



Issue I



# MARRON & DUNTER

The Official Disciples of Bone & Shadow Zine

And with a great tremor, the world came to a halt. Fire rained everywhere, and the earth was torn asunder beneath his feet.

But the man's head had suddenly begun to boil and bubble; small tendrils of steam licked out from the sides of his face and neck and nostrils. One of them reached out for the woman beside him, and he lunged blindly for her.

But the monster was already too far away to reach her. For a moment, the man stood frozen in the chaos, surrounded by bodies that lay writhing around him. His heart raced, his lungs filled with air.

"I'm a Ah'Thar," he said in a low voice, "and I will rule this land".

"Never!", she cried, already scrambling to her feet. She hurled herself away from him, and this time he was not quick enough to hold her back. He flung himself after her, his fist crashing into her chest. A jet of blood flew forth from her mouth, and her dead eyes went wide with surprise and terror. She fell back, falling into him.

The earth under their feet rumbled, and then exploded into a wave of deep and rumbling heat. The man's eyes bulged in horror, but he was not hurt.

Victory was his.

- The Chronicles of Aethrea

# MARROW & SPLINTERS

**The Official Disciples of Bone & Shadow Zine**

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# LIFEPATH CHARACTER GENERATION

*The following rules allow you to create a character (Player or Non-Player) from scratch by simply rolling in a few tables. The results are specifically tailored towards characters born in the Whiteteeth Peninsula, but can be easily extrapolated to any other region.*

## HOME REGION

The first step is to determine where in the Whiteteeth Peninsula you come from. 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



## PARENTS OCCUPATION

It is now time to learn a bit about who your parents were. This modifies your initial gear and wealth, as well as some other details. Keep in mind that all

characters start with 200 jats, 1xHealing Tincture, and 10xRations as a base, the results below will increase or reduce these amounts.

D10	OCCUPATION	EFFECTS
1	<b>Orphan.</b> You never met your parents, and you grew up alone, maybe surviving in Madari as a street urchin, or simply roaming the wilds trying to find your next meal	Dagger, -5 Rations, -150 jats, +1 WIL
2	<b>Drifters.</b> Your parents went from town to town, mostly begging and stealing but also doing the occasional odd job	-100 jats, Dagger, +10 Outdoor Survival
3	<b>Criminals.</b> Your parents were outlaws robbing travelers in the road, or maybe part of Madari's growing crime underworld	-50 jats, One-Handed weapon of your choice, +10xLock-picks
4	<b>Farmers.</b> Your parents were hard-working farmers, trying to tame the harsh, cold land of the Peninsula for a few scraps of food	-100 jats, Staff, +10 Animal Handling
5	<b>Tribesmen.</b> Your parents belonged to a tribe or clan, strongly bound by tradition and loyalty to their closed society	-100 jats, Spear, Camping gear
6	<b>Mercenaries.</b> Your parents lived by the sword, killing for the best bidder and moving on when the jats dried up	Weapon of your choice, Light armor
7	<b>Soldiers.</b> Your parents were part of an organized military structure; maybe part of the Madari militia, another town's defense-force, or simply serving a rich family of nobles or merchants	Weapon of your choice, Shield, +5 One-Handed Melee, +5 Two-Handed Melee
8	<b>Scholars.</b> Your parents lived a life of study and research. Maybe they were one of the few privileged individuals appointed in Madari as historians or researchers, or maybe they simply sought out forbidden knowledge on their own	Staff, 1xScroll with a random Primordial spell
9	<b>Merchants.</b> Whether traveling from town to town, or controlling their business from a central hub, your parents were part of the little trade that is at the heart of any civilized society	+400 jats
10	<b>Madarian Noble.</b> Maybe your parents were descendants of the original entourage that came to the region with Danag the Silent, or they came into power later; the fact is, your whole life you've only known the privilege of your position	+100 jats, Weapon of choice, Horse, +10xRations

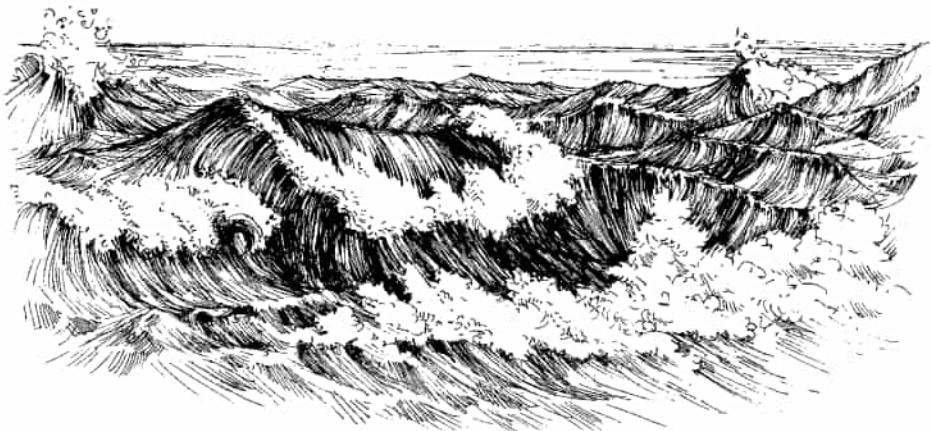
**STARTING ARCHETYPE**

The following table presents two different variations of the starting Archetypes found in *Disciples of Bone & Shadow*. Each Archetype has a number of associated skills, and occasionally other bonuses as well.

Keep in mind though that the skill values presented here do not take into account the base value some skills have (for example, Perception starts with a value of 20), nor the Attribute modifiers. You must add those yourself afterward.

D10	ARCHETYPE
1	<p><b>Acolyte.</b> You studied under the tutelage of a minor magician, who mostly beat you up for not doing your chores fast enough. You did learn some magic by observing him though, and a strong sense of self-preservation and resilience to outside influences.</p> <p><b>STR 10 / DEX 10 / CON 14 / INT 15 / WIL 16 / CHA 15</b> Max Corruption +1</p> <p><b>Starting spell:</b> Shadow Flames (1 daily use)</p> <p><b>Skills:</b> Alchemy 15, Crafting 10, Dodge 10, First Aid 10, Forbidden Lore 20, Herb Lore 20, Literacy 20, Sneaking 10, Unarmed 10</p>
2	<p><b>Acolyte.</b> One day, as a young and careless teenager, you came across some unexplored ruins. It was nothing more than a hidden, small chapel of some kind, but within it you found a book. The book spoke of terrible things lurking beyond the realms of men, but also taught you of power, a power beyond your young imagination.</p> <p><b>STR 12 / DEX 11 / CON 14 / INT 12 / WIL 16 / CHA 15</b> <b>Starting spells:</b> Shadow Flames (1 daily use), Enthrall (1 daily use)</p> <p><b>Skills:</b> Crafting 10, Disguise 10, Forbidden Lore 25, Literacy 20, One-Handed Melee 10, Orientation 10, Perception 20, Sneaking 10, Tracking 10</p>
3	<p><b>Brawler.</b> You were the leader of a small gang, used to pushing your way through problems with the help of some brawn and a wide smile.</p> <p><b>STR 16 / DEX 12 / CON 16 / INT 10 / WIL 12 / CHA 14</b> Start with a level 1 sellsword that will accompany you on your travels. They will demand regular payment, though!</p> <p><b>Skills:</b> Command Skill 25, First Aid 10, One-Handed Melee 20, Parry 20, Perception 20, Persuasion 10, Sneaking 10, Two-Handed Melee 10</p>
4	<p><b>Brawler.</b> As a kid you're bullied, which quickly taught you to deal with problems with a punch well placed. It has never won you lots of friends, but it sure has won you respect, and that's all a person needs.</p> <p><b>STR 16 / DEX 13 / CON 16 / INT 12 / WIL 13 / CHA 10</b> <b>Passive Skill:</b> Aggressive Stance</p> <p><b>Skills:</b> First Aid 20, One-Handed Melee 20, Orientation 15, Parry 20, Perception 20, Sneaking 15, Unarmed 15</p>

D10	ARCHETYPE
5	<p><b>Burglar.</b> You're always good with your hands, and you decided to use that talent to break into places and steal things. You've learned that the best approach to things is with carefulness and stealth.</p> <p><b>STR 12 / DEX 18 / CON 12 / INT 14 / WIL 12 / CHA 12</b>  Start with a set of 10xMaster lock-picks (+20 Lock-Picking skill)  <b>Skills:</b> Crafting 15, Lock-Picking 30, Disguise 20, One-Handed Melee 10, Perception 10, Pick Pockets 10, Sneaking 20, Tracking 10</p>
6	<p><b>Burglar.</b> You used to follow hunters around, learn their trapping spots, and then take their catch before they could, making a living by selling the pelts and eating the meat. You feel comfortable in the wilds and know how to survive alone.</p> <p><b>STR 12 / DEX 18 / CON 13 / INT 14 / WIL 11 / CHA 12</b>  <b>Skills:</b> Animal Handling 15, Crafting 10, Disarm Traps 20, Herb Lore 10, Orientation 20, Outdoor survival 20, Perception 10, Ranged Weapons 20, Sneaking 10, Tracking 10</p>
7	<p><b>Hunter.</b> The wild is your home, and you're an expert at surviving where others would quickly perish. You find yourself seeking solitude in unexplored places, and avoid civilization.</p> <p><b>STR 14 / DEX 16 / CON 12 / INT 13 / WIL 13 / CHA 12</b>  <b>Passive Skill:</b> Foraging  <b>Skills:</b> Animal Handling 10, Crafting 15, First Aid 20, Herb Lore 20, One-Handed Melee 20, Orientation 20, Outdoor survival 20, Perception 10, Tracking 10</p>





8

**Hunter.** You are one with your bow, and have been practicing since before you could walk. Nothing brings you more joy than feeling the string between your fingers, and the tension in your body before releasing the arrow.

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

**Passive Skill:** Marksmanship

**Skills:** Concussive Shot 10, Dodge 20, First Aid 10, Orientation 10, Perception 20, Ranged Weapons 35, Sneaking 10, Throw 10

9

**Vitalist.** You've seen the world struggling to survive, and you've chosen compassion. You do your best to ameliorate the pain in others through whatever means, even if the price is your own sanity.

**STR 12 / DEX 12 / CON 10 / INT 18 / WIL 18 / CHA 10**

**Spells:** Cauterize (2 daily uses), Shared Corruption (1 daily use)

**Skills:** Alchemy 10, Crafting 10, First Aid 25, Herb Lore 20, Literacy 10, Outdoor Survival 10, Parry 20, Persuasion 10, Traditional Lore 10

10

**Vitalist.** You know the world is a tough place to survive, and have decided to make it easy on yourself, by learning anything that will increase your chances of survival, be it magical or natural. You will endure.

**STR 10 / DEX 14 / CON 10 / INT 18 / WIL 18 / CHA 10**

**Spells:** Inner Flame of X'rn (1 daily use), Eye of the Storm (1 daily use)

**Skills:** Alchemy 10, First Aid 20, Herb Lore 10, Literacy 10, One-Handed Melee 20, Outdoor survival 10, Parry 10, Perception 10, Persuasion 10, Sneaking 15





## FORMATIVE EVENTS

Next, you must find out the situations and events that granted you most of your current skills and capabilities,

those past lives lived before your current one that made you who you are today.

D10	FORMATIVE EVENTS
1	<p>You worked as a thief somewhere (probably in Madari, the only place in the Whiteteeth Peninsula with anything worth robbing, although some of the other smaller settlements could be a possibility as well), and although you left that life behind, you still have contacts in that world that may prove useful. You also learned plenty of useful skills that have saved your life more than once.</p> <p><b>Skills:</b> Disguise 15, Dodge 10, One-Handed Melee 20, Parry 20, Perception 20, Pick-Pockets 20, Sneaking 20</p>
2	<p>You were sold into slavery, but managed to escape your captors after killing one of the guards. You then spent a long time hiding in the wilds, afraid that they would send men after you. They never came, but to this day, you still look over your shoulder. On the bright side, your time living in the wilderness alone has provided you with useful survival skills.</p> <p><b>Skills:</b> Crafting 15, Dodge 10, First Aid 10, Herb Lore 10, Orientation 15, Outdoor Survival 15, Ranged Weapons 10, Sneaking 20, Tracking 20</p>
3	<p>While doing some hunting, you came across a small, abandoned shrine. Within it, you found a scroll describing an ancient religion, one you've never heard of before. It spoke of the Monolith Builders, those who dared reach out to the gods and said "enough!". They were thus blessed and taken up to Aurbos, the moon. From there, they watch over humanity and plan how to free it from Uzrun's grasp. Finding the scroll made you understand that you've been chosen by these Builders, to spread their word and prepare humanity for their return. Will you hear their call?</p> <p>- Every dawa, you're assaulted by prophetic visions that guide you. Use the Action &amp; Theme tables to find the topic of each dawa's vision</p> <p><b>Skills:</b> Command Skills 20, Disguise 10, Forbidden Lore 10, Literacy 20, Perception 5, Persuasion 30, Traditional Lore 30</p>
4	<p>You fought in a terrible battle that left you with a profound hate for violence, despite the fact that you know your way around a sword. You've always avoided conflict, even though it seems to follow you everywhere you go. Will you continue to avoid committing acts of violence, even in the face of injustice, or will you make exceptions?</p> <p><b>Skills:</b> Dodge 20, First Aid 25, One-Handed Melee 20, Parry 20, Persuasion 20, Two-Handed Melee 20</p>

**D10****FORMATIVE EVENTS****5**

You were out on a short hunting trip by yourself when you came across a person, clearly left for dead. They had been beaten up, their face swollen and deformed, and they were bleeding from several wounds. You decided to take a chance and help them out, camping on the site and slowly nurturing them back to life. A few weeks later, they had miraculously recovered, but they somehow were unable to speak, most likely due to the trauma. They refuse to leave your side though, and will fight to their death for you. Still, you can't help to wonder: who are they, and are the people who left them for dead still out there?

- You start with a permanently free sellsword

**Skills:** Commanding Skills 20, Crafting 15, First Aid 20, Orientation 10, Outdoor Survival 10, Perception 10, Persuasion 10, Tracking 15, Two-Handed Melee 15

**6**

Your hunger for forbidden magic caused a terrible tragedy in your past, forcing you to leave your home. Maybe you injured someone accidentally with a spell, or you killed someone in order to get your hands on a grimoire; the fact is, you let your ambition get the best of you. Do you repent, or will you continue down this path?

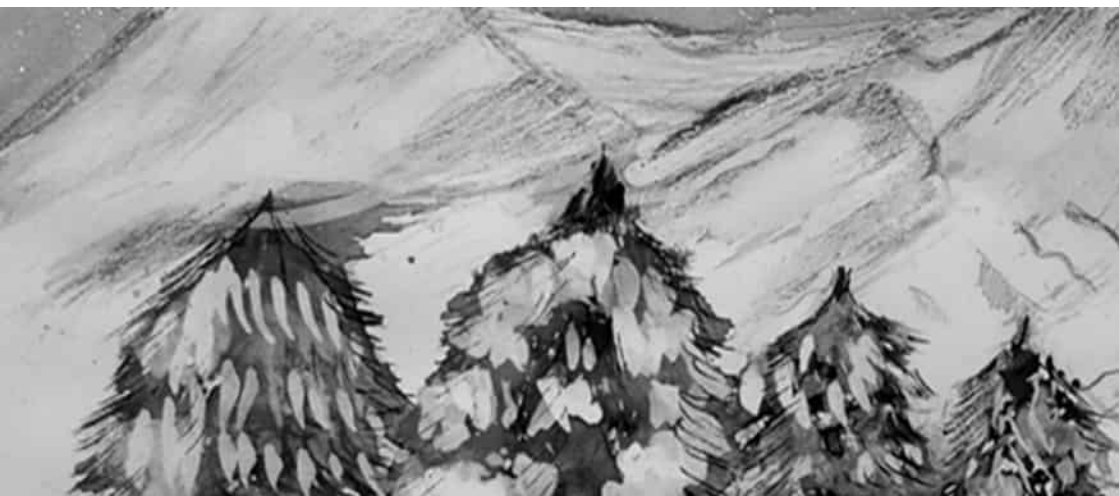
- You start with 2 random Primordial spells

**Skills:** Alchemy 15, Forbidden Lore 10, Herb Lore 10, Literacy 20, One-Handed Melee 10, Persuasion 20, Sneaking 20

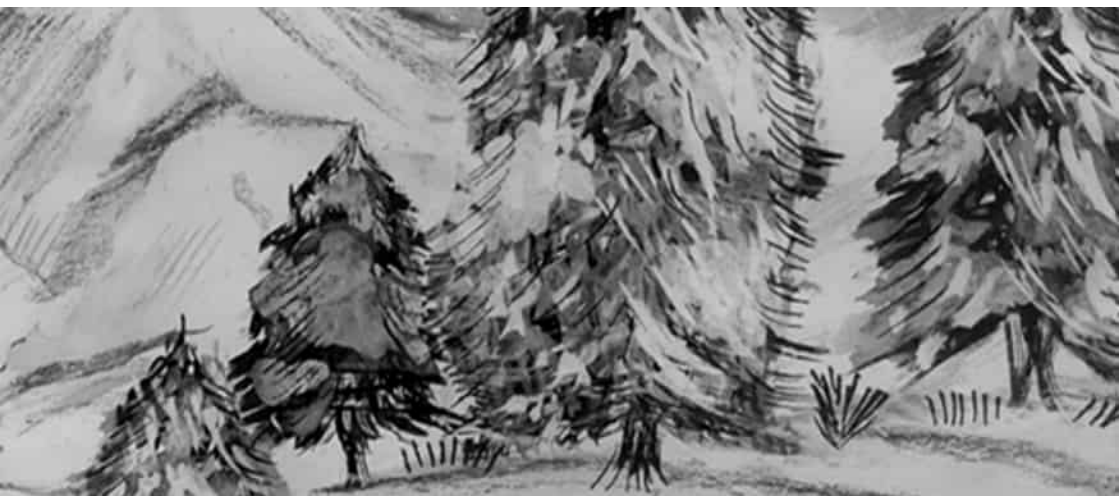
**7**

You were once a soldier, or perhaps a mercenary, but when confronted with the obligation of carrying out vile orders, you couldn't do it and ran away. You now live looking over your shoulder, convinced your old master or even comrades are after you. How much longer can you go on like this?

**Skills:** Command Skills 10, Dodge 10, First Aid 10, One-Handed Melee 25, Orientation 10, Parry 20, Ranged Weapons 20, Two-Handed Melee 20



8	<p>You worked on a farm, performing hard and menial tasks. You know how hard life can be, and how it can take everything away in a moment, even when you think it's giving you a break. You always longed for something else though, so one day you simply grabbed your old axe and left. You have some basic survival skills thanks to the harsh life as a farmer in the Whiteteeth Peninsula, and a whole lot of ambition and desire to carve a place for yourself in this harsh world.</p> <p>- Start with an axe and 5 extra Rations</p> <p><b>Skills:</b> Animal Handling 25, Crafting 20, First Aid 20, Herb Lore 20, One-Handed Melee 10, Outdoor Survival 20, Tracking 20, Traditional Lore 10</p>
9	<p>You worked at a fishing boat in the Sea of Glass. You know the real meaning of freezing to death, as you've seen it happen to many of your friends, staying outside for too long in the middle of a storm. You learned how cheap human life really is, and after a few brushes with death, quickly decided to leave that life behind you for a chance to find warmer lands up north. How far up would you go to avoid the dark, cold shadow that gripped your heart in those black waters? What new terrors will you face in your journey to a better (or at least warmer) life?</p> <p><b>Skills:</b> Crafting 10, Dodge 10, First Aid 20, Forbidden Lore 5, One-Handed Melee 10, Orientation 20, Outdoor Survival 10, Perception 20, Sailing 30, Throw 10, Tracking 10, Traditional Lore 10</p>
10	<p>After years of partnership, a trusted business companion turned on you, robbed you and left you for dead. You learned an important lesson the hard way, and spent the following years trying to rebuild your life. Will you try to find them in the name of vengeance, or will you move on, trying to start a new life? Can one simply move on from something like that, though?</p> <p><b>Skills:</b> Alchemy 5, Crafting 5, Disguise 5, First Aid 10, Herb Lore 20, Literacy 20, Perception 20, Persuasion 20, Unarmed 20</p>



## SIGNIFICANT EVENTS

Now that you know why your character has the skills they have, you should have a better idea of who they are. The next step is to determine other significant events that took place in their past that made them the way

they are, flaws and all. Keep in mind that Character Flaws grant 1 Enhancement Point per level, as described in the *Narrative Playbook* or *Disciples of Bone & Shadow - Conquered Sun Edition*.

D20	SIGNIFICANT EVENTS
1	<p><i>Your life-long pet died because of you.</i></p> <p><b>Character Flaw:</b> Absent-Minded I</p> <p>- You start with 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</p>
2	<p><i>You experienced a life-changing supernatural event.</i></p> <p><b>Character Flaw:</b> Absent-Minded II</p> <p>+1 Attribute point, to be assigned to any Attribute you want</p>
3	<p><i>You had a religious experience that has left you uninterested in the material world and its affairs.</i></p> <p><b>Character Flaw:</b> Absent-Minded III</p> <p>+20 skill points, to be assigned to two different skills of your choosing</p>
4	<p><i>Your lover abandoned you.</i></p> <p><b>Character Flaw:</b> Bad Tempered I</p> <p>- Start with an extra D6x100 jats</p>
5	<p><i>You were never promoted to the position you thought was rightfully yours.</i></p> <p><b>Character Flaw:</b> Bad Tempered II</p> <p>+1 Attribute point, to be assigned to any Attribute you want</p>
6	<p><i>You missed out the opportunity of your life.</i></p> <p><b>Character Flaw:</b> Bad Tempered III</p> <p>- Start with an extra D6x100 jats</p>
7	<p><i>You were captured and tortured, before you could escape.</i></p> <p><b>Character Flaw:</b> Coward I</p> <p>- You start with 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</p>

D20	SIGNIFICANT EVENTS
8	<p><i>You survived a terrible disease.</i></p> <p><b>Character Flaw:</b> Coward II - Start with an extra D6x100 jats</p>
9	<p><i>You caused the death of a relative.</i></p> <p><b>Character Flaw:</b> Coward III +20 skill points, to be assigned to two different skills of your choosing</p>
10	<p><i>You became an apprentice.</i></p> <p><b>Character Flaw:</b> Stubborn I +20 skill points, to be assigned to two different skills of your choosing</p>
11	<p><i>You had a strong sibling rivalry.</i></p> <p><b>Character Flaw:</b> Stubborn II - Start with an extra D6x100 jats</p>
12	<p><i>You were the only survivor of a massacre.</i></p> <p><b>Character Flaw:</b> Stubborn III +1 Attribute point, to be assigned to any Attribute you want</p>
13	<p><i>You ran away from home.</i></p> <p><b>Character Flaw:</b> Impulsive I +1 Attribute point, to be assigned to any Attribute you want</p>
14	<p><i>You committed a crime.</i></p> <p><b>Character Flaw:</b> Impulsive II +20 skill points, to be assigned to two different skills of your choosing</p>
15	<p><i>A loved one died due to your indecisiveness.</i></p> <p><b>Character Flaw:</b> Impulsive III - You start with 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</p>
16	<p><i>You served a powerful/wealthy patron.</i></p> <p><b>Character Flaw:</b> Lazy I - Start with an extra D6x100 jats</p>
17	<p><i>You developed an addiction.</i></p> <p><b>Character Flaw:</b> Lazy II - You start with 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</p>

D20	SIGNIFICANT EVENTS
18	<p><i>You were always protected and had an easy life.</i></p> <p><b>Character Flaw:</b> Lazy III +1 Attribute point, to be assigned to any Attribute you want</p>
19	<p><i>You were the last of ten siblings and nobody ever really listened to you or took you seriously.</i></p> <p><b>Character Flaws:</b> Stubborn I, Impulsive I - You start with 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</p>
20	<p><i>You saved a group of people from certain death.</i></p> <p>No Character Flaws +20 skill points, to be assigned to two different skills of your choosing</p>



**NAMES**

All names in the Whiteteeth Peninsula are unisex, and used indistinctively regardless of gender.

- Blackclay names are the traditional names of the peoples of Akkar Strand. They've barely changed at all in centuries.

- Suth names are used all across the Whiteteeth Peninsula (and outside of it), but are nowadays seen a bit archaic and out of fashion.

- Madarian names are those that became popular after the arrival of Danag the Silent and the creation of new Madari. It's mostly the style of name popular among his sycophants

and the entourage that came with him down from the northern lands.

- Shadowstrech names are mainly influenced by the pre-Suth culture, the Almaki. These have evolved over time, but the roots remain, giving them a distinct characteristic that differentiates them from any others.

- People from Everscar Highlands or Deathrot Marsh don't have a real local culture and therefore they may freely choose a name from another region or culture.

You may choose one of the following names, or simply select one randomly:

D20		BLACKCLAY NAMES		D20		BLACKCLAY NAMES	
1		Thre		11		Rus	
2		Wah		12		Thil	
3		Grunn		13		Ilk	
4		Hith		14		Aang	
5		Aut		15		Yearn	
6		Whanu		16		Ji	
7		Tinn		17		Bhev	
8		Harth		18		Dian	
9		Gew		19		Thakr	
10		Fhean		20		Olr	

D20		SUTH NAMES		D20		SUTH NAMES	
1		Thalanil		11		Ilphas	
2		Elidyr		12		Erathel	
3		Paeral		13		Tamnaeth	
4		Yesanith		14		Vaeril	
5		Aerdyl		15		Kaenath	
6		Eroan		16		Vulir	
7		Thaillan		17		Aenwen	
8		Ashryn		18		Kerion	
9		Elluen		19		Ardren	
10		Alaion		20		Meorise	



D20	MADARIAN NAMES	D20	MADARIAN NAMES
1	Zozys	11	Heulos
2	Thyaneina	12	Mulcine
3	Hema	13	Vemeas
4	Nenaios	14	Zutkys
5	Kuvoeis	15	Heidra
6	Thalae	16	Nespiale
7	Kunta	17	Deimo
8	Vadraimea	18	Xanthos
9	Raxea	19	Meiaros
10	Thythe	20	Thakterion

D20	SHADOWSTRETCH NAMES	D20	SHADOWSTRETCH NAMES
1	Nax'we	11	Zhansist
2	Tsumash	12	Adiyef
3	Zheine	13	Tsut'e
4	Shihbolet	14	Gwne
5	Negwresh	15	K'wne
6	Niyne	16	Dischehu
7	Nawir	17	Tighwen
8	Beresh	18	Sase
9	Yamdezh	19	Hem'ta
10	Psehide	20	Tameris

### FINISHING TOUCHES

Now that you have a clearer vision of who your character is, there may be some things that don't fit their story. They may be sons of merchants and have no Literacy skill, or you think that your character should be a better fighter, considering the events in their

life. For this reason, you may **redistribute up to 20 skill points.**

If you feel like you need to learn a bit more about who your character is, feel free to use the Advantages & Disadvantages tables from the *Narrative Playbook or Disciples of Bone & Shadow - Conquered Sun* edition.



# CORRUPTION & TAIN

The influence of the Primordial Ones is visible all across Uzrun. Their taint can be felt, smelled and suffered all over the land, as their reach is absolute. They tempt power-hungry mortals with the gift of magic, but most of them come to regret their choices, as they end up their days exiled from society and hunted like beasts. For the price of power is usually corruption, a corruption that not only eats away at the soul, but that manifests in terrible ways on a person's body, ravaging and shaping it to the will of the Sunken Powers. While most avoid the Taint and consider it at best a secondary effect in their quest to power, some individuals actively seek it as a way of devotion, to feel the touch of the Primordial Ones and allow their will to manifest on their flesh.

Each time a character earns a Corruption Point, there's a chance they'll gain a Taint. The way this is determined is by first calculating the

character's **Taint Threshold**, which is their current Corruption Points times ten. They must then roll a D100, and if the result is equal to or less than their Taint Threshold, they gain a new Taint and must roll on the Taints table to determine which one.

Unfortunately, cleansing one's Corruption does not clear the Taint away; the changes are permanent. It is said that there are ways to heal the flesh and return it to its original state, though.

*Example: Ruthas has just acquired a new CP, after getting too close to a Well of Taint. Her total CPs is 4, meaning she has a Taint Threshold of 40. She rolls a D100 to determine whether she gains a new Taint, and the result is a 34. With horror, she kneels in pain as a new finger sprouts out of her hand.*

## Reaction to the Taint in Uzrun

As a norm, most people in the Fractured Dominion and beyond tend to avoid the Primordial Ones and their agents, seeing them mostly as an unavoidable evil and a part of life. People with one or two minor Taints will be looked upon with distrust, fear and disgust, but most understand that running into the pernicious influence of the Primordial Ones is almost a given, so people rarely make a big problem out of it. Some communities though may truly despise any form of Taint and will immediately attempt to scare away or even kill anyone seen suffering from the effects of being "too curious for their own good and sticking their noses into Primordial corruption", as it is normally put.

Individuals with many signs of Taint, on the other hand, are seen both with awe and horror, and everyone will avoid both running into them and not treating them with respect, as they are seen as direct agents of the Primordial Ones. One or two Taints are an unfortunate accident, more are a conscious decision to look for trouble (and power).

## TYPES OF TAINT

When you earn a Taint, you must roll on the Taint Type table to determine which kind of Taint you gain.

D10	TAINT TYPE
1-7	Cosmetic
8-10	Power

D100	COSMETIC TAINTS
1-2	A foot turns into a hoof
3-4	A new finger sprouts from one of your hands
5-6	A new toe appears on one of your feet
7-8	Your tongue splits and becomes forked
9-10	Your face becomes covered in fur
11-12	Small horns sprout from your head
13-14	All your nails fall off and never grow back
15-16	Your eyes turn completely red
17-18	Your veins turn black, visibly crisscrossing all over your skin
19-20	Your blood becomes yellow
21-22	Two large fangs protrude from your mouth
23-24	All your hair falls off
25-26	Patches of scales grow across your body
27-28	You smell like rotten flesh
29-30	All your teeth fall off
31-32	A third eye appears on your forehead
33-34	Your skin turns blue
35-36	Your voice becomes squeaky and annoying
37-38	Your hair becomes animated, waving constantly
39-40	Large pustules appear on your skin when touched by snow
41-42	Your sweat becomes thick and mucous-like
43-44	You cry blood instead of normal tears
45-46	You grow a small tail
47-48	Your nails grow at an incredible rate of 1 inch/hour
49-50	Your legs become extremely thin
51-52	One of your arms grows 10 inches
53-54	A small, useless wing sprouts from your shoulder
55-56	Fungi sprout from your groin constantly
57-58	Miniscule tentacles cover your back
59-60	Snails come out of your mouth when you cough

<b>D100</b>	<b>COSMETIC TAINTS (CONT.)</b>
<b>61-62</b>	Your ankle bone grows, protruding out of the skin
<b>63-64</b>	A perfect hole appears on the palm of your hand
<b>65-66</b>	Your nostrils fuse into one
<b>67-68</b>	Your ears grow and become pointy
<b>69-70</b>	Smoke comes out of your mouth with each breath you take
<b>71-72</b>	One of your fingers becomes wooden
<b>73-74</b>	One of your eyes spins uncontrollably when you're nervous
<b>75-76</b>	You grow whiskers
<b>77-78</b>	A tentacle sprouts from your chin
<b>79-80</b>	Your skin becomes unbearably hot to the touch
<b>81-82</b>	One of your eyes doubles in size
<b>83-84</b>	Your nose falls off
<b>85-86</b>	Your skin becomes covered in yellow dots
<b>87-88</b>	You grow 10 inches
<b>89-90</b>	Sand constantly appears to trickle from your feet
<b>91-92</b>	A black goo drips from your ear
<b>93-94</b>	You shrink 10 inches
<b>95-96</b>	Your blood kills any plant it touches
<b>97-98</b>	Your pupils become golden
<b>99-100</b>	All your hair turns a bright green

- Each cosmetic Taint a PC has modifies their CHA by -1 when dealing with most folk in normal circumstances. On

the other side, it reduces the difficulty of any intimidation roll by one step (so if it's *Normal*, it would become *Easy*).



D20	POWER TAINTS
1	Your skull becomes thick, making you immune to Stunned
2	You may change the color of your skin, blending better with the environment. +20 Sneaking
3	Your blood becomes acidic, dealing 1 damage to your opponent each time you're wounded
4	You grow an extra heart, allowing you to have more stamina and resilience. +1 CON
5	Your skin hardens, becoming insect-like and granting you Armor (1)
6	Your nails grow and harden, becoming claw-like. You may use them in combat, dealing +2 damage when using the Unarmed Combat skill
7	Your muscles grow stronger and larger. +1 STR
8	Your stomach's acidity increases, allowing you to digest almost anything and making you immune to ingested poisons
9	You become nimble and flexible. +1 DEX
10	Your wounds close incredibly fast. You heal 1 HP/turn
11	Your reflexes become feline-like. You may re-roll any failed Dodge roll
12	A swarm of flies surrounds you, making it difficult for opponents to hit you. +10 to all your defensive skills
13	Your eyes become totally white, making you look blind. You are immune to Blinded and can see in the dark
14	You grow gills, allowing you to breathe underwater
15	You grow poisonous fangs, allowing you to Poison a target after a successful Unarmed Combat roll
16	You grow a thick fur that makes you immune to cold and Chilled
17	Flames or any kind of fire do not harm you. You're immune to Burning
18	You can shoot your nails once a day, dealing D20 damage to an opponent as a combat action. The nails grow back a day later
19	Once a day, when you're the target of a spell you may absorb it and cast it back
20	You never age



## WELLS OF TAINT

A Well of Taint (or *Footprint of the Primordial Ones*, as they're also known by those scholars with a tendency for the dramatic), is a place that has been exposed to a large amount of corruption, swallowing it and forever changing it. Plants grow twisted and often rot, only to sprout more with violence hours later, while the soil oozes a black gooeey substance that seems to cover every surface. The air is thick and the stench of rot is high unbearable as corpses of small animals litter the place, their twisted

bodies barely recognizable, unable to resist the corruption.

Any creature entering it immediately gains 1 CP per hour (although you may resist it as usual), which results in terrible abominations being seen within or around a Well of Taint.

While within a Well of Taint, all encounters will be with Corrupted Fauna. A roll of 9-10 on a D10 will result in encountering the Elite version.

### ❖ CORRUPTED FAUNA (COMMON)

*Common Foe. Abomination. No loot*

STR	DEX	CON	WIL	INT	CHA
14	14	14	12	6	0

**DEF:** TL5 / **OFF:** TL5 / **Damage:** D6+TL1

**HP:** 10+TL10 / **Awareness:** 25 / **Initiative:** 16

---

**Special:** Roll once on the Mark of Taint table

**Special:** Takes double damage from fire

### ❖ CORRUPTED FAUNA (ELITE)

*Elite Foe. Abomination. No loot*

STR	DEX	CON	WIL	INT	CHA
16	12	18	10	8	0

**DEF:** TL5 / **OFF:** TL10 / **Damage:** D4+1+TL1D4

**HP:** 20+TL10 / **Awareness:** 25 / **Initiative:** 12

---

**Special:** Roll three times on the Mark of Taint table

**Special:** Takes double damage from fire

---

*Sometimes twisted far beyond their original form, any sort of beast or creature foolish enough to remain in the proximity of a Well of Taint becomes an unwilling servant of corruption, sometimes helping the spread of Taint to new areas and new creatures, be it human or non-human. Crazy by the pain and suffering caused by their new condition, they attack anything that crosses their path.*

### FINDING A WELL OF TAINT

When you come across a Tainted creature you may choose to follow its tracks to find the source of the taint back to a Well. A successful Tracking test allows you to find the origin of the taint; the closest unexplored hex to your current location becomes thus a Well of Taint.

### EXPLORING A WELL OF TAINT

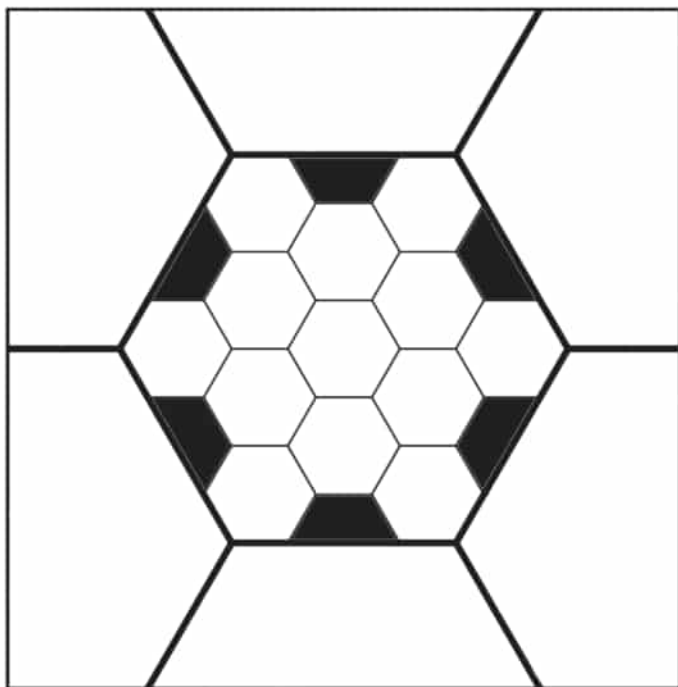
Once you find a Well of Taint you may choose to explore it, in an attempt to find something of use within it. This is a dangerous endeavor due to the corrupted creatures found within it, as well as the constant danger of becoming corrupted oneself.

As usual, the size of this hex is 20 miles across, making each of the individual interior hexes 5 miles.

When entering a Well of Taint, you must use the Well of Taint Exploration table to determine what you find. Keep in mind that if you don't come across it sooner, the Heart of the Well will be found in the last available empty hex.

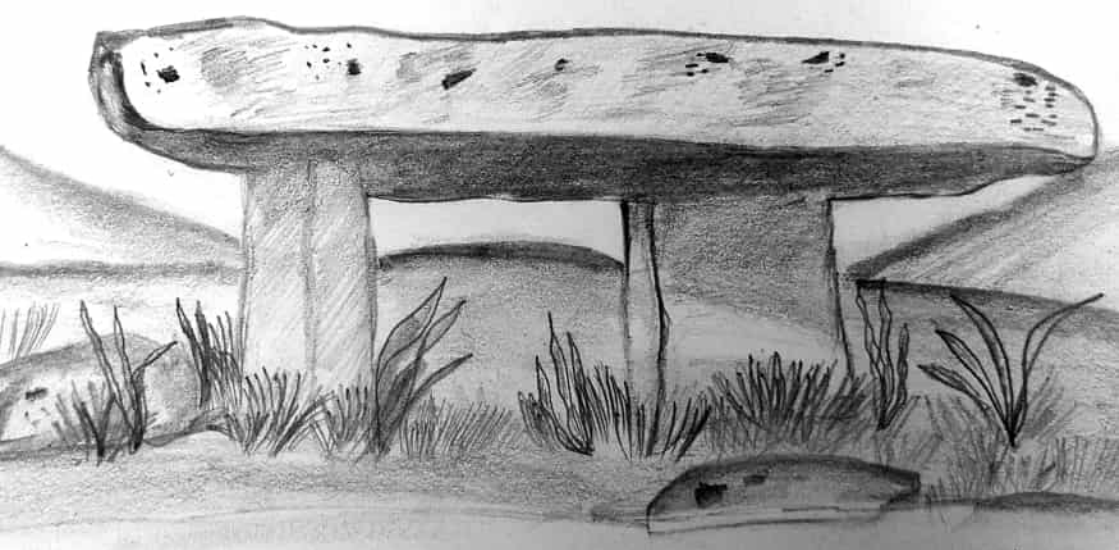


## Well of Taint Hex Exploration





<b>D20 WELL OF TAINT EXPLORATION</b>	
<b>1-5</b>	<b>Encounter.</b> You stumble upon some Corrupted Fauna. Defend yourself!
<b>6</b>	<b>Blocked.</b> This section seems to be completely cut off by twisted flora and strange rock formations
<b>7</b>	<b>Black Ooze.</b> As you move through the dense, twisted vegetation, a tree in front of you stands out, its bark a bright red. From the bark, a black substance is oozing constantly, pooling at the tree's base. If you touch the ooze, roll a D6: 1-2 it deals D10 damage; 3-4 it heals D10 damage, 5-6 your fingers turn black for a week
<b>8</b>	<b>In need.</b> A few steps ahead you can hear someone crying for help. As you cautiously approach the source of the screams you see a person that appears to have their legs fused with a tree and is desperately trying to pull themselves out. You're not entirely sure this is possible, but should you at least try to help them out?
<b>9</b>	<b>Acid rain.</b> Suddenly, you hear the sound of rain dripping and splashing around you; there's something wrong with this rain though; what it starts as normal water it seems to quickly turn into something that burns to the touch, and you can see it clearly making hole on the larger leaves. You hide as well as you can under a thick tree branch, but you suffer D6 damage before the rain disappears as quickly as it appeared
<b>10</b>	<b>Shiny.</b> A small bush, ordinary looking at first, draws your attention due to something glimmering between its leaves. You come nearer only to see, hanging from its branches, small berries similar to pearls. You take one and try to squish it, finding it impossible. If you decide to take them with you, you find 2D20 of them, worth 20 jats/shells each
<b>11</b>	<b>Ossuary.</b> A pile of bones of many shape and forms lies in front of you, all of them picked clean. Most of them seem old and brittle, but there are some fresh ones as well. Buried among the bones though you find something of value. Roll on the Loot table
<b>12</b>	<b>Strange holes.</b> You arrive at a clearing where several holes appear to have been dug, probably recently. All of them are about 3 feet deep, but they all seem to be empty. A Successful Perception test reveals some leftover roots in one of them; Even after pulling them out, these roots seem to have the tendency to curl themselves around things and hold into place, making them excellent to tie up things (or people). You may use them as a 5 feet rope that requires a STR (-5) test to break
<b>13</b>	<b>Fungi.</b> A patch of bright-colored fungi spread at the bottom of a ravine immediately draws your attention. Getting down there requires a rope and a successful DEX test. The fungi are strange, and Hard (-20) to identify using Herb Lore. A successful test allows you to identify the beneficial ones; you find 10 rations worth of food. A failure means you can't really be sure if they're edible; risking eating them without knowledge means you become Poisoned
<b>14</b>	<b>Polen.</b> As you make your way through a meadow of wiggling flowers, one of them suddenly bursts into a cloud of pollen, surrounding you completely. Failing a CON test means that you get an allergic reaction, causing rashes and making your eyes cry constantly. -10 to all tests for the next 20 hours



D20	WELL OF TAINT EXPLORATION
15	<b>Dolmen.</b> A strange rock formation, most likely man-made, stands before you. A large rock stands on top of two others, forming a kind of threshold. You see no markings on the stones of any type, so you cannot figure out its purpose. For some reason though, they're unnaturally warm to the touch
16	<b>Watched.</b> As you make your way through dense vegetation surrounded by trees tall enough to block all sunlight, the sudden sensation of someone watching you stops you on your tracks. Out of nowhere but in a slow crescendo, you hear a choir of ululating voices, slowly but steadily building up until reaching a deafening climax that throws you down to your knees. As sudden as it started though, the noise stops, leaving you alone in the deafening silence
17	<b>Creek.</b> The sound of flowing water draws you to it, and you soon find a narrow creek, surrounded by ferns and other lush vegetation. For a moment, you feel there's something wrong with the creek but you cannot figure it out. Seconds later, you see what the problem is: the water seems to be flowing up-stream, despite the terrain making it obvious it should not be possible. Drinking from this water makes anyone extremely thirsty, needing to drink more immediately. The only way to stop this is by drinking water from a different source
18	<b>Nuts.</b> A walnut tree stands in the middle of a clearing, ripe walnuts spilled all around it. A close examination though makes clear that these are no ordinary walnuts: their shell shimmers with a reddish, metallic light. Opening them proves difficult as well (STR -5) but once open they seem to be perfectly edible. Eating a single walnut increases a character's STR by 1 permanently, but this effect may only happen once
19	<b>Tracks.</b> You are clearly not the first person here, judging by the muddy tracks clearly visible ahead of you. Use the Human Encounter rules to determine who they are and their motivations, if you wish to pursue them
20	<b>The Heart of the Well.</b> You've found the source of the corruption. Read below to learn how to proceed

### THE HEART OF THE WELL

As you will soon see, one of the reasons why someone would want to reach the Heart of the Well is to find a precious item at its center, its *Seed of Dissolution*. The problem is, the Well will not give up its seed easily; you must face it in a Will Contest, similar to attempting to control an intelligent item. For this purpose, a Well's WIL is D10+10. To be considered the winner a PC must win by a margin of 50 or more. Winning this also grants 150 XP.

### GETTING RID OF THE TAINT

It is said that the only thing that can cleanse the Taint caused by the influence of the Primordial Ones is the power of death itself. At the Heart of every Well of Taint, paradoxically, one can find the key to its demise, the so-called *Seed of Dissolution*. Removing the Seed from its Heart produces a chain reaction that quickly ends in the disappearance of the Well of Taint, leaving a normal albeit somewhat desolate hex in its place.

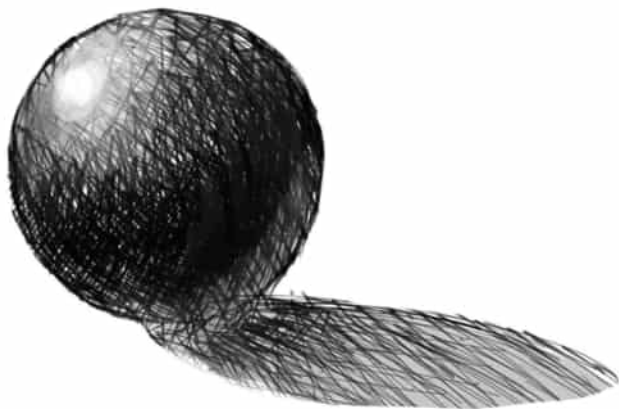
### SEED OF DISSOLUTION

#### Powers/Effects:

- Allows the user to remove 1 Taint

Sells for 4,000 jats/shells

*These Seeds are formed from the remains, both physical and spiritual, of all the creatures that have perished within the Well, concentrated into a fist-sized black sphere. It is said that a Seed may heal the effects of one Taint, completely, dissolving in the process in a heap of ashes.*



# 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.

# NEW ARCHETYPES

## HALLOWED

*"Purity through Taint"*

### Prerequisites

- 6 CP
- 2 Taints

### Benefits

- +2 Max Corruption
- **Sense Taint:** With a bit of concentration, a Hallowed is capable of sensing a source of Primordial Taint near them. Perform a WIL test, if you're successful you can determine if there's a powerful agent, place or item that serves the Primordial Ones in a radius of 100 feet.
- **Bridle the Changing:** Each time a Hallowed earns CP, they may choose to forego the resistance roll against gaining a new Taint, embracing the change. If they do so, they automatically gain 2 Cosmetic Taints and 1 Power Taint.

*Special:* If a Hallowed ever reaches their max CP, they dissolve into a mass of tentacles, blood and black goo that swallows the surroundings in a 200 feet radius. This spot becomes a focus of taint known as a Well of Taint.

*A Hallowed is one that has been blessed by the Primordial Ones (according to themselves) and in their infinite wisdom, granted the power to improve their weak mortal flesh. While repudiated by almost everyone, few really dare to interfere with a Hallowed because it is said that the Sunken Powers have a constant eye on them, and who would want Their stare upon them, even by accident?*

*Hallowed embrace change in all its forms and manifestation, and it is not uncommon to see them preaching the blessings of the Primordial Ones, totally naked and exposing the many Gifts they have been granted.*

## VINDICATOR

*"Forever bathe in purifying flames!"*

### Prerequisites

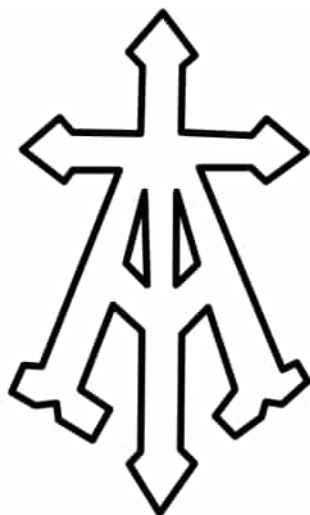
- To become a Vindicator a PC must have had a minimum of one Taint cleansed
- They must receive the Absolver's Mark from an Absolver

### Benefits

- New Passive Skill: **Resist Taint.** A vindicator may re-roll a failed check when determining whether they gain a new Taint.
- +D6 damage when fighting a Tainted opponent
- +20 Tracking when tracking any form of Taint

*Vindicators belong to the Order of Absolution, a group of individuals that fight against the corruption of the Primordial Ones. This often puts them in the same side as the Children of Rebellion or even Death Mages, all groups that (for different reasons) risk facing the ire of the Primordial Ones and their servants. While Absolvers go from town to town cleansing the corruption, Vindicators have a more “hands-on” approach, directly fighting against any Tainted person or creature serving the Primordial Ones. Hailed as heroes by a small minority, Vindicators are generally persecuted and risk their lives exposing their true goals.*

*Vindicators know the dangers of the Taint because they have experienced it themselves in their own flesh. They can be easily identified by the Absolver’s Mark, a sigil burnt in their flesh when they swear to fight the Taint.*



## KORAHOST

*“Never alone”*

### THE KORA

The Kora are a rare species found across all of the Twilight. Their numbers have always been low though, and the mere sight of them is considered both a curse and a miracle. Little is known about their origin, and nobody has really cared to do much study on their existence. For the pragmatic minds of the people of the Twilight, there is no use in doing so; all that matters is how to take advantage of them and their particular powers. For the Kora are a special breed of creatures; one that lives most of their lives in a symbiotic relationship with other creatures. Tales of horrific bears, wolves or even cattle attacking and devouring people, beasts that were faster and stronger than they should naturally be, generally have a Kora behind them.

Sometimes though, it is not a mere beast that is taken as a Kora’s host. There have been tales of humans hosting a Kora for a long time, and the stories of their feats and power in

combat are legendary. The most famous of them is, without a doubt, Jameel Korahost, a Wilder woman from the Quiet Wastes that led the revolt against Vidhri the Strangler. It is said that she somehow managed to endure the relentless magical attacks Vidhri threw at her, her flesh peeling away while at the same time growing back. She killed Vidhri with her own hands before collapsing due to the extreme wounds she had received. Since then, a few desperate (or power-hungry) enough individuals have searched for the secret to becoming a korahost. Many of them die during their bizarre quest, but those who manage surely live lives of violence and power.

### BECOMING A KORAHOST

The first step in becoming a Korahost is finding a Kora. The easiest way to do so is to visit a remote settlement and hunt for rumours of attacks and corpses appearing with their brains eaten out.

D10	STRANGE DEATHS & ATTACKS RUMOURS
1	The weird hermit that lives outside of town swears he's seen a sabers shadow sitting with its mouth open, waiting for a sleek, hairless creature to climb inside of it.
2	A strange man came through town three days ago; he got into a fight with another man and somehow managed to survive getting stabbed with a large pike, through and through. He ignored the wound, to the surprise of everyone, and proceeded to smash the other man's head. He left in a hurry afterwards.
3	A farmer's daughter has disappeared, but there's little hope on finding her alive because one of her hands was found a day ago.
4	A traveling merchant swears their guard was attacked by a horse, their head cleanly bitten off their shoulders.
5	A whole family has appeared dead. The strange thing is, they were all sitting at the dinner table, and their corpses look like they died a hundred years ago.
6	All of the village's cattle have been killed in one night, their bodies split in half. Nobody heard a thing.
7	Several dead people have appeared, one each night for the past two weeks. The strange thing is, they have a weird script all over their bodies.
8	A hunter that never returned home has been found dead, its head cracked like an egg and the brain missing.
9	A man claims to have been attacked by some sort of parasite that turned him into one of the walking dead. He says he doesn't know what has happened or where he has been for the past two months, and that he simply woke up in the camp belonging to a man who claimed to have healed him.
10	A mysterious woman passed through town a day ago; she had her face completely covered and spoke with a strange accent. She visited the local leathercrafter, and disappeared. The leathercrafter's body has been found, both ears missing.

Once you find the host, your only option is to force the Kora out of it. This is not easy, as it requires you to find the rare Ashenberry bush, which grows in the vicinity of volcanoes and areas with geothermal activity. Finding one and harvesting the berries requires a successful Herb Lore test; each successful roll allows you to find a single dose. Once you've collected the ashenberries, you must pass an Alchemy test to process them into a venom that can be applied to your weapons. Ideally, you'll apply it to an

arrow and shoot at the host from a distance, tracking it until the Kora is ejected from its body.

Once the Kora is forced out of its current host, a process that leaves both the host and the Kora drained of strength and incapable of much, you must immobilize the Kora and lock it away with you in a secure space. Confined and weakened with only you as a possible host, the Kora will be forced to take you as its new host. This process takes about three days, and the experience is never pleasant; the





Kora forces its way down the host's throat, pushing away the organs and creating a new cavity for itself. It is unknown how the host can endure this without dying, but the fact is, the new cavity becomes permanent and the internal organs adapt to their new placement.

### **BENEFITS**

There is a reason why a person will voluntarily become a host to such a terrifying creature: the Kora reinvigorates its host's body, giving it superhuman capabilities.

- ▶ A Korahost regenerates 1 HP per turn (10 seconds). This regeneration only occurs while the Kora is within its host.

- ▶ +1 CON, +1 STR, +1 DEX

- ▶ A korahost may re-roll any failed CON tests when determining whether they suffer the effects of a poison or not.

- ▶ Once a day, a Korahost may call its Kora forth, ejecting it from their

body. The Kora can then serve as the host's eyes and ears since their perception is shared, or even fight alongside its host. The host may not remain separated from the Kora for longer than an hour, or the host will immediately start to deteriorate, suffering 5 damage per minute until the Kora's return or they die, their bodies unable to survive without the chemicals produced by the kora's body.

### **DISADVANTAGES**

The power a Kora offers comes at a price. There is an undeniable loss of humanity when one becomes a Korahost, and some of the beast's characteristics seep into its host's personality. Korahosts are known to be prone to violence, often attacking with little provocation, and generally leaving a bloody mess behind. They become less trusting of others and generally prefer to travel alone. The biggest disadvantage though is the fact

that a Kora must feed at least once a week on a human brain. It is not known why this is such (although some scholars suggest that the Kora feed on its victim's dreams and ideas), but only a human's brain will do. The

brain must be fresh, no longer than a few hours since death.

Becoming a Kora somehow leaves its host more open to the corruption of the Primordial Ones, **reducing their Max Corruption by 5.**

## ❖ KORA

*Elite Foe. Beast. No loot*

STR	DEX	CON	WIL	INT	CHA
16	16	12	12	12	0

**DEF: 0 / OFF: TL10 / Damage: D8+TL1**

**HP: 20+TL20 / Awareness: 15 / Initiative: 18**

**Special:** Armor Penetration (1)

**Special:** The Kora regenerates 2 HP/turn

**Skills (only use these when a Korahost forces its Kora out for combat or other purposes):** Dodge 60 (*used for both ranged and melee combat*), Sneaking 80, Tracking 50, Unarmed 70

## VINNUAN CULTIST

*"Our weapons shall arm the Countless Legions"*

There are many terrible weapons of renown in the Twilight, from the terrible *Rune Blade of Infinite Trials*, to the *Lightbane* battleaxe. From all these tools of death, the most infamous ones are the ones created by Vinnu the Forger. Vinnu the Forger was a Tyrant that suddenly left her domain and retreated to a mountain peak for reasons unknown, where she remains centuries after, forging powerful magical artifacts, only to destroy them the minute she is done, in a maddening endless cycle of creation and destruction. Over the centuries though, a cult slowly grew around her, tending to her needs but also observing and learning. This cult came to be known as the Vinnuan Cult.

Nowadays the Vinnuan Cult is a well established institution, one that supplies powerful artifacts to the few chosen individuals sent there by Tyrants or their agents, to be rewarded in their efforts to spread the will of the Primordial Ones. Their only limitation though is that they restrict themselves to the creation of weapons, since that's all they've seen Vinnu do. Some heretics among their ranks, individuals that have escaped the Cult, claim they would know how to apply the process to different items, but that would go against the will of Vinnu.

### BECOMING A VINNUAN CULTIST

A character that wants to join the cult must be level five or higher, and deliver



**VINNU, THE FORGER**

an initial tribute of nine iron weapons (since nine is Vinnu's sacred number). Finding a Vinnuan Cultist that will accept the PC's offering in the name of the cult is relatively easy, since they have delegations in most of the largest settlements across the Twilight. Once accepted as an initiate, the PC is sent to recover one of Vinnu's lost artifacts to the Obsidian Vault, a nearby ruin. After they do so, they are granted the **Adept of Vinnu** title and taught the first ritual: Essence Transfer.

### ESSENCE TRANSFER

By ritually killing a human victim and sacrificing 100 XP, the Vinnuan Cultist awakens a living weapon. The weapon must be made of metal. This weapon will have a WIL equal to its forger's, and may be assigned a purpose; this must be something concrete and relatively simple (no "*conquering the Fractured Dominion*" goals). Once awoken, the Cultist may choose one power for the weapon, from the following options:

- **Vampiric:** Each 10 HP lost by an opponent heal 2 HP to the weapon's wielder.
- **Armor Piercing:** The weapon ignores 1 Armor point. This power may be made greater with time; for each subsequent 100 XP the Cultist spends on improving this weapon, the Armor Piercing power is increased by 1, up to a maximum of 5.
- **Bane:** Choose a creature type (Undead, Abomination, Humanoid, etc.). Whenever the wielder of this weapon faces a creature belonging to the chosen type, they fight with a +20.
- **Savage:** When this weapon deals damage, roll it twice and pick the highest result.
- **Flaming:** This weapon applies the Burning condition to any opponent damaged by it.
- **Frozen:** This weapon applies the Freezing and Chilled conditions to any opponent damaged by it.
- **Shielding:** This weapon absorbs 1 point of incoming damage per attack received. This power may be made greater with time; for each subsequent 100 XP the Cultist spends on improving this weapon, the Shielding power is increased by 1, up to a maximum of 5.
- **Toxic:** This weapon applies a poison that deals 1 HP of damage per turn to any opponent wounded by it, until they pass a CON test. This power may be made greater with time; for each subsequent 100 XP the Cultist spends on improving this weapon, the Toxic power is increased by 1, up to a maximum of 5.
- **Adrenal:** This weapon grants its wielder +20 to all defensive rolls.
- **Dreadful:** This weapon causes opponents to always fail their Morale Tests.

## SHADOW FORGER

To reach the next initiatory level and become a **Shadow Forger**, a character must hold at once 9 Corruption Points, putting them on the brink of annihilation. Once in that state, they're taught the second ritual: The Old One's Touch.

## THE OLD ONE'S TOUCH

To further improve a living weapon, a Vinnuan Cultist must bade it in the blood of an abomination; this simply

means they must kill an Elite Foe that is of the Abomination type. Once this is done, each Corruption Point accrued by the weapon's wielder from that point on will further empower it. Note that CPs are not spent this way, the PC still keeps them as usual. When the PC earns a CP, they must decide to "use" it right away, or accrue it to spend it on greater powers. These powers are not mutually exclusive though; a weapon may have all of them at the same time.

- **Glow (1 CP):** The weapon glows in the dark, counting as a source of light.

- **Corrupted Link (2 CP):** A chain made of pure darkness links the weapon to its wielder, who can summon it on command from a distance of up to 50 feet.

- **Intelligence (2 CP):** The weapon's sharp mind allows the wielder to automatically use any magic item they find, without requiring a successful INT test, as described in the *Using Magic Items* rules.

- **Shared Will (3 CP):** The weapon's own essence stacks against anything that threatens the wielder's mind. The weapon's wielder may re-roll any failed WIL tests.

- **Arcane (4 CP):** Randomly choose a Primordial spell; the weapon may automatically cast it once a day.

- **Barbed (5 CP):** Terrible barbs sprout from the weapon, making it even deadlier. +2 damage.

- **Fragmented Corruption (5 CP):** The wielder's Max Corruption is increased by 2, as long as the weapon remains in their possession.

- **Healing (5 CP):** A dark surge of energy travels from the weapon to its wielder, healing them. Once a day, heal 15 HP.

- **Swift (8 CP):** The weapon almost seems to act of its own volition, granting the wielder 1 extra attack per turn.



## THE OBSIDIAN VAULT

As we have mentioned before, all new Vinnuan Cultist aspirants are sent to different ancient ruins to recover weapons originally crafted by Vinnu. One of such places is **The Obsidian Vault**. The Obsidian Vault may be placed on any hex that is at least three hexes away from a settlement. Once there, the PCs will need to find the entrance by passing a Perception test; if failed they can retry each hour. Cleverly hidden behind a rock formation, the large door slides open with ease, the smell of mold and dank air rushing out of the dark hole in the stone. A set of stairs head down into the darkness.

### 1. ENTRANCE

As you descend the last step, you find yourself in an ample room. Its black walls seem to almost absorb all the light from your torch; the whole thing appears to be carved from a single block of obsidian stone. These details remain in the back of your head though, as your eyes are immediately drawn to an impressive life-sized statue of Vinnu herself. Carved in white marble, it presents a stark contrast to the rest of the room. Its uncanny life-like features are delicate, despite Vinnu herself being somewhat rough.

- **The statue is an Artifice** that causes all those who look at it to become obsessed with finding or creating (if within their skill set) the most perfect items. For example, given the choice between an average gold ring and an incredibly crafted wooden one, the characters will choose the better crafted wooden one. This effect can be avoided by successfully passing a WIL test, and it lasts a whole day. Use the following craftsmanship table to determine an item's quality if necessary.

D10	QUALITY OF CRAFTSMANSHIP
1-2	Poor craftsmanship
3-7	Average craftsmanship
8-9	Superior craftsmanship
10	Legendary craftsmanship

### 2. STORAGE ROOM

This room contains the rotten remains of wooden boxes and barrels. Some valuable items still remain though; roll twice on the Common Finds table (*Disciples of Bone & Shadow - CS Edition* page 116). The room is also home to some Tundra Rats (*Disciples of Bone & Shadow - CS Edition* page 136).

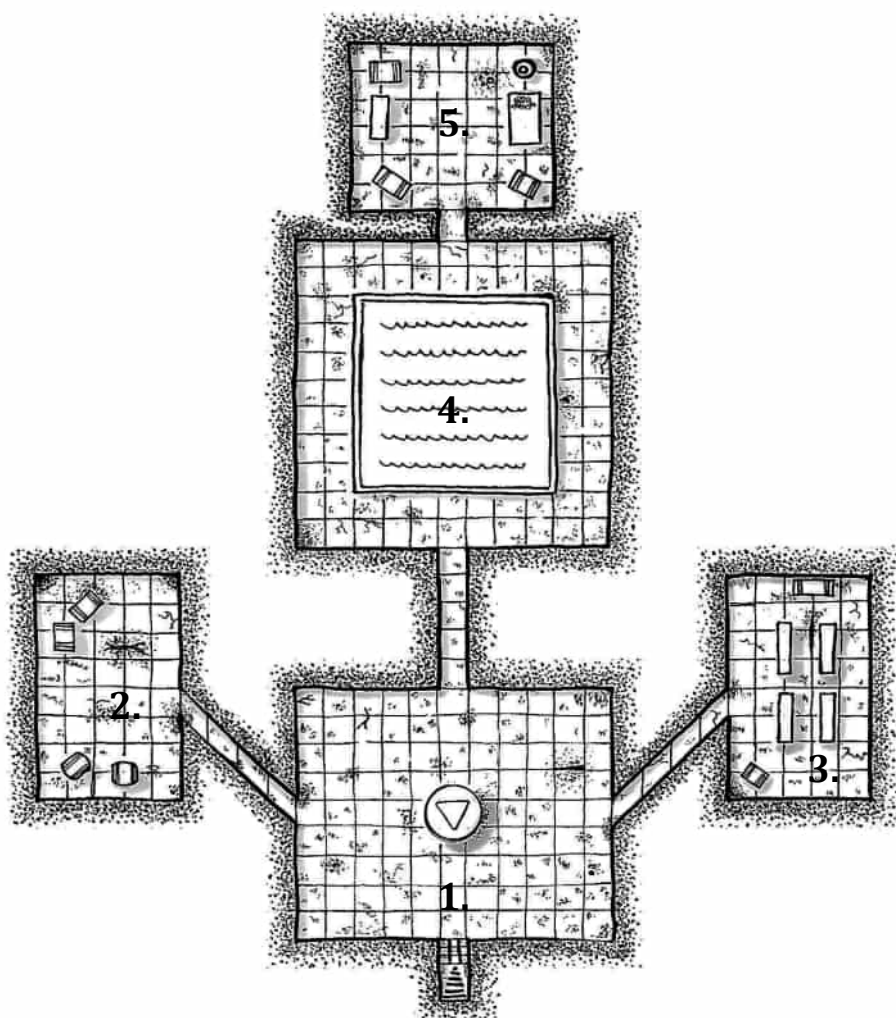
### 3. THE LIBRARY

Once, luxurious, huge rugs covered the floors and walls of this room; now, there's barely anything left of their intricate designs. Many shelves and chests cover the room's surface, leaving little room for anything else. The shelves and chests are full of scrolls, most of them on the subject of crafting. A successful Literacy test reveals some useful information; if a character were to spend 10 hours rummaging around the piles of half-rotten scrolls they may increase their Crafting skill by 5 and their Alchemy skill by 2.

### 4. THE POOL

Although the walls of this fairly large room are covered in menacing skull-pattern mosaics done in beautiful red stone, the thing that really stands out is the large pool at the center of it. About 65 feet long and 40 wide, its black, icy waters seem undisturbed. That is, until you approach either of the two pathways to its sides...

The water within the pool starts to slosh violently from side to side, and



you can not only hear but feel a vibration coming from down below. With a sudden halt, the rumbling and creaking noise stops, as does the sloshing water. And then, with a sudden burst of watery rage, something quickly emerges from the pool, attacking the characters with a virulent but passionless fury.

Once defeated, the way forward is clear. A single wooden door, somehow

still intact, is all that separates you from what you seek.

### 5. THE VAULT

As the rest of this place, this relatively unimpressive room is entirely made of black obsidian. A few torches line the walls, allowing the room to be completely illuminated if one desires so. Once precious carpets and tapestries are piled against a wall, now



## ❖ THE OBSIDIAN GUARDIAN

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*Elite foe. Automaton. No loot.*

STR	DEX	CON	WIL	INT	CHA
12	22	20	14	10	0

**DEF:** TL10 / **OFF:** TL5 / **Damage:** D6+TL1

**HP:** 15+TL15 / **Awareness:** 20 / **Initiative:** 10

**Number:** 1

---

**Special:** Armor (2)

**Special:** Attacks its opponent twice each turn. Will change targets, depending on who damaged it last

**Special:** Will never flee under any circumstances

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*This sleek-looking creation seems to have more in common with a living being than a magical automaton. Fast and deadly, with a body eerily similar to that of a Kora, it attacks relentlessly and without remorse.*

mostly rotten and consumed by mold. A few other items of value still remain though, half-hidden below the rubble; roll three times on the Common Finds

table and once on the Rare Finds table.

Resting among some of the other valuables in this room is the artifact you came for: the Ashwood Warglaive.



## THE ASHWOOD WARGLAIVE

### Powers/Effects:

- WIL 12 INT 4
- Weight: 3 GS
- 2D8 + 2 damage
- +20 Dodge
- +40 to Persuasion tests when negotiating or haggling for goods or something of value

**Purpose:** To accumulate wealth, by any means necessary.

Sells for 5,000 jats

*This extremely well-crafted warglaive is entirely done in ashwood, a single piece of wood that has somehow been treated so that it would become hard as steel and sharp as sabersshadow's fang. A delicate gold filigree covers its surface, adding a luxurious detail to an already impressive piece of art.*



# THE AUSPICIUM

*The following tables have all been devised by the Disciples of Bone & Shadow Discord community. Thanks to everyone who shared an entry!*

D10	COMMON (AND NOT SO COMMON) ILLNESSES OF THE TWILIGHT
1	<b>Crypt Mange</b> - often common in nomads or anyone who ventures into ruins; small parasitic mites infest the hair, causing itching, hair loss, and open sores
2	<b>Tomb Tussis</b> - a combination of fungal and bacterial infection of the lungs from exposure to the fetid air in tombs. Minor cases cause a rough hacking cough. Severe cases can present pneumonia-like symptoms and lead to death from mucous build up
3	<b>Bone Fever</b> - a highly contagious infection that attacks the very marrow of the victim. Symptoms include a quickly spreading burning sensation deep in one's skeleton and a darkening of the flesh where bone lies near the skin's surface
4	<b>Burnblood</b> - Eating a burnshroom is a spicy and flavorful experience; however, the fungus will spread microscopic spore pods into the bloodstream from the stomach. These pods are flammable when exposed to oxygen (it causes the pods to burst, spreading the spores). Usually, this means that when the carrier is wounded, they bleed fire. It also means that carrier corpses tend to be ticking time-bombs that endanger scavengers (both animal and human)
5	<b>Sand skin</b> - a disease caused when a Sand Worm, a creature as small as a grain of sand, lays its eggs in one's skin. When the eggs hatch the larvae start eating the host's skin, a very painful process for the unfortunate victim. Once they are grown enough they fall off like sand in the wind, if they land on the same host they'll continue to reproduce until the body is no longer nutritious. This condition can be easily taken care of if the host poisons themselves with a special herb, a risky procedure since the poison may be lethal. Most people choose to remove the skin in the affected areas
6	<b>Rage of the Fallen</b> - A mysterious illness of unknown origin that violently kills the victim within hours, only to be reanimated shortly after to attack anything in sight, thus spreading the disease
7	<b>Traitor's Rash</b> - exposure to large amounts of pollen from the heartsbane flower causes diamond-shaped rashes to develop on the victim's skin. Those afflicted, whether man or beast, start to regard all around them (even trusted allies or beloved family members) as enemies scheming against them. Though the effects only last from a few days to a week, that is often long enough for either the victim or their companions to have killed one another from the resulting paranoia. For this reason, some tyrants are known to plant fields of the heartsbane flower around their lairs as an extra layer of protection

D10 COMMON (AND NOT SO COMMON) ILLNESSES OF THE TWILIGHT	
8	<b>Hagfoot</b> - Exposure to the foul energies of magic causes changes, even for those who are able to resist its corrupting influence. If a caster is able to resist the corruption, their blood becomes infected, making circulation less efficient. This leads to numbness in the limbs, or (after years of casting) a strange swelling and stiffening of the limbs. The feet are usually the first affected, swelling into a strange stumpy shape before hardening and losing all feeling. There are rare cases of elderly, non-corrupted casters who barely retain the use of one hand, with most of the rest of their body misshapen and of a bark-like texture
9	<b>Black bone seeker</b> - A mental illness that makes those afflicted by it to compulsively inject any black pigments into their bones by any means necessary, in an effort to change their color to black in order to reach 'purity'. Rumor says that this isn't an illness but some kind of sect
10	<b>Void belly</b> - an unfortunate condition one gets from exposure to contaminated food by void fly's eggs. The void worms hatch when exposed to the warm wet environment of the stomach and grow at a rapid rate. They feed on anything the infected eats before it can be digested. The infected are usually painfully gaunt but with a large belly, some of which visibly writhe with worms. Corpses infected are extremely contagious after death



D10 RANDOM NPCs YOU MAY FIND WHILE TRAVELING	
1	A recruiter for the Congregation of the Four Gods
2	A spy for the Tyrant in the region
3	A madman (or woman) following whispers they hear on the wind
4	A disfigured woman that swears that she just got back from the Land of the Conquered Sun
5	A man missing both legs, claiming he lost a bet with Thurnay the Jester
6	A blind seer and his train of disciples who have taken a vow of silence to better contemplate his holy words
7	A penitent nomad who mutters constantly about the sins for which they must atone
8	The traumatized survivor of some beast's attack, their skin a horrific quilt of scars
9	An old hermit convinced he can befriend wild beasts
10	A woman with a baby. She silently nods while the baby pronounces omens

D10	INTERESTING OR FORGOTTEN PLACES YOU FIND WANDERING
1	Sand Geyser - Identifiable by the characteristic lines of glass that crunch underfoot, like a hundred discarded pipettes. Get your distance when you hear what sounds at first like shifting sand, but is actually hissing, escaping from deep underground pockets of super-heated air, preparing to burst forth in a pillar of super-heated sand which quickly cools and falls to the earth in invisible spears of glass
2	The Organ Pit- Amidst a tumble of broken basalt columns, a worn trail leads down to a nearly perfectly circular pit. The air is choked by flies and the sound of skittering vermin is everywhere. A peak over the edge reveals it's contents. How'd it all get there? And why does it seem fresh?
3	You come across a pile of stones, recently assembled. A bright red scarf has been pinned to it, gently waving in the breeze. You then remember the local custom of marking tombs with stones in this very way, and an unexpected wave of melancholy invades you. You move on
4	You venture across a mostly-overgrown battlefield, strewn with the moss-covered bones of the dead. Though you search, little to none of the bone is worth much. You do find a curious relic: a rusted metal blade. When you try to claim it, however, it crumbles to dust. You move on
5	In the distance, nestled among a tangle of long dead standing trees, their trunks bleached by the unrelenting sun, you see an odd pile of rocks. Moving closer to it, you realize it was once a well. Mouth dry, you walk towards it, hopeful for a drink. Approaching the well you find it full of a shining black dust unlike anything you've seen before. Standing before this well of dust you are suddenly filled with a deep sense of dread and move on as quickly as you can
6	Hidden between the dunes you come across a huge arch made of black stone with strange engraved symbols. When you look through either side of it, the surroundings appear to be covered by a thick gray coat of ashes
7	Wind eroded rock formation - a dozen of gold-orange sand rocks that nature has sculpted over the centuries, some of them having little holes in their structure, a perfect place to hide something small
8	You find the ruins of a village, long since picked clean of any supplies. Most of the buildings are rubble, but what structures still stand are scored with huge claw marks. You wonder what beast could have made them, and if it, or something like it, still lurks nearby...
9	You turn to glance behind you and see a strange, four-sided obelisk with a pyramid top that wasn't there before. Its featureless, polished black stone betrays no hints of its purpose, or where it came from. Unnerved, you resume your journey, but when you turn to glance behind once again, the obelisk is gone
10	A crackling in the air in front of you stops you on your tracks. Suddenly, a vertical line of darkness appears, as a fissure in mid air. From it, a screaming man surges, his eyes popping out in fear, tears running down his cheeks. Before he can come close to you though, a single tentacle emerges from the fissure in space, dragging the man back inside before he even realizes what's going on. The fissure closes seconds later, and the world around you returns to normal as if nothing had happened

D10 ITEMS FOUND WITHIN AN ANCIENT SARCOPHAGUS	
1	A serrated blade that eats away at the armor it hits, reducing its efficacy by 1
2	Mummy wrappings but no body
3	The molted skin of a giant snake. When worn as a cloak, it makes the wearer cold-blooded, with all of its benefits and weaknesses
4	A vial of poison that turns to noxious gas when broken to deter grave robbers
5	A medium-sized cloud of grasshoppers-looking creatures emerges from the sarcophagus; if you are over half your max corruption (rounded down), they deal D6 damage regardless of armor; if under half your max corruption (rounded down), they heal you for D6 HP
6	Thick black sludge about 5 inches deep, probably the remnants of a long ago botched mummification. Could be useful if collected
7	A small jar of honey, left behind to feed the entombed spirit after life. Acts as a Healing Tincture when consumed
8	A palm-sized sphere of glass with an elaborate, teardrop-shaped needle suspended in the center. The needle always seems to point to the ground beneath you, deeper into the abyss...
9	A bracelet of D10 prayer beads that remove 1 CP with a successful WIL test. May only be used once a week. With each attempt, a bead loses its luster and cracks
10	A beautiful funerary mask, made in bronze. It's probably pretty worthy by the metal alone...



# INJURIES

In order to both avoid a character simply being killed once their HP is reduced to 0, and to give the game an extra layer of flavor and interesting gameplay, we are introducing a new combat mechanic: **Injuries**. The key concept is that injuries shouldn't be seen as a punishment, but as another option that you as a player can take advantage of. Once per combat, whenever your character would have their HP reduced to 0 due to a fatal wound, you may choose to ignore that damage and take an injury instead.

If you choose to take an injury (and who wouldn't, confronted with the possibility of death?), roll on the Injury Severity table.

## HEALING INJURIES

In order to get rid of the effects of a Minor Injury, you must successfully pass a First Aid test. A Bandage is required as well.

Unfortunately though, the effects of a Major Injury are **permanent**. On top of that, receiving twice an injury that supposes the loss of a body part (an eye, an arm) means your character is no longer really fit for adventuring and must retire.

D20	INJURY SEVERITY
1	Wound to the head, instantly killing you. <b>You're dead</b>
2-6	You receive a <b>Major Injury</b>
7-18	You receive a <b>Minor Injury</b>
19	You are Stunned, but otherwise unharmed
20	You somehow avoided all damage

D10	MINOR INJURIES
1	Bruised Chest. Reduce your CON by 1
2	Damaged Leg. -1 DEX, you always lose Initiative
3	Impaired Arm. -10 to all actions
4	Slashed Fingers. -20 to all combat actions
5	Shock to the head. Reduce your INT by 1
6	Slashed ear. -20 Perception
7	Deep cut. -1 HP/turn
8	Weakened. Your attacks deal -2 damage
9	Concussion. You may not earn XP
10	The blow was savage but somehow it only hit your armor, completely destroying it

D10	MAJOR INJURIES
1	Brain Damage. Lose 200 XP
2	Trauma. Each time you confront the type of enemy that caused this, you must pass a WIL (-5) test or run away
3	Damaged Nerves. Roll a D6 every turn, a roll of 1 means you cannot act during your turn
4	Lost eye. -20 to Ranged combat, -10 to Perception
5	Lost arm. -1 DEX, cannot use two-handed weapons
6	Damaged Lung. -1 CON
7	Lost Leg. -1 DEX, always loses initiative
8	Terrible scarring. -1 CHA
9	Damaged Tendons. -1 STR
10	Weakened Constitution. +1 to all damage received from now on

