

# DISCIPLES OF BONE & SHADOW

*Conquered Sun Edition*

by  
Alex T.



**DISCIPLES OF BONE & SHADOW:  
CONQUERED SUN EDITION**

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**A**lred woke up with a sharp pain in the back of his head. He opened his eyes to look around, but in the light of his lantern he saw only shadows flickering against the moldy walls of a pit. His helmet lay safely on a pile of filth beside him, but the frame of his bone shield had split after softening his fall. Shaking his head, he slowly rose to his feet inside the narrow pit. After a moment of confusion, Alred remembered what led him here. Following weeks of searching after clues and rumors, he had finally found the tomb of Kal-Tharas The Bleak. He helped an old man from a backwater Yarani town in exchange for being pointed in the correct direction, and being told stories about the man's youth as a tomb raider. Along the way he got slightly lost, which is the reason he had picked up some help from the last settlement he had visited (what was it, Ishran? Eshrin?). His new guide was a young lad who insisted he knew the area. Surprisingly, he had only needed a couple of days to lead him to this place, which was impressive enough that he allowed the boy to come exploring with him inside the tomb.

That had been his first mistake.

Still dazed by the fall, Alred picked the lantern off the floor, and surveyed his situation. If he was being honest, he was surprised to be alive; these kinds of places were not famous for being forgiving. He had heard horrific tales of traps that would fill rooms with poisonous fumes, killing you before you even realized something was wrong... He had seen very primitive but effective traps such as giant boulders falling on top of comrades, or blades rushing out from hidden holes in the wall... The fact that he found himself in what appeared to be a simple hole in the ground was almost disappointing. If only the lad had been this lucky...

They had been inside the cursed tomb for what had felt like days, and Alred decided it was time for a break. Stopping in what might have been an embalming room, they cleared away the rubble to share some cold rations while sitting in the shadows of their lamps.

Ten minutes later, Alred felt it was time to move on.

"Gather our stuff and be ready to leave in five minutes, I need to take a piss", he told the lad while he exited the room. He was starting to like the kid; he was hard working and didn't ask unnecessary questions.

Alred found a corner, relieved himself and tied his belt, heading back to the room.

"I think I know where we took the wrong turn, I-", as he entered the room, he immediately forgot what he was going to say. The lad was in a corner, his back to the wall and hunting knife in hand. Looming over him was the kind of abomination you pray only exists around a campfire. It was a monster of vaguely anthropoid outline, but with a mass of feelers instead of a face. It had a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long narrow





tails protruding from its back. The creature looked as large as two men, with the low ceiling forcing it to crouch on all fours. This didn't slow it at all. With prodigious speed, it rushed towards the lad, enveloping him in its face-tentacles. The kid stabbed it on the neck several times, but it didn't seem to even notice.

Alred took his sword and charged forward before he realized what he was doing, stabbing the creature in the back. With a hiss, the abomination snapped its tails at him, sending him flying across the room. Free of distractions, it focused its attention back on the kid, who was struggling against the monster's tentacles to no avail. Alred shook his head and looked around for his sword, which had slipped away from him. He rolled towards it, picked it up, and prepared to charge the creature again.

Before he could though, he stopped in his tracks. Horror invaded his mind as he watched the creature pin the boy to the wall, open its tails, stab him all over, and begin sucking out his innards. The poor kid could do nothing but look over in disbelief, his face becoming paler as his life-force drained away.

Alred wasn't sure what happened next; he vaguely remembered running without any sense of direction, simply trying to get away from that *thing*. After running for what must have been hours, he fell on his knees, unable to take another step. From the ground he realized that somehow, he could still see and looking down at his hand saw that he was holding his lantern. A small rational part of his mind must have made him grab it before running away, or maybe it was his survival instinct kicking in. Who cares; the fact was that he had run away, leaving the poor kid to die alone. He told himself it was too late to help him anyway and that if he had stayed, he would have died too. It didn't help.

Better to think of something else. What was that thing? Plenty of horrors had crossed his path, from those disgusting snake-people with their unnatural tools to the unnerving clacking of a swarm of bloodfeathers. He thought he knew what kind of terrors Uzrun could throw at him. He had of course heard the rumors and tales of ancient beings, creatures beyond time and space that pacted to serve the tyrants in honor of the Primordial Ones. Those tales did not prepare him for the bleak reality now before him.

He had risen from his knees to survey his surroundings. It seemed he had run in a random direction; this wasn't the way they had come in. The walls seemed older, made from a different kind of stone than the rest of the tunnels. There was no point trying to retrace his steps, and he wasn't sure he wanted to, anyway. He picked a tunnel with a slight upwards inclination and started walking.

It was then that he had fallen, swallowed by a suddenly non-existent floor.

Too late to lament my past actions now, he thought. He needed to look for a way out this hole, to find an exit and escape the horrors of the tomb. Ideally, he would be leaving with that relic, but he was going to require extra help to do so.

While he was untying the rope wrapped around his waist, saved for just this type of situation, he thought he heard some distant noise. Stopping to listen, he held his breath. There it was, a distant, faint rumble. What was that? Was it the creature, chasing after him? He really needed to get out of here.

With a loud rushing noise, he felt something begin pouring over him, in a relentless cascade. It was so sudden and violent that the lamp was knocked out of his hand. Was it...sand? It was! Sand was pouring from somewhere above him, quickly filling in the hole. It seems the actual trap had been delayed, giving him a





few minutes. Minutes he had just spent thinking of how he got into this situation, instead of getting himself out of it.

Things didn't look good; in a matter of seconds the sand had reached his knees. He tried pulling his legs out but couldn't. Fighting against panic, he remembered a tale about having to roll your body over if you got trapped in quicksand. He lowered himself, trying to liberate at least one of his legs. The tales hadn't taken into consideration there may be tons of sand pouring over your head while you are trying to free your legs...

Dread began to consume him entirely, the sand now imprisoning him from the waist-down as he realized this is how all his endeavors would end, with a series of bad decisions...

After a muffled scream for help, silence returned to the tomb once again.



# BASIC CONCEPTS

*Disciples of Bone and Shadow* is a role-playing game designed to be played solo, although it could be played with other players and even a Game Master, if so desired. The game takes place in a dark and dangerous place called The Fractured Dominion and the lands surrounding it, where the only constants are conflict, suffering and the eternal Twilight. The player(s) will make a group of characters to explore a dark world full of peril and adventure, slowly progressing in power and taking on bigger and bigger challenges. This is not a simulation game, and as such there is little to no preparation required prior to the gaming session. The rules presented in the following pages are your guide for creating an exciting and changing world in a matter of minutes. There is very little you need to play *Disciples of Bone and Shadow*: You will need this book, a pencil, some dice, and a few sheets of graph paper (provided for you in the back) before you're ready to generate and explore a whole world full of enemies, dungeons, fortresses and treasure. Your characters will most likely die (a lot), but you can create new ones and have them ready to face new dangers in a matter of minutes.

## THE DICE

This game uses several polyhedral dice, annotated as D6, D10, D12, etc. with the number indicating the number of sides each die has. This style of game is what's called a "roll under" system, meaning that you will have a value from 1 to 100 in several

different Skills, or from 1 to 20 for Attributes, and when asked to perform a Skill Test or Attribute Test, you will need to roll less than the given number in order to succeed.

*Example:* Zarna suspects there is something off in the room she just entered, so she decides to check it thoroughly. For that she will use her Perception Skill which is 45, meaning she has a 45% chance of success. She rolls two ten-sided dice, one for the tens and one for the units place (D100), and rolls a 34. Since this is under 45, Zarna succeeds in her search, finding a hidden stash of books!

Throughout the book we will use the following dice codes. These examples use the ten-sided die (D10), but the following can be applied to any die:

- D10: Roll a die (ten-sided, in this case).
- 2D10: Roll two ten-sided dice and add the results.
- 2D10+X: Roll two dice, add them together, and add X (the specific number will be determined by the rules) to the total.
- D10-X: Roll one die and subtract X (the specific number will be determined by the rules) from the result.
- D10+L : Roll a die and add the character's level.
- D5: Roll a die and divide the result by two, rounding up. Other "half-dice" that may be used are D3 and D50.
- D100: Roll two ten-sided dice of

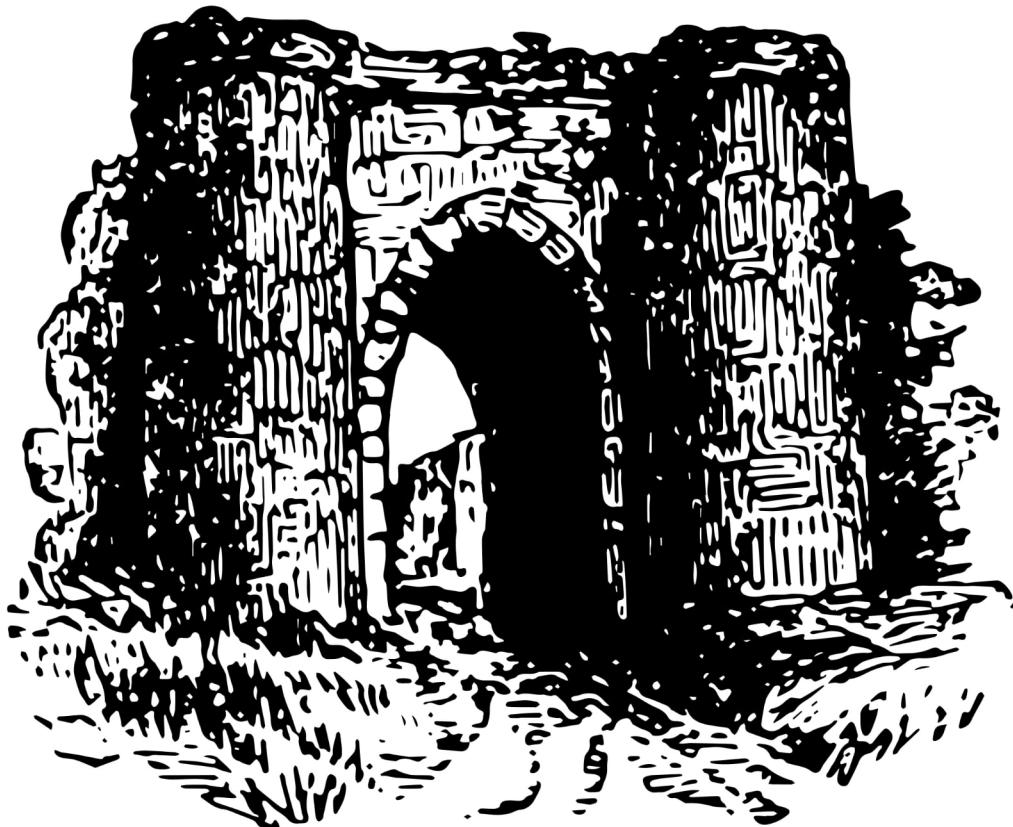


different color, reading the first as "tens" and the second as "units" or "ones", generating a number from 1 to 100.

### THE PAPER GRIDS

Later in this book you will find rules for exploration, which will tell you how to move your party of characters

across the landscape and through adventure locations in the Twilight, finding challenges and opportunities along the way. When traversing the land, you will use a Hex Graph to choose the direction you move, and to keep record of what is in each area, or 'Hex'. However, when delving into caves, hideouts, or ruins, you will instead use an Adventure Grid.



# CHARACTER CREATION

The first step in your journey through the lands of the Twilight is to create a character. This character, referred to as a Player Character (PC) from now on, is your avatar in the world of Uzrun. You may use the character sheet found at the back of this book to write down all the following details. By following the next few steps you'll have a new PC ready to explore this harsh world in no time. Besides the numbers generated through the following steps, your character exists entirely in your mind. As such, you may decide on a name, gender, appearance, and background for them if you wish, but by the end of this character creation process you should already have a clear vision of who your character is.

Although you're free to play anywhere within the world of Uzrun, this book assumes you will start in the region known as The Whiteteeth Peninsula, which is found directly to the south of the Fractured Dominion (more on this can be read in the chapter dedicated to the Whiteteeth Peninsula). Future releases will describe other regions of the Twilight, and beyond.

## NO CLASSES

There are no classes in *Disciples of Bone and Shadow*; during character creation you create your character as you see fit by choosing which stats to increase, and selecting items from the available starting gear (as long as you can afford it).

- Every player character starts at Level 1 with a score of 10 on each

Attribute and a Max Corruption of 10. You also begin with **20 points to distribute among the Primary Attributes**, and **250 points to spend among the starting skills**. Skills may not reach scores of over 50 for new characters, and a Player Character can never have more than 20 points in one given Attribute (under normal circumstances; magic may change this).

- New characters begin with a weapon of their choice, 200 jats (or shells, if you choose to roam the Fractured Dominion), 1xHealing Tincture, and 10 rations.





## ATTRIBUTES

Attributes are the foundation your character is built upon. They determine your innate capabilities, and define the core of your abilities. They also determine the initial score of many skills, as you will soon learn. Higher numbers indicate a better capability; a person with a STR of 18 will always be stronger than one with a STR of 10, for example. All characters have the following Primary 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 determines 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.
- **Will (WIL):** This defines your mental strength and ego. As such, it is a key attribute for anyone dealing with ancient pan-dimensional beings, 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 will 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 will use your charisma to get information, and gain advantages with NPCs.

In addition to the Primary Attributes described above, your character has the following Secondary Attributes:

- **Health Points (CON x 3):** Health Points (HP) are a measure of how much damage a character can take before they die. This number is derived from Constitution, so a Player Character with a Constitution of 12 will have 36 HP. To reflect the extraordinary nature of the type of characters you will be playing with though, this only applies to Player Characters; NPCs and opponents may have a varying amount of HP not necessarily tied to their CON, although as a rule of thumb their HP does equal their CON score. Once a character's HP reaches 0, they are dead. For each full day of complete rest, a character may recover 5 HP.

- **Max Corruption:** Max Corruption determines how many Corruption Points (CP) you can accumulate before your character is lost to the Primordial Ones. A character is considered dead when their Corruption equals their Max Corruption. We will talk in detail about corruption in the section of this book dedicated to magic and spells. **New characters start with a Max Corruption of 10.**





## SKILLS

Now that we know the innate capabilities of your characters, it's time we see how their experiences have shaped them and what they learned in their past. Skills represent a character's prowess in a variety of fields. This value can go from 0 (complete incompetence) to 100 (total mastery). These are percentual values, so if a character has 55 in the 'One-Handed Melee Weapons' skill, they have a 55% chance of being successful when attacking with a knife. Whenever you are asked to

perform a Skill Test, roll a D100. If the result is below your skill's value, the check is successful.

You will need to determine the starting value for each Skill in the list below. Some skills are calculated using your Attributes, while others have a set starting value indicated in parentheses. Calculate these before increasing skills during character creation. When distributing your 250 points among the available starting skills, you can increase any skill you wish up to a maximum of 50 points.

### BASIC SKILLS

These are the skills all characters have access to when starting the game. They are basic abilities possessed by all, as they are required for survival in the Twilight. You may spend the initial 250 points on the following skills:

- **Alchemy:** This skill allows a character to craft potions, poisons, and other useful concoctions, provided they have access to the right equipment and ingredients.
- **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.
- **Command skills (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. It determines how good a character is at commanding other characters that are under their orders.
- **Crafting (DEX):** With this skill a character is able to fix or create small objects, like mending some leather boots, fixing a broken hilt, and any other task that doesn't require a very specialized knowledge. This general skill covers any sort of leather-working, bone-crafting, and carpentry.
- **Disguise (DEX):** The ability to make yourself look like someone else, or simply to hide your identity. Useful for when you need to infiltrate a group or confuse someone who's following you.
- **Dodge (DEX x 2):** When facing an opponent that is wielding a ranged weapon, your only hope is to be able to dodge the incoming attacks. Scoring a





critical success with a dodge means you immediately win the initiative next turn and gain a +5 skill bonus to your next attack, while critically failing a dodge implies you run *into* the projectile, receiving double the damage as a result.

- **First Aid (20):** Knowing how to properly make a tourniquet or stitch up a wound can literally save your life. If you successfully pass a First Aid Skill Test, you may use a bandage you've purchased to remove the Bleeding condition or heal D6 HP. Only one attempt per character is allowed.

- **Forbidden Lore:** Knowledge of the Primordial Ones, their servants, and their powers. Sometimes you'll need to understand the motivations and machinations of the Sunken Powers to be able to resist them... or become one with them.

- **Herb Lore:** With this skill, a character is capable of distinguishing which plants and mushrooms have beneficial properties, which ones are harmless, and which ones can be used to craft poisons.

- **Literacy (INT):** It doesn't matter if you find an ancient book of power if you cannot read it. This skill determines a character's ability to read and write. It is a must for any potential scholar.

- **One-Handed Melee Weapons (STR + DEX):** This measures your skill at attacking with melee weapons that require the use of one hand such as knives, swords, clubs, etc.

- **Orientation (20):** This skill allows a character to find their way when they are not sure about their whereabouts, whether they are in the deepest of caves or in the desert. It is a crucial skill for when one undertakes a journey.

- **Outdoor Survival (INT + DEX):** Allows characters to find food via foraging, hunting or fishing, or simply to know how to set a proper camp. If you fail the test, roll on the appropriate survival mishaps table (pages 71 & 72).

- **Parry (STR + DEX):** This defensive skill may only be used by a character wielding a melee weapon. Rolling a successful parry against an attack allows you to immediately react with a free counterattack, dealing half your normal damage. A critical failure while parrying with a bone weapon will break the weapon.

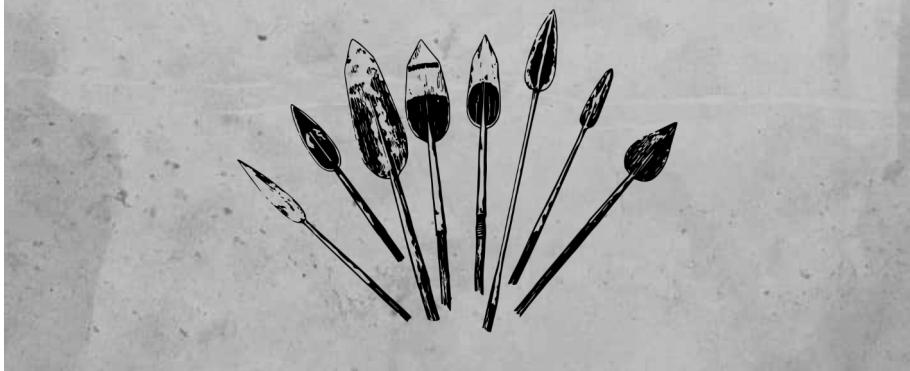
- **Perception (20):** If you can't find them, it doesn't matter how many powerful grimoires are hidden in the library. Your character will use this skill whenever they need to find or be aware of something.

- **Persuasion (CHA):** Whether through kindness and charm or brute intimidation, Persuasion is a skill that will prove its use more than once when dealing with a stubborn NPC.





- **Pick Pockets (DEX):** A character proficient in this skill can easily steal or swap anything from some other character's pockets or bags. Useful for when you are desperate for cash or need to steal something like a key without making a scene.
- **Ranged Weapons (DEX x 2):** This measures your skill with any type of ranged weapon, including bows and slings.
- **Sailing (DEX):** Although there are almost no navigable large bodies of water in Uzrun due to its extreme temperatures, this skill is a must for anyone living in the few coastal regions with liquid water left.
- **Sneaking (DEX x 2):** Occasionally, you will want to avoid combat instead of confronting a dangerous enemy. This skill will allow you to do so, provided the enemy is not yet aware of you. You will find more details on how to use this skill on page 41.
- **Throw (STR + DEX):** A useful skill to have if you're going to be using javelins or throwing the occasional knife.
- **Tracking (INT):** The ability to follow someone's (or something's) trail. An indispensable skill for hunters and assassins alike.
- **Traditional Lore (20):** This skill allows a character to know about a place's history and customs, or to have a general idea of Uzrun's history.
- **Two-Handed Melee Weapons (STR x 2):** This measures your skill with bigger, heavier melee weapons such as heavy swords, sledgehammers, and pole-arms.
- **Unarmed (STR + DEX):** Unarmed combat includes back-alley dirty fighting, elegant martial arts mastery, and anything in between. This skill comes in handy in all those situations when you don't have a weapon at hand. An unarmed character will deal D4-1 damage per attack (minimum 1).





### ADVANCED SKILLS

Most of the following skills are acquired by spending EP earned from leveling up, after finding a trainer in a Settlement who will teach it to you in exchange for a small monetary fee. The rest of the skills are instead acquired by adopting a new Archetype. If the skill can be learned, it will have an EP cost beside the skill's name. Starting characters have 0 in all Advanced Skills, but upon purchasing one calculate its value if noted below.

- **Backstab (2 EP, Burglar exclusive):** Characters start with a score of DEXx2 when choosing this skill. While using stealth undetected, the character may deal one powerful surprise attack to an enemy. This attack deals the normal damage +D10. May only be used while wielding a knife or dagger.
- **Blood Magic (2 EP, Acolyte exclusive):** Characters start with a score of WILx2 when choosing this skill. By sacrificing 1 HP to the Sunken Powers, a Blood Mage may double the effectiveness of any spell. This only applies to spells that may benefit from such an increase; for example, Cauterize will heal 2D10+Level, up from 1D10+L, but a spell like Cleanse Potion cannot be improved with Blood Magic. Blood Magic spells cannot be empowered further with this skill though.
- **Cleave (2 EP):** When attacking, deal half the damage of your melee weapon to all enemies in front of you.
- **Concussive Shot (2 EP, Hunter exclusive):** Characters start with a score of DEXx2 when choosing this skill. The character shoots a skillfully aimed arrow, immediately stunning the target for 2 turns.
- **Death Magic (Archetype exclusive):** Characters start with a score of WIL+INT when choosing this skill. It allows the character to cast powerful death magic spells.
- **Discipline (2 EP, Vitalist exclusive):** Characters start with a score of WILx2 when choosing this skill. It allows the Vitalist to cast a healing spell of their choosing without having any daily uses left, after a successful skill test.
- **Disarm Traps (1 EP):** A character starts with a value equal to their DEX in this skill. When encountering a trap, it will be disarmed upon passing a successful skill test. If you fail, you've triggered the trap and it goes off. Successfully using this skill grants 20 XP.
- **Execute (2 EP, Brawler exclusive):** Characters start with a score of STRx2 when choosing this skill. Attempts to finish an enemy at 25% of their max HP, dealing double damage.
- **Haggling (1 EP):** A character starts with a value equal to their WIL in this skill. If you pass a Skill Test, you can sell your obtained loot for its full price, instead of the regular half.





- **Lock-Picking (1 EP):** A character starts with a value equal to their DEX in this skill. This allows characters to use lock picks to attempt picking a lock. Successfully using this skill grants 20 XP. Each failed lockpicking attempt temporarily decreases your Lockpicking Skill by 10, as long as you continue attempting to unlock the same lock.
- **Point Blank Shot (2 EP):** A character starts with a value equal to their DEX in this skill. This skill allows the character to shoot with a ranged weapon while in melee range. Prerequisite: Only available to players with 60 or more in the Ranged Weapons skill.
- **Shield Bash (Archetype Exclusive):** A character starts with a value equal to their DEX+STR in this skill. Once per encounter, and only while equipped with a shield, you can perform an extra attack that deals D10 damage.



#### PASSIVE SKILLS

Once you learn a Passive Skill (via archetypes or with a trainer) you will be able to activate it or benefit from its effects without performing a Skill Test. You may pick each only once.

- **Abomination Slayer (1 EP):** A character with this skill deals 1 extra damage per attack when fighting against abominations.
- **Aggressive Stance (2 EP):** As combat begins, you can activate this ability to gain a bonus of +20 to offensive skills while taking a penalty of -20 to defensive skills. You may toggle this on or off before entering combat, but not during.
- **Beast Slayer (1 EP):** A character with this skill deals 1 extra damage per attack when fighting against beasts.
- **Blind Reaction (2 EP):** You may use your Parry or Dodge skills while under the effects of the Blinded Condition without suffering any penalty.
- **Blood of the Ancients (1 EP):** When performing a CON Test, roll two dice and choose the best result.
- **Brawny (1 EP):** Increase your available Gear Slots by 5.
- **Bridle the Darkness (Archetype Exclusive):** Increase your Max Corruption by 1.





- **Careless (2 EP):** You receive a +20 to your combat skill if you don't use any defensive skills during the same round.
- **Carpenter (1 EP):** You have +20 Crafting when attempting to craft or repair an item made of wood.
- **Charismatic (1 EP):** Roll twice for any Persuasion tests and use the best of the two rolls.
- **Charge (2 EP):** You barge into combat, receiving a +10 to your skill and +5 damage during your first turn. It cannot be used in combination with any form of stealth.
- **Climber (1 EP):** You may re-roll once any failed DEX tests while climbing.
- **Defensive Stance (2 EP):** As combat begins, you can activate this ability to gain a bonus of +20 to defensive skills while taking a penalty of -20 to your offensive skills. You may toggle this on or off before entering combat, but not during.
- **Dual Wielding (3 EP):** You may perform a bonus off-hand attack every turn, with a penalty of -40 applied to the second attack. Only works when wielding two one-handed weapons.
- **Expert Rider (1 EP):** You may re-roll once any failed DEX tests while riding an animal.
- **Fast Metabolism (3 EP):** You heal at a faster rate; you heal an amount equal to your CON for each full day of complete rest. Unfortunately, this also means you need to eat twice as many rations during the healing process.
- **Field Medic (2 EP):** You heal an extra D4 HP each time you use your First Aid skill.
- **Foraging (Archetype Exclusive):** This character consumes half as many supplies per day, thanks to their ability to find sources of food and water in the wild.
- **Fortify (1 EP):** The next time you are hit by an attack, it deals the minimum possible damage. For example, a D6+1 damage attack will deal 2 damage. You must relinquish your turn in order to activate this talent.
- **High Pain Threshold (3 EP):** You can no longer be stunned by normal physical attacks.
- **Hold Back the Darkness (1 EP):** When rolling against a spell's Corruption Level, roll with +1.





- **Inner Compass (1 EP):** You may re-roll once any failed Orientation tests.
- **Intimidation (1 EP):** You have +20 Persuasion when attempting to intimidate someone.
- **Iron Will (1 EP):** When performing a WIL Test, roll 2 dice and choose the best result.
- **Leadership (Archetype Exclusive):** When rolling for initiative, other friendly characters add +5 to their result.
- **Leatherworker (1 EP):** You have +20 Crafting when attempting to craft or repair an item made of leather.
- **Life Through Death (3 EP, Archetype exclusive):** Each time a living creature dies within a 5" radius of the character, they heal D4 HP.
- **Magic Resistance (1 EP):** While performing WIL Tests against magic, add +5 to your WIL.
- **Marksmanship (1 EP):** You may relinquish your turn to aim with a Ranged Weapon, doubling the damage of your next attack.
- **Night Vision (Archetype Exclusive):** This character doesn't need a source of light and receives no penalties when fighting in the dark.
- **Perfect Memory (2 EP):** You never forget anything you've heard or read.
- **Primal Strength (1 EP):** When performing a STR Test, roll two dice and choose the best result.
- **Rapid Fire (3 EP):** You may fire a ranged weapon twice on the same turn, with a penalty of -40 to the second shot.
- **Seduction (1 EP):** You have a +20 Persuasion when attempting to seduce someone.
- **Shadowing (1 EP):** This skill grants you the ability to re-roll once any failed tests (such as Sneaking or Tracking) done while pursuing someone who is unaware of the fact.
- **Shield Expertise (1 EP):** Allows this character to use a shield without the combat penalty, or in the case of Heavy Shields a reduced penalty.
- **Snake Blood (1 EP):** When making a CON Test versus poison, add +5 to your CON.
- **Stealthy (1 EP):** Roll twice for any Sneaking test and use the best of the two rolls.





- **Undead Slayer (1 EP):** A character with this skill deals 1 extra damage per attack when fighting against undead enemies.
- **Weapon Specialization (3 EP):** You may choose a weapon to specialize in; you gain +10 to your weapon skill and deal extra +1 damage while wielding this weapon during combat.
- **Weak Spot (3 EP):** You may re-roll a damage roll after a successful attack. The second roll is final.
- **Well Coordinated (1 EP):** When performing a DEX Test, roll 2 dice and choose the best result.





## ARCHETYPES

Archetypes are player character templates with predetermined Skills and Attributes that you can choose to start with, or that you can acquire through play. These archetypes represent the most common roles and play styles, and they can serve as a guide for when you are unsure of what to do with your characters. There are also added benefits to using archetypes: they each have one exclusive perk in the form of a stat

bonus, an exclusive skill or spell, or even access to unusual equipment. Ideally, you will spend your EP as you level up so that you meet the conditions described on each of the archetypes, thus “collecting” any archetype you are interested in and gaining new and exclusive skills. Remember, acquiring a new Archetype does not mean you lose the benefits of any previously acquired ones!

### STARTING ARCHETYPES

Although you are free to create a character from scratch and distribute your points as you want, choosing one of the starting archetypes is a great idea if you’re looking for a place to start, or you don’t want to worry as much about balancing your stats. Starting archetypes are slightly more powerful than what a beginning free-form character can be, since their starting stats are very cost-efficient. The attribute values given are not a minimum, you must have exactly the value required. You are free to spend the remainder of your 20 starting points on the other Attributes as you wish.

#### Acolyte

Prerequisites: CON 14 / WILL 16 / CHAR 15

- Max Corruption +1
- Spell: Shadow Flames (1 daily use)

*An Acolyte is someone who has seen the power of the Tyrants and wants it for their own. They have stumbled upon secret knowledge and started a path towards ascension... or madness.*

#### Brawler

Prerequisites: CON 16 / STR 16

- Skill: Aggressive Stance

*A Brawler is a character used to the rough life of the Never Realm; They know how to give a beating, and how to take one as well. They also know their life will probably be short, bloody and miserable, but plan on going out swinging.*

#### Burglar

Prerequisites: DEX 18 / INT 14 / CHAR 12

- Skill: Lock-Picking
- Skill: Disarm Traps

*Wherever any semblance of civilization rises, the arrival of thieves and burglars is guaranteed. A Burglar knows how to avoid harm and get into places they don't belong, making them perfect for adventuring.*



### Hunter

Prerequisites: DEX 16 / CON 12 / STR 14

- Skill: Foraging
- Skill: Marksmanship

*Hunters act as civilization's backbone for many of the diverse peoples of the Fractured Dominion. Playing the role of providers and defenders, they are well-liked and respected anywhere they go.*

### Vitalist

Prerequisites: CON 10 / INT 18 / WILL 18

- Spell: Cauterize (2 daily uses)
- Spell: Cleanse Poison (1 daily use)

*A Vitalist has chosen to restore what the agents of the Primordial Ones have taken away, healing ailments and taking the role of witch doctor or medicine-man among the desert tribes as they risk their mind with every wound healed.*



### ADVANCED ARCHETYPES

The following list shows players the kind of characters they can strive towards playing. Each archetype lists the attributes, skills and spells which are required to qualify for the unique bonuses of each. In the case of required attributes, the values given are the minimum amount necessary, characters may surpass them.

### Alchemoturgist

Prerequisites: Alchemy 100, must have the Apothecary archetype.

Benefits: Immunity to Poison.

An Alchemoturgist may spend one hour a day searching for ingredients to prepare one of the following concoctions:

- Shadow of Narr: Allows the Alchemoturgist to see perfectly in absolute darkness for a day
- Touch of Itha: Heals any disease immediately
- Voice of Tharmos: Grants +50 Perception for a day
- Water of Iss: Heals any wound (as in, all damage a character receives from one same source, be it a trap, poison or a combat session)
- Wrath of Dynr: For the duration of a combat, each time you are attacked you immediately counterattack as a reaction.

These concoctions will immediately kill anyone who is not an Alchemoturgist if they were so reckless as to drink one. Consuming more than one of these per day will reduce the Alchemoturgist's CON by 1 for a week per extra concoction consumed.





Alchemoturgists may also craft the following potions; only one may be crafted per day, and they require a special vial that costs 100 jats (may be purchased in any town):

- Vial of Fire: Violently throwing this potion will cause it to explode, dealing D10 damage to all creatures in a ten feet radius.

- Vial of Sleep: This potion will immediately knock out all living creatures in a ten feet radius.

*Alchemoturgists have taken their supreme knowledge of Alchemy as far as it's humanly possible, internalizing it and making it a part of themselves. Their years of exposure to all kinds of brews have rendered them immune to poison, and it is said that they have unlocked the secrets of all the plants and herbs in existence, granting them fantastical abilities.*

### Apothecary

Prerequisites: First Aid: 70 / Spell: Cauterize / Weapon Specialization: Mace  
Each time an Apothecary kills an elite enemy, they may collect its essence. They use these to craft unique concoctions:

- 3 Elite Essences: Healing Salve. Once per day apply this salve to heal D20 Health Points.

- 3 Elite Essences: Poison Salve. Apply this to become immune to poisons for a whole day.

- 4 Elite Essences: Agility Salve. You may use this to apply a bonus of +20 to a character's defensive stats during a day.

*An Apothecary has learned how to harvest beasts that have been twisted by dark energies to create useful remedies and potions. Their work is very appreciated among those who dare oppose the Tyrants and their forces, providing a much needed edge against them.*

### Bloodsage

Prerequisites: CON 18 / First Aid: 80 / Parry: 60

Requires knowing any two spells, one of which must be a Blood spell.

- A Bloodsage may drain another character's wounds and inflict them upon themselves. Once per day, a Bloodsage may heal any number of HP from another character, with the Bloodsage receiving an equal amount of damage. They will then regenerate 1 HP/hour until fully healed.

*There is power in blood, and the Bloodsage has learned how to use it for the greater good. By sacrificing their flesh (and more often than not, their soul), they desperately work to make the Fractured Dominion a better place.*

### Deathwielder

Prerequisites: A character must be level 10 and have cleared the research floor in *Clearcrest Burrow*.

- Legacy of the Veil: Once a player earns access to the Deathwielder archetype, all future characters will have access to it as well starting from level 1, without having to go through the "A Veil over Clearcrest Borrow" scenario. To become a Deathwielder, a character must cleanse the Primordial One's corruption from their body. A character may purge their CP but each point reduces their max HP by 1 permanently. This cleansing ritual marks the





Deathwielder as an enemy of the Primordial Ones, blocking them from casting Primordial magic. Gaining corruption after becoming a Deathwielder causes 5 damage per CP gained.

- Benefits: Grants the Death Magic and Life Through Death skills. Roll once on the Death Spells table on page 54 to determine which spell you start with. New spells are learned via found scrolls and grimoires, as is the case with Primordial Magic. To learn more about Death Magic, go to page 54.

*Deathwielders are the true masters of Korian Necromagic, allowing them to cast powerful spells that defy the will of the Primordial Ones. As opposed to Primordial Magic, which depends directly on the power of the Primordial Ones, Death Magic's power is drawn directly from death, granting the magician power over the vast realm of the dead. As opposed to Deathbinders, who focus their powers on the direct control of the dead, Deathwielders prefer a different approach, casting spells to ravage the bodies of their enemies and impose their will and domain over the living.*

### Deathbinder

Prerequisites: A character must be level 10 and have cleared the research floor in Clearcrest Burrow.

- Legacy of the Veil: Once a player earns access to the Deathwielder archetype, all future characters will have access to it as well starting from level 1, without having to go through the "A Veil over Clearcrest Borrow" scenario. To become a Deathwielder, a character must cleanse the Primordial One's corruption from their body. A character may purge their CP but each point reduces their max HP by 1 permanently. This cleansing ritual marks the Deathwielder as an enemy of the Primordial Ones, blocking them from casting Primordial magic. Gaining corruption after becoming a Deathbinder causes 5 damage per CP gained.

- Benefits: Grants access to Necromancy and the Life Through Death skill. To learn more about Necromancy, go to page 58.

*Deathbinders are a more combat-oriented version of necromages; focusing their powers on controlling the undead, an experienced deathbinder is a force to be reckoned with. Surrounded by their minions, a deathbinder can easily handle situations alone that would require a whole group of experienced warriors. Sustaining several blood links at once is debilitating for a deathbinder though, who usually prefer to send their undead minions into the fray while they safely plot from a distance.*

### Executioner

Prerequisites: Weapon Specialization: Two-handed axe / Two-Handed Melee Weapons: 70 / Parry: 50

- Once per Settlement visit, an executioner may ask the elders for work. Roll a D10. On a roll of 1-8 there is an execution to take care of, earning them D100 shells/jats.

*Feared in almost any civilized place, executioners transform their skills in wielding heavy weapons into a profitable way of life.*





### Mender

Prerequisites: CON 14 / First Aid: 90

No EP may have been spent on spells before becoming a Mender.

- Once per day, a Mender may heal D10 HP from a character, using their assorted collection of unguents and plants.

*A Mender is a traditional healer, respected by the community for their insistence on using traditional healing methods instead of resorting to dark arts.*

### Penitent

Prerequisites: CON 16 / Weapon Specialization: Club / Passive Skill: Blood of the Ancients

No EP may have been spent on defensive skills before becoming a Penitent.

- As a Penitent, after losing 10 Health Points in the same combat your next successful attack deals an extra +5 damage. This bonus does not persist between fights and must be used immediately.

*A Penitent knows they have sins to atone for, repenting by purposely putting themselves in dangerous situations. They then channel the pain and shame they suffer into pure rage, cleansing themselves of their past mistakes.*

### Pugilist

Prerequisites: Unarmed 60 / Dodge 60

- Once per day, a pugilist may perform a focused uppercut that deals 10 damage; use the character's Unarmed skill to determine if it hits.

*When things start heating up, a Pugilist decides to leave all weapons aside and trust their fists over anything else. Years of training in the tough streets of the Fractured Dominion have given them a honed edge, one that applies against any opponent, be it from this world or another.*

### Purifier

Prerequisites: WILL 16 / Passive Skill: Magic Resistance / Weapon Specialization: Staff

- A Purifier ignores the DEF of magic-casting creatures and deals an extra 5 damage per attack to them.

- Once a character becomes a Purifier, they are not allowed to learn or cast spells of any kind.

*Having witnessed too many times the corruptive effects of magic, a Purifier is a character that decides to take matters into their own hands, hunting down any spellcaster and swearing to cleanse the blight of magic from this land.*

### Scholar

Prerequisites: WILL 16 / Passive Skill: Magic Resistance

Requires knowing any four spells.

- Becoming a Scholar grants an extra daily use of any known spell.

*Scholars are always found in abandoned ruins and forbidden places. They search for secret knowledge left behind by the mad and the powerful, half-knowingly descending towards the same dark place in their minds that destroyed their predecessors.*





### Slave Master

Prerequisites: CON 16 / Any Offensive Skill: 60 / Any Defensive Skill: 50 / Passive Skill: Iron Will

- Becoming a Slave Master grants the Leadership skill.

*A Slave Master is accustomed to making others follow their commands, generally through the use of threats and violence. This is a surprisingly useful trait in the middle of a bloody melee.*

### Stalker

Prerequisites: Passive Skill: Snake Blood / Spell: Invisibility / Dodge: 70 / Weapon Specialization: Dagger

- Becoming a Stalker grants the Night Vision skill.

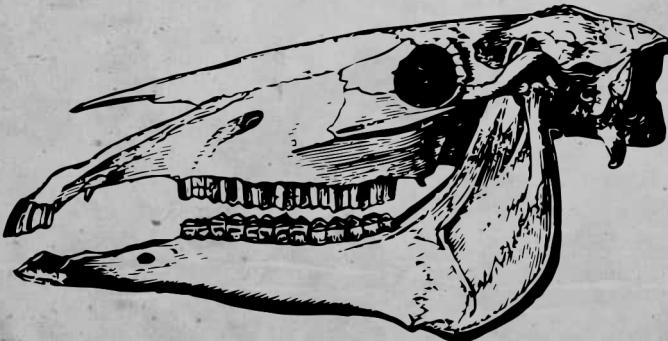
*Stalkers learned their trade in the Land of the Conquered Sun, and it is in those familiar shadows that they find themselves most comfortable. Their pact with the night grants them predator-like abilities, making it no wonder they are feared across the whole of the Fractured Dominion (and beyond).*

### Watchman

Prerequisites: Any Defensive Skill: 50 / Passive Skill: Defensive Stance / Passive Skill: Shield Expertise

- Becoming a Watchman grants the Shield Bash skill.

*As soon as a settlement starts to grow, the necessity of hiring Watchmen becomes clear. These specialized warriors rely on their shield to keep them safe from the frequent assaults of pillagers and the occasional drunken bar fight.*





## CHARACTER FLAWS

The next step is to choose a Character Flaw. These Flaws will help you know how your character reacts in certain situations, helping you to flesh out their personality. There will be occasions when you ask yourself "how would my character act?"; their main Character Flaw (aside from any others you come up with yourself, of course) will help you determine just that.

Each Flaw has three levels of intensity, from basically just a quirk to a full-blown problem. You may choose only one Character Flaw, at the level you desire. The advantage of Character Flaws is that they will grant you Enhancement Points (from one to three, depending on the Flaw's level), that you may then spend on

any skill while creating a new character, including Passive and Advanced skills (normal restrictions apply).

You may attempt to counter the effects of your Character Flaw by sheer force of will; if a situation dictates your character's Flaw should come into play (for example, you are a Coward and you're about to face combat), if you successfully pass a WIL test you gain control of yourself and may ignore its effects. Of course, this becomes more difficult the more prevalent your Character Flaw is (check Difficulty Modifiers on page 40): Resisting a Level I Character Flaw is considered an action of Normal difficulty, Level II is Demanding, and Level III is Hard.

### Absent-Minded

You have a tendency to misplace or forget things.

**I.** You forget things like people's names, or whether you met them before, or if you fed your horse.

**II.** You misplace or forget important things, like for example securing your horse's saddle, or to check your boots for thornbeetles every morning.

**III.** You are oblivious to danger and forget crucial things, such as meeting an important person or picking up your sword after leaving it for a moment on the floor.

### Bad Tempered

You're almost constantly irritated by something or someone, but occasionally you lose control of your temper, which causes you problems.

**I.** You tend to yell and argue a lot, but usually, it never goes beyond that, leaving you feeling slightly embarrassed.

**II.** You lose control to the point where you risk bodily harm or social ruin,

**III.** All you see is red, causing you to become extremely violent and to disregard all social norms or even your own life.





### Coward

When faced with danger (in combat or otherwise), you have problems dealing with it and would rather avoid it.

- I. The idea of danger makes you tremble, but you can more or less control it.
- II. You freeze up, unable to act, or say much.
- III. The situation becomes too much for you, and you simply run away.

### Stubborn

You hate giving in and will do almost anything to prove you're right or to do things your way.

- I. You'll embarrass yourself or risk angering others if that means you get to do things your way
- II. Few things would change your mind, even if that means risking harm or being socially ostracized.
- III. Your way is the only possible way. You don't care if you have to die or lose everyone you love to prove it.

### Impulsive

You generally act before thinking; planning is just a waste of time.

- I. You have problems controlling your tongue, which can sometimes get you into trouble
- II. You have problems following someone else's plans, and get impatient and bored very quickly if it takes too long to get into the action
- III. You never stop and consider a situation, you jump straight into the fray, say what's in your mind at all times, and never have a regret about it.

### Lazy

You never volunteer for things, and rarely finish what you start. Life is difficult enough without you having to look for extra trouble.

- I. You do things but at your pace, complaining all along
- II. You don't offer your help unless it would greatly benefit you or someone you care about, and avoid doing any effort at all
- III. It is almost impossible to get you to do anything, and you will go out of your way to avoid doing something, no matter how important or crucial it may be. You are completely unreliable.





## ADVANTAGES & DISADVANTAGES

The next step is to roll on the Advantages and Disadvantages tables below. These don't provide any mechanical changes to your character but can give you an edge or become a hindrance while playing.

They also help you to learn a bit about your character's past and to know more about them. It's up to you to interpret these and decide how they will affect your character's history moving forward.

### ADVANTAGES

D20	ADVANTAGE	D20	ADVANTAGE
1	Thief	11	Fearless
2	Chosen	12	Good With Animals
3	Ancient Insignia	13	Secret
4	Human Compass	14	Good Reputation
5	Traveled	15	Foreigner
6	Woodlander	16	Sea of Glass Survivor
7	Apprentice	17	Otherwordly Sense
8	Former Gladiator	18	Adaptive
9	Lucky	19	Light Sleeper
10	Look-alike	20	Extreme Concentration

**1 - Thief.** You worked as a thief somewhere (probably in Madari, the only place in Whiteteeth Peninsula with anything worth robbing) and although you left that life behind, you still have contacts in that world that may prove useful.

**2 - Chosen.** For reasons you don't really understand, a mysterious benefactor has taken a liking to you, and sometimes when you need it the most you find things like a bag of shells waiting for you in your room, or even the sudden appearance of a mercenary sent to aid you.

**3 - Ancient Insignia.** You inherited or found an old, metal insignia that belonged to a forgotten order of sorcerers. Interestingly enough, flashing this insignia in tough situations to the right crowd has saved your skin more than once, but you don't really know why or what it even means.

**4 - Human Compass.** Even when you're completely lost in the middle of the wilderness, somehow you always manage to find the closest civilized spot, even if that means simply the lonely tent of a nomad that can help you find your way.

**5 - Traveled.** Maybe you belonged to a nomadic clan or you were raised in a merchant caravan, but regardless of the reason you've always moved around and have an understanding of how things work pretty quickly when you arrive at a new place. Factions, rumors, trends, you absorb them all in a matter of hours.



**6 – Woodlander.** You grew up in a forested area, rarely seeing any other humans aside from your family. You have a keen sense of direction in the woods and can immediately sense the mood of a forest and know if there's something off. It's easy for you to find help when you're in the woods, you always know where someone would have chosen to set camp.

**7 – Apprentice.** You spent your youth as the apprentice of an alchemist. You stayed under his tutelage for years under the promise of learning but the only things you ever learned were when you would sneak into her lab to peek into her notes. Although you eventually left her service, you still know how to recognize real occult powers, ingredients, and tools and will never fall for anyone trying to fool you with parlor tricks.

**8 – Former Gladiator.** You earned your freedom in the Madari Arena, after becoming a champion. To this day, people in the region still recognize you and are willing to assist you as the folk hero you are.

**9 – Lucky.** Somehow, things always work out for you. Whether you find some precious stone when you're cashless or an arrow happens to precisely strike the medallion you're wearing, luck is generally on your side.

**10 – Look-alike.** It's happened to you several times; you arrive in a town, and everyone is very nice to you, treating you like an old friend. When you ask, the answer is always the same: apparently someone who looks like you was there not so long ago and helped the locals with several matters. You never manage to find out who this person is, though.

**11 – Fearless.** Maybe a witch told you how you would die, maybe you've already faced death many times and come unscathed; no matter why you've never feared death and have always faced it with a grin, not letting it stop you from achieving your goals.

**12 – Good with animals.** Somehow animals seem to like you and are able to understand your intentions; you've always been able to get them to do what you want or understand them.

**13 – Secret.** You know some type of secret that can give you an edge when needed. Maybe it's the location of a powerful relic that a group of cultists is after, or you know about the affair one of the Madari merchants is having with the wife of his best friend; either way, you can use this information to gain some type of advantage.

**14 – Good Reputation.** Maybe you come from a great family, or you performed some heroic act in the past; whatever the reason is, you are a reputable member of your community. This has a lot of advantages when you are in your region, but no effect when out of it.





**15 – Foreigner.** You're one of the few people you've ever heard of that wasn't born and raised in the Whiteteeth Peninsula. This allows you to know about the broader world and understand better your place in it. Instead of rolling on the Home Region table you may choose another region outside the Whiteteeth Peninsula or create your own.

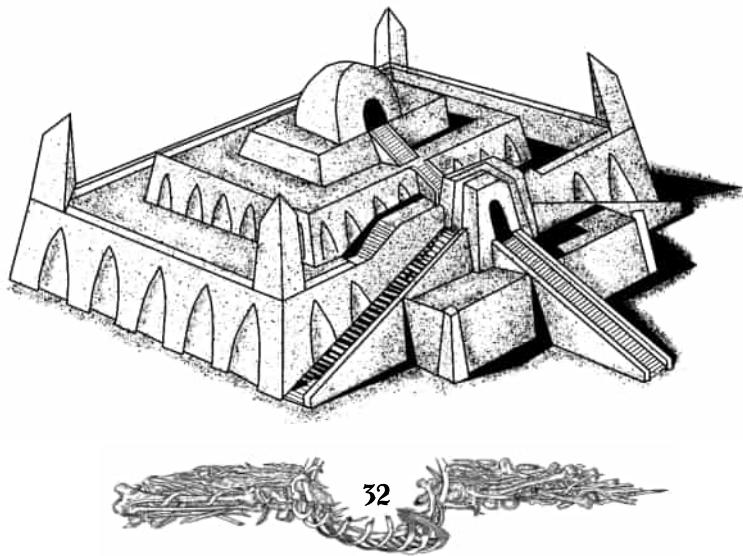
**16 – Sea of Glass survivor.** You were once part of a fishing party that got lost and ended up roaming the solid part of the Sea of Glass for days. Although most of it it's now a blur, you remember facing terrible horrors and the death of all your companions. You are now admired and respected in all of Shadowstretch, despite the shadow of madness still lingering in the back of your eyes.

**17 – Otherworldly sense.** You have always been able to sense when something was not from this world; you can smell the corruption of the Sunken Powers and the machinations of sorcerers and flesh-benders. Since they generally mean trouble, you have been able to use this gift to avoid dangers in the past.

**18 – Adaptive.** You are used to change since you were young, and this has given you the ability to adapt to new situations pretty quickly, be it something like encountering a new culture and learning their taboos and idiosyncrasies, or being thrown into a tough, unexpected situation like being captured.

**19 – Light Sleeper.** While others need to rest for hours every day, you can get by with simply a couple of hours. Maybe you know some secret meditation technique, or maybe you come from a lineage of night warriors; the fact is, you are ready to go faster than others. On top of that, the slightest sound wakes you up, meaning you are rarely taken by surprise while resting.

**20 – Extreme Concentration.** No matter what the circumstances are, you're capable of focusing on the task at hand, completely ignoring all distractions. This allows you to perform extremely well under stress in any circumstance (combat, running from danger, etc.).





## DISADVANTAGES

D20	DISADVANTAGE	D20	DISADVANTAGE
1	Runaway	11	Drug Addiction
2	Gambling Addiction	12	Phobia
3	Known Criminal	13	Photo-sensitivity
4	Disturbing	14	Illiterate
5	Bad Reputation	15	Violent
6	Blackmailed	16	Coward
7	Hunted	17	Death-wish
8	Family ties	18	Superstitious
9	Indebted	19	Debt of honor
10	Double	20	Too young

**1 – Runaway.** You were taken as an apprentice by a powerful local merchant, but after years of going nowhere and learning little, you decided to leave. This did not sit well with the merchant who as it turns out paid good money for you, and sent his agents after you. You've looked over your shoulder ever since.

**2 – Gambling Addiction.** Each time you have some money that you don't immediately need you run to the nearest tavern and bet it all, hoping for the big payoff. So far though it has never come, but it surely must be around the corner!

**3 – Known Criminal.** Justifiably or not, you are known across the region as a wanted criminal, and people react quite negatively to your presence. Sometimes this means they'll avoid you, others that they'll try to bring you to justice.

**4 – Disturbing.** For some reason or another (maybe you have an ugly scar across the face, have beast-like features or you simply look very unfriendly), people find you very repulsive and avoid any interaction with you, if possible. In the past, this has meant being chased off villages by angry mobs, and having prices increased just for you.

**5 – Bad Reputation.** For some reason or another, you are disliked by a certain group; maybe you killed a member of the Dusk Blades (justifiably so or not), or you are part of a particularly violent Blackclay Tribe; whatever the cause, you are disliked or outright persecuted in certain circles.

**6 – Blackmailed.** You've committed a crime, or maybe someone framed you and put you in a bad situation; whatever the reason is, someone is blackmailing you. What do they want? Is it something they need from you, an item or property you own? Or simply to smear your reputation?

**7 – Hunted.** Someone placed a bounty on your head, or maybe you stole something from a powerful group and now its members are after you. Will you continue to run away, or seek favorable ground and face them once and for all?





**8 - Family ties.** You are in charge of a loved one, someone you can't imagine leaving behind; maybe it's your elderly mother or your child. You must take care of them one way or another, be it by providing for them, or by being with them as much as possible.

**9 - Indebted.** You owe a large sum to a powerful merchant, who will not let you escape that easily. If you try to avoid paying it he will send his goons after you. He is willing to allow you to repay him with work, though. There's plenty of dirty work available for the desperate in the peninsula...

**10 - Double.** Somewhere out there, there's a person who looks identical to you trying to pass off as you. The problem is, they are trashing your reputation, leaving a trail of debt and crimes all over the region. Who is this person, and why are they doing this?

**11 - Drug Addiction.** You are addicted to some sort of drug or alcohol; you are still mostly in control but you cannot spend a day without indulging in your vice. You may choose what substance you're addicted to.

**12 - Phobia.** You are terribly afraid or feel a very strong aversion against something. When confronted with it you react either violently, by running away or by freezing in place. You will avoid the source of your phobia by all means necessary.

**13 - Photo-sensitivity.** After generations of living in a part of the planet with barely any atmospheric light, your eyes have become used to it. The downside of it is that any strong light leaves you temporarily blind. You get used to it after a few minutes, but a strong, bright burst of light leaves you incapacitated for a minute or two.

**14 - Illiterate.** As it's the case with most of the population, you never had any sort of education and never learned how to read. You must rely on the help of others whenever you're doing any type of research that involves books and scrolls.

**15 - Violent.** Maybe you were beaten up as a child, or belong to a tribe that strongly believed in "might is right"; whatever the case, you always tend to solve all problems with violence, unless it is completely evident that you will not fare well. To be clear, you are not suicidal, you simply think that violence is the answer to all questions.

**16 - Coward.** The prospect of dying is the worst thing you can think of. You've heard tales of souls being used in sinister rituals, and you've faced enough undead abominations to know that death generally does not equal rest. You avoid any type of physical danger as much as you can, and you take all sorts of precautions to make sure you'll be on the winning side of a fight.

**17 - Death-wish.** You've seen enough of this ugly world and are just about done with it. You jump into things head-first, without assessing risks or taking any type of precautions. You'll rest when you're dead!





**18 – Superstitious.** You hold the (generally unfounded) belief that a certain act, thing, or place holds control or influence over your actions, the actions of others, and the world. Maybe you need to flip your sword seven times before entering the fray, or you avoid women with white hair; whatever it is, you cannot avoid it and you believe the consequences of doing so would be catastrophic.

**19 – Debt of honor.** Someone in your past helped you to get out of a tough situation; maybe you were rescued from a slave caravan, or were found almost dead and brought to life. You'll need to determine the exact circumstances and the nature of the benefactor; was it a woodwitch that saved you, one that has now been captured and needs rescue? Or perhaps a merchant that freed you and has now fallen from grace, having lost their fortune?

**20 – Too young.** Despite displaying skill and commitment, your young age makes others not take you seriously, forcing you to work and prove yourself even harder in the eyes of most.



## HOME REGION

If you are playing in this book's default setting, the next step is to determine where in the Whiteteeth Peninsula you come from. This is not really relevant but it will give you

some extra information about your character, information you can use to determine their past. Roll on the Home Region table.

D10	HOME REGION
1-2	Everscar Highlands
3-4	Akkar Strand
5-6	Madari
7-8	Deathrot Marsh
9-10	Shadowstretch





## EDGES

Once you know all the details about who your character is, it's time to choose an Edge for them, the thing that makes them stand out a little bit above other inhabitants of the Twilight, helping them in their journeys. You may choose one of the following options:

- a)** 1 Attribute point, to be assigned on any Attribute you want
- b)** 20 skill points, to be assigned

to two different skills of your choosing (10 points on one, and 10 points on the other)

**c)** D6x100 jats

**d)** A magic item (a ring, a pendant, a stone, etc.) that allows its owner to cast a spell randomly chosen from any of the spell tables available, once a day. This spell causes no CP gain and requires no casting roll whatsoever

## MEMENTOS

Finally, you may roll on the Mementos table if you want to start with a random item that can help you flesh out your character a bit further. For the most part, these offer no real

mechanical advantages, aside from maybe being able to sell them or exchange them, but they should provide a piece of extra information about your character's background.

d20	MEMENTOS
1	Teeth necklace
2	Fancy flask (empty)
3	Bone knife, too small to use in combat
4	Desiccated squirrel
5	D4 candles, two of them half melted
6	Bone flute
7	Small pouch filled with aromatic herbs
8	Piece of human leather with a slave merchant's brand on it
9	Child's toy
10	Folded letter; it's been read hundreds of times
11	Pair of well-used gloves
12	Several pieces of blank parchment
13	Pet rat
14	Carved piece of amber
15	Comb made of walrus bone
16	Small idol
17	Nicely crafted ceramic cup
18	Small cask filled with strong alcohol
19	Smelly fur cap
20	A lock of hair



## CHARACTER ADVANCEMENT

As you play the game, your character will slowly accrue Experience Points. Once a character reaches a total of 150 Experience Points (XP), they increase their level by one, and reset their total XP back to zero. **A character will earn 2 XP in these situations:**

- Each time a hex is explored
- Each time a spell is successfully cast. Casting from items does not grant experience since it's the item doing the casting instead of the character
- Each time a trap is dismantled
- Each time Persuasion is used successfully
- Each time a new alchemy recipe is discovered
- Each time a character uses the Sneaking ability successfully (in an actual situation; attempting to sneak while nobody's watching, in the middle of a deserted field, will not grant XP)

Aside from these, **characters will receive 20 XP each time they**

**completely explore a cave or ruins, 5 XP per group of Vermin they vanquish, 10 XP for each Common Foe they defeat, and 100 XP for defeating an Elite Foe.**

### INCREASING AND ACQUIRING SKILLS

Your character starts with only a few skills but during gameplay they will be able to learn new ones and improve the ones they have. Each time a character levels up, they earn 2 Enhancement Points (EPs). With these points you'll be able to purchase new skills and spells or increase the value of existing skills. If you decide to spend EPs increasing a skill, 1 EP equals 10 skill points. You may save EPs or distribute them as skill points, but you must distribute all 10 redeemed skill points at a time and may not save them for later. The cost of each new skill and spell is shown in their corresponding descriptions.

You may also choose to spend any EPs to increase your max Health Points, at a rate of 1 EP per extra HP.



# THE CORE RULES

Now that you have a character ready and know what to expect once you begin playing with it, you are ready to start a gaming session. As a role-playing game with sandbox elements, there are no goals in *Disciples of Bone & Shadow*, other than the ones you set yourself. There is no “winning the game”; you will grow your character, gain new power and wealth, or die a quick death. This chapter details the rules on how your character interacts with the world, detailing the basic gameplay and the most common situations they will find themselves in.

During your travels, there are many different things that can happen; you may need to fight your way into a building protected by enemy cultists, or sneak past some guards while you search for clues about the kidnapper daughter of a Madarian noble. The possibilities are endless, but so are the dangers, so you will need to apply your skills wisely if you want to be successful.

## ATTRIBUTE TESTS

Occasionally, you will need to complete an **Attribute Test**. To do this, you roll a 20-sided die (D20), attempting to roll less than the indicated Primary Attribute to be successful and pass the test. Keep in mind though that **a result of 1 is always a failure!** A few examples of situations where you will need to perform a stat test are being poisoned (CON), trying to open something by force (STR), or avoiding a trap (DEX). Whenever a circumstance arises where you need to perform a stat test, it will explicitly say so.

**Example:** Awon-ra has been captured by the Coven of the Setting Sun and finds himself locked in a room. The room's door seems to be quite old, so Awon-ra thinks he can smash it open. He performs an Attribute Test against his Strength (which is 15). He takes a D20 and rolls a 13, enough to pass the check and smash the door open!

Sometimes an Attribute Test will have a positive or negative modifier. This modifier changes your target number and is calculated before performing the test.

**Example:** After escaping his cell, Awon-ra discovers a trip wire right around the corner, by the proven method of snapping it! He must perform a DEX (-5) Test to avoid being hit by a falling log. Awon-ra has a DEX of 12, but with the modifier applied it acts as a 7! He rolls a 1 on his D20, and even though that was under the modified target of 7, a 1 is always a failure, meaning the log strikes him right in the face.

## SKILL TESTS

The other way your character has of interacting with the world is via skill tests. These work by rolling a D100, and if you roll below the value of the skill you are using, you are successful (on the other hand, rolling 96 or more will always be a failure, no matter your skill value). As we've already seen, skills go from using a weapon, to trying to translate an ancient text, or persuading somebody. For a complete list of skills, see pages 14-21.





On many occasions your skills will be modified by external factors, such as an enemy's own skills, or a specially well hidden item. As always, these special circumstances will always be specified.

### SKILL TESTS & DEGREES OF SUCCESS

For the majority of tests, like any combat rolls or using your tracking skills, it is enough to know whether or not you succeeded or failed. Sometimes, however, it is useful to know how well you succeeded. This is particularly useful with social skills like Persuasion, as it will give you a guideline of how effective you were in your attempt. Measuring Degrees of Success is straightforward; you compare the result of your Skill Test with your percentage chance. For each full 10%, you beat your chance by, you achieve one Degree of Success. It is then up to you (or the GM, if you're playing with one) to interpret these results. Sometimes certain things may require you to succeed by a certain amount of Degrees; this will be pointed out clearly in the rules.

**Example:** Jabul is attempting to craft a wooden statue so that she may sell it at the town's market. She has a Crafting score of 67, and after spending a few hours working on it, she makes a roll; she gets a 34. Comparing 34 to her skill of 67 results in 3 Degrees of Success, since she beat her chances by over 30%. Her player determines that this is a pretty good success, meaning that Jabul managed to craft a real piece of art. She'll fetch a nice price!



#### DEGREES OF SUCCESS

10-20% - Normal

21-40% - Great

41-60% - Impressive

61%+ - Incredible

### PERFORMING ACTIONS NOT COVERED BY SKILLS

When a character needs to perform an action that is not directly represented by a skill, they must use the Attribute they think will be most appropriate. For example, the player wants their character to perform some acrobatic feet. Since there is no Acrobatics skill, the player tests against the character's DEX. As always use logic when judging what requires a roll or doesn't, sometimes it's enough to simply describe what your character does.



**DIFFICULTY**

Some actions may be easier or more difficult, depending on the specific circumstances of the situation. On those occasions, you must assign a difficulty modifier to the check you wish to perform, using the Difficulty Modifiers table.

**DIFFICULTY MODIFIERS**

DIFFICULTY	ATTRIBUTE	SKILL
CHILD'S PLAY	+3	+30
EFFORTLESS	+2	+20
EASY	+1	+10
NORMAL	+0	+0
DEMANDING	-1	-10
HARD	-2	-20
INSANE	-3	-30

For example, aiming at someone in a night with a full moon a hundred feet away would be considered Hard, while shooting at a sitting target ten feet away would be considered Easy. Use logic and common sense to judge each situation accordingly.

You may also want to determine the difficulty of any given task randomly:

D8	RANDOM DIFFICULTY
1-2	Normal
3	Child's Play
4	Effortless
5	Easy
6	Demanding
7	Hard
8	Insane

**OPPOSED TESTS**

When a player is in direct competition with another character (PC or NPC) an Opposed Test takes place to determine who is successful. Whether this is an attribute test (STR versus STR, for example), or Skill test (two characters trying to intimidate each other, 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 Test. If there's a tie of any kind (failure or success), both characters re-roll until there's a clear victor.

*Example: Virra finds herself at a tavern trying to impress a wool merchant she needs to convince she's worthy of hiring as a bodyguard. She gets into an arm-wrestling competition with another patron; this is an Opposed Test: Virra (with a STR of 15) rolls a D20 and obtains a 7, the patron (with STR 12) rolls a 10. Both pass the test, but since the patron's roll is higher than Virra's, he wins the match, embarrassing Virra in front of the merchant, who walks away shaking their head.*





## COMBAT

Exploring the world of the Uzrun brings with it a guarantee that you will encounter beasts, aberrations and abominations that will try to kill you out of self-defense, hunger, or madness. Combat in *Disciples of Bone & Shadow* is fast and brutal; you will usually be able to solve your encounters in a matter of minutes.

The goal of combat is to reduce the opponent's Health Points to 0. Each weapon, spell and ability deals damage (expressed in HP loss) specified by the type of weapon being used, and combatants will take turns attacking each other until one of them collapses.

When confronted with a combat situation, the first thing you need to do is roll for **Initiative**. All enemies have an Initiative stat that goes from 1 to 20; to gain the initiative (and thus attack first) you need to **roll above the enemy's Initiative with a D20**. The combat order changes every turn, so you will need to roll for initiative again after each person has taken a turn. If you are facing enemies with different Initiative values, simply compare your roll with their respective values and arrange the turn order accordingly.

**Example:** Farn is facing some centipedes and a bandit. The bandit has Initiative 8, and the centipedes have Initiative 15. Farn rolls a 13, which means the centipedes will attack first, then Farn, and finally the bandit.

When facing enemies that appear in groups of several individuals (such as Vermin), you only need to roll Initiative once for each set of Vermin, not each creature in the swarm.

As an optional rule, you may want to roll Initiative only once at the beginning of Combat, instead of having it be fluctuating each round, but this may affect how some abilities work.

### AVOIDING COMBAT

If the player wins the initiative roll before the first turn (called the engagement turn), they may choose to avoid the combat by attempting to sneak past the enemy. All enemies have an Awareness stat that is subtracted from the character's Sneaking Skill. For example, if a player has a 50 in Sneaking, and the enemy has 20 Awareness, then the player must roll under 30% with a D100 to pass the test. When facing several enemies with different Awareness values, use the highest value; if the enemy with the keenest senses can't hear you, it's assumed that the rest will not be able to either.

### SURPRISE

If the PCs win the engagement round's initiative by 5 or more (for example, rolling an 18 or more against an enemy with Awareness 13), the PCs enter combat with the element of surprise. This allows them to perform their first attack with a bonus of +20 to their attack skill. On the other hand, if the PCs lose the engagement turn's initiative by 5 or more, they suffer a -20 to their defensive skill (whichever they choose to use) for that first turn, or suffer a -20 to their ranged attacks for the first turn.

### ATTACKING AND DEFENDING

Enemies don't roll for attack or defense; you do not need to roll to play out the enemy's actions. Instead,





the player rolls during their turn to attack with their weapon or spell of choice, then during the enemy's turn the player rolls with their character's Dodge or Parry Skill to avoid being hit by each enemy's attack. When the player fails an attack roll, it's assumed that they missed or the target avoided it, while when the player is successful at a Dodge or Parry test, it's assumed they avoided the attack or that the enemy missed.

All enemies possess a Defense (DEF) and Offense (OFF) stat. An enemy's Defense is used when you are attacking to subtract it from your Attack skill (whichever you may be using at that moment). Its Offense is used when you are rolling for Parry or Dodge, by subtracting the enemy's Offense from your Defensive skill.

**Combat example:** Mara is exploring some forgotten, twisted ruins when she suddenly sees a figure approaching from the end of the hallway. It's a Sharani, so she prepares for combat. The Sharani has an Initiative of 16; Mara rolls a 17, which means she will attack first. Since it's the first turn and she has won the initiative roll, Mara may choose to avoid the combat all together and sneak past the Sharani. She decides she's ready to fight though, and takes out her trusty sword. Face to face, she performs an attack using her One-Handed Melee Weapons Skill. She has a value of 43 in the skill and the Sharani has a Defense of 20, meaning her target number is 23 or below. She rolls a 67, failing the attack. It's now the Sharani's turn to attack! Mara has a Dodge skill of 46, and the Sharani's Offense skill is 20 so her target number is 26. She rolls a 24, diving out of the way of the Sharani's blade. Mara is going to have to keep her luck going if she wants to get out of this alive.

Lastly, remember that it's likely your party is comprised of more than one character, so you must distribute incoming attacks evenly among your party (unless specified otherwise). For example, if your party consists of two adventurers facing four opponents, each adventurer will be assigned two opponents. In case of odd enemy numbers, randomly determine which adventurer is attacked. Remember though that while fighting in corridors only two adventurers may be in the front row (unless the GM or logic determines otherwise), any other adventurers will not be able to attack (unless they're using a spear or ranged weapon) or be attacked (unless specified). Enemies with multiple attacks will spread their attacks evenly among the character players.

### COMBAT ACTIONS

A character may take actions besides attacking during their turn in a combat situation: They can swap weapons, use an active skill, cast a spell, use any item, or interact with anything. These are all actions that take the whole turn to perform, which means the character will not be able to attack.

### CRITICAL SUCCESS AND FAILURE

While in a combat situation, a character may perform in such a fantastically good or bad way that it will result in special outcomes. When a PC is trying to avoid damage from an enemy's attack by using the Dodge or Parry skills, if they were to roll a critical failure (a roll of 96+), they will immediately receive the maximum damage possible, no damage roll required. That means a PC critically failing to dodge an attack that would have inflicted D10+5 damage would receive 15 HP of





damage. If you are unfortunate enough to get a critical failure while attacking you will drop the weapon, deal no damage, and you will need to spend the next turn recovering it.

On the other hand, when a PC rolls below 10% on an Attack skill, the attack becomes a critical hit and deals the maximum damage possible. Critical successes also apply to defensive rolls. A critical success while parrying an attack allows you to counterattack immediately, granting you a free attack with the same weapon which deals half the normal damage. Scoring a critical success with a dodge guarantees you win the next initiative and grants you a +10 to attack skills next turn.

**Example:** Adisa has an Unarmed skill of 43. He is facing a Bandit armed with a short sword. The enemy attacks first, and Adisa rolls a 96! Despite having a skill of 98 in Dodge, this is an instant failure, and he receives 7 HP damage (due to the enemy's damage of D6+1). Stumbling (and Bleeding from taking maximum weapon damage), he throws a punch, rolling a 3. This is less than 10, meaning he also scored a critical hit, dealing max damage to the Bandit.

These rules only apply to combat-related skills (including Passive Abilities), not to spells.

#### RETREATING FROM COMBAT

There will be occasions when your only chance of survival is to try to escape, even if you're already in combat with an enemy. A PC may attempt to disengage from combat by performing a Dodge skill test during their turn; this is the only action they may take during their turn. A success grants a free attack to all enemies they are engaged with, but the PC

may attempt to dodge each one of them. Enemies will pursue though, so the PC must successfully pass a DEX test in order to outrun them. If they fail, the enemies catch up and the combat starts anew.

#### ATTACKING A HELPLESS TARGET

Attacking a target that cannot defend themselves (such as a sleeping or paralyzed target) grants the attacked +50 to the attack roll and an automatic critical hit.

#### RANGED COMBAT

Most of the combat in Disciples of Bone & Shadow takes place in tight quarters, where mobility is compromised and parties enter melee combat very quickly. Still, ranged combat becomes very useful when you find yourself in an open field; after all, if you can shoot a few arrows at a coming enemy before having to switch to melee it may give you the winning edge you need.

- When a character wielding a ranged weapon faces an opponent trying to engage in melee combat, their own speed and ability to stay out of danger (whether this means firing from a great distance while moving backward in a field, or vaulting and dodging away in a tight catacomb) plays a huge role. This is reflected in the game by the following table.

DEX SCORE	NUMBER OF RANGED TURNS BEFORE MELEE
13-15	1
16-17	2
18+	3

What this means is simple; the higher a character's DEX score, the longer they can keep the enemy at





bay, and themselves out of melee combat.

In case a character using a ranged weapon loses the Initiative during the first turn of combat, the number of free ranged attacks before being forced into melee is reduced by one. If a character is surprised in combat but still in a ranged combat situation, said character suffers a -20 to their first attack roll.

#### **FIGHTING LARGE VERMIN GROUPS (OPTIONAL RULE)**

Sometimes fighting against large groups of vermin can become both cumbersome and even tiring, due to the many rolls and results to keep track of. That is why someone may choose to do once the defensive roll for the whole group, instead of against each individual separately. So, for example, if a player is facing six Madari Rats and it's the rats turn to attack, the player would only roll defense (Dodge or Parry) once for the whole group, instead of having to roll six times. If the same player is facing against six Madari Rats while controlling two separate characters, they would have to roll once per character, since half of the rats would attack one character and the other half the other, per usual. The downside of this is that a failed defensive roll would automatically

mean the character who failed to dodge or parry would lose an amount of HP equal to the number of vermin left in the group, multiplied by their individual damage; in the case of the player facing the six Madari Rats, this would mean they would receive 12 damage: 2 (the amount of damage a single Madari Rat deals) multiplied by 6 rats. It's up to each player to determine if they want to sacrifice survivability for convenience.

In order to simulate how a single swing may take out several smaller creatures at once, all excess damage dealt to a single individual from a vermin group is transferred to the next one. So if, for example, a single Centipede's total HP is 2 and a character deals 10 damage to it, they will kill that first Centipede and deal 8 damage to the next one(s).

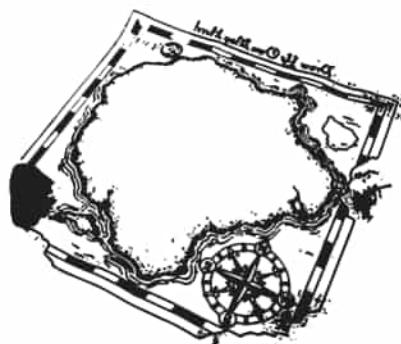
#### **ENEMY MORALE**

- When a Beast or Humanoid enemy reaches 1/4th of their total Health (when facing a single enemy), or half their total numbers (in the case of groups), they must perform a Morale Test. This is done by performing a WIL test, if they fail the enemy will run away.

- The Player Characters engaged with a fleeing opponent have one last chance to strike them down: they may perform an instant free attack. A hit roll is still required, though.

- The PCs may attempt to chase down the running opponent(s) by performing an Opposed Test (page 40). If the PCs win they catch on and the combat begins anew; if the enemy wins, they've managed to get away.

- When an enemy manages to escape, the characters facing them are considered the victors and as such, they earn the appropriate amount of Experience Points. There is no loot left behind, though.





## HEALING

Death comes swiftly in Uzrun; if a player character's HP reach zero, they are dead. The rest of their party may try to find a way of bringing them back to life, but this is never easy. Aside from using magic (spells or items) or potions, the only way a character can recover from their wounds is via rest and the First aid skill. When using First aid, a character may heal themselves or another character D6 HP after a successful skill check. This may only be attempted once per character and wound. For gameplay purposes we consider a wound to be all the damage a character receives from one same source, be it a trap, poison, or a combat session (even if the combat was against several opponents).

- First aid may only be used out of combat.
- For each full day of complete rest, a character may recover 5 HP.

### CONDITIONS AND OTHER EFFECTS

During a fight (and sometimes outside of it), certain situations may harm your character in a way that differs from direct damage; spells, attacks and other things may inflict negative statuses that can only be removed in specific ways. The following conditions are the most common:

**- Bleeding:** This condition will make a character lose 1 HP/turn. If a weapon deals its maximum possible damage (for example, dealing 12 damage on a weapon that attacks for D10+2), the character will gain the Bleeding condition. Use the First Aid Skill to remove the Bleeding condition from a character.

**- Blinded:** While fighting or searching in the dark, all characters (unless they have special equipment or are under the effects of a spell or skill) suffer a -30 to all stats. This includes combat and any sight-related skill. Use common sense when applying this rule!

**- Burning:** A burning character will lose 2 HP/turn for D10 turns.

**- Chilled:** Suffering from this condition causes a character to always lose initiative tests. Pass a CON test to remove this condition after the first turn. If failed, try again every turn until successful.

**- Freezing:** Afflicted has -20 to all skills and acts last during combat. The only way to remove this condition is by warming up thanks to a source of heat. Freezing for more than 2 hours will cause the character to become hypothermic, making them lose any sense of reality and suffer -80 to all actions.

**- Infected:** One of the character's wounds is infected. If the wound is not successfully treated with First Aid in the next 20 hours their CON is reduced by one *permanently*.

**- Poisoned:** A poisoned character will lose 1 HP/turn until healed. Pass a CON test to remove this condition after the first turn. If you fail, the only way to remove this condition is with a spell or an antidote (or some special artifacts).

**- Rot:** A character afflicted by Rot loses X amount of CON (determined by the circumstances) until a First aid skill test is passed or some type of





cure is taken. The character may resist Rot if they successfully pass a CON test.

**- Stunned:** When a character (PC or NPC) rolls doubles after a successful attack (or a PC rolls doubles after failing at a defensive maneuver), they have been stunned, losing their next turn.

**- Drowning:** If a character spends longer than a minute without oxygen, they must perform a CON test every round. With each consecutive round the difficulty of this test increases, starting from normal in the first round. For each time a character fails this CON test, they receive D4

damage. This damage is cumulative, meaning that the first time they fail it will be D4, the second 2D4, the third 3D4, and so on.

Anyone, whether they are a Player Character, an NPC or an enemy of any kind, may be affected by these conditions. Follow the rules above regardless of who is suffering the condition (unless the character in question is immune to a specific condition).

A player character may attempt to remove a condition once per 10 min., be it Bleeding, with First Aid, or any other through the use of magic or potions.

## SPECIAL CHARACTERISTICS

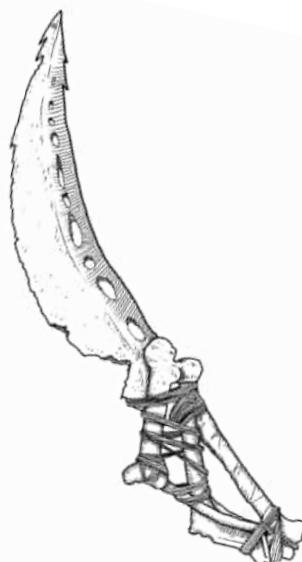
Some weapons and enemies possess special powers or abilities that give them an edge during combat. These are the most common ones:

**- Bonus Armor (X):** This grants the user or creature armor points that absorb all incoming damage. The number between brackets indicates the number of damage points blocked per attack received.

**- Leech (X):** The ability to drain the lifeforce of another creature and use it to recuperate lost health. The number between brackets indicates the amount of HP recovered per attack.

**- Armor Penetration (X):** This allows the character or creature to pierce through armor. The number between brackets indicates the number of armor points that are ignored per attack.

**- Speed (X):** Grants the user a bonus to Initiative rolls equal to the number in the brackets.





Mr. Schaff  
15.06.20

# MAGIC

Magic is a very dangerous and fairly rare thing in the Fractured Dominion (and beyond). It is usually associated with Tyrants and their masters the Primordial Ones, which means that a person seen casting a spell near civilization will either be treated with respect and fear, or killed, depending on their proximity to a Tyrant's domain. Those who deal in these forbidden arts will doubtless end their days as one of the countless abominations that roam the Savage Sands... Despite this, power calls to many who search forgotten ruins hoping to find tomes of power containing the secret to becoming a Tyrant themselves, or at least to living a longer, easier life.

The most common way for player characters to obtain a spell (aside from some starting archetypes) is by finding a scroll or tome of spells. Once a character finds a spell they want to learn, they must spend the EP cost to obtain it. This will grant the character a single use of that spell per day or adventure. Further daily uses may be purchased at a cost of 1 EP, regardless of the initial EP cost. If a character doesn't have enough EP to learn a spell right away, they may simply keep the scroll or tome in their inventory until they are ready to learn it. Only one character may utilize a scroll or tome to learn a spell, and the object is destroyed in the process.

A darker and even more forbidden form of Primordial Magic is Blood Magic. This twisted art requires the caster to spill their own blood to cast spells. This is done by

sacrificing Health Points, as described in each Blood Magic spell.

## CORRUPTION

Each Primordial spell has a Corruption Level (CL). Each time a player character casts a spell, they must roll against this number, targeting the number or above. For example, the CL of Shadow Flames is 6, which means the character must roll a 6 or more with a D10. If the character fails the roll, the spell still works (unless the result was 1) but they also gain 1 Corruption Point (CP).

There are a few ways of keeping corruption at bay, but the most common ones are defeating a Tyrant, or by assisting others in a way that involves no self-benefit or causing harm to the innocent (no problem with getting paid to do some good, though). **Player characters that defeat a Tyrant** may remove 2 CP.

Once a character reaches their Corruption Maximum, they are irredeemably lost and should be considered dead. They may not be resurrected in any way because they are not actually dead, they have simply become another pawn of the Primordial Ones.

## LEARNING A SPELL

Once a character obtains a spell they want to learn and have the EP necessary to learn it, they must perform an INT Test. If they pass, they learn the spell. If they fail, their mind is flooded by visions not intended for the human mind, and they gain 1 Corruption Point. They





may re-try learning the spell a full day later. If this is the end of your gaming session for the day, you may simply roll until the character passes the Skill Test, adding 1 CP per failure.

Note that EP is not spent until the spell is successfully learned.

#### PRIMORDIAL SPELLS

When randomly rolling for a Primordial spell, you may choose which table to roll on.

D12	PRIMORDIAL SPELLS - I
1	Inner Flame of X'rn
2	Enthrall
3	Will of Gutha
4	Eye of the Storm
5	Shield of Iniquity
6	Materialize Shadow
7	Shared Corruption
8	Unlock
9	Curse of the Black Hand
10	Chains of Urthan
11	Dispel Death Magic
12	Water Lungs

D12	PRIMORDIAL SPELLS - II
1	Bind Death
2	Breath of C'athrhi
3	Cauterize
4	Elemental Immunity
5	Cleanse Poison
6	Find Traps
7	Invisibility
8	Orb of Light
9	Pain Transfer
10	Regeneration
11	Shadow Flames
12	Viper Strike





## PRIMORDIAL SPELLS

### **Bind Death**

Cost: 1 EP / CL7. Blood Magic.

For each Health Point the caster sacrifices, they deal 2 direct damage to an undead enemy.

*Tentacles of blood shoot from the caster's arms.*

### **Breath of C'athrhi**

Cost: 2 EP / CL8. Blood Magic.

The caster sacrifices 5 HP, and deals D8 damage to each enemy in a 10 feet radius.

*A red mist manifests and embraces nearby enemies, poisoning them, quickly disappearing shortly after.*

### **Cauterize**

Cost: 1 EP / CL4.

Heal D10+L HP from one character.

*A searing, hellish heat closes the character's wounds.*

### **Chains of Urthan**

Cost: 3 EP / CL: 8

Duration: 10 minutes or until the end of combat, whichever occurs first.

Takes complete control of any Abomination (only affects Common Foes or Vermin).

*A tear in reality, opens, with tentacle-like chains sprouting out of it, linking together the caster and its target. The target can only but obey all commands issued by the caster. This spell was created by Urthan Fleshwarper to be able to better control his creations.*

### **Cleanse Poison**

Cost: 1 EP / CL4.

Remove the poisoned effect from one character.

*The caster summons a black needle that digs into the character's flesh, cleansing it from poison.*

### **Curse of the Black Hand**

Cost: 2 EP / CL: 8

Duration: 1 month

The target suffers a -5 DEX and any plant that it touches immediately rots, even through gloves.

*This curse, also known as the Farmer's Death, was created by followers of the Defiler, who see agriculture as the basis of civilization. By spreading this curse they stop farmers from being able to work the fields, thus starving populations and forcing them to disband. The target's hands become completely black while affected by this curse, which is permanent unless some sort of cure is found.*





### Dispel Death Magic

Cost: 2 EP / CL: 7

Dispel the effects of a Death Magic spell. It may not revert the effects of a permanent spell, and cannot be used as a counter to an attack spell.

*A black cloud surrounds the target, visibly corroding the effects of the death magic.*

### Elemental Immunity

Cost: 2 EP / CL6.

Duration: 1 full combat

The caster becomes immune to all elemental-based effects and conditions (Burning, Chilled, etc.).

*A dark caparace surrounds the caster, only to fade in a mist of dust moments later.*

### Enthrall

Cost: 2 EP / CL: 6

Immediately persuade a target of anything, as long as it does not hurt them, someone or something they care of.

*A yellow floating eye manifests for a second, its gaze focused on the victim's eyes. It dissolves as quickly as it appears, turning into a yellow current that flows into the victim's eyes, leaving them blank and open to suggestions.*

### Eye of the Storm

Cost: 2 EP / CL: 6

Duration: 5 rounds

All projectiles targeting the caster are immediately stopped.

*A violent wind manifests, with the caster at its epicenter. While the caster is completely unaffected, any arrows or other projectiles entering the gale are hurled away, leaving the caster unscathed.*

### Find Traps

Cost: 1 EP / CL4

Duration: 4 hours

The caster can detect any traps before they are activated. Notice that this does not mean the trap is neutralized. The party will still need to find a way to disarm it, or they may simply avoid the area where the trap is located.

*A nauseating sensation invades the caster while in the proximity of a trap.*

### Inner Flame of X'rn

Cost: 1 EP / CL: 4

Remove any conditions from a single target

*A burning sensation rushes through the target's body as if their organs had just burst into flames. After a few seconds of pure agony, the body is returned to balance, unharmed.*





### Invisibility

Cost: 1 EP / CL6

Duration: 1 turn

The caster becomes invisible and may sneak behind the enemy. Your next attack is an automatic critical success, and enemies can't target you that turn.  
*The caster's shadow envelopes them, making them disappear to the naked eye.*

### Materialize Shadow

Cost: 3 EP / CL: 8

Duration: 10 minutes or one combat, whatever happens first

Creates an exact copy of the caster, with the same stats and equipment, but with only 10 HP. the shadow will obey simple orders, such as "attack" or "enter this room".

*The caster's shadow swallows up, slowly draining the surrounding shadows into itself until it gains tridimensionality. It will mirror all the caster's physical actions.*

### Orb of Light

Cost: 1 EP / CL6

Duration: 4 hours

This spell creates an orb of light, allowing the caster and their group to see in interior settings and during the night without torches or lamps.

*An orb of bleak light appears, floating in front of you like a sick, otherworldly firefly.*

### Pain Transfer

Cost: 2 EP / CL7. Blood Magic.

For each Health Point the caster sacrifices, 1 direct damage is dealt to an enemy.

*The caster slowly crosses their arms with a sharp blade, letting the blood drip to the floor where it bursts into flames.*

### Regeneration

Cost: 2 EP / CL5.

The caster heals D10+L of their own Health Points, at a rate of 2 per turn.

*A crust of living shadow forms around the caster's wounds, pulsating but soothing the pain.*

### Shadow Flames

Cost: 2 EP / CL6

Shadow Flames deals HP damage to an enemy, equaling the caster's INT.

*Flames made of shadows jump from the darkest corners of the room, engulfing the target.*





### Shared Corruption

Cost: 2 EP / CL: 6

The caster may transfer into themselves D4 CP from another target.

*With an agonizing pain, the target's corruption is forced out from the depths of their soul, slowly coagulating as a cloud of flies above them. Once the corruption has been drained out from the target, the flies swarm into the caster's mouth, nose and ears, temporarily choking them.*

### Shield of Iniquity

Cost: 2 EP / CL: 6

Duration: Until the end of combat

+20 Parry

*A black tear in the seam of reality manifests attached to the caster's arm, deflecting any attacks as if it were made of solid steel.*

### Unlock

Blood Magic

Cost: 2 EP / CL: 5

Unlocks a locked door or container; the caster must sacrifice 1 HP.

*This spell requires the caster to spill their blood unto the locked mechanism, which then corrodes it from within, unlocking it.*

### Viper Strike

Cost: 1 EP / CL4

Immediately apply Poison to one target.

*A giant scorpion tale made of shadows emerges from a fissure in the fabric of reality, striking the caster's target before disappearing.*

### Water Lungs

Cost: 2 EP / CL: 5

Duration: 20 minutes

This spell allows the caster to breathe water, but not air.

*A black cloud appears in front of the caster, who inhales it. After a minute of holding their breath, gills will appear on the caster's neck, allowing him to breathe underwater.*

### Will of Gutha

Cost: 2 EP / CL: 9

Duration: 1 hour

Completely takes over the mind of the target, who will obey any command issued by the caster.

*Ethereal tentacles burst from the caster's mouth, burrowing themselves into the victim's temples. A slight purple glow in the back of the victim's eyes is all that betrays them as a mindless tool. The victim wakes up an hour later, without any recollection of what they've done or what has happened.*





### DEATH MAGIC

Although the most prevalent form of magic in all of Uzrun is Primordial Magic (the Dark Gift), it is not the only one. Korian Necromagic, brought to the Whiteteeth Peninsula by the Suth empire, rules over death and it's strongly opposed to the Primordial Ones, who see it as a direct threat to their power. Death has no will, and as such, it is incorruptible, which makes it beyond the control of the Primordial Ones, whose ultimate desire is to engulf all of creation into their void.

Although Death Magic does not corrupt the soul, its wielders pay a different price for its power; it slowly but surely ravages the body, causing the body to suffer and be eternally marked by death. A character must successfully pass a Death Magic skill test and pay the cost described on each spell to be able to cast it.

D12	DEATH SPELLS
1	Decay
2	Control Undead
3	Tongue Rot
4	Mind Erosion
5	Dreadblade
6	Necrotic Armor
7	Necrotic Purification
8	Reverse Death
9	Aura of Fear
10	Thousand Arms of Geoth
11	Dispel Primordial Magic
12	Life Stealing





## DEATH SPELLS

### Aura of Fear

Cost: 2 EP. Casting cost: 2 HP

Duration: 10 min. or until the end of combat

All characters surrounding the caster suffer -20 to all actions. Does not affect Undead, Abominations, or Plants.

*A twisted, demonic visage, the personification of death and decay, hovers above the magician's body, emanating a fear so terrible that causes all those who see it to tremble in horror.*

### Control Undead

Cost: 2 EP. Casting cost: 5 HP per TL

Duration: 1 hour

The caster gains control over an undead, as long as it's not being already controlled by another magician. The undead will obey simple commands, such as "attack", or "wait here".

*Shadowy, cadaverous hands shoot from the soil, surrounding the undead and taking hold of the creature's arms, legs, and head. They disappear in a cloud of black smoke moments later.*

### Decay

Cost: 2 EP. Casting cost: 2 HP per CON lost

Causes Rot (x), based on the amount of HP sacrificed. 2 HP will cause 1 CON loss, 4 HP will cause 2 CON loss, etc.

*The magician causes their victim to slowly rot and decay, as their skin turns black starting from the feet.*

### Dispel Primordial Magic

Cost: 2 EP. Casting cost: 3 HP

Dispel the effects of a Primordial Magic spell. It may not revert the effects of a permanent spell, and cannot be used as a counter to an attack spell.

*A purple haze surrounds the target, visibly corroding the effects of any Primordial magic.*

### Drain Life

Cost: 4 EP. Casting cost: 1 CHA

The caster steals 10 years of life from a humanoid living target, who visibly ages that much, while the magician remains the same age, having simply extended their lifespan.

*The death magician casts his shadow towards their victim, enveloping it with it in a deadly embrace. The target rapidly begins to age, as the magician's shadow swells with power. After a minute, the shadow will return to the magician, fusing with them and granting them the stolen years.*



**Dreadblade**

Cost: 2 EP. Casting cost: 3 HP

Duration: Until the end of combat

Causes a bladed weapon to deal 2 extra damage.

*The magician covers the blade with their blood, which quickly turns black and is absorbed by the blade, giving it a slight black glow.*

**Mind Erosion**

Cost: 2 EP. Casting cost: 5 HP

Duration: Permanent

Causes the target to forget the events of the past hour.

*A shadow-like spiral appears, quickly entering the target's ear, whose eyes turn temporarily black before returning to normal.*

**Necrotic Armor**

Cost: 2 EP. Casting cost: 2 HP

Duration: until the end of combat

Grants the magician Armor (1).

*A thick exoskeleton protrudes from the magician's body, covering their vital organs and offering protection.*

**Necrotic Purification**

Cost: 2 EP. Casting cost: 3 HP

Cleanses the caster's body of all illness and poison.

*The magician temporarily dies, causing all negative effects that they suffered from to lose potency.*

**Reverse Death**

Cost: 2 EP. Casting cost: 1 CON

The caster may return a dead character to life. Both the magician and their target lose 1 CON, permanently. This is a complex ritual that requires 1,000 jats in materials and a whole day to cast. Requires that the caster is under the effects of starvation. The target's wounds must have been patched up before casting this spell, otherwise, they'll simply die again.

*After a whole day of ritual chanting and fasting, the magician pulls the target's soul forcibly back into their body, bringing them from the other side.*

**Thousand Arms of Geoth**

Cost: 2 EP. Casting cost: 3 HP, + 1 HP per extra round

Duration: 2 rounds

The target becomes trapped, unable to move. Must pass a STR (-5) test to break out.

*Cadaveric arms burst from the soil, trapping the target and immobilizing it for the duration of the spell.*



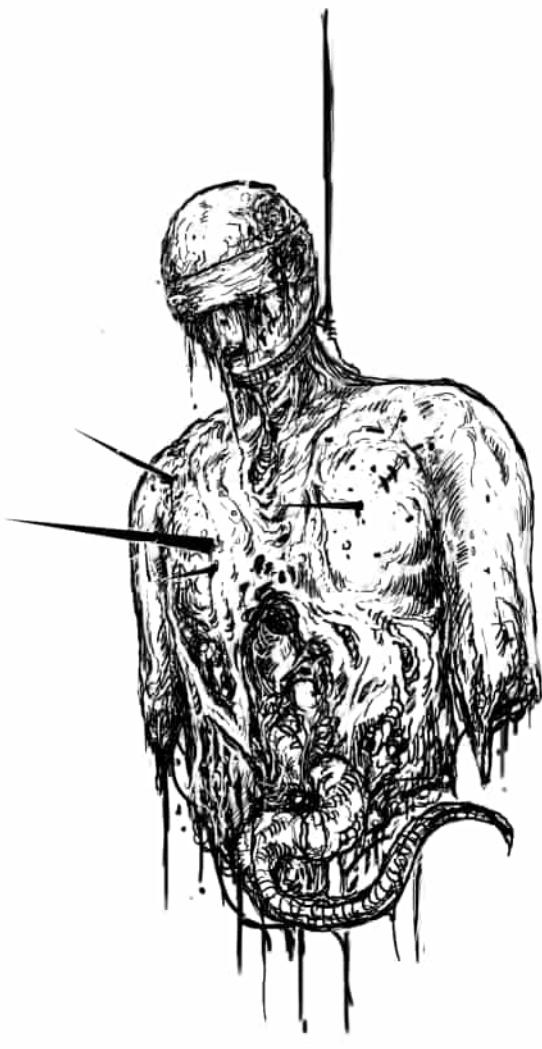
**Tongue Rot**

Cost: 2 EP. Casting cost: 5 HP

Duration: Permanent

Causes the target's tongue to rot over the course of a week, causing the loss of speech.

*The target's body turns black and purulent over the course of a week, with worms burrowing their way out occasionally. After the week passes, the tongue falls off, completely putrefied.*





D12	PRIME UNDEAD TRAIT
1	<b>Grave Rot:</b> The undead's attacks cause Rot (5). Non-stackable
2	<b>Bone Armor:</b> The undead gains Armor (1)
3	<b>Sacrificial Pact:</b> The Deathwielder may terminate their Prime Undead to completely heal themselves
4	<b>Necrotic Regeneration:</b> The undead heals 1 HP/turn
5	<b>Chill of the Grave:</b> The undead has a 5" aura that causes Chilling on all creatures around it. This does not affect its master
6	<b>Bone Claws:</b> The undead's bones are sharp and claw-like, allowing it to deal an extra +1 damage per attack
7	<b>Heartstop Aura:</b> The undead has a 5" aura that causes enemies to lose their OFF bonus
8	<b>Speed of Decay:</b> The undead may attack twice each turn
9	<b>Will of the Unlife:</b> When this undead is destroyed in combat, its bones will shatter and animate, continuing to deal 2 damage per turn to all enemies until the end of combat as they slash and cut their master's opponents
10	<b>Remorseless Scion of Death:</b> This undead's original form has been reinvigorated in death, granting them +10 HP and +10 OFF and DEF
11	<b>Contagion:</b> This undead causes its target to rapidly decay, receiving 1 damage per turn after being damaged by the undead for the first time. Nonstackable
12	<b>Bone Thorns:</b> Enemies receive 1 damage each time they attack this undead

### NECROMANCY

Necromancy is a form of Death Magic that specializes in creating and controlling undead minions. Necromancers may resurrect any fallen Common Foe to fight for them, or create a more permanent minion with unique capabilities.

- **Cadaverous Command:** This skill allows a Necromancer to reanimate a recently deceased Beast or

Humanoid to fight by their side for 1 hour/level. The newly created undead will have the same stats as it had while still alive. Only one minion may be maintained at the time per every 10 full levels. This means that, for example, a level 13 Deathbinder may have 1 minion, a level 28 Deathbinder may have 2 minions, etc. This is the case regardless of when one becomes a Necromancer; a fresh level 50 Deathbinder will be able to





control 5 undead minions right away, for example.

**- Create Prime Undead:** This skill allows a Necromancer to create a special kind of undead minion, one that retains some of the cognitive abilities it had while living and possesses unique powers as well. Prime Undead do not decompose after time as normal undead do, but only one can be controlled at once. Upon creation, the Prime Undead is granted a unique random trait from the Prime Undead Trait table.

Prime Undead start at level 1 upon being brought to unlife. They will receive half of all the XP their master receives (so if the Necromancer receives 20 XP, the Prime undead will receive 10 XP. This is not subtracted from the Necromancer's total), and may level up to a maximum of level 10, requiring the same amount of XP to level up as their master does. Each time they increase their level, roll on the Prime Undead Trait table to determine what new ability they have developed; re-roll if the result is an ability already possessed by the undead.

A Necromancer's max HP is reduced by 3 per each undead minion under their control, due to the blood link created in order to control them.

For combat purposes, all undead minions possess 50 OFF and 50 DEF. This is used to perform attacks, the same way a PC would use the One-Handed Weapon or Dodge skills, for example. An undead of any type will not retain any special abilities it had in life.

Undead minions cannot be healed, which causes them to slowly deteriorate combat after combat. The only exception to this are Prime

Undead with the Regeneration skill. All undead are immune to poison disease, rot, and can "see" in the dark.

All undead minions understand basic commands (follow me; attack, etc.), with Prime undead being able to perform more complex tasks (follow that target and set up an ambush; take these potions back to our hiding spot; drag me out of a fight if I go down; etc.).

**Note:** Being seen with an undead servant is not well received anywhere in the Twilight; Deathbinders will be attacked on sight if they cross their path with a group of humans while accompanied by any of their undead minions.

### USING MAGIC ITEMS

Magic items are a rare find in the Whiteteeth Peninsula, and rarer still is finding someone who can recognize them for what they are and know how to manipulate them. Although some artifacts have a mind of their own and use their magical properties instead of the item's owner, others require a person to actively manipulate the item in such a way that it will activate it. In order to use a magic item that requires activation of some sorts (such as the *Mantle of Multitudes*), a character must first pass an INT test. If they fail, the item does not activate.

- The first time a magic item with an activation is used, an INT (-3) test must be passed

- Subsequent uses of the item still require a test of INT (+5)

As we mentioned though, this only applies to items that require conscious activation. Certain magic effects on items do not normally require a test, they include:

- Items that operate constantly: a





"Cloak of Invisibility", "Ring of Initiative", etc.

- Bonuses built into items: Bonuses on weapons, bonuses on armor, spell adders (+X daily casts of a spell), etc.

- Magic effects in intelligent items: Intelligent items can cast the spells that they contain when instructed by a wielder.

### RESISTING MAGIC

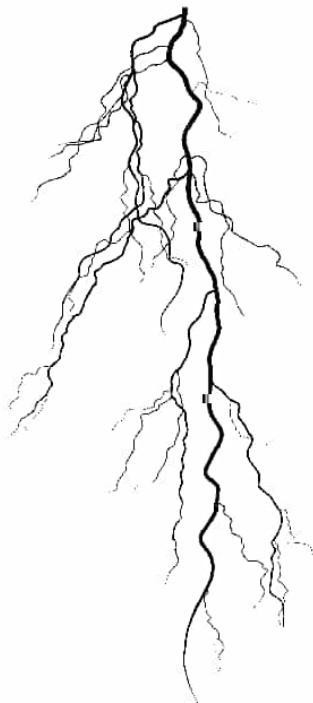
When a character (player or otherwise) is the unwilling target of a spell, there is a possibility that they'll be able to resist its effects. To find out, we compare the caster's WIL to that of the target and roll a D10. We then compare the result to the table below; if the D10 roll is higher than the number given by the table, the spell is resisted.

RESIST MAGIC	
Caster's WIL is <b>four or more points lower than</b> the target's WIL	<b>1+</b>
Caster's WIL is <b>three points lower than</b> the target's WIL	<b>2+</b>
Caster's WIL is <b>two points lower than</b> the target's WIL	<b>3+</b>
Caster's WIL is <b>one point lower than</b> the target's WIL	<b>4+</b>
Caster's WIL is <b>equal to</b> the target's WIL	<b>5+</b>
Caster's WIL is <b>one point higher than</b> the target's WIL	<b>6+</b>
Caster's WIL is <b>two points higher than</b> the target's WIL	<b>7+</b>
Caster's WIL is <b>three points higher than</b> the target's WIL	<b>8+</b>
Caster's WIL is <b>four points higher than</b> the target's WIL	<b>9+</b>
Caster's WIL is <b>five or more points higher than</b> the target's WIL	<b>10+</b>

If the caster is casting a spell that deals direct damage, the target suffers a -5 to their WIL before being compared to that of the caster.

### MAGIC AND ARMOR

When an offensive spell targets a character (player or otherwise) wearing armor, it may or may not bypass the armor's protection, depending on the type of spell. The best thing in these situations is to use logic; is it a spell that boils the blood? Then the fact that a character is wearing armor probably will not help him avoid damage; is it a wave of raw power that hits the body? Then the armor will help absorb part of the damage.





## INTELLIGENT ITEMS

There are some rare artifacts a character may come across with that possess an intelligence of their own. Perhaps it was intentionally created that way, to manage great power and give the item a true purpose, or perhaps it was the result of an exceptionally powerful item absorbing traits from its owner; whatever the case, these are always extremely powerful (and dangerous) items. Items possessing an intelligence almost always possess a strong will as well, and attempt to veer its current owner towards its own goals and agenda. These vary

from item to item and are detailed on each item's description.

### WILL CONTEST

All intelligent items possess a WIL stat; this represents their strength of mind and capacity to impose their own will over that of their owner. The very moment a character touches an intelligent item, a Will Contest takes place: each side (the character and the item) rolls a D100 and adds their WIL to the result. We then compare the result to the following table (read the result as item's roll minus the character's roll):

**100+ Item Masters Character:** The character is completely under the sway of the item and will pursue its goals and purposes. The item receives a permanent +25 bonus in all future Will Contests with this character. If the item is separated from the character, the character will desperately seek to get it back. The character may attempt to release themselves from the item's control by having a Will Contest once a month, or if forcibly separated from it for a week.

**60+ Item In Control:** The character makes a valiant effort to resist, but they are under the item's control and will pursue its purposes. The character may initiate another Will Contest in a week with an additional +10 bonus to their roll.

**40+ Character Struggling:** The item is gaining influence over the character; the item is in control but the character may initiate another Will Contest in a day with an additional +25 bonus to their roll.

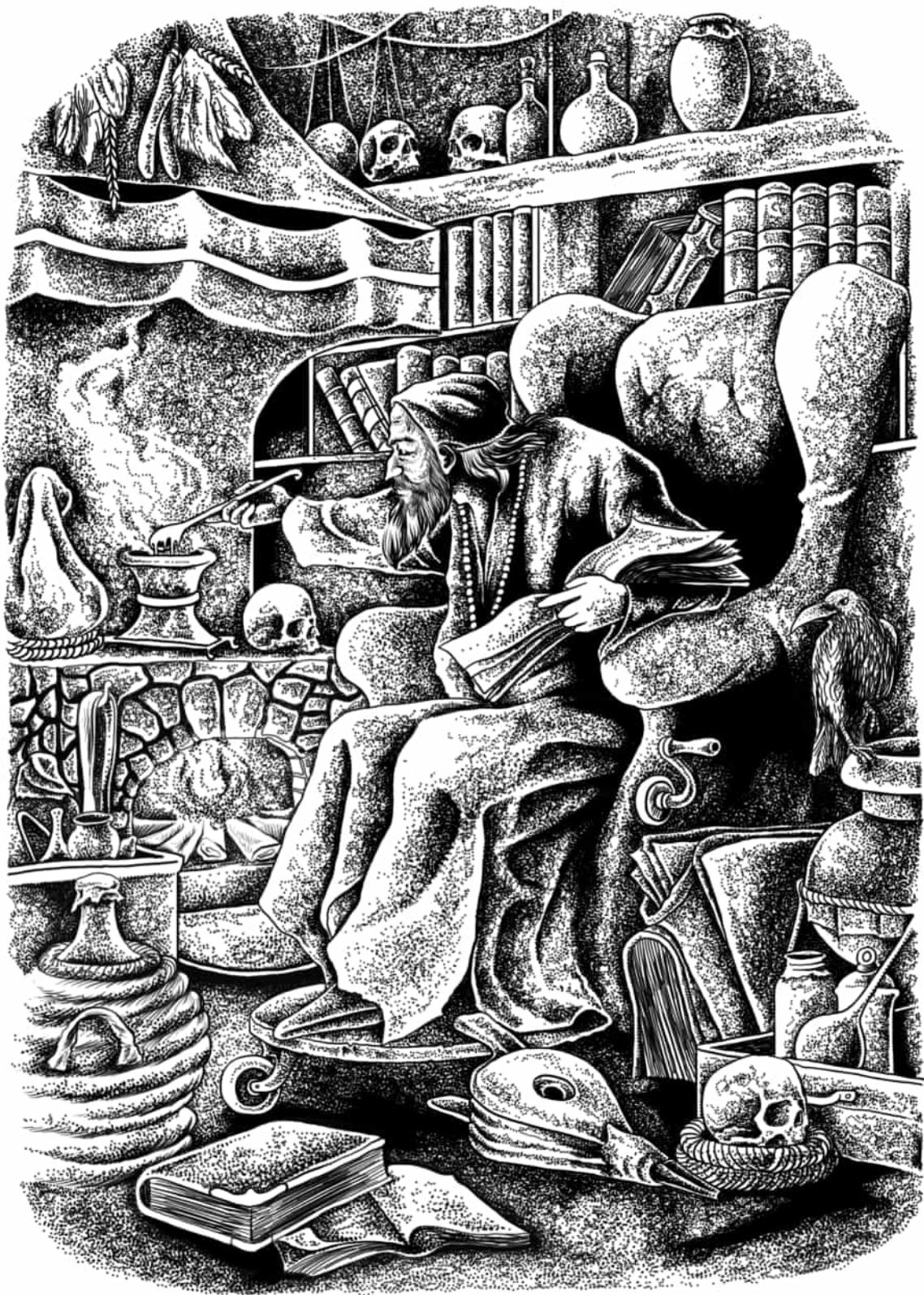
**25 - (-25) Contest In Question:** There is no clear winner, so for the moment the character may wield the item as they desire. A new Will Contest will take place in a month.

**-40 Item Struggling:** The character is gaining influence over the item; the character is in control but the item may initiate another Will Contest in a day with an additional +25 bonus to their roll.

**-60 Character In Control:** The item makes an effort to resist but is under the character's control. The item may initiate another Will Contest in a week with an additional +10 bonus to their roll.

**-100 or less Character Masters Item:** Item is completely under the control of the character. The character gains a permanent +25 bonus for all future Will Contests with this item. The item will attempt a Will Contest once a month.







## ALCHEMY

When a character successfully uses the Herb Lore skill to find useful plants (with healing, poisonous or recreational properties), they must roll a D10 to determine how many useful doses they have found. These plants may be turned into a variety of useful preparations, including salves, potions, ointments, and any other form of application. The process is simple; first, determine which type of plant you've found by rolling on the Plants & Herbs table; then decide what combination you're going to attempt and make an Alchemy skill test. If you pass it, you may roll on the Brew Effect table to see what the combination does. From now on, and for the rest of your campaign, that will be the effect of combining those two plants, so make sure you keep an Alchemy diary with all the potions your character comes up with! Every two doses of plants combined this way (one of each) will create one dose of the resulting brew.

All plants and herbs may be sold for 5 jats/dose.

**CHANGING THE METHOD OF APPLICATION**  
Once you've determined what brew you've created, the result is always a drinkable potion. If you wish to change the method of application

(into a salve or ointment; for example, to be able to coat your weapons with a poison) you must pass another Alchemy test. Failure means you obtain nothing and you wasted the potion.

### FURTHER COMBINATIONS & EFFECTS

Once a character reaches a score of 60 in the Alchemy skill, they are ready to experiment even further. This generally means adding a third ingredient to an existing combination, to enhance or change its properties; this may not always yield positive results, though! To learn if a particular plant has any effects when combined with an existing brew you must roll on the Potential Effect table. This will determine the effect of that particular plant when combined with the other two for the rest of that character's campaign.

When an ingredient with an augmenting or decreasing effect is combined with a brew that has more than one effect, it will only affect one of the effects. For example, a potion that heals D4 HP during D4 turns would have the D4 HP doubled (2D4 HP healed) or the D4 turns doubled (2D4 turns), never both. You may choose which one is affected, though.

*"One of the reasons why the different peoples insist on living in such an inhospitable place such as the Whiteteeth Peninsula is the abundance of medicinal plants and herbs. The cold weather and low light has resulted in a myriad of different species forced to become resilient or die. This resilience can be distilled into powerful concoctions, and regional alchemists, while few and rarely eager to share their knowledge, are greatly appreciated in all of Uzrun."*



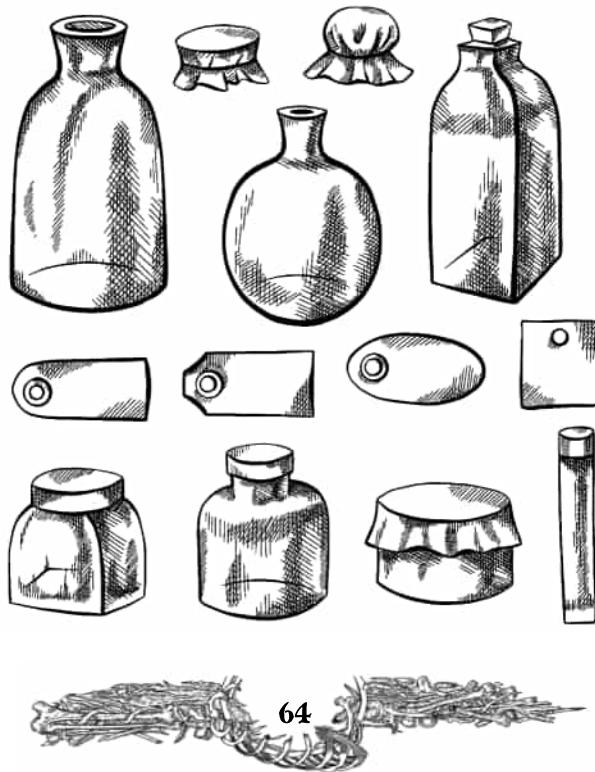


**Example:** Lhar has managed to find a few different herbs after having set camp. She then proceeds to see what she's found and rolls a D10. Most of it seems not very useful, but she managed to find 2 doses that look usable. Using the Plants & Herbs table, she identifies them as Bitterweed and Ambiros. With nothing else to do, she pulls out her pestle and mortar and the other vials and solutions from her portable Alchemy kit and starts combining the two herbs. Her skill is 67, and she rolls a 34, a success! She then proceeds to roll on the Brew Effects table to see what her new potion does: she rolls a 38, which means she created a poison that paralyzes the victim for D10 turns.

The next morning while doing some foraging she manages to find a dose of Twilight Berry. She then decides to check out what effect that would have if she were to mix it with the potion she brewed last night; she rolls on the Potential Effect table and she discovers that Twilight Berries have an Augment effect! This means that if she were to mix it with her poison (and pass an Alchemy test), her poison would then paralyze the victim for 2D10 turns. She decides to go ahead and do so, passing the Alchemy test. Furthermore, she decides that this poison would be perfect if she could coat her dagger with it. She passes another Alchemy test successfully and she now has a single dose of a paralyzing poison ready to be used on her weapon.

Finally, Lhar makes sure to write down on her Alchemy notebook the following (which will be true for the rest of her campaign):

- Ambiros + Bitterweed: Paralyzing poison, D10 turns
- Twilight Berry: Augment effect





D66	PLANTS & HERBS	D66	PLANTS & HERBS
11	Dwarf Yellowcress	41	Violet Danae
12	Bitterweed	42	Ambiros
13	Way Clover	43	Nimble Thorn
14	Valley Roundleaf	44	Hag's Scratch
15	Blue Fluxroot	45	Farvine
16	Twilight Berry	46	Nivyl
21	Eastern Pear	51	Viphis
22	Sandfern	52	Lost Embrace
23	Vesselbush	53	Black Helveola
24	Nodding Nettle	54	Ragged Lacaria
25	Jukird	55	Swamp Webcap
26	Arach	56	Fog Lichen
31	Crypt Tears	61	Marsh Leaf
32	Nether	62	Grexal's Scourge
33	Gloom	63	Kiammon
34	Sanguine Dew	64	Black Ginger
35	Sunroot	65	Rime Grass
36	Tombwax	66	Feverbush

"One of the reasons why the different peoples insist on living in such an inhospitable place such as the Whiteteeth Peninsula is the abundance of medicinal plants and herbs. The cold weather and low light has resulted in a myriad of different species forced to become resilient or die. This resilience can be distilled into powerful concoctions, and regional alchemists, while few and rarely eager to share their knowledge, are greatly appreciated in all of Uzrun."





D88	BREW EFFECT
11-36	<b>No Effect.</b> This combination produces no results
37	<b>Poison.</b> CON Save Modifier -1 <i>Effects:</i> This poison inhibits the intestine, resulting in a painful death after D4 hours
38	<b>Poison.</b> CON Save Modifier 0 <i>Effects:</i> Causes Paralysis of muscles, starting with the eyes and moving downwards the body. The victim is paralyzed for D10 turns
41	<b>Poison.</b> CON Save Modifier 0 <i>Effects:</i> Impedes casting spells for D10 turn
42	<b>Poison.</b> CON Save Modifier -1 <i>Effects:</i> Irritant. -10 to all actions for D10 turns
43	<b>Poison.</b> CON Save Modifier +1 <i>Effects:</i> Anticoagulant. Thins the blood, causing internal bleeding. The victim loses 1 HP each turn for D10+2 turns
44	<b>Poison.</b> CON Save Modifier 0 <i>Effects:</i> Corrosive. The victim loses D10 HP
45	<b>Poison.</b> CON Save Modifier +1 <i>Effects:</i> Causes the victim to become extremely aggressive, attacking anything or anyone in sight
46	<b>Poison.</b> CON Save Modifier -1 <i>Effects:</i> Causes the victim to fall asleep
47	<b>Poison.</b> CON Save Modifier 0 <i>Effects:</i> The victim loses 1 CON permanently
48	<b>Poison.</b> CON Save Modifier 0 <i>Effects:</i> The victim loses 1 STR permanently
51	<b>Poison.</b> CON Save Modifier 0 <i>Effects:</i> The victim loses 1 DEX permanently
52	<b>Poison.</b> CON Save Modifier 0 <i>Effects:</i> The victim loses 1 INT permanently
53	<b>Narcotic.</b> <i>Effects:</i> Laughter, stimulates creativity. -1 INT for the next 20 hours
54	<b>Narcotic.</b> <i>Effects:</i> Stimulant. No secondary effects, but very addictive
55	<b>Narcotic.</b> <i>Effects:</i> Loss of inhibitions, euphoria. -1 DEX for the next 20 hours





D88		BREW EFFECT
56		<b>Narcotic.</b> Effects: Euphoria, reduced fatigue, confidence. -1 WILL for the next 20 hours
57		<b>Narcotic.</b> Effects: Pleasure, relaxation, well-being. -1 CON for the next 20 hours
58		<b>Narcotic.</b> Effects: Sense of belonging. -1 DEX for the next 20 hours
61		<b>Narcotic.</b> Effects: Excitement, reduced fatigue. -1 STR for the next 20 hours
62		<b>Narcotic.</b> Effects: Modified state of consciousness. -1 WIL for the next 20 hours
63		<b>Narcotic.</b> Effects: Strong hallucinations. Impaired speech for the next 12 hours
64		<b>Narcotic.</b> Effects: Laughter, alteration of perception. Strong photosensitivity for the next 20 hours
65		<b>Antidote.</b> Counters the effects of a poison
66		Caps the amount of Corruption that may be earned at 5/day
67		Grants Armor (1) as natural armor for the next 20 hours
68		Restores the loss of 1 Attribute point
71		Awakens an unconscious character, be it due to natural or magical causes
72		+1 CHA for the next 12 hours
73		+1 STR for the next 12 hours
74		+1 CON for the next 12 hours
75		+1 INT for the next 12 hours
76		+1 DEX for the next 12 hours
77		Heal D10 HP. May be used in combat, takes an action
78		+1 WIL against Magic for the next 20 hours
81		+1 DEX against Traps for the next 20 hours
82		Blocks the negative effects of a narcotic if taken together





D88	BREW EFFECT
83	+2 GS for the next 20 hours
84	Provides the same nutrition as 1 ration
85	The character heals D4 HP each turn for D4 turns
86	Allows the character to see in the dark for the next 12 hours
87	Enhances the character's senses, granting a +20 to any tracking tests they perform
88	Cures any disease after a recovery period of 48 hours

D6	POTENTIAL EFFECT
1	<b>Augment:</b> Double the effects (if applicable)
2	<b>Reduce:</b> Half the effects (if applicable)
3	<b>New Effect:</b> The brew gains an extra effect. Roll on the Brew Effect table again
4-6	<b>No Effect:</b> This combination yields no results

### PLANT DISTRIBUTION

You may search for any of the plants, herbs, and mushrooms in the table above in any location you want, but you must keep track of their distribution on each campaign. This means that some plants will only grow in places like caves, or ancient ruins, while others will only grow in open fields. How detailed you want this to be is entirely up to you; you may decide to keep track of plant distribution only by region of the map, or maybe by forest, mountain, swamp, etc. We recommend the following, though:

- Cave / Ruins / Any other location not directly exposed
- Exterior locations (fields, forests, mountains)

This way you will still have a variety of plants to find either above or below ground, without making it over complicated but still fun and surprising.



# EXPLORING THE WORLD

Once you have a character or group of characters ready to explore the Twilight, simply grab a hex grid (like the one included in this book) and pick a hex; generally you will start your journey in a town or landmark of some type. Refer to your character's background to think what makes more sense. Depending on where you find yourself, you must roll on different regional exploration tables; in this book, it is assumed you

start in the Whiteteeth Peninsula; consult the *Exploring the Whiteteeth Peninsula* chapter to find out more about this.

When backtracking through previously explored terrain, roll a D10 in each explored hex (except for settlements or other populated places). If the result is a 1 or 2, the party is attacked by an enemy rolled on the Encounter Category Table (page 196).

## UNDERTAKING A JOURNEY

Sometimes you'll need to travel without really knowing how far your goal is; for example, you're searching for a specific location or a missing person. On those occasions, we use the Undertaking a Journey rules.

- First, the players must determine the length of the journey. They may use the following table or roll a D8 to determine its length. The resulting number determines how many **Milestones** are required to complete the journey. As usual, use logic and common sense; there's no point in "cheating" here because there is no game to win.

- Once we know the journey's length, we are ready to commence traveling. A character must perform an Orientation skill test and roll the Twist die at the same time. As usual, any existing modifiers apply to the Twist roll, and a result of 1 or less means a **Surprise Event** takes place

(check page 102), regardless of whether the Orientation test was successful or not. A successful test means the players reach a Milestone.

- This test is subject to Degrees of Success; if the DoS is less than 2 (meaning that the chance was beaten by less than 20%) it means that the Milestone was reached but there was some unexpected problem. Roll on the **Travel Complications** table.

- On the Hexmap, each hex equals 20 miles. It is assumed that walking characters traversing normal terrain with favorable weather advance at a pace of 1 hex/day.

- Keep performing Orientation tests until all the Milestones are reached.

- As usual, you must roll on the corresponding Hex Exploration table each time you enter a new hex to determine what you find there.



## D10

## TRAVEL COMPLICATIONS

1	<b>Lost.</b> It would appear you've been walking in circles, making no progress whatsoever. You reach no Milestone and must start again from where you initiated today's journey, having wasted the day
2	<b>Battlefield.</b> It appears that a fight between two relatively large groups took place here. Unfortunately, there are some traps set all over the place that have not been triggered. You move at a slow pace (10 miles/day) in order to avoid the traps
3	<b>Landslide.</b> The ground suddenly shifts under your feet, causing you to stumble and fall into the gap under your feet. Perform a DEX (-2) test or lose D6 HP due to the fall
4	<b>Blocked.</b> The road or path ahead is blocked, forcing you to find an alternative route. Add an extra 10 miles to your journey
5	<b>River.</b> You had no option but to cross a river that was in your way, but in doing so you lost D4 rations that were totally ruined or dragged away by the current
6	<b>Flash Flood.</b> A downpour upstream seems to have triggered a flash flood. Fortunately for you though you saw it coming on time and managed to tie yourself to a tree. Unfortunately, though you lost a random piece of gear, dragged away by the flood
7	<b>Crossed a Threshold.</b> It seems that you've somehow crossed a Threshold without realizing it. You have no recollection of what happened the past 20 hours, but you arrive at your destination safe and sound, aside from some singed clothes and getting there a day late
8	<b>Overgrowth.</b> The path ahead is overgrown with vines, grass and twisted bushes, reducing your pace to Slow
9	<b>Restless dead.</b> In order to avoid a horde of restless dead roaming the path ahead of you, you must make a detour around them. Add an extra 10 miles to your journey
10	<b>Drained vitality.</b> You wander into a patch of land that seems to be affected by some powerful death magic, draining the life of anyone or anything crossing it. You arrive at your destination crawling, fatigued beyond anything you've ever experienced. You are unable to eat or set camp for the night, going straight to sleep

JOURNEY'S LENGTH	Short	Medium	Long
NUMBER OF MILESTONES	2	4	6





### TRAVELLING FROM ONE REGION TO ANOTHER

Distances in the Whiteteeth Peninsula are intentionally vague to allow players to determine the size of the place and the distances covered during travel themselves; some players will want to play in an expansive, unknown place while others will prefer to keep traveling to a minimum. When you need to determine how long it would take you to travel from one region to another, you can assume 10 milestones are necessary to go from one region to an adjacent one. So if, for example, a character was to travel from Akkar Strand to Madari by foot they would first need to go through the Everscar Highlands (10 milestones) and then from there travel to Madari (another 10 milestones), for a total of 20 milestones. Feel free to adjust these numbers though, these are just guidelines we offer to simplify things.

### DIFFICULT TERRAIN

The Travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear

D6	TERRAIN TYPE
1	Wetlands
2	Plains
3	Hills
4	Forest
5	Mountains
6	Water

dungeon corridors. But travelers in the Whiteteeth Peninsula often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground; these are all considered difficult terrain.

- You move at half speed in difficult terrain— moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.



### TRAVEL PACE AND EFFECTS

PACE	DISTANCE TRAVELED PER...			EFFECT
	Minute	Hour	Day	
Fast	400 Feet	4 Miles	40 Miles	-20 ORIENTATION
Normal	250 Feet	2 Miles	20 Miles	-
Slow	200 Feet	1 Mile	10 Miles	Can use Sneaking





### TRAVELING IN THE WHITETEETH PENINSULA

Traveling in the Whiteteeth Peninsula is something that is generally avoided by everyone, due to the lack of any actual roads or infrastructure. This has begun to change in the area surrounding the city of Madari, with the appearance of a couple of main, well-maintained roads, but it is the exception to the norm. With bandits, beasts, and worse things roaming the land, people tend to not go too far from the relative safety of their small villages or huts. There are no road inns to be found, and a weary traveler can only hope to find a hospitable family that would grant them shelter for a night, although this will rarely happen either. Some larger towns (with a population of 500-1,000) will have something akin to a traveler's inn, but the number of towns this size can be counted with the fingers of one hand. Again, only Madari, with its thousands of citizens, is the place to rest and find actual inns, taverns, brothels, and all the commodities a weary traveler may need.

Aside from the couple of roads surrounding Madari, the only main road in the Peninsula is the one that goes from Madari to Deathrot Marsh, built there by merchants to facilitate the transportation of Shalvan wood. The road disappears quickly once it reaches the marsh though, as the fluctuation of the water level makes it impossible to properly maintain it.

### WEATHER (*OPTIONAL RULE*)

Each time you are about to enter a new hex you must roll on the Weather table to determine what type of weather you'll have for the next few hours. You may also roll on the table at the start of each day if you've been stationary on the same area for a while, or if you want to keep it simple, just roll whenever you need to know how the weather is; for example, you are about to sneak into an enemy camp; if it's raining the sound of rain will mask your movement, possibly making things easier for you.

- Adverse weather (a result of 6 or more on the Weather table) means that the party moves at a slow pace, therefore needing longer to reach their objective.

D10	WEATHER
1	Clear skies
2	Clear and windy
3	Cloudy
4	A light drizzle
5	Steady rain
6	Heavy rain
7	Hail
8	Snow
9	Heavy snowfall
10	Complete whiteout





## SURVIVING OUTDOORS

The Whiteteeth Peninsula is an inhospitable place, and most people learn how to find food and shelter before the age of ten. This is reflected in-game by the Outdoor Survival skill, which allows characters to attempt hunting, fishing, or even setting camp. If successful, they find what they need. This skill test benefits from the Degrees of Success rule; a

larger margin of success means they find extra food or a specially safe spot for a camp that will allow them to rest uninterrupted. As it's always the case with Degrees of Success, interpret the result in a logical, natural way. On the other side, a failure means that something went wrong; roll on the appropriate table below.

D10	SETTING CAMP MISHAPS
1	You set camp over a wet patch of land, without realizing it. You wake up wet and uncomfortable, with damp clothes and gear. -1 to all CON tests for the next day, as you feel tired and unrested
2	The wood you gathered is wet and doesn't light, forcing you to spend the night without a fire. Perform a CON test, if you fail you lose 1 max CON until you can rest properly
3	You are too noisy while setting camp, attracting some unwanted attention. Roll on the appropriate encounters table
4	You have somehow misplaced your flint and steel, and no matter how hard you try you're unable to light a fire. Perform a CON test, if you fail you lose 1 max CON until you can rest properly
5	Part of your rations seem to have spoiled. Remove D4 rations
6	Mosquitoes plague you the whole night, and you wake up tired and irritated. -1 CON, -1 CHA until you get some proper rest
7	You are distracted and don't realize you've burnt the food you're cooking beyond recognition. You must start all over, spending an extra ration
8	You've lost a piece of gear, no matter how hard you look for it. Determine which one randomly
9	You suffer terrible nightmares the whole night. Perform a WIL test, if you fail you gain 1 Corruption Point
10	Roll twice on this table. If you roll the same result twice apply its consequences twice as well



**D10****HUNTING & FORAGING MISHAPS**

<b>1</b>	You wander off into the wrong area, running into potential trouble. Roll on the appropriate encounters table
<b>2</b>	Distracted, you fall and twist your ankle. Receive D4 damage
<b>3</b>	You've lost a piece of gear, no matter how hard you look for it. Determine which one randomly
<b>4</b>	The food you manage to get is poisoned in some way. -1 CON for the next D4 days
<b>5</b>	You've wandered off too far from camp and cannot find the way back. Make an Orientation Skill test to find it again or you'll have to set a new camp
<b>6</b>	You step on an old, abandoned trap. Receive D10 damage
<b>7</b>	Due to your carelessness, you manage to break one of your boots. Perform a Crafting skill test in order to fix them or you'll be missing a boot until you can replace it
<b>8</b>	You're caught in a thick, sudden fog. Afraid of getting lost, you wait it out but are too tired to try and continue searching for food
<b>9</b>	As you walk about trying to find some food, the ground below your feet collapses and you fall into a small hole. It's not difficult to climb out of it, but you've hurt yourself. Receive D10 damage
<b>10</b>	You find a beehive but before you can even think of harvesting some honey they attack you, stinging your face and hands. Receive D4 damage

**ILLUMINATION**

The Twilight is a place of shadows, especially when one gets closer to the Land of the Conquered Sun. In the Whiteteeth Peninsula, although bright enough to allow for some types of crops to grow and to live a normal life, it is not unusual for settlements to have permanent fires lit, especially down south.

A light source is especially important while exploring enclosed areas; to avoid suffering penalties, a party will need a light source. This usually means a lamp or a torch. A lamp will need one dose of lamp oil

per Site explored, and a single torch will last long enough to explore one Site as well (approximately two hours; if the characters spend longer than that they should use several torches. Use common sense!).





## INDOOR LOCATIONS

When exploring or completing tasks, the player characters will inevitably find themselves delving into caves, exploring ancient ruins, or even assaulting a mighty Tyrant Fortress. Following the rules explained in this section, you will be able to generate each location's layout, its contents, and its inhabitants, all on the fly.

Just like the rules for Outdoor Exploration, when the party returns to a room or corridor they have already explored, they must roll a D10. On a roll of 1 or 2, they encounter a wandering enemy rolled on the Encounter Category Table. This is important because once you complete your task inside an interior location or you simply decide that you want to leave, the party still needs to retrace their steps to exit safely.

### CAVES

It is not hard to find subterranean passages that have been and still are populated by beasts, bandits and unspeakable horrors. These caves may be the remnants of mining operations, beasts' lairs or simply natural formations, but no matter their origin they are all equally

dangerous. Remember that a party needs a source of light in order to explore a cave properly, otherwise they will suffer a -30 to all skill tests.

While drawing a cave's map, you should draw the walls irregularly and with no sharp angles, to reflect the fact that this is not a man-made place (or at least, not a building's interior).

### RUINS

All over the Fractured Dominion and beyond, ruins are scattered as a reminder of what the world used to be like. From expansive palaces to forgotten temples, they offer plenty of opportunities to find treasure and ancient artifacts. These places also attract all kinds of creatures and greedy explorers, searching for shelter or the ancient secrets that can be found buried among the rubble.

### SPECIAL CONDITIONS

Each time you enter one of these locations, you must roll a D6. On a roll of 1, the place is unique (and not in a good way). You earn double the XP from killing enemies in this place, but you must roll on the Special Conditions table.

*"It is unclear when or why the Suth's borderline adoration for horses began; what is clear though, thanks to the many examples found in their texts, is that the punishment for any suffering caused to these noble beasts was swift and fatal. This fact seems to have seeped into the cultural background of all the peoples of the Whiteteeth Peninsula, who now react with horror and sorrow at the mere idea of hurting a horse."*





D8	SPECIAL CONDITIONS
1	<b>Tyrannical</b> – Elite Foes have 50% more health
2	<b>Unstable</b> – Every 4 rooms explored, the ground shakes. All characters lose D20 HP from the falling rubble, but so do enemies at the start of each combat
3	<b>Empowered</b> – All enemies deal an extra 1 damage per attack
4	<b>Fearless</b> – Enemies encountered here will never flee due to low numbers
5	<b>Toxic Blood</b> – When slain, fiends and foes splash the player characters with toxic blood. Pass a CON Test or lose 1 HP per enemy killed
6	<b>Bolstered</b> – When an opponent dies it enrages the other members of its group, who deal an extra 5 damage per attack
7	<b>Necrotic</b> – Successful enemy attacks infect the players with a necrotic disease that reduces all healing received during combat by 50%
8	<b>Armored</b> – All enemies here have suffered a mutation that covers them in armored plates, which grants them Armor (1)



#### MAPPING INTERIOR LOCATIONS

Once the party enters an interior location, you will need to start figuring out the place's layout and contents. Interiors are randomly generated using the tables and rules found in the following pages. All you

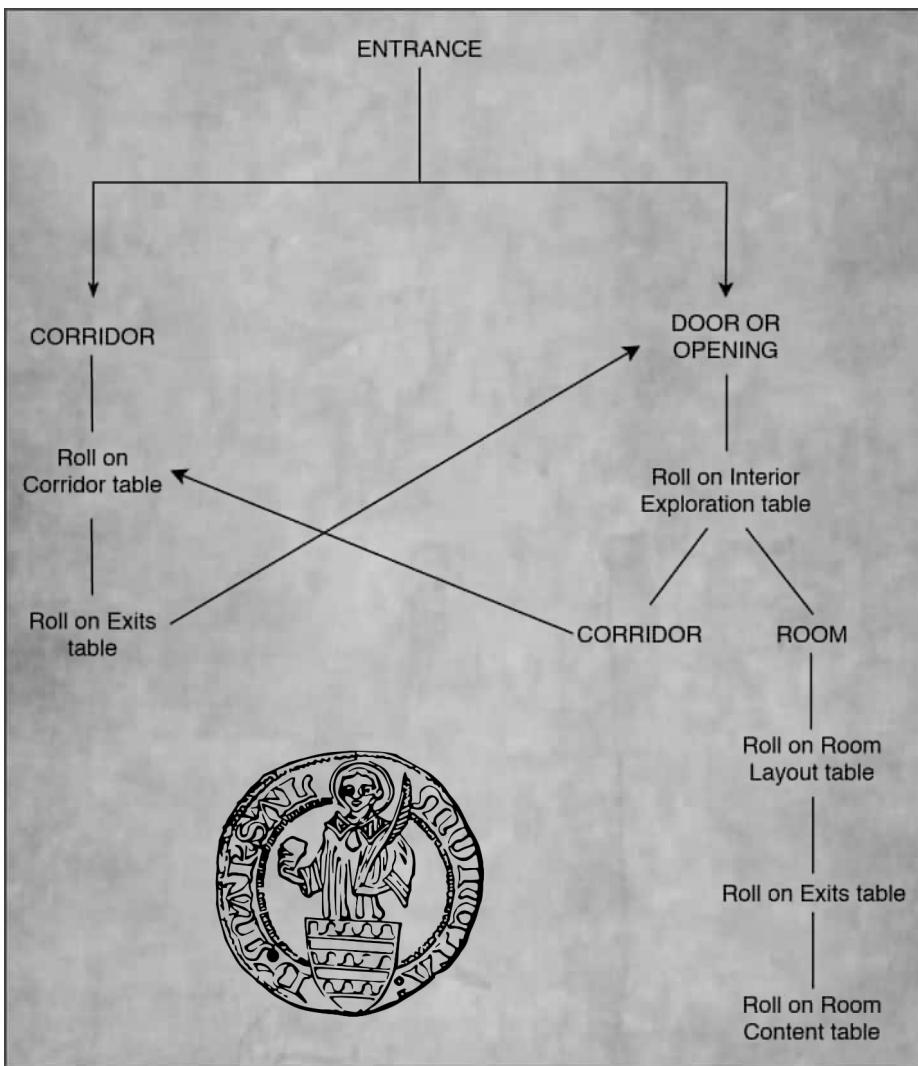
need is a pencil, a few dice and some grid paper. Alternatively, for your first foray into the Twilight, you can simply use a pregenerated map, or any other map you may have access to. There are plenty of random map generators online.





**INTERIOR EXPLORATION SEQUENCE**  
Following the Interior Exploration Sequence flowchart below, you will always know exactly what the next step in your exploration process is. We will now proceed to explain each step in such process exhaustively, but the basics are simple; build the

place's layout on the fly with the following rules, and once you encounter a room, roll on the appropriate Cave or Ruins Exploration table (found in this book in the *Exploring the Whiteteeth Peninsula* chapter) to determine what you find within it.





### ENTRANCE ROOMS

This is the first room your party encounters when they enter a cave or ruin. Roll a D10 and draw the corresponding entrance at the bottom center of the Location Grid (you can find the Location Grid at the back of this book, on page 247). This room contains nothing, so you do not need to roll on the Ruins or Cave Exploration tables found in the

*Exploring the Whiteteeth Peninsula* chapter. To start exploring past the entrance, use the rules for Doors below.

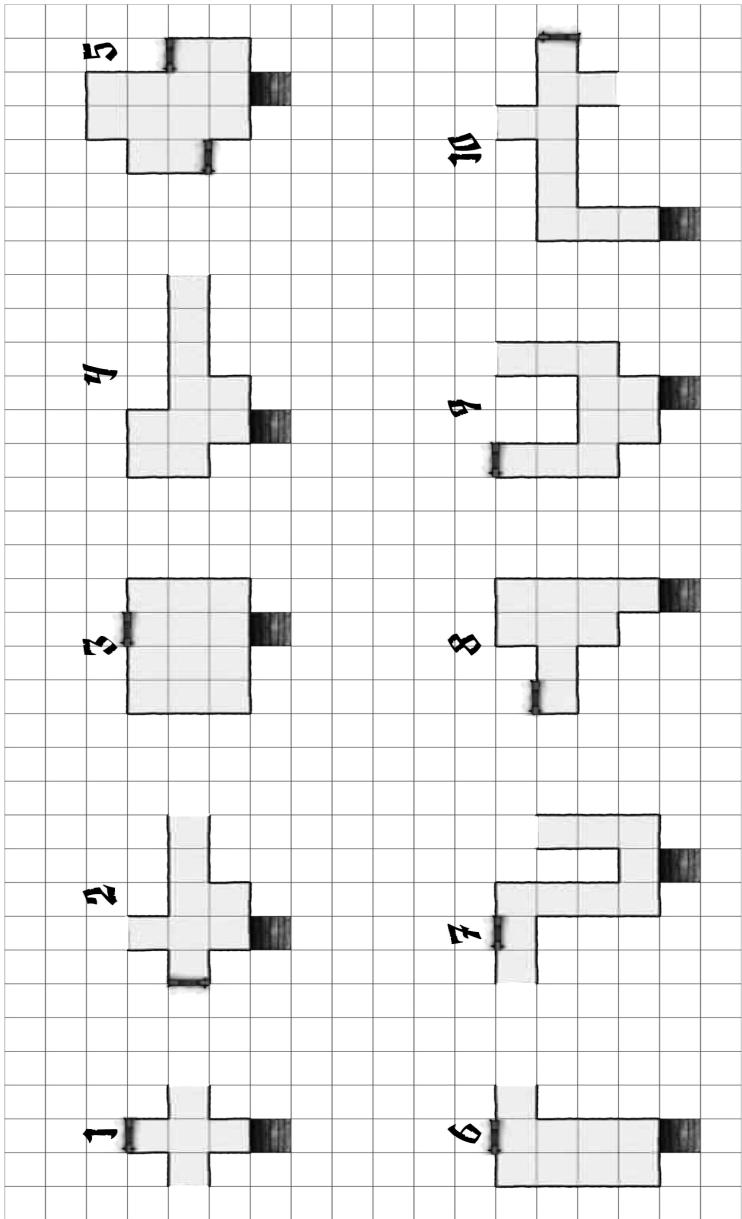
### DOORS

While looting the vestiges of past civilizations, in order to see if there is a door present, or if it's open or locked, roll on the following table:

D10	DOORS
1-2	A standard wooden door braced with hardened branches. Unlocked
3	An empty doorway. It may be trapped with a spell; roll D10: 1-6 No trap, 7-10 trapped. A party member (whoever crossed first) suffers D10 damage unless they pass a Perception skill test to detect the trap. Pass an INT test to disable the trap without triggering it
4-5	A wooden door, locked. The characters will have to bash it in or pick the lock
6	A portcullis is in your way, but luckily there's a level on this side of the room. Perform a STR or Lockpicking test in order to activate it
7-8	An empty archway with no door
9	An unlocked wood and bone door, but trapped. A party member (whoever crossed first) suffers D10 damage as a stone falls on them unless they pass a Perception skill test to detect the trap. Pass a DEX test or use the Disarm Traps skill to disable it
10	A locked stone door. Pass a STR test (-2) or a Lockpicking test in order to get through it

"The first recorded use of Necromagic in the Whiteteeth Peninsula was with the arrival of the Suth Empire. While the unlife may be obtained via the powers of the Primordial Ones, it is of a completely different nature than the one granted by mastery over Death Magic. It is unknown why the Suth refused to deal with the Primordial ones and instead turned to ancient Korian Necromagic, but most recognize it as a sign of hubris and defiance that ultimately led to their destruction, as the agents of the Primordial Ones in Uzrun could not let it pass. It is a testament to their power that the Suth control over the Peninsula lasted over a thousand years."







Keep in mind that caves have no doors, though! Place the exits as centered as possible on any wall you want, trying to make a logical layout and adapting it to the needs of the map. For example, if your corridor runs into the map's left border, placing a door there would make no sense because you can't draw any rooms in that direction, so you would place it on another side.

2D10		EXITS
2-10		None
11-14		One
15-17		Two
18-19		Three
20		Four

- If a door is locked the characters must successfully perform a STR Test to bash it open, or use the Lock-Picking Skill and Lockpicks to pick the lock. You may only attempt to bash the door once per character. After traversing the entryway, roll on the Interior Exploration Table to find out if the exit leads to a room or to a corridor, then roll on the Corridor Table, or the Room Layout Table.

D10 INTERIOR EXPLORATION	
1-7	Room
8-10	Corridor

### CORRIDORS

If you find yourself going through a corridor, you will learn its shape by using the Corridor Table. Corridors have no contents, but you need to roll a D10 to see if there are any enemies. On a roll of 1 or 2 roll on the Encounter Category Table as your progress is interrupted. Corridors always have a width of 1.

D10	CORRIDORS
1	Parallel corridors going D6+1 squares to the left, then D6+1 squares to the right
2	Straight ahead D6+1 squares
3	Corridor to the right for D6+1
4	Corridor to the left for D6+1
5	Straight ahead D6+1, then veers to the right for D6+1
6	Straight ahead D6+1, then veers to the left for D6+1
7	Corridor to the right for D6+1, then veers to the right again for D6+1
8	Corridor to the left for D6+1, then veers to the left again for D6+1
9	Corridor to the right for D6+1, then veers to the left for D6+1
10	Corridor to the left for D6+1, then veers to the right for D6+1

### ROOMS

Most things of interest to the characters will be found in rooms. Roll below to find out the shape of the room and roll for exits again with the Exits Table. After this, roll to determine its contents by rolling on the appropriate exploration table (Cave or Ruins), such as the ones found in the *Exploring the Whiteteeth Peninsula* Chapter.

D10	ROOM LAYOUT
1-5	Square (D6+1 high, D6+1 wide)
6	Circle (D6+1 across)
7	Hexagon (D6+1 across)
8	Oval (D6+1 high, D6+1 wide)
9	Triangle (D6+1 per side)
10	Trapezoid (D6+1 high, D6+1 base wide, D6+1 base top)





## TRAPS

Traps are, unfortunately, very common in the kinds of places the PCs will frequent. Recent or ancient, their goal is to harm, maim or kill any intruder. Surviving will require luck and skill as you attempt to avoid their effects.

Once your party enters a room with a trap in it, choose a character to perform a Perception Skill Test.

Success means you notice the trap; you may choose to retreat and avoid the room (if possible), or disarm it if you have the Disarm Traps skill. However, you will not know what type of trap it is until you trigger it! If you are aware of a trap's existence and you trigger it, its effects will only be suffered by the first character in line, as the rest stay back expectantly.





D10	TRAPS
1	<b>Poison Darts.</b> Characters must pass a CON Test or gain the Poisoned condition (see page 45).
2	<b>Trapdoor.</b> Characters must successfully pass a DEX Test or lose D10 HP. If the whole party falls inside, they will need a rope to escape the pit, or they will die of starvation inside of it.
3	<b>Sand Trap.</b> A wall closes behind the characters as soon as they enter this room, and sand begins falling in from the ceiling. The party has a combined 10 attempts at deactivating this trap with the Disarm Traps skill or by successfully passing a DEX (-6) Test, or they all die.
4	<b>Collapsing Ceiling.</b> The ceiling above the party collapses on top of them. Characters must each successfully pass a DEX Test or lose D20 HP.
5	<b>Noxious Gas.</b> A wall closes behind the party, and toxic gas is released in the room. Characters immediately lose 2 HP, and they lose another 1 HP each time they fail to disable the trap using the Disarm Traps skill or a DEX (-6) Skill Test until a successful attempt is made, disabling the trap.
6	<b>Spears.</b> Sharp spears slide from the walls, stabbing at any character who fails to pass a DEX Test. They are targeted by D6 attacks that deal 2 damage each.
7	<b>Vermin Pit.</b> A pit opens underneath the characters, teeming with vermin. The characters must succeed on a DEX Test or lose D10 HP, after which they will face the vermin inside. Roll on the Vermin Table. Luckily, once the vermin are dealt with, it's not too difficult to climb back up.
8	<b>Bear Trap.</b> A random character steps on a hidden bear trap. Roll a DEX Test to avoid getting caught in it. A trapped character must succeed on a STR Test to free themselves, or else they will suffer D10 damage and are unable to move. One attempt per character is allowed. If the trapped character manages to be released, they will have their Dodge Skill halved until all damage caused by the trap has been healed.
9	<b>Net Trap.</b> A net falls from the ceiling, pulling the characters into the air unless they pass a DEX Test. If they are trapped, they must roll a successful DEX (-5) Test to cut down the net. After each failed release attempt, roll a D10. On a 1 or 2 a wandering enemy hears the commotion, and attacks. The characters will be automatically hit (no Parrying allowed) by the enemy until they can free themselves.
10	<b>Fire Trap.</b> Huge flames roar from the walls the moment the characters step into this room. Roll a DEX Test to avoid the flames or lose D10 HP and gain the Burning condition. You fight with a -20 to your attack skills until the wounds caused by the fire are healed.



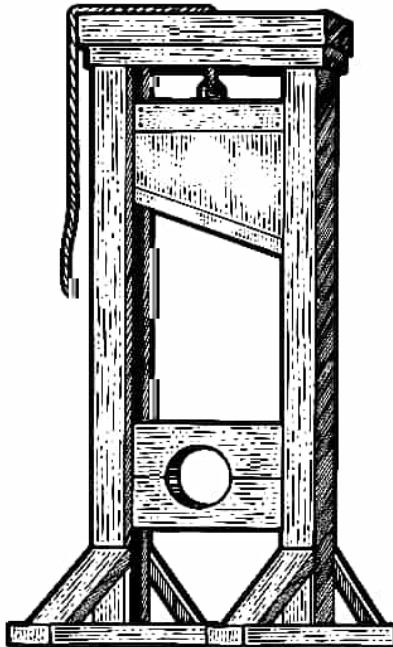


## ARTIFICES

Artifices are unique features found in caves and ruins, usually placed there to slow down the character's progress, confusing or even impeding them. The following table will give you the general features and behavior of any artifice you come across with, but if you need more details (how does the statue look like? Is the Brazier lit?), you may use the Action and Theme or Augur tables to give you a better idea. Artifices are intentionally vague, to give you the chance to come up with your own details and effects, and how your characters react to them. When an effect from the Artifice Effect table has two possible outcomes (Raise/lower, Conceal/reveal), the chances are always 50-50.

**Example:** Jurna has been forced to explore some Suth ruins by her captors. Immediately upon entering she finds an artifice; she rolls a 4 and a 14, an "Altar" that "Conceals/Reveals". She then determines randomly that this altar, in fact, reveals something. But what? A quick roll on the Action and Theme tables results in "Carry Leader". Jurna interprets this as the altar somehow having granted her the knowledge of how to handle the leader of the group of men that have captured her. Perhaps it's a dark secret, or an ambition she can help him fulfill? She will worry about that once she's out of here.

D6	ARTIFICE TYPE
1	Fountain
2	Statue
3	Fresco
4	Altar
5	Brazier
6	Shrine/Idol





D44	ARTIFICE EFFECT
11	Anti-magic
12	Raises/lowers a random ability score by D4 points for D20 hours
13	Raises/lowers the site's temperature
14	Conceals/Reveals
21	Applies a random Condition for D10 turns
22	Divines (prophetic images or words)
23	Entraps (roll on the Traps table)
24	Enrages (+10 Offense/-10 Defense to the PCs during the next combat)
31	Greed-causing (the PCs are exclusively motivated by greed during the next 24 hours)
32	Heals Condition (only once)
33	Heals D20 HP (only once)
34	Bestows Knowledge/Secret
41	Grants/takes 10 points from a random skill
42	Locks/unlocks all doors in the room
43	Grants/Removes D4 CP
44	Rots D10 rations



“The Whiteteeth Peninsula is littered with the buried remains of the many cities and temples that once belonged to the Suth Empire. Nowadays most of these sites are forgotten, occasionally being stumbled upon by hunters or nomads.”





## SETTLEMENT GENERATION

When you come across a settlement by following the standard Hex exploration rules found in this chapter, you can use the following tables to generate many useful details about it. Use the Random Settlement Events and the Settlement Problem tables the first time you arrive in town.

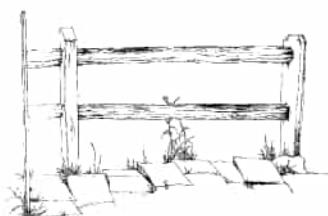


### SETTLEMENT NAME (2D10)

1	Hollow	Moor
2	Elder	Stone
3	Oaken	Helm
4	Bone	Mound
5	Wind	Brook
6	Cold	Shore
7	White	Forest
8	Clear	Wood
9	High	Thorn
10	Cave	Crest

D10	SETTLEMENT - FIRST IMPRESSIONS
1	Quiet, almost empty streets
2	Can barely be called a town, just a few houses here and there
3	Bustling with activity and commerce
4	Aging, dilapidated and unkempt buildings, lots of beggars
5	Foul-smelling, the smoke of burnt wood and coal is everywhere
6	Well organized settlement, even has some public torches lit
7	Guards patrol the street, wary of strangers
8	Rich houses built of stone abound, showing the town's prosperity
9	The bodies of criminals can be seen hanging from the walls and squares
10	This settlement is just a temporary one, a few tents, and shelters built with haste

D10	SETTLEMENT - GOVERNMENT
1-3	Council
4-6	Elder
7-9	Warchief
10	Elected Magistrate





D10		SETTLEMENT - PROBLEMS
1		A terrifying beast haunts the place
2		Disappearing townsfolk
3		Bandits
4		Oppressive ruler
5		Cursed (stillbirths, dying crops, no game, etc.)
6		Disease
7		Warring clans/guilds
8		String of ritual murders
9		Very bad reputation drives traders away
10		Built on top of ancient, abomination-infested ruins

D20		RANDOM SETTLEMENT EVENTS
1		<b>Fight.</b> A fight erupts in front of you, and you quickly find yourself in the middle of its arguing antagonists, whether you like it or not.
2		<b>Robbed.</b> A person bumps into you, quickly apologizing and leaving in a hurry. Minutes later you realize you've been robbed! You lose D100 jats.
3		<b>Fugitive.</b> A local rushes up to you as you tend your mount. They seem impatient, looking over their shoulder often, and quickly offering to buy your steed for twice its worth. Something doesn't add up...
4		<b>Wedding celebration.</b> The townsfolk seem to be celebrating the wedding of an important local figure. Who could it be?
5		<b>Low stock.</b> The town's supplies are running low due to some problems with bandits on the road.
6		<b>Attacked.</b> While you walk down an alley you see a figure suddenly sneak behind you, a weapon ready to strike. You're being attacked!
7		<b>Quiet day.</b> Nothing of interest is going on, just another day in the Whiteteeth Peninsula.
8		<b>Public ritual.</b> The locals are holding some type of ritual or procession in honor of their ancestors and fallen heroes.
9		<b>Absolver.</b> An Absolver is in town, and you cannot miss this opportunity. It is said that the members of this rare society are trained to extricate a person's corruption! For the price of 500 jats, you may remove 1 Corruption Point. The process is taxing for the soul, so you may only do this once a week.
10		<b>Festivity.</b> Some type of celebration is going on in town, with people coming from all over to join in.
11		<b>Important visitor.</b> The town is filled with rumors of an important visitor having just arrived. Who may that be?





## D20

## RANDOM SETTLEMENT EVENTS (CONTINUATION)

12	<b>Army.</b> An army is passing through town. Where are they marching towards?
13	<b>Assassination.</b> A local figure of importance has been recently assassinated in the middle of dawa. Who was it? Are you a suspect?
14	<b>Attack.</b> The settlement is being assaulted. Is it a coordinated bandit attack? Is it a group of roaming beasts? Do you help defend it or you run away?
15	<b>Fire!</b> Somehow, despite the omnipresent dampness of the air in the Whiteteeth Peninsula, a fire is spreading in town. Do you help or stand by? Was it an accident, or part of a ploy?
16	<b>Natural disaster.</b> An unusual violent storm, a tsunami, or earthquake hits the town. Will you survive?
17	<b>Invading force.</b> The settlement is being invaded by an enemy army. Will you stand by or help defend the place?
18	<b>Traveling troupe.</b> A group of performing artists have arrived in town, and the excitement is almost palpable. Maybe you could drop by and watch their show?
19	<b>Public Execution.</b> A criminal is being executed in the town's main square. What were their crimes? Do you know them and want to stop the execution? Does this happen often, or is a rare event?
20	<b>Threshold.</b> A Threshold opens in the middle of town, devouring several buildings before disappearing as suddenly as it appeared.





D66	PICK-POCKETED ITEMS	D66	PICK-POCKETED ITEMS
11	Ration	41	Ink bottle
12	Cheap necklace	42	Knife
13	Waterskin	43	Gloves
14	Silk scarf	44	Bone comb
15	Empty vial	45	Oil flask
16	Cloak bone pin	46	Alcohol flask
21	Religious symbol	51	Tinder box
22	Ivory figurine	52	Dice
23	Pouch with D10 jats	53	D4 bandages
24	Small semi-precious stone	54	Flint & steel
25	Shiny stone	55	Smoking pipe
26	Wooden box	56	Crudely drawn map
31	Bag with caltrops	61	Magnifying glass
32	D4 arrowheads	62	Pouch with 2D20 Jats
33	Small journal	63	Flask of fragrant oil
34	Bundle of thread	64	Silver ring
35	Pouch with D20 jats	65	D4 lock-picks
36	D4 random herbs	66	Ancient iron coin

### GAMBLING

The world may have died and gone to hell long ago, but gambling is still very much alive. Each time you visit a settlement you may opt to gamble your hard-earned shells to see if your luck has changed for the better.

The most popular game, one that is so simple its rules are pretty much the same wherever one may be, is called Pot. A game of Pot is played as follows:

- The player declares how much they are willing to bet. A standard bet is 10 shells/jats per roll.

- The player rolls 2D10. If you roll

doubles, roll a third time and get a +/- 1 on the betting roll.

- Arrange the dice on the table with the lower result to the left and the higher to the right.

- Now the player needs to guess if the chicken will land in the pot (a number inside the two rolls), or outside of it (a number outside the two rolls) and rolls another D10.

- If the third die rolled matches any of the previously rolled numbers, the player loses. If their guess was correct, they win.

- A traditional game of Pot consists of 3 rounds of betting.





## HUMAN ENCOUNTERS

When encountering a human on the hexmap due to rolling “human” on the Encounters table of a region or any other situation, you must follow the following steps:

- Roll on the Human Encounter table to determine the basis of the encounter:



<b>D10 HUMAN ENCOUNTER</b>	
<b>1-5</b>	Hostile (roll on the Hostile Human Encounters table)
<b>6-7</b>	Lone individual
<b>8-10</b>	Traveling group

<b>D6 HOSTILE HUMAN ENCOUNTERS</b>	
<b>1</b>	Cannibal
<b>2</b>	Soldier
<b>3</b>	Nomad
<b>4</b>	Mercenary
<b>5</b>	Outlaw
<b>6</b>	Acolyte

- If the encounter is not a hostile one, you must roll to determine the individual's or group's occupations/goals.

- The next step is to determine their initial attitude towards you. Keep in mind that this only applies to NPCs that have the capacity of reasoning; a beast or abomination will always be hostile towards the characters.

<b>D6 NPC STARTING ATTITUDE</b>	
<b>1-2</b>	Hostile
<b>3-4</b>	Neutral
<b>5-6</b>	Friendly

<b>D100 NPC OCCUPATIONS</b>	
<b>1-4</b>	Acolyte
<b>5-8</b>	Farmer
<b>9-12</b>	Alchemist
<b>13-16</b>	Soldier
<b>17-20</b>	Bodyguard
<b>21-24</b>	Bounty Hunter
<b>25-28</b>	Mercenary
<b>29-32</b>	Hunter
<b>33-36</b>	Miner
<b>37-40</b>	Merchant
<b>41-44</b>	Slave
<b>45-48</b>	Noble
<b>49-52</b>	Clansman
<b>53-56</b>	Outlaw
<b>57-60</b>	Thief
<b>61-64</b>	Guard
<b>65-68</b>	Artisan
<b>69-72</b>	Cultist
<b>73-76</b>	Prostitute
<b>77-80</b>	Shepherd
<b>81-84</b>	Healer
<b>85-88</b>	Fisherman
<b>89-92</b>	Servant
<b>93-96</b>	Messenger
<b>97-100</b>	Erudite





- Next, and based on the NPC's starting attitude, we may want to know more precisely how they react towards the PCs with the use of the following tables.

<b>D10                    HOSTILE NPC</b>	
1-2	Attacks without warning
3-4	Threatens or harasses
5-6	Demands something
7-8	Denies access
9-10	Tries to trick or deceive

<b>D10                    NEUTRAL NPC</b>	
1-2	Uninterested
3-4	Offers a job or needs help with a task
5-6	Willing to trade (items or information)
7-8	Needs a favor or has a job
9-10	Tries to trick or deceive

<b>D10                    FRIENDLY NPC</b>	
1-2	Talkative or gossipy
3-4	Offers direct assistance (gear, information, tending to wounds, etc.)
5-6	Wants to trade
7-8	Offers gifts (basic gear, rations)
9-10	9-10 – Has a lead or a clue

<b>D6</b>	<b>GENDER</b>
1-2	Female appearance
3-4	Male appearance
5-6	Androgynous appearance

<b>D6</b>	<b>AGE</b>
1-2	Young
3-4	Middle-aged
5-6	Old

- You may roll on the Gender, Age, and Character Descriptor tables if you need more details about a specific NPC.

- Last but not least, we may roll on the Motivation tables to learn more about what this particular character's (or group of characters) goals and motivations are.

*"It is said that for each man  
that takes up the plow, a  
hundred take up the sword.*

*The fact is, robbing and  
pillaging is far more profitable  
(and sometimes even less  
risky) than dedicating your life  
to taming a land that does not  
want to be tamed, and insists  
in proving so constantly."*

*- Errab Chasmthre, leader of the  
Gilded Ghars*





### NPC CHARACTER DESCRIPTOR (D100)

<b>1</b> – Poor	<b>26</b> – Wealthy	<b>51</b> – Clean	<b>76</b> – Dirty
<b>2</b> – Rough	<b>27</b> – Fancy	<b>52</b> – Polite	<b>77</b> – Rude
<b>3</b> – Trained	<b>28</b> – Skilled	<b>53</b> – Educated	<b>78</b> – Ignorant
<b>4</b> – Common	<b>29</b> – Intelligent	<b>54</b> – Unusual	<b>79</b> – Sweet
<b>5</b> – Foul	<b>30</b> – Beautiful	<b>55</b> – Driven	<b>80</b> – Small
<b>6</b> – Large	<b>31</b> – Loud	<b>56</b> – Fast	<b>81</b> – Slow
<b>7</b> – Quiet	<b>32</b> – Exotic	<b>57</b> – Uninformed	<b>82</b> – Interesting
<b>8</b> – Colorful	<b>33</b> – Informative	<b>58</b> – Ugly	<b>83</b> – Dangerous
<b>9</b> – Inept	<b>34</b> – Clumsy	<b>59</b> – Capable	<b>84</b> – Intrusive
<b>10</b> – Respectful	<b>35</b> – Primitive	<b>60</b> – Elegant	<b>85</b> – Armed
<b>11</b> – Different	<b>36</b> – Young	<b>61</b> – Difficult	<b>86</b> – Helpful
<b>12</b> – Harmful	<b>37</b> – Disciplined	<b>62</b> – Erratic	<b>87</b> – Wild
<b>13</b> – Commanding	<b>38</b> – Meek	<b>63</b> – Humorous	<b>88</b> – Frightened
<b>14</b> – Strong	<b>39</b> – Impulsive	<b>64</b> – Naive	<b>89</b> – Surprising
<b>15</b> – Calculative	<b>40</b> – Sophisticated	<b>65</b> – Old	<b>90</b> – Crazy
<b>16</b> – Confident	<b>41</b> – Passive	<b>66</b> – Bold	<b>91</b> – Careless
<b>17</b> – Cautious	<b>42</b> – Sneaky	<b>67</b> – Intimidating	<b>92</b> – Powerful
<b>18</b> – Unhinged	<b>43</b> – Powerless	<b>68</b> – Hurt	<b>93</b> – Rough
<b>19</b> – Caring	<b>44</b> – Honorable	<b>69</b> – Principled	<b>94</b> – Arrogant
<b>20</b> – Gentle	<b>45</b> – Brave	<b>70</b> – Weak	<b>95</b> – Curious
<b>21</b> – Supportive	<b>46</b> – Heroic	<b>71</b> – Untrustworthy	<b>96</b> – Pious
<b>22</b> – Generous	<b>47</b> – Posed	<b>72</b> – Greedy	<b>97</b> – Nervous
<b>23</b> – Hopeless	<b>48</b> – Sociable	<b>73</b> – Sketchy	<b>98</b> – Disdainful
<b>24</b> – Reserved	<b>49</b> – Proud	<b>74</b> – Optimistic	<b>99</b> – Humble
<b>25</b> – Shy	<b>50</b> – Calm	<b>75</b> – Courteous	<b>100</b> – Formal





### NPC MOTIVATION (*VERB*) (D100)

1 – Prepare	26 – Construct	51 – Strive	76 – Inform
2 – Associate	27 – Plunder	52 – Understand	77 – Patronize
3 – Pursue	28 – Hinder	53 – Collaborate	78 – Depress
4 – Contact	29 – Conquer	54 – Complete	79 – Determine
5 – Embrace	30 – Advance	55 – Seduce	80 – Seek
6 – Record	31 – Guard	56 – Compel	81 – Detect
7 – Possess	32 – Follow	57 – Assist	82 – Execute
8 – Progress	33 – Aid	58 – Join	83 – Realize
9 – Impede	34 – Review	59 – Defile	84 – Rob
10 – Conceive	35 – Drive	60 – Produce	85 – Overthrow
11 – Promote	36 – Fulfill	61 – Establish	86 – Convey
12 – Trouble	37 – Chronicle	62 – Account	87 – Maintain
13 – Abduct	38 – Indulge	63 – Work	88 – Attend
14 – Create	39 – Abuse	64 – Accompany	89 – Discourage
15 – Interact	40 – Shepherd	65 – Offend	90 – Explain
16 – Oppress	41 – Rescue	66 – Guide	91 – Undermine
17 – Spoil	42 – Take	67 – Learn	92 – Compose
18 – Attempt	43 – Discover	68 – Persecute	93 – Refine
19 – Obtain	44 – Deter	69 – Communicate	94 – Access
20 – Advise	45 – Acquire	70 – Process	95 – Operate
21 – Relate	46 – Promote	71 – Report	96 – Proclaim
22 – Administer	47 – Damage	72 – Develop	97 – Suppress
23 – Comprehend	48 – Burden	73 – Suggest	98 – Manage
24 – Agonize	49 – Advocate	74 – Steal	99 – Secure
25 – Encourage	50 – Implement	75 – Weaken	100 – Achieve





### NPC MOTIVATION (*Noun*) (D100)

<b>1</b> – Force	<b>26</b> – Intelligence	<b>51</b> – Strength	<b>76</b> – Beauty
<b>2</b> – Medicines	<b>27</b> – Prosperity	<b>52</b> – Drugs	<b>77</b> – Lies
<b>3</b> – Relic	<b>28</b> – Wealth	<b>53</b> – Freedom	<b>78</b> – Communication
<b>4</b> – Music	<b>29</b> – Allies	<b>54</b> – Justice	<b>79</b> – Knowledge
<b>5</b> – Contraband	<b>30</b> – Alcohol	<b>55</b> – Gluttony	<b>80</b> – Rumors
<b>6</b> – Distress	<b>31</b> – A cult	<b>56</b> – Lust	<b>81</b> – Advice
<b>7</b> – Deprivation	<b>32</b> – The Whiteteeth Peninsula	<b>57</b> – The Congregation of the Four Gods	<b>82</b> – Hunger
<b>8</b> – Opulence	<b>33</b> – Military	<b>58</b> – Laziness	<b>83</b> – Metal
<b>9</b> – Poverty	<b>34</b> – Dreams	<b>59</b> – Dissonance	<b>84</b> – Riches
<b>10</b> – Resources	<b>35</b> – The Veil	<b>60</b> – Order	<b>85</b> – Pride
<b>11</b> – Affluence	<b>36</b> – Discretion	<b>61</b> – Success	<b>86</b> – Exploration
<b>12</b> – Hardship	<b>37</b> – Love	<b>62</b> – Wrath	<b>87</b> – Secrets
<b>13</b> – Enemies	<b>38</b> – Pain	<b>63</b> – Purity	<b>88</b> – Death
<b>14</b> – Civilization	<b>39</b> – Slavery	<b>64</b> – Faith	<b>89</b> – Greed
<b>15</b> – Religion	<b>40</b> – Enlightenment	<b>65</b> – Corruption	<b>90</b> – The Dusk Blades
<b>16</b> – The poor	<b>41</b> – Sensuality	<b>66</b> – Power	<b>91</b> – Desperation
<b>17</b> – The Primordial Ones	<b>42</b> – Chaos	<b>67</b> – Vigilance	<b>92</b> – Myths
<b>18</b> – Family	<b>43</b> – Peace	<b>68</b> – Zeal	<b>93</b> – Legends
<b>19</b> – The elite	<b>44</b> – Discrimination	<b>69</b> – Composure	<b>94</b> – Progress
<b>20</b> – Academia	<b>45</b> – Disbelief	<b>70</b> – Charity	<b>95</b> – Beasts
<b>21</b> – The forsaken	<b>46</b> – Pleasure	<b>71</b> – Atrocity	<b>96</b> – Magic
<b>22</b> – The law	<b>47</b> – Hate	<b>72</b> – Envy	<b>97</b> – Nature
<b>23</b> – The oppressed	<b>48</b> – Happiness	<b>73</b> – Cowardice	<b>98</b> – Expertise
<b>24</b> – Friends	<b>49</b> – Servitude	<b>74</b> – Narcissism	<b>99</b> – Abominations
<b>25</b> – Criminals	<b>50</b> – Harmony	<b>75</b> – Bravery	<b>100</b> – Patience





**Example:** Thamistiran is on the road heading towards Madari to find his lost sister. Despite being one of the few roads found in all of the Peninsula, it is fairly empty, and Thamistiran is almost suspicious when he sees a lonely figure down the road, coming his way (a roll of 6 on the Human Encounters table). He then rolls on the NPC Occupations and Starting Attitude tables to learn more about this character; it seems it's a bounty hunter, and their demeanor is immediately hostile as they approach. Thamistiran then determines that the bounty hunter is demanding something of him (a roll of 6 on the Hostile NPC table), and rolls on the motivation tables to determine what they want: "Collaborate The Law" Well, this one is pretty much self-explanatory; Thamistiran determines that the bounty hunter is chasing a criminal, and they are demanding that Thamistiran helps them find them, or at least provide some information about their whereabouts. This would mean Thamistiran's quest of finding his sister would have to wait, but having a bounty hunter owe you one could prove useful in the future. He introduces himself and convinces the bounty hunter to partner up on this one.

- If you encounter a traveling group, or you simply need to know how many individuals there are in a group, you may determine it by using the following table:

D100	GROUP SIZE
1-25	Half the Player Party's size (minimum 2)
26-74	Same size as the Player Party (minimum 2)
75-100	Double the Player Party's size

"As part of the rituals that take place when reaching adulthood, some of the Blackday Tribes send their young ones on "Dream Quests", pursuing visions that the elders have. Many never return home, but those who do have a better understanding of their place in the world."

## Tainted Enemies

The nefarious influence of the Primordial Ones is far-reaching and pervasive. It is a corruption that spreads from the mind and souls of mankind, into the natural world surrounding them. For this reason, it is not unusual to find all sorts of creatures with signs of corruption; it is said that they are **Tainted**. This taint transforms even the most

peaceful of creatures into a raging abomination.

When encountering an enemy of any kind, you must roll a D10; a result of 1-2 means that the foe in question is Tainted. Roll on the Mark of Taint table to determine how this affects their combat abilities. A Tainted enemy grants +25 XP.





## D20

## MARK OF TAINT

1	<b>Fear.</b> Each character must perform a WIL Test every turn. If they fail, they suffer a -20 penalty to all actions that turn
2	<b>Transfixing Stare.</b> The characters may not run away from this creature
3	<b>Incombustible.</b> Immune to Burning
4	<b>Snake Blood.</b> Immune to Poisoned
5	<b>Southern Kin.</b> Immune to Chilled
6	<b>Bloodless.</b> Immune to Bleeding
7	<b>Thick Skull.</b> Immune to Stunned
8	<b>Vampiric.</b> This creature heals 2 HP each time it deals damage
9	<b>Berserk.</b> Upon reaching 25% remaining health points (rounding up), they deal 2 extra damage per attack but receive a -10 to their Defense
10	<b>Negate Death.</b> Ignore all damage caused by an attack that would otherwise be fatal. Only works once
11	<b>Fire Affinity.</b> All damage inflicted by this creature has a 50% chance (roll with each attack) to cause the Burning condition
12	<b>Heart-Stopping Aura.</b> This creature applies the Chilled condition to all characters in its proximity
13	<b>Toxic.</b> All damage inflicted by this Veteran has a 50% chance (roll with each attack) to cause the Poisoned condition
14	<b>Regeneration.</b> This creature heals 1 HP automatically each turn
15	<b>Armored.</b> This creature is protected by a thick skin that grants it Armor (1)
16	<b>Shroud of Darkness.</b> This creature is surrounded by a permanent cloud of darkness. All characters (except the creature itself) suffer the effects of the Blinded condition unless they have some light source or spell
17	<b>Repelling Force Nimbus.</b> This creature is immune to ranged weapons attacks, thanks to a constant field surrounding it that stops all projectiles
18	<b>Disarming Tentacles.</b> Once per turn, the characters must perform a DEX Test to avoid being disarmed. If failed, they lose their weapon and must spend a turn recovering it
19	<b>Thorns.</b> If fighting in melee range, the player must perform a DEX Test every turn or suffer 2 damage
20	<b>Endurance.</b> This creature may lose no more than 5 HP per attack



# ADVANCED RULES

## PROVISIONS AND STARVATION

Players wanting a bit more realism and danger in their games can introduce the concept of provisions. Characters need to carry provisions (food and water) with them to survive. A character that does not consume a ration every day (which remember, is a combination of food and drink; we use the term “ration” to

simplify) must pass a WIL test; if failed their CON will be temporarily reduced by one until they consume a ration. If a character passes five whole days without consuming rations they will die of starvation and (mostly) thirst.

- Provisions require 1 GS, regardless of the amount.

## WEIGHT AND ENCUMBRANCE

As you will soon see in the *Loot & Gear* chapter, all gear has a weight described in Gear Slots. **All characters possess a number of Gear Slots equal to their STR.** Aside from that, characters may carry up to 20 Light items with them. Each Light

item carried beyond this limit will require 1 GS.

To limit the ability of players hauling enormous amounts of food and currency, each 200 jats (or shells) count as 1 Light item; each 10 rations count as 1 Light item.

## THREAT LEVEL AND ENCOUNTER DIFFICULTY

When facing an enemy, the first thing you must do is calculate its Threat Level. There are five Threat Levels, and this is done as follows:

- Add the Level of all characters in the party that are participating in the combat to figure out what the Party Level is

- Use the Threat Level table to determine the enemy's TL

- An enemy's TL is multiplied by each of its stats affected by it; this is generally Damage, Health Points, Defense, and Offense, but it may

PARTY LEVEL	ENEMY THREAT LEVEL
≤ 20	1
≤ 40	2
≤ 60	3
≤ 80	4
≤ 100	5

affect other stats as well, depending on the enemy in question.





**Example:** Whan Sorrowblade and his companion Yura are about to face a terrible Glacial Bear. Whan is level 7 and Yura is level 9, meaning that their party level is 16. Since this is lower than 20, the Glacial Bear's TL for this encounter is 1, so its stats will not be modified in any way. If the party level would have been over 20 then the Bear's TL would have been 2, meaning its HP would be 120 instead of the base 80, its DEF and OFF would have been 10 instead of 5, and its damage D10+2, up from D10+1.

#### LOW CHARACTER LEVEL AND ENCOUNTER DIFFICULTY (OPTIONAL RULE)

New characters can have a very tough time when wandering about the Whiteteeth Peninsula. Under-

equipped and under-powered, an encounter with an Elite Foe generally ends with the PCs dying, if they're not lucky enough to avoid it or run away. For this reason, PCs may choose to apply the following modifiers to all their encounter rolls (the lowest possible result always being 1):

CHARACTER LEVEL	ENCOUNTER TABLE ROLL MODIFIER
1	-50
2	-40
3	-30
4	-20
5	-10

### NPC BEHAVIOR DURING COMBAT

Although the basic combat patterns explained in the The Core Rules chapter are effective and easy to use, players facing intelligent foes may find them lacking. This is especially noticeable when playing with NPCs that are on the player's side, such as sellswords; their behavior is too simple. With the following rules, intelligent NPCs will present a more varied pattern of behavior during combat.

- At the beginning of each turn, roll on the NPC Combat Behavior table for each intelligent NPC participating in the fight.

- All NPCs start combat with 5 points in Determination. As the combat progresses and (if) they suffer wounds, they will lose Determination, which modifies their Combat Maneuver roll. Positive

D10	NPC COMBAT BEHAVIOR
1-5	Attack
6-7	Use special skill if available, otherwise attack
8-10	Roll on the Combat Maneuver table

Determination is added to the Combat Maneuver roll, while negative Determination is subtracted from it.

► The following situations will trigger a **Determination loss** of one point:

- Losing 25% of total HP
- Losing 50% of total HP
- Losing 75% of total HP
- Receiving a Critical Hit
- Seeing an ally flee or die





2D6	COMBAT MANEUVER
2	The NPC panics and attempts to flee
3	The NPC throws down their weapons and appeals to mercy
4	The NPC attempts to negotiate (bribe, threat, plea) with the PCs
5	The NPC begins to retreat slightly, focusing on defense. +20 DEF, no attack
6	The NPC attacks cautiously. +10 DEF, -10 OFF
7-9	The NPC attacks normally
10	The NPC uses a special skill. If none are available they attack normally
11	The NPC attacks taunting their opponent, who must pass a WIL test or suffer a -20 to their defensive skills
12	The NPC attacks with a feint, causing their opponent to suffer a -20 to their defensive skills

► The following situations will trigger a **Determination gain** of one point:

- Seeing their opponent losing 25% of total HP
- Seeing their opponent losing 50% of total HP
- Seeing their opponent losing 75% of total HP
- Seeing their opponent have a critical failure
- Seeing an opponent flee or die

#### COMMAND SKILLS AND SELLSWORDS

Players may want to make sure their hirelings are performing the way they intend them to, as well as make sure they do not hesitate during combat; that is why players may use Command Skills to tell their sellswords what to do. A successful Command Skills test accompanied by a clear order ("Attack!", "Move behind me!", "Do not retreat!", etc.) will negate the results of a Combat Maneuver roll.

When using these rules, the enemy morale rules presented on page 44 are only used when the Combat Maneuver table specifies that the NPC flees.

*"Ivory Hollow is the southernmost settlement known to man. With barely a couple thousand inhabitants, it's without a doubt the most important trade center in all of Shadowstretch. Fishermen travel to the town daily to sale their catch, and long caravans from Madari bring trade goods almost on a daily basis."*





## FIGHTING THE SAME ENCOUNTER REPEATEDLY

It's fairly common to stumble upon the lair of some specific type of beast or abomination; in these cases, characters become more comfortable facing them, after repeated encounters; they learn their combat patterns and moves and can adapt to them more effectively.

- After you encounter the same enemy three times while exploring a

Site, you earn a +5 Initiative for all future encounters against the same type of enemy.

- After encountering the same enemy five times, you gain +20 to your combat skills (ranged and melee).

- These bonuses disappear once you exit the Site.

## SELLSWORDS

Life as a single traveler anywhere in the Twilight can be both difficult and dangerous. There are many threats that are virtually impossible to deal with alone, especially at low levels. That is why players may want to hire the services of a sellsword. A sellsword is, generally speaking, a non-player character very much like the ones the players themselves start with; mostly desperate individuals with little to no training that are willing to take risks in order to progress in life. They are different to mercenaries in that they work mostly alone, have only the most basic equipment, and most importantly, are willing to work for a share of the loot, as opposed to professional mercenaries, who are used to work in squads and be handsomely paid for years of training and experience.

- A sellsword will work for 40% of the party's earnings. This means also that, if the party finds a valuable artifact they want to keep, a sellsword will demand to be paid 40% of the artifact's value, or they'll walk out, or maybe even attack their former employer.

- A sellsword will obey and follow the party as long as they don't think they'll be getting into something they can't get out from; for example, a sellsword will help the party in combat, exploration and any other task, but will not listen to a PC ordering them to jump into a pit or face a terrible foe. Sellswords are people, not automatons. This is when Command Skills comes in; a doubtful sellsword may need a well-placed order to do what they're asked. Command Skills are particularly useful when a sellsword decides a combat is too much for them and wants to flee.

- Morale: A sellsword must successfully pass a WIL test when their HP are reduced below 75% in order to continue fighting and not simply flee. A PC can stop a sellsword from fleeing though if they are successful at a Command Skills test; this is a roll subject to degrees of success, so it's possible that the sellsword doesn't run away but it may start retreating or acting purely defensively.

- All sellswords start at level 1. A sellsword can level up, XP is shared





60-40% between the PCs and the sellswords.

### Hiring and Finding a Sellsword

Since sellswords are independent individuals that have simply decided to offer their services, there is no network or sellsword guild helping players to find one. Players can count on finding one person willing to help them at each settlement they visit; simply roll on the Sellswords table to

D10		SELLSWORDS
1-2		Acolyte
3-4		Brawler
5-6		Burglar
7-8		Hunter
9-10		Vitalist

determine which type of sellsword you have found.

### ACOLYTE

STR	DEX	CON
11	11	14
WIL	INT	CHA
16	13	15

**HP: 14 / Max Corruption: 11**

**Skills:** Alchemy 40, Crafting 30, Dodge 50, First Aid 50, Forbidden Lore 30, Herb Lore 30, Literacy 30, Orientation 29, Perception 50, Two-handed Melee 50

**Spell:** Shadow Flames. One daily use.

**Gear (max GS 11 / 7 free):**

- 1xHealing Tincture
- 2xTorch
- Staff
- 10 Rations

### BRAWLER

STR	DEX	CON
16	14	16
WIL	INT	CHA
12	11	11

**HP: 16 / Max Corruption: 10**

**Skills:** Animal Handling 20, Command Skills 20, Crafting 30, Dodge 50, First Aid 50, Herb Lore 10, Literacy 10, One-handed Melee 50, Orientation 40, Outdoor Survival 30, Parry 50, Perception 50, Sneaking 40, Tracking 30

**Skill:** Aggressive Stance

**Gear (max GS 16 / 12 free):**

- 1xHealing Tincture
- 2xTorch
- One-Handed sword
- Shield
- 10 Rations



**BURGLAR**

STR	DEX	CON
12	18	12
WIL	INT	CHA
12	14	12

**HP: 12 / Max Corruption: 10**

**Skills:** Crafting 30, Dodge 44, First aid 50, Herb Lore 30, Literacy 30, One-handed weapon 50, Orientation 40, Outdoor Survival 40, Parry 50, Perception 50, Persuasion 30, Sneaking 50, Lock Picking 30, Disarm Traps 30

**Gear (max GS 12 / 7 free):**

- 1xHealing Tincture
- 1xTorch
- Dagger
- Light Armor
- 10 Rations

**HUNTER**

STR	DEX	CON
14	16	12
WIL	INT	CHA
14	12	12

**HP: 12 / Max Corruption: 10**

**Skills:** Crafting 30, Dodge 44, First aid 50, Herb Lore 30, Literacy 30, One-handed Weapons 40, Orientation 40, Outdoor Survival 40, Parry 50, Perception 50, Persuasion 30, Ranged Weapons 50, Sneaking 40, Throw 40

**Skill: Marksmanship****Gear (max GS 14 / 10 free):**

- 1xHealing Tincture
- 2xTorch
- Short Bow
- Light Armor
- 10 Rations

**VITALIST**

STR	DEX	CON
12	11	10
WIL	INT	CHA
18	18	11

**HP: 10 / Max Corruption: 10**

**Skills:** Alchemy 40, Crafting 30, Dodge 50, First Aid 50, Forbidden Lore 10, Herb Lore 40, Literacy 30, Orientation 30, Perception 50, One-handed Melee 50

**Spell: Cauterize.** Two daily uses.**Spell: Cleanse Poison.** One daily use.**Gear (max GS 12 / 9 free):**

- 1xHealing Tincture
- 2xTorch
- One-Handed Mace
- 10 Rations

“There is no day or night in Uzrun, and no words for them exist in any of the languages across this wretched place. Instead, days are divided in twenty hours, with the last six of each day traditionally reserved for sleeping and resting. This period is generally known simply as *Dana*, “the rest.”





## PLAYING WITH OTHERS

Although the rules presented in this book are mostly designed for a single solitary player, you can easily have a friend join you. Ideally, you would make one character each and decide on what brought you together. To help playing together become an easier experience you may follow these simple rules:

- Double the number of enemies you may face during a combat encounter. Determine Initiative as usual.
- Share all experience points gained equally between all Player Characters.
- When it comes to solving puzzles or dealing with NPCs you both have the opportunity to do so, simply alternate between each of you.
- Traps or any negative events will only affect one of you, determined randomly.
- You may share gear or any kind of equipment freely, but doing so during combat will result in the character losing their turn.

### PLAYING WITH A GAME MASTER

Aside from playing with a friend or friends to explore the Twilight together, you may choose to play with

one of your friends taking the role of the Game Master. In that case, the GM will use the tools found in this tool to create a story for the PCs, taking control of the story, its characters, and threats. The GM may choose to create NPCs following the character creation rules, to make them deeper and more interesting, as well as more capable all around.

Although the most intuitive way of playing with a GM would be to let them use all the tools presented in this book and simply weave a story on the go, they may choose to prepare one beforehand. This allows the GM more time to think and prepare about the game session, instead of having to rely on improvisation and immediate inspiration. They may decide to randomly generate a dungeon beforehand, with all its threats, encounters and loot placed randomly but knowingly, or create one from scratch using the tools found in this book, or a combination of both. Or they may use the random mission generators as a seed for a story that they can develop beforehand and turn into a full-fledged campaign. The only limit is the GM's imagination.



# GAME MASTER EMULATION

The mechanic (or better said, mechanics) at the core of what we call Narrative Gameplay is the ability to emulate the type of gameplay a traditional RPG campaign offers, without the need of a Game Master

(GM) running things. To do so, we will explain in the following pages this process in detail, allowing you to have a sandbox experience that will take your character(s) in completely unexpected directions.

## GAMEPLAY STRUCTURE

- I. Establish a **Scene**. Roll the **Twist** die to determine whether there's a Surprise Event introduced
- II. Use the **Augur table** to answer any doubts about the scene, create detail, and move the plot forward
- III. Use the normal gameplay rules and mechanics to resolve any situation that arises
- IV. Update (add or resolve) the **Story Arcs**, add or remove **Characters**, adjust the Twist modifier  
*- Establish the next Scene*

### THE SCENE

A Scene consists of a Setting (the place where the action is taking place) and the Characters (all the PCs and NPCs involved in the Scene). Unless this is your first session with new characters, the scene and anything within it (setting, characters) will organically appear as a result of the previously played out scene. If this is your first session, or you're simply looking for a blank slate, you can use the many resources present in this book to know where to start, such as the Mission or Rumors tables, or even the Action and Theme to come up with a scene based on the results.

- After a Scene is established, roll to see if there's a Twist. Roll a D6; with a result of 1 (or less) a Surprise Event is introduced. At the end of a Scene the players must evaluate if they were in control of the situation. If the answer is no, they receive a -1 to their Twist rolls. If the answer is yes they receive a +1. These bonuses or minuses are cumulative, but they cap at -/+3.





### STARTING YOUR FIRST SCENE

Beginning a free-form, sandbox campaign is always daunting, especially if it's your first attempt at soloing an RPG. For starters, it's always very useful to lean on your character's background to find reasons for conflict; is your character a former servant that recently escaped? Maybe then you can start your first scene struggling to survive and find your place in the world, while you plot revenge on your former lord. Or maybe you are simply an adventurer searching for an opportunity, and you find yourself in a town with a problem that needs solving. Whatever it is, your background and former connections can point you in the right direction.

The simplest, less complicated way of starting though would be to simply decide a starting point in the map and travel, to see what interesting places and people you come across with. You can also create a starting settlement and use the different mission and rumor tables to find a task for your character. Last but not least, we strongly recommend you to start with an Open Scenario, such as the one presented in this book in the *Scenarios* chapter.

### SURPRISE EVENTS

To determine the focus of a Twist we use the following method:

- Roll a D8 for the "Descriptor" column, and another D8 for the

"Subject" column in the Surprise Event table.

- We then roll on the **Action** and **Theme** tables (page 107) to further refine the result, if necessary.

**Example:** Wudanaz the exile starts his first day of life outside of his village, after being wrongly accused of a crime. The Scene is thus clearly set up: alone, a few miles away from what used to be home, not a clear goal or direction aside from surviving. The Setting is the outskirts of his village in Shadowstretch, and Wudanaz is the only Character, so far. He rolls a D6 to see if there's a Twist (his Twist Modifier is 0, as this is his first scene ever), but he rolls a 1, a Surprise Event! He rolls on the Surprise Event table and gets "Natural Unnatural", and "Trust Travel" on the Action and Theme tables. He interprets this as having found something really out of place (Unnatural) in the middle of the wilderness (Natural), something that clearly marks the path he must follow (Trust Travel). After a bit of thinking, he decides that this could be a man-made construct, an ancient road forgotten in time but still perfectly preserved. All roads have to lead somewhere, right?



descriptor	1-2	3-4	5-6	7-8
1 - Encounter	Hostile	Neutral	Neutral	Friendly
2 - Physical	Struggle	Illness	Trap	Labor
3 - Natural	Wilderness	Weather	Unnatural	Deprivation
4 - Knowledge	Forbidden	Secret/Hidden	Research	Historical
5 - Player Character	Traitor	Relationship	Death	Rival
6 - Non-Player Character	Behavior Change	Misunderstanding	Disappearance	Assistance required
7 - Location	Assault	Gathering	Hidden	Destroyed
8 - Factional	Rebels	Invaders	Struggle	Disappearance

- **Encounter:** This is the most elemental type of Surprise Event; the group encounters someone or something. Roll on the appropriate tables, depending on whether it's a hostile, neutral or friendly encounter. For example, if it's a hostile encounter while you're inside some type of cave system you would simply roll on the Cave Encounters table and resolve it via combat as usual.

- **Physical:** This type of Event describes something happening that requires the use of physical skills but that is not combat-related. It can mean you need to haul some fallen trees blocking the road, or that you sprung a trap and you need to see if you react on time.

- **Natural:** A Surprise Event related to the natural world; it can be a sudden change of weather, or that the river you had hoped to navigate has frozen over.

- **Knowledge:** This type of Surprise Event relates to any type of information or knowledge the players may have or need to acquire. It can be that they suddenly find out

about a secret plot to kill the local leader, or that they learn about some important event that happened years ago that explains their current situation.

- **Player Character:** This focuses on situations that affect the PCs directly, such as the sudden appearance of an old rival, or a change in a relationship.

- **Non-Player Character:** This type of event describes all those situations when something unexpected happens to one of the NPCs that has or has had a relevant role in the present campaign; basically any character in the Character list that is not a PC. It could be the players learning that a character that helped them in a previous Scene is now in trouble, or that they discover a NPC which they thought was an ally is actually plotting against them.

- **Location:** Surprise Events that have something to do with the location where the Scene takes place. Maybe the place is being assaulted by robbers, or the town the PCs were looking for has been destroyed.





**- Factional:** This type of Surprise Event covers the struggle caused by the different factions; this can be something as simple as the Dusk Blades busting a smuggling operation, or the disappearance of a whole Blackclay tribe.

### THE AUGUR

The Augur is the core mechanic that allows you to determine whether something is one way or another. By formulating a question in a “yes or no” fashion (“Will the rock slide come my way?”) and determining the likelihood of it, we can know the outcome of virtually any situation

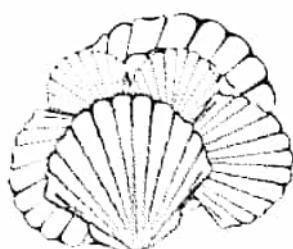
that we come across. To put it simply, the Augur table determines the chances of a “yes” answer. For example, something that is *Unlikely* to happen will only happen with a roll of a 7 or more on a D10.

At the same time, we roll a D10 in the Augur table, we must roll an extra D6 to determine the Qualifier, which will give nuance to the answer. If you roll a Qualifier, you may roll on the Complications table to learn what else is going on, decide for yourself according to logic, or even use the Surprise Event, Action & Theme tables if the Complications table doesn't provide a clear answer.

AUGUR (D10)	
Almost Impossible - 9+	
Very Unlikely - 8+	
Unlikely - 7+	
Equal Chances - 6+	
Likely - 5+	
Very Likely - 4+	
Almost Certain - 3+	

QUALIFIER (D6)	
...but...	1
No qualifier	2-5
...and...	6

D6	COMPLICATION
1	An unexpected event takes place at a very good or bad moment
2	Something the PCs think to be one way is actually another
3	A new character(s) is revealed (reinforcements appear, the gang leader was actually just a pawn working for a rich merchant, etc.)
4	A change to the physical environment (weather, avalanche, the bridge collapses, etc.)
5	A useful item (a key, a piece of gear, a letter) is found or lost
6	An unexpected change in the relationship between people involved in the situation (a character's mother is actually their aunt, the character is mistaken for someone else, etc.)





**Example:** Wudanaz is climbing a hill when a sudden shift in the land up ahead causes some rocks to fall his way. He determines that the likelihood of a rock hitting him is Likely (5+). He rolls a 3 for the Augur, and a 1 for the Qualifier, meaning that the rocks miraculously miss him, but something else happens. Wudanaz could roll on the Complication table but determines that the most logical thing is that he got distracted or nervous by the rocks falling, causing him to partially lose his footing. He decides this calls for a DEX test, to see if he can avoid tumbling downhill.

#### EMPHASIS DIE (OPTIONAL RULE)

When rolling on the Augur you may choose to also roll a D20 to further refine the result of the Augur roll. A result of 1-2 means that whatever the Augur answer was (yes or no), it is an extreme version of it.

**Example:** Having survived the dangerous hills, Wudanaz is about to assault an enemy camp at night, and decides to ask the Augur whether there are any guards on post. He deems the answer to be "Very Likely", which means a roll of 4 or more on the D10 is a yes. He rolls a 6 on the Augur die and a 2 on the Emphasis die, meaning that not only are there guards, but there are also lots of them! If he would have rolled less than a 5 on the Augur die but still a 2 on the Emphasis die, then the answer would have been that not only there are no guards on post, there is no chance a guard will appear and surprise him.

#### UPDATING THE STORY ARCS

Story Arcs are threads or overarching themes that form the backbone of the story. They can take the form of Missions, or simply appear organically while the game is played. Once we consider the Scene as completed (the characters arrive in a town after traveling the whole day; the prisoner's interrogation has yielded interesting information and an action plan is ready; the tense negotiation with the village elder ends with the characters being forced

out of town), it is time to tally up your progress:

- Have you completed a Mission or request?
- Are there no more leads to follow?
- Are all the characters involved dead or gone?
- What are the next steps to take? Who do you need to talk to/fight/follow, where do you need to go to?

All these questions (and more, these are just examples) will let you know whether you should consider the Story Arc as closed, or continuing in the next scene. For example, if one of your active Story Arcs was "find the missing girl" and you do find her, then you can consider that Arc closed. But did you find the girl alive and well, or was she dead? If so, what (or who) killed her? Closing a Story Arc will most likely open a new one; if the girl was found dead, the next Arc could be "Find out how the girl met her end"; if she was found alive and well, maybe she was taken by someone with a specific purpose; then the next Story Arc could very well be "find a way to stop the kidnappers from sacrificing children to the Primordial Ones", or "find the girl's uncle, still lost in the dark woods south of the village".

As we open and close Story Arcs, Characters will appear organically, maybe as friends, maybe as foes. Following the example above, one of the characters would be the missing girl, while another would be the





person (or persons) that asked the PCs to find her. After resolving her arc, we would maybe need to remove the girl's character from the list, but add the name of a cult leader, or maybe the girl's uncle, depending on where the story takes us. As always, let your intuition and logic lead the way, and write down the names of any characters you think may play a role, directly or indirectly.

### CHOOSING AN END GOAL

While many players will be happy to simply let their characters roam the world without any particular goal in mind, others may feel the need to set a final, grand goal for their character. You may have been an orphan and you want to discover who your parents were, or maybe you want to avenge the death of your brother at the hands of a powerful madarian noble, or even simply want to become the most powerful being in all of the Whiteteeth Peninsula, so you can overthrow Danag the Silent and carve your own empire. Whatever the reason, it has to be something difficult, almost impossible to achieve; something so further down the line that will force you to take a series of calculated steps before you

can even begin to consider attempting it. This way, every adventure you play, every mission you complete, can be part of your greater scheme, simply stepping stones towards your end goal.

### FLASHBACKS

Sometimes, you may feel your story requires you to learn more about a specific situation; where and how did you meet an NPC that is supposed to be an old companion of yours? What's the story behind the ring you have that allows you to become invisible? If you want to simply move the story forward you may simply answer these questions by quickly making something up, or by using the Action & Theme tables. Alternatively, you may want to play out a flashback; a scene in the past detailing what brought you to the current situation. This could play out as a whole another adventure, out of the context of your current campaign, or a simple scene of roleplaying, as you remember how the NPC you just met is actually the girl you were hitting on as a teenager at a cattle fair, so many years ago. Use flashbacks as a tool to flesh out both your character's story and that of the world they live in.

### FAILING FORWARD

Remember that you are the master of the story, and as such you are in charge of making it move forward. Do not let a failed Perception or Persuasion roll stop the flow of the story; make those failures part of the story by analyzing it and incorporating them as narrative elements. Did your character fail to spot the secret exit because a sudden gust of air pushed dust into their eyes? Or maybe you didn't really fail, you just took very long to find it, long enough for the enemies you're running away from to catch up with you. Be creative with your failures and look for alternative, realistic solutions to what may seem like forced endings.





## THE ACTION & THEME TABLES

The last fundamental tools that you'll need to solve any problem you may find during your campaign, such as figuring out the direction of a scene, or the result of a Surprise Event, are the Action and Theme tables. These two tables combined give you a seed of an idea, something that you can interpret in light of the specific situation the characters are in at any given moment.

Using the tables is simple: simply roll once on each table and combine the result. If the first pair needs more details you may roll again to refine the result.

**Example:** After having dealt with the hunters that were chasing him, Wudanaz is unsure of where to go next. He decides to make an Action/Theme roll for inspiration, and the result is "Return Dream". He immediately interprets this as him having an intensely vivid dream about his mother, compelling him to return home. He awakes covered in a cold sweat and a clear goal in his mind.



"Little is known nowadays of the Almaki, the civilization that existed in the Whiteteeth Peninsula before the arrival of the Suth. Although already in clear decline before the Suth invasion, having forgotten how to farm the harsh land and thus reduced to little more than marauding barbarians, the Almaki were a proud people that resisted the newcomers fiercely. What little is known of them is thanks to Suth scholars that carefully cataloged the name of their settlements and great leaders. Among them, Lord Arnok's name still remains the most known, having become synonym with resistance and bravery in the face of adversity ."





## 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> – Hold	<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> – Reveal	<b>69</b> – Inspect	<b>94</b> – Gratify
<b>20</b> – Propose	<b>45</b> – Break	<b>70</b> – Break	<b>95</b> – Return
<b>21</b> – Suppress	<b>46</b> – Dominate	<b>71</b> – Locate	<b>96</b> – Imitate
<b>22</b> – Explore	<b>47</b> – Carry	<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)

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





## MISSIONS, OBJECTIVES & RUMORS

While simply wandering about without a clear objective can provide hours of entertainment and unexpected adventures, moving towards a concrete goal or set of goals always feels more rewarding, providing a more structured form of gameplay. This is especially ideal when starting out, or when the last played scene wrapped up all the active Story Arcs. Don't take the following tables as a fixed set of possibilities or scenarios; they are meant to help you jump-start your imagination and provide some direction. You are free, as always, to change any details you want. You may choose to ignore a patron and keep a valuable artifact for yourself, or maybe the noble's kidnapped daughter wasn't kidnapped, after all,

she just ran away with one of the Dusk Blades escorting her. The possibilities are limitless.

As usual, most of these are vague by design; if you're having trouble coming up with the details surrounding some of them, you may use the Action and Theme tables.

In case the mission doesn't present itself organically, you may use the following table to determine how the PCs learn about it.

Completing a mission given by a patron grants 150 XP, to be divided among all the characters that participated in it, and 500 jats (unless you feel it was a particularly difficult mission, in which case you can attempt to negotiate with your patron).

### d10 How Did the Characters Learn About the Mission?

1-2	A dream or vision suggests the opportunity
3-4	A person offers to trade details concerning the mission in exchange for payment
5-6	A friend or family member tells the characters about the mission
7-8	The PCs hear rumors about the opportunity
9-10	A potential employer contacts the PCs

### D6 REGION

1	Everscar Highlands
2	Akkar Strand
3	Madari
4	Deathrot Marsh
5	Shadowstretch
6	Whitetooth Mountains

### D4 TYPE OF MISSION

1	Location
2	Item
3	Individual
4	Event



D10	How Far Is the Mission Objective?	D10	How Far Is the Mission Objective?
1	Same Hex	6	Five Hexes Away
2	Adjacent Hex	7	Six Hexes Away
3	Two Hexes Away	8	Seven Hexes Away
4	Three Hexes Away	9	Eight Hexes Away
5	Four Hexes Away	10	Ten Hexes Away

### MISSION & LOCATION (2D10)

D10	MISSION	LOCATION
1	Loot	Tyrant's Fortress
2	Retake	Ruins
3	Assault	Abandoned Temple
4	Explore	Madarian Noble's House
5	Destroy	Village
6	Infiltrate/Spy/Recon	Caravan
7	Defend	Encampment
8	Secretly return something/someone	Temple
9	Locate	Occultist's Sanctum
10	Liberate	Cave

### ITEM MISSIONS (2D10)

D10	MISSION	ITEM
1	Find	Weapon
2	Protect	Grimoire
3	Hide	Jewelry
4	Steal Unnoticedly	Cargo
5	Transport	Message
6	Smuggle	Magic Item
7	Rob	Evidence
8	Intercept (Prevent Delivery)	Medicine/Cure
9	Destroy	Item of Worship
10	Recover from dangerous location	Ancient Relic (Non-Magical)





### INDIVIDUAL MISSIONS (2D10)

D10	MISSION	INDIVIDUAL
1	Capture	Madarian Noble
2	Bring message to	Blackclay Tribal Elder
3	Escort	Dusk Blade Official
4	Transport	The Veil Member
5	Find	Messenger
6	Extort	Congregation of the Four Gods Member
7	Assassinate (Unnoticedly)	Criminal/Outlaw
8	Kill	Roll on the Patrons & Targets table
9	Incriminate	
10	Bribe/Negotiate	

### EVENT MISSIONS (2D10)

D10	MISSION	EVENT
1	Escape from	Madari Arena Gladiatorial Combat
2	Prevent	Arrest or Trial
3	Prepare/Plan for	Robbery
4	Survive/Overcome	Invasion
5	Solve problematic outcome originated from	Natural Disaster
6	Investigate the events surrounding	Supernatural Disaster
7	Lead/Organize	Murder
8	Exposed someone involved in	Treason
9	Sabotage	Exploration
10	Hide evidence of something happening during	Political upheaval

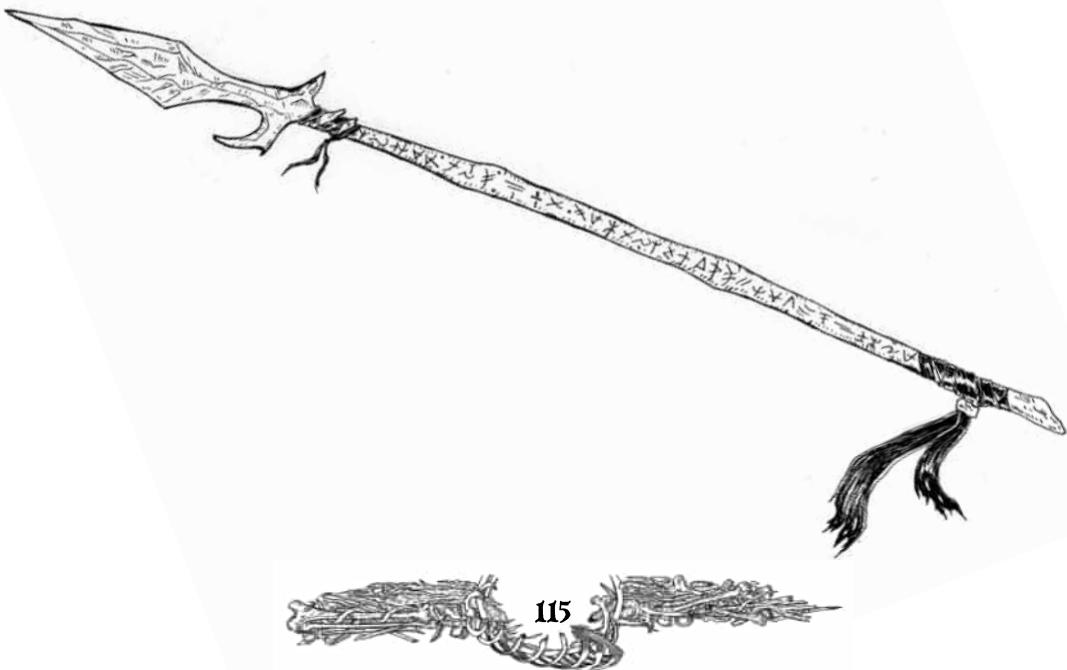
“The ruins of the ancient Suth city of Erdu in the Whiteteeth Peninsula attract lots of hopeful explorers, who usually find a swift death there at the hands of the many undead that inexplicably gather there.”





D20	PATRONS & TARGETS
1	Follower of the Matriarch
2	Follower of the Worm
3	Follower of the Devourer
4	Follower of the Defiler
5	Shalvan Wood Merchant
6	The Veil Deathbinder
7	Dusk Blade Officer
8	Blackclay Tribal Elder
9	Madarian Noble
10	Alchemist
11	Bandit/Outlaw
12	Bounty Hunter
13	Merchant
14	Village Elder
15	Peasant
16	Hunter
17	Blessed One
18	Craftsman
19	Messenger
20	Scholar

*Example: Our friend Wudanaz has managed to wrap up all his current Story Arcs and is looking for something to do. After a few rolls on the different Missions tables, he finds out that there's a merchant searching for someone to deliver an important message. He then rolls on the Region table to determine where the message needs to be delivered to: Madari (he could have rolled on the "Where is the Mission Objective" table instead). Wanting more details, he uses the Action and Theme tables and gets "Defy Leader". It is obvious then that this message is some type of fierce declaration of independence or something similar; perhaps the merchant is a slave merchant tired of his trade and wanting to free his latest batch of slaves against the orders of a Madarian noble, or maybe it's a merchant gone rogue, who has kidnapped the son of a Dusk Blade officer in order to blackmail him. He thinks that the slave thing would make more sense, considering the rest of the circumstances, and he accepts the job.*





### MISSION COMPLICATIONS

Instead of doing the standard Surprise Event due to a Twist, you may choose to roll on the Mission Complications table while you're performing a mission; it would only make sense to do so once, though, or

else the mission would become too chaotic and will lose its focus. As usual, you can use the Action and Theme tables to refine these results or interpret them in light of your character's circumstances.

### MISSION COMPLICATIONS

D20	COMPLICATION	D20	COMPLICATION
1	The Patron has a dark secret/ulterior motives	11	A mysterious new player offers to pay the PCs to abandon their mission
2	The patron has been abducted	12	An agent of the Primordial Ones is involved in the mission somehow
3	A band of savages invades the area	13	Unexpected alliance is required
4	The patron's information is wrong	14	Unwanted attention from criminal group
5	A person in a position of power intervenes in the mission	15	Someone in extreme need asks the PCs for help
6	A natural disaster strikes the region	16	A PC suffers from a sudden, mysterious illness
7	The patron hired other characters without the PCs knowing so	17	The PCs cross a Threshold and find themselves in a random Region
8	A rival group of NPCs are after the same goal	18	Ambushed
9	Stalked by a dangerous beast	19	PCs wrongly accused of a crime
10	A bounty has been placed on the head of one of the PCs	20	The patron has been killed and there's no reward



**RUMORS**

The following rumors are the type of gossipy information players can expect from random travelers and

camps. They are generally only local stories, but some of them may have spread far beyond their point of origin.

D20	RUMORS
1	The local healer is secretly a Deathbinder
2	Strange lights have been seen coming from the Sea of Glass
3	A recent earthquake has revealed some unexplored ruins nearby
4	There's a stable Threshold in the forest nearby
5	One of the Madarian noble families is working to undermine Danag the Silent's reign
6	A colony of escaped slaves is located nearby. Madarian merchants would pay well for such information if it were to be true
7	A tribe of cannibals roams the nearby hills
8	A member of the council in the nearest village is secretly an agent of the Defiler
9	A local oracle has predicted the eruption of Mount Thoum
10	A Water Reaper is in town, exiled from their order
11	A giant hole has appeared nearby overnight and nobody heard or saw a thing
12	Mokr the Crippled has returned to unite the Blackclay tribes
13	A powerful ancient relic belonging to Hath the Shadowless is in some nearby ruins
14	There's a patch of land nearby that raises anything dead buried in it
15	A group of miners searching for ancient metals in the nearby ruins have uncovered something terrible
16	A curse has befallen the nearby village, and no new children have been born in the past two years
17	An art collector from Madari is paying for any ancient art pieces found
18	An eremite that lives in a nearby cave is hiring people
19	Fishermen are reporting seeing strange shadows lurking in the shore, observing
20	Someone is hiring people for an expedition into the Sea of Glass



# LOOT & GEAR

## LOOT

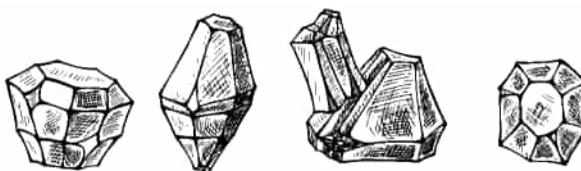
When finding random loot, unless specified (some enemies may have fixed loot), you must roll on the following table.

D6	LOOT
1-3	Roll on the Common Finds table
4-5	Roll on the Valuable Finds table
6	Roll on the Rare Finds table

D20	COMMON FINDS	VALUE (JATS)	WEIGHT (GS)
1	2D6 jats	--	--
2	Carved Bone Statuette	2D6	<i>Light</i>
3	Ceramic Ring	D10	<i>Light</i>
4	Amber Earring	D20	<i>Light</i>
5	Bone Dice	2D6	<i>Light</i>
6	Leather Belt	3D6	<i>Light</i>
7	Drinking Horn	3D6	<i>Light</i>
8	Leather Gloves	3D6	<i>Light</i>
9	D4 Bandages	5/Bandage	<i>Light</i>
10	D4 Lock-picks	10/Pick	<i>Light</i>
11	D4 Rations	5/Ration	--
12	Rope (5')	10	1
13	Nicely carved Bone Flute	D10+5	<i>Light</i>
14	Necklace with tiny silver bead	D10+10	<i>Light</i>
15	Blank Scroll	15	<i>Light</i>
16	D4 Empty Vials	10/Vial	<i>Light</i>
17	Gemstone	D20+10	<i>Light</i>
18	Pouch with D10 Random Herbs	5/Herb	<i>Light</i>
19	Lantern	20	1
20	A One-Handed Weapon. Roll a D4: 1 Sword, 2 Hammer or Mace, 3 Axe, 4 Dagger	100	1



D20	VALUABLE FINDS	VALUE (JATS)	WEIGHT (GS)
1	Delicate Hourglass	50	<i>Light</i>
2	3D20 jats	--	--
3	D4 Pearls	D20/Pearl	--
4	Ancient Ghahn Drinking Horn	100	<i>Light</i>
5	Ornate Cloak	100	1
6	Shield	100	1
7	Short Bow	120	1
8	Long Bow	140	1
9	Two-Handed Weapon. Roll a D4: 1 Sword, 2 Hammer or Mace, 3 Axe, 4 Staff	140	2
10	Piece of Light Armor	150	2
11	Silver Ring	180	<i>Light</i>
12	Large Gemstone	200	<i>Light</i>
13	Gold Pendant	250	<i>Light</i>
14	Heavy Shield	150	2
15	A One-Handed Iron Weapon. Roll a D4: 1 Sword, 2 Hammer or Mace, 3 Axe, 4 Dagger	500	2
16	A Two-Handed Iron Weapon. Roll a D4: 1 Sword, 2 Hammer or Mace, 3 Axe, 4 Staff	600	3
17	Bronze Mirror	700	<i>Light</i>
18	A Piece of Mail Armor	800	3
19	Ornate Helmet	800	1
20	Tome of Herbal Tradition	200	<i>Light</i>





D20	RARE FINDS	VALUE (JATS)	WEIGHT (GS)
1	Alchemy Treatise	300	<i>Light</i>
2	Tome of Forbidden Lore	300	<i>Light</i>
3	D10 Ancient Gold Coins	100/Coin	--
4	D4 Tears of the Mother	50/Tear	<i>Light</i>
5	D10 Firedust	100/Dose	<i>Light</i>
6	Random Spell Scroll	500	<i>Light</i>
7	Iron Combat Claws	600	1
8	Compass	400	<i>Light</i>
9	Gold Ring with Gemstone	500	<i>Light</i>
10	Gold Goblet	600	<i>Light</i>
11	Statuette made of Gold and Gemstones	700	<i>Light</i>
12	Healing Tincture	300	<i>Light</i>
13	Ornamental Shield	800	1
14	Scepter	800	1
15	Iron Helmet	1,000	2
16	Steel Scale Armor	1,200	4
17	Suth Marble	500	<i>Light</i>
18	Darkness Well	50	<i>Light</i>
19	One-Handed Shalvan Wood Weapon	1,500	1
20	Roll on the Artifacts table	--	--

**"Danag, Madari's Tyrant, is called The Silent due to his terrifying ability to blend with his own shadow. This Gift allowed him to personally assassinate all the enemy generals during his conquest of the region, virtually defeating their armies without having to deploy his own troops."**





D20	ARTIFACTS	D20	ARTIFACTS
1	Beastreaver ( <i>unique</i> )	11	Horse Figurine
2	Thorn of Burden	12	Amulet of Vythrhos ( <i>unique</i> )
3	Ronhok's Eye ( <i>unique</i> )	13	Maw of Vhozha ( <i>unique</i> )
4	Rotfang	14	The Sineater ( <i>unique</i> )
5	Rod of Pain	15	Rod of Shrath ( <i>unique</i> )
6	Spear of Crimson Flow ( <i>unique</i> )	16	The Everlasting Shadows
7	Lost Coin of the Xizerian Empire	17	Feather of Kul'Pheg ( <i>unique</i> )
8	Boots of the Thief	18	Taintnut
9	Scepter of Hannun ( <i>unique</i> )	19	Crystallized Ice of Alnavis ( <i>unique</i> )
10	Mantle of Multitudes ( <i>unique</i> )	20	Staff of Scars

**1 – BEASTREAVER**

WIL 12 / INT 8

Purpose: to hunt the most dangerous beasts in the land

**Powers/Effects:**

- D10+3 damage
- -20 Parry or Dodge
- +40 Tracking while tracking Beasts
- +2 Damage to Beasts

Sells for 3,000 jats

*This two-handed, unusually large sword is made entirely from Shalvan wood. It is said that it was crafted from the largest Shalvan tree ever found, deep within Deathrot Marsh. This weapon was created for Ulnas Blackmane, Beastmaster of house Thakorr. He was tasked with dealing with all the dangerous beasts that roamed Kalrn, a settlement at the feet of the Whiteteeth Mountains, long gone. It is said that he was so in tune with the hunt, so focused on his intent of clearing the world of dangerous beasts, that the Shalvan wood, still alive, absorbed some of his urges and qualities, igniting the alien quasi-intelligence that the trees are said to possess. The process of turning the wood into tools and weapons usually destroys the tree's spirit, but sometimes it is preserved, as it was the case with Beastreaver. Now, whoever wields the weapon has a keen sense for the hunt, and can feel the sword's urge to track and kill beasts. It is said the weapon will communicate via dreams with its wielder, guiding them towards dangerous prey.*





## 2 - THORN OF BURDEN

### Powers/Effects:

- +10 GS
- A person with a Thorn of Burden implanted occasionally will have a black gooey substance leak out of their ear

Sells for 1,000 jats

*This one-inch red thorn looks like a gold version of rose's thorn. They work by being pushed into a person's left armpit, where they stay until forcibly removed. It is said that these thorns were created by a slave master to make his slaves capable of carrying more weight, without the dangers of making them stronger. He would use these in children and make them work until they collapsed or grew too old and problematic.*



## 3 - RONHOK'S EYE

### Powers/Effects:

- +30 Persuasion
- As a secondary effect, the person with the eye implanted will occasionally see humanoid shadows surrounding others

Sells for 2,000 jats

*This perfectly realistic eye belonged to Ronhok the Exorcist, who commissioned it to help him in his interrogations. The process of installing the eye is quite painful and traumatic, as the old eye must be removed somehow and the new one inserted. Once done though the wound is immediately healed and no scars or pain remains. The eye is completely black, with a golden pupil that becomes almost irresistible to look at when its possessor is attempting to persuade someone.*





#### 4 – ROTFANG

**Powers/Effects:**

- D4+5 Damage
- Causes Rot (5)
- Wielding this weapon slowly turns the hand black, but this process takes years

Sells for 2,000 jats

*These daggers, plain-looking steel weapons only distinguishable thanks to a small rune etched at the base of the hilt, were famously used by members of The Fallen, a death cult whose goal was to spread death and disease. They became too much of a nuisance even for the likes of Celraes the Conqueror, who ordered their immediate extermination. Although the cult was completely destroyed, their weapons and tools were scattered all over the Peninsula and beyond, among them these perfidious daggers, source of disease and suffering.*

#### 5 – ROD OF PAIN

**Powers/Effects:**

- Transfers any amount of damage (lost HP) from one character to another

Sells for 3,000 jats

*These scepter-looking artifacts, every inch of their surface covered in a script written in some unknown alphabet, appeared for the first time 800 years ago, when an anonymous nomad used one of them to transfer into herself a deadly wound suffered by Hala the White, a local Blackclay tribe leader. The nomad died due to the wound, but saved the life of Hala and restored order to the region. The origin of the rods is still unknown to this day, but several more have appeared since.*

#### 6 – SPEAR OF CRIMSON FLOW

**Powers/Effects:**

- D6 + 5 Damage
- Heals the wielder 1 HP for each 10 HP of damage caused, cummulative
- Carrying this weapon makes others believe they somehow have met the wielder before, although they can't really tell when or how

Sells for 2,500 jats

*This weapon was wielded by the famous pitfighter Khasus the Red, Champion of the Madari Arena. Although nowadays forbidden, magic artifacts were not only permitted but encouraged during the Arena's first incarnation almost two hundred years ago, and this weapon was considered part of the reason why Khasus was never defeated, always returning back from the brink, becoming stronger as his opponents became weaker.*





## 7 – LOST COIN OF THE XIZERIAN EMPIRE

### Powers/Effects:

- Allows the person possessing it to re-roll any dice roll once a day
- A wart appears on the user's body each time the coin is used

Sells for 1,500 jats

*These copper coins are said to bring good luck to their owner, at the insignificant cost of having to deal with warts and abscesses appearing on their body.*



## 8 – BOOTS OF THE THIEF

### Powers/Effects:

- +30 Stealth
- +20 Pick Pockets
- The user must stand on water at least once a day or the boots keep shrinking, causing enormous pain and eventually impairing movement.

Sells for 3,000 jats

*These surprisingly well-crafted boots are popular among the madarian thieves, who are said to pay more than jats for them. Upon wearing them for the first time, the boots fuse to the wearer's feet, who is unable to remove them. Small tendrils shoot from the inside of the boot, perforating the wearer's feet, who is now in a symbiotic relationship with the boots.*

## 9 – SCEPTER OF HANNUN

### Powers/Effects:

- May be used as a mace
- Resurrects the owner as an undead

Sells for 4,000 jats

*This scepter, crafted in silver and steel with a gaping, demonic mouth on its top, was created by a Deathbinder named Hannun to ensure her work would continue even after her death. If a person dies while wielding this scepter (which can be used as a mace in combat), they are resurrected a day later as an undead version of themselves. Their body will continue decaying during the following months and years at a slower rate though until nothing but an animated skeleton remains.*





## 10 – MANTLE OF MULTITUDES

### Powers/Effects:

- Allows the user to take on the appearance of another person
- Rats will appear and follow the person using the Mantle until they remove it

Sells for 4,500 jats

*The Mantle of Multitudes is, in fact, a mask made of human flesh. If a person maintains the image of another person while holding the Mantle over their face for a few seconds, small veins will shoot from the Mantle, attaching itself to the wearer's face and becoming their new face. In order to make the Mantle detach itself from a person, blood from that person must be poured onto it.*



## 11 – HORSE FIGURINE

### Powers/Effects:

- Sacrifice 5 HP to be able to travel at double speed in outdoor zones for a whole day
- Weight: 1 GS

Sells for 4,000 jats

*A small statue of a horse made of some unidentifiable black material that, when whet with blood, grows to the size of an actual horse.*

## 12 – AMULET OF VYTHRROS

### Powers/Effects:

- Once per day, if the character carrying this receives a death blow, they will instead fall unconscious with 1 HP remaining, alive but unable to do anything for the next two hours.
- Weight: Light

Sells for 3,000 jats

*A dark green stone is framed by what appears to be fossilized hair. Once worn it pulsates slightly, matching the wearer's heartbeat.*





### 13 - MAW OF VHOZHA

**Powers/Effects:**

- This bag allows a character to carry an extra 10 GS in weight
- Weight: Light

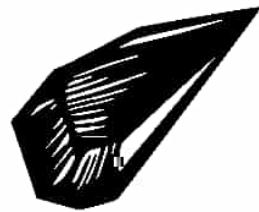
Sells for 1,500 jats

*This slick leathery blue bag seems to tremble when nobody is looking at it, as if something were trying to come out. It emits an unpleasant, overpowering sulphuric smell.*

### 14 - THE SINEATER

**Powers/Effects:**

- This sharp black crystal absorbs the next 5 CP the character would receive, after which it becomes dormant for the next month, while it dissipates the corruption into the air
- Weight: 1 GS



Sells for 5000 jats

*This legendary artifact was once wielded by Athros, Bane of the Ancients. With it she managed to challenge the reign of many Tyrants, until under mysterious circumstances she lost the Sineater. Without this object, she became corrupted and Tyrannical, reigning over the Rhatrej region for 800 years. While the Sineater is dissipating corruption, thick clouds of flies follow it constantly.*

### 15 - ROD OF SHRATH

**Powers/Effects:**

- The user may cast Regeneration once a day without gaining corruption
- Weight: 1 GS

Sells for 2,500 jats

*This device, once belonging to a Sharani High Priest, is an asymmetric mass of ethereal crystal which can be activated to recover from grave wounds. Individuals who possess the device and use it repeatedly develop fine scales over parts of their body.*





## 16 – THE EVERLASTING SHADOWS

### Powers/Effects:

- Contains 3 random spells. Determine randomly what type of magic (Primordial, Death, etc.) they belong to first
- Weight: 1 GS

Sells for 500 jats

*This ancient tome has a tainted aura, no doubt a result of it being bound in human skin. A foul sense of dread invades the reader when it is first opened. It is said that several similar tomes exist, a complete set once belonging to a forgotten Tyrant.*

## 17 – FEATHER OF KUL'PHEG

### Powers/Effects:

- This item gives the holder +2 Initiative

Sells for 500 jats

*A shimmering feather, which reflects light in a million colors even during the darkest of nights. The shaft is cold to the touch and seems to be made of metal.*

## 18 – TAINTNUT

### Powers/Effects:

- If a character swallows this seed, their Max Corruption will be increased by 1.

Sells for 2,000 jats

*A small wooden seed encircled with runic bands. The nut looks to be bulging around them as if a force were pushing from the inside, contained only by the symbols.*

## 19 – CRYSTALLIZED ICE OF ALNAVIS

### Powers/Effects:

- Deal D6 damage to all enemies in front of the caster. It takes the character's whole turn to use it. 20 charges
- Weight: 1 GS

Sells for 3,000 jats

*This appears to be a stalactite made of pure ice, but somehow it is not affected by any heat. Instead, a little bit melts with each use until it disappears.*





## 20 – STAFF OF SCARS

### Powers/Effects:

- The person wielding this staff may sap it of energy, thus healing the wielder or an ally. Once it has been drained of energy, it loses its power, becomes little more than a branch. Contains 200 points worth of HP. Deals D4+5 damage if used as a weapon
- Weight: 2 GS

Sells for 5,000 jats while fully charged

*This wooden staff looks pristine, as if it were just finished by a skilled artisan. The more its powers are used however, the more twisted and gnarled it becomes.*



## COMMONLY AVAILABLE GEAR

### A WORLD OF BONE AND WOOD

What little metal there is in the Twilight is not wasted making coins. Instead, seashells are the main currency among settlements and nomadic tribes of the Fractured Dominion, while other regions, such as The Whiteteeth Peninsula (the region of the Uzrun described in this book) utilize other forms of currency. These coins and shells often have a settlement's sigil or even a Tyrant's name and personal seal carved into them. Sometimes precious and semi-precious stones are used instead, since they are smaller and more practical. When a character has wealth measured in thousands of shells or coins, it is presumably being carried in the form of precious stones such as diamonds and rubies. For

gameplay reasons all values are measured in jats.

For weapons and tools, substitutes for metal can be found in combinations of bone, stone, leather and wood. The items listed below are made of these standard materials. Only rich merchants, nobility and some elite troops are seen carrying metal weapons or armor, although there is always the chance a lucky scavenger has managed to find a relic from the past buried in the ruins.

Characters may purchase any item from the lists below from any settlement of the Twilight. They may also sell their own equipment and loot from their travels at half the standard market price (unless they manage to negotiate a better price).





COMMONLY AVAILABLE GEAR	VALUE (JATS)	WEIGHT (GS)
Alchemy Kit	1,000	<i>Non-portable</i>
Antidote	100	<i>Light</i>
Bandage	5 jats each	<i>Light</i>
Camping Gear	200	2
Heavy Armor	400	3
Heavy Shield	250	2
Helmet	125	1
Horse	2,000	
Lantern	40	1
Light Armor	150	2
Lock-pick	10 jats each	<i>Light</i>
Long Bow	140	1
Lamp Oil	5 jats each flask	<i>Light</i>
One-Handed Weapon	100	1
Portable Alchemy Kit	800	3
Ration	5 jats each	<i>Special</i>
Rope (20')	15	1
Shield	100	1
Short Bow	120	1
Throwing Knives	80 jats each	1
Torch	5 jats each	1
Two-Handed Weapon	140	2





## COMMON WEAPONS & ARMOR

### Armor:

- Helmet: Armor (1). -20 Perception
- Heavy Armor: Armor (3). -2 DEX
- Heavy Shield: +20 Parry, requires a free hand. A character who doesn't have the Shield Expertise skill suffers a -20 to attack skills, and -10 if they do
- Light Armor: Armor (2)
- Shield: +10 Parry, requires a free hand. A character who doesn't have the Shield Expertise skill suffers a -10 to attack skills

### ILL-FITTED ARMOR

When armor is found or stripped off a foe, it rarely fits its new owner. Until the character in question has the chance to adapt it to themselves via a successful Crafting test or by taking it to an armorsmith, the armor's GS is doubled. An armorsmith will be able to fit it to its new owner for 200 jats.

### One-Handed Weapon:

- Cestus: +D4 to the damage roll of an unarmed strike. Cannot be used to parry
- Dagger: D4 damage. +1 to Initiative, -10 Parry
- One-Handed Sword: D6 damage. +10 Parry
- One-Handed Axe: D6+1 damage
- One-Handed Mace: D6 damage. Enemies suffer -10 DEF, and the wielder a -10 to the character's defensive skills.

### Ranged Weapons:

- Long Bow: D6 damage
- Short Bow: D6 damage. -10 Ranged Combat. A short bow allows the character wielding it to attack from behind two characters in corridor encounters
- Throwing Knives: D4 damage. +5 Initiative

### Two-Handed Weapon:

- Spear: A spear allows the character wielding it to attack from behind two characters in corridor encounters. D6 damage
- Staff: D4 damage. +10 Parry
- Two-Handed Sword: D10 damage. Wielding it gives a penalty of -10 to the character's defensive skills.
- Two-Handed Axe: D10+2 damage. Wielding it gives a penalty of -20 to the character's defensive skills.
- Two-Handed Mace: D10 damage. Enemies suffer -20 DEF, and the wielder a -20 to the character's defensive skills.



## OTHER GEAR AND TOOLS

The following list describes all items introduced for the first time in this book or those which have suffered

rules changes, compared to the version found in *Disciples of Bone & Shadow*.

### **Alchemy Kit**

Cost: 1,000 jats / Non-portable / +10 Alchemy

*A complete set of alchemical tools, necessary to be able to craft potions, poisons, salves, and unguents.*

### **Alchemy Treatise**

Cost: 300 jats / Light / Increases your Alchemy skill by 5, up to a maximum of 50

*A small booklet containing instructions on how to handle the many alchemical formulae described within it. A true treasure full of knowledge than can save your life.*

### **Camping Gear**

Cost: 200 jats / GS: 2 / +20 Outdoor Survival when setting camp

*This represents all the necessary gear a traveler may need to set up camp in the wilds, without having to do with what they find around them: flint & steel, sleeping fur, a cooking pot, and those small things that make life more pleasant while traveling.*

### **Compass**

Cost: 400 jats / Light / +20 Orientation

*A rare artifact that will help the holder find their way if lost.*

### **Darkness Well**

Cost: 50 jats / Light / May be used to "pour" D4 CP into it

*These plain looking stones absorb the corruption of the Primordial Ones and their influence, making them the key to the survival and sanity of many spell casters. Once they are at full capacity they crack, losing their inner glow.*

### **Firedust**

Cost: 100 jats per dose / Inflicts the Burning Condition on the target

*This fine dust, made from the ground bones of sacrificial victims, causes the target to burst into flames immediately after being touched by it. A single dose comes inside a small, soft container that explodes upon contact if thrown violently. If used during combat, this takes a whole action.*

### **Healing Tincture**

Cost: 1,000 jats / Light / Returns a Character to full health

*As its name indicates, this is a remedy that any character may use to heal their wounds, returning them to full health. It may be used in combat instead of attacking or casting a spell. Only one may be used each day.*



**Iron Combat Claws**

Cost: 600 jats / GS: 1 / +10 Unarmed Combat, +1 damage

*These rare combat claws were once commonly used by the elite Suth assassins. Centuries later, they are precious finds, a most valuable weapon for assassins and masters of hand to hand combat.*

**Iron Helmet**

Cost: 1,000 jats / GS: 2 / Armor (2), -20 Perception

*A valuable piece of protection for those lucky enough to find one or have received one as a family heirloom.*

**Mail Armor**

Cost: 800 jats / GS: 3 / Armor (3), -1 DEX

*These valuable pieces of armor are sought after by all warriors due to their resistance to damage and relative lightness. A true treasure many people would risk their lives for.*

**One-Handed Iron Weapon**

Cost: 500 jats / GS: 2 / +1 damage, never breaks while parrying

*A rare find in the Whiteteeth Peninsula, these weapons are passed from generation to generation as family heirlooms, although some rich merchants and nobles can afford to equip their guards with these.*

**One-Handed Shalvan Wood Weapon**

Cost: 1,500 jats / GS: 1 / +1 damage, never breaks

*The preferred weapon of the madarian Dusk Blades, anyone seen carrying a shalvan dusk blade (easily recognizable thanks to Danag's seal being visibly branded on the sword's pommel) is sentenced to death, effective immediately. This is why it's practically impossible to sell a shalvan dusk blade; nobody in their right mind would risk bringing the soldiers' wrath upon them by dealing in stolen goods.*

**Portable Alchemy Kit**

Cost: 800 jats / GS: 3 / Can be used in the field, -10 Alchemy

*The portable, less efficient version of an Alchemy kit, an indispensable tool for the wandering healer.*

**Steel Scale Armor**

Cost: 1,200 jats / GS: 4 / Armor (5), -3 DEX

*An ancient relic from the past, almost never seen worn in the Peninsula nowadays, aside from some rich nobleman wanting to put up a show, or a few legendary slave hunters.*

**Suth Marble**

Cost: 500 jats / Light / Can store 1 spell, to be instantly cast afterward. The Marble is destroyed in the process

*These marvels of arcane craftsmanship allowed ancient Suth spellslingers to be always ready in case of necessity, having a variety of spells ready to cast without any effort. The art of crafting them has been long lost, making these extremely desirable.*



**Tears of the Mother**

Cost: 50 jats / Light / Remove all Conditions

*These tear-shaped solid drops of unknown origin stop any Condition suffered by the taker immediately.*

**Tome of Forbidden Lore**

Cost: 300 jats / Light / Increases your Forbidden Lore Skill by 1, up to a maximum of 50

*Mostly the ramblings of madmen and heretics, this dark book bound in human skin describes tales of dark gods and their twisted abode, as well as their goals and those of their servants.*

**Tome of Herbal Tradition**

Cost: 200 jats / Light / Increases your Herb Lore skill by 5, up to a maximum of 50

*This book allows the reader to learn about plant and herb lore, a very valuable skill for travelers and settlers alike.*

## HARVESTING BEASTS

Considering beasts carry no loot, players may choose to skin them and collect their pelts instead. This requires a successful Crafting test

and D4 hours. Each beast that can be harvested has the price of its pelt detailed on its description.



# BESTIARY

The following chapter describes the most commonly found threats a person can come across while journeying through the Whiteteeth

Peninsula, as well as the different human encounters that can, most frequently than not, be as dangerous as the most terrible of abominations.

## VERMIN

### ❖ CENTIPEDES

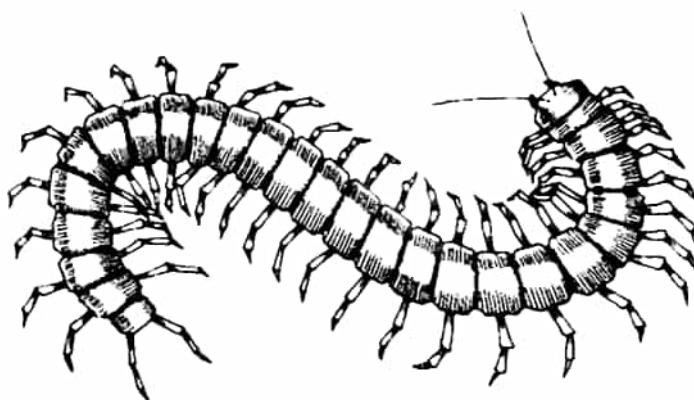
*Insect. No loot*

STR	DEX	CON	WIL	INT	CHA
3	12	5	6	2	0

**DEF: TL2 / OFF: TL2 / Damage: 1+TL1**  
**HP: 2+TL1 / Awareness: 10/ Initiative: 14**

**Number:** 1+TL1

*Even one of these fearless and silent killers is quite dangerous, hardly needing any help to overpower a distracted looter or to take down some lost cattle thanks to their size. Making matters worse, they seldom are found alone, traveling in hunting packs similar to those of wolves.*





### ❖ FIRE BATS

*Beast. No loot. Morale test: -1*

STR	DEX	CON	WIL	INT	CHA
1	22	2	10	2	0

**DEF: 0 / OFF: 0 / Damage: 1+TL1**

**HP: 1+TL1 / Awareness: 10 / Initiative: 12**

**Number:** D4+TL1

**Special:** If wounds caused by Fire Bats are not fully healed during the following 24 hours, the character will lose that same amount of max health, permanently.

*An unfortunately common sight in most caves and ruins, these flying nightmares have a very painful bite that can easily become infected if not tended to immediately.*

### ❖ GIANT MOSQUITOES

*Insect. No loot*

STR	DEX	CON	WIL	INT	CHA
1	16	1	2	1	0

**DEF: TL5 / OFF: TL5 / Damage: 1+TL1**

**HP: 1 / Awareness: 18 / Initiative: 18**

**Number:** 3+TL1

**Special:** May inflict Rot (1) on a roll of 1 in a D20 each time they successfully damage a character.

*These ever-present pests, the size of fists, are found in all corners of the Whiteteeth Peninsula, where they feed on any living creature they can find. They swarm their victims with a ferocity rarely seen on a creature their size, especially right after a big storm. The worst part is that their bite can transmit a particularly nasty disease that rots the flesh, this being the reason why they are killed on sight by any sane person.*





### ❖ ICE LEECHES

*Abomination. No loot*

STR	DEX	CON	WIL	INT	CHA
3	22	3	6	4	0

**DEF: TL1 / OFF: TL1 / Damage: 1+TL2**  
**HP: 2+TL1 / Awareness: 10 / Initiative: 8**

**Number:** 1+TL1

---

*These pernicious creatures live in small burrows, preferably created in the ice or snow. They can sense the heat of living creatures, waiting for the last second to jump out of their hiding place and attach themselves to the victim, sucking it dry of blood.*

### ❖ MADARI RATS

*Beast. No loot. Morale test: -1*

STR	DEX	CON	WIL	INT	CHA
4	14	4	12	4	0

**DEF: TL5 / OFF: TL5 / Damage: 1+TL1**  
**HP: 1+TL1 / Awareness: 18 / Initiative: 14**

**Number:** 2+TL1

---

*These giant rats were originally bred at the Madari Arena, hundreds of years ago. They were used to feed the giant lizards and other beasts that fought in forced combat during the reign of Ghatr the Execrable. Following the destruction of Madari, they escaped and have since thrived all over the region and beyond.*





## ❖ NIGHT BEETLES

*Insect. No loot*

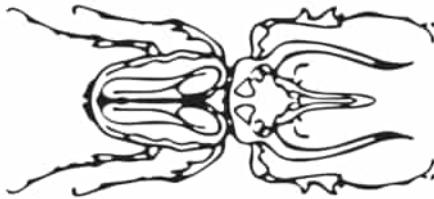
STR	DEX	CON	WIL	INT	CHA
2	12	3	2	1	0

**DEF: 0 / OFF: TL5 / Damage: 1+TL1**  
**HP: 2+TL1 / Awareness: 10 / Initiative: 8**

**Number:** 1+TL1

---

*When these giant carnivorous insects attack, they swarm and go after prey much larger than themselves, usually taking them down with ease using their powerful mandibles.*



## ❖ SPAWNLINGS OF VHOL'EST

*Abomination. No loot*

STR	DEX	CON	WIL	INT	CHA
6	5	6	12	8	0

**DEF: TL5 / OFF: TL5 / Damage: 2+TL2**  
**HP: 2+TL2 / Awareness: 10 / Initiative: 8**

**Number:** D4+TL1

---

*While the origin of these twisted and ever-changing creatures is unknown, it is clear they are not native to any region known to man. Somewhat weak in their infancy, they survive by hunting in groups which decrease in number as they age, as they betray their own and devour one another. The survivor will then become a terrifying (and lethal) sight for anyone unfortunate enough to cross its path.*





### ❖ TUNDRA RATS

*Beast. No loot. Morale test: -2*

STR	DEX	CON	WIL	INT	CHA
7	12	6	12	6	0

**DEF: TL5 / OFF: TL5 / Damage: 1+TL1**  
**HP: 2+TL1 / Awareness: 16 / Initiative: 14**

**Number:** 1+TL1

---

*Larger than the more common Madari rats, these hairy cousins of the common rat have evolved to become perfectly adapted to the harsh environment of the Whiteteeth Peninsula. They hunt in small groups, ferociously taking down any prey they find, even though they are predominantly scavengers and will run away from a fight as soon as things get ugly.*

### COMMON FOES

#### ❖ CRAWLERS

*Beast. No loot, D6 fangs that sell for 25 jats each*

STR	DEX	CON	WIL	INT	CHA
16	12	15	6	3	0

**DEF: TL10 / OFF: 0 / Damage: D4+TL1**  
**HP: 15+TL2 / Awareness: 15 / Initiative: 10**

**Number:** 1

---

*These armored beasts like to hide in dark, closed places like ruins and caves, where they find mosses and other vegetable matter to eat. Extremely territorial, they will immediately charge anyone or anything that comes near them. Their giant pincers can tear apart a grown man in minutes, so travelers tend to simply run away instead of confronting them.*



### ❖ DEATHROT CROCODILE

*Beast. No loot, skin may be sold for 300 jats. Will never flee*

STR	DEX	CON	WIL	INT	CHA
16	14	14	4	3	0

**DEF: TL5 / OFF: TL5 / Damage: D8**

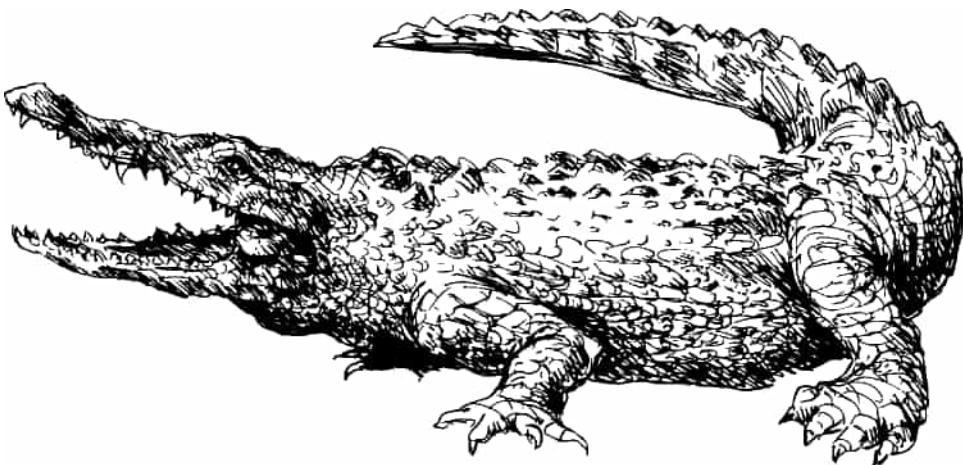
**HP: 15+TL5 / Awareness: 45 / Initiative: 12**

**Number:** 1

**Special:** May never be ambushed or taken by surprise

---

*The crocodiles found in Deathrot Marsh are enormous, ancient beasts that can wait immobile for days or even weeks, waiting for their next unsuspecting meal. They have the almost supernatural ability to sense any living thing in a ten feet radius, making it extremely difficult to simply walk past them. Once they've smelled blood they enter a frenzy that only ends with the prey's or the crocodile's death.*





### ❖ DROWNED ONE / RISEN

*Undead. Valuable loot*

STR	DEX	CON	WIL	INT	CHA
12	10	13	0	0	0

**DEF: 0 / OFF: TL5 / Damage: D6+TL1**  
**HP: 13+TL2 / Awareness: 5 / Initiative: 5**

**Number:** 1 + TL1

**Special:** Their attacks cause Rot (2) unless a CON test is passed. Nonstackable

---

*It is commonly said that the wandering dead far surpass the number of the living in the Whiteteeth Peninsula. Reanimated by accident or intentionally, these once-human creatures attack viciously any living thing that crosses their path. Many of the dead at sea return to the land of the living years after, some say trying to reunite with their loved ones, a will stronger than death.*





### ❖ PALE GHAR

*Beast. No loot. D10 claws that sell for 20 jats each*

STR	DEX	CON	WIL	INT	CHA
12	22	15	10	2	0

**DEF: 0 / OFF: TL10 / Damage: D4+TL1**

**HP: 15+TL10 / Awareness: 10 / Initiative: 18**

**Number:** 1

**Special:** Their bite applies a poison that deals D4 damage every turn (nonstackable) unless a CON (-5) test is passed

*These lizards can grow to the size of a horse and use their dark, slick skin to hide in the shadows, waiting for the perfect opportunity to pounce over their unsuspecting prey. If their sharp fangs and claws aren't enough to finish a fight quickly, usually their poison finishes the job sooner or later.*





### ❖ PREDATORY VINE

*Plant. Valuable loot*

STR	DEX	CON	WIL	INT	CHA
22	12	15	2	0	0

**DEF: 0 / OFF: TL10 / Damage: D4+TL2**

**HP: 15+TL5 / Awareness: 10 / Initiative: 10**

**Number:** 1

**Special:** Roll a D10 every turn: on a roll of 1-2, the Predatory Vine attempts to entangle a random character instead of attacking. The character performs a DEX Test. If they fail, they are trapped and cannot attack, and the Predatory Vine will focus on the other characters. Each turn, the trapped character may roll against DEX (-3) to release themselves. If all characters become trapped, the Predatory Vine will attack them until they are all dead. While trapped, characters may not use defensive skills, only armor bonuses are applied.

---

*Only found in the deepest and darkest of marshes and swamps, these deadly plants feed on any living creature foolish enough to approach their ordinary-looking leaves and vines. Sensing their prey through the vibrations caused by passing nearby, these plants will immediately shoot their vines, acting as tentacles that will strangle and constrict the hapless victim, until it can be slowly absorbed by it.*





## ❖ SABERSHADOW

*Beast. No loot. Pelt sells for 200 jats*

STR	DEX	CON	WIL	INT	CHA
16	22	15	12	8	0

**DEF: TL5 / OFF: TL5 / Damage: D6+TL1**

**HP: 15+TL5 / Awareness: 18 / Initiative: 18**

**Number:** 1

**Special:** Armor Penetration (1)

---

*Sabershadows are fierce cat-like predators, the size of a large dog. They are solitary hunters that can stalk their prey for miles, waiting for the right moment to attack. They are relentless when they do so, and their enormous fangs can pierce through the strongest of armors without a problem.*





### ❖ SHADOW HOUND

*Abomination. No loot*

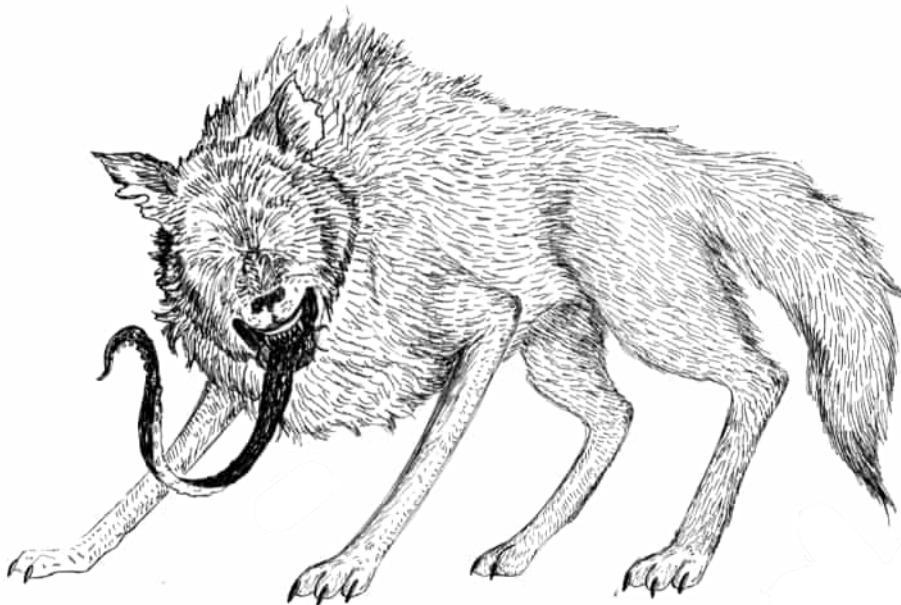
STR	DEX	CON	WIL	INT	CHA
14	18	18	18	16	0

**DEF: TL5 / OFF: TL5 / Damage: D4+TL1D4**

**HP: 18+TL2 / Awareness: 25 / Initiative: 18**

**Number:** 1+TL1

*Shadow Hounds are terrible servants of the Tyrants, unleashed upon the world to do their bidding. Sometimes they are seen dragging their victims back to a Fortress, other times they simply tear to pieces anything that crosses their path. With their bluish hue and smooth, eyeless face, these beasts are clearly foreign to this world.*





## ❖ SKEBA

*Beast. No loot*

STR	DEX	CON	WIL	INT	CHA
12	20	10	7	6	0

**DEF: TL5 / OFF: TL5 / Damage: D6**

**HP: 10+TL5 / Awareness: 30 / Initiative: 18**

**Number:** 2

*Terrifying and deadly, these three-eyed birds of prey hunt always in pairs; while one harasses their chosen prey from the front the other one attacks from behind, usually finishing the job. Their large size (as tall as a standing man) allows them to go after all types of prey, including unsuspected humans.*





### ❖ STEEL DEER

*Beast. No loot. Antlers sell for 300 jats*

STR	DEX	CON	WIL	INT	CHA
12	20	8	8	5	0

**DEF:** TL5 / **OFF:** TL5 / **Damage:** D6+TL1

**HP:** 8+TL10 / **Awareness:** 25 / **Initiative:** 18

**Number:** 1

**Special:** Armor Penetration (1)

---

*These fragile but majestic creatures are hunted all across the Whiteteeth Peninsula for their valuable antlers, strong as steel and a key component in lots of weapons and tools used. After generations of being hunted these animals have become extremely aggressive, immediately attacking at the slightest sight of a human.*

### ❖ WILD GHALN

*Beast. No loot. Skin may be sold for 100 jats*

STR	DEX	CON	WIL	INT	CHA
22	14	20	10	5	0

**DEF:** TL5 / **OFF:** 0 / **Damage:** D4+TL1

**HP:** 20+TL10 / **Awareness:** 15 / **Initiative:** 14

**Number:** D4

**Special:** Armor (2)

---

*Ghalns are the backbone of many societies in the Whiteteeth Peninsula, especially in Shadowstretch. Although domesticated Ghalns are docile, gentle beasts, their wild cousins are highly territorial. Generally living in small herds dominated by an alpha male, when faced with a threat the females and small ones will run away, while the male ones will charge without hesitation. Their rough skin allows them to face predators that otherwise would have no problem dealing with these (usually) calm creatures.*



## ❖ WOLF

*Beast. No loot. Pelt sells for 100 jats*

STR	DEX	CON	WIL	INT	CHA
12	20	13	8	5	0

**DEF: 0 / OFF: TL5 / Damage: D4+TL1**

**HP: 15+TL5 / Awareness: 25 / Initiative: 14**

**Number:** D6

**Special:** Wolves have +5 OFF per each wolf alive

---

*Wolves are a common sight everywhere across the Whiteteeth Peninsula. Relentless pack hunters, they will hound any potential prey for hours, before circling it and launching a coordinated attack.*





## HUMAN ENCOUNTERS

When encountering a hostile human anywhere in the world, you must roll a D10. A result of 1 or 2 means that you've found an Elite version of the encounter. Apply the following modifiers to their stat block:

### Elite Human Encounter Modifiers

- +TL5 HP
- +TL10 DEF / +TL10 OFF
- +TL1 Damage.
- +10 to their Loot roll

Human encounters have the standard DEF/OFF stats for when players face them as enemies. It is possible that due to gameplay circumstances players may find themselves allied with some of the following examples of human encounters, in which case you must ignore their enemy DEF/OFF stats and use their weapon and combat skills (Dodge, One-Handed Weapon, etc.)

### ❖ ACOLYTE

*Humanoid. Valuable loot*

STR	DEX	CON	WIL	INT	CHA
12	12	12	18	18	12

**DEF: TL5 / OFF: TL5**

**HP: 12+TL3 / Awareness: 20 / Initiative: 10**

**Skills:** Command Skills 75, Dodge 60, Literacy 80, Persuasion 80, Perception 60, Tracking 20, One-Handed Weapon 40, Orientation 20, Traditional Lore 60, Forbidden Knowledge 60, Herb Lore 50, Alchemy 60

**Special:** Knows D6 random Primordial spells. If it's an offensive one, they'll cast it on a roll of 1-2 on a D10.

**Gear:** Iron dagger, Mail armor, horse

*Coming across the path of someone who's walking the path of the Primordial Ones is never good news. It may be someone who has just started their path towards damnation, or it may be someone who has been corrupted for years and no longer sees other humans as their kin; whatever the case, these power-hungry individuals are usually bad news, and one can expect to feel their wrath if their demands are not met.*





## ❖ AVERAGE WHITETEETH HUMAN

*Humanoid. Common loot*

STR	DEX	CON	WIL	INT	CHA
14	14	15	13	12	12

**DEF: TL5 / OFF: TL5**

**HP: 15+TL5 / Awareness: 20 / Initiative: 12**

---

**Skills:** Animal Handling 60, Dodge 50, Literacy 10, One-Handed Weapon 60, Persuasion 20, Perception 60, Tracking 60, Orientation 60, Sailing 40, Traditional Lore 40, Herb Lore 40, Outdoor Survival 40, Crafting 60, First Aid 40, Ranged Weapon 60

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**Gear:** Knife, bow (50% chance), Light leather armor

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*The average inhabitant of the Whiteteeth Peninsula is used to living a rough life where they must fight to get everything they have. They are wary of strangers and change, and are generally reserved. Their lack of initiative is only surpassed by their determination; above all, they are survivors.*

## ❖ BLACKCLAY TRIBESMAN

*Humanoid. Common loot*

STR	DEX	CON	WIL	INT	CHA
12	16	15	13	12	12

**DEF: TL5 / OFF: TL5**

**HP: 15+TL5 / Awareness: 20 / Initiative: 14**

---

**Skills:** Animal Handling 60, Dodge 70, Persuasion 20, Perception 60, Tracking 80, Orientation 80, Sailing 20, Traditional Lore 60, Herb Lore 50, One-Handed Weapon 80, Outdoor Survival 80, First Aid 40

---

**Gear:** Sword or axe, Light leather armor, horse

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*The tribesmen of Akkar Strand are fierce, semi-nomadic people that are proud of their shared common history. While their personal loyalty goes first and foremost to their own tribe they do recognize that other Blackclay tribes share their world-view and way of life. They are not necessarily hostile but will not hesitate for a second if they need to defend themselves or their tribe.*





### ❖ CANNIBAL

*Humanoid. Common loot*

STR	DEX	CON	WIL	INT	CHA
16	16	15	13	8	3

**DEF: TL5 / OFF: TL5**

**HP: 15+TL10 / Awareness: 20 / Initiative: 14**

---

**Skills:** Dodge 50, Perception 80, Tracking 80, One-Handed Weapon 80, Orientation 80, Herb Lore 50, Outdoor Survival 80, First Aid 40

---

**Gear:** Knife

*Life is harsh in the Whiteteeth Peninsula, and many of its inhabitants cannot cope with the pressure. The lands are filled with deranged, dangerous people who sometimes group together, casting most of their humanity aside. These quasi-bestial individuals are feared by all due to their unpredictability, relentlessness, and viciousness, and taste for human flesh. There are rumors of cannibal cults in remote areas, but no proof of any organized groups has been found so far.*

### ❖ DUSK BLADE

*Humanoid. Common loot +5*

STR	DEX	CON	WIL	INT	CHA
16	16	14	12	10	10

**DEF: TL5 / OFF: TL10**

**HP: 14+TL10 / Awareness: 20 / Initiative: 12**

---

**Skills:** Command Skills 25, Literacy 20, One-Handed Weapon 80, Parry 60, Persuasion 40, Perception 60, Tracking 80, Orientation 70, First Aid 40

---

**Gear:** Light leather armor, Helmet, One-handed Shalvan Wood sword, Shield

*The backbone of Madari's military, as well as their city guard, Dusk Blades are among the best trained and equipped troops in all of the Whiteteeth Peninsula. Their rigid military hierarchy ensures they listen to their commanding officer, and groups of dusk blades are a common sight in the lands surrounding Madari, both hunting for escaped slaves and to ensure the safety of the land.*



## ❖ MADARIAN NOBLE

*Humanoid. Rare loot*

STR	DEX	CON	WIL	INT	CHA
10	12	12	18	18	16

**DEF: TL5 / OFF: TL5**

**HP: 12+TL10 / Awareness: 10 / Initiative: 10**

**Skills:** Command Skills 75, Literacy 80, One-Handed Weapon 40, Persuasion 80, Perception 60, Tracking 20, Parry 60, Orientation 20, Forbidden Lore 40, Traditional Lore 60

**Special:** Knows D4 random Primordial spells. If it's an offensive one, they'll cast it on a roll of 1-2 on a D10.

**Gear:** One-handed Shalvan Wood dagger, Ornate metal armor, horse

*Madarian Nobles are rarely seen outside the walls of the city; occasionally they may be sent as part of a pilgrimage caravan, or a hunting party around Madari, but since Madari is the only city in all of the Whiteteeth peninsula, they simply don't have that many reasons to travel. Arrogant, rich, and powerful, they only live to be recognized by Danag the Silent or one of his surrogates.*

## ❖ MERCHANT

*Humanoid. Valuable loot*

STR	DEX	CON	WIL	INT	CHA
12	12	12	16	18	16

**DEF: TL5 / OFF: TL5**

**HP: 12+TL10 / Awareness: 20 / Initiative: 10**

**Skills:** Command Skills 75, Dodge 40, Literacy 80, One-Handed Weapon 50, Persuasion 80, Perception 60, Tracking 20, Orientation 20, Traditional Lore 60

**Special:** Knows 1 random Primordial spells. If it's an offensive one, they'll cast it on a roll of 1-2 on a D10.

**Gear:** Iron one-handed sword, Mail armor, horse

*Merchants are the only source of news in the Whiteteeth Peninsula, and as such are a welcome sight for many of the small, isolated towns they visit. It's a tough, risky profession, which makes for tough and rough individuals. The richest merchants travel with large escorts to protect their merchandise, especially the ones dealing with slaves, Madari's most important trade.*





### ❖ MERCENARY/BODYGUARD

*Humanoid. Common loot +5*

STR	DEX	CON	WIL	INT	CHA
16	16	14	12	10	10

**DEF: TL5 / OFF: TL10**  
**HP: 14+TL10 / Awareness: 20 / Initiative: 12**

---

**Skills:** Dodge 50, Literacy 20, One-Handed Weapon 80, Parry 70, Persuasion 40, Perception 60, Tracking 80, Orientation 70, Two-Handed Weapon 80, First Aid 40, Outdoor Survival 40

**Gear:** Heavy leather armor, Helmet, Two-handed sword *or* One-handed axe + shield

---

*Mercenaries and bodyguards are among the most common professions in the Whiteteeth Peninsula. This is a land filled with dangers, and people in power always require the use of expendable troops and individuals willing to risk their lives for a few jats and a hot meal. Fierce and good at their job, these individuals know their lives will probably be cut short due to their lifestyle, knowing they don't really have a choice.*

### ❖ OUTLAW

*Humanoid. Common loot*

STR	DEX	CON	WIL	INT	CHA
14	14	14	12	12	10

**DEF: TL5 / OFF: TL5**  
**HP: 14+TL6 / Awareness: 30 / Initiative: 15**

---

**Skills:** Dodge 50, One-Handed Weapon 80, Persuasion 40, Perception 60, Tracking 80, Orientation 70, First Aid 40, Outdoor Survival 60, Animal Handling 50

**Gear:** Heavy leather armor, Helmet, Two-handed sword *or* dual-wielding daggers

---

*Outlaws and criminals are as common as hard-working folks in the Whiteteeth Peninsula. From petty street thugs in the streets of Madari, to warlords in the plains of Shadowstretch, outlaws live by their own rules and respect strength above anything else.*





## ELITE FOES

### ❖ AGRIX

*Abomination. Rare loot*

STR	DEX	CON	WIL	INT	CHA
20	13	18	10	5	0

**DEF:** TL10 / **OFF:** TL10 / **Damage:** D8+TL5  
**HP:** 18+TL2D10 / **Awareness:** 20 / **Initiative:** 14

**Special:** Attacks twice each round (randomize the targets)

---

*A walking humanoid creature covered in thick fur, an Agrix is a sight few can tell they have survived. Possessed by an unstoppable blood-lust, an Agrix may be peacefully walking one moment and rushing to kill any living thing the second they notice it. They are completely relentless, vicious killing machines that will only stop when dead.*

### ❖ ARCHELON

*Beast. No loot. D20 scales that sell for 75 jats each*

STR	DEX	CON	WIL	INT	CHA
18	12	26	14	10	0

**DEF:** TL15 / **OFF:** 0 / **Damage:** D4+1+TL1D4  
**HP:** 30+TL20 / **Awareness:** 10 / **Initiative:** 8

**Special:** PCs have +1 initiative

**Special:** Armor (5)

---

*A true relic of the past, these giants have somehow survived and adapted to life on land. Similar in shape to the smaller turtles that can be found near bodies of water, an Archelon towers over even a mounted human. Their formidable shells make them nigh unkillable, while their beaked mouth can easily tear through any armor.*





### ❖ BLESSED ONE

Humanoid. Rare loot +5

STR	DEX	CON	WIL	INT	CHA
10	12	12	20	18	10

**DEF: TL5 / OFF: TL10 / Damage: 1D4+TL1  
HP: 12+TL20 / Awareness: 20 / Initiative: 12**

**Special:** On the Blessed One's turn, roll a D10. On a 1-4, it casts Shadow Flames instead of attacking.

**Special:** All the Blessed One's physical attacks inflict the Chilled condition.

**Skills:** Alchemy 50, Command Skills 25, Disguise 40, Forbidden Lore 70, Literacy 80, Persuasion 40, Perception 50

*A Blessed One is a true disciple of the Primordial Ones, an acolyte of the dark powers, slave to their own ambition. Their mind is fragmented but the pieces are still threaded together, leaving a sliver of humanity. These are some of the most dangerous spellcasters a person will find during their travels, and are commonly used by the Primordial Ones as agents when direct, decisive action is required.*





## ❖ BONEFIEND

*Undead. Rare loot +5*

STR	DEX	CON	WIL	INT	CHA
10	12	18	25	20	0

**DEF: TL5 / OFF: TL10 / Damage: 2D4+TL1**

**HP: 20+TL20 / Awareness: 40 / Initiative: 12**

**Special:** If a player character is killed, the Bonefiend will spend a turn raising them as a Risen, which will immediately attack its former comrades.

**Special:** A Bonefiend attacks all party members, simultaneously.

*Some sorcerers transcend their own death using the power of the Primordial Ones, instead of embracing the power of Death Magic. Most of the time though, the result is a mindless abomination left only with the desire to drain the life force of any creature that crosses its path. These sorcerers though still pose a large threat due to their power to raise other creatures into the undead, often creating large armies of mindless monsters and setting them loose upon the world. It is not unheard of a settlement being wiped out in a moment by a large roaming group of undead, led by a Bonefiend.*





## ❖ CROG

*Abomination. Rare loot*

STR	DEX	CON	WIL	INT	CHA
20	10	18	10	5	0

**DEF:** TL10 / **OFF:** TL10 / **Damage:** D6+TL1D4  
**HP:** 20+TL30 / **Awareness:** 10 / **Initiative:** 10

**Special:** Attacks twice each round (randomize the targets)

**Special:** Successful attacks cause Rot (1). Stackable

---

*Rumored to be the result of one of Urthan Fleshwarper's many experiments, Crogs are humanoid creatures covered in pustules and decaying flesh. They are not always prone to violence but are easily scared, resulting in them attacking almost any living creature that happens to startle them. They seem to be content sitting on the floor while peeling away sections of their own decaying flesh.*





## ❖ CRYSTAL GHOUL

*Abomination. Rare loot*

STR	DEX	CON	WIL	INT	CHA
16	18	18	10	2	0

**DEF: TL10 / OFF: TL10 / Damage: D6+1+TL1**  
**HP: 25+TL1D20 / Awareness: 10 / Initiative: 14**

**Special:** Attacks twice each round (randomize the targets)

*These strange creatures are the result of failed attempts at fusing Primordial Magic with alchemy, to create a twisted version of the undead. While often used as guardians and warriors, finding one of them roaming the land, caves or ruins without a clear goal is not something unheard of. Their bizarre bodies are a combination of crystal formations, together with the rotting flesh of a human, held together by evil magic.*

## ❖ GIANT BOBCAT

*Beast. No loot. Pelt sells for 500 jats*

STR	DEX	CON	WIL	INT	CHA
18	22	16	14	10	0

**DEF: TL5 / OFF: TL15 / Damage: D10+TL1**  
**HP: 20+TL20 / Awareness: 40 / Initiative: 18**

**Special:** Attacks twice each round (randomize the targets)

*These giant cats, the size of a horse but much heavier and deadly, roam the Whiteteeth Peninsula along their large territories. Fortunately for its prey, these beasts are extremely territorial and it's not uncommon for them to fight each other to the death when one enters another's territory. Their beautiful, deep brown skin is treasured by the madarian nobility, who send expeditions to hunt these beasts on a regular basis.*





### ❖ GIANT SPIDER

*Beast. Its silk sack may be sold for 300 jats*

STR	DEX	CON	WIL	INT	CHA
18	26	16	18	12	0

**DEF:** TL5 / **OFF:** TL10 / **Damage:** D6+TL2  
**HP:** 20+TL20 / **Awareness:** 30 / **Initiative:** 18

**Special:** Rolls initiative with a penalty of -2.

**Special:** All successful attacks cause Poison. Stackable

**Special:** Roll a D10 every turn; on a roll of 1-2, the giant spider spits sticky webs to a random character instead of performing an attack. The character performs a DEX Test. If they fail, they are trapped and cannot attack, and the Giant Spider will focus on the other characters (if any). Each turn, the trapped character may roll against DEX (-3) to release themselves. If all characters become webbed, the giant spider will attack them until they are all dead. While trapped, characters may not use defensive skills, only armor bonuses are applied.

---

*These terrible beasts lurk in the deepest of caves and ruins, hidden in corners while waiting for their next meal to appear. Once a victim is trapped in their web, there is little to no hope for escape...*

### ❖ GIANT SNAKE

*Beast. No loot. Skin sells for 400 jats*

STR	DEX	CON	WIL	INT	CHA
25	22	12	12	6	0

**DEF:** TL10 / **OFF:** TL10 / **Damage:** D8+TL1  
**HP:** 15+TL10 / **Awareness:** 30 / **Initiative:** 12

**Special:** Attacks twice each round (randomize the targets)

**Special:** All successful attacks cause Poison. Stackable

---

*These slithering monstrosities are as large as they are ancient. Lurking and waiting in the shadows for their next meal, they'll not hesitate to attack almost any living thing that crosses their way. Although capable of moving at very high speeds, they prefer to wait for their prey to pass near their hiding place, instead of chasing them down, although there are stories of horses having been run down by a ravenous enough giant snake.*





## ❖ GLACIAL BEAR

*Beast. No loot. Pelt sells for 500 jats*

STR	DEX	CON	WIL	INT	CHA
22	16	18	14	12	0

**DEF: TL10 / OFF: TL5 / Damage: D10+TL1**  
**HP: 20+TL20 / Awareness: 13 / Initiative: 14**

**Special:** Attacks twice each round (randomize the targets)

---

*Glacial Bears are among the top predators in the Whiteteeth Peninsula; very few creatures will not immediately run away at the sight of these beasts. This is generally a futile endeavor though due to their surprising speed despite their impressive size. With claws the size of a man's head, a single swing is generally enough to tear apart anything (or anyone) stupid enough to face them.*





### ❖ SPAWN OF VHOL'EST

*Abomination. Rare loot*

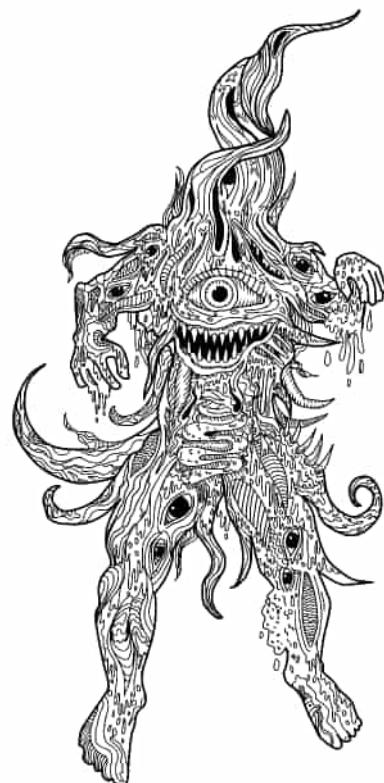
STR	DEX	CON	WIL	INT	CHA
20	18	18	18	12	0

**DEF: TL10 / OFF: TL10 / Damage: D6+TL2**  
**HP: 20+TL2D10 / Awareness: 10 / Initiative: 14**

**Special:** Attacks twice each round (randomize the targets)

---

*After devouring and assimilating its brethren, a Spawn of Vhol'est will grow to the size of two men, with maws opening all across its body and tentacles shooting from unexpected places. Their purpose and goals unknown, they roam the land killing anything that crosses their path.*





## ❖ WHITE HAG

*Humanoid. Rare loot +5*

STR	DEX	CON	WIL	INT	CHA
10	12	12	16	20	3

**DEF:** TL5 / **OFF:** TL5 / **Damage:** 2D4+TL1D4

**HP:** 15+TL15 / **Awareness:** 20 / **Initiative:** 12

**Special:** Only one character may defend against the White Hag's attacks, but the damage caused by them is spread among all party members

**Skills:** Alchemy 80, Forbidden Lore 40, Literacy 80, Persuasion 30, Perception 50, Outdoor Survival 80

*White Hags are twisted, old female looking humans that have succumbed to madness after decades of being exposed to the Forbidden Ones' powers. They are rarely seen, but legends speak of old, wrinkly women walking completely naked despite the cold, their long, white hair flowing behind them as if it had a mind of its own. In combat, a White Hag will kneel and crawl instead of walking, while her hair shoots at her enemies, strangling and piercing them until none remain.*

## ❖ WHITE STALKER

*Beast. No loot*

STR	DEX	CON	WIL	INT	CHA
16	19	18	5	18	0

**DEF:** TL10 / **OFF:** TL10 / **Damage:** D6+TL1

**HP:** 20+TL15 / **Awareness:** 30 / **Initiative:** 19

**Special:** Characters will always be ambushed by a White Stalker

*These spider-looking creatures are among the most intelligent beasts one can find in all of Uzrun. Although moved by instinct and blood-lust, they have been seen avoiding traps and using human tools. Little is known about them due to their ability to perfectly blend with their environment at will, rendering them practically invisible. Their bodies dissolve into nothing when killed, to the frustration of many scholars wanting to learn their secrets.*



# THE WHITETEETH PENINSULA

Although the main setting described in this book is the region of Uzrun called the Whiteteeth Peninsula, the habitable stripe of land known as the Twilight is vast, and contains many different regions and cultures. The largest of all these though is without a doubt the remains of the ancient Xizerian Empire simply known nowadays as the Fractured Dominion, which shall be described in full in future releases.

## THE FRACTURED DOMINION

The Twilight. The Never Realm. Uzrun's Husk. The Fractured Dominion is a place of many names, as many and varied as the peoples who inhabit it. This is not a friendly place; food is scarce, death comes swiftly and unexpectedly, and the relentless winds have carved away most of the land's distinctive geographical features millennia ago, leaving only desolate planes and dunes the color of old bones. Nomadic tribes of different nations roam these lands, with settlements being rare and separated by vast distances.

In this place of eternal dusk, the sun never truly sets or rises. A land of perpetual shadow, the Fractured Dominion is the only truly inhabitable area in Uzrun, the demon-world. In the North lies a land of eternal sunshine and maddening heat; those who wander too deep into the Scorched Wastes rarely come back. In the South lies the Land of the Conquered Sun, a place of never-ending darkness, with cold and unspeakable horrors lurking in its frozen landscape.

## A NOTE ON NIGHT AND DAY

As a tidally locked planet, Uzrun has no actual nights or days; only freezing darkness on one side and burning, constant sunlight on the other. The Twilight, a strip of land between the two sides, is the only place on the planet that remains "hospitable". After thousands of years of living like this, the inhabitants of the Twilight have habituated themselves to it, adapting their sleeping and activity patterns according to traditions and subtle weather patterns. To facilitate gameplay though we have chosen to keep using the familiar terminology of "night" and "day" in order to express the passage of time. Although these words exist as remnants in most of the languages spoken nowadays in the Fractured Dominion and beyond, they have for the most part lost their true meaning, and are used to express the passage of time in a similar way to "days" or "months".

The Dominion's horizons are overshadowed by the solitary fortresses of the Tyrants, which stand strong and menacing. These colossal buildings, constructed by thousands of slaves that are always sacrificed after they are no longer needed, are the only constant; as soon as one is left behind, the threatening silhouette of another can be seen in the distance. People live in a perpetual state of terror, always in fear of being taken away into one of



these horrific structures never to be seen again. The masters of these fortresses, generally known as Tyrants, are beings of vast power. Corrupted creatures that have struck a deal with the terrible Primordial Ones. For as long as anyone can remember, they have ruled over the land with fear, some of them (a very few) with a semblance of control, allowing a sliver of civilization to appear in small pockets. However, most of the land's rulers are wholly chaotic beasts, whose actions are so far removed from normal human behavior that they better resemble forces of nature, with their wrath striking as quickly and unpredictably as a sandstorm.

Some say it was not always like this. Obscure legends talk of a time when Uzrun was a land of blessings and growth, with seasons warm and cold, days of light and darkness, a place of both hope and life. There, society flourished to levels not even dreamed of today. Trade and civilization embraced the globe during a time when precious metal could be found under the soil without much effort. Nowadays nearly everybody lives a nomadic way of life, roaming the Twilight looking for their next opportunity. Metal tools and weapons are almost never seen, the nomads making do with bones and stones. This land is a place where horrors abound, stalking you down every path, even those in your mind. For those fearless (or stupid) enough, this is an opportunity, a path to power. Occasionally one such person may find a relic of the past, and use it to carve their name in red. They fight their way through forgotten ruins and hidden caves, finding tomes of power filled with secrets which slowly rot their minds. The majority of these will become wild mindless

beasts. This is a place of death, fear and suffering.

However, those who can resist corruption, those who are brave, strong and smart enough, they can eke out a dangerous living. The world is full of opportunities: ancient temples with forgotten treasures to be ransacked, hidden hideouts full of bandit loot, and perhaps if one was desperate enough to face the horrors inside, even the mighty fortresses of the Tyrants have their rewards.

Most certainly, death awaits. But isn't the alternative worse? A short life full of uncertainty is the only guarantee in the Fractured Dominion.

#### THE WHITETEETH PENINSULA

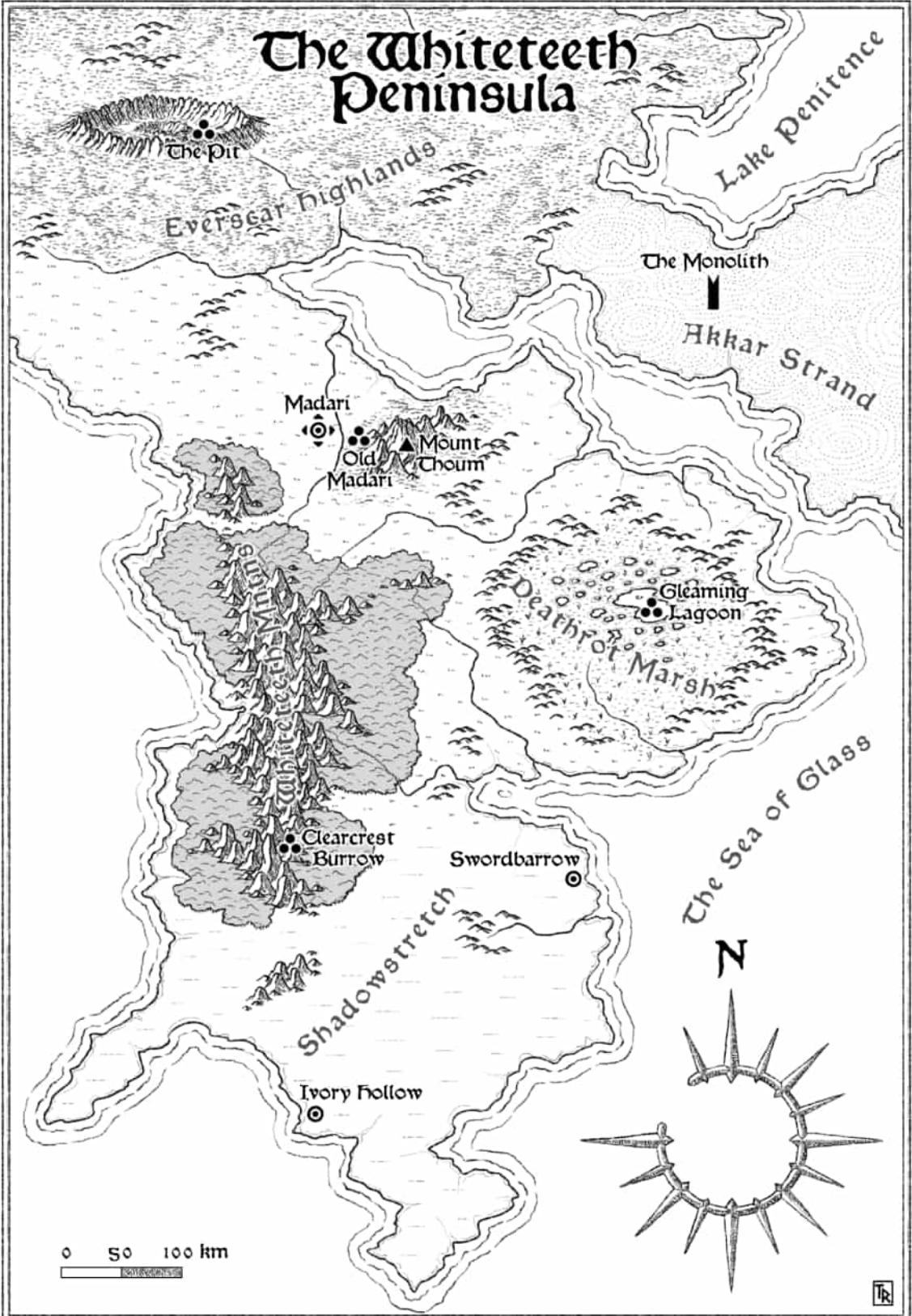
To the south of the Fractured Dominion, where the Twilight and the Land of the Conquered Sun meet, lies the Whiteteeth Peninsula, the last area of inhabitable land this far south. Surrounded by the eerily calm Sea of Glass and dominated by the dark silhouette of the Whiteteeth Mountains that give the region its name, this is a land of tough people and little opportunities, even by the standards of the Twilight.

Being this close to the Land of the Conquered Sun, the amount of sunlight here is low, which makes it the preferred hunting grounds of many predators and nocturnal beasts that wouldn't survive further south or would have problems hunting closer to the north. Time seems to have frozen over here as well, and ancient abominations extinct in other places call this land their home.

As it's the case in all of the known world, iron is a rare resource, and most live their lives without ever even seeing a single piece of it. Settlements are few and far between, and life here is even harder than in



# The Whiteteeth Peninsula





the rest of the Twilight. The low population combined with a lack of resources makes this region of little interest to most tyrants though, something that is extremely attractive to the many that come here seeking refuge from their dark, corrupted powers.

We will now proceed to describe

the different regions found in the Whiteteeth Peninsula, from north to south. At the beginning of each area's description, we have written the basic features that make each one of them unique and of interest so that you may get an idea of if with just a glance, ideal for when you need fast inspiration and guidance.





## THE EVERSCAR HIGHLANDS

- 
- The point of access to the rest of the Peninsula
  - Difficult to access
  - Jagged, broken terrain
  - **Landmark:** The enormous crater at its center known as *The Pit*
- 

On the northern part of the peninsula lies the region known as the Everscar Highlands. This place was the focal point of a tremendous cataclysm that took place eons ago, leaving the land split and jagged and making access to the rest of the peninsula complicated. It is largely deserted, even by the Twilight standards, and the giant bobcats that roam the area don't make it any more inviting. Despite that, people do come from time to time to explore the tunnels and caves found in the region, hoping to find an access point to the buried cities of old that are rumored to be here.

### **The Pit**

The main feature in an otherwise uninteresting terrain is the pit that lies in the center of the Everscar Highlands. Little is known about the origins of this huge crater, with some chronicles saying it was caused by a falling star, while others assure it was where a giant volcano used to be found, until the day it violently exploded, taking with it half of the region. Nowadays The Pit is used as an access point to the underground caves and tunnels, with some small settlements growing like gray moss at the bottom of it, a perfect spot to hide from the fury of the winds.

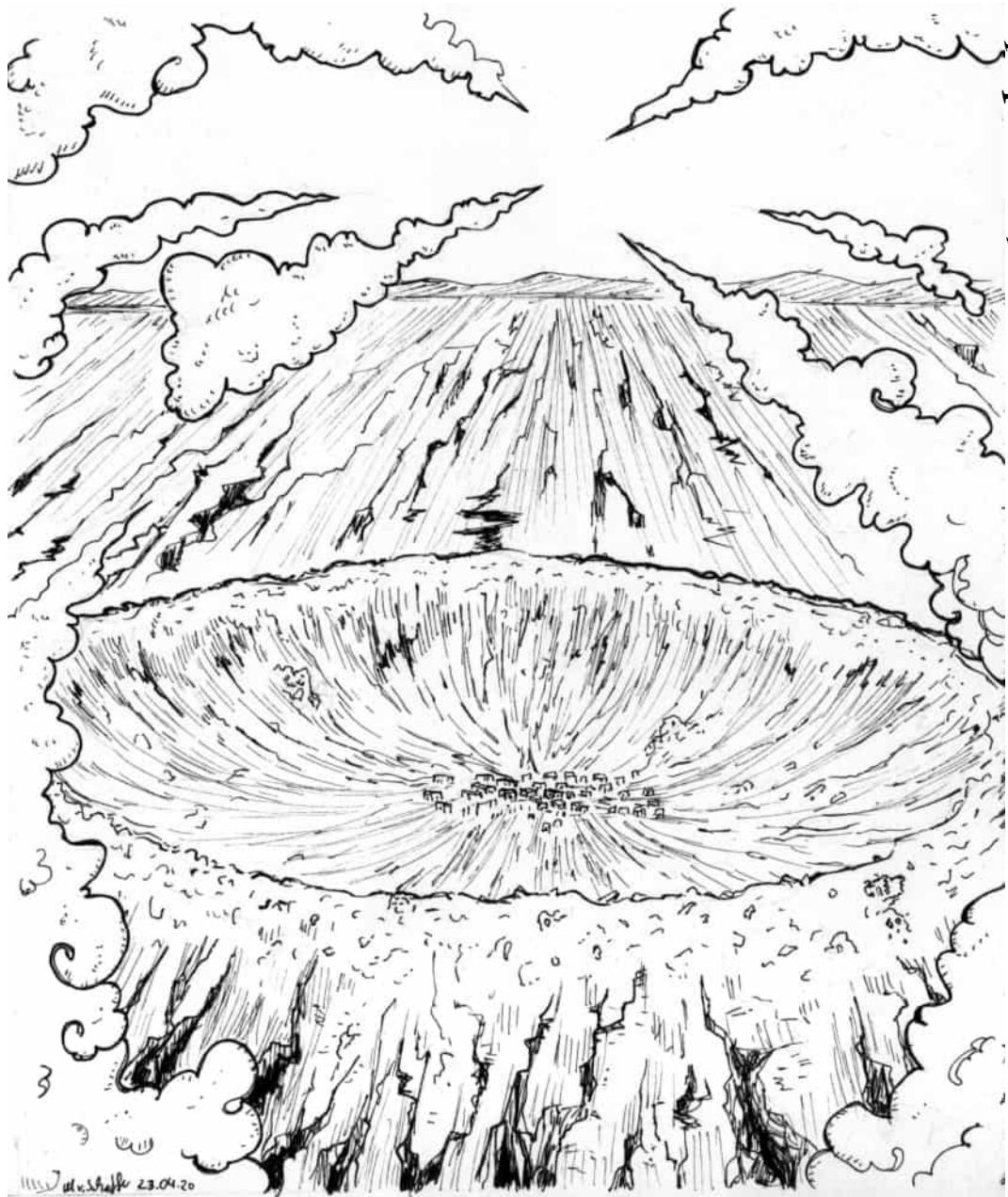
### **Main local faction**

None, due to the region being too sparsely populated.

### **THRESHOLDS**

There are stories of some parts of the Whiteteeth Peninsula seemingly crossing over with another world, of travelers starting their journey on the Everscar Highlands and suddenly finding themselves lost in Shadowstretch a few hours later. Some of them are not so lucky, disappearing completely without a trace. Rumors talk of a place of twisted geometry and an unnatural sense of scale, where up is down and down is up, with an eternal yellow moon ruling over impossible landscapes of cyclopean ruins and cities.

THE WHITETEETH PENINSULA





## AKKAR STRAND

- 
- Desolate coastal zone
  - Black, volcanic sand
  - Roaming nomadic tribes that occasionally gather in small permanent settlements
  - **Landmark:** The ancient Monolith
- 

To the east, not much can be found aside from a desolate landscape with no settlements of notice. This coastal region, with beaches of black sand and stone, is the flattest area in all of the peninsula, with low, tough vegetation growing around the few small hills that can be found here. The Akkar Strand is located between the silent, dark waters of the Sea of Glass to the south and Lake Penitence to the north. Most of the region consists of black volcanic stone and sand due to the relative proximity of Mount Thoum, which can be seen in the distance to the southwest from most of the region.

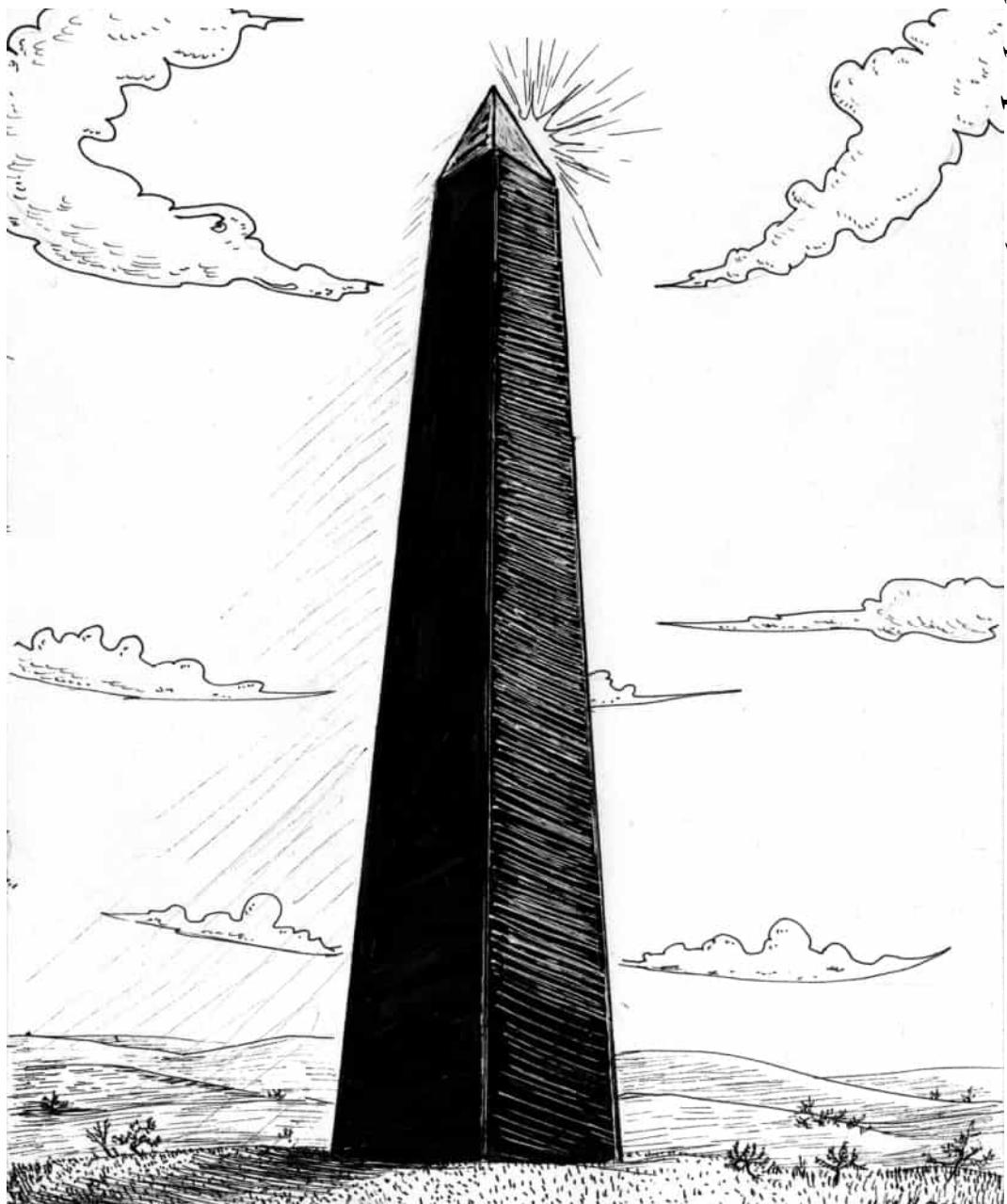
### The Monolith

The monolith itself is a red pillar ending on a pyramidal top, with a metal surface as smooth as glass. It stands around fifty feet tall and seems to be basically indestructible, despite the occasional attempts by the locals to chip pieces off of it. With its true purpose or meaning forgotten long ago, it was dug out a few centuries back by Sharkan the Explorer, a local tyrant that refused to settle anywhere and traveled the region with a host of nomads. Some madarian historians claim that Sharkan and the Blackclay ancestor Mokr were one and the same, but this is something that is only discussed among the intellectual elite of Madari, being of little importance to the day-to-day life of most of the inhabitants of the region.

### Main local faction

The local **Blackclay tribes** use the few hills found in this region as refuge and gathering points. Despite being a mostly nomadic people, the elderly and injured stay in these small settlements, guarded by those who have earned the honor to serve as protectors of their leaders. The Blackclay tribes worship a common ancestor to all of them, Mokr the Crippled. They say Mokr brought them from a faraway land and gave a foot to save his people. It is for this reason that the crippled serve as priests and priestesses of Mokr, settling disputes among the different tribes and guiding them when necessary.

THE WHITETEETH PENINSULA





## MADARI

- 
- The only region with somewhat fertile lands
  - Extensive ruins belonging to Old Madari
  - Only civilized region in the whole Peninsula
  - **Landmark:** Mount Thoum, a semi-active volcano
- 

The city-state of Madari, the Thrice Burnt, is the southernmost town in all of the Twilight; it is the last bastion of civilization in a land ravished by constant strife. Built and destroyed several times over, the location's allure is matched only by the backdrop of Mount Thoum, a fuming volcano that has helped shape the city into what it is today. The ruins of Old Madari, destroyed by the volcano a few decades ago, and the black walls of the modern town, made of volcanic clay and stone, are testimony of Mount Thoum's influence in the region.

Ruled by Danag the Silent, one of the most stable tyrants in known history, Madari is quite prosperous despite its location thanks to being the only trade hub in thousands of miles. The city's prosperity and fame have recently increased due to the re-opening of the legendary Madari Arena, a place of legendary fame that was originally built almost two centuries ago but that saw its demise with the eruption of Mount Thoum.

Madari sits by the western bank of the Awn river, the eastern bank being occupied by the extensive remains of Old Madari, the original city. Danag decided to rebuild the city on the opposite side of the river, after deciding that dealing with the cursed inhabitants of the old city was too much hassle.

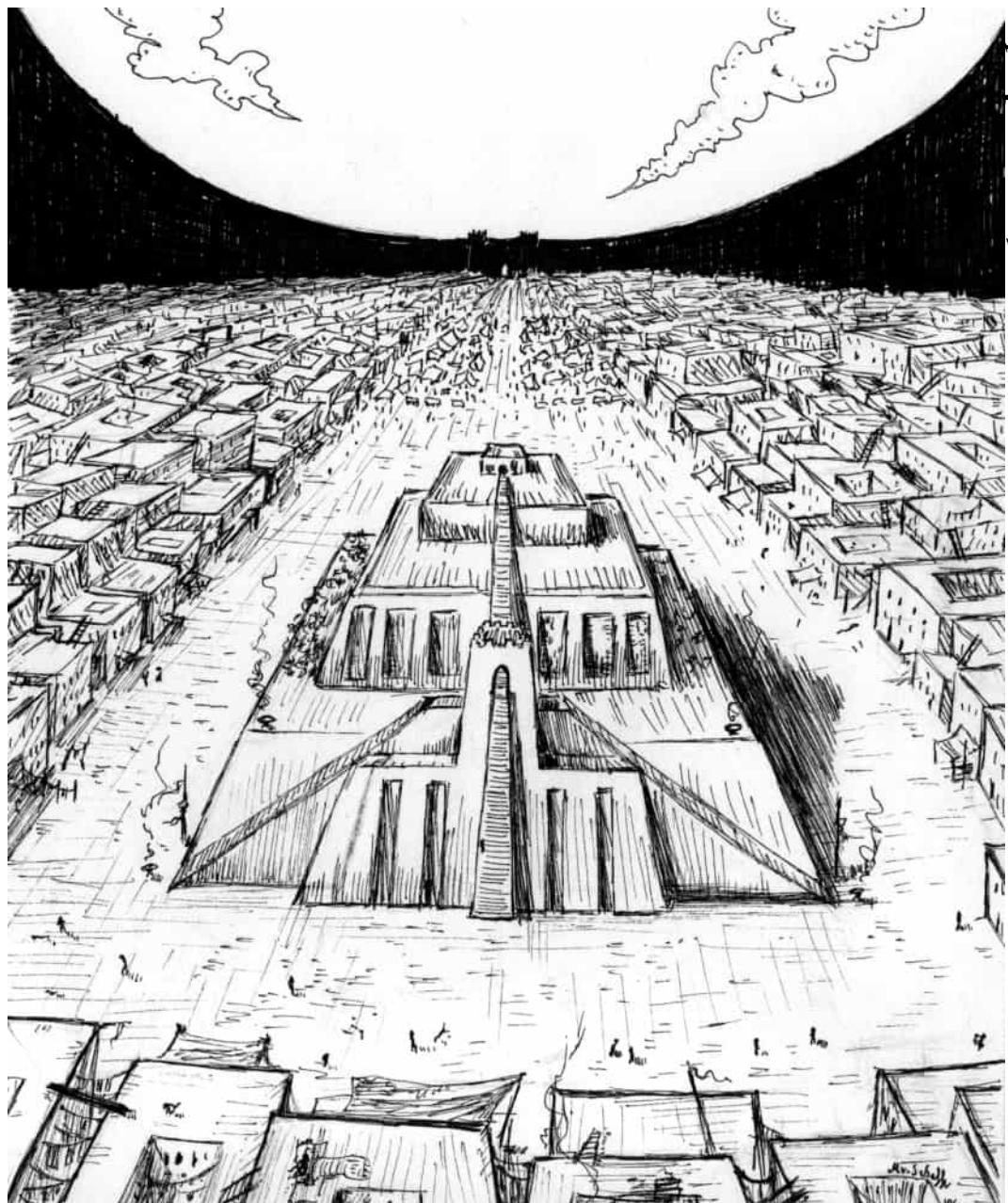
Madari is the only place remotely urban in the whole peninsula, with two-thirds of all the people found in the peninsula living within its walls. Many come to the city to find their fortune, learn about the world, or simply share some drinks and watch a few games in the arena.

A deep dive into Madari as a setting and its history will be introduced in the upcoming supplement *Madari, the Thrice Burnt*.

### Main local faction

The **Dusk Blades** serve both as guards and military force for the city. Named after their characteristic black swords made of Shalvan wood, these men and women protect the interests of Danag the Silent above all, but also keep the peace and are the main reason why the region has been geopolitically stable for decades. They have a rigid hierarchy, with anyone wanting to join them having to prove themselves time and again. Each Dusk Blade responds to their officer, and above them all is Prime Agthar, who listens only to Danag's command. It is not uncommon to find squadrons of Dusk Blades doing their training in the outskirts of the city, chasing bandits off, and keeping the populace under control.

THE WHITETEETH PENINSULA





## WHITETEETH MOUNTAINS

- 
- Populated mostly by unspeakable horrors and terrible beasts
  - Thousands of abandoned mine tunnels and old settlement ruins
  - Densely forested area
  - **Landmark:** Clearcrest Burrow
- 

The Whiteteeth mountains preside over the whole peninsula, giving it its name. These perennially snow-covered jagged mountains have almost flat tops, making them look more like the broken smile of a pit fighter than a mountain chain. At the feet of the mountains, ancient ruins of mining settlements abound, with miles upon miles of abandoned mines dug out centuries ago due to the region once being abundant in iron. Despite the fact that all iron deposits were depleted a long time ago, it is common to find desperate prospectors still roaming the area, searching for a forgotten vein that will bring them fame and fortune. More often than not though what they find is a swift death at the hands of the many beasts and roaming bandits that abound here.

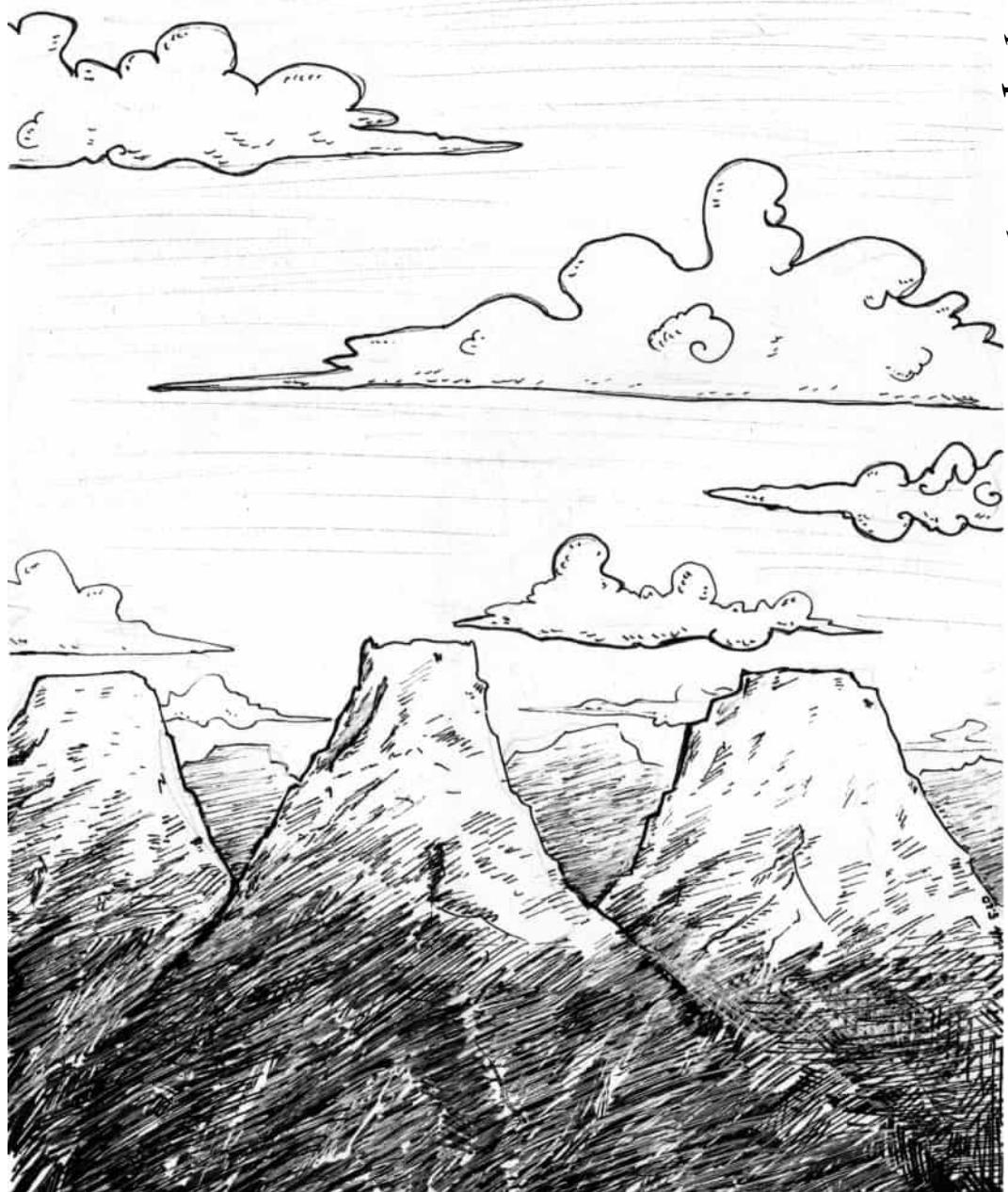
### Clearcrest Borrow

This network of tunnels and ancient halls are all that is left of Clearcrest Fortress, home to the infamous Urthan Fleshwarper. Urthan was a Tyrant that ruled from his fortress in the mountains, obsessed with creating the ultimate guard beast. His creations still roam the halls of Clearcrest Borrow, and many of them have escaped and spread terror throughout the region. Recently though there's been rumors of the site being active again, with many explorers venturing inside, never to be seen again.

### Main local faction

**The Veil** is a group of necromages that have recently settled in the area, trying to gain full access to Clearcrest Borrow, and claim all the forbidden knowledge within it for themselves. It is rumored that they capture any fool that happens to come too close to the Whiteteeth Mountains by themselves, forcing them to explore Clearcrest Borrow and report back to them. Since it is a place of great danger most do not return, and the Veil's schemes move at a glacial pace. Little is known about its members, other than they're just a few of them (less than a dozen) and that their alliance is only a temporary one.

THE WHITETEETH PENINSULA





## DEATHROT MARSH

- 
- Difficult, dangerous terrain
  - Deadly and bizarre fauna and flora
  - Home to the precious Shalvan wood
  - **Landmark:** Gleaming Lagoon
- 

Deathrot Marsh is probably the most unexplored region in the whole peninsula, due to the difficulty of the terrain. The boggy area is home to some of the most dangerous vermin in the whole of Uzrun as well, making it even more unwelcoming. Frequent expeditions are organized into the depths of the Marsh though, in search for one of the most treasured materials known to man: Shalvan wood. This wood is harvested from giant trees that can only be found in the heart of Deathroth Marsh, and its incredible properties (strong as iron, fire-proof, and light) make it extremely valuable to armies all across the Fractured Dominion. It is common for merchant caravans to hire veritable armies of mercenaries to escort them into and out of Deathrot Marsh due to the frequent attacks by beasts and horrors of all kinds that they endure, making the survivability of the trip rather low, which only increases the value of Shalvan wood even further.

### The Gleaming Lagoon

Somewhere near the geographical center of the Marsh lies the Gleaming Lagoon, a relatively large body of water that receives its name from the fact that once a year on the same day it lights up for a few hours, casting an eerie light over all the surroundings. Nobody knows the reason behind this, but during The Gleaming, as the few people who have seen it call it, some type of ancient ruins at the bottom of the lagoon become clearly visible. It is unclear though if the ruins are the source of the light or simply the sunken remnants of a forgotten civilization.

### Main local faction

None, due to the region being too sparsely populated.

### CURRENCY IN THE WHITETEETH PENINSULA

As it's discussed in Disciples of Bone & Shadow, the typical currency in most of the Fractured Dominion are shells and small semi-precious stones. This wouldn't work in the Whiteteeth Peninsula though, due to its proximity to the coast. Instead, the most common currency is the jat, a ceramic coinage issued by the city-state of Madari. For in-game purposes we consider 1 jat = 1 shell; consider both currencies interchangeable, value-wise.



THE WHITETEETH PENINSULA





## SHADOWSTRETCH

- A land of perennial shadows
- Always covered in snow, almost no vegetation
- Home to tough clans of Ghahn herders
- **Landmark:** The Sea of Glass

Shadowstretch received its name thanks to the fact that it is the darkest area in the whole Whiteteeth peninsula. Being at the feet of the Whiteteeth mountains combined with its southern location make it a land of perennial shadows, clear of almost all vegetation and punished by strong gales coming from the Sea of Glass. Despite this, some nomads call the region their home, herding the bizarre Ghahn that can somehow survive and grow to incredible sizes feeding only off the moss and lichen that abounds here. The Shadowstretch coast is home to some ice fishing settlements, populated by some of the toughest individuals to ever crawl upon Uzrun's skin.

Among the locals, there's the strongly held belief that all the tales of a world up north where the sun never sets and heat is nearly unbearable are just that, tales. The world was carved out from a piece of ice by Halmunn, the local god of hunters and fishermen. He stole the ice from the depths of the sea, and after carving the world he got tired of it and tossed it back into it, but this time instead of sinking back to the bottom the world floated, forever drifting among the ice.

### The Sea of Glass

Surrounding Shadowstretch (and most of the peninsula, for that matter) is the Sea of Glass, an almost completely frozen body of saltwater that is largely made up of blocks of ice of different shapes and sizes. Its still and dark waters are difficult to navigate, but small fishing vessels brave them in search of a catch. These fishing boats never go far from the coast though, since further down south the sea solidifies into a block of ice, a white steppe devoid of life. The night is almost absolute down there, and the few that have ventured into the solid parts of the Sea of Glass and returned speak of horrors beyond the terrible cold and darkness.

### Main local faction

**The Congregation of the Four Gods** is a semi-religious sect that worships and tries to understand the four different sides of Yalb'Hataar (one of the few Primordial Ones known by name) as different incarnations. These four sides or incarnations are:

- The Matriarch: The Queen of Witches, Mistress of the Crimson Coven. Followers of the Matriarch are mostly women that try to help other women in need through the use of magic and alchemy. They tend to work as wise-women and witches that help small communities, aiding the local female populace in any way they can.

- The Worm: Followers of the Worm are interested in anything that has to do with the past, trying to dig out pieces of Uzrun's violent history whenever they have the chance. If one comes across a member of the Congregation, it will



THE WHITETEETH PENINSULA





usually be a follower of the Worm, on their way to some ancient ruins or forgotten library.

- The Devourer: Followers of the Devourer embrace death and see themselves as having the obligation to send as many souls to their deity as they can. For this reason, most followers of the Devourer work as assassins and mercenaries. They do not enjoy the act of killing though and try to make it as clean and merciful as possible. The highest sign of devotion for a follower of the Devourer is to kill someone while they are peacefully asleep.

- The Defiler: The Defiler promotes the end of all civilization and organized society. Its followers work towards the destruction of any attempt at creating a stable society, since they see it as the cause behind the destruction of the world, eons ago. They think mankind's ideal state is as a wild pack, roaming the planes and living day-to-day. Many followers of the Defiler end up abandoning the Congregation due to thinking it is too organized and an insult to the Defiler and its purity. Followers of the Defiler tend to position themselves in positions of power, as counselors and advisers, trying to cause instability to the region.

All members of the Congregation must spend five years in service to each one of the four incarnations before they can choose their own calling. Those interested in becoming part of the leading echelon must spend eight years in service of the four incarnations, before being able to claim enough understanding to deserve a place in the ruling council.

### CULTURE IN THE WHITETEETH PENINSULA

Due to the early and complete influence of the Suth Empire over the Peninsula, even though the Empire collapsed centuries ago its cultural dominance left a strong and indelible mark on it. Archaic Suth customs and mannerisms are still a part of the Madarian nobility nowadays, who attempt to emulate the past glory of the Suth people, something that (according to rumors) deeply bothers Danag the Silent. The common tongue is now a corrupted version of the Suth language, with many different but mutually intelligible dialects existing all over the Peninsula. Although the pass of time has allowed for the appearance of new and wildly different cultures across the Whiteteeth Peninsula, each and every one of its inhabitants instinctively recognizes the common cultural background shared among them. Things like deep respect and admiration for horses, which makes killing them a capital crime, or the complete disregard for gender roles, so prominent in other cultures across Uzrun, are part of each and every one of the different ethnic groups and societies found in the Peninsula.

In the past decades though, new trends and traditions appearing in Madari, the cultural and economical center of the Whiteteeth Peninsula, are being spread all over its area of influence, bringing new ideas and preferences to places that have not changed in centuries. The most prominent of these is the acceptance and normalization of slavery on a scale never seen before in the Whiteteeth Peninsula.



## BRIEF TIMELINE OF THE WHITETEETH PENINSULA

What follows is a brief timeline of historical events that have taken place in the Whiteteeth Peninsula, as recollected by the few men dedicated to this type of knowledge left in the region. All dates given follow the Xizerian Imperial calendar, the most common system used by scholars to track events across large periods of time.

**1500 First Era** – The Suth invade the Peninsula, pouring in huge numbers from the north. With them they bring forgotten knowledge, using irrigation to farm large areas of land.

**2000 FE** – The Suth establish powerful city-states, building large ziggurats at the center of their cities as temples to their gods. The largest city-state is Volirosh, situated in what is now known as the Pit, in Everscar Highlands.

**2500 FE** – Much of the Lower Peninsula is controlled by numerous Suth city-states, especially surrounding the Whiteteeth Mountains. Places such as Yord, Erdu, or Veniwush become centers of commerce and trade.

**23 Second Era** – Celraes the Conqueror sweeps over the Peninsula, putting an end to the Suth civilization. Thousands die in his daily sacrifices to the Primordial Ones, and most settlements are razed to the ground.

**103 SE** – The ancient city of Volirosh attempts to revolt against Celraes, resulting in its absolute destruction and the annihilation of all living things within a 20-mile radius. Celraes begins to be consumed by overwhelming corruption shortly after this, which makes scholars think he used powers beyond his control to cause the destruction of Volirosh.

**105 SE** – In what will be his last rational act, Celraes the Conqueror founds the city of Madari.

**110 SE** – Madari is destroyed by the forces of Sharkan the Explorer, who roams around the whole Whiteteeth Peninsula followed by his cohorts, never truly setting anywhere until his mysterious disappearance in 340 SE.

**170 SE** – A great fire ravages the region now known as Deathroth Marsh, leading to the discovery of Shalvan wood after the Shalvan trees are the only ones left unscathed by the flames.

**201 SE** – The city of Madari is slowly rebuilt by settlers who gather around the ruins and make it their home. For the next century, the city will be the region's central trade hub.

**235 SE** – Construction of the Clearcrest Fortress begins under Urthan Fleshwarper's instructions, who shortly after its completion locks himself within its walls, never to be seen again. His influence spreads like a dark oil





patch around the region though, with hundreds of people disappearing during the following decades and new, unknown abominations walking the land as a result of his experiments.

**342 SE** – The Congregation of the Four Gods settles in Shadowstretch, at first finding strong opposition from the few locals but later on being accepted.

**350 SE** – The council that governed over Madari for the past hundred years suddenly collapses, being followed by turmoil and the destruction of a great part of the city as the result of fires. Some sources blame the followers of the Defiler (a part of the Congregation of the Four Gods) for the downfall of the city.

**420 SE** – An unknown disease or curse only known as Rage of the Fallen ravages the whole Whiteteeth Peninsula, killing two-thirds of the population. This disease killed the victim within hours, reanimating the body shortly after, who would then go on and spread the disease even further. Many cite Clearcrest Fortress as the source of this pest. No cure is ever found, but the disease disappeared as quickly as it appeared.

**510 SE** – A few brave (or desperate) explorers venture around Clearcrest Fortress, and report the place as being abandoned and ravaged by time. Hopeful prospectors return to the Whiteteeth Mountains, always searching for that unknown metal vein that will help them settle for life. Most of them are never heard of or seen again.

**527 SE** – Madari is, once again, rebuilt. This time is by the hands of slave-traders, who built a network of slave caravans across Whiteteeth Peninsula and beyond. The Madari arena is built and becomes the city's symbol.

**576 SE** – The event known as The Reaping takes place. Unknown humanoid creatures emerged in the hundreds from the Sea of Glass, dragging anyone near the shore into the icy black waters. Most coastal settlements were decimated in only one night. The creatures disappeared as suddenly as they came, never to be seen again.

**680 SE** – The great volcano known as Mount Thoum violently erupted for the first time in thousands of years, causing the immediate destruction of all its surroundings, including the relatively nearby city of Madari. Ghatr the Execrable, a Tyrant who had recently taken over the city, disappeared during the following chaos.

**683 SE** – The largest recorded meeting of Blackclay tribes takes place around the monolith, after the rumor of Mokr the Crippled's return spread like fire. After a month of waiting, what started as a peaceful gathering transformed into a giant melee, with hundreds of clansmen dying. Mokr the Crippled was never seen.





**697 SE** – Danag the Silent builds Madari once again, this time on the west bank of the Awn river, after declaring the city's original placement cursed. As the only remaining point of commerce and civilization in the whole peninsula, prosperity and stability spread within the city's area of influence, with thousands flocking to it in search of new opportunities and refuge behind its black walls.

**715 SE** – Present time.



### EXPLORING THE WHITETEETH PENINSULA

The different regions of the Whiteteeth Peninsula offer a wide range of possibilities for travelers and explorers alike. Many dangers lurk in these lands though, so people rarely travel alone or unarmed. Use the following tables each time you find yourself traveling along the Peninsula, using the rules described in the *Exploring the World* chapter.

D6	REGION
1	Everscar Highlands
2	Akkar Strand
3	Madari
4	Deathrot Marsh
5	Shadowstretch
6	Whiteteeth Mountains





D20 EVERSCAR HIGHLANDS HEX EXPLORATION	
1-5	<b>Encounter.</b> Roll on the Everscar Highlands Encounter table
6-7	<b>Cave.</b> A half-visible trail leads the party to a seemingly natural cave. If the party decides to explore it, use the Indoor Location generation rules
8-9	<b>Ruins.</b> You come across the abandoned remnants of a bygone era. If you choose to explore it use the Indoor Location generation rules
10	<b>Canyon.</b> You find yourself walking through a canyon, its walls made of brittle sandy sediment. Strange plants grow from the cracks, gently swaying in the constant breeze that blows through this place, causing an eerie sound that reminds you of a wailing mother who has lost her only child
11	<b>Pilgrimage.</b> You come across a group of strange individuals dressed in tunics that cover them from head to toe. Six of them carry a huge statue of a faceless man on top of an ark, surrounded by food and flower offerings. Who are these people, and where are they headed to?
12	<b>Magic Dead Zone.</b> For some reason, magic of any kind has no effect in this area
13	<b>Rock-slide.</b> A sudden rock-slide forces you to act fast; each character must pass a DEX test to avoid being trapped under the rubble, unharmed but forced to look for another exit
14	<b>Waterfall.</b> A massive waterfall leads into a lagoon, blocking your way. If you want to get across you'll need to swim or find some other way. Pass D10 DEX tests to swim across
15	<b>Settlement.</b> You stumble upon a small hidden community. Use the Settlement rules found on page 83
16	<b>Statue.</b> Half-visible through a heap of rubble older than time, the head of a giant statue, several times larger than you, stares blindly at you. A single man sits in front of it, its eyes closed
17	<b>Abandoned Campsite.</b> Someone has set camp here recently enough for you to take advantage of the place. You may set camp here without requiring an Outdoor Survival skill test
18	<b>Crystal Formation.</b> As you advance through the difficult terrain, you come across a strange crystal formation; they seem to glow ever so slightly with a blue light. As you approach them, the hairs on your neck stand up, and you can smell a strange sharp odor in the air. Touching them causes an electric discharge that deals 2D8 damage; if you survive and hold on to it you are able to pull a large piece. You may use it as a source of light that lasts 24 hours or sell it for 500 jats while still glowing, or 200 if not



**D20****EVERSCAR HIGHLANDS HEX EXPLORATION****19**

**Voidstingers.** Before you realize it you are surrounded by a swarm of voidstingers. These minuscule insects burrow themselves into your eyes, granting you night vision for the next D20 hours and 1 CP, your vision flickering sometimes to a place of impossible geometry and gargantuan horrors

**20**

**Fungi.** Covering a wall several feet tall, a mass of different colored fungi spreads like a shiny, wet blanket all over it. You may harvest D10 doses, each with a different effect; roll a D6 for each one of them: 1-2 a sensation of dread and anxiety invades you; 3-4 your nails turn black for D4 days but you feel a warmth invading your body, making you immune to cold effects; 5-6 heal D20 HP

**D100****EVERSCAR HIGHLANDS ENCOUNTERS**

<b>1-7</b>	Insect: Giant Mosquitoes (Vermin)
<b>8-14</b>	Beast: Madari rats (Vermin)
<b>15-22</b>	Insect: Night Beetles (Vermin)
<b>23-30</b>	Beast: Fire Bats (Vermin)
<b>31-38</b>	Insect: Centipede (Vermin)
<b>39-46</b>	Abomination: Spawnlings of Vhol'est (Vermin)
<b>47-58</b>	Human
<b>59-66</b>	Beast: Sabershadow (Common)
<b>67-74</b>	Abomination: Shadow Hound (Common)
<b>75-82</b>	Abomination: Spawn of Vhol'est (Elite)
<b>83-90</b>	Beast: Giant Bobcat (Elite)
<b>91-95</b>	Abomination: Bonefiend (Elite)
<b>96-100</b>	Abomination: Blessed One (Elite)





D20		AKKAR STRAND HEX EXPLORATION
1-5	<b>Encounter.</b> Roll on the Akkar Strand Encounter table	
6-7	<b>Cave.</b> A half-visible trail leads the party to a seemingly natural cave. If the party decides to explore it, use the Indoor Location generation rules	
8-9	<b>Ruins.</b> You come across the abandoned remnants of a bygone era. If you choose to explore it use the Indoor Location generation rules	
10-11	<b>Settlement.</b> You stumble upon a small Blackclay settlement. Use the Settlement rules found on page 83	
12	<b>Tree.</b> A single, twisted tree stands on top of a small hill ahead. When you approach it, its vibrant red flowers immediately draw your attention; their intense fragrance captivates you almost as much as their bright color, giving you a sensation of peace and belonging	
13	<b>Nest.</b> Woven with tree trunks and large vines, a nest big enough to hold several people rests against a small rock formation ahead of you. Approaching it with caution, you find the remains of three enormous eggs, cracked shell pieces flooring the nest's bottom. Perform a Perception skill test, if you succeed you find D10 precious gemstones worth 50 jats each scattered between the shells	
14	<b>Open Burial Site.</b> In front of you lies a large slab of polished stone, surrounded by now extinguished bonfires. On top of it, you see the remains of several individuals, all of them partially mummified but still wearing traditional Blackclay garments and jewelry. This is holy ground for the blackclay tribes, and somehow not even the wild beasts seem to have approached the corpses. You may choose to loot the bodies, for a total of D10x100 jats	
15	<b>Pool of Liquid Metal.</b> As you approach what looks like a volcanic vent, you hear the boiling and gurgling sound of a liquid. As you peer down the steep hole, you cannot believe what you see: a small lake of what appears to be pure liquid metal. There's enough here to shame the fortune of Danag himself! Getting down there and getting some of it out would be problematic, though...	
16	<b>Fog.</b> A sudden bank of fog surrounds you, quickly slowing your pace. For some strange reason though you start feeling extremely drowsy, to the point where you're having serious trouble keeping your eyes open. Pass a WIL test, otherwise, you fall asleep right on the spot and wake up a day later, tired and wet but with the fog nowhere to be seen	
17	<b>Hallowed Land.</b> As you enter this patch of land, without any special features to distinguish it from the rest, you immediately feel as if a huge weight had been lifted from your shoulders. Your mind is clear and the world seems a bit brighter. Any spell casting here causes no corruption	



**D20****AKKAR STRAND HEX EXPLORATION**

18	<b>Caravan.</b> Ahead of you, you see what seems like the remains of a caravan. The carts are all covered with a fine layer of volcanic ash. Surrounding it, you find the skeletal remains of all the animals and humans that belonged to the caravan. Small, black spiders scurry about them, but no clear signs of violence are visible
19	<b>The Hag.</b> As you make progress through these lonely lands, you interrupt yourself when you see an old woman sitting by, looking at you. You approach her and she simply smiles at you and starts telling you about her lost nephew. For some reason you feel obliged to listen to her, but as her story progresses you start to feel uncomfortable, shadows flickering around you. Perform a WIL test, if you fail you earn 2 CP, but gain 2 points in Forbidden Lore. Either way, you pass out and when you wake up five minutes later the hag is gone
20	<b>Goat Herd.</b> Even before you can see them, you hear them right ahead; the unmistakable bawling of goats, in the hundreds. In the middle of the herd, a single man and his dog stand, walking peacefully. If you approach him and pass a CHA test he will offer you guidance, allowing you to ignore the next negative result from a hex

**D100 AKKAR STRAND ENCOUNTERS****D100****AKKAR STRAND ENCOUNTERS**

1-5	Insect: Giant Mosquitoes (Vermin)	56-60	Beast: Sabershadow (Common)
6-10	Beast: Madari rats (Vermin)	61-65	Abomination: Shadow Hound (Common)
11-15	Insect: Night Beetles (Vermin)	66-70	Abomination: Spawn of Vhol'est (Elite)
16-20	Insect: Centipede (Vermin)	71-75	Beast: Giant Snake (Elite)
21-25	Abomination: Spawnlings of Vhol'est (Vermin)	76-80	Beast: Giant Spider (Elite)
26-32	Human	81-85	Abomination: Bonefiend (Elite)
33-40	Beast: Wolf (Common)	86-90	Abomination: Blessed One (Elite)
41-45	Beast: Crawler (Common)	91-95	Abomination: Crystal Ghoul (Elite)
46-50	Beast: Pale Ghar (Common)	96-100	Beast: Archelon (Elite)
51-55	Beast: Steel Deer (Common)		





D20		MADARI HEX EXPLORATION
1-5	<b>Encounter.</b> Roll on the Madari Encounter table	
6-7	<b>Cave.</b> A half-visible trail leads the party to a seemingly natural cave. If the party decides to explore it, use the Indoor Location generation rules	
8-9	<b>Ruins.</b> You come across the abandoned remnants of a bygone era. If you choose to explore it use the Indoor Location generation rules	
10-11	<b>Settlement.</b> You stumble upon a small community. Use the Settlement rules found on page 83	
12	<b>Noble Hunter.</b> As you walk through the vast planes, sprinkled here and there by farmland and cattle, a splash of color draws your attention. A few feet further ahead you find a corpse, dressed in luxurious red and yellow clothes. It's been here for a while now, as it doesn't even smell. Beside it, you find a well crafted wooden bow, and inside a leather quiver a single, iron-tipped arrow. This arrow deals +10 extra damage	
13	<b>Justice.</b> The smell of smoke is the first thing you notice before you can see, not that further away, the light of a big fire illuminating the dark sky. As you approach it, you get a better idea of what's going on: a regiment of Dusk Blades are surrounding a village, setting ablaze all the houses there. The villagers are all standing outside the village, staring at the soldiers as their houses are destroyed. If you ask around, you learn that apparently the village was built without an official permit and therefore it had no right to be built there	
14	<b>Abandoned Farmstead.</b> Although the region has seen many new farms appear in order to feed the increasing population of Madari, this one over here seems to have been abandoned not that long ago. Crops are overgrown by weeds and thorns, and some of the fences have already been torn down by wild animals. As you walk through the field you arrive at its center, where a half disinterred marble statue of a cadaveric man lies. A sense of dread invades you when you approach it, and you can see a few farming tools surrounding it as if the farmers had simply dropped it all and ran away	
15	<b>Flower Field.</b> Flowers of all colors and shapes grow here, with many that you have never seen before. If you search for useful plants you'll find 2D10 doses instead of the regular D10	
16	<b>Hangman Tree.</b> A single tree stands in the middle of a field, its branches creaking by the weight of three bodies hanging from them, in different stages of decomposition. All bodies have been branded on the forehead with the sigil of Danag the Silent	



**D20****MADARI HEX EXPLORATION**

<b>17</b>	<b>The Clearfelling.</b> As you cross one of the few forested areas around Madari, you find an opening caused by someone having fallen dozens of trees, judging by all the tree stumps. In the middle of the clearing though, a single, ancient-looking tree stands tall, its lush branches waiving slightly due to the breeze. Hanging from the tree you find D20 pieces of fruit; each piece counts as a day's ration
<b>18</b>	<b>Burial Mound.</b> A single, imposing burial mound stands in front of you, with a tunnel allowing you to access it. Upon closer inspection, it is clear the tunnel was dug from the inside out, and once inside your suspicions are confirmed as you find no corpse whatsoever. Instead, you find a single, dead raven, placed where the corpse once was, its wings spread wide. You also find several almost worthless little gems and amulets, for a total of 50 jats
<b>19</b>	<b>Travelers.</b> A group of travelers is ahead in the road, their belongings hauled on the back of overworked horses and donkeys. One of them notices you and warns the others, who stand and stare at you with suspicion. They have nothing to share but their story: a great beast came and destroyed their little house, which was the last straw for the family elder, who decided the family would find a better fortune in the streets of Madari
<b>20</b>	<b>Rift.</b> As you advance through this quiet and gloomy land, dark thoughts in your mind, a sudden burst of light startles you. A few feet away the air seems to be shimmering with a bright but at the same time dark light; as the light spreads, advancing in a way that reminds you of blood seeping from an open wound, a set of monstrous tentacles burst from within it, attempting to grab you. You must succeed at 3 DEX test; for each one you fail you are dragged closer to the rift, which closes after 5 attempts, the tentacles disappearing on the other side with you or without you

**D100****MADARI ENCOUNTERS****D100****MADARI ENCOUNTERS**

<b>1-5</b>	Insect: Giant Mosquitoes (Vermin)	<b>66-70</b>	Beast: Steel Deer (Common)
<b>6-10</b>	Beast: Madari rats (Vermin)	<b>71-75</b>	Beast: Sabershadow (Common)
<b>11-15</b>	Insect: Night Beetles (Vermin)	<b>76-80</b>	Abomination: Shadow Hound (Common)
<b>16-20</b>	Insect: Centipede (Vermin)	<b>81-85</b>	Abomination: Spawn of Vhol'est (Elite)
<b>21-50</b>	Human	<b>86-90</b>	Beast: Giant Snake (Elite)
<b>51-55</b>	Beast: Wolf (Common)	<b>91-95</b>	Beast: Giant Spider (Elite)
<b>56-60</b>	Beast: Crawler (Common)	<b>96-100</b>	Abomination: Crystal Ghoul (Elite)
<b>61-65</b>	Beast: Pale Ghar (Common)		





D20 WHITETEETH MOUNTAINS HEX EXPLORATION	
1-5	<b>Encounter.</b> Roll on the Whiteteeth Mountains Encounter table
6-7	<b>Cave.</b> A half-visible trail leads the party to a seemingly natural cave. If the party decides to explore it, use the Indoor Location generation rules
8-9	<b>Ruins.</b> You come across the abandoned remnants of a bygone era. If you choose to explore it use the Indoor Location generation rules
10	<b>Settlement.</b> You stumble upon a small community. Use the Settlement rules found on page 83
11	<b>Mountain Lake.</b> You come across a small lake hidden between the rocks. Its crystalline waters reveal what appears to be some type of ruins at the bottom of it. What are they?
12	<b>Flesh Sac.</b> On the side of a rock, you see a large fleshy pulsating sac attached to it. If you slash it open, D3 giant larvae burst out of it, covered in blood and mucus. They attempt to attach to your exposed flesh; if you allow them you gain 1 CP but receive +1 CON for the next 24 hours
13	<b>Old Stash.</b> As you sit against the stone to take a short break, you notice a small symbol etched on the rock. Your interest piqued, you study it for a few minutes and look around for more clues. Perform a Perception test, if you pass it you find a small stash comprised of small bits of iron worth D100 jats
14	<b>Rotberry Bush.</b> As you cautiously travel through a mountain pass a flash of orange against the white background draws your attention. You approach it and discover a small bush covered with bright, yellow leaves. On top of the bush you see a single berry, the size of an apple, also bright and orange. If you pass a Herb Lore test you recognize it as a Rotberry; one of these will keep you fed for a day but will cause you to smell like a rotting corpse, giving you a -5 CHA for the next day
15	<b>Exiled.</b> You see a faint column of smoke coming from not too far away. A settlement? As you approach the source of the smoke, you see that it's coming from a walled-up cave; someone must be living in there. If you risk checking it out, you find the place belongs to a Deathbinder who has fallen in disgrace, forced to be exiled here where her enemies will not find her. She has no use for money but she is desperate for interesting stories and food; if you pass a Traditional Lore test and offer her food to last a hundred days (100 rations), she will offer to bring back from the dead any person whose corpse you bring to her. The resurrected person will have their CON reduced by 1
16	<b>Slave Camp.</b> It appears that a few escaped refugees have taken over an abandoned mining settlement and are attempting to create a life for themselves in this rough terrain. They are wary of outsiders but are willing to trade





D20		WHITETEETH MOUNTAINS HEX EXPLORATION	
17		<b>Abandoned Mining Camp.</b> You come across the remnants of a mining operation, abandoned for centuries now. A successful Perception test allows you to find little nuggets of metal here and there worth D100 jats	
18		<b>Corpse Pile.</b> As you summon another mountain, a gruesome view awaits you down below: an enormous pile of corpses, in several states of decomposition. You estimate hundreds of them, maybe even thousands. How did they get up here, though?	
19		<b>Carved Giant.</b> An enormous humanoid figure carved in stone stands before you. Its delicate features have been eroded by the harsh climate, with moss hanging from its extended arm. It seems to be pointing towards the north, its stone gaze lost in the horizon. Below its extended legs, there's a pedestal holding a stone tablet, too heavy to even consider moving. If you pass a Literacy test you learn of a terrible army that came from the north and gain 1 point in Traditional Lore	
20		<b>Black Burst.</b> As you walk down a ridge a sudden burst of blackness surrounds you. You hear screams and voices, whispers and laughter, all at once. You fall to your knees, covering your ears, to no avail. The cacophony becomes louder and louder, to the point where your ears start bleeding. All of a sudden, it stops. Confused, you can't help but see the world slightly differently after this event. You lose 1 Perception but gain 1 Forbidden Lore	

D100	WHITETEETH MOUNTAINS ENCOUNTERS	D100	WHITETEETH MOUNTAINS ENCOUNTERS
1-4	Insect: Night Beetles (Vermin)	54-60	Undead: Risen (Common)
5-9	Beast: Fire Bats (Vermin)	61-66	Beast: Wolf (Common)
10-14	Insect: Centipede (Vermin)	67-73	Beast: Glacial Bear (Elite)
15-19	Abomination: Ice Leech (Vermin)	74-79	Abomination: Spawn of Vhol'est (Elite)
20-24	Abomination: Spawnlings of Vhol'est (Vermin)	80-85	Abomination: Agrix (Elite)
25-33	Human	86-90	Beast: Giant Spider (Elite)
34-40	Beast: Crawler (Common)	91-94	Abomination: Bonefiend (Elite)
41-46	Beast: Sabershadow (Common)	95-97	Abomination: Blessed One (Elite)
47-53	Beast: Skeba (Common)	98-100	Abomination: Crystal Ghoul (Elite)





D20 DEATHROT MARSH HEX EXPLORATION	
1-5	<b>Encounter.</b> Roll on the Deathrot Marsh Encounter table
6-7	<b>Cave.</b> A half-visible trail leads the party to a seemingly natural cave. If the party decides to explore it, use the Indoor Location generation rules
8-9	<b>Ruins.</b> You come across the abandoned remnants of a bygone era. If you choose to explore it use the Indoor Location generation rules
10	<b>Outpost.</b> You stumble upon a small community. Use the Settlement rules found on page 83
11	<b>Mud Pit.</b> Without realizing it one of the party members has walked into a mud pit and starts sinking in it quickly. If they aren't taken out with the help of someone else or by successfully passing 2 consecutive DEX rolls, start applying the Drowning rules (page 46) after 5 turns
12	<b>Glowspores.</b> A sudden, strong wind has caused a nearby patch of fungi to release a cloud of spores. These attach to all characters and cause them to glow in the dark for the next D10 hours
13	<b>Caravan.</b> Ahead of you, you see what seems like the remains of a caravan. The carts have already started partially sinking in the mud, with vines rapidly growing around them. Surrounding it, you find the skeletal remains of all the animals and humans that belonged to the caravan, having died in what appears a violent way. If you look inside you find empty cases, making you think this was a robbery, and a small pouch containing D100 jats hidden under a seat
14	<b>Mud Springs.</b> The path ahead slowly disappears, as the firmer ground gives way to hot, muddy springs. The bubbling sound is strangely soothing, but you soon realize you need to get out of there fast, as the mud erupts every few seconds, sending incandescent filth flying all around it. You must pass a DEX test or suffer D6+2 damage
15	<b>Leech Hatchery.</b> As you cautiously move through the mud and water, the ground suddenly gives away below your feet. You fall into a sinkhole, one caused by a leech hatchery (if in a party, determine randomly which character falls). The small leeches immediately attach to you by the dozens, numbing your senses and slowing you down; perform a CON test to avoid passing out; if you do, you wake up hours later, in the brink of death, with only 1 HP remaining
16	<b>Poison Mist.</b> Before you realize it, you've walked into a bank of poisonous mist; this corrosive poison deals 1 damage per turn spent here. As you scramble to get out though you see you're not the first one to have fallen to the mist: you stumble upon the corpse of what must have been a rich merchant, judging by the jewelry he wore. It will take you 5 turns to remove all his jewelry, and you get 2D20 jats worth of jewels every turn





D20		DEATHROT MARSH HEX EXPLORATION	
17	<b>Giant Skeleton.</b> You come across the skeletal remains of a gigantic reptile, about 20 feet long. The bones have been picked clean and a skilled artisan could turn these into jewelry or even some type of weapon		
18	<b>Lost Travelers.</b> You hear voices ahead of you, and you prepare for the worst. Fortunately, though it seems to be a young couple in pretty bad shape; their clothes are torn and they can barely drag their feet forward. If you approach them they are too tired to run away, even though their distrust is obvious. They seem to have escaped some awful place and are looking for the closest settlement		
19	<b>Shalvan Tree.</b> As you drag your way through the half-frozen mud, swatting mosquitoes and other unpleasantries away, you stumble upon a small clearing. At its center, a single, majestic tree, the straightest tree you've ever seen in your life, looking more like a column than something alive. This must be one of the famous shalvan trees! This single tree would set you for life if you were to find a way to harvest its wood... Unfortunately for you, nothing you try causes even a dent on its sleek, black surface. What kind of tools do they use to chop these down?		
20	<b>Death Moss.</b> You find a big mound, made entirely of some type of moss. The moss has a vibrant, red color, with small yellow thorns protruding from it. If you pass a Herb lore test you recognize it as death moss, immediately stepping away. If you fail the Herb Lore test, you get too close to the thing, which immediately shoots several of its tendrils at you. You must perform a Dodge (-20) test or else you'll be paralyzed for D10 turns, during which the moss slowly approaches you. The moss rapidly corrodes your clothes and armor, destroying any gear you're carrying except for any metal items, which allows you to escape almost unscathed		

D100		DEATHROT MARSH ENCOUNTERS	
		D100	DEATHROT MARSH ENCOUNTERS
1-6	Insect: Giant Mosquitoes (Vermin)	53-60	Abomination: Drowned One/Risen (Common)
7-12	Beast: Madari rats (Vermin)	67-73	Beast: Deathrot Crocodile (Common)
13-19	Insect: Night Beetles (Vermin)	74-80	Abomination: Spawn of Vhol'est (Elite)
20-25	Insect: Centipede (Vermin)	81-84	Beast: Giant Snake (Elite)
26-32	Abomination: Spawnlings of Vhol'est (Vermin)	85-90	Beast: Giant Spider (Elite)
33-38	Beast: Crawler (Common)	91-95	Abomination: Blessed One (Elite)
39-47	Human	96-100	Beast: Archelon (Elite)
48-52	Plant: Predatory Vine (Common)		





D20		SHADOWSTRETCH HEX EXPLORATION
1-5	<b>Encounter.</b> Roll on the Shadowstretch Encounter table	
6-7	<b>Cave.</b> A half-visible trail leads the party to a seemingly natural cave. If the party decides to explore it, use the Indoor Location generation rules	
8-9	<b>Ruins.</b> You come across the abandoned remnants of a bygone era. If you choose to explore it use the Indoor Location generation rules	
10-11	<b>Village.</b> You stumble upon a small community. Use the Settlement rules found on page 83	
12	<b>Crevice.</b> A deep crevice, hidden by the snow, is in your way. Pass a Perception test or you'll walk across it, causing it to collapse; you lose D10 HP and must find a way to get out of it	
13	<b>Frozen Ghahn.</b> As you drag your feet across the unwelcoming terrain, you spot something half-buried in the snow a few feet from you. You approach it to take a look and you find the frozen corpse of a Ghahn, the beasts used as cattle by the locals. It's frozen rock solid, but if you pass an Outdoor Survival test you manage to set up a quickfire to warm it and take a few pieces of it. You gain D10 rations	
14	<b>Hot Springs.</b> You enter an area suddenly filled with greenery, and the temperature clearly rises. You soon find the reason: springs with bubbling hot water, steam rising from them as they crisscross the area. In the middle of it, you find a small stone structure. If you had to guess you would say it's some sort of temple, erected to Halmunn or some other local deity	
15	<b>Geyser.</b> A sudden explosion from underground sends a powerful stream of hot water and steam in front of you, burning you. You lose D4 HP	
16	<b>Burial Mounds.</b> Your path takes you to a field containing D20 burial mounds, neatly arranged in rows. There's nothing remarkable about them, but you know that they sometimes contain items of value, for those not afraid of disturbing the dead. Each one of them has a 10% chance of containing something of value from the Special Loot table. Each mound has a 50% chance of containing an active Risen, ready for combat	
17	<b>Abandoned Village.</b> You come across a few dilapidated mud houses and barns, all that is left of a small village. This place makes for a great camping spot though; you may set camp here without requiring any type of roll	
18	<b>Skirmish.</b> The sound of fighting can be heard right ahead, passed the next small hill. As you peek over the hill you see two groups of men battling each other; by the looks of it, they're all locals. It seems to be 7 against 4 now, as they fight around the bodies of several other warriors. Will you intervene or simply sneak past them?	



**D20****SHADOWSTRETCH HEX EXPLORATION****19**

**Frozen Pound.** You stop by a small pound, its black waters, frozen solid. Suddenly, movement under the ice grabs your attention; is that a person? As you carefully approach the thick ice you see that it is indeed a person, helplessly banging against the ice. If you hurry you may save their life!

**20**

**Marooned Vessel.** Inexplicably, you find yourself standing in front of a marooned ship, too far from the coast to be really possible. Besides, the type of vessels used by the locals share nothing in common with this one, which stands several feet tall and at least 80 feet long. Patches of phosphorescent algae cover its sides, contributing to the eeriness of the situation. Inside, there's a 50% chances of finding 5 Drowned Ones protecting a chest containing jewelry worth 500 jats

**D100****SHADOWSTRETCH ENCOUNTERS**

<b>1-7</b>	Beast: Tundra Rats (Vermin)
<b>8-14</b>	Abomination: Ice Leech (Vermin)
<b>15-21</b>	Abomination: Spawnlings of Vhol'est (Vermin)
<b>22-40</b>	Human
<b>41-45</b>	Beast: Wild Ghahn (Common)
<b>46-50</b>	Undead: Drowned One/Risen (Common)
<b>51-55</b>	Abomination: Shadow Hound (Common)
<b>56-60</b>	Beast: Glacial Bear (Elite)
<b>61-65</b>	Abomination: Spawn of Vhol'est (Elite)
<b>65-70</b>	Abomination: Agrix (Elite)
<b>71-75</b>	Abomination: Bonefiend (Elite)
<b>76-80</b>	Abomination: Blessed One (Elite)
<b>81-85</b>	Beast: Archelon (Elite)
<b>86-90</b>	Beast: White Stalker (Elite)
<b>91-95</b>	Abomination: Crog (Elite)
<b>96-100</b>	Humanoid: White Hag (Elite)





## INTERIOR EXPLORATION

When coming across some forgotten ruins or a dark but promising cave, you may choose to use the following rules, combined with the basic Interior Location generation rules presented on page 73, to determine the details of said location. Remember though that the mapping rules found in this book are completely optional; you are free to use any other resource to map your dungeon, or even use any pre-generated dungeon you may find online.

<b>D10 RUINS - ORIGINAL PURPOSE</b>	
1-2	Temple
3-4	Stronghold
5-6	Small City
7-8	Prison
9-10	Tomb

<b>d100</b>	<b>RUINS ENCOUNTERS</b>
1-5	Insect: Giant Mosquitoes (Vermin)
6-10	Beast: Madari rats (Vermin)
11-15	Insect: Night Beetles (Vermin)
16-20	Insect: Centipede (Vermin)
21-25	Beast: Tundra Rats (Vermin)
26-32	Beast: Fire Bats (Vermin)
33-40	Beast: Sabershadow (Common)
41-45	Beast: Crawler (Common)
46-50	Beast: Pale Ghar (Common)
51-60	Undead: Risen (Common)
61-70	Human
71-75	Beast: Giant Snake (Elite)
76-80	Beast: Giant Spider (Elite)
81-85	Abomination: Crog (Elite)
86-90	Humanoid: White Hag (Elite)
91-95	Abomination: Crystal Ghoul (Elite)
96-100	Beast: White Stalker (Elite)

<b>D6 RUINS - CAUSE OF DEMISE</b>	
1	Ravaged by disease
2	Perished during a flood
3	Builders died of hunger
4	Builders wiped out by Invaders
5	Abandoned due to dwindling resources
6	Lost after internal strife



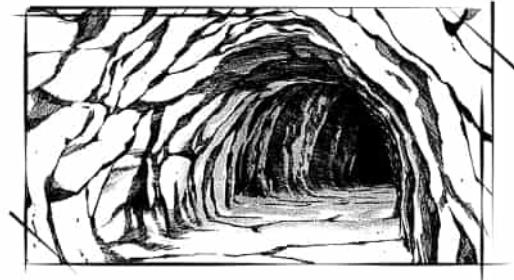


D20		RUINS EXPLORATION
1-5	<b>Encounter.</b> Roll on the Ruins Encounter table	
6-10	<b>Nothing of interest.</b> This section of the ruins is empty and has nothing of interest	
11-12	<b>Artifice.</b> A strange item or situation placed here to trick or confuse the PCs. Use the Artifice tables to determine its nature	
13	<b>Trap.</b> This room is trapped. Follow the standard trap rules and roll on the Traps table found on page 80	
14	<b>Loot.</b> You come across something of value. Roll on the Loot table	
15	<b>Alchemy Lab.</b> This room is filled with bottles, pipettes, and other tools that an alchemist would need. Everything here is covered in a thick layer of dust, but you find some notes that grant you +1 Alchemy if you spend a few hours studying them	
16	<b>Library.</b> This room was previously some sort of library. Now piles of half-rotten tomes gather dust in every corner, collapsed shelves creating a landscape of lost knowledge. The party may spend a whole day here sifting through the books, hoping on even the slightest odds that there is something of worth. They must first pass a Literacy roll; if they do so roll a D6: <b>1-2</b> a tome describing the terrors of an ancient civilization that worshiped the Primordial Ones. You gain +1 Forbidden Lore; <b>3-4</b> a random spell; <b>5-6</b> a treatise on local plants and herbs. +1 Herb Lore	
17	<b>Intriguing mural.</b> A once vivid and colorful mural covers the whole wall in front of you. You immediately notice there's something off about it; some pieces seem to be out of place. To your surprise, you can easily slide them around and set them on what you believe to be the right place. Each character may attempt a Traditional Lore test to remember details about the story depicted in the mural and solve it. Solving the puzzle causes a small hidden compartment to open, revealing a small cache of jewels worth 100 jats	
18	<b>Doorway.</b> As you advance through the ruins, your progress is halted due to a locked doorway. This profusely decorated archway is made of solid stone and has a series of carvings and frescoes on it, describing different scenes. Roll D4: 1 – The doorway will only open if heat is applied to it; 2 – The doorway will only open if the name of an ancient ruler written on it is spoken out loud. This requires a Literacy test; 3 – By casting a healing spell on it; 4 – By spilling fresh blood on it (2 HP)	
19	<b>Viewing Crystal.</b> A large, roughly shaped crystal stands on top of a pedestal. If touched, it will glow, revealing images of a strange place, filled with twisting spirals, skies carved in obsidian and raging oceans as black as the night sky. All characters present must pass a WIL test to avoid being enthralled by the vision, losing 1 CP	
20	<b>Mysterious Figure.</b> As you progress through the ruins you can't help but feel observed. It's a nagging sensation in the back of your head that you can't get rid of. Your suspicions come to life though when you catch a glimpse of a hooded shadow several feet behind you, simply staring at you. Immediately after realizing it's been made though it quickly runs away. Any attempts at finding it again are completely futile; there's no trace of it to be found	





D20		CAVE EXPLORATION
1-5		<b>Encounter.</b> Roll on the Cave Encounter table
6-10		<b>Nothing of interest.</b> This section of the cave is empty and has nothing of interest
11		<b>Artifice.</b> A strange item or situation placed here to trick or confuse the PCs. Use the Artifice tables to determine its nature
12		<b>Trap.</b> This room is trapped. Follow the standard trap rules and roll on the Traps table found on page 80
13		<b>Loot.</b> You come across something of value. Roll on the Loot table
14		<b>Flooded section.</b> It appears that the room is flooded, and the only possible way to continue is by swimming through it
15		<b>Dangerous Crossing.</b> Ahead of you, there's a shambling rope bridge. There's a 50% chance that it will collapse as you attempt to cross it
16		<b>Tremors.</b> The ground and walls suddenly begin to shake, causing debris to fall all around you. Perform a Dodge test to avoid being hit by falling rock; if you fail you lose D4 HP
17		<b>Fresh Water.</b> A small underground spring crisscrosses this section of the cave, providing the group with all the freshwater they need. Each PC gains D4 rations
18		<b>Lava Flow.</b> The sudden, violent heat of lava hits you in the face. You'll need to find a way to cross it, or find another path
19		<b>Narrow Passage.</b> The cave suddenly narrows down to a point where you must not only crawl, but also get rid of any large shield or bulky armor if you want to make it through
20		<b>Noxious Fumes.</b> A cloud of toxic fumes seeps in from the cracks in this room's floor, filling the place with the nauseating smell of sulfur. All characters that remain here must follow the Drowning rules found on page 46





d100	CAVE ENCOUNTERS
1-5	Insect: Giant Mosquitoes (Vermin)
6-10	Beast: Madari rats (Vermin)
11-15	Insect: Night Beetles (Vermin)
16-20	Insect: Centipede (Vermin)
21-25	Beast: Tundra Rats (Vermin)
26-32	Beast: Fire Bats (Vermin)
33-40	Beast: Wolf (Common)
41-45	Beast: Crawler (Common)
46-50	Beast: Pale Ghar (Common)
51-55	Undead: Risen (Common)
56-60	Beast: Sabershadow (Common)
61-65	Human
66-70	Abomination: Spawn of Vhol'est (Elite)
71-75	Beast: Giant Snake (Elite)
76-80	Beast: Giant Spider (Elite)
81-85	Abomination: Crog (Elite)
86-90	Beast: Glacial Bear (Elite)
91-95	Abomination: Crystal Ghoul (Elite)
96-100	Beast: White Stalker (Elite)

**RANDOM RUINS NAME (2D10)**

1	Abhorrent	Archives
2	Cursed	Catacombs
3	Mystical	Crypt
4	Ivory	Temple
5	Black	Fortress
6	Eternal	Sanctuary
7	Forlorn	Cells
8	Lost	Chambers
9	Rotting	Labyrinth
10	Ruined	Outpost

**RANDOM CAVE NAME (2D10)**

1	Bleak	Cave
2	Rugged	Hollow
3	Wild	Abyss
4	Dry	Chasm
5	Dreadful	Den
6	Forbidden	Shelter
7	Obsidian	Hole
8	Deep	Hideout
9	Windy	Caverns
10	Tainted	Grotto





## CAVES & RUINS ECOLOGY

As an alternative to rolling on the Caves or Ruins Encounter tables each time you encounter an enemy while exploring either, at the start of an exploration session you may choose to roll on the corresponding Encounter table to randomly choose which type of enemy is most commonly found in that Site. Roll as many times as you think makes sense, but we recommend you roll five times and keep the three or four results that make most sense together. This is an ideal option if you

dislike breaking with common sense and want a bit more of realism in your game. After all, there are little chances of a group of bandits sharing their living space with the undead or some other abomination, at least not willingly. Once you know what is hiding within the ruins/caves you're about to explore, you may roll on the Caves & Ruins Habitation Reasons table to determine the reason why, or simply pick one that you think makes sense, or invent your own.

D6		CAVES & RUINS HABITATION REASONS
1		Breeding/Surviving
2		Guarding treasure (a personal hoard or on behalf of another creature; only intelligent creatures may do this)
3		Gathering resources (food, slaves, minerals, plants, etc...)
4		Temporary refuge
5		Permanent home
6		Trapped there

## ENCOUNTERS BY CATEGORY

If you prefer to (or are asked to) use the type of encounter rules where instead of having regional tables of increasingly more difficult enemies you have an equal chance of encountering any type of enemy, we encourage you to use the following tables each time you encounter an enemy.

D10		ENCOUNTER CATEGORY
1-3		Vermin
4-8		Common Foe
9-10		Elite Foe





<b>D100</b>		<b>VERMIN ENCOUNTERS</b>
<b>1-13</b>		Giant Mosquitoes (Insect)
<b>14-25</b>		Madari Rats (Beast)
<b>26-38</b>		Night Beetles (Insect)
<b>39-50</b>		Fire Bats (Beast)
<b>51-63</b>		Centipede (Insect)
<b>64-75</b>		Spawnlings of Vhol'est (Abomination)
<b>76-88</b>		Ice Leech (Abomination)
<b>89-100</b>		Tundra Rats (Beast)

<b>D100</b>	<b>COMMON FOES ENCOUNTERS</b>	<b>D100</b>	<b>COMMON FOES ENCOUNTERS</b>
<b>1-20</b>	Human (Humanoid)	<b>57-63</b>	Steel Deer (Beast)
<b>21-28</b>	Sabershadow (Beast)	<b>64-70</b>	Skeba (Beast)
<b>29-35</b>	Shadow Hound (Abomination)	<b>71-77</b>	Predatory Vine (Plant)
<b>36-42</b>	Wolf (Beast)	<b>78-85</b>	Drowned One/Risen (Undead)
<b>43-49</b>	Crawler (Beast)	<b>86-92</b>	Deathrot Crocodile (Beast)
<b>50-56</b>	Pale Ghar (Beast)	<b>93-100</b>	Wild Ghahn (Beast)

<b>D100</b>	<b>ELITE FOES ENCOUNTERS</b>	<b>D100</b>	<b>ELITE FOES ENCOUNTERS</b>
<b>1-8</b>	Spawn of Vhol'est (Abomination)	<b>52-59</b>	Crystal Ghoul (Abomination)
<b>9-16</b>	Giant Bobcat (Beast)	<b>60-67</b>	Archelon (Beast)
<b>17-25</b>	Bonefiend (Undead)	<b>68-76</b>	Agrix (Abomination)
<b>26-33</b>	Blessed One (Humanoid)	<b>77-84</b>	Crog (Abomination)
<b>34-42</b>	Giant Snake (Beast)	<b>85-92</b>	White Hag (Humanoid)
<b>43-51</b>	Giant Spider (Beast)	<b>93-100</b>	White Stalker (Beast)



# SCENARIOS

## OPEN SCENARIOS

Open scenarios are a type of scenario that allow the players to, randomly and on the fly, create an adventure for them to play that follows a specific story. Although they offer replayability if you were to play them with different characters, it wouldn't make sense to do so more than once with the same character because these are stories that have a clear beginning, middle, and ending.

Open scenarios give the players (or GM!) several thematic and narrative tables to create and follow a story on the fly. They are closed stories with a clear beginning and specific theme/goal but with many possible alternatives that will reveal themselves as you play through each of the different stages of the story, each one of them a consequences of your previous decisions.

## OPEN SCENARIO: NIGHT'S REACH

The PCs hear rumors about a recently discovered tomb that hides within the legendary **Night's Reach**, a powerful artifact. Although it is less realistic than using something like timers to let the story advance no matter what, this scenario encourages playing with the idea that the story will wait for the players (similar to how the main quest in a *The Elder Scrolls* game will always be waiting for the player, for example). This way the PCs will have the time and freedom to explore any other side missions or events that may arise during their time playing.

### THE PLAYER CHARACTER'S MOTIVATION

There are several possible reasons why a person would want to risk their lives for an item like Night's Reach, the most common being:

- **Power:** Night's Reach is rumored to be a powerful weapon, and the PCs want that power for

themselves.

- **Protection:** The PCs are not really interested in the weapon itself, but are worried that it may fall in the wrong hands, someone who could do a lot of harm with it.

- **Greed:** The PCs don't care about the weapon or who has it, they just think its worth a lot and it would fetch a nice price.

- **Academic:** It is said that Night's Reach belonged to the peoples who lived in the Whiteteeth Peninsula before the invasion of the Suth; such was its power that stories about it can be found in Suth records, and its name has remained a part of the region's lore ever since. Finding such a relic could provide a lot of knowledge on the subject.





### DRAMATIS PERSONAE

*Note:* When encountering human opponents use the standard rules on the Exploring the World chapter to determine how many they are, and if needed, their attitude and goals.

- **The Seventh Company:** Danag the Silent's agents have heard the rumors as well, and have dispatched one of their Dusk Blade companies to the area to recover the artifact. The Seventh Company specializes in outside threats and operates outside of Madari's area of influence. Led by **Captain Rhoas Kan**, they will not stop until their goal is fulfilled.

#### ❖ SEVENTH COMPANY SOLDIER

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*Common Foe. Humanoid. Common loot +5*

STR	DEX	CON	WIL	INT	CHA
16	16	14	12	10	10

**DEF: TL5 / OFF: TL5**

**HP: 14+TL6 / Awareness: 20 / Initiative: 12**

---

**Skills:** Command Skills 25, Literacy 40, Persuasion 40, Perception 60, Tracking 80, Orientation 70, First Aid 40, Sneaking 50, Traditional Lore 50

---

**Gear:** Light leather armor, Helmet, One-handed Shalvan Wood sword, Shield

---

*One of the elite forces within the Dusk Blades, Seventh Company members are as lethal as a standard madarian soldier but with the kind of experience and knowledge years outside of the city's walls grants.*

“It is said that D’aiogda the Unyeilding ruled over the Quiet Wasted for 500 years, until he was betrayed by his counselor Kutamah. With Kutamah’s rise to power, she adopted the name of Vidhri, who would later on be known as the Strangler, and ruled until the Wilder’s uprising a few centuries later.”

*- The Keanic Chronicles, Book III*



### ❖ CAPTAIN RHOAS KAN

*Elite Foe. Humanoid. Valuable loot*

STR	DEX	CON	WIL	INT	CHA
14	18	14	12	10	10

**DEF:** TL5 / **OFF:** TL10  
**HP:** 20+TL10 / **Awareness:** 20 / **Initiative:** 18

---

**Skills:** Command Skills 85, Literacy 80, Persuasion 40, Perception 60, Tracking 80, Orientation 70, First Aid 40, Sneaking 50, Traditional Lore 50

---

**Gear:** Heavy leather armor, Helmet, One-handed Shalvan Wood sword, Shield

---

**Appearance:** Muscular, clean, small frame, delicate features

---

**Demeanor:** Twitchy, with a fire burning within, short-tempered

---

**Goal:** To make her uncle, a madarian noble, proud

*Captain Kan has claimed rapidly through the ranks of the Dusk Blades, being the youngest appointed official in all of the division. Her ferocity and capability for adapting to new threats made her an ideal candidate to lead the Seventh Company members assigned to this mission. She knows very well that failure is not an option, so she is willing to sacrifice anything in order to get her hands on Night's Reach.*

### ❖ SERVANT OF THE WORM

*Common Foe. Humanoid. Valuable loot -5*

STR	DEX	CON	WIL	INT	CHA
12	12	12	18	18	12

**DEF:** TL5 / **OFF:** TL5  
**HP:** 10+TL5 / **Awareness:** 20 / **Initiative:** 10

---

**Skills:** Literacy 80, Persuasion 50, Perception 60, Tracking 30, Orientation 30, Traditional Lore 60, Forbidden Knowledge 60, Herb Lore 50, Alchemy 20

---

**Special:** Knows D4 random Primordial spells. If it's an offensive one, they'll cast it on a roll of 1-2 on a D10.

---

**Gear:** Iron dagger, rope, torch, no armor

*The servants of the Worm assigned to this mission are tougher than their regular counterparts; although still primarily scholars, they know their way around a blade and will defend themselves if necessary.*





## ❖ GYA THEREM

*Elite Foe. Humanoid. Valuable loot*

STR	DEX	CON	WIL	INT	CHA
12	12	12	14	18	16

**DEF: TL5 / OFF: TL5**

**HP: 20+TL10 / Awareness: 20 / Initiative: 15**

**Skills:** Command Skills 75, Literacy 80, Persuasion 80, Perception 60, Tracking 20, Orientation 20, Traditional Lore 60, Forbidden Knowledge 60, Herb Lore 50, Alchemy 60

**Special:** Knows D6 random Primordial spells. If it's an offensive one, they'll cast it on a roll of 1-2 on a D10.

**Appearance:** Skinny, shaved head, black under eyes

**Demeanor:** Distracted, fiery eyes full of determination

**Goal:** To leave a mark within the followers of the Worm for generations to come

**Gear:** One-handed iron mace, Light leather armor

*Gya Therem contact's told them about the tomb and its riches within shortly after its discovery. Willing to prove themselves, Gya assembled a few close allies and arranged the whole expedition faster than any other Worm follower, which meant they have the chance at furthering the organization's agenda and in the way there, leave their name in the organization's records for generations to come.*

- **Other characters:** Aside from the previously mentioned, many other individuals and fortune seekers are after Night's Reach as well. Any character previously encountered by the PCs, or even one from their background (not actually encountered in-game but somehow in the character's past), can be introduced this way, as antagonists or potential allies. Adding characters that the PCs are already familiar with should make the story even more personal.





### ❖ TOMB-ROBBER / MERCENARY

*Common Foe. Humanoid. Common loot*

STR	DEX	CON	WIL	INT	CHA
14	14	14	14	12	12

**DEF: 0 / OFF: TL10**

**HP: 10+TL10 / Awareness: 20 / Initiative: 14**

---

**Skills:** Literacy 20, Perception 60, Tracking 80, Orientation 70, First Aid 40, Outdoor Survival 40

---

**Gear:** Light leather armor, Helmet, Spear or Axe + Shield, Torch

---

*Rumors of a recently-discovered tomb inevitably attract hordes of tomb-robbers, desperate men and women trying to get a quick payday.*

D4	HOW DID THE PCs GET INTO THE STORY?
1	They overheard a group of Seventh Company members discuss it at a local Madari tavern, or while marching across the same town the PCs are at
2	The PCs are mistaken as potential competition and are attacked by a random group of mercenaries on their way to the ruins
3	A relative or friend is heading towards the ruins
4	An emissary of the Servants of the Worm is in town searching for sellswords to accompany them to the ruins

#### GETTING TO THE RUINS

Once the PCs are ready to head towards the tomb (for one reason or another), the normal Undertaking a Journey rules apply. **Reaching the tomb will require 4 milestones**, and it is expected that you'll have encounters on your way there, so roll as usual in the exploration table appropriate to the region you are in. Each time you reach a milestone, roll of the following table:





D6	MILESTONE ENCOUNTER
1	<b>The Seventh Company.</b> If they are not aware of you wanting to get your hands on Night's Reach as well, they'll simply attempt to intimidate you, suggesting you should head in a different direction, after having interrogated you. If they're aware of your goals, they'll attack relentlessly. Rhoas Kan is not among them
2	<b>A competing group of tomb-robbers.</b> If they are not aware of you wanting to get your hands on Night's Reach as well, they'll simply attempt to intimidate you, suggesting you should head in a different direction, after having interrogated you. If they're aware of your goals, they'll attack but will not hesitate to flee or negotiate if things get ugly for them
3	<b>Servants of the Worm.</b> If they are not aware of your goals and you're not already working for them, they will mostly ignore you. If they know you're after the artifact but are not already working with them they'll attempt to hire you or bribe you. If you are already working for them, this is simply a different expedition also heading towards the tomb
4-6	<b>No encounter.</b> Nothing out of the ordinary disturbs the players

#### SIDE-TRACKED

No matter how fast the PCs progress towards their goal, they will get side-tracked, intentionally or by accident. Roll on the following table to determine what gets on the PCs' way. This can be a quick distraction, or a

full-blown subplot; it's mostly up to the PCs to determine how involved they want to get with any of these events. Roll on the table below approximately one hour or so into the gameplay session, before the PCs reach the fourth and final milestone.

D6	OFF THE TRACK
1	A nearby village is being assaulted by a swarm of the undead. The undead are never organized, so who is behind the attack, and what are they after? Why attack a small village no one ever heard of?
2	On their way to the tomb, the party realizes a strange group of riders, their features hidden under ample red robes, is following them. They keep their distance but they seem intent on not losing the party. Who are they, and what do they want?
3	The party comes across a group of people dragging a man, his head covered. It looks like they're preparing to hang the man; business as usual in the Whiteteeth Peninsula. When the group removes the man's hood though the PCs realize the man is someone from their past. What crimes is he being accused of? Can the PCs stop the hanging in time and learn what happened?





D6	OFF THE TRACK
4	One their way to the tomb, the party comes across a group of men and women fighting off a wolf; this is no normal wolf though, it seems it's been heavily corrupted (roll twice on the Mark of Taint table, page 93). If the PCs help the locals they learn that there has been an increasingly growing number of tainted beasts appearing in the area. What (or who) could be behind it?
5	While passing by a village, the PCs learn that a fallen from grace madarian noble has been captured and held by the locals, who need someone to escort the noble back to Madari so that the village can claim the reward. They are willing to share it with the players if they accept the job. What dangers will they face on their way to Madari? Will the noble attempt to escape? What did the noble do that made them a fugitive?
6	The PCs find themselves stopping at one of the region's largest towns when they learn about the assassination of the local leader. The town is suddenly in lock-down until the person (or persons) behind such a heinous act is captured, making it impossible for the PCs to continue their journey. Who killed the local leader, and why? Can the PCs find the guilty party before fingers are pointed in their direction, as suspicious foreigners?

### THE TOMB

Access to the tomb is particularly difficult since the only entrance seems to be under water. All characters must pass a DEX test to swim fast enough to get into the tomb without trouble; failing means they begin to drown (see page 46).

While exploring the tomb, follow each of the room descriptions below.

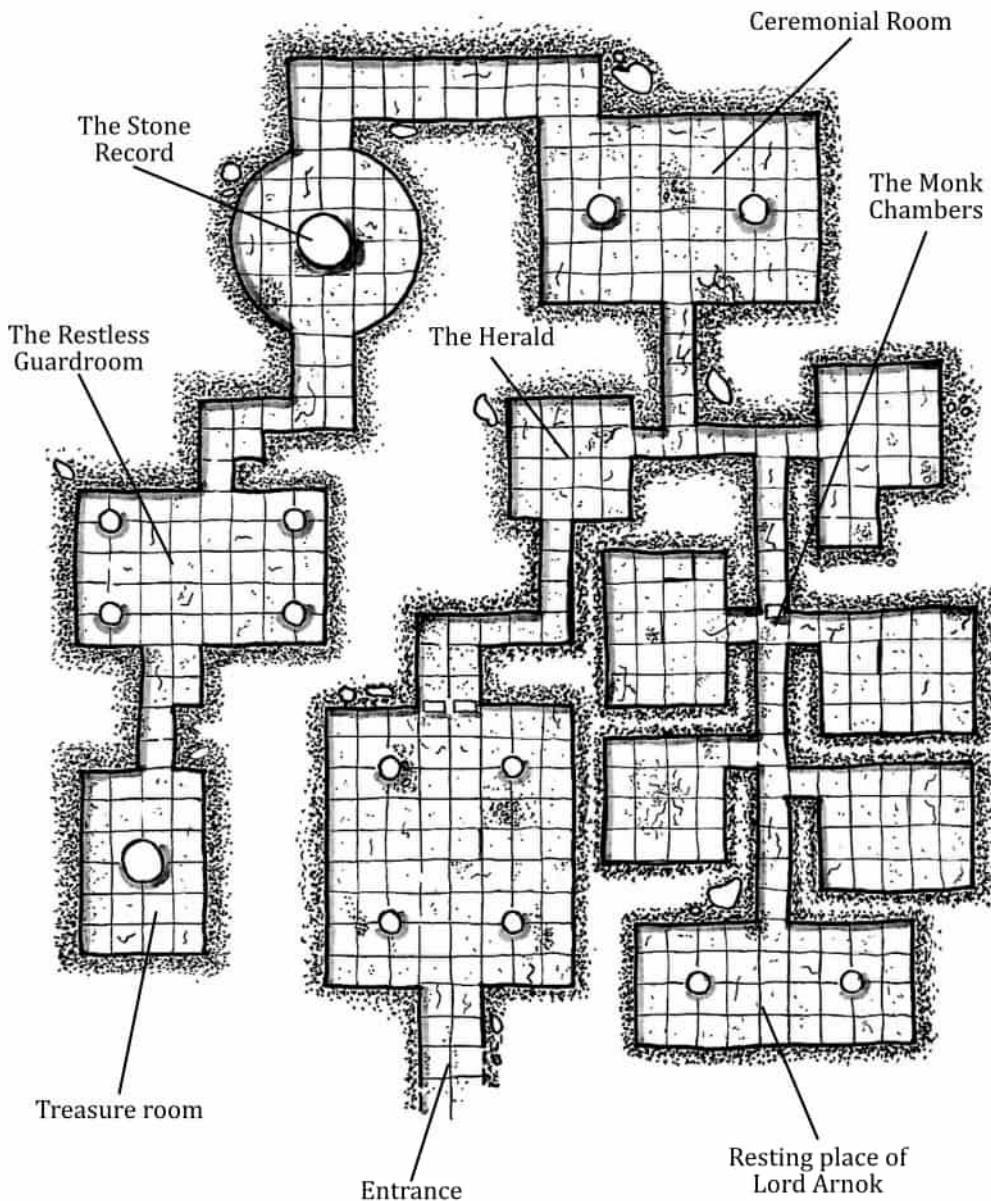
- Roll a D10 each time you enter a room; on a result of 1-2, you must roll on the Tomb Encounter table. All encounters are of the same size as the PC's party +1:

D8	TOMB ENCOUNTER
1-2	<b>The Seventh Company.</b> They attack unless you surrender immediately and promise to leave the place. Rhoas Kan is not among them
3-4	<b>A competing group of tomb-robbers.</b> They attack the PCs immediately
5-6	<b>Servants of the Worm.</b> If you haven't encountered them before they'll be surprised by finding another human down there. Suspecting you are tomb robbers, they will need some convincing before they leave you alone, or else they'll most likely attack. Gya Therem are not among them. If you are already working for them, treat this as an encounter with the tomb's guardians
7-8	<b>The Tomb's Guardians.</b> You've encountered the restless undead protecting the place, and they are quick to attack!





## The Tomb of Lord Arnok





### Entrance

This wet and ruined tunnel is the only access to the tomb. Dilapidated high-reliefs on the tunnel walls extend into the first room, showing a procession carrying a golden coffin covered in symbols. There's nothing of interest here, aside from the heavy golden doors half-opened across the room that lead into the tomb's interior. You've never seen this amount of metal in one place, but it would be literally impossible to move something like that. The air inside the tomb is cold and still, not having been disturbed in centuries.

### The Herald

As you enter the room, your eyes are immediately drawn towards a statue standing in the middle of it. The statue is that of a very corpulent man, wearing a long, strange hat with a snake crowning it, but nothing more. It seems to be made of stone, but you don't recognize what kind of stone. As you approach it, a rumbling sound shakes the room, and a ray of light coming from a tiny hole above the statue surrounds it with a nauseating glow. Seconds later, the rumble stops, but the statue has somehow come to life, and it's ready for combat!

### ❖ THE HERALD

*Elite Foe. Automaton. Its eyes are precious stones that may be sold for 100 jats*

STR	DEX	CON	WIL	INT	CHA
22	12	20	14	4	0

**DEF:** TL10 / **OFF:** TL5 / **Damage:** D8+TL5

**HP:** 20+TL10 / **Awareness:** 20 / **Initiative:** 10

**Special:** Armor (5)

**Special:** Receives double damage from spells

**Special:** Immune to all conditions

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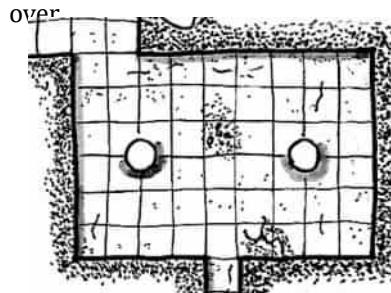
*A relic from a bygone past, this guardian will relentlessly defend the tomb until only gravel remains of it. Although clearly animated by some forgotten magic, it is strangely susceptible to offensive spells, a clear weakness in an otherwise perfect and almost indestructible creation.*





### Ceremonial Room

Natural light comes through a cleverly designed tunnel in the ceiling that reaches the surface. Supported by two massive columns, the arched ceiling displays scenes of battle and mythological beasts you've never seen before. The room is completely empty, aside from some broken pottery lining the walls that used to contain soil, now spilled all

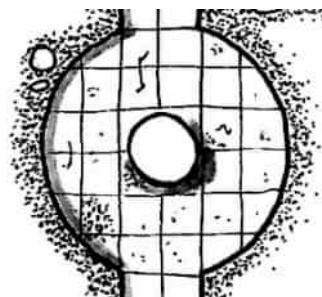


### The Stone Record

As you enter this circular room, the first thing you notice is the enormous stone pillar in the middle of it. This pillar is completely covered in high-reliefs, telling the story of a great warrior that faced a terrible foe, innumerable hordes assailing him until his last breath, surrounded by the corpses of his enemies. The colors used in this piece, vibrant and luminous, seem like they were applied yesterday, considering how well preserved the whole thing is. A successful Literacy skill test will reveal that the warrior's name was Arnok; he was the last of the great heroes that resisted the Suth empire, with the help of his legendary weapon Shadow's Arm. Arnok was eventually defeated at the end of a

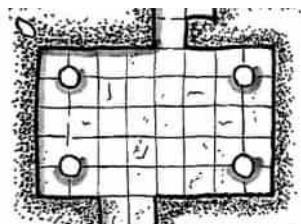
battle with an enemy general that lasted for days; his acolytes managed to recover both his body and his sacred weapon and transport them to this tomb, sealed away to keep their power from falling in the hands of the enemy.

There's an **Artifice** in this room as well.



### The Restless Guardroom

You have no time to really look around the room because as soon as you enter you see several small sarcophagi opening, revealing the twisted faces of the tomb's mummified guardians, ready to attack. There are five of them ready to defend the place with their unlife.





### ❖ TOMB GUARDIAN

*Common Foe. Undead. Valuable loot*

STR	DEX	CON	WIL	INT	CHA
12	10	13	10	0	0

**DEF: 0 / OFF: TL5 / Damage: 1D8+TL1**  
**HP: 10+TL5 / Awareness: 25 / Initiative: 10**

**Special:** Immune to all conditions

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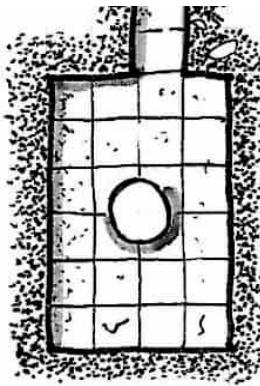
*These mummified guards have been resting in the tomb, waiting for the day they would be called into service once again.*



### Treasure Room

Once the Tomb's guards have been defeated, you are free to enter the tomb's devotional treasure room. Filled with plates that must once have contained the most exquisite of foods, with delicate crystal vases and incredibly detailed statues of men and women dressed in clothing completely alien to you. Your eyes are immediately drawn to the many riches you see here.

- Roll D10 on the Common Finds table, D6 times on the Valuable Finds table, and D4 on the Rare Finds table.





### **The Monk Chambers**

These five rooms, once the chambers of the monks dedicated to administering Lord Arnok's last rites and securing the tomb, are now their final resting place. As the party approaches each and one of these rooms, a monk will emerge from them. The undead monk will stare at the party and ask something in a language none of the characters understand. The PCs may attempt to convince each one of the monks via signs and maybe drawings that their intentions are benign, but that will require a Persuasion roll (-30). Failing this, the monk will attack. This will repeat itself once per each of the monks.



### **❖ TOMB MONK**

*Common foe. Humanoid. Valuable loot*

STR	DEX	CON	WIL	INT	CHA
10	10	12	18	18	10

**DEF: TL5 / OFF: 0**

**HP: 12+TL5 / Awareness: 20 / Initiative: 10**

**Special:** Knows D6 random Primordial spells. If it's an offensive one, they'll cast it on a roll of 1-2 on a D10.

**Gear:** One-handed iron dagger

*The monks that swore fealty to Lord Arnok didn't do so lightly, for this was an oath that lasts forever. Kept in a state of suspended animation, the monks only awaken when Lord Arnok's last resting place is threatened by outside forces. Although in full possession of their intellectual and magical capabilities, the monks have little patience and will deal swiftly with anyone found within the tomb that they deem unworthy of Lord Arnok's power.*





### Resting Place of Lord Arnok

Once the party manages to pass the monks (one way or another), they will arrive at Lord Arnok's final resting place. The walls, once covered in gold leaf judging by what little remains of it here and there, display a glorious landscape, with the sun rising in the horizon over a land full of greenery and life. Images of families holding hands and walking peacefully, and scenes of armies marching down the streets of some ancient town are mixed with images of bizarre ritual sacrifices and other religious practices. At the back of the room, a stone sarcophagus stands ten

feet tall. A single carving of a spear covers the top, with no other decorations.

Once the party arrives here, several outcomes are possible; roll on the Final Outcome table.

- If Lord Arnok's sarcophagus has remained closed for one reason or another and any of the characters touch it, it will open by itself with a deep, rumbling sound, revealing inside the mummified body of a tall man, holding a black spear on top of his body. If any character attempts to grab the spear, Lord Arnok will awake, ready to defend it.

D10		FINAL OUTCOME
1-2	The Seventh Company has arrived first, led by Rhoas Kan herself. They will not negotiate or hesitate, combat is inevitable unless the party runs away. There's a 50% chance that they have already obtained Night's Reach and were on their way out when the PCs enter the room. Otherwise, Lord Arnok's sarcophagus remains closed	
3-4	A group of tomb-robbers has somehow gotten this deep before the PCs. They may be open to negotiating if things look ugly for them. There's a 50% chance that they have already obtained Night's Reach and were on their way out when the PCs enter the room. Otherwise, Lord Arnok's sarcophagus remains closed	
5-6	The servants of the Worm, led by Gya Therem, are already here. They don't want any trouble but will defend themselves, and will not like the PCs to obtain Night's Reach if they can avoid it. There's a 50% chance that they have already obtained Night's Reach and were on their way out when the PCs enter the room. Otherwise, Lord Arnok's sarcophagus remains closed	
7-8	Lord Arnok's sarcophagus remains intact, the PCs are the first ones to get here	
9-10	A scene of carnage welcomes the PCs as they enter the room. Lord Arnok's sarcophagus is open and he stands in the middle of the room wielding Night's Reach. At his feet, the bodies of Seventh Company and tomb-robbers litter the tomb's floor. Lord Arnok turns his gaze towards the PCs and attacks	





## ❖ LORD ARNOK

*Elite Foe. Undead. Rare loot +5*

STR	DEX	CON	WIL	INT	CHA
16	12	18	25	15	0

**DEF:** TL5 / **OFF:** TL10 / **Damage:** D6+5 (Night's Reach) / D4+5 (Unarmed)

**HP:** 20+TL20 / **Awareness:** 40 / **Initiative:** 12

**Combat behavior:** Lord Arnok will begin combat by casting Invisibility, followed by Night's Reach Area of Effect attack that deals D6+5 damage to all characters in the vicinity. After that, it will attack relentlessly.

*Lord Arnok was a hailed hero of the Almaki, a pre-Suth Empire civilization. He was the last of the great lords to resist the Suth invasion, dying on the battlefield but not before having single-handedly killed all of the opposing army's elite warriors. A group of his most fervent followers managed to escape with his body, which was preserved with dark magics to continue its duty even after death.*

### NIGHT'S REACH

WIL 16 / INT 12

Purpose: To destroy the Suth and their creations

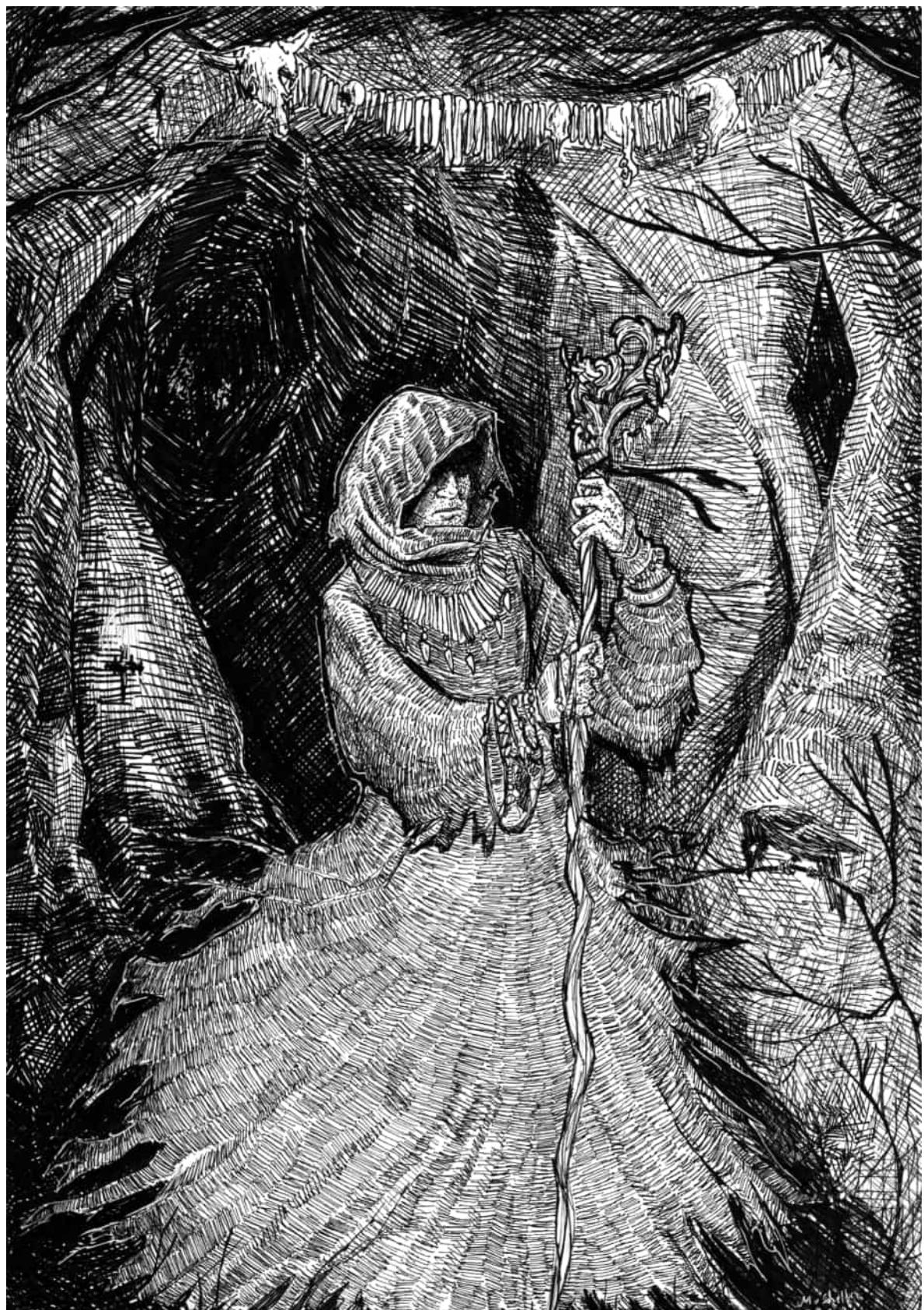
#### Powers/Effects:

- D6+5 damage
- +20 Parry
- Can cast Invisibility on its owner at the start of combat
- Indestructible
- Floats in water
- May extend 10 feet long to hit an enemy
- Once per combat it can deal its damage to all enemies on a 3 feet radius
- **Friendslayer.** On a critical failure, the wielder strikes its nearest ally. If there's none, they strike themselves.

Sells for 5,000 jats

*Night's Reach (originally known as Shadow's Arm) was the last creation of the great artificers of the Almaki, one of the civilizations that existed in the Whiteteeth Peninsula before the devastating arrival of the Suth Empire from the north. It was created with the sole purpose of defeating the Suth, and as such, it is driven by it. Although the Suth are long gone, their influence still remains in the form of abandoned, hidden ruins, objects of power, and many of their secrets. This includes Death Magic, which makes Night's Reach wielder a de-facto necromage hunter.*







## A VEIL OVER CLEARCREST BURROW

*This scenario introduces characters to the Veil, an organization of necromages trying to learn the secrets left behind by Urthan Fleshwarper, a tyrant that ruled over the region from Clearcrest Fortress. It is suited for one or two level 10 characters.*

### CLEARCREST FORTRESS AND THE REIGN OF URTHAN FLESHWARPER

According to the annals, Clearcrest Fortress was built by Urthan's slaves in the year 235 of the Second Era. It is said hundreds of men and women perished during the construction of this imposing fortress, built in one of the most treacherous and inaccessible points in all of the Whiteteeth Mountains. Once the site was finished, Urthan locked himself deep within its walls, never to be seen again.

Little is known about Urthan Fleshwarper's past; some claim he was a local Suth lord that ascended to become a Tyrant, while others say he came from the lands to the north of the Peninsula. Whoever he was, his influence in the region though was ever-present, even after his self-imposed isolation; for decades after, people would disappear, never to be seen again, and new, grotesque abominations were seen more and more often. These attracted the attention of warriors wanting to prove their worth against new enemies, and nowadays most of the aberrations are gone. Still, stories of desperate-enough tomb-raiders trying to steal the treasures from Clearcrest and never coming back surfaced from time to time, but as the centuries passed the region went back to normality.

### THE VEIL

During the past few decades though, rumors of people disappearing (the few that call the Whiteteeth Mountains their home, or hopeful prospectors) started to spread once again. Most had heard the legends of Urthan and his experiments and thought that he was somehow back. Few stuck around to actually investigate further. The truth is, a group of necromages calling themselves The Veil have set up a base of operations outside Clearcrest Burrow, convinced there are powerful artifacts within and determined to make the place their own. Unwilling to risk their own lives or those of their few loyal followers, they have resorted to kidnapping people and throwing them into Clearcrest Burrow, hoping that eventually, one will return, having cleared the place of threats. This has proven to be both quite ineffective and slow-going, but the Veil members are generally patient and know there is much to be gained.

The Veil is composed of ten members, five deathwielders, and five deathbinders. They are all different individuals with different backgrounds who would have never allied under normal circumstances, but as the only necromages in all of the peninsula they felt there would be safety in numbers. They have built a temporary base of operations as close to Clearcrest Burrow as possible, from where they scheme the best approach towards conquering the place and what will come afterward. They see themselves as the only real opposing force to that of the Primordial ones and their servants, and are determined to





prove they will not go down easily, despite being constantly hunted. Their ultimate goal is to control the whole region, opposing the dominion of Danag the Silent in Madari.

Each of the ten members of The Veil has a voice in the council, which is how they determine the best course of action for the organization. Some of its members have reservations towards the way exploration of Clearcrest Burrow is being handled and think this is only attracting undesired attention, but they are a minority and for now, they are content with following the plan.

They will wait and train those strong enough to face the horrors within Clearcrest Burrow in their name.

### THE PLAYER'S ROLE

For the players, the story begins like any other; maybe they have heard the rumors of people disappearing and they come to Whiteteeth Mountains to investigate, or maybe they think there are hidden treasures to be had within Clearcrest Burrow. Roll on the following table to determine what brings them to the Whiteteeth Mountains, or choose one:

D10		PC'S INVOLVEMENT
1-2		You are simply roaming the land, passing by and searching for new opportunities
3-4		You heard the rumors of people disappearing and wanted to investigate
5-6		You were hired by the relative of a person who disappeared in the region a few weeks ago
7-8		You were heading towards Clearcrest Burrow, ready to ransack it
9-10		You were hired to deal with The Veil by an agent of the Primordial Ones (most likely someone working for Danag the Silent)

### CAPTURED

No matter how or why you find yourself in the vicinity of Clearcrest Burrow, your story begins the same way:

**NB: Although the following text is presented as an introduction and the most likely outcome of things, your character is your own and as such you are free to do as you please. For example, you may attempt to flee or fight the guard or do something entirely different from how it's presented here, but the outcome**

**will most likely not be very favorable.**

*It's been a long day and you're setting down camp. The wind is specially cold, and there is a special quietness in the air that has the hairs on the back of your neck raised. You've found a small hole in the wall of rock that should protect you from the worst of the cold and allows you to see anyone coming your way. As you settle down for dawa with a stomach full of some mushroom stew, you doze off in a matter of minutes.*

*Something's wrong. You wake up,*





*standing up to look outside your camp, but the sky is covered and a sudden mist has appeared while you were sleeping, so you can barely see beyond your own feet. You hold your breath and listen. There; a rustling, soft sound, like that of a person dragging their feet. Only it seems to be coming from several directions at once! You prepare for the worst, and soon you see them; a dozen humanoid figures emerging from the mist, their silhouettes wrong and broken. Undead! You take your makeshift torch and your weapon and prepare for a fight.*

*You take a few down with relative ease; you've fought these mindless things before and know how to handle them. Oddly enough though, they keep coming and they seem to be focused on you. Ten minutes later, the ground around you is littered with limbs and hacked-up corpses, but the undead keep coming, and they have you cornered against the vertical wall of stone behind you.*

*This is it, then. This is how it ends.*

*With a scream, you rush towards the horde, knowing you will not make it through but desperate enough to try. You hack and slash your way forward, and for a moment you think you'll make it. Somehow though you trip, and soon after dozens of hands are upon you, tearing your clothes and scratching your flesh. Then, something hits you in the head, and the world turns black.*

\*\*\*

*You open your eyes and stare at the ceiling of stone above you, disoriented. Then you remember; you were attacked! You stand up abruptly, and your head starts to spin immediately. It seems like you're in some type of holding cell, a very small*

*one; you can barely stand up straight.*

*"Easy there, fellow, you took a nice hit to the head", you hear behind you. You slowly turn, to find a male-looking person towering above you; their brutish face, full of bruises and scars, looks at you with a sympathetic smile. "I'm she-Yarin, nice to meet you, despite the circumstances."*

*Before you get the chance to introduce yourself, a voice outside the cell interrupts you.*

*"Ah you're both awake; good." You turn towards the cell's gate, a poorly crafted hardened wooden door, as it opens and a pale, thin hooded figure steps inside, a spear in their hand.*

*"Get out, both of you", the hooded figure says, pointing the spear at both you and Yarin. Reluctantly, you step outside the cell, and you find yourself in what looks like a large cave, torches illuminating the rock walls and casting dancing shadows on the stalactite-covered ceiling above. You see other hooded figures coming and going, all of them ignoring your presence. The guard takes you up a path, and moments later you find yourself outside, the cold wind invigorating you. Not given a second to look around, as the guard keeps poking both of you with the spear, you are taken up an ancient stone road that appears to go up the mountain ahead. Clouds cover the sky and you can see a storm coming.*

*"Let's go, we don't want to be out here when the storm hits this side of the mountain, we'd be too exposed", the guard behind you grunts, poking you once again. You speed up and tread the broken road; probably another relic of the past, judging by its craftsmanship.*

*Feeling cold due to the quickly dropping temperature and the strong wind, you arrive at what appears to be your destination: a couple of large*





### GENDER IN THE WHITETEETH PENINSULA

One of the things that the Suth Empire left behind, aside from countless ruins and hidden riches, is a complete disregard for gender roles. While most of the known world (including the Fractured Dominion to the north) confine themselves to traditional genders and gender roles, the peoples of the Whiteteeth Peninsula stand apart in this regard. Since a person can identify as any gender, or perform any available role despite their sex, it is traditional to introduce oneself with their preferred pronoun as a prefix to their name. So a person called Gheon that identifies as male would introduce himself as *he*-Gheon; if she identified as female it would be *she*-Gheon, and as a general norm anyone who doesn't identify as either would say *they*-Gheon. This is a shocking thing for the few foreigners in the region, who quickly learn to adapt to the local norm after a few beatings.

*bronze gates, the largest you've ever seen. One of the doors seems to have been forcibly pushed open, while the other remains closed. A small figure donning a black robe stands in front of the gates, patiently staring at you as you approach. Without a word, the guard kneels in front of the robed figure and leaves, leaving you two alone with the mysterious figure. The person in front of you looks like a woman in her thirties, with very carefully applied make-up enhancing her already delicate and attractive features. Her expression is completely inscrutable though, and you can't tell if she's pleased or angry at being here.*

*"I guess you have lots of questions, and I'm here to answer them. At least, some of them. My name is *she*-Kaldra, and you've been chosen to work for us. Before you interrupt me, this is not optional. You are to enter this place and clear it of all and any threats you find. If you come out alive you'll be rewarded, if not... well. Bad luck." She stops, looking at you, half-expecting you would interrupt her. "We don't know what you'll find inside, other than many horrors and abominations,*

*possibly traps as well. We know the general layout but cannot offer you a map; all I can tell you is that there are four floors, including this ground floor. I suggest you head first downstairs, towards the underground section first. If you clear this ground floor and the one below it, you may return here, we'll be waiting."*

*Yarin, visibly nervous beside you during the whole conversation, finally explodes in a fit of rage, launching herself against Kaldra. Before she can even touch her though she falls to her knees, paralyzed.*

*"As expected", says Kaldra, staring at Yarin with something resembling pity. "You'll find some rations and your gear in that bag over there", she says, pointing at a large leather bag hanging from a pike near the entrance. "Good luck, and I hope we meet again. Oh, and in case it wasn't obvious, don't try to run away."*

*With that, Kaldra turns away and leaves down the path, not even turning back to see what you do.*

*It appears your only option is to go inside.*





### ❖ VEIL GUARD

*Common Foe. Humanoid. Common loot*

STR	DEX	CON	WIL	INT	CHA
16	16	14	12	10	10

**DEF: TL5 / OFF: TL10**

**HP: 14+TL6 / Awareness: 20 / Initiative: 12**

---

**Skills:** Command Skills 25, Literacy 20, Persuasion 40, Perception 60, Tracking 80, Orientation 70, First Aid 40

---

**Special:** When a Veil Guard's health drops below 25% of their maximum health, roll a D10; on a roll of 1-4, a second guard will come to join the fray! This may only happen once per combat.

**Gear:** Light leather armor, Spear

---

*The Veil uses their low-level acolytes as guards and servants. Most of them stay this way, but a few lucky are allowed to move forward and learn the secrets of necromagic.*



“Farthun is a small city built in the shadow of the infamous Red Keep, home to the tyrant Mostur of the Setting Sun. This town is one of the last civilized places on the northern region of the Fractured Dominion, and the closest one to the Scorched Wastes. While theoretically still ruled by Mostur, he lost his humanity long ago and the cult that tends to his needs, the Coven of the Setting Sun, are the de facto rulers of the region.”





## ❖ YARIN

*Elite Foe. Humanoid. Common loot*

STR	DEX	CON	WIL	INT	CHA
16	14	16	12	11	11

**DEF: TL5 / OFF: TL5**  
**HP: 16 / Max Corruption: 10**

---

**Skills:** Animal Handling 20, Crafting 70, Dodge 50, First Aid 50, Herb Lore 20, Literacy 10, One-handed Melee 50, Orientation 40, Outdoor Survival 60, Parry 50, Perception 50, Tracking 30

---

**Special:** Aggressive Stance

---

**Appearance:** Brutish, shaved head, big permanent smile

---

**Demeanor:** Gentle, fiery eyes full of determination

---

**Goal:** To get rich and live to tell the tale

---

**Gear (max GS 16 / 12 free):** 1xHealing Tincture, 2xTorch, One-Handed Sword, Shield, 10 Rations

---

*Yarin is a prospector that has been wandering around the Whiteteeth Peninsula for a few years. She had just recently decided to come near Clearcrest Burrow, despite the recommendations to the contrary, and was captured two days ago by the Veil's guards.*

## ❖ KALDRA

*Elite Foe. Humanoid. Rare loot +5*

STR	DEX	CON	WIL	INT	CHA
10	12	12	16	18	16

**DEF: TL5 / OFF: TL10**  
**HP: 20+TL10 / Awareness: 20 / Initiative: 12**

---

**Skills:** Alchemy 80, Command Skills 25, Disguise 40, Forbidden Lore 40, Literacy 80, Persuasion 40, Perception 50, Death Magic 80, Two-handed Weapons 50, Dodge 60

---



**Special:** Kaldra has access to all the Death Spells on page 54.

**Appearance:** Skinny, long silky black hair, cold unreadable features

**Demeanor:** Focused, elegant and distant

**Goal:** To secure a future free of the Primordial Ones' influence

**Gear:** The Veil robe (Armor 5), Iron staff

*Kaldra is one of the Ten, part of the original Veil members that sit at the council. She is an experienced Deathwielder who has defied the power of the Primordial Ones for decades, having even faced Danag the Silent in battle and survived to tell the tale. She is one of the council members unsure about the current approach to taking over Clearcrest Burrow, but she hasn't been able to offer a better solution. She had hoped they would have control over the Whiteteeth Mountains by now and her patience is wearing thin.*

#### CLEARING CLEARCREST BURROW

The players start their forced incursion into Clearcrest Burrow on the Ground Level. They are free to go about it as they wish, but they are only allowed to exit the place once (for supplies or to rest) once after having cleared each floor. The doors are firmly locked behind them and there is no way of opening them; they are trapped. Clearing a floor is done by visiting each and every one of the rooms in it and making sure there are no threats left. Players can expect a strong opposition; there is a reason why Clearcrest Burrow hasn't been taken over by the Veil already! The

halls are full of roaming beasts and abominations. Once the PCs clear the ground floor, the Veil forces will move in and start making the place their own, led by Kaldra, who will be waiting for them there. Players are given a strangely invigorating concoction that heals 3D20 HP each time they return to the Ground Level after having cleared any of the other floors, and 5 fresh bandages to take with them.

Unless a room is numbered in the map, indicating a unique feature, you must roll on the Clearcrest Burrow Exploration table each time you enter a new room.

D20		CLEARCREST BURROW EXPLORATION
1-10		<b>Encounter.</b> Roll on the Clearcrest Burrow Encounters table
11-17		<b>Nothing of interest.</b> This section of the place is empty and has nothing of interest
18		<b>Artifice.</b> A strange item or situation placed here to trick or confuse the PCs. Use the Artifice tables to determine its nature
19		<b>Trap.</b> This room is trapped. Follow the standard trap rules and roll on the Traps table
20		<b>Loot.</b> You come across something of value. Roll on the Loot table





D20	CLEARCREST BURROW ENCOUNTERS
1	Giant Mosquitoes (Vermin)
2	Madari rats (Vermin)
3	Night Beetles (Vermin)
4	Centipede (Vermin)
5	Tundra Rats (Vermin)
6	Fire Bats (Vermin)
7	Crawler (Common)
8-15	Failed Experiment (Common)
16	Risen (Common)
17	Giant Snake (Elite)
18	Giant Spider (Elite)
19	Crog (Elite)
20	Crystal Ghoul (Elite)





## ❖ FAILED EXPERIMENT

*Common Foe. Abomination. No loot*

STR	DEX	CON	WIL	INT	CHA
16	12	18	12	6	0

**DEF: TL5 / OFF: TL5 / Damage: D4+TL1D4**  
**HP: 10+TL15 / Awareness: 25 / Initiative: 12**

**Number:** 1

**Special:** Suffers double damage from any form of fire attack

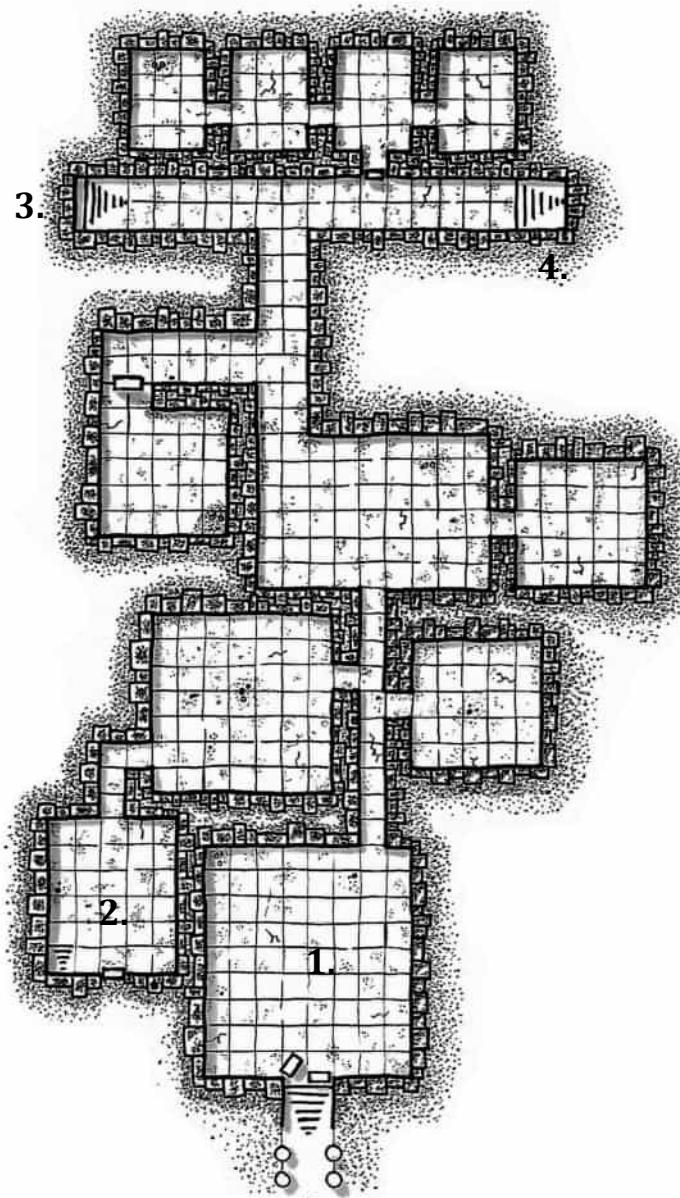
**Special:** After defeating a Failed experiment, there's a 1 in 10 chance of the weapon used corroding completely due to their strongly acidic blood. Magic weapons are not affected by this.

*Many failed experiments roam the halls of Clearcrest Burrow, Urthan Fleshwarper's attempts at creating the perfect soldier. These poor, twisted creatures range from humanoid-looking beasts to tentacled/feathered/scaled horrors with incomprehensible features. They have no purpose but to attack any living thing that crosses their path and will fight to the death.*





## CLEARCREST BORROW - GROUND FLOOR





### GROUND LEVEL

Although this area of Clearcrest Burrow was probably initially used to receive, welcome, and house visitors, its true purpose is difficult to ascertain nowadays. Rubbish of all kinds (rotten furniture, collapsed sections of walls, rotten small animals, and more) are everywhere, and the clear signs of recent and bloody fights can be seen almost in every room, although no corpses can be seen anywhere.

**1.** After crossing the heavy, bronze doors (which are quickly closed behind their backs, now as immovable as the walls), the PCs find themselves in what must have been a reception area. Rotten things are piled against the corners, with ancient rubbish covering the floor. A trickle of water from the ceiling and small critters crawling in the dark corners produce the only sounds that

can be heard. A single passage goes deep into the rest of the place, dark and eerily silent.

**2.** Judging by the small door at the back of the room, this must have been a servant's entrance. Unfortunately for the PCs, the door is shut and impossible to open. A small set of stone stairs in a corner descend a few meters, before stopping at a reinforced door. There's no lock to pick, but players may destroy the door somehow or force it open with a successful STR (-10) test. If they somehow manage to open it, the stairs take them to **section 1. of the Research Floor**.

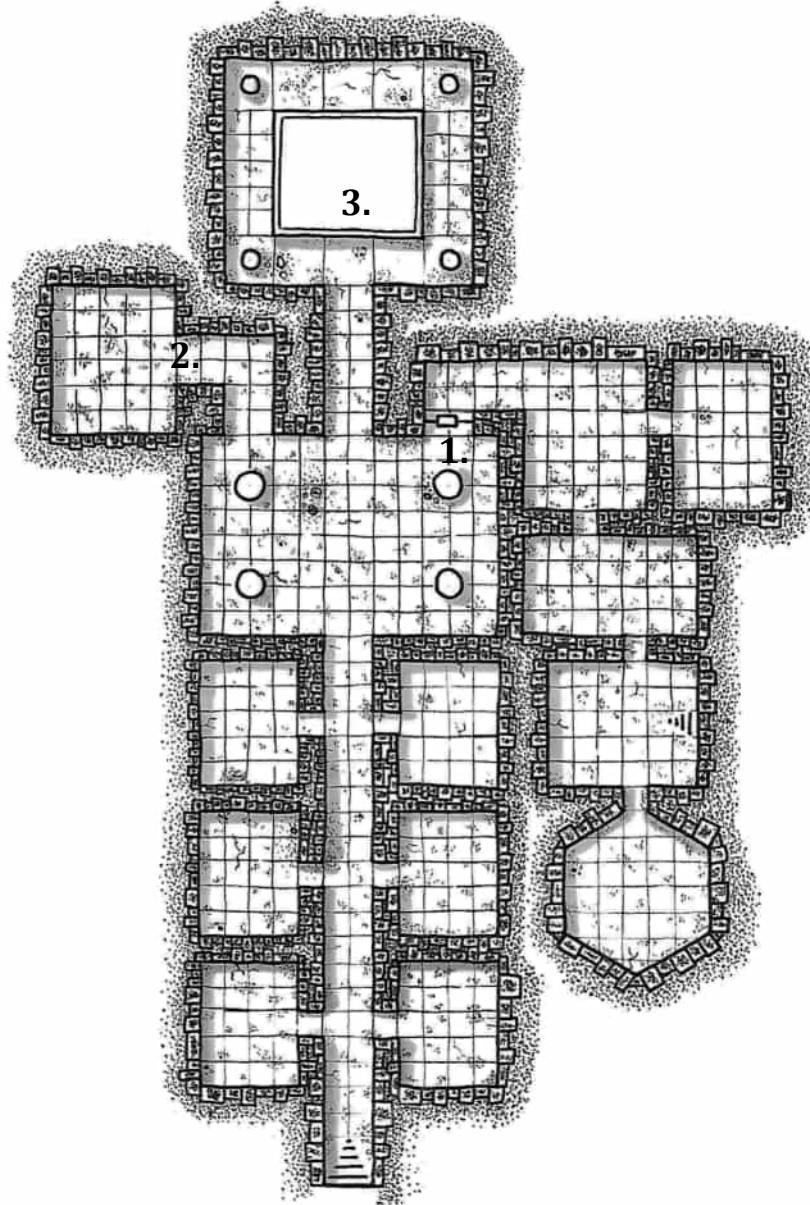
**3.** These dilapidated stone stairs go to the **First Floor**.

**4.** Ruined but still holding wooden stairs descend deep into the **Research Floor**.





## CLEARCREST BORROW - RESEARCH FLOOR





### **RESEARCH FLOOR**

As you go down the stairs into the dark below you feel the temperature dropping steadily. The air is full of moisture, making it hard to breathe, and you can see mold and lichen growing on the stone walls and ceiling. Distant noises and occasional inhuman screams bounce around the dark corridors ahead of you, and you can almost feel how your puny light source can barely illuminate the

place, as if the shadows were encroaching and actively fighting against it.

1. A single, reinforced door blocks access to this section of the floor. Weirdly enough, the door seems to be in pretty good shape, as if it had been recently reinforced and patched up. Characters may open it as usual. Once the PCs get through the door they will be immediately attacked by two crazed survivors.

### **❖ SURVIVOR**

*Common Foe. Humanoid. Common loot*

STR	DEX	CON	WIL	INT	CHA
12	12	10	17	13	12

**DEF: TL5 / OFF: TL5**

**HP: 10+TL5 / Awareness: 20 / Initiative: 12**

---

**Skills:** Dodge 30, One-Handed Weapon 50, Animal Handling 60, Literacy 10, Persuasion 30, Perception 60, Tracking 20, Orientation 20, Traditional Lore 10, Herb Lore 10, Outdoor Survival 40, Crafting 60, First Aid 40

---

**Gear:** Knife

*Starving, wounded, and quickly losing hope, the few survivors left in the Research Floor cower in the shadow, expecting death to come swiftly and without mercy. Still, a strong will pushes them to hold strong, hoping that things may somehow turn for the better.*

The survivors will attempt to run off before getting killed, going deeper into their hiding place.

- There are a total of 10 survivors, all of them wounded and starving. They will attempt to defend themselves though, as they see the PCs as simply another threat.

- If the PCs have avoided killing any of the survivors and attempt to defuse the tense situation, they may

convince Jura, their leader, and assure them that they come in peace, having no quarry with them. This is a Persuasion opposed test, but the survivors are desperate enough to allow room for creative solutions, such as maybe making the PCs prove themselves somehow, or perhaps even somehow finding a way of threatening the survivors and forcing them to obey the PCs.





### ❖ JURA, LEADER OF THE CLEARCREST BURROW SURVIVORS

*Elite Foe. Humanoid. Common loot*

STR	DEX	CON	WIL	INT	CHA
14	14	10	17	13	16

**DEF: TL5 / OFF: TL5**

**HP: 10+TL20 / Awareness: 20 / Initiative: 12**

**Skills:** Dodge 50, One-Handed Weapon 60, Animal Handling 30, Literacy 10, Persuasion 35, Perception 60, Tracking 20, Orientation 20, Traditional Lore 10, Herb Lore 10, Outdoor Survival 40, Crafting 60, First Aid 40

**Appearance:** Skinny, long and messy red hair, intense eyes

**Demeanor:** Distressed, clearly fighting between wanting to scream or cry

**Goal:** To get out of Clearcrest Burrow alive, preferably with as many other survivors as possible

**Gear:** Knife

*Jura was captured and thrown into Clearcrest Burrow several months ago, together with their sister. Although she didn't survive long, she helped Jura clear the section the survivors call home, and Jura has since been gathering all of them, giving them hope and a purpose beyond simply clawing at anything that moves.*

- If the PCs convince the survivors that they come in peace, they will be shown around their section of the Research floor and tell their story. They are the few people who have survived so far the Veil's attempt at exploring the site over the last few months. Most of them died horrible deaths at the hands of the many horrors found in Clearcrest Burrow, but a few managed to close down this section of the place and create a temporary safe haven for them. Without a clear plan, their hope, and meager supplies both running low, the PCs arrive at a point where they were considering taking desperate measures. They've begun by eating their dead and were planning an all-out attack on the

large abomination that calls the big research room home, in a last attempt to please the Veil and beg for their freedom.





2. This room's door has been torn to pieces, with its wooden remains still hanging from rotting hinges. The room is empty, aside from a couple of large valves in the back. One of them is broken and nothing happens if the PCs open it, but the other one works fine; roll on the following table:



D10		VALVE
1-2	A section of the wall moves, revealing a leather bag containing D10 precious stones worth 100 jats each and a crystal that can store any spell the wielder knows so it can be cast as many times as necessary. Each time it's used during the same day the CP gained are doubled, though	
3-7	At first, nothing seems to happen. Moments later though the PCs can hear the sound of water rushing in, flooding the whole floor except sections 1 and 3. Attempting to close the valve is futile since it appears to do nothing. Crossing the ice-cold waters immediately causes Freezing	
8-10	A section of the wall opens, revealing a gruesome looking creature made of what appears to be pieces of several creatures stitched together, its large body stretched along the tiny space. At first, it looks like the thing is dead, but it then opens a single, yellow eye, staring at the characters. It stands up with incredible reflexes, and attacks!	

### ❖ FLESH GOLEM

*Elite Foe. Abomination. Rare loot*

STR	DEX	CON	WIL	INT	CHA
20	18	14	10	5	0

**DEF: TL10 / OFF: TL10 / Damage: 2D4+TL5**

**HP: 20+TL20 / Awareness: 10 / Initiative: 18**

---

**Special:** Attacks twice each round (randomize the targets)

*Another of Urthan's abominations, the Flesh Golem proved to be too unstable and dangerous to let loose and was locked away as an unsuccessful project to be returned to in the future, as its immortality and speed proved to be difficult to re-create.*

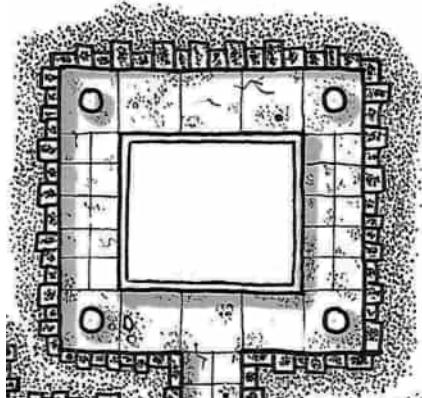




3. As they enter this large room, the first thing the characters see is a large pool filled with still, oily water. Surrounding the pool, remains of all types of creatures are scattered, broken pieces of bone and cloth everywhere. Moments after entering the room though, the water begins to stir and two sets of enormous tentacles emerge from it, followed by a humanoid figure. Its eyes are sewn closed, and its legs are gone, replaced by tentacles. Its white flesh is full of holes, and its mouth is open in a silent scream. It attacks immediately!

- If the PCs have somehow allied themselves with the survivors, these will split into two groups, each fighting one of the side large tentacle clusters. This allows the PCs to focus

on the creature's body. Otherwise, they'll have to deal with the three parts at once.



### ❖ POOL HORROR - BODY

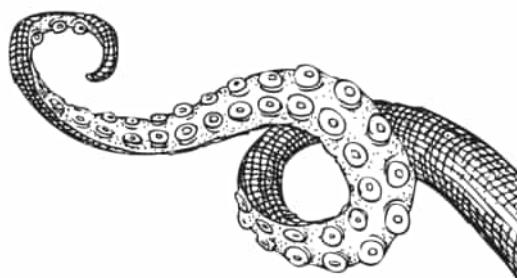
*Elite Foe. Abomination. Rare loot*

STR	DEX	CON	WIL	INT	CHA
20	18	18	18	12	0

**DEF: TL10 / OFF: TL10 / Damage: D10+TL5  
HP: 20+TL3D10 / Awareness: 10 / Initiative: 14**

---

**Special:** Attacks twice each round (randomize the targets)





### ❖ POOL HORROR - TENTACLE CLUSTER (x2)

*Elite Foe. Abomination. No loot*

STR	DEX	CON	WIL	INT	CHA
18	26	16	18	12	0

**DEF: TL5 / OFF: TL10 / Damage: 2D4+TL1D4**

**HP: 20+TL10 / Awareness: 30 / Initiative: 18**

**Special:** Characters roll initiative with a penalty of -2.

**Special:** Roll a D10 every turn; on a roll of 1-2, one of the tentacles grabs a random character instead of performing an attack. The character performs a DEX Test. If they fail, they are trapped and cannot attack. Each turn, the trapped character may roll against DEX (-3) to release themselves. If all characters are trapped they will be submerged under water, where they'll drown unless they free themselves. While trapped, characters may not use defensive skills, only armor bonuses are applied.

*Another of Urthan's terrible abominations, this tentacled horror has lorded over all the other beasts and creatures found in the Research Room of Clearcrest Burrow since they were left to their own devices. Although most likely once partly human, this terrible beast is now just a hungering abomination with no other desire but to kill and feed.*

- Once the last of the beast's tentacles is cut down and the terrible creature put to rest, the party has time to search around the rubble, where they will find D4 Healing Tinctures and one of Urthan's research diaries. Studying the book (by passing a Literacy test) causes the character to earn 1 CP and 150 XP. A character may only benefit from this once.

\*\*\*

Once the Research floor has been cleared, the Veil's forces will take over, immediately starting to work in recovering any useful items and information found there, as well as cleaning up the place. Any of the survivors still alive are granted

freedom, and Kaldra takes a personal interest in the PCs, seeing potential in them. As the first strong enough to have returned from Clearcrest Burrow, she is willing to share the secrets of Death Magic with them, provided they are clear of the Primordial Ones' corruption and swear not to oppose the Veil's goals of controlling the region and opposing Madari.

#### DEATHBINDER OR DEATHWIELDER

*"The Deathbinder approached the corpse, a young man in his twenties while chanting words of power and drawing a sigil on the corpse's chest. He then proceeded to slit his wrist, allowing the blood to trickle into the corpse's mouth to create the blood link that allows a Deathbinder to control*





*their minions. The chanting ended suddenly, and the corpse began to shake violently. A few moments later, it stood up, an empty look in its eyes, and ready to obey its master".*

At this point, any aspiring death mage must choose their path; that of the Deathwielder, channeling the raw power of Death Magic, or the way of the Deathbinder, lord of the undead hordes. The Veil is not willing to teach all their secrets to the newcomers, but they share enough for them to become a potential threat to the powers of the Primordial Ones. Despite their newfound willingness to help the PCs, the Veil still expects them to clear the rest of Clearcrest Burrow. Kaldra promises the PCs their freedom once again, and the chance to become free agents of the Veil, serving the Veil's purposes while retaining their freedom of action and movement.

### FIRST FLOOR

A wide room welcomes the PCs as they finish climbing the stairs, with light and snow coming through a large broken window. Rotting wooden walls and thick wooden beams crossing the ceiling are all that is left from this room's former glory. The view from up here is quite impressive; the PCs can see the Veil's camp down below and the meandering road that leads to Clearcrest Burrow. On the opposite wall, several doors lead into the rest of the floor.

**1.** Cracked granite columns at each side of a marble pedestal frame this room, in what must have been the heart and seat of power of this place. Now overtaken by strange flora, somehow surviving here despite the lack of light and the cold. Vines wrap themselves around the columns, and

carpet the whole room's floor, with bright purple flowers bringing an unexpected touch of beauty to this place of death.

A sudden movement from the ceiling startles the PCs; there, a humanoid figure seems to be trapped by the dense vegetation. This quickly proves to be wrong though, when the figure gracefully descends, veins clearly attached to its back. It appears to be a woman in her mid-thirties, completely naked; protruding from her spine are several pulsating vines, and she hovers in front of the PCs.

The Green Queen has no interest in confronting the PCs, but she will defend herself if attacked or feels threatened. She will approach the PCs with curiosity at first, and if they somehow manage to gain her trust she will beg them to rescue her son and to get him out of this terrible place, away from Urthan's influence. It's too late for the Green Queen, as her body is attached to this place for better or for worse, but she will be eternally indebted to the PCs if they were to help her.

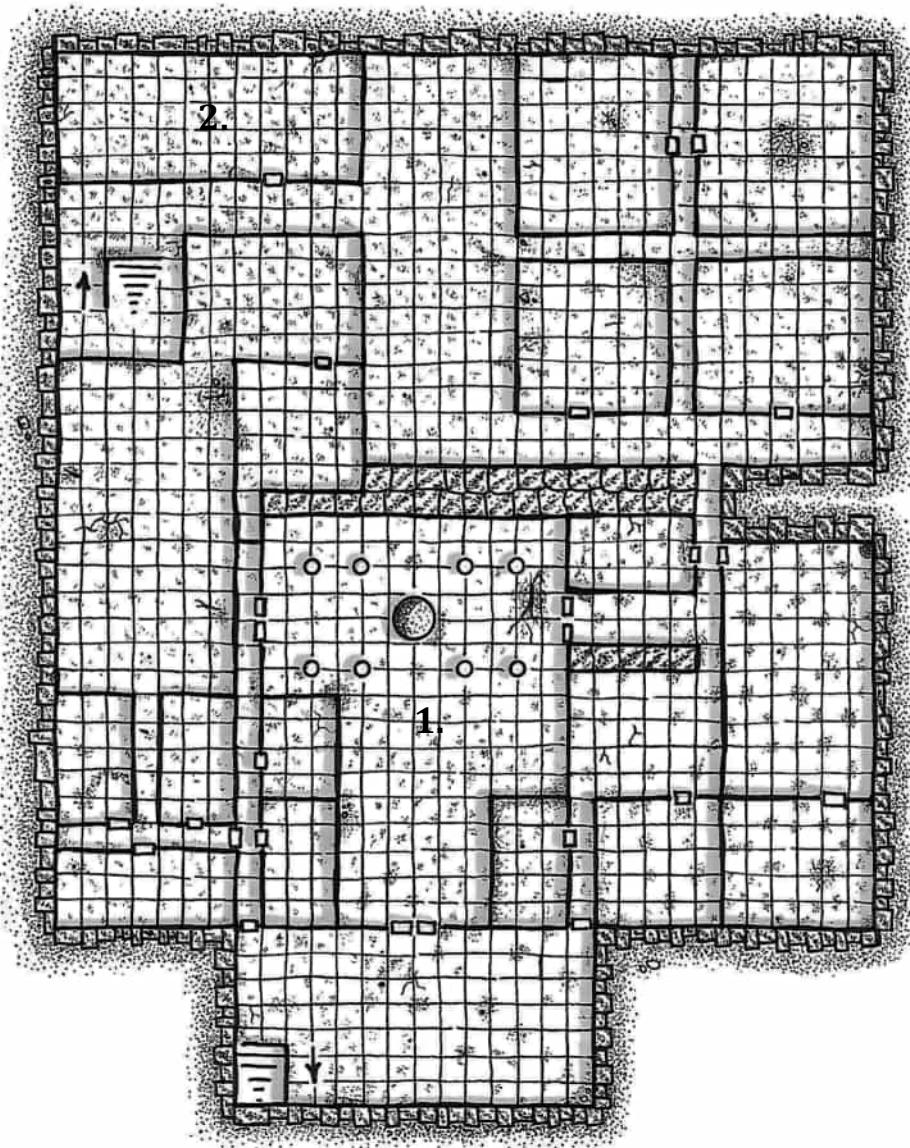
If the PCs accept to help her, the Green Queen will make sure all traps and environmental hazards (other than enemies) on this floor are taken care of and deactivated.

**2.** This is the room where The Green Queen has managed to contain her son in. Roots and vines cover the door, and will only retract if the PCs are helping the Queen, otherwise, they'll need to hack them away. Once inside, a huge brute, a horrible cross between a plant and a human the size of a bear, attempts to rush out immediately. The PCs must debilitate him enough for the Queen to be able to restrain him with her vines; this requires the Brute to have his HP drop to 25%.





## CLEARCREST BORROW - FIRST FLOOR





## ❖ THE GREEN QUEEN

*Elite Foe. Abomination. Valuable loot*

STR	DEX	CON	WIL	INT	CHA
12	12	15	12	16	12

**DEF:** TL10 / **OFF:** 0 / **Damage:** 2D4+TL1D8  
**HP:** 12+TL20 / **Awareness:** 30 / **Initiative:** 10

**Special:** Receives double damage from fire

**Special:** Roll a D10 every turn: on a roll of 1-2, the Queen's vines attempt to entangle a random character instead of attacking. The character performs a DEX Test. If they fail, they are trapped and cannot attack, while the Queen focuses on the other characters. Each turn, the trapped character may roll against DEX (-3) to release themselves. If all characters become trapped, the Queen will drop them from the window to their deaths. While trapped, characters may not use defensive skills, only armor bonuses are applied.

**Appearance:** Pastry white skin, long limbs, fused to the vines

**Demeanor:** Distant, dream-like, problems focusing

**Goal:** To save her son

*Once Urthan's favorite consort, the Green Queen no longer remembers much of her past and has lost most of her humanity after centuries of isolation. She has the single urge to save her son, who also fell victim to Urthan's experiments decades ago. Afraid of being alone in his immortality, Urthan made sure both his concubine and his only son would be there forever with him, no matter the cost.*





## ❖ THE BRUTE, URTHAN'S SON

*Elite Foe. Abomination. No loot*

STR	DEX	CON	WIL	INT	CHA
12	10	13	10	0	0

**DEF: 0 / OFF: TL5 / Damage: D8+TL1**

**HP: 30+TL20 / Awareness: 15 / Initiative: 12**

**Special:** Immune to all conditions except Burning

**Special:** Takes double damage from fire

*Now a mindless brute, Urthan's son spent all of his life trapped within Clearcrest Burrow. He attempted running away after seeing what his father did to his mother, but that only resulted in Urthan's paranoia getting worse, which pushed him to transform his son into the menacing abomination he is today.*

Once the brute is dealt with one way or another, if the PCs are collaborating with the Green Queen she asks them to tear her son's chest

open. Within it, they find a seed the size of an apple, which they're to take out of Clearcrest Burrow and plant somewhere.

### THE SEED

WIL 10 / INT 5

Purpose: To spread itself

#### Powers/Effects:

- Planting it removes 5 CP from the character who did so.

No sell price

*This fist-sized, perfectly round wooden seed possesses a dormant intelligence and will, a desire bred into it to spread among all living things. A person holding it and not being able to resist its lure will swallow it, slowly becoming a brute like Urthan's son. If the seed's will is resisted and planted somewhere, a tree hundreds of feet tall will sprout in a matter of weeks.*





## SECOND FLOOR

Majestic wooden stairs, somehow still holding mostly intact after centuries of neglect, lead the PCs to the third and last floor. A quiet, plain-looking chamber welcomes them, with a single locked door leading into the unknown. A sharp, acrid smell fills the air, the smell of a place that has remained closed for far too long. Without a window in sight, the room quickly becomes slightly claustrophobic.

**1.** A mixture of smells belonging to different chemicals, plants, and herbs welcomes the PCs as soon as they open the door; it appears that this was yet another laboratory of some sort. Vials, pots, and containers of all types abound here, as well as 3 large libraries, full to the brim with books and notes. A quick glance reveals that the subjects range from obscure pacts with the Primordial Ones, to how to cure Leechfever.

- Simply spending half an hour here grants the PCs 5 points in Alchemy and Forbidden Lore

- There's a grimoire describing how to cast a Death spell, chosen randomly from the Death Spell table.

- Below one of the tables, the PCs find a chest containing a spell adder in the shape of a pendant. This allows a character to cast one Primordial spell of their choosing 2 extra times per day. The chest also contains a steel dagger so exceptionally crafted that it deals an extra +1 damage.

- All of the ongoing experiments have long gone bad, except for the contents of a single vial, a green thick goo that will cause the imbiber to (D10): 1-3 lose 1 CON, 4-10 gain +2 HP, permanently.

**2.** This is the largest room the characters have ever seen in their lives; monolithic marble columns hold an impossibly tall ceiling, well beyond the reach of the party's lightsource. The echoing sound of their steps makes it feel as if they were inside a large cave, and the occasional fluttering of a bat's wings reinforces that notion. As they reach the back of the room, a single sarcophagus stands atop a platform. Approaching it with care, they soon realize the sarcophagus is actually open and within it, the small figure of a single man barely manages to fill its space. Delicate, ageless features framed by a full set of thick black hair and beard give the man inside the impression of being asleep, but a large dagger, almost a sword, protruding from its heart quickly dismisses the notion.

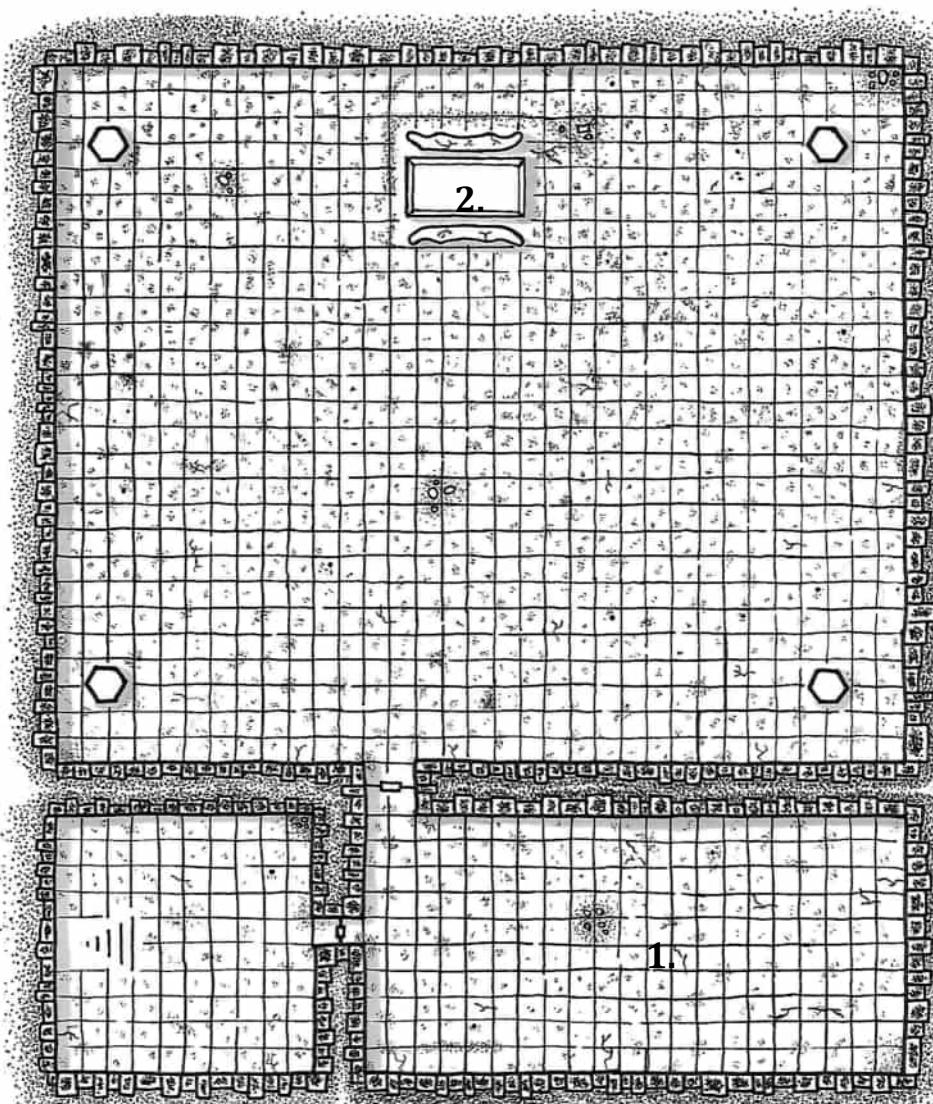
Before the characters get the chance to do anything else, the quick sound of something approaching them interrupts them. In horror and disbelief, they stare as two large humanoid figures rush towards them from the shadows, arms replaced by sharp scythes and their legs looking more like those of a deer than of a human being.

"Little is known about the lands to the south of the Twilight. It is said that some still inhabit the frozen wastes, and stories of a city near a lake of liquid fire have ignited the minds of the populace, who spread tales of a life beyond the reach of the Tyrants. Alas, this is all but lies, created to give hope to those living under the yoke of tyranny and despair." - *Prenval Guin, Lorekeeper of the Children of Rebellion*





## CLEARCREST BORROW - SECOND FLOOR





### ❖ URTHAN'S GUARD (x2)

*Elite Foe. Abomination. No loot*

STR	DEX	CON	WIL	INT	CHA
16	16	18	12	8	0

**DEF:** TL5 / **OFF:** TL5 / **Damage:** 1D10+TL1D4

**HP:** 20+TL20 / **Awareness:** 15 / **Initiative:** 18

**Special:** Immune to all conditions

**Special:** These creatures bear the following Marks of Taint (page 93): Berserk, Heart-stopping Aura, Repelling Force Nimbus

*Urthan's final creation, these two beasts were the culmination of centuries of experimentation. His success came too late though, as his constant obsession to create the ultimate guard and soldier ultimately drove him to despair, sorrow, and finally, to take his own life. Even in death though, these two abominations will protect their old master unrelentingly.*

### CONCLUSION

The last of Urthan's abominations dealt with, Clearcrest Burrow is now truly free of his control, and firmly under the control of the Veil, for better or for worse. It quickly becomes evident, for what the PCs can gather after their conversations with Kaldra, that their true goal was to recover Urthan's lifeless body; for what purpose she would not say, but it is clear that it will prove to be crucial for the Veil's plans, moving forward. The other experiments and small library are but a plus, and Kaldra is so satisfied that she allows the PCs to keep all of their findings within Clearcrest Burrow, including the large dagger found with Urthan's corpse. This dagger poses little value for a warrior, but its delicate craftsmanship, as well as the fact that it's entirely made of gold and precious stones, would make it fetch a price of easily 5,000 jats, provided

they find someone rich enough to buy it from them.

Last, the characters are set free, with the promise of having a safe haven here in Clearcrest Burrow if they'd ever need it.



# EXTENDED GAMEPLAY EXAMPLE

*The following example has been generated organically through the use of the rules presented in this book. Nothing has been altered, it is a raw, unfiltered example of how the game plays.*

## THARN THE LANDLOCKED

STR: 12 DEX: 18 CON: 12 WIL: 12 INT: 14 CHA: 12

HP: 36 / Max Corruption: 10

Starting Archetype: Burglar

**Skills:** Crafting 30, Dodge 44, First aid 50, Herb Lore 30, Literacy 30, One-handed weapon 50, Orientation 40, Outdoor Survival 40, Parry 50, Perception 50, Persuasion 30, Sneaking 50, Lock Picking 30, Disarm Traps 30, Backstab 36

**Edge:** A stone that allows casting Cauterize once a day.

**Gear** (max GS 12 / 7 free):

- Healing Tincture I
- Torch II
- Dagger (D4 damage, +1 Initiative)
- Light Armor (armor 2)

Tharn used to be a fisherman born in a small hamlet on the coast of Shadowstretch. He was good at his job; in fact, he was so good that he was hired to form part of an expedition into the Sea of Glass; a Madarian scholar had some theory that wanted to prove and, disregarding the stories of whole crews disappearing into the blackness of the sea, gathered a bunch of desperate men such as Tharn and took off into the sea. Tharn remembers little of what happened there after they hit the solid part of the Sea of Glass; all he remembers is the sensation of dread, the oppressing darkness surrounding them like a living creature, and the impossibly cold wind, always blowing. One by one, the members of the expedition died for one reason or another until it was only Tharn. He was found by a group of fishermen weeks after the expedition's departure.

Still haunted by nightmares and visions, Tharn is **superstitious** and will not step on board of a boat ever again. Surviving the Sea of Glass ordeal has made him somewhat a local celebrity among the inhabitants of Shadowstretch, which in turn has caused him to be a bit arrogant and **impulsive (II)**. The fishermen that found him told him that he was holding on to a small leather **doll** as if his life depended on it, and Tharn has kept it with him at all times, calling it his lucky charm.

No longer capable of working at a fishing boat, Tharn has turned to a life of petty crime and is always on the look for good ways to make some easy jats.

**SCENE I**

*Setting: Tharn has just arrived in the town of Oaken Stone, a small hamlet in the region of Shadowstretch.*

*Twist modifier: 0*

*Characters: Tharn*

Tharn walks within the walls of Oaken Stone, with all his meager possessions carried on his back. He still has some food from having gotten lucky hunting two days ago, but he is totally broke and wants to improve his situation as soon as possible.

*Twist roll: 4. No surprise event.*

*Settlement - First impressions roll: old and full of beggars.*

Tharn hasn't been here before, but the number of beggars he sees and the dilapidated state of the buildings don't scream wealth. Not a good start...

He decides that the best thing he can do is find the market or some kind of meeting spot and hunt for rumors.

*Augur question: Is there a market? (Very likely, 4+): 9 and a 1 on the qualifier die. Yes, but...*

*Augur question: Is the market closed now? (likely, 5+): 6. Yes.*

Tharn finds the spot where the market should be, but it's closed. That's odd, he thinks to himself.

*Complication roll: A new character is revealed.*

As soon as Tharn is starting to leave the market square, the answer to why the place is empty comes marching down the street: a group of armed men is coming his way. Not wanting any problem, Tharn steps aside and simply observes.

*Augur question: Are the armed men just passing through? (likely, 5+): 6. Yes.*

*Augur question: Is it a large army? (very unlikely, 8+): 5. No, but...*

*Complication roll: 3. A new character appears*

*Action & Theme rolls: Learn, Misfortune.*

The army is not a large force, probably about a hundred men strong, but soon Tharn learns why they are passing by: a bunch of volunteers are coming to join them, armed with heirlooms and weapons that are more farm tools and fewer weapons of war. Tharn stops one of them running past him and asks him what's going on. "Didn't you hear? A large group of cannibals has gathered in the area, they assaulted High Brook and took all children with them, after killing all of the men. We must do something!"

*Traditional Lore skill test: Tharn has a score of 20, rolls a 44: failure.*

Tharn has never heard of High Brook but imagines it's a nearby town. He nods at the villager, who runs and joins in line behind the gathering men and women.





This all sounds a bit too troublesome for Tharn, who never felt like it was his place to be a hero, so he has no intention of joining them. It might be a good idea to trail them though, it's possible he'll manage to loot some of the corpses if there's a battle.

*End of scene.*

*Update: New Story Arc ==> "What happened in High Brook?"*

*Update twist modifier: Not really in control, so -1.*

## SCENE II

*Setting: Tharn has decided to follow the army heading towards High Brook to defeat the cannibals.*

*Twist modifier: -1*

*Characters: Tharn / The impromptu army of villagers / The cannibals*

The army soon leaves Oaken Stone, with Tharn following behind at a safe distance.

*Twist roll: 5-1=4. No surprise event.*

*Augur question: Is Tharn the only one following the army? (Very unlikely, 8+): 5, no.*

It appears Tharn wasn't the only one having the same idea, and soon a small caravan of camp followers is formed.

*Length of the journey: short (2 milestones). No orientation test since Tharn is simply following the army.*

*Terrain type: Mountains. Travel time doubled, which means it will take 4 days to reach High Brook.*

*Hex #2 reached, two rations consumed. +2 XP.*

*Shadowstretch encounter roll: Marooned vessel.*

As he follows the army through the difficult rocky terrain, Tharn comes across something completely impossible: the wreckage of a marooned ship. Tharn has spent most of his life around boats, and he knows it is impossible for one to reach this area by natural means. He shudders, holding his lucky doll tight as he passes by, having no intention of approaching the thing.

*End of scene.*

*No updates for: Story Arc ==> "What happened in High Brook?"*

*New Story Arc ==> "Why is there a boat marooned in the mountains?"*

*Update twist modifier: In control, +1. Twist modifier back to 0.*

*Hex #20 reached, two rations consumed. +2 XP.*

*Arrival at High Brook after four days of travel.*

## SCENE III

*Setting: Tharn has arrived at High Brook, after having followed an army there.*

*Twist modifier: 0*

*Characters: Tharn / The impromptu army of villagers / The camp followers / The cannibals*





Tharn finally arrives at High Brook, after four days of traveling and asking himself why he was really doing this. The town can barely be called a town since it appears to be a bunch of tents and temporary shelters. No wonder why a bunch of cannibals, the most disorganized group of humanoids one can come across in the Peninsula, managed to overwhelm the place!

*Settlement - First impressions roll: 10. Temporary shelter.  
Twist roll: 5 - No surprise event.*

Tharn looks around, unsure of what to do next; it's not likely there's a tavern or a place he could go and at least have a drink and ask some questions; this place is a real shit hole.

*Augur question: Does Tharn see any locals close by? (Unlikely, 7+): 2; no.*

*Augur question: Did the army camp in town? (Very likely, 4+): 7; yes, but...*

*Complication roll: An unexpected event takes place.*

*Augur question: Do the cannibals attack? (Likely, 5+): Yes.*

As Tharn watches the ragtag army settle down, absorbing the town with their tents and even more impromptu shelters, he hears commotion not far away. Curious, he goes to take a look, when he sees a group of naked, filthy men and women falling upon the unexpected (and mostly untrained) soldiers.

*Augur question: Is it a large group of cannibals? (Unlikely, 7+): 6; no, and...*

*Acton & Theme rolls: Focus, Price.*

The attacking "force" is barely a dozen strong, but they seem to be largely ignoring the soldiers and rushing into town as if searching for something.

*NPC Motivation roll: Advocate, Dissonance.*

Soon it becomes clear to Tharn what they're after: the "army"'s commander. Somehow, these usually feral idiots have decided that cutting the head of the snake is the most effective way of neutralizing the army.

*Augur question: Is the commander's tent nearby? (Likely, 5+): 3; no.*

*Are any of the cannibals coming near Tharn? (Likely, 5+): 2; no, but...*

*Complication roll: A useful item is found or lost.*

For now, it would appear that, in the chaos of things, none of the cannibals are near Tharn, since the commander's tent is nowhere to be found. Tharn decides that this is all too problematic for him, and, spotting a cart, decides to grab it and attempt to escape.

*Augur question: Is anyone else trying to escape on the cart as well? (Likely, 5+): 4; no.*

Hopping onto the cart, Tharn attempts to make the horse pulling from it go as fast as it can.



*Animal Handling skill test (12): 66, failure.*

For some reason though, the beast refuses to budge, and the cart stays in place. Frustrated, Tharn jumps off the cart and dagger in hand decides to get out of here by foot before trouble comes looking for him.

*Augur question: Does Tharn run into any cannibal while leaving town? (Likely, 5+): 1; no, and...*

*Action & Theme roll: Learn belief*

Miraculously, Tharn manages to leave town without running into trouble, despite the ongoing chaos around him. He is convinced this is thanks to his lucky charm, combined with the fact that he avoided that marooned boat two days ago.

Having wasted his time for the past few days, Tharn sets out alone, trying to put as much distance between him and this area as possible.

*End of scene.*

*No updates for: Story Arc ==> "What happened in High Brook?" and "Why is there a boat marooned in the mountains?"*

*Update twist modifier: Not really in control, so -1. Twist modifier is now -1.*

#### SCENE IV

*Setting: Tharn leaves High Brook, is out in the wilderness.*

*Twist modifier: -1*

*Characters: Tharn / The impromptu army of villagers / The camp followers / The cannibals*

Tharn wanders the wilderness, thinking he should soon find shelter and something to eat.

*Twist roll: 6, -1: 5. No surprise event.*

*Hex #37 reached, 1 ration consumed. +2 XP.*

*Shadowstretch encounter roll: 2 – Encounter.*

*Shadowstretch Encounter roll: Risen, number: 2.*

Before he can find any decent place to camp, a group of shambling figures head towards him. Undead!

*Initiative roll: 10, the Risen's Initiative is 5 so Tharn acts first.*

*Tharn attempts to sneak and avoid combat. Sneaking (50), minus the Risen's Awareness (5): 45. Roll is 44, success!*

*+2 XP.*

Fortunately for Tharn, the undead have not spotted him, and he manages to sneak away. Not wanting to stay in the area, he decides to push on and try his luck elsewhere.

*Hex #38 reached, 1 ration consumed. +2 XP.*





*Shadowstretch Exploration roll: 15 – Geyser. 2 HP lost.*

Tired and distracted, Tharn is taken by surprise by a sudden burst of hot steam, screaming in pain as his face burns. He moves away from the area and decides to set up camp.

*Outdoor Survival (40): 54, failure.*

*Setting camp mishaps: 10, roll twice; Unable to light a fire (-1 CON until rest), terrible nightmares (WIL test, success).*

After two hours attempting to light a fire, Tharn gives up and decides to try to sleep. Cold and uncomfortable, he suffers terrible nightmares, repressed memories of his days spent wandering the Sea of Glass. He wakes up a few hours later, uncomfortable but somewhat rested. He decides to try to find some food before setting off.

*Outdoor Survival (40): 72, failure.*

*Hunting & Foraging mishaps: 1, encounter.*

*Shadowstretch encounter roll: Crog.*

While looking for any source of food, Tharn is unfortunate enough to run into a humanoid creature, full of deformities and scars.

*Initiative (vs 10): 14, success*

*Sneaking (50-10 Awareness): 34, success*

*+2 XP.*

Fortunately for Tharn, the beast seems to be preoccupied with a stick, not really paying attention to its surroundings. He quickly moves away and decides it's time to leave the area.

*Hex #39 reached, 1 ration consumed. +2 XP.*

*Shadowstretch Exploration roll: 15 – Geyser. 3 HP lost.*

Clearly this area is a geothermic active zone, as Tharn is unfortunate enough to run into another Geiser, scalding his back. He's determined to leave this dangerous area as soon as possible, but he's tired and decides to try to set camp once again.

*Outdoor Survival (40): 98, failure.*

*Setting camp mishaps: 7, burned food. -1 Ration*

Distracted by the sound of nearby geysers, Tharn doesn't realize his meager rations have burned to a crisp. Exasperated, he takes a new portion before going to sleep.

The next morning he decides to attempt to find some useful herbs.

*Herb Lore (30): 30, success.*

*Doses found (D10): 10. Type: Blue Fluxroot*





He soon finds a patch of brightly colored Blue Fluxroot. Tharn is unsure of what these are good for, but he remembers seeing them sold at local markets, so he thinks he may get some jats for these.

Tharn decides it's time to move along.

*Hex #22 reached, 1 ration consumed. +2 XP.*

*Shadowstretch Exploration roll:8. Ruins*

*Random ruins name generated: The Lost Archives*

Having left the geyser fields behind, Tharn finds himself tired after a whole day spent walking. While searching for a good spot to spend the night, he notices a weird rock formation a few feet away. On a closer look, it becomes obvious that this is a man-made structure. A quick look reveals an entrance, now covered by growing vines. He knows these places can be dangerous, but he also knows that there's always a chance for profit. He could also use the place as a base of operations if he manages to clear it out.

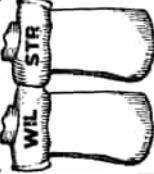
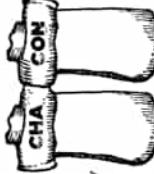
Tharn checks his gear, takes out his dagger and a torch, and steps into the darkness.

*End of scene.*

*No updates for: Story Arc ==> "What happened in High Brook?" and "Why is there a boat marooned in the mountains?"*

*Update twist modifier: Not really in control, so -1. Twist modifier is now -2.*



NAME		LEVEL		ARCHETYPES	
HEALTH	CORRUPTION	XP			
Max	Current	Max	Current		
 STR	 DEX	 CONSTITUTION			
 WIL	 INT	 CHA			
ACTIVE SKILLS			EQUIPMENT		
<input type="checkbox"/> Alchemy	<input type="checkbox"/> Parry (STR + DEX)		Item	GS	Item
<input type="checkbox"/> Animal Handling (CHA)	<input type="checkbox"/> Perception (20)				
<input type="checkbox"/> Command Skills (CHA)	<input type="checkbox"/> Persuasion (CHA)				
<input type="checkbox"/> Crafting (DEX)	<input type="checkbox"/> Pick Pockets (DEX)				
<input type="checkbox"/> Disguise (DEX)	<input type="checkbox"/> Ranged Weapons (DEX x 2)				
<input type="checkbox"/> Dodge (DEX x 2)	<input type="checkbox"/> Sailing (DEX)				
<input type="checkbox"/> First Aid (20)	<input type="checkbox"/> Sneaking (DEX x 2)				
<input type="checkbox"/> Forbidden Lore	<input type="checkbox"/> Throw (STR + DEX)				
<input type="checkbox"/> Herb Lore	<input type="checkbox"/> Tracking (INT)				
<input type="checkbox"/> Literacy (INT)	<input type="checkbox"/> Traditional Lore (20)				
<input type="checkbox"/> One-Handed Melee (STR + DEX)	<input type="checkbox"/> Two-Handed Melee (STR x 2)				
<input type="checkbox"/> Orientation (20)	<input type="checkbox"/> Unarmed (STR + DEX)				
<input type="checkbox"/> Outdoor Survival (INT + DEX)					
GEAR SLOTS			PROVISIONS		CURRENCY
Max	Free				
SPELLS					
Spell	CL	Spell	CL		
NOTES					
1. 10. 2. 11. 3. 12. 4. 13. 5. 14. 6. 15. 7. 16. 8. 17. 9. 18.					

SCENE

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**TWIST MODIFIER**

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**TWIST MODIFIER**

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#### **TWIST MODIFIER**

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**SCENE**

## **SCENE**

**SCENE NUMBER**

**TWIST MODIFIERS**

SCENE NUMBER

#### **TWIST MODIFIER**

## **CHARACTERS**



## **STORY ARCS**



**LOCATION:**

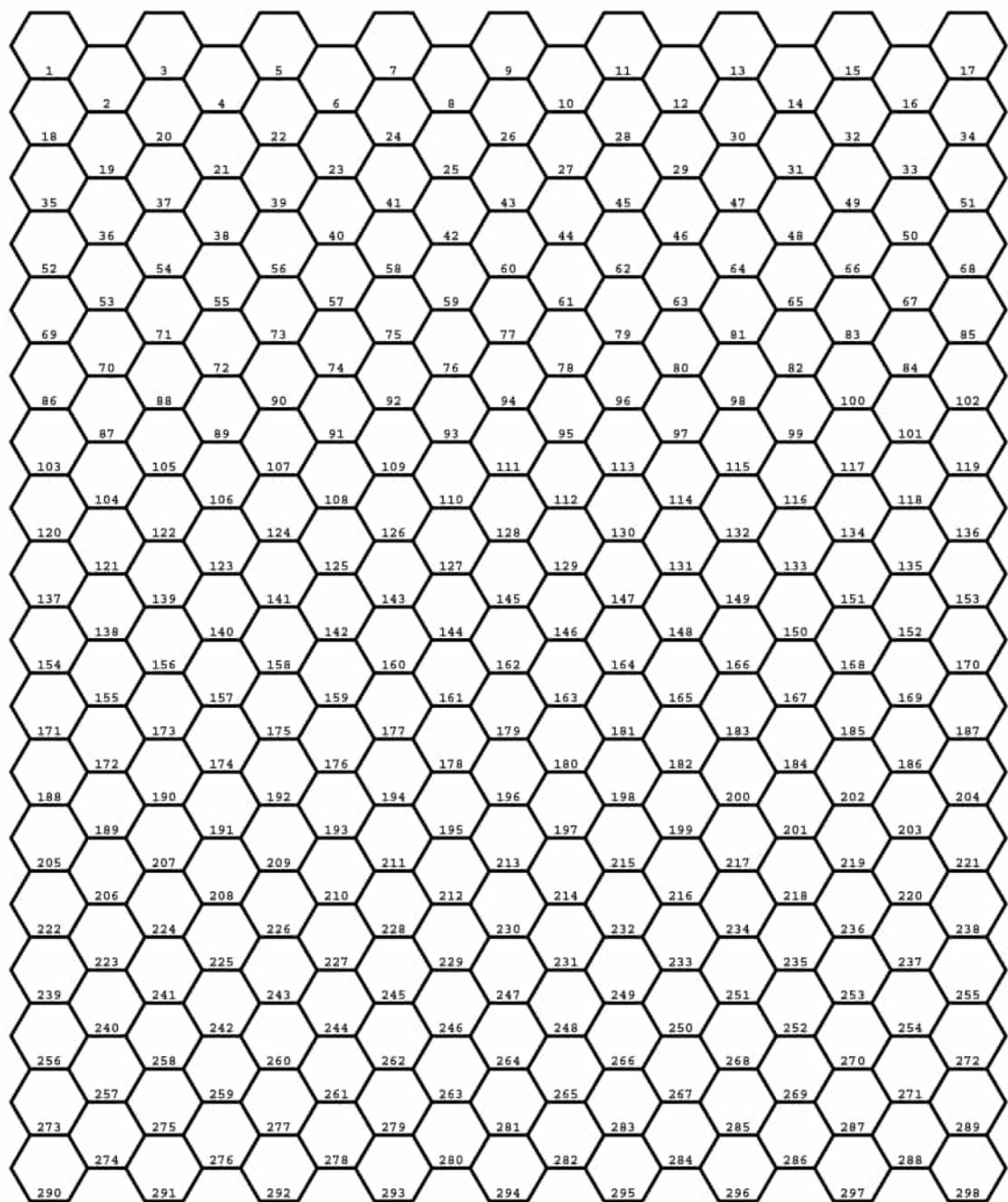
Notes

**NAME OF THE REGION:**

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**CAMPAGN:**

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**OVERWORLD HEX MAP**

**REGION:** \_\_\_\_\_

Hex#

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