300x300 cm
- Huge: 450x450 cm
- Gargantuan: 600x600 cm

♦**Speed:** This represents how many meters a monster can move in a single round.

♦**Tenacity:** A monster’s chance to resist any mental or magical attacks.

• **Type:** The monster's Type.

• **Vitality:** This represents a monster's constitution and physical endurance.

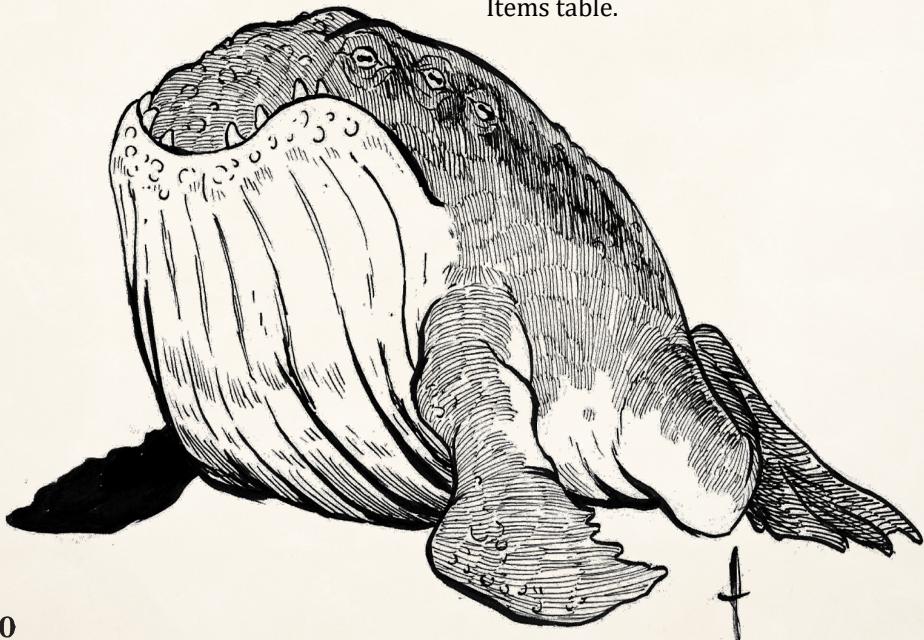
## Learning a Monster's Weakness

If a character wishes to learn a particular trait or weakness that a monster has, they must pass a Nature check. This allows them to learn their types of attacks, and most importantly, their vulnerabilities and resistances. Of course, these would most likely become apparent after a fight, but coming prepared beforehand can save your life.

## Riftlords

A Rift's Riftlord is nothing but an enhanced version of one of the regular creatures you can find within the Rift. When you are ready to face a Riftlord, randomly determine which monster it is using the Rift's encounter table, and then apply the following modifiers to it.

- A Riftlord is always a Rank higher than the Rift it spawned in.
- Increase its Health by 50%.
- Increase all damage dealt by +D6.
- Change the "Random Magic Item" result in its loot table for a roll on the Legendary Items table.



## ANCIENT TRYAM

A massive tree-like creature that guards primordial forests and ancient groves. It can uproot itself to attack intruders with its branches and massive body.

**Number:** 1 / **Type:** Plant / **Speed:** 15 / **Size:** Huge / **Combat Skill:** 10 / **Coordination:** 30 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 80 / **Health:** 35 / **Armor:** D6 / **Perception:** 40

◆ **Special:** Vulnerable to Fire damage, Resistant to Bludgeoning damage.

◆ **Apprentice Rank:** 70 Health, +2 damage, Combat Skill: +10

◆ **Veteran Rank:** 105 Health, +3 damage, Combat Skill: +20

◆ **Master Rank:** 140 Health, +4 damage, Combat Skill: +30

D6	Action
1-3	<b>Sweeping blow:</b> The monster swings its branches against its target and another one adjacent to it, dealing D6+1 Bludgeoning damage.
4	<b>Strangling roots:</b> The monster spreads its roots towards its target, <i>Entangling</i> them. Each round a target remains <i>Entangled</i> , they suffer D4 Bludgeoning damage.
5-6	<b>Crush:</b> The tryam attempts to crush its target, dealing 2D8 Bludgeoning damage if it succeeds.

D100	Loot
1-30	20A
31-40	10 units of a Random Alchemical ingredient
41-50	1xPotion
51-55	Enhanced Sickle
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-98	Random Magic Item
99-100	Growth Formula

**ANCIENT GOLEM**

*A massive construct made of stone and metal, that can smash anything in its path with its powerful fists.*

**Number:** 1 / **Type:** Construct / **Speed:** 15 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 35 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 80 / **Health:** 45 / **Armor:** D6 / **Perception:** 40

♦**Special:** Resistant to Bludgeoning damage.

- ♦**Apprentice Rank:** 90 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 135 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 180 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Thunderous Slam:</b> The golem slams its fists onto the ground, creating a shockwave that deals D8+2 Bludgeoning damage to all creatures within a 15 m radius. Targets caught in the shockwave must make a Coordination check or be knocked <i>Prone</i> .
3-4	<b>Stone Fist:</b> The golem punches its target with its stone fist, dealing D10+3 Bludgeoning damage. If the target is a structure or object, it takes double damage.
5	<b>Stone Shield:</b> The golem creates a shield, reducing all incoming damage by 50% until the start of its next turn. While the shield is active, any creature that hits the golem with a melee attack takes D6 Piercing damage.
6	<b>Meteor Strike:</b> The golem leaps into the air and crashes down onto its target, dealing 3D10 Bludgeoning damage. All creatures within a 10 m radius of the impact must make a Coordination check, a success reduces the damage taken by 50%. The golem takes D6 damage from the impact.

D100	Loot
1-30	20A
31-40	10 units of a Random ore
41-50	1xPotion
51-55	Morphing Essence of Stamina
56-72	Skill Book
73-80	Armor Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## ARCTIC ABOMINATION

A creature of unfathomable horror, with a body stitched together from the remains of other beasts that perished in the icy wastes.

**Number:** 1 / **Type:** Construct, Undead / **Speed:** 12 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 55 / **Intellect:** 20 / **Tenacity:** 50 / **Vitality:** 60 / **Health:** 25 / **Perception:** 50

♦**Special:** Vulnerable to Fire damage.

♦**Apprentice Rank:** 50 Health, +2 damage, Combat Skill: +15

♦**Veteran Rank:** 75 Health, +3 damage, Combat Skill: +25

♦**Master Rank:** 100 Health, +4 damage, Combat Skill: +35

D6	Action
1-2	<b>Frostbite:</b> The arctic abomination bites its target, causing D6 Necrotic damage and leaving them with a numbing sensation that slows their movement speed by 3 m for the next round.
3-4	<b>Body Slam:</b> The arctic abomination charges towards its target, tackling them with its massive bulk. The target takes D12 Bludgeoning damage and must make a Brawn check or be knocked <i>Prone</i> .
5	<b>Freeze:</b> The arctic abomination exhales a cone of freezing breath, dealing D10 Cold damage to all creatures caught within a 10 m cone. Targets that fail a Vitality check are also frozen, becoming unable to move or take actions for the next round.
6	<b>Rampage:</b> The arctic abomination goes into a frenzy, attacking all targets within reach. It makes one attack against each target, dealing D8+2 Slashing damage with its claws.

D100	Loot
1-30	20A
31-40	10 units of a Random monster ingredient
41-50	1xPotion
51-55	Alchemical formula. Roll on the Potions & Unguents table
56-72	Skill Book
73-80	Armor Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**ASHEN BEHEMOTH**

*A giant creature with a body made of blackened volcanic rock, that can spew molten lava from its mouth.*

**Number:** 1 / **Type:** Animal, Elemental / **Speed:** 15 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 40 / **Intellect:** 20 / **Tenacity:** 30 / **Vitality:** 80 / **Health:** 45 / **Armor:** D8 / **Perception:** 40

♦**Special:** Vulnerable to Cold damage.

- ♦**Apprentice Rank:** 90 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 135 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 180 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Molten Spit:</b> The ashen behemoth spews a glob of molten lava at its target, dealing D6 Fire damage and setting them on fire for D4 rounds, causing an additional D4 Fire damage each round unless the target takes a Standard Action to put out the flames.
3-4	<b>Stone Slam:</b> The ashen behemoth slams its massive fists onto the ground, creating a shockwave that deals D8 Bludgeoning damage to all creatures within a 10 m radius. Targets caught in the shockwave must make a Coordination check or be knocked <i>Prone</i> .
5	<b>Volcanic Eruption:</b> The ashen behemoth causes the ground to shake and spews lava in all directions, dealing D10 Fire damage to all creatures within a 15 m radius. Targets that fail a Coordination check are also pushed back 3 m and knocked <i>Prone</i> .
6	<b>Magma Burst:</b> The ashen behemoth slams its fists together, causing a burst of molten lava to erupt from the ground beneath its target that deals 3D6 Fire damage.

D100	Loot
1-30	20A
31-40	10 units of a Random ore
41-50	1xPotion
51-55	Alchemical formula. Roll on the Potions & Unguents table
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## ASTRAL COMPANION

A creature arrived from the aetheric realm that surrounds the physical planes, made of pure arcane energies and adopting a myriad of shapes upon entering the physical world.

**Number:** 1 / **Type:** Astral / **Speed:** 20 / **Size:** Medium / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 60 / **Tenacity:** 60 / **Vitality:** 50 / **Health:** 20 / **Perception:** 70

◆ **Special:** Resistant to physical damage.

◆ **Apprentice Rank:** 40 Health, +2 damage, Combat Skill: +10

◆ **Veteran Rank:** 60 Health, +3 damage, Combat Skill: +20

◆ **Master Rank:** 80 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Arcane Blast:</b> The astral companion unleashes a blast of arcane energy at its target, dealing D8 Arcane damage. If the target is a construct or astral creature, or has any magical effects on them, they take an additional D6 Arcane damage.
3-4	<b>Phase Shift:</b> The astral companion shifts out of phase with the physical world, becoming invisible and <i>Immune</i> to physical damage until the end of its next turn. It can still be affected by magical attacks or effects.
5	<b>Energy Surge:</b> The astral companion channels a surge of energy, healing itself for D10 Health and gaining +20 to its next attack.
6	<b>Disruption Field:</b> The astral companion creates a field of disruptive energy, causing all magical effects within a 10 m radius to fizzle out and become inactive until the end of its next turn. Any creature that casts a spell or uses a magical effect within the field takes D6 Arcane damage.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Extra-Dimensional bag
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**AVALANCHE BEAST**

*A massive, hulking creature that causes blizzards and avalanches to form around it as it moves through the snow.*

**Number:** 1 / **Type:** Animal, Elemental / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 30 / **Vitality:** 50 / **Health:** 35 / **Armor:** D4 / **Perception:** 40

♦**Special:** Vulnerable to Fire damage.

- ♦**Apprentice Rank:** 70 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 105 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 140 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Snow Blast:</b> The avalanche beast unleashes a blast of icy snow towards its target, dealing D6 Cold damage and causing them to become <i>Entangled</i> for the next round.
3-4	<b>Avalanche Strike:</b> The avalanche beast slams its body onto the ground, causing a massive avalanche to fall upon its target. The target must make a Coordination check or take D8 Bludgeoning damage and be buried in the snow, requiring a Standard Action to dig themselves out and stand up.
5	<b>Blizzard Breath:</b> The avalanche beast exhales a cone of freezing winds and snow, dealing D10 Cold damage to all creatures caught within a 5 m cone. Targets that fail a Vitality check are also <i>Blinded</i> by the storm for the next round.
6	<b>Claw Strike:</b> The monster strikes at its target with its massive claws, dealing 2D6+2 damage.

D100	Loot
1-30	20A
31-40	80A
41-50	1xPotion
51-55	Alchemical formula. Roll on the Potions & Unguents table
56-72	Skill Book
73-80	Extra-Dimensional Bag
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## BANDIT

Ruthless men and women who profit from assaulting the trade caravans and lone travelers in the area. They are skilled in both ranged and melee combat, and are not afraid to resort to dirty tactics to gain the upper hand.

**Number:** 3 / **Type:** Humanoid / **Speed:** 20 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 60 / **Intellect:** 40 / **Tenacity:** 30 / **Vitality:** 80 / **Health:** 18 / **Armor:** D6 / **Perception:** 70

♦**Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +15

♦**Veteran Rank:** 45 Health, +3 damage, Combat Skill: +25

♦**Master Rank:** 60 Health, +4 damage, Combat Skill: +35

D6	Action
	<b>Sneak Attack:</b> The bandit attempts to catch their target off guard, dealing D8+2 Piercing damage if they succeed.
1-2	Target must pass a Perception check or suffer an additional +2 damage if hit.
3-4	<b>Ranged Assault:</b> The bandit takes aim with their crossbow, firing a bolt that deals D6+1 Piercing damage to their target. If the target is within 10 m, they also suffer a -20 penalty to their next attack.
5-6	<b>Dirty Trick:</b> The bandit throws sand or dirt in their target's face, <i>Blinding</i> them for 1 round.

D100	Loot
1-50	30▲
51-90	1xPotion
91-100	Random Magic Item



**BEASTMAN**

*A humanoid creature with the features of a wild animal, that has adapted to the dense underbrush of the forest and hunts with primitive weapons.*

**Number:** 3 / **Type:** Humanoid / **Speed:** 30 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 60 / **Intellect:** 40 / **Tenacity:** 30 / **Vitality:** 80 / **Health:** 15 / **Armor:** D6 / **Perception:** 70

- ♦**Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 45 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 60 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Savage Swipe:</b> The beastman slashes at its target with its claws, dealing D6+1 Slashing damage.
3-4	<b>Throwing Spear:</b> The beastman hurls a spear at its target, dealing D8 Piercing damage. If the target is 10 m away or less, the Beastman gains +20 to the attack roll.
5	<b>Pack Tactics:</b> The beastman calls out to its allies, giving them +20 to all attacks until the end of the next round. The beastman can make an additional attack as a Free Action this turn.
6	<b>Feral Fury:</b> The beastman enters a frenzied state, making two attacks with its claws against its target. Each attack deals D6+1 Slashing damage.

D100	Loot
1-50	10A
51-60	1xPotion
61-70	Alchemical formula. Roll on the Potions & Unguents table
71-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

### **BLAZE DRAKE**

*A dragon-like creature with scales as red as molten lava, that can breathe scorching flames and fly through the air.*

**Number:** 1 / **Type:** Animal, Elemental / **Speed:** 10 (50 flying) / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 50 / **Vitality:** 50 / **Health:** 25 / **Armor:** D6 / **Perception:** 70

♦**Apprentice Rank:** 50 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 75 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 100 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Fiery Bite:</b> The blaze drake bites its target, dealing D8+2 Fire damage. If the target is already on fire, the Blaze Drake regains Health equal to half the damage dealt.
3-4	<b>Scorching Breath:</b> The monster breathes a cone of fire at its target, dealing D10 Fire damage. Targets caught in the cone must make a Coordination check or catch fire, taking D6 Fire damage at the start of their next turn unless they use a Standard Action to extinguish the flames.
5	<b>Wing Buffet:</b> The blaze drake beats its wings, creating a powerful gust of wind that knocks back all creatures within 3 m of it. Targets knocked back take D6 Bludgeoning damage and are knocked <i>Prone</i> unless they succeed on a Brawn check.
6	<b>Dive Bomb:</b> The creature swoops down from the air and crashes into its target, dealing 2D8 Bludgeoning damage. The target must make a Brawn check or be knocked <i>Prone</i> .

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**BLIGHTED BAT**

A bat-like creature animated by necrotic forces, attacking its prey with sharp fangs and spreading disease.

**Number:** 6 / **Type:** Animal, Undead / **Speed:** 50 (flying) / **Size:** Tiny / **Combat Skill:** 5 / **Coordination:** 80 / **Intellect:** 40 / **Tenacity:** 30 / **Vitality:** 40 / **Health:** 6 / **Perception:** 80

♦**Special:** Vulnerable to Holy damage, Restored by Necrotic damage.

♦**Apprentice Rank:** 16 Health, +2 damage, Combat Skill: +15

♦**Veteran Rank:** 34 Health, +3 damage, Combat Skill: +25

♦**Master Rank:** 42 Health, +4 damage, Combat Skill: +35

D6	Action
1-2	<b>Fangs:</b> The blighted bat bites its target, dealing D4 Piercing damage. If the target is already infected with the bat's disease, the damage increases to D8.
3-4	<b>Scratch:</b> The blighted bat attaches itself to its target, scratching them with their sharp claws and dealing D4 Slashing damage. The target must make a Vitality check or become infected with the bat's disease, suffering D4 Necrotic damage each turn until cured.
5	<b>Viral Burst:</b> The monster releases a burst of infectious spores, affecting all creatures within a 3 m radius. Targets caught in the burst must make a Vitality check or become infected with the bat's disease, suffering D6 Necrotic damage each turn until cured.
6	<b>Evasion:</b> The Blighted Bat dodges its target's attacks, gaining a +30 Dodge until the start of its next turn.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## CACTUS DEMON

A monstrous creature that resembles a giant cactus, with deadly spines and tendrils that ensnare its prey.

**Number:** 1 / **Type:** Plant, Demon / **Speed:** 10 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 30 / **Intellect:** 20 / **Tenacity:** 70 / **Vitality:** 50 / **Health:** 25 / **Perception:** 40

♦**Special:** Vulnerable to Fire and Holy damage, Immune to Poison damage.

♦**Apprentice Rank:** 50 Health, +3 damage, Combat Skill: +10

♦**Veteran Rank:** 75 Health, +4 damage, Combat Skill: +20

♦**Master Rank:** 100 Health, +5 damage, Combat Skill: +30

D6	Action
1-2	<b>Needle Volley:</b> The cactus demon launches a volley of needle-like spines at a target within 20 m, dealing 2D6 Piercing damage. Any creature within 5 m of the target must make a Coordination check or take D6 Piercing damage as well.
3-4	<b>Ensnaring Tendrils:</b> The monster extends its tendrils towards a target within 10 m, attempting to <i>Ensnare</i> them. The target must make a Brawn check or be restrained until the start of the cactus demon's next turn, taking D6 Piercing damage each round they remain restrained.
5	<b>Poisonous Thorns:</b> The cactus demon launches a barrage of thorns at a target within 20 m, dealing 2D6 Piercing damage and potentially poisoning the target. The target must make a Vitality check or take D6 Poison damage each round for the next 3 rounds.
6	<b>Root Bind:</b> The Cactus Demon's tendrils extend into the ground, wrapping around the legs of all creatures within a 10 m radius. Targets must make a Brawn check or become <i>Entangled</i> .

D100	Loot
1-30	20A
31-40	10 units of a Random Alchemical Ingredients
41-50	1xPotion
51-55	Alchemical formula. Roll on the Potions & Unguents table
56-72	Skill Book
73-80	Enhanced Sickle
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**CAVE TROLL**

*A hulking creature with thick skin and massive strength, that wields a giant club made of stone.*

**Number:** 1 / **Type:** Humanoid / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 50 / **Intellect:** 10 / **Tenacity:** 40 / **Vitality:** 90 / **Health:** 35 / **Armor:** D6 / **Perception:** 40

♦**Special:** Vulnerable to Fire and Acid damage.

♦**Apprentice Rank:** 70 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 105 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 140 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Smash:</b> The troll slams its massive club down onto its target, dealing D10+4 Bludgeoning damage.
3-4	<b>Regeneration:</b> The troll regenerates 1D8+3 Health. This ability is disabled if the troll is subjected to fire or acid damage.
5	<b>Frightening Presence:</b> The troll lets out a blood-curdling roar, forcing all creatures within a 10 m radius to make a Tenacity check. Those that fail become <i>Frightened</i> .
6	<b>Club Sweep:</b> The troll sweeps its club in a wide arc, hitting all creatures within a 3 m radius of it. Each target takes 1D8+2 Bludgeoning damage and must make a Brawn check or be knocked <i>Prone</i> .

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Extra-Dimensional Bag
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

### CHILLING CHIMERA

A terrifying creature with the body of a lion, the head of a goat, and the tail of a serpent, that breathes a deadly blast of freezing air.

**Number:** 1 / **Type:** Animal / **Speed:** 30 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 70 / **Intellect:** 50 / **Tenacity:** 20 / **Vitality:** 50 / **Health:** 25 / **Perception:** 50

- ♦**Apprentice Rank:** 50 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 75 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 100 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Frost Breath:</b> The chimera exhales a freezing blast of air, dealing D8 Cold damage to all creatures in a 3 m cone. Targets must make a Vitality check or reduce their movement speed by half for one round.
3-4	<b>Pounce:</b> The beast leaps forward, attempting to tackle its target. If the attack hits, it deals D10+4 Piercing damage and the target must make a Brawn check or be knocked <i>Prone</i> .
5	<b>Razor Claws:</b> The chilling chimera rakes its target with its sharp claws, dealing D6+3 Slashing damage. If the target is wearing armor, its Integrity is reduced by 1 stage.
6	<b>Double Attack:</b> The chilling chimera makes two attacks in quick succession against its target, each dealing D6+2 damage.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Stamina
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**CINDER HORROR**

*A skeletal creature that was resurrected by the heat of the Lava Fields, and now wields fiery magic to attack its prey.*

**Number:** 3 / **Type:** Undead, Elemental / **Speed:** 15 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 60 / **Intellect:** 40 / **Tenacity:** 40 / **Vitality:** 30 / **Health:** 15 / **Armor:** D4 / **Perception:** 40

♦**Special:** Immune to Fire damage, Charm, Poison and Disease, Vulnerable to Cold damage.

♦**Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +15

♦**Veteran Rank:** 45 Health, +3 damage, Combat Skill: +25

♦**Master Rank:** 60 Health, +4 damage, Combat Skill: +35

D6	Action
1-2	<b>Fireball:</b> The cinder horror casts a fireball spell, dealing 2D6 Fire damage to a single target within 10 m.
3-4	<b>Flame Strike:</b> The abomination conjures a column of flames that erupts from the ground, dealing 3D8 Fire damage to all creatures in a 3 m radius. Targets caught in the flames must make a Coordination check or take an additional D6 Fire damage.
5	<b>Bone Shield:</b> The cinder horror summons a shield made of charred bones, granting itself resistance to all physical damage until the start of its next turn.
6	<b>Fiery Aura:</b> The cinder horror ignites its bones with flames, creating a fiery aura that deals D6 Fire damage to any creature that starts its turn within 3 m of the cinder horror. This effect accumulates each time the monster uses this ability.

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Aether
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

### CLOCKWORK AUTOMATON

A humanoid machine made of gears and metal, that can shoot bolts of energy and move with incredible speed.

**Number:** 1 / **Type:** Construct / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 40 / **Tenacity:** 20 / **Vitality:** 50 / **Health:** 25 / **Perception:** 70

♦**Special:** Vulnerable to Air damage, Immune to Poison damage and Charm.

♦**Apprentice Rank:** 50 Health, +3 damage, Combat Skill: +10

♦**Veteran Rank:** 75 Health, +4 damage, Combat Skill: +20

♦**Master Rank:** 100 Health, +5 damage, Combat Skill: +30

D6	Action
1-2	<b>Energy Bolt:</b> The automaton fires a bolt of energy from its arm, dealing D8 Air damage to a single target.
3-4	<b>Rapid Movement:</b> The automaton moves with incredible speed, darting around the battlefield and avoiding attacks. For one round, the automaton gains +20 Combat Skill when defending and can move twice as far as normal.
5	<b>Gear Grind:</b> The automaton grinds its gears together, creating a shower of shrapnel that deals D6 Slashing damage to all creatures within a 3 m radius. Any creature hit by the shrapnel must make a Coordination check or be <i>Dazed</i> for one round.
6	<b>Shield Matrix:</b> The automaton activates a protective energy shield, reducing all incoming damage by 50% for one round. While the shield is active, any creature that hits the automaton with a melee attack takes D6 Air damage.

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Aether
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**CLOUD DRAKE**

*A dragon-like creature that can fly through the air and control the weather, summoning thunderstorms and winds.*

**Number:** 1 / **Type:** Animal, Elemental / **Speed:** 10 (50 flying) / **Size:** Large / **Combat skill:** 10 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 60 / **Vitality:** 50 / **Health:** 20 / **Armor:** D6 / **Perception:** 80

◆ **Apprentice Rank:** 40 Health, +2 damage, Combat Skill: +10

◆ **Veteran Rank:** 60 Health, +3 damage, Combat Skill: +20

◆ **Master Rank:** 80 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Lightning Breath:</b> The cloud drake unleashes a powerful bolt of lightning from its maw, dealing 2D6 Air damage to a single target.
3-4	<b>Wind Gust:</b> The cloud drake flaps its wings, creating a powerful gust of wind that knocks back all creatures within 10 m and deals D6 Bludgeoning damage.
5	<b>Hurricane:</b> The drake creates a powerful vortex of wind and rain, pulling all creatures within 20 m towards it and dealing D8 Bludgeoning damage. Targets caught in the vortex must make a Brawn check or be <i>Entangled</i> until the end of their next turn.
6	<b>Storm Shield:</b> The drake surrounds itself with a protective shield of storm clouds, increasing its Armor by +2 until the start of its next turn. While the shield is active, any creature that hits the cloud drake with a ranged attack takes D6 Air damage.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Stamina
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## CORAL KRAKEN

A massive sea creature with tentacles covered in sharp coral, that can drag unsuspecting creatures down into the depths.

**Number:** 1 / **Type:** Animal / **Speed:** 10 (50 swimming) / **Size:** Gargantuan / **Combat Skill:** 15 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 50 / **Health:** 35 / **Armor:** D8 / **Perception:** 40

- ♦**Apprentice Rank:** 70 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 105 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 140 Health, +4 damage, Combat Skill: +30

D6	Action
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**Coral Tentacle:** The kraken lashes out with a tentacle  
1-2 covered in razor-sharp coral, dealing 2D6 Slashing damage to a single target.

3-4 **Seafoam Spray:** The coral kraken sprays a cone of seafoam at its enemies, *Blinding* them and dealing D4 Acid damage.

5 **Corrosive Clutch:** The beast grabs a target with its tentacles and begins to crush them, dealing D8 Bludgeoning damage and *Entangling* them. While grappled, the target takes an additional D6 Acid damage per round.

6 **Coral Barrier:** The coral kraken creates a barrier of living coral, reducing all incoming damage by 50% until the start of its next turn. Additionally, any creature that strikes the coral kraken with a melee attack takes D4 Piercing damage from the sharp coral.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Armor Manual
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**CRYSTAL CONSTRUCT**

*A creature made entirely of crystal, that can shoot sharp crystal shards and is impervious to most physical attacks.*

**Number:** 1 / **Type:** Construct / **Speed:** 10 / **Size:** Gargantuan / **Combat Skill:** 20 / **Coordination:** 30 / **Intellect:** 20 / **Tenacity:** 50 / **Vitality:** 80 / **Health:** 50 / **Armor:** D12 / **Perception:** 40

♦**Special:** *Immune* to all physical damage, *Vulnerable* to Arcane damage.

♦**Apprentice Rank:** 100 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 150 Health, +3 damage, Combat Skill: +10

♦**Master Rank:** 200 Health, +4 damage, Combat Skill: +10

D6	Action
1-2	<b>Crystal Shard:</b> The crystal construct shoots sharp crystal shards at a target, dealing 2D6 Piercing damage.
3-4	<b>Crystal Spike:</b> The construct summons a sharp spike of crystal from the ground beneath a target, dealing D8 Piercing damage and knocking them <i>Prone</i> .
5	<b>Reflective Shield:</b> The crystal construct creates a reflective shield that lasts until the end of its next turn. Any ranged attacks made against the construct during this time are reflected back at the attacker, dealing half of the damage dealt to the crystal construct.
6	<b>Crystallize:</b> The crystal construct channels energy into a single target, attempting to turn them into a crystal statue. The target must make a Vitality check or be <i>Paralyzed</i> for 5 rounds.

D100	Loot
1-30	20A
31-50	10 units of a Random ore
51-55	1xPotion
56-72	Skill Book
73-80	Armor Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## CRYSTAL CRAWLER

A creature that skitters along cave walls, leaving behind a trail of glowing crystals, and attacks with sharp crystal spines.

**Number:** 6 / **Type:** Animal, Elemental / **Speed:** 30 / **Size:** Tiny / **Combat Skill:** 5 / **Coordination:** 40 / **Intellect:** 40 / **Tenacity:** 30 / **Vitality:** 40 / **Health:** 5 / **Perception:** 70

- ◆ **Apprentice Rank:** 10 Health, +2 damage, Combat Skill: +10
- ◆ **Veteran Rank:** 15 Health, +3 damage, Combat Skill: +15
- ◆ **Master Rank:** 20 Health, +4 damage, Combat Skill: +20

D6	Action
1-2	<b>Crystal Spines:</b> The crystal crawler fires sharp crystal spines from its body, dealing D6 Piercing damage to a single target within 20 m.
3-4	<b>Crystalline Leap:</b> The crawler leaps forward and lands on a target, dealing D8 Bludgeoning damage and knocking the target <i>Prone</i> .
5	<b>Crystal Shell:</b> The crystal crawler encases itself in a shell of crystal, gaining resistance to all damage types until the start of its next turn.
6	<b>Crystalline Lash:</b> The crawler lashes out with a tendril of crystal, dealing D10 Slashing damage to a single target within 3 m and pulling the target towards the crystal crawler if the target fails a Brawn check.

D100	Loot
1-30	20A
31-50	10 units of a Random ore
51-55	1xPotion
56-72	Skill Book
73-80	Armor Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**CRYSTAL HARPY**

*A beautiful but deadly creature with razor-sharp talons and wings made of crystal, that can swoop down and attack from the skies.*

**Number:** 3 / **Type:** Elemental / **Speed:** 15 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 60 / **Intellect:** 40 / **Tenacity:** 40 / **Vitality:** 30 / **Health:** 15 / **Armor:** D4 / **Perception:** 60

♦**Special:** Vulnerable to Water damage, Immune to Air damage.

♦**Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 45 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 60 Health, +4 damage, Combat Skill: +30

D6	Action
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**Crystal Slash:** The crystal harpy slashes with its talons, 1-2 dealing D8 Slashing damage to a single target within melee range.

**Crystal Barrage:** The crystal harpy launches a barrage of 3-4 crystal shards from its wings, dealing 2D6 Piercing damage to all creatures within a 6 m cone.

5 **Deafening Shriek:** The crystal harpy lets out a piercing shriek, dealing D6 Air damage to all creatures within a 10 m radius. Targets that fail a Tenacity check are also *Stunned* until the end of the crystal harpy's next turn.

6 **Crystallize:** The harpy targets a creature within 20 m and causes it to start slowly turning to crystal. The targeted creature must make a Vitality check or take D10 Psychic damage and become *Entangled* as their limbs slowly harden. The creature can repeat the Vitality check at the end of each of its turns to try and break free. If the creature fails three checks in a row, it becomes fully petrified and is turned to crystal permanently. This ability can only be used once.

D100	Loot
1-30	20A
31-40	10 units of a Random Alchemical ingredient
41-50	1xPotion
51-55	Morphing Essence of Aether
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-98	Random Magic Item
99-100	Growth Formula

### CURSED ARCHER

An undead archer, cursed to guard the ruins for eternity, that shoots arrows imbued with dark magic.

**Number:** 3 / **Type:** Undead / **Speed:** 18 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 80 / **Intellect:** 40 / **Tenacity:** 40 / **Vitality:** 30 / **Health:** 15 / **Armor:** D4 / **Perception:** 80

♦**Special:** Immune to Charm, Poison and Disease, Resistant to Piercing damage, Vulnerable to Holy and Bludgeoning damage, Restored by Necrotic damage.

♦**Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 45 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 60 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Shadow Arrow:</b> The cursed archer fires a shadowy arrow at a single target within 30 m range, dealing D8 Necrotic damage on hit.
3-4	<b>Volley:</b> The cursed archer fires a volley of arrows in a 5 m cone, dealing 2D6 Piercing damage to all creatures caught in the area.
5	<b>Marked for Death:</b> The cursed archer marks a single target with a dark <i>Curse</i> , causing them to take an extra D6 damage from all attacks for the next 3 rounds.
6	<b>Curse of Weakness:</b> The cursed archer's arrow <i>Curses</i> a single target within range, reducing their damage output by 50% for the next 2 rounds.

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Stamina
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**CUTPURSE**

*A nimble thief specialized in stealing valuables from their victims, preferably without them noticing.*

**Number:** 3 / **Type:** Humanoid / **Speed:** 20 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 80 / **Intellect:** 60 / **Tenacity:** 20 / **Vitality:** 40 / **Health:** 15 / **Perception:** 90

- ♦**Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 45 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 60 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Quick Strike:</b> The cutpurse makes a quick strike with a small blade, dealing D4 Piercing damage to their target.
3-4	<b>Steal Item:</b> The cutpurse attempts to steal an item from their target. Make a Coordination vs Perception opposed check. On a success, the cutpurse successfully steals a small item from their target, such as a purse or piece of jewelry.
5	<b>Dirty Tricks:</b> The cutpurse throws dirt or sand into the target's eyes, <i>Blinding</i> them until the end of their next turn.
6	<b>Shadow Step:</b> The cutpurse disappears into the shadows, becoming <i>Concealed</i> for 1 round. If they have stolen something during the fight, they leave combat.

D100	Loot
1-90	10A
91-98	1xPotion
99-100	Random Magic Item



## DARK DWELLER

A creature that has adapted to life in the dark, with heightened senses and razor-sharp claws.

**Number:** 3 / **Type:** Animal / **Speed:** 20 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 40 / **Intellect:** 60 / **Tenacity:** 40 / **Vitality:** 70 / **Health:** 12 / **Armor:** D6 / **Perception:** 80

◆ **Apprentice Rank:** 24 Health, +2 damage, Combat Skill: +10

◆ **Veteran Rank:** 36 Health, +3 damage, Combat Skill: +20

◆ **Master Rank:** 48 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Serrated Claws:</b> The dark dweller slashes at its target with its razor-sharp claws, dealing 2D6 Slashing damage.
3-4	<b>Blinding Gloom:</b> The beast emits a blast of dark energy that blinds all creatures within a 5 m radius. Affected creatures must succeed on a Vitality check or be <i>Blinded</i> for D4 rounds.
5	<b>Paralyzing Venom:</b> The dark dweller's claws are coated with a paralyzing venom. Targets hit by the dark dweller's claws must succeed on a Vitality check or be <i>Paralyzed</i> for D6 rounds.
6	<b>Shadow Form:</b> The dark dweller transforms into a shadowy mist, becoming immune to all physical attacks and able to move through walls and other obstacles for 3 rounds.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Armor Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**DROWNED GHOUL**

A malevolent undead creature that appears as a drowned sailor, known for pulling unsuspecting characters down into the water and drowning them.

**Number:** 6 / **Type:** Undead / **Speed:** 12 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 40 / **Intellect:** 20 / **Tenacity:** 30 / **Vitality:** 30 / **Health:** 5 / **Perception:** 30

◆ **Special:** Immune to Charm, Poison and Disease, Vulnerable to Holy and Bludgeoning damage, Restored by Necrotic damage.

◆ **Apprentice Rank:** 10 Health, +2 damage, Combat Skill: +10

◆ **Veteran Rank:** 15 Health, +3 damage, Combat Skill: +20

◆ **Master Rank:** 20 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Water Grasp:</b> The drowned ghoul reaches out with spectral hands, attempting to <i>Entangle</i> a target within 3 m. If successful, the target takes 2D6 Necrotic damage at the start of the drowned ghoul's next turn.
3-4	<b>Vengeful Strike:</b> The ghoul slashes with its rusty cutlass, dealing D8+2 Slashing damage to a target within melee range.
5	<b>Haunting Gaze:</b> The drowned ghoul fixes its eerie gaze on a creature within 10 m, causing them to become <i>Frightened</i> for D4 rounds unless they succeed on a Tenacity check. A frightened creature can repeat the saving throw at the end of each of their turns to end the effect.
6	<b>Enshroud:</b> The drowned ghoul releases a cloud of mist that envelops a 20-meter-radius area within 30 m. Creatures within the cloud have their vision reduced to 2 m and are unable to breathe unless they succeed on a Vitality check. The cloud lasts for 1 minute, or until the drowned ghoul dies.

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Stamina
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## DUST FIEND

A sentient dust storm that seeks out and engulfs its prey.

**Number:** 1 / **Type:** Elemental / **Speed:** 30 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 30 / **Vitality:** 50 / **Health:** 35 / **Armor:** D4 / **Perception:** 40

♦**Special:** Immune to Air, Disease and Poison damage.

♦**Apprentice Rank:** 70 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 105 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 140 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Dust Storm:</b> The dust fiend engulfs all creatures within a 10 m radius, dealing D8+2 Slashing damage and obscuring their vision until the start of its next turn. Targets caught in the dust storm must make a Tenacity check or be <i>Dazed</i> for one round.
3-4	<b>Sandblast:</b> The dust fiend unleashes a blast of sand towards its target, dealing D10+3 Earth damage. If the target is not wearing metal armor, they take an additional D6 damage from the abrasive sand.
5	<b>Whirlwind:</b> The dust fiend creates a whirlwind, pulling all creatures within a 20 m radius towards it. Each creature within the radius must make a Brawn check or be pulled towards the fiend and take D6 Bludgeoning damage. The dust fiend gains a +20 bonus to its next attack against any creature pulled in this way.
6	<b>Sands of Time:</b> The dust fiend surrounds a target with sand, slowing their movements. The target must make a Coordination check or have their movement speed halved until the end of their next turn. In addition, the target takes D6 Psychic damage as they feel the weight of the centuries-old sand on their shoulders.

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Stamina
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**DUNE RAVAGER**

*A ferocious predator that burrows through the sand and tears apart its prey with razor-sharp claws.*

**Number:** 1 / **Type:** Animal / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 50 / **Health:** 35 / **Armor:** D6 / **Perception:** 60

- ♦**Apprentice Rank:** 70 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 105 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 140 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Burrow:</b> The dune ravager burrows into the sand, becoming invisible until the start of its next turn. While burrowed, it can move up to 20 m per turn through sand or loose soil. If it emerges from the sand next to a creature, it can make a free attack against them.
3-4	<b>Claw Swipe:</b> The creature swipes at its target with its razor-sharp claws, dealing D10+2 Slashing damage. If the target is not wearing heavy armor, they take an additional D6 damage from the force of the blow.
5	<b>Sand Trap:</b> The dune ravager creates a pit in the sand, trapping a target within. The target must make a Brawn check to avoid falling in. If they fail, they take D8 Bludgeoning damage and are trapped within the pit until they make a successful Athletics check to climb out.
6	<b>Devour:</b> The dune ravager leaps onto its target, attempting to devour them whole, dealing D12+4 Piercing damage. If the dune ravager reduces the target to 0 Health with this attack, it gains temporary Health equal to the damage dealt.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Armor Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## EARTH ELEMENTAL

A being made entirely of earth and stone, that can manipulate the earth around it to create powerful earthquakes.

**Number:** 1 / **Type:** Elemental / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 20 / **Intellect:** 30 / **Tenacity:** 60 / **Vitality:** 80 / **Health:** 45 / **Armor:** D10 / **Perception:** 40

♦**Special:** Immune to Earth, Disease and Poison damage, Vulnerable to Air damage.

♦**Apprentice Rank:** 90 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 135 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 180 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Tremor:</b> The earth elemental causes the ground to shake violently, creating a 15 m radius area of difficult terrain. All creatures within the area must make a Coordination check or be knocked <i>Prone</i> and take D6 Bludgeoning damage.
3-4	<b>Stone Fist:</b> The earth elemental punches its target with its stone fist, dealing D10+3 Bludgeoning damage. If the target is a structure or object, it takes double damage.
5	<b>Mudslide:</b> The earth elemental creates a mudslide, pushing all creatures within a 20 m radius towards a designated direction. Each creature within the radius must make a Brawn check or be pushed towards the designated direction and take D6 Earth damage. The earth elemental gains +20 Combat Skill to its next attack against any creature pushed in this way.
6	<b>Earthquake:</b> The elemental creates a powerful earthquake, causing all creatures within a 30 m radius to make a Coordination check or be knocked <i>Prone</i> and take D12 Bludgeoning damage. Creatures on the ground within the area must make a Brawn check or be buried under the rubble and take D10 Bludgeoning damage each round until freed.

D100	Loot
1-30	20A
31-50	10 units of a Random ore
51-55	1xPotion
56-72	Morphing Essence of Stamina
73-80	Armor Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**FIRE ELEMENTAL**

*A sentient mass of fiery embers that can shape-shift into different forms and burn everything in its path.*

**Number:** 1 / **Type:** Elemental / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 60 / **Vitality:** 50 / **Health:** 25 / **Armor:** D4 / **Perception:** 40

♦**Special:** Immune to Fire, Poison and Disease damage, Vulnerable to Water damage.

♦**Apprentice Rank:** 50 Health, +4 damage, Combat Skill: +10

♦**Veteran Rank:** 75 Health, +6 damage, Combat Skill: +20

♦**Master Rank:** 100 Health, +8 damage, Combat Skill: +30

D6	Action
1-2	<b>Flame Breath:</b> The fire elemental breathes a 3 m radius cone of fire in front of it, dealing D8 Fire damage to all creatures within the area. Creatures caught in the area must make a Coordination check or catch on fire, taking D6 Fire damage each round until the flames are extinguished.
3-4	<b>Blaze Form:</b> The fire elemental assumes a fiery form, becoming immune to all non-magical damage and gaining resistance to all non-water damage. While in this form, the elemental deals an extra D6 Fire damage with each successful attack.
5	<b>Heat Wave:</b> The fire elemental creates a wave of intense heat, dealing D10 Fire damage to all creatures within a 20 m radius. Targets that fail a Vitality check are also <i>Blinded</i> for 1 round.
6	<b>Inferno:</b> The fire elemental engulfs its target in flames, dealing D12+2 Fire damage each round until they make a successful Coordination check to put out the flames. If the target is wearing heavy armor, they take an additional D6 damage from the heat.

D100	Loot
1-30	20A
31-40	10 units of a Random ore
41-50	1xPotion
51-55	Morphing Essence of Aether
56-72	Skill Book
73-80	Armor Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## FLAME GOLEM

A construct made entirely of magma and ash, that can shape-shift and blend into the surrounding landscape to ambush its prey.

**Number:** 1 / **Type:** Construct, Elemental / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 30 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 60 / **Health:** 30 / **Armor:** D6 / **Perception:** 50

♦**Special:** Immune to Charm, Fire, Poison and Disease damage.

♦**Apprentice Rank:** 60 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 90 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 120 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Magma Burst:</b> The golem causes a burst of molten magma to erupt from the ground, dealing D8 Fire damage to all creatures within a 15 m radius. Targets that fail a Coordination check also become <i>Entangled</i> by the solidifying magma and take D6 Fire damage each round until freed.
3-4	<b>Ash Form:</b> The flame golem transforms into a swirling mass of ash, gaining immunity to all non-magical weapons and becoming resistant to all non-Water damage. While in this form, the Flame Golem deals an extra D6 Fire damage with each successful attack. This effect lasts 2 rounds.
5	<b>Fire Trail:</b> The flame golem leaves a trail of flames in its wake as it moves, creating a 10 m long, 2 m wide line of fire that deals D6 Fire damage to all creatures caught in it. Targets that end their turn in the line must make a Coordination check or take D6 Fire damage.
6	<b>Magma Wave:</b> The flame golem causes a wave of molten magma to surge forward, dealing D10 Fire damage to all creatures within a 20 m cone in front of it. Targets that fail a Coordination check are also knocked <i>Prone</i> and <i>Entangled</i> by the solidifying magma, taking D6 Fire damage each round until freed.

D100	Loot
1-30	20A
31-40	10 units of a Random ore
41-55	1xPotion
56-72	Skill Book
73-80	Armor Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**FROST FANG**

*A giant wolf with fur as white as snow and razor-sharp teeth that can tear through even the thickest of hides.*

**Number:** 1 / **Type:** Animal, Elemental / **Speed:** 30 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 20 / **Vitality:** 50 / **Health:** 25 / **Armor:** D4 / **Perception:** 50

♦**Special:** Vulnerable to Fire damage, Resistant to Cold damage.

♦**Apprentice Rank:** 50 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 75 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 100 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Frost Breath:</b> The frost fang breathes a cone of icy mist at its target, dealing D8 Cold damage to all creatures within the area. Targets caught in the area must make a Coordination check or have their speed halved for 1 round.
3-4	<b>Rend:</b> The frost fang attacks its target with its razor-sharp fangs, dealing D10+2 Slashing damage. If the target is a creature that is affected by a condition or has less than half of its maximum Health, the frost fang makes an additional bite attack against the same target that deals D6+2 Piercing damage.
5	<b>Ice Wall:</b> The beast creates a wall of ice, up to 6 m long and 3 m high, that blocks movement and line of sight. The wall has 30 Health, and is <i>Vulnerable</i> to Fire damage. The wall lasts for 1 minute or until destroyed.
6	<b>Terror Tactics:</b> The frost fang howls, letting out a terrifying sound. All characters in a 30 m range must pass a Tenacity check or be afflicted by <i>Fear</i> .

D100	Loot
1-30	20A
31-40	10 units of a Random monster ingredient
41-50	1xPotion
51-55	Alchemical formula. Roll on the Potions & Unguents table
56-72	Skill Book
73-80	Extra-Dimensional Bag
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

### GARGOYLE SENTINEL

A stone creature that perches on the edge of cliffs and spires, ready to pounce on any intruders that venture too close.

**Number:** 3 / **Type:** Demon / **Speed:** 30 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 60 / **Intellect:** 40 / **Tenacity:** 30 / **Vitality:** 80 / **Health:** 15 / **Armor:** D8 / **Perception:** 90

♦**Special:** Immune to Poison damage, Vulnerable to Holy damage.

♦**Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 45 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 60 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Stone Slam:</b> The gargoyle sentinel slams its stone fists onto the ground, causing a shockwave that deals D8 Bludgeoning damage to all creatures within a 10 m radius. Targets caught in the shockwave must make a Brawn check or be knocked <i>Prone</i> .
3-4	<b>Petrifying Gaze:</b> The gargoyle fixates its gaze on a target within 30 m, attempting to turn them to stone. The target must make a Vitality saving throw or become <i>Paralyzed</i> for D6 rounds. The target can repeat the saving throw at the end of each of their turns to break free of the petrification.
5	<b>Stone Skin:</b> The gargoyle sentinel's skin becomes as hard as stone, granting it resistance to all non-magical damage and an additional +2 Armor until the start of its next turn. Any creature that hits the gargoyle with a melee attack takes D6 Bludgeoning damage.
6	<b>Dive Bomb:</b> The gargoyle sentinel takes flight and dive-bombs a target, dealing 3D6 Bludgeoning damage on a successful hit. The gargoyle then lands in a space adjacent to the target, and any creatures within 3 m of the landing space must make a Coordination check or be knocked <i>Prone</i> .

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**GIANT SPIDER**

A venomous arachnid that weaves webs between the trees and hunts its prey with deadly precision.

**Number:** 3 / **Type:** Animal / **Speed:** 30 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 60 / **Intellect:** 40 / **Tenacity:** 30 / **Vitality:** 80 / **Health:** 15 / **Perception:** 70

- ◆ **Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +10
- ◆ **Veteran Rank:** 45 Health, +3 damage, Combat Skill: +20
- ◆ **Master Rank:** 60 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Web Shot:</b> The giant spider spits a web at a target within 20 m. On a hit, the target is <i>Entangled</i> and takes D6 Poison damage each round until they break free. The target can make a Brawn check or be freed by another creature spending a Standard Action to remove the webbing.
3-4	<b>Bite:</b> The spider lunges forward to bite a target within 2 m, dealing D8+2 Piercing damage. The target must make a Vitality check or take an extra D6 Poison damage.
5	<b>Spider Climb:</b> The beast climbs over the nearest wall or tree, gaining D6 Armor from the cover until its next turn.
6	<b>Poison Cloud:</b> The giant spider releases a cloud of poisonous gas in a 3 m radius around itself, dealing D6 Poison damage to all creatures within the area. Affected creatures must make a Vitality check or become <i>Poisoned</i> for 4 rounds, taking D6 Poison damage each round until they succeed on a Vitality check.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

### GLACIAL GARGOYLE

A stone creature with wings that can freeze anything it touches with a single touch.

**Number:** 3 / **Type:** Demon, Elemental / **Speed:** 30 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 60 / **Intellect:** 40 / **Tenacity:** 30 / **Vitality:** 80 / **Health:** 15 / **Armor:** D6 / **Perception:** 70

◆**Special:** Immune to Poison damage, Vulnerable to Holy and Fire damage, Restored by Cold damage.

◆**Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +15

◆**Veteran Rank:** 45 Health, +3 damage, Combat Skill: +25

◆**Master Rank:** 60 Health, +4 damage, Combat Skill: +35

D6	Action
1-2	<b>Stone Barrage:</b> The glacial gargoyle hurls a barrage of rocks at a target within 20 m. On a hit, the target takes D8+2 Bludgeoning damage.
3-4	<b>Ice Touch:</b> The glacial gargoyle makes a melee touch attack against a target, dealing D6 Cold damage and <i>Freezing</i> the target.
5	<b>Frost Shield:</b> The gargoyle creates a shield of ice, becoming Resistant to all damage until the start of its next turn. While the shield is active, any creature that hits the gargoyle with a melee attack takes D6 Cold damage.
6	<b>Glacial Blast:</b> The glacial gargoyle unleashes a blast of freezing wind in a 10 m cone, dealing D10 Cold damage to all creatures in the area. Affected creatures must make a Vitality check or be <i>Stunned</i> until the end of their next turn. Creatures that succeed on the check take half damage and are not stunned.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**GROVE GUARDIAN**

*A fierce creature that resembles a mix between a bear and a tree, that defends its territory with brute force.*

**Number:** 1 / **Type:** Animal, Plant / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 30 / **Intellect:** 20 / **Tenacity:** 80 / **Vitality:** 70 / **Health:** 35 / **Armor:** D8 / **Perception:** 60

- ♦**Apprentice Rank:** 70 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 105 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 140 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Bestial Swipe:</b> The beast makes a melee attack with its clawed paw, dealing D8+2 Slashing damage to a single target.
3-4	<b>Entangling Roots:</b> The grove guardian targets up to three creatures within 10 m, causing roots to grow from the ground and <i>Entangling</i> them. Each round a target remains Entangled, they suffer D4 Bludgeoning damage.
5	<b>Feral Roar:</b> The grove guardian lets out a feral roar that terrifies all creatures within 20 m, forcing them to make a Tenacity check. Those who fail the check are <i>Frightened</i> until the end of their next turn.
6	<b>Earthquake:</b> The guardian slams its massive paw onto the ground, causing an earthquake in a 5 m radius around it. All creatures within the area must make a Brawn check or be knocked <i>Prone</i> and take D8 Bludgeoning damage. Creatures that succeed take half damage and are not knocked prone.

D100	Loot
1-30	20A
31-40	10 units of a Random Alchemical ingredient
41-50	1xPotion
51-55	Enhanced Sickle
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-98	Random Magic Item
99-100	Growth Formula

## HAIL HYDRA

A multi-headed monster that shoots shards of ice and hail from its mouths, each head working independently to attack its prey.

**Number:** 1 / **Type:** Animal, Elemental / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 50 / **Health:** 35 / **Armor:** D10 / **Perception:** 40

♦**Special:** Vulnerable to Fire damage, Restored by Cold damage.

♦**Apprentice Rank:** 70 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 105 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 140 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Icy Bite:</b> One of the hydra's heads bites its target, dealing D6+2 Piercing damage and causing them to <i>Freeze</i> .
3-4	<b>Hailstorm:</b> The hydra unleashes a barrage of hailstones from all its heads, targeting up to three creatures within 10 m. Each target takes D6 Cold damage and must make a Coordination check. Those who fail the check <i>Freeze</i> .
5	<b>Frozen Breath:</b> The hydra's central head exhales a blast of freezing air in a cone shape, targeting all creatures within a 10 m cone. Creatures caught in the cone take D10 Cold damage and <i>Freeze</i> .
6	<b>Regenerate:</b> The hydra regenerates lost health, healing itself for 2D10 Health.

D100	Loot
1-30	20A
31-40	10 units of a Random monster ingredient
41-50	1xPotion
51-55	Alchemical formula. Roll on the Potions & Unguents table
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**ICE DRAKE**

A dragon-like creature with scales as hard as ice and breath that freezes its targets solid.

**Number:** 1 / **Type:** Animal, Elemental / **Speed:** 10 (50 flying) / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 25 / **Health:** 30 / **Armor:** D6 / **Perception:** 50

◆ **Special:** Vulnerable to Fire damage.

◆ **Apprentice Rank:** 50 Health, +2 damage, Combat Skill: +10

◆ **Veteran Rank:** 75 Health, +3 damage, Combat Skill: +20

◆ **Master Rank:** 100 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Frost Breath:</b> The ice drake exhales a cone of freezing breath that deals D8 Cold damage to all creatures caught within an area of 3 m. Targets must succeed on a Vitality check or <i>Freeze</i> .
3-4	<b>Icy Claws:</b> The drake attacks with its claws, dealing D10+3 Slashing damage and causing the target to <i>Freeze</i> .
5	<b>Frozen Field:</b> The ice drake creates a field of ice and snow around itself, reducing all incoming damage by half until the start of its next turn. Additionally, any creature that hits the ice drake with a melee attack takes D6 Cold damage.
6	<b>Ice Storm:</b> The drake creates a powerful ice storm, dealing D10 Cold damage to all creatures within a 10 m radius. Targets must succeed on a Coordination check or be knocked <i>Prone</i> and <i>Freeze</i> . Those who succeed take half damage and don't <i>Freeze</i> .

D100	Loot
1-30	20A
31-40	10 units of a Random monster ingredient
41-50	1xPotion
51-55	Alchemical formula. Roll on the Potions & Unguents table
56-72	Skill Book
73-80	Armor Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## **INFERNO GIANT**

*A towering beast made entirely of lava, that leaves a trail of fiery destruction in its wake.*

**Number:** 1 / **Type:** Elemental / **Speed:** 15 / **Size:** Gargantuan / **Combat Skill:** 20 / **Coordination:** 40 / **Intellect:** 20 / **Tenacity:** 30 / **Vitality:** 80 / **Health:** 45 / **Armor:** D8 / **Perception:** 40

♦**Special:** Vulnerable to Cold damage.

♦**Apprentice Rank:** 90 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 135 Health, +3 damage, Combat Skill: +10

♦**Master Rank:** 180 Health, +4 damage, Combat Skill: +10

D6	Action
1-2	<b>Fiery Slam:</b> The inferno giant slams its fist into the ground, creating a wave of lava that deals D8+2 Fire damage to all creatures within a 10 m radius. Targets caught in the wave must make a Coordination check or be knocked <i>Prone</i> and take an additional D6 Fire damage.
3-4	<b>Magma Punch:</b> The creature punches its target with its molten fist, dealing D10+3 Fire damage. If the target is a structure or object, it takes double damage.
5	<b>Volcanic Shield:</b> The inferno giant creates a shield of lava, reducing all incoming damage by 50% until the start of its next turn. While the shield is active, any creature that hits the giant with a melee attack takes D6 Fire damage.
6	<b>Inferno Eruption:</b> The inferno giant channels its inner power to unleash a massive eruption of molten lava, dealing 2D10 Fire damage to all creatures within a 15 m radius. Targets must make a Coordination check or take an additional D8 Fire damage and be set ablaze, taking D4 Fire damage at the start of each of their turns until they spend a Standard Action to extinguish the flames.

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Aether
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**ISLAND GOLEM**

A towering humanoid creature made of stone and clay that can smash through anything in its way.

**Number:** 1 / **Type:** Construct / **Speed:** 15 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 35 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 80 / **Health:** 45 / **Armor:** D6 / **Perception:** 40

♦**Special:** Resistant to Bludgeoning damage.

- ♦**Apprentice Rank:** 90 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 135 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 180 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Rock Throw:</b> The golem picks up a large rock and hurls it at its target, dealing D10+3 Bludgeoning damage. If the target is a structure or object, it takes double damage.
3-4	<b>Ground Slam:</b> The island golem slams its fists onto the ground, creating a shockwave that deals D8+2 Bludgeoning damage to all creatures within a 10 m radius. Targets caught in the shockwave must make a Coordination check or be knocked <i>Prone</i> .
5	<b>Charge:</b> The island golem charges against a target up to 20 m away, dealing 3D6 Bludgeoning damage.
6	<b>Stone Armor:</b> The golem hardens its body, gaining +3 Armor for D4 rounds. This effect is not cumulative.

D100	Loot
1-30	20A
31-40	10 units of a Random ore
41-50	1xPotion
51-55	Morphing Essence of Stamina
56-72	Skill Book
73-80	Armor Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## JELLYFISH SWARM

A large group of floating jellyfish that can sting and paralyze anything that comes into contact with them.

**Number:** 12 / **Type:** Animal / **Speed:** 50 (flying) / **Size:** Tiny / **Combat Skill:** 5 / **Coordination:** 40 / **Intellect:** 10 / **Tenacity:** 10 / **Vitality:** 10 / **Health:** 2 / **Perception:** 70

- ♦**Apprentice Rank:** 4 Health, +2 damage, Combat Skill: +5
- ♦**Veteran Rank:** 6 Health, +3 damage, Combat Skill: +10
- ♦**Master Rank:** 8 Health, +4 damage, Combat Skill: +15

D6	Action
1-2	<b>Sting:</b> The jellyfish swarm lashes out with their stingers, dealing D4 Poison damage and inflicting the <i>Poisoned</i> condition on a single target within range.
3-4	<b>Envelope:</b> The swarm engulfs a target in its midst, dealing D6 Poison damage and <i>Entangling</i> the target until the end of its next turn.
5	<b>Electrify:</b> The jellyfish swarm releases a powerful electrical shock, dealing D8 Air damage to all creatures within 3 m. Targets caught in the blast must make a Coordination check or be <i>Stunned</i> for one round.
6	<b>Regrow:</b> The jellyfish swarm heals D8 Health, split as desired among the individual jellyfish. This action can only be used once per encounter.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-80	1xPotion
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**LAVA LEECH**

*A small, parasitic creature that lives in the lava flows and feeds on the molten rock.*

**Number:** 6 / **Type:** Animal, Elemental / **Speed:** 30 / **Size:** Tiny / **Combat Skill:** 5 / **Coordination:** 40 / **Intellect:** 40 / **Tenacity:** 30 / **Vitality:** 40 / **Health:** 5 / **Perception:** 70

♦**Special:** *Immune* to Fire damage.

♦**Apprentice Rank:** 10 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 15 Health, +3 damage, Combat Skill: +15

♦**Master Rank:** 20 Health, +4 damage, Combat Skill: +20

D6	Action
1-2	<b>Lava Strike:</b> The lava leech launches itself at its target, biting them and dealing D4 Fire damage. If the target is made of wood or other flammable material, they catch on fire.
3-4	<b>Heat Drain:</b> The lava leech attaches itself to its target and drains their body heat, dealing D6 Fire damage and restoring an equal amount of Health to itself.
5-6	<b>Magma Burst:</b> The creature explodes in a burst of molten rock, dealing D8+2 Fire damage to all creatures within a 5 m radius. The lava leech is destroyed in the process.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Enhanced Pick
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## LAVA LURKER

A creature that dwells near molten lava, attacking with fiery blasts and fiery claws.

**Number:** 1 / **Type:** Animal, Elemental / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 20 / **Vitality:** 50 / **Health:** 20 / **Armor:** D4 / **Perception:** 80

♦**Special:** Immune to Fire damage.

♦**Apprentice Rank:** 40 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 60 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 80 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Molten Blast:</b> The lava lurker spits a glob of molten lava towards a target up to 20 m away, dealing D8+2 Fire damage. Targets hit by the blast must make a Coordination check or be set on fire, taking D4 Fire damage per round until they put it out.
3-4	<b>Flame Claw:</b> The lava lurker slashes its target with its fiery claws, dealing D10+3 Fire damage.
5	<b>Magma Eruption:</b> The lava lurker creates a small eruption of magma at its feet, dealing 2D8 Fire damage to all creatures within a 5 m radius. Targets hit by the eruption must make a Coordination check or be knocked <i>Prone</i> .
6	<b>Fiery Rampage:</b> The beast goes on a fiery rampage, attacking all creatures within its reach with its claws and fangs. It makes a melee attack against each target, dealing D6+2 Fire damage. Targets hit by the attack must make a Coordination check or be set on fire, taking D4 Fire damage per round until they put it out.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**LIGHTNING ELEMENTAL**

A creature made of electricity and lightning, that can shoot bolts of lightning and create dangerous electrical storms.

**Number:** 1 / **Type:** Elemental / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 70 / **Intellect:** 50 / **Tenacity:** 40 / **Vitality:** 50 / **Health:** 25 / **Armor:** D4 / **Perception:** 40

♦**Special:** Immune to Air, Poison and Disease damage, Vulnerable to Earth damage.

♦**Apprentice Rank:** 50 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 75 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 100 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Electric Shield:</b> The elemental creates a shield of electricity that reduces all incoming damage by 50% until the start of its next turn. While the shield is active, any creature that hits the elemental with a melee attack takes D6 Air damage.
3-4	<b>Static Discharge:</b> The elemental releases a burst of static electricity, dealing D6+2 Air damage to all creatures within a 5 m radius. Targets that fail a Coordination check become <i>Stunned</i> for one round.
5	<b>Lightning Bolt:</b> The elemental unleashes a powerful bolt of lightning at a target, dealing 2D10+4 Air damage. If the target is wearing metal armor or wielding a metal weapon, they take an additional D6 Air damage.
6	<b>Thunderstorm:</b> The elemental summons a fierce thunderstorm, creating a 20 m radius area of effect that lasts for 3 rounds. All creatures within the area take D6 Air damage each round, and must make a Tenacity check or be <i>Stunned</i> for one round.

D100	Loot
1-30	20A
31-40	Morphing Essence of Stamina
41-50	1xPotion
51-55	Morphing Essence of Aether
56-72	Weapon Manual
73-80	Armor Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

### LUMINOUS LIZARD

A small reptile that glows in the dark, and can shoot bursts of blinding light to disorient its prey.

**Number:** 6 / **Type:** Animal / **Speed:** 30 / **Size:** Tiny / **Combat Skill:** 5 / **Coordination:** 70 / **Intellect:** 40 / **Tenacity:** 30 / **Vitality:** 40 / **Health:** 5 / **Perception:** 70

♦**Apprentice Rank:** 10 Health, +2 damage, Combat Skill: +5

♦**Veteran Rank:** 15 Health, +3 damage, Combat Skill: +10

♦**Master Rank:** 20 Health, +4 damage, Combat Skill: +15

D6	Action
1-2	<b>Blinding Flash:</b> The lizard emits a burst of blinding light, forcing all creatures within a 10 m radius to make a Vitality check or be <i>Blinded</i> for D4 rounds.
3-4	<b>Tail Whip:</b> The lizard whips its tail, dealing D6+1 Bludgeoning damage to its target and knocking them back 5 meters. If the target hits a wall or obstacle, they take an additional D4 damage and are <i>Stunned</i> for 1 round.
5	<b>Radiant Strike:</b> The lizard charges towards its target and deals D8+2 Holy damage.
6	<b>Glowing Aura:</b> The lizard emits a glowing aura, granting all allies within a 10 m radius +20 Combat Skill for the next 2 rounds. Additionally, any creatures <i>Vulnerable</i> to Holy damage within the aura take D6 Holy damage each round they remain inside.

D100	Loot
1-30	20A
31-40	10 units of a Random Alchemical ingredient
41-50	1xPotion
51-55	Morphing Essence of Aether
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-98	Random Magic Item
99-100	Growth Formula

**MAELSTROM ELEMENTAL**

A creature made of swirling water and debris that can create whirlpools and tidal waves to wash away its enemies.

**Number:** 1 / **Type:** Elemental / **Speed:** 30 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 80 / **Intellect:** 30 / **Tenacity:** 30 / **Vitality:** 50 / **Health:** 35 / **Perception:** 40

♦**Special:** Immune to Water, Disease and Poison damage, Vulnerable to Earth damage.

♦**Apprentice Rank:** 70 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 105 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 140 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Whirlpool:</b> The elemental creates a whirlpool, pulling all creatures within a 10 m radius towards the center. Each creature caught in the whirlpool takes D6+2 Water damage and must make a Brawn check or be <i>Entangled</i> for 1 round.
3-4	<b>Tidal Wave:</b> The elemental summons a tidal wave, sending a wall of water crashing towards its target. The target takes D8+3 Bludgeoning damage and must make a Brawn check or be knocked <i>Prone</i> .
5	<b>Torrential Rain:</b> The elemental summons a downpour of rain, reducing the visibility of all creatures within a 10 m radius. All ranged attacks within the area have -30 until the end of the elemental's next turn.
6	<b>Maelstrom:</b> The elemental unleashes its full power, creating a massive whirlpool that pulls all creatures within a 20 m radius towards the center. Each creature caught in the whirlpool takes D10+4 Bludgeoning damage and must make a Brawn check or be <i>Entangled</i> for 2 rounds. Additionally, all creatures within the area take D6 Water damage as the elemental strong water currents within the maelstrom.

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Armor Manual
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## MAGMA HOUND

A fierce predator that can run across the surface of the lava flows, with fur as red as magma and jaws that can tear through solid rock.

**Number:** 3 / **Type:** Animal, Elemental / **Speed:** 20 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 40 / **Intellect:** 60 / **Tenacity:** 50 / **Vitality:** 70 / **Health:** 15 / **Armor:** D4 / **Perception:** 80

♦**Special:** Resistant to Fire damage, Vulnerable to Water damage.

♦**Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +5

♦**Veteran Rank:** 45 Health, +3 damage, Combat Skill: +10

♦**Master Rank:** 60 Health, +4 damage, Combat Skill: +15

D6	Action
1-2	<b>Burning Bite:</b> The hound bites its target, dealing D8+2 Fire damage and causing them to catch fire. The target takes D4 Fire damage at the start of each of their turns until they take a Standard Action to put out the flames.
3-4	<b>Molten Charge:</b> The hound charges towards its target, leaving a trail of molten lava in its wake. Any creature caught in the trail takes D6 Fire damage and must make a Coordination check or be knocked <i>Prone</i> .
5	<b>Heat Wave:</b> The hound emits a wave of intense heat, dealing D8+3 Fire damage to all creatures within a 10 m radius.
6	<b>Magma Rush:</b> The hound charges towards its target, dealing D10+4 Bludgeoning damage. Additionally, any creature caught in the hound's path takes D8 Fire damage and must make a Brawn check or be knocked <i>Prone</i> .

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**MIRAGE PHANTOM**

*A ghostly apparition that haunts the desert, appearing as a mirage to lure travelers to their doom.*

**Number:** 1 / **Type:** Undead / **Speed:** 40 (Flying) / **Size:** Medium / **Combat Skill:** 10 / **Coordination:** 35 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 80 / **Health:** 25 / **Perception:** 40

♦**Special:** Immune to Bludgeoning, Necrotic and Poison damage, Immune to Charm, Vulnerable to Holy damage.

♦**Apprentice Rank:** 50 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 75 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 90 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Phantasmal Assault:</b> The phantom attacks its target with a barrage of ghostly strikes, dealing D6+2 Necrotic damage.
3-4	<b>Mirage Form:</b> The phantom shimmers and distorts, becoming blurry and difficult to hit. Until the start of its next turn, the phantom is <i>Resistant</i> to all damage.
5	<b>Sandstorm:</b> The phantom conjures a sandstorm, reducing the visibility of all creatures within a 15 m radius. All ranged attacks within the area suffer -20 until the end of the phantom's next turn. Additionally, creatures that start their turn within the sandstorm take D6 Necrotic damage as the phantom drains their life force.
6	<b>Illusory Oasis:</b> The phantom creates an illusory oasis, luring creatures towards it with the promise of water. Any creature that starts its turn within 10 m of the oasis must pass a Tenacity check or be <i>Charmed</i> by the phantom for 1 round. While charmed, the creature moves towards the oasis and takes no other actions. Additionally, any creature that enters the oasis takes D8 Necrotic damage as the phantom drains their life force.

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Stamina
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## MIRAGE SHIFTER

A shape-shifting monster that lures travelers into the desert with illusions of safety, only to attack them when they're vulnerable.

**Number:** 1 / **Type:** Animal / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 40 / **Tenacity:** 40 / **Vitality:** 50 / **Health:** 35 / **Perception:** 90

- ◆ Apprentice Rank: 90 Health, +2 damage, Combat Skill: +10
- ◆ Veteran Rank: 105 Health, +3 damage, Combat Skill: +20
- ◆ Master Rank: 140 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Deceptive Strike:</b> The shifter lashes out at its target with a deceptive strike, dealing D6+2 Piercing damage. If the target misses with an attack on their next turn, they take an additional D6 damage from the shifter's deceptive strike.
3-4	<b>Mirage Shift:</b> The shifter blends into the environment, becoming invisible and intangible until the start of its next turn.
5	<b>Illusory Army:</b> The shifter creates illusory duplicates of itself, confusing its enemies and making it difficult to determine which one is the real monster. Until the end of its next turn, the shifter creates D4+1 duplicates of itself. Any creature that tries to attack the shifter must roll a D6, on a 1-3 they hit a duplicate instead of the real shifter.
6	<b>Desert Nightmare:</b> The shifter creates a terrifying illusion in the mind of its target, causing them to become frightened and hallucinate for 1 minute. The target must make a Tenacity check or be <i>Frightened</i> for the duration. While frightened, the target takes D6 Psychic damage at the start of each of their turns as they experience their worst fears coming to life.

D100	Loot
1-30	20A
31-40	80A
41-50	1xPotion
51-55	Alchemical formula. Roll on the Potions & Unguents table
56-72	Skill Book
73-80	Extra-Dimensional Bag
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**Mossy Horror**

*A grotesque creature made entirely of moss and vines, that can blend into the surrounding foliage and ambush its prey.*

**Number:** 1 / **Type:** Construct, Elemental / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 30 / **Intellect:** 20 / **Tenacity:** 60 / **Vitality:** 60 / **Health:** 30 / **Armor:** D6 / **Perception:** 50

♦**Special:** Immune to Poison and Disease damage, Vulnerable to Fire damage.

♦**Apprentice Rank:** 60 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 90 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 110 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Vicious Vine Strike:</b> The horror lashes out with its sharp, thorn-covered vines, dealing D6+2 Piercing damage and <i>Entangling</i> the target on a hit.
3-4	<b>Blend In:</b> The horror blends into the surrounding foliage, becoming nearly invisible until it moves or attacks. While blended in, attacks made against it receive -20.
5	<b>Poisonous Spores:</b> The monster releases a cloud of poisonous spores, <i>Poisoning</i> all creatures within a 10 m radius. <i>Poisoned</i> creatures take D6 Poison damage at the start of each of their turns and suffer -20 to all attack rolls and skill checks until the end of their next turn.
6	<b>Stranglehold:</b> The horror wraps its vines around its target, constricting them and dealing D6+1 Bludgeoning damage. The target is also <i>Entangled</i> until they can break free with a Brawn check. While <i>Entangled</i> , the target takes D4 Bludgeoning damage at the start of each of their turns.

D100	Loot
1-30	20A
31-40	10 units of a Random Alchemical ingredient
41-50	1xPotion
51-55	Enhanced Sickle
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-98	Random Magic Item
99-100	Growth Formula

## MUMMY GUARDIAN

A reanimated mummy that guards the tombs of ancient kings, attacking any intruders with its cursed weapons.

**Number:** 1 / **Type:** Undead / **Speed:** 20 / **Size:** Medium / **Combat Skill:** 10 / **Coordination:** 20 / **Intellect:** 40 / **Tenacity:** 70 / **Vitality:** 50 / **Health:** 35 / **Perception:** 40

♦**Special:** Immune to Charm, Poison and Disease, Restored by Necrotic Damage, Vulnerable to Holy damage.

♦**Apprentice Rank:** 70 Health, +3 damage, Combat Skill: +10

♦**Veteran Rank:** 105 Health, +4 damage, Combat Skill: +20

♦**Master Rank:** 140 Health, +5 damage, Combat Skill: +30

D6	Action
1-2	<b>Curse Strike:</b> The mummy attacks its target with a cursed weapon, dealing D8+2 Slashing damage and <i>Cursing</i> the target for D4 rounds. Cursed creatures have -20 on attack rolls and their speed is halved.
3-4	<b>Wrap:</b> The mummy wraps its bandages around its target, Entangling them and dealing D6+1 Bludgeoning damage. The target takes D4 Bludgeoning damage at the start of each of their turns while restrained.
5	<b>Dust Storm:</b> The mummy unleashes a powerful gust of cursed sand, dealing D6 Necrotic damage to all creatures within a 15 m radius. Any creature that fails a Vitality check is also <i>Blinded</i> for D4 rounds.
6	<b>Guardian's Vengeance:</b> The mummy channels the anger and power of the ancient kings it was tasked to protect, gaining a temporary boost in strength and speed. Until the end of its next turn, the mummy gains +20 Combat Skill and deals an additional D6 Necrotic damage on a hit.

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Stamina
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**OBSIDIAN VULTURE**

A large bird with feathers made of obsidian, soaring the skies with dark majesty and attacking with razor-sharp talons.

**Number:** 1 / **Type:** Animal, Elemental / **Speed:** 10 (50 flying) / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 20 / **Vitality:** 40 / **Health:** 15 / **Armor:** D4 / **Perception:** 50

◆ **Special:** Vulnerable to Water damage.

◆ **Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +10

◆ **Veteran Rank:** 45 Health, +3 damage, Combat Skill: +20

◆ **Master Rank:** 60 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Razor Talons:</b> The vulture swoops down and attacks with its razor-sharp talons, dealing D8+2 Slashing damage to its target.
3-4	<b>Obsidian Storm:</b> The vulture flaps its wings and sends a barrage of sharp obsidian feathers towards its targets, dealing D6 Piercing damage to all creatures within a 10 m cone in front of it.
5	<b>Magma Dive:</b> The vulture dives towards its target, leaving a trail of flames behind it. The target must make a Coordination check, taking D10 Fire damage on a failed roll, or half as much damage on a successful one. If the vulture hits its target, it deals an additional D6 Fire damage.
6	<b>Petrifying Stare:</b> The vulture locks eyes with its target, attempting to turn them to stone with its gaze. The target must make a Tenacity check or be <i>Paralyzed</i> until the end of the vulture's next turn.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## OCEAN WRAITH

A phantom-like creature that haunts coastal regions and the open sea, able to phase through objects and disappear into the water.

**Number:** 1 / **Type:** Undead, Elemental / **Speed:** 20 / **Size:** Medium / **Combat Skill:** 10 / **Coordination:** 70 / **Intellect:** 40 / **Tenacity:** 30 / **Vitality:** 50 / **Health:** 15 / **Perception:** 40

♦**Special:** Immune to Charm, Poison and Disease, Restored by Necrotic Damage, Vulnerable to Holy damage.

♦**Apprentice Rank:** 30 Health, +3 damage, Combat Skill: +10

♦**Veteran Rank:** 45 Health, +4 damage, Combat Skill: +20

♦**Master Rank:** 60 Health, +5 damage, Combat Skill: +30

D6	Action
1-2	<b>Phantom Strike:</b> The wraith moves through a solid object to ambush its target, dealing D8+2 Necrotic damage.
3-4	<b>Watery Grasp:</b> The wraith grabs its target with its watery tendrils, dealing D6 Cold damage and <i>Entangling</i> them.
5	<b>Mist Form:</b> The wraith becomes insubstantial and gains <i>Resistance</i> to all damage until the start of its next turn. While in this form, it can move through objects and cannot be targeted by attacks or Abilities.
6	<b>Tidal Wave:</b> The wraith unleashes a powerful tidal wave, dealing 2D10 Water damage to all creatures within a 10 m radius. Targets caught in the wave must make a Brawn check or be knocked <i>Prone</i> .

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Aether
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**POISONOUS FROG**

*A brightly colored amphibian that secretes a deadly toxin, and can jump vast distances to avoid danger.*

**Number:** 3 / **Type:** Animal / **Speed:** 30 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 70 / **Intellect:** 10 / **Tenacity:** 30 / **Vitality:** 40 / **Health:** 15 / **Perception:** 70

- ♦**Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 45 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 60 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Poison Bite:</b> The frog jumps and bites its target, injecting them with a toxic venom that deals D6 Poison damage.
3-4	<b>Noxious Cloud:</b> The frog releases a cloud of poisonous gas in a 5 m radius, dealing D6 Poison damage to all creatures caught within it. Targets must make a Vitality check or be <i>Poisoned</i> for D4 rounds, receiving D6 Poison damage.
5	<b>Agile Leap:</b> The frog jumps up to 10 m away, increasing its Combat Skill while defending by +30 for 2 rounds.
6	<b>Sticky Tongue:</b> The frog extends its long, sticky tongue to grapple its target. If the attack hits, the target is <i>Entangled</i> and takes D4 Bludgeoning damage each turn until they break free.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Armor Manual
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

### **ROOT RAVAGER**

A humanoid creature with roots instead of legs, that can tunnel through the ground and burst forth to attack with its powerful arms.

**Number:** 1 / **Type:** Humanoid, Plant / **Speed:** 15 / **Size:** Huge / **Combat Skill:** 10 / **Coordination:** 30 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 80 / **Health:** 30 / **Armor:** D6 / **Perception:** 40

♦**Special:** Vulnerable to Fire damage.

♦**Apprentice Rank:** 60 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 90 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 110 Health, +4 damage, Combat Skill: +30

D6	Action
	<b>Ground Slam:</b> The root ravager slams the ground with its fists, creating a shockwave that deals D6+2 Bludgeoning damage to all creatures within a 5 m radius. Targets caught in the shockwave must make a Coordination check or be knocked Prone.
1-2	
3-4	<b>Root Grapple:</b> The ravager extends its roots to grapple its target. If the attack hits, the target is <i>Entangled</i> and takes D6+1 Bludgeoning damage each turn until they break free.
5	<b>Smash:</b> The root ravager attempts to step on its target, dealing 2D6+3 Bludgeoning damage if they manage.
6	<b>Tunnel Strike:</b> The Root Ravager disappears into the ground and tunnels towards its target. When it emerges, it deals 2D6 Bludgeoning damage and knocks the target Prone. The Root Ravager can move up to 10 m through the ground before it emerges.

D100	Loot
1-30	20A
31-40	10 units of a Random Alchemical ingredient
41-50	1xPotion
51-55	Enhanced Sickle
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-98	Random Magic Item
99-100	Growth Formula

**SAND CREEPER**

A stealthy creature that disguises itself as a dune and ambushes unsuspecting travelers.

**Number:** 1 / **Type:** Animal / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 50 / **Health:** 30 / **Armor:** D6 / **Perception:** 60

- ♦**Apprentice Rank:** 60 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 90 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 120 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Sand Blast:</b> The sand creeper releases a burst of sand towards its target, <i>Blinding</i> them for 1 round and dealing D4 Bludgeoning damage.
3-4	<b>Burrow:</b> The sand creeper burrows beneath the sand, becoming <i>Concealed</i> until it resurfaces on its next turn.
5	<b>Sand Whip:</b> The beast lashes out with its sandy tendrils, dealing D6+2 Piercing damage to its target and pulling them 5 m closer to the creeper. If the target collides with a solid object, they take an additional D6 damage and are <i>Stunned</i> for 1 round.
6	<b>Quick Sand:</b> The sand creeper creates a patch of quicksand beneath its target, causing them to sink and become <i>Entangled</i> . While <i>Entangled</i> , the target takes D6 Bludgeoning damage each round.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## SAND GOLIATH

A massive, towering beast made of living sand that crushes everything in its path, constantly reforming and falling apart.

**Number:** 1 / **Type:** Construct, Elemental / **Speed:** 15 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 40 / **Intellect:** 20 / **Tenacity:** 50 / **Vitality:** 80 / **Health:** 40 / **Armor:** D8 / **Perception:** 40

♦**Special:** Immune to Poison damage and Charm.

♦**Apprentice Rank:** 80 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 120 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 160 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Sandstorm:</b> The sand goliath creates a fierce sandstorm that deals D6+1 Earth damage to all creatures within a 10 m radius. Targets caught in the storm must make a Brawn check or be pushed back 5 meters and knocked <i>Prone</i> .
3-4	<b>Sand Blast:</b> The goliath launches a powerful blast of sand at its target, dealing D8+2 Bludgeoning damage and <i>Blinding</i> them for 1 round unless they pass a Vitality check.
5	<b>Reformation:</b> The sand goliath reforms itself, restoring D10 Health and gaining temporary Health equal to the amount healed. While its temporary Health is active, the goliath gains resistance to all damage.
6	<b>Sand Trap:</b> The sand goliath creates a large sinkhole, pulling all creatures within a 10 m radius into the sand. Targets caught in the trap suffer D12 Bludgeoning damage and are <i>Entangled</i> .

D100	Loot
1-30	20A
31-50	10 units of a Random ore
51-55	1xPotion
56-72	Skill Book
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**SCORCHING GAZER**

*A giant, fire-breathing lizard that can withstand even the most extreme desert temperatures.*

**Number:** 1 / **Type:** Animal / **Speed:** 10 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 40 / **Health:** 25 / **Armor:** D6 / **Perception:** 50

- ♦**Apprentice Rank:** 50 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 75 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 100 Health, +4 damage, Combat Skill: +30

D6	Action
	<b>Flame Breath:</b> The scorching gazer unleashes a blast of flames in a 15 m cone, dealing D8+2 Fire damage to all creatures caught in the blast. Targets that fail a Coordination check take an additional D6 Fire damage each round until they take a Standard Action to extinguish the flames.
1-2	<b>Tail Swipe:</b> The reptile whips its tail at its target, dealing D10+3 Bludgeoning damage and knocking them <i>Prone</i> on a failed Brawn check.
3-4	<b>Fire Shield:</b> The scorching gazer surrounds itself in flames, gaining resistance to all damage and dealing D6 Fire damage to creatures that hit it with melee attacks until the start of its next turn.
5	<b>Inferno:</b> The scorching gazer channels its inner flame, causing an explosion that deals 3D6+2 Fire damage to all creatures within a 10 m radius. Targets that fail a Coordination check take an additional D6 Fire damage each round until they take a Standard Action to extinguish the flames. The Scorching Gazer takes half damage from this attack.

D100	Loot
1-30	20A
31-40	10 units of a Random monster ingredient
41-50	1xPotion
51-55	Alchemical formula. Roll on the Potions & Unguents table
56-72	Skill Book
73-80	Armor Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## SEA SERPENT

A long, sinuous creature with sharp teeth and scales, that can wrap itself around their victim and crush them.

**Number:** 1 / **Type:** Animal / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 30 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 40 / **Health:** 25 / **Armor:** D4 / **Perception:** 60

- ♦**Apprentice Rank:** 50 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 75 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 100 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Constrict:</b> The sea serpent constricts its target with its powerful coils, dealing D8+2 Bludgeoning damage and <i>Entangling</i> them.
3-4	<b>Poisonous Bite:</b> The sea serpent bites its target, injecting them with a poisonous venom. The target takes D10+3 Piercing damage and must make a Vitality check or be Poisoned for the next round, taking additional D6 Poison damage each round.
5	<b>Tail Strike:</b> The serpent strikes its target with its tail, dealing D12+4 Bludgeoning damage and knocking them <i>Prone</i> on a failed Coordination check.
6	<b>Whirlpool:</b> The sea serpent creates a whirlpool around itself, pulling all creatures within a 10 m radius towards it. Targets caught in the whirlpool take D6+1 Bludgeoning damage each round and receive -20 to attack rolls until they succeed on an Athletics check to break free.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Armor Manual
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**SHADOW ASSASSIN**

A stealthy creature that can blend into the shadows and become invisible, using its razor-sharp claws to attack from behind.

**Number:** 1 / **Type:** Humanoid, Elemental / **Speed:** 20 / **Size:** Medium / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 80 / **Tenacity:** 50 / **Vitality:** 50 / **Health:** 25 / **Armor:** D4 / **Perception:** 50

♦**Special:** Vulnerable to Fire damage.

♦**Apprentice Rank:** 50 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 75 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 100 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Shadow Step:</b> The shadow assassin disappears into the shadows, reappearing behind its target and gaining +20 on its next attack.
3-4	<b>Piercing Strike:</b> The assassin makes a swift and precise attack with its razor-sharp claws, dealing D8+2 Piercing damage and causing the target to <i>Bleed</i> for an additional D4 damage each round until they receive a cure or make a successful Medicine check.
5	<b>Vanish:</b> The shadow assassin becomes <i>Concealed</i> until the start of its next turn and gains +20 Combat Skill for its next attack.
6	<b>Shadow Blade:</b> The shadow assassin conjures a blade made of pure darkness, dealing 3D6 Necrotic damage to its target. Targets that fail a Vitality check take an additional D4 Necrotic damage each round until they succeed on a check or receive a cure.

D100	Loot
1-50	30A
51-55	1xPotion
56-72	Alchemical formula. Roll on the Potions & Unguents table
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## SHADOW STALKER

A creature made of pure shadows, blending in the darkness and causing terrible psychic attacks to its victims while trying to remain undetected.

**Number:** 1 / **Type:** Humanoid, Elemental / **Speed:** 20 / **Size:** Medium / **Combat Skill:** 10 / **Coordination:** 70 / **Intellect:** 50 / **Tenacity:** 30 / **Vitality:** 30 / **Health:** 15 / **Perception:** 50

◆ **Special:** Vulnerable to Fire damage.

◆ **Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +10

◆ **Veteran Rank:** 45 Health, +3 damage, Combat Skill: +20

◆ **Master Rank:** 60 Health, +4 damage, Combat Skill: +30

D6	Action
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1-2 **Shadow Lash:** The shadow stalker lashes out at its target with a tendril of pure darkness, dealing D8+2 Psychic damage and potentially causing them to become *Frightened* for the next round unless they succeed on a Tenacity check.

3-4 **Nightmarish Illusion:** The shadow stalker causes its target to experience a horrifying and vivid nightmare, dealing D6+1 Psychic damage and potentially causing them to become *Stunned* for the next round unless they succeed on a Tenacity check.

5 **Shadowmeld:** The stalker melds into the shadows, becoming *Concealed* and immune to all damage until the start of its next turn. While in this state, the shadow stalker can move through objects and creatures as if they weren't there.

6 **Shadow Rift:** The stalker opens a rift to the Shadow Plane, causing a burst of pure darkness to engulf all creatures within a 10 m radius. Targets caught in the rift take 2D8 Psychic damage and potentially become *Blinded* for the next round unless they succeed on a Tenacity check.

D100	Loot
1-50	30A
51-55	1xPotion
56-72	Alchemical formula. Roll on the Potions & Unguents table
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**SHIPWRECK CREEPER**

*A creature that lives among the wreckage of sunken ships, and can explode when left with no escape.*

**Number:** 3 / **Type:** Construct / **Speed:** 30 / **Size:** Small / **Combat Skill:** 5 / **Coordination:** 60 / **Intellect:** 40 / **Tenacity:** 30 / **Vitality:** 20 / **Health:** 15 / **Perception:** 70

- ♦**Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +5
- ♦**Veteran Rank:** 45 Health, +3 damage, Combat Skill: +10
- ♦**Master Rank:** 60 Health, +4 damage, Combat Skill: +15

D6	Action
1-2	<b>Creeping Advance:</b> The shipwreck creeper crawls towards its target, dealing D4+1 Piercing damage with its sharp claws.
3-4	<b>Sudden Explosion:</b> The creeper explodes with a blast of shrapnel, dealing D10 Piercing damage to all creatures within a 5 m radius. The creeper is destroyed in the process.
5	<b>Toxic Cloud:</b> The creeper releases a cloud of toxic gas, dealing D6 Poison damage to all creatures within a 10 m radius.
6	<b>Detonate:</b> The shipwreck creeper sacrifices itself to cause a massive explosion, dealing 5D6 Fire damage to all creatures within a 15 m radius. The creeper is destroyed in the process.

D100	Loot
1-50	50▲
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Stamina
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## **SKY KRAKEN**

A massive creature with tentacles that can reach down from the sky to grab and crush anything in its path.

**Number:** 1 / **Type:** Animal / **Speed:** 30 (flying) / **Size:** Gargantuan / **Combat Skill:** 20 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 35 / **Health:** 50 / **Armor:** D8 / **Perception:** 40

- ♦**Apprentice Rank:** 70 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 105 Health, +3 damage, Combat Skill: +10
- ♦**Master Rank:** 140 Health, +4 damage, Combat Skill: +10

D6	Action
1-2	<b>Tentacle Strike:</b> The sky kraken strikes its target with a tentacle, dealing D8+2 Bludgeoning damage.
3-4	<b>Grab:</b> The kraken reaches down with one of its tentacles and attempts to grab a target. If the target fails a Brawn check, they are <i>Entangled</i> , taking D6 Bludgeoning damage each round until they escape the grapple or the Sky Kraken lets them go.
5	<b>Whirlwind:</b> The kraken creates a powerful whirlwind with its tentacles, dealing D6 Bludgeoning damage to all creatures within a 10 m radius and potentially knocking them <i>Prone</i> unless they succeed on an Athletics check.
6	<b>Sky Drop:</b> The sky kraken picks up its target with its tentacles and drops them from high above, dealing 2D10 Bludgeoning damage.

D100	Loot
1-30	20A
31-50	20 units of a Random monster ingredient
51-80	1xPotion
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**SKY RAY**

A giant manta ray that can soar through the air and snatch characters off of the ground with its powerful jaws.

**Number:** 1 / **Type:** Animal / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 50 / **Intellect:** 20 / **Tenacity:** 30 / **Vitality:** 50 / **Health:** 20 / **Armor:** D4 / **Perception:** 80

- ♦**Apprentice Rank:** 40 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 60 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 80 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Flyby Bite:</b> The sky ray swoops down to make a quick bite, dealing D8 Piercing damage to its target and then immediately flying back up into the air.
3-4	<b>Gust Blast:</b> The sky ray flaps its wings powerfully, sending a gust of wind towards its target. The target must make a Brawn check or be pushed back 5 m and take D6 Bludgeoning damage.
5	<b>Dive Bomb:</b> The ray flies up high into the air and then dives towards its target, dealing 2D10 Bludgeoning damage to its target and all creatures within a 5 m radius. The Sky Ray takes D6 damage from the impact.
6	<b>Sky Snatch:</b> The beast swoops down and attempts to grab its target with its powerful jaws. If the target fails a Dodge check, they are lifted up into the air and <i>Entangled</i> , taking D6 Piercing damage each round until they escape the Sky Ray's grasp or it lets them go.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## SLIME BEAST

A creature made entirely of slime that can engulf its prey and slowly digest them over time.

**Number:** 3 / **Type:** Demon / **Speed:** 10 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 30 / **Intellect:** 40 / **Tenacity:** 30 / **Vitality:** 80 / **Health:** 15 / **Armor:** D6 / **Perception:** 70

♦**Special:** Immune to Poison damage and Charm, Vulnerable to Holy and Fire damage, Restored by Acid damage.

♦**Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +5

♦**Veteran Rank:** 45 Health, +3 damage, Combat Skill: +10

♦**Master Rank:** 60 Health, +4 damage, Combat Skill: +15

D6	Action
1-2	<b>Acid Spray:</b> The slime beast sprays acid from its body in a cone, dealing D8 Acid damage to all creatures within a 5 m range. Targets must make a Coordination check or be Blinded until the start of their next turn.
3-4	<b>Engulf:</b> The slime beast engulfs its target, grappling and Entangling them. While restrained, the target takes D4 Acid damage each turn until they escape.
5	<b>Split:</b> The beast splits into two smaller versions of itself, each with half of its total Health (rounding up). The two smaller versions can act independently and each have their own initiative count.
6	<b>Regenerate:</b> The Slime Beast regenerates D8 Health. If the Slime Beast is under the effects of Holy or Fire damage, it cannot regenerate until the end of its next turn.

D100	Loot
1-30	20A
31-40	10 units of a Random Alchemical ingredient
41-50	1xPotion
51-55	Extra-Dimensional Bag
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-98	Random Magic Item
99-100	Growth Formula

**SNOW GOLEM**

*A construct made entirely of snow and ice, that can shape-shift and blend into the surrounding landscape to ambush its prey.*

**Number:** 1 / **Type:** Construct, Elemental / **Speed:** 15 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 40 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 40 / **Health:** 60 / **Armor:** D4 / **Perception:** 40

♦**Special:** Resistant to Bludgeoning damage, Immune to Cold damage.

♦**Apprentice Rank:** 80 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 120 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 160 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Icy Blast:</b> The snow golem releases a blast of icy shards in a cone, dealing D8 Cold damage to all creatures within a 5 m range. Targets must make a Coordination check or be <i>Blinded</i> until the start of their next turn.
3-4	<b>Shape-shift:</b> The golem shape-shifts into a snowdrift, becoming nearly invisible and blending into the environment. While in this form, the golem is <i>Concealed</i> until its next turn.
5	<b>Blizzard:</b> The golem summons a blizzard in a 15 m radius centered on itself, causing a blinding snowstorm. All creatures within the radius take D6 Cold damage and must make a Vitality check or be <i>Blinded</i> until the end of their next turn.
6	<b>Frost Nova:</b> The snow golem unleashes a wave of frost in a 10 m radius around itself, dealing 2D8 Cold damage to all creatures within the area. Targets must make a Coordination check or be <i>Entangled</i> by ice, taking a -20 penalty to attack rolls until they break free.

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Armor Manual
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## **SNOW SPECTER**

A ghostly apparition that materializes during snowstorms, luring travelers astray before attacking with razor-sharp icicles.

**Number:** 1 / **Type:** Undead, Elemental / **Speed:** 20 / **Size:** Medium / **Combat Skill:** 10 / **Coordination:** 70 / **Intellect:** 40 / **Tenacity:** 60 / **Vitality:** 50 / **Health:** 15 / **Perception:** 40

♦**Special:** *Immune* to Charm, Poison, Cold and Disease damage, *Restored* by Necrotic Damage, *Vulnerable* to Holy damage.

♦**Apprentice Rank:** 30 Health, +3 damage, Combat Skill: +10

♦**Veteran Rank:** 45 Health, +4 damage, Combat Skill: +20

♦**Master Rank:** 60 Health, +5 damage, Combat Skill: +30

D6	Action
1-2	<b>Icy Ambush:</b> The specter appears out of nowhere and unleashes a barrage of icicles at its target, dealing D8+2 Piercing damage. The target must make a Brawn check or be knocked <i>Prone</i> .
3-4	<b>Frostbite:</b> The snow specter targets a creature's legs with a blast of cold, dealing D6+1 Cold damage and reducing their movement speed by half until the end of their next turn.
5	<b>Winter's Grasp:</b> The snow specter freezes the ground beneath its target, causing them to be <i>Entangled</i> until the end of their next turn.
6	<b>Blizzard:</b> The specter creates a powerful blizzard that engulfs all creatures within a 20 m radius, dealing D10 Cold damage and reducing their vision to 5 m until the start of the snow specter's next turn. Creatures must make a Vitality check or be <i>Stunned</i> for one round.

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Aether
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**SPECTRAL WRAITH**

*A ghostly creature that can phase through walls and objects, attacking its prey with a chilling touch.*

**Number:** 1 / **Type:** Undead / **Speed:** 20 / **Size:** Medium / **Combat Skill:** 10 / **Coordination:** 70 / **Intellect:** 40 / **Tenacity:** 70 / **Vitality:** 50 / **Health:** 15 / **Perception:** 40

♦**Special:** Immune to Charm, Poison, and Disease damage, Restored by Necrotic Damage, Vulnerable to Holy damage.

♦**Apprentice Rank:** 30 Health, +3 damage, Combat Skill: +10

♦**Veteran Rank:** 45 Health, +4 damage, Combat Skill: +20

♦**Master Rank:** 60 Health, +5 damage, Combat Skill: +30

D6	Action
1-2	<b>Chill Touch:</b> The spectral wraith reaches out and touches its target, dealing D8+2 Necrotic damage and causing them to be <i>Vulnerable</i> to Necrotic damage until the end of their next turn.
3-4	<b>Haunting Presence:</b> The spectral wraith's eerie presence unsettles its targets, forcing them to make a Tenacity check or become <i>Frightened</i> for one round.
5	<b>Phasing Strike:</b> The wraith phases through an object or wall to flank its target, dealing D6+1 Slashing damage and gaining +20 to its attack roll.
6	<b>Wraithform:</b> The spectral wraith becomes insubstantial and immune to physical attacks until the end of its next turn. While in Wraithform, it can move through walls and objects, but cannot take any other actions.

D100	Loot
1-50	50▲
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Aether
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## SPIRIT BEAR

A powerful creature that can phase through trees and rocks, and is said to embody the spirit of the Primordial Forest itself.

**Number:** 1 / **Type:** Undead, Animal / **Speed:** 20 / **Size:** Medium / **Combat Skill:** 10 / **Coordination:** 40 / **Intellect:** 20 / **Tenacity:** 60 / **Vitality:** 50 / **Health:** 35 / **Perception:** 40

♦**Special:** Immune to Charm, Poison, Cold and Disease damage, Restored by Necrotic Damage, Vulnerable to Holy damage.

♦**Apprentice Rank:** 70 Health, +3 damage, Combat Skill: +10

♦**Veteran Rank:** 105 Health, +4 damage, Combat Skill: +20

♦**Master Rank:** 140 Health, +5 damage, Combat Skill: +30

D6	Action
	<b>Earthquake Slam:</b> The spirit bear slams its massive paws into the ground, causing a tremor that deals D8+2 Bludgeoning damage to all creatures within a 10 m radius. Targets caught in the tremor must make a Coordination check or be knocked <i>Prone</i> .
1-2	
3-4	<b>Nature's Fury:</b> The spirit unleashes the fury of the forest, causing trees and rocks to come to life and attack its targets. It deals D6+1 Piercing damage and its targets must make a Coordination check or be <i>Entangled</i> by roots and vines.
5	<b>Shadow Step:</b> The spirit bear phases through trees and rocks, reappearing behind its target to deliver a powerful swipe with its claws. It deals D10+3 Slashing damage and gains +20 to its attack roll.
6	<b>Bear Form:</b> The spirit bear materializes into a huge, hulking bear, gaining temporary Health equal to half its maximum health and the ability to attack twice with its claws, dealing D8+2 Slashing damage each. The bear form lasts for 3 rounds.

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Stamina
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**STONE SENTINEL**

*A statue-like creature that guards the entrance to the ruins, attacking any intruders with its massive stone fists.*

**Number:** 1 / **Type:** Construct / **Speed:** 15 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 35 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 80 / **Health:** 45 / **Armor:** D10 / **Perception:** 40

♦**Special:** Immune to Slashing damage.

- ♦**Apprentice Rank:** 90 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 135 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 180 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Stone Shield:</b> The stone sentinel creates a shield, reducing all incoming damage by 50% until the start of its next turn. While the shield is active, any creature that hits the stone sentinel with a melee attack takes D6 Bludgeoning damage.
3-4	<b>Stone Fists:</b> The construct punches its target with both fists, dealing D10+3 Bludgeoning damage. If the target is a structure or object, it takes double damage.
5	<b>Stone Spike:</b> The sentinel summons a spike of stone from the ground, impaling its target and dealing D8+2 Piercing damage. If the target is a structure or object, it takes double damage.
6	<b>Statue Form:</b> The stone sentinel becomes immobile and gains resistance to all damage for D4 rounds. While in this form, it cannot attack but cannot be harmed either.

D100	Loot
1-30	20A
31-40	10 units of a Random ore
41-50	1xPotion
51-55	Morphing Essence of Stamina
56-72	Skill Book
73-80	Armor Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## STORM GIANT

A towering humanoid creature that controls the weather, summoning thunderstorms and tornadoes with ease.

**Number:** 1 / **Type:** Humanoid, Elemental / **Speed:** 15 / **Size:** Gargantuan / **Combat Skill:** 20 / **Coordination:** 40 / **Intellect:** 20 / **Tenacity:** 20 / **Vitality:** 80 / **Health:** 40 / **Armor:** D8 / **Perception:** 40

◆ **Special:** Vulnerable to Fire damage.

◆ **Apprentice Rank:** 80 Health, +2 damage, Combat Skill: +10

◆ **Veteran Rank:** 120 Health, +3 damage, Combat Skill: +10

◆ **Master Rank:** 200 Health, +4 damage, Combat Skill: +10

D6	Action
----	--------

**Gale Force Winds:** The storm giant creates a powerful gust of wind, pushing all creatures within a 15 m radius away from them. Affected creatures take D4 Bludgeoning damage and are pushed back 10 m. The wind lasts for 2 rounds.

**Hailstorm:** The storm giant summons a hailstorm that pummels all creatures within a 20 m radius with icy chunks of hail. Targets take D8+2 Cold damage and suffer -20 to attack rolls until the start of their next turn.

**Thunderstorm:** The giant creates a thunderstorm that lasts for 3 rounds, covering a 30 m radius. Every round, each creature in the area takes D6 Air damage and must make a Vitality check or be *Stunned* for one round.

**Hurricane:** The storm giant creates a hurricane that moves in a straight line in a direction of their choice, up to 30 m.

6 Creatures caught in the hurricane must make a Brawn check every round or be pulled towards the center, taking D6 Bludgeoning damage. The hurricane lasts for 3 rounds.

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Aether
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**STORM SPIDER**

*A spider-like creature that can spin webs of lightning and manipulate the winds, using them to ensnare prey.*

**Number:** 3 / **Type:** Animal, Elemental / **Speed:** 30 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 60 / **Intellect:** 40 / **Tenacity:** 30 / **Vitality:** 80 / **Health:** 15 / **Perception:** 70

♦**Special:** Immune to Air damage.

♦**Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +5

♦**Veteran Rank:** 45 Health, +3 damage, Combat Skill: +10

♦**Master Rank:** 60 Health, +4 damage, Combat Skill: +15

D6	Action
1-2	<b>Lightning Shield:</b> The storm spider creates a shield of lightning around itself, reducing all incoming damage by 50% until the start of its next turn. Any creature that hits the storm spider with a melee attack takes D6 Air damage.
3-4	<b>Wind Gust:</b> The storm spider unleashes a burst of wind, pushing all creatures within a 3 m cone back 1 m and dealing D6 Bludgeoning damage.
5	<b>Lightning Strike:</b> The storm spider calls down a bolt of lightning, dealing D10+2 Air damage to a single target. All creatures within a 3 m radius of the target must make a Coordination check or take D6 Air damage.
6	<b>Tornado Spin:</b> The storm spider begins to spin rapidly, creating a tornado that pulls in all creatures within a 210 m radius towards it. Each creature takes D8 Bludgeoning damage and is <i>Entangled</i> until the start of the storm spider's next turn.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## SUN REAPER

A skeletal creature that thrives in the intense heat of the desert and wields a deadly scythe.

**Number:** 3 / **Type:** Undead, Elemental / **Speed:** 15 / **Size:** Medium / **Combat Skill:** 5 / **Coordination:** 20 / **Intellect:** 40 / **Tenacity:** 40 / **Vitality:** 30 / **Health:** 15 / **Armor:** D4 / **Perception:** 40

◆ **Special:** Immune to Fire damage, Charm, Poison and Disease, Vulnerable to Cold damage.

◆ **Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +5

◆ **Veteran Rank:** 45 Health, +3 damage, Combat Skill: +10

◆ **Master Rank:** 60 Health, +4 damage, Combat Skill: +15

D6	Action
----	--------

1-2 **Scythe Swipe:** The sun reaper swings its scythe in a wide arc, dealing  $\Delta 8+1$  Slashing damage to all creatures within 3 m of it.

3-4 **Heat Wave:** The sun reaper channels intense heat in a cone-shaped area up to 10 m long, forcing all creatures caught in it to make a Vitality check or take D6 Fire damage and be *Blinded* for one round.

5 **Soul Harvest:** The reaper targets a creature within melee range, dealing D10 Necrotic damage and healing itself for half the damage dealt. If the target is reduced to 0 Health, its soul is consumed by the sun reaper, which gains temporary Health equal to the target's maximum Health.

6 **Blazing Strike:** The sun reaper imbues its scythe with flames and delivers a powerful strike, dealing 2D8 Fire damage on a hit. The target must make a Vitality check or catch on fire, taking D6 Fire damage at the start of each of its turns until it spends a Standard Action to extinguish the flames.

D100	Loot
1-50	50▲
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Aether
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**THORN BEAST**

*A ferocious creature covered in razor-sharp thorns, that can charge through the underbrush and impale its prey.*

**Number:** 1 / **Type:** Animal / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 30 / **Intellect:** 20 / **Tenacity:** 30 / **Vitality:** 60 / **Health:** 30 / **Armor:** D6 / **Perception:** 50

- ♦**Apprentice Rank:** 60 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 75 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 90 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Razor Charge:</b> The thorn beast charges towards its target, impaling them with its thorny body and dealing D8+2 Piercing damage. The target must succeed on a Brawn check or be knocked <i>Prone</i> .
3-4	<b>Thorn Spray:</b> The beast releases a spray of thorns in a 3 m cone, dealing D6 Piercing damage to all creatures caught in the area. Targets hit by this attack must make a Vitality check or be <i>Poisoned</i> , suffering D4 Poison damage each round until they succeed on a Vitality check.
5	<b>Entangling Roots:</b> The thorn beast spreads its roots towards its target, <i>Entangling</i> them. Each round a target remains <i>Entangled</i> , they suffer D4 Piercing damage.
6	<b>Thorny Rampage:</b> The thorn beast goes into a frenzy, charging towards D4 targets and dealing D6+1 Piercing damage to each.

D100	Loot
1-30	20A
31-40	10 units of a Random Alchemical ingredient
41-50	1xPotion
51-55	Enhanced Sickle
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-98	Random Magic Item
99-100	Growth Formula

## TIDAL DRAKE

A dragon-like creature that can control water and rain, creating floods and tidal waves.

**Number:** 1 / **Type:** Animal, Elemental / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 30 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 40 / **Health:** 25 / **Armor:** D4 / **Perception:** 60

♦**Special:** Vulnerable to Fire damage, Immune to Water damage.

♦**Apprentice Rank:** 50 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 75 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 100 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Tidal Wave:</b> The tidal drake summons a massive wave that crashes into its target and all creatures within a 10 m cone, dealing D8+2 Water damage and pushing them back 3 m. Targets hit by this attack must make a Brawn check or be knocked Prone.
3-4	<b>Hydro Burst:</b> The tidal drake unleashes a burst of water, dealing D6 Water damage to all creatures within a 5 m cone. Targets hit by this attack must make a Brawn check or be pushed back 1 m.
5	<b>Torrential Rain:</b> The drake creates a torrential downpour that lasts D4 rounds, reducing visibility to 3 m. While the rain is active, the tidal drake regains D6 Health each round.
6	<b>Flood Surge:</b> The tidal drake creates a surge of water that floods the area, covering everything in a 10 m radius around it. Creatures caught in the flood must make an Athletics check or be swept away, taking D8 Bludgeoning damage and being moved 10 m downstream. Creatures that fail the check must also make a Coordination check or be submerged and begin to <i>Drown</i> .

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Stamina
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**TIDAL TROLL**

A massive, brutish creature that can drag people down into the water and crush them with its strength.

**Number:** 1 / **Type:** Humanoid, Elemental / **Speed:** 15 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 40 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 80 / **Health:** 45 / **Armor:** D8 / **Perception:** 40

♦**Special:** Immune to Poison damage, Vulnerable to Fire damage.

♦**Apprentice Rank:** 90 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 145 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 190 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Wet Pull:</b> The tidal troll reaches out and attempts to drag its target towards it, dealing D6+1 Bludgeoning damage and pulling them 3 m closer to it.
3-4	<b>Crushing Grip:</b> The troll grabs onto its target with immense strength, dealing D8+2 Bludgeoning damage and causing them to be <i>Entangled</i> . Targets restrained this way must make a Brawn check each round to break free or take D4 Bludgeoning damage from the crushing grip.
5	<b>Water Blast:</b> The troll unleashes a blast of water, dealing D6 Water damage to all creatures within a 10 m cone. Targets hit by this attack must make a Coordination check or be pushed back 1 m.
6	<b>Tidal Fury:</b> The tidal troll goes into a frenzy, making two attacks against its target. The first attack is a Wet Pull, and the second attack is a Crushing Grip. If both attacks hit, the tidal troll can make a third attack, using its Water Blast.

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Armor Manual
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## TIME WEAVER

A creature that can manipulate time, slowing it down or speeding it up at will, making it a formidable opponent.

**Number:** 1 / **Type:** Humanoid / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 80 / **Tenacity:** 80 / **Vitality:** 50 / **Health:** 15 / **Perception:** 90

- ♦**Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 45 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 60 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Time Slow:</b> The time weaver slows down time within a 5 m radius around it, causing all creatures in the area to move at half speed for D4 rounds. While time is slowed, the time weaver receives +20 to its Combat Skill.
3-4	<b>Time Acceleration:</b> The time weaver accelerates time within a 10 m radius around it, causing all creatures in the area to move at double speed for D4 rounds. While time is accelerated, the time weaver can take an additional action each round.
5	<b>Temporal Shift:</b> The time weaver shifts through time, teleporting up to 10 m away and becoming <i>Concealed</i> until the start of its next turn.
6	<b>Time Warp:</b> The time weaver creates a time warp, affecting all creatures within a 10 m radius around it. Each creature affected must make a Vitality check or become <i>Stunned</i> , suffering D8 Psychic damage. Additionally, the time weaver gains an extra action for each creature affected by the time warp.

D100	Loot
1-30	20A
31-40	80A
41-50	1xPotion
51-55	Alchemical formula. Roll on the Potions & Unguents table
56-72	Skill Book
73-80	Extra-Dimensional Bag
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**THUNDERBIRD**

A giant bird with powerful wings that can create deafening thunderclaps and lightning strikes, making it a feared predator.

**Number:** 1 / **Type:** Animal, Elemental / **Speed:** 10 (50 flying) / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 80 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 50 / **Health:** 20 / **Perception:** 80

- ♦**Apprentice Rank:** 40 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 60 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 80 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Thunderclap:</b> The thunderbird flaps its wings, creating a deafening thunderclap that deals D6 Air damage to all creatures within a 3 m radius around it. Targets hit by this attack must make a Vitality check or become <i>Stunned</i> for 1 round.
3-4	<b>Lightning Strike:</b> The thunderbird targets a single creature with a lightning strike, dealing D8+2 Air damage. If the target is wearing metal armor, they suffer an additional D6 damage.
5	<b>Wind Gust:</b> The beast flaps its wings, creating a powerful wind gust that pushes all creatures within a 10 m cone away from it. Targets pushed by this attack take D4 Bludgeoning damage and must make a Coordination check or be knocked <i>Prone</i> .
6	<b>Thunderstorm:</b> The thunderbird creates a thunderstorm within a 20 m radius around it, causing lightning to strike at random locations. Each creature within the area must make a Dodge check or take 2D6 Air damage. The thunderbird is immune to the effects of the thunderstorm.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## TUNNELING HORROR

A creature that can burrow through the earth with incredible speed, attacking its prey from below.

**Number:** 1 / **Type:** Animal / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 40 / **Health:** 20 / **Armor:** D6 / **Perception:** 60

- ♦**Apprentice Rank:** 40 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 60 Health, +3 damage, Combat Skill: +10
- ♦**Master Rank:** 80 Health, +4 damage, Combat Skill: +10

D6	Action
1-2	<b>Tunneling Charge:</b> The horror bursts out of the ground and charges towards a target, dealing D8+2 Bludgeoning damage.
3-4	<b>Earthen Strike:</b> The tunneling horror sends a shockwave through the ground, causing rocks and debris to fly up and hit all creatures within a 5 m radius around it. Targets hit by this attack take D6 Bludgeoning damage and must make a Brawn check or be knocked <i>Prone</i> .
5	<b>Burrow:</b> The tunneling horror burrows into the ground, becoming <i>Concealed</i> and moving up to 20 m in any direction.
6	<b>Tremor Sense:</b> The tunneling horror can sense vibrations in the earth, allowing it to locate hidden or invisible creatures within a 20 m radius around it. Additionally, the horror gains +20 Combat Skill against creatures that are touching the ground for the next D4 rounds.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Skill Book
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**UNDERWORLD DRAGON**

*A creature that dwells in the deepest depths of the underground caves and tunnels, breathing fire and attacking with its massive talons.*

**Number:** 1 / **Type:** Animal / **Speed:** 10 (50 flying) / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 60 / **Vitality:** 40 / **Health:** 35 / **Armor:** D6 / **Perception:** 50

♦**Special:** Vulnerable to Cold damage.

- ♦ Apprentice Rank: 70 Health, +2 damage, Combat Skill: +10
- ♦ Veteran Rank: 105 Health, +3 damage, Combat Skill: +20
- ♦ Master Rank: 140 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Fire Breath:</b> The dragon breathes a cone of fire in front of it, dealing 3D6 Fire damage to all creatures within a 5 m cone.
3-4	<b>Talon Strike:</b> The dragon slashes at a target with its massive talons, dealing 2D8+4 Slashing damage.
5	<b>Deafening Roar:</b> The dragon unleashes a terrifying roar that echoes through the underground tunnels, <i>Stunning</i> all creatures within a 10 m radius around it for 1 round.
6	<b>Shadow Step:</b> The underworld dragon vanishes from its current location, leaving behind a shadow clone, and reappearing up to 20 m away in a location it can see. Characters must pass an Intellect check or be forced to attack the clone during their next turn, dealing no damage.

D100	Loot
1-30	20A
31-40	10 units of a Random monster ingredient
41-50	1xPotion
51-55	Alchemical formula. Roll on the Potions & Unguents table
56-72	Skill Book
73-80	Armor Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## VOID BEHEMOTH

A massive creature that can open portals to other dimensions, unleashing dangerous energies from other worlds upon its enemies.

**Number:** 1 / **Type:** Animal, Astral / **Speed:** 15 / **Size:** Gargantuan / **Combat Skill:** 10 / **Coordination:** 40 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 80 / **Health:** 40 / **Armor:** D8 / **Perception:** 40

♦**Special:** Vulnerable to Fire damage.

♦**Apprentice Rank:** 80 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 120 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 160 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Dimensional Blast:</b> The behemoth fires a blast of energy from another dimension at a target, dealing 2D6 Arcane damage.
3-4	<b>Portal Slam:</b> The void behemoth opens a portal beneath a target and slams it shut, dealing 2D4+2 Arcane damage. Targets hit by this attack must make a Brawn check or be knocked <i>Prone</i> .
5	<b>Void Aura:</b> The behemoth emits an aura of chaotic energy that surrounds it, dealing 2D6 Arcane damage to all creatures within a 5 m radius around it. Targets that fail a Vitality check are also <i>Blinded</i> for one round.
6	<b>Dimensional Rift:</b> The void behemoth opens a rift to another dimension, causing a random effect to occur. Roll a D6 to determine the effect: <b>1-2</b> - A wave of psychic energy radiates from the rift, forcing all creatures within a 5 m radius around the rift to pass a Tenacity check or be <i>Stunned</i> for one round. <b>3-4</b> - The rift sucks in all objects and creatures within a 5 m radius around it, dealing 2D10 Bludgeoning damage and pulling them into another dimension, before being forcibly expelled. <b>5-6</b> - A warpstar is summoned, immediately joining the fight and attacking the party.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Extra-Dimensional bag
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**VOLCANIC WURM**

A massive, serpentine monster that can burrow through the ground and leave a trail of molten rock in its wake, with fiery breath that can incinerate anything in its path.

**Number:** 1 / **Type:** Animal, Elemental / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 20 / **Tenacity:** 20 / **Vitality:** 50 / **Health:** 25 / **Armor:** D8 / **Perception:** 80

◆ **Special:** Immune to Fire damage.

◆ **Apprentice Rank:** 50 Health, +2 damage, Combat Skill: +10

◆ **Veteran Rank:** 75 Health, +3 damage, Combat Skill: +20

◆ **Master Rank:** 100 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Molten Trail:</b> The volcanic worm burrows through the ground, leaving a trail of molten rock in its wake. All creatures in a 3 m radius behind the Wurm take D6 Fire damage per round they remain in contact with the trail.
3-4	<b>Fiery Breath:</b> The worm breathes fire in a cone 3 m wide in front of it, dealing D8+2 Fire damage to all creatures caught in the blast. Targets that fail a Coordination check are also set on fire, taking D4 Fire damage per round until the flames are extinguished.
5	<b>Tremor:</b> The volcanic worm slams its massive body onto the ground, causing a tremor that knocks <i>Prone</i> all creatures within a 5 m radius. Targets that fail a Coordination check also take D6 Bludgeoning damage.
6	<b>Lava Pool:</b> The volcanic worm creates a pool of lava beneath a target creature, dealing D10 Fire damage and <i>Paralyzing</i> them for 1 round.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Enhanced Pick
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

## WARPSTAR

A humanoid being from the astral that appears as a black shroud containing a nebula within and a floating set of red eyes hidden under the hood.

**Number:** 1 / **Type:** Astral / **Speed:** 20 / **Size:** Medium / **Combat Skill:** 10 / **Coordination:** 70 / **Intellect:** 60 / **Tenacity:** 50 / **Vitality:** 50 / **Health:** 20 / **Perception:** 70

♦**Special:** Immune to physical damage.

♦**Apprentice Rank:** 40 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 60 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 80 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Astral Blast:</b> The warpstar releases a burst of astral energy from its body, dealing D8+2 Arcane damage to a target within 60 m range.
3-4	<b>Nebula Shift:</b> The warpstar teleports up to 20 m away in any direction, leaving behind an explosion of astral energy. Creatures within the 5 m area receive 2D4+1 Arcane damage.
5	<b>Void Warp:</b> The warpstar opens a portal to the astral plane, summoning a ball of chaotic astral energies that deal 2D6 Arcane damage to a target, <i>Stunning</i> them for 1 round.
6	<b>Star Collapse:</b> The warpstar releases a burst of astral energy that creates a miniature black hole, dealing 2D6 Arcane damage to all creatures within a 5 m radius. Targets that fail a Brawn check are pulled towards the center of the black hole and take an additional D6 Arcane damage. The black hole disappears at the end of the round.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Extra-Dimensional bag
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**WHIRLWIND WRAITH**

*A beautiful yet deadly creature that sings a haunting melody, drawing in unsuspecting travelers to their doom.*

**Number:** 1 / **Type:** Humanoid, Undead / **Speed:** 20 / **Size:** Medium / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 90 / **Tenacity:** 70 / **Vitality:** 30 / **Health:** 15 / **Perception:** 40

♦**Special:** Immune to Charm and Necrotic damage.

♦**Apprentice Rank:** 30 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 45 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 60 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Enthralling Song:</b> The whirlwind wraith sings a haunting melody, causing all creatures within a 20 m radius to make a Tenacity check. Those that fail are <i>Charmed</i> and move towards the whirlwind wraith at their maximum speed on their next turn.
3-4	<b>Wind Blast:</b> The whirlwind wraith creates a blast of wind that pushes all creatures within a 10 m radius away from it. Affected creatures must make a Coordination check or be knocked <i>Prone</i> and take D6 Bludgeoning damage.
5	<b>Razor Gale:</b> The wraith creates a powerful gust of wind that deals D8 Slashing damage to all creatures in a 5 m cone in front of it.
6	<b>Storm Surge:</b> The wraith unleashes a massive storm surge, dealing D10 Air damage to all creatures within a 10 m radius. Targets that fail a Coordination check are knocked <i>Prone</i> and take an additional D6 Air damage.

D100	Loot
1-50	50A
51-55	1xPotion
56-72	Skill Book
73-80	Morphing Essence of Aether
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

### **WINGED NAGA**

A serpent-like creature with wings and powerful magic that can hypnotize its prey and control the winds, making it a feared predator.

**Number:** 1 / **Type:** Humanoid, Animal / **Speed:** 20 / **Size:** Medium / **Combat Skill:** 10 / **Coordination:** 60 / **Intellect:** 70 / **Tenacity:** 50 / **Vitality:** 30 / **Health:** 30 / **Perception:** 40

♦**Special:** Immune to Charm.

♦**Apprentice Rank:** 60 Health, +2 damage, Combat Skill: +10

♦**Veteran Rank:** 90 Health, +3 damage, Combat Skill: +20

♦**Master Rank:** 120 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Hypnotic Gaze:</b> The naga locks eyes with its target and attempts to hypnotize them, causing them to be Stunned for D4 rounds. If the target fails a Tenacity check, they are <i>Charmed</i> instead.
3-4	<b>Whirlwind Gust:</b> The winged naga flaps its wings, creating a powerful gust of wind that knocks all creatures within a 10 m radius prone and deals D6 Bludgeoning damage.
5	<b>Venomous Bite:</b> The winged naga strikes with its fangs, injecting a deadly poison into its target, dealing 2D6+1 Piercing damage and causing the target to be <i>Poisoned</i> for D4 rounds. The target must make a vitality check each round or take additional D6 Poison damage.
6	<b>Tornado Strike:</b> The winged naga unleashes a powerful tornado, dealing 2D8+2 Bludgeoning damage to all creatures within a 20 m radius. Targets caught in the tornado must make a Coordination check or be thrown into the air, taking an additional D6 damage when they land.

D100	Loot
1-50	30▲
51-55	1xPotion
56-72	Alchemical formula. Roll on the Potions & Unguents table
73-80	Weapon Manual
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item

**WINTER WYRM**

*A massive, serpentine monster that can burrow through the snow and ice, appearing under its victims to crush them with its enormous beak.*  
**Number:** 1 / **Type:** Animal / **Speed:** 20 / **Size:** Large / **Combat Skill:** 10 / **Coordination:** 30 / **Intellect:** 20 / **Tenacity:** 40 / **Vitality:** 40 / **Health:** 20 / **Armor:** D4 / **Perception:** 60

- ♦**Apprentice Rank:** 40 Health, +2 damage, Combat Skill: +10
- ♦**Veteran Rank:** 60 Health, +3 damage, Combat Skill: +20
- ♦**Master Rank:** 80 Health, +4 damage, Combat Skill: +30

D6	Action
1-2	<b>Ice Tomb:</b> The winter wyrm wraps its coils around its target, encasing them in ice. The target is <i>Entangled</i> and takes D8 Cold damage at the start of each of its turns until the character manages to free themselves.
3-4	<b>Frost Breath:</b> The winter wyrm exhales a blast of frigid air in a 10 m cone, dealing D8 Cold damage to all creatures caught in the area. Targets must make a Vitality check or have their movement speed halved until the end of their next turn.
5	<b>Freeze:</b> The winter wyrm targets a creature within 10 m, which must make a Vitality check or be <i>Paralyzed</i> for D4 rounds. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
6	<b>Winter's Fury:</b> The winter wyrm unleashes a massive burst of cold energy, dealing 2D6 Cold damage to all creatures within a 20 m radius centered on the wyrm. Targets must make a Vitality check or be <i>Stunned</i> until the end of their next turn.

D100	Loot
1-30	20A
31-50	10 units of a Random monster ingredient
51-55	1xPotion
56-72	Weapon Manual
73-80	Alchemical formula. Roll on the Potions & Unguents table
81-87	Essence. Roll on the Random Essence table
88-95	Heart. Roll on the Random Heart table
96-100	Random Magic Item



DEAN SPENCER



David Sauer

## A First Step

**A** knock on the entrance door of your new home wakes you. It's been a few days since you settled in, and you've started to get used to your new reality, although it's been quite exhausting. You've been sleeping longer than usual, and having strange dreams. With a grunt, you get up from bed and walk towards the door, thinking it can't be even an hour past dawn. When you open the door you find the smiling face of Fernalion, the Guide. With a gesture you invite him in.

"I see you've settled in", he says, taking a look around the place, "that's good. I don't have time for pleasantries, though. I come to you with an opportunity: there's a Rift open nearby, and I think this one is particularly well suited to your skillset. I know, I know, this is all too sudden, and you've barely exited Kar Helos at all, how could you possibly go face a Rift?"

Fernalion pauses, taking a seat on the closest chair he finds while he opens a small leather pouch. He then proceeds to carefully fill his pipe with tobacco, his eyes still fixed on you, as if he were trying to read your mind. "Like I said, I know", he continues. "But I firmly believe you've been given your powers for a reason, and that reason is to stop the thing that is right now pouring abominations from another realm near one of the most populated areas in the region. We need you." He pauses for a second, but before you can say anything, he continues. "I'm not unreasonable, though, and I know

*we can't expect you to face a Rift alone, especially your first one. That is why I have a team waiting for you as we speak. Shall we?"*

*Fernalion abruptly gets up and heads towards the door, without even checking if you're following behind or not. A few minutes later, you find yourself in front of the Tower. A couple of odd looking individuals seem to be waiting for your arrival, because the moment you arrive they approach you. One is a tall woman, extremely thin and with a unique, red hue to her skin that reflects the light of the sun with a golden shimmer. Her eyes are the most disconcerting thing about her, though: her pupils are two narrow, vertical slits that seem to quickly look over you, assessing you. She's dressed in practical leather clothes and carries a bow on her back. She is accompanied by a small and wide man, looking like a normal human, aside from his bombastic sense of fashion. He's wearing a feathered cap with a long tunic made of what looks like a wide variety of materials, from strange animal skins, to colorful plant fibers, and even some iridescent scales. He carries a large book with him, and a small sickle hangs from his waist.*

*"My friend, these are Ghania and Forrik, the two adventurers that will be accompanying you", says Fernalion. The two individuals nod at you, but say nothing. "They are both Strangers like us, and they have been doing this for a while, so you'll be in safe hands. I believe this could be the start of a long, productive friendship!". He then turns to each of you, gives a short bow, and leaves towards the tower. "Good luck! Kar Helos is counting on you", Fernalion says while he walks away, not turning back.*

It is now time for you to face your first Rift. Fortunately for you, this Rift is just a single Travel Day away, so the risk of finding trouble on the way is minimal. You also have two Followers with you, and one of them is even a Companion. Ghania and Forrik will even remain with you once the Rift is over if you choose so, as long as you pay their usual fees, of course.

### **Ghanaia**

*Companion, Novice*

Role: Mender (page 163)

### **Forrik**

*Follower, Novice*

Loyalty: 4

Readiness: 42

Trait: Time Adept

## **The Rift**

The Rift you've been tasked with closing is an **Underground Cave System** (page 140). This means you'll need a source of light with you! As an introductory Rift, you do not need to check for the Rank of the monsters you'll find within it: they are all Novice Rank. The Riftlord is, still, a Rank higher, making it Apprentice Rank. This is a tough opponent, so don't expect to be able to defeat it on your first try! There are no extra monsters wandering around the Rift's entrance, either.

Closing this first Rift grants you 300 XP.