# DELVER

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# Introduction

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Delver is an open source system based around the percentile die from a
standard dice set, also known as--and referred to for the duration of this
manual--as a D100.

The purpose of Delver is to provide a forever free and open alternative to
existing systems. Delver is intended to preserve some of the feel of other
systems without being entirely derivative.

If you are already familiar with systems that are based primarily on the D20
or the percentile die, this system should feel somewhat familiar. It is
designed to fuse mechanics from popular D20 systems and D100 systems to make
something a little different.

### 1A - System Fundamentals - Game Master
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In Delver, the Game Masters (GM) run the game for the players. They design
and/or field adventures, they set up obstacles for their players to overcome,
roleplay non-playable allies and adversaries, and resolve rule disputes as
they arise.

### 1B - System Fundamentals - D100
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In this system, players will typically roll against a skill proficiency score
out of 100. If they roll below it (accounting for modifiers) they succeed. If
they roll above it, they fail. A score of 1-5 is a critical success and always
succeeds. A score of 95-100 is a critical failure and always fails. More
information on critical hits can be found in Chapter 5 - Combat.

To roll a d100, take a d10 and a percentile dice from a standard dice set and
roll them together. Add the numbers on the dice together to get the result of
your roll. Note that a 0 on a d10 indicates a 10, not a 0.

Additionally, players and the game master will often be asked to roll with
advantage or disadvantage. If the roll is with disadvantage, roll an
additional d10 and add it to the roll. If the roll is with advantage, roll as
normal but subtract the amount on the d10 instead of adding it.

Advantage and disadvantage are cumulative up to 3 times (triple advantage /

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disadvantage is the maximum). For each time advantage or disadvantage is
imposed, increase the number of d10s that you roll.

**1C - System Fundamentals - Attributes**
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This system uses 4 main attributes as the basis of character creation. They
are Charisma, Fortitude, Intellect, and Physique. The values populated into
these attributes at character creation are then used to populate stats such as
health, mana, and sanity as well as a list of skills which will serve as the
primary basis for checks, saves, and attacks.

At this point, it may be informative to game masters and players alike to
provide some explanation for the rationale behind these attributes and how
they came to be assigned to specific skills. The definitions of the attributes
(within the bounds of this system) are as follows…

| Attribute | Definition |
| --- | --- |
| Charisma | The strength, power, or uniqueness of the character's identity or soul. |
| Fortitude | The resilience or endurance of the character's physical body, as well as their resolve in the face of adversity. |
| Intellect | The character's cunning, erudition, or sagacity, a measure of their knowledge. |
| Physique | The overall physical competency of the character. |

There may be times when the players will be asked to make a roll that involves
a character's attributes. However, as a rule, this should happen as little as
possible. Delver is designed to target skill proficiencies rather than the
basic scores from which they derive. This is done to represent how the real
world tends to work, namely: any given task requires a specific skill.

**1D - System Fundamentals - Stats**
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Before moving on to skills, a word about stats. Stats are measures of your
character's physical and mental health along with their ability to cast and
resist spells or physical attacks.

The four stats are health, sanity, mana, and armor. Health is the amount of
damage you can sustain before falling unconscious or perishing. Sanity is a
measure of how resilient you are in the face of mind-altering phenomena. Mana
is your reservoir of spell casting and spell resisting power. Armor is a value
that represents the current state of your armor (if you have any equipped).

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## 1E - System Fundamentals - Skill Proficiencies

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Skills are the basis of virtually every roll of the dice in Delver. They are
subdivided into 7 subcategories, which are shown and explained in the table
below…

| Category | Definition |
|----------|------------|
| Athletics | Competencies covering a range of broad physical activity. |
| Martial | Fighting proficiencies, focused on weapons and armor. |
| Arcana | Arcane competency organized by magical school. |
| Social | Interpersonal skills, such as persuasion. |
| Awareness | Proficiency in being alert and observant. |
| Tradecraft | Job-related skills. |
| Wisdom | Broad-base intellectual skills and knowledge. |

Proficiency itself is best defined as the degree to which a skill proficiency
score matches or exceeds the value of a relevant base attribute. For instance,
if a character has a fortitude of 80 and has trained a skill to 79, they are
not yet proficient. The following tables provide a map of the skills by
category and their relevant attributes (for the purpose of brevity, the
attributes are indicated by their first letter in parentheses)…

| Athletics | | Martial | | Arcana | | Social | |
|-----------|---|---------|---|--------|---|--------|---|
| Might | (P) | Wrestling | (P) | Alchemy | (I) | Persuasion | (C) |
| Stealth | (P) | Melee Light | (P) | Divination | (I) | Manipulation | (C) |
| Jumping | (P) | Melee Simple | (P) | Olethromancy | (I) | Performance | (C) |
| Acrobatics | (P) | Ranged Heavy | (P) | Protection | (F) | Strategy | (I) |
| Dodge | (P) | Ranged Light | (P) | Necromancy | (F) | Etiquette | (C) |
| Swimming | (F) | Ranged Guns | (P) | Illusion | (C) | Intimidation | (C) |
| Climbing | (F) | Ranged Simple | (P) | Enchantment | (C) | Resolve | (F) |
| Running | (F) | Unarmed | (P) | Conjuration | (C) | Escamotage | (P) |
| Conditioning | (F) | Thrown | (P) | | | | |
| | | Armor Simple | (F) | | | | |
| | | Armor Light | (F) | | | | |
| | | Armor Heavy | (F) | | | | |
| | | Shield | (F) | | | | |
| | | Melee Heavy | (F) | | | | |

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| Awareness | | Tradecraft | | Tradecraft | | Wisdom | |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Perception | (P) | Bushcraft | (I) | Philosophy | (I) | History | (I) |
| Intuition | (C) | Tracking | (I) | Art | (C) | Religion | (I) |
| Investigation | (I) | Artifice | (I) | Poetry | (C) | Lore | (I) |
| Deduction | (I) | Smithing | (I) | Linguistics | (I) | Medicine | (I) |
| Comprehension | (I) | Carpentry | (I) | Demolition | (P) | Nature | (I) |
| | | Geography | (I) | Masonry | (I) | Animal Handling | (I) |
| | | Cooking | (I) | Surgery | (I) | Mathematics | (I) |
| | | Lockpicking | (P) | Woodcutting | (P) | Astrology | (I) |
| | | Brewing | (I) | Sewing | (I) | Astronomy | (I) |
| | | Musicmaking | (C) | Law | (I) | Memory | (I) |
| | | Herbalism | (I) | Literacy | (I) | | |
| | | Sailing | (I) | Appraisal | (I) | | |

There are two main ways to earn proficiency in a skill: 1) through gradual use, and 2) through level ups at milestones. Note that these are not 2 options but expected components of gameplay. Without gradual skill training and the regular bursts of advancement that the milestone system provides, the system will not work as intended.

Option 1 (gradual use) involves your character using a skill over time to gradually increase their proficiency score with it. For example, if the character is trying to become better at running, they'll need to run regularly. If they want to improve proficiency with a magical school they'll either need a tutor or books that they can read in order to learn more. Alternatively, they may learn a practice spell (there's one in every school of magic). Points for skill proficiencies earned through this method may be given out at the game master's discretion at a maximum rate of 1 point per skill per full rest (unless otherwise indicated).

Option 2 (milestone progression) involves the player rolling 2 d10s and assigning the results on the dice to a skill. Note that skills are capped at certain values depending on your milestone.

More will be said about the milestone system in the chapter on character creation. For now it will suffice to say that it is similar to a standard numbered level system with 11 milestones numbered from 0 to 10.

An average character will start with around 6 skill proficiencies depending on race, class, and occupation. Some classes have more skill proficiencies than others.

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Half proficiency is equivalent to ½ a character's base attribute for a skill, rounded to the nearest whole number. Half proficiency is exclusively used to denote this formula, and is used when a character starts with half proficiency in a skill.

Throughout this manual you will see references to a proficiency modifier. This is equal to the value of your proficiency score for the relevant skill divided by 10 and rounded to the nearest whole number. This is an important number, as it will be used for a variety of purposes including adding to damage rolls. The table below can be used for convenience to determine modifiers without calculation. This table will be referred to again in the chapter on character creation…

| Value   | Modifier |
|---------|----------|
| 0-4     | 0        |
| 5-14    | 1        |
| 15-24   | 2        |
| 25-34   | 3        |
| 35-44   | 4        |
| 45-54   | 5        |
| 55-64   | 6        |
| 65-74   | 7        |
| 75-84   | 8        |
| 85-94   | 9        |
| 95-100  | 10       |

A player should usually determine which check they wish to use, though when they roll is up to the game master. Skills convey knowledge about specific areas of expertise, but the table below will provide some common or possible use cases to assist you in determining which one to use…

| Skill        | Expected Use Case                              |
|--------------|------------------------------------------------|
| Might        | Used for brute force tasks (lifting, pulling, etc) |
| Stealth      | Determines your ability to go unseen           |
| Jumping      | Used for jumps where the outcome is unclear    |
| Acrobatics   | Used for feats of dexterity and coordination   |
| Dodge        | Not dodge action, used chiefly as a saving throw |
| Swimming     | Used when swimming                             |
| Climbing     | Used when climbing                             |
| Running      | Attempt to outrun or just run faster           |
| Conditioning | Determines toughness and durability            |
| Wrestling    | Used when grappling or being grappled          |

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Melee Light      Weapon attack with a light melee weapon
Melee Simple     Weapon attack with a simple melee weapon
Ranged Heavy     Weapon attack with a heavy ranged weapon
Ranged Light     Weapon attack with a light ranged weapon
Ranged Guns      Weapon attack with a gun (required to use a gun)
Ranged Simple    Weapon attack with a simple ranged weapon
Unarmed          Attack without a weapon
Thrown           Attack with a thrown weapon
Armor Simple     Skill with simple armor
Armor Light      Skill with light armor
Armor Heavy      Skill with heavy armor
Shield           Skill with shield
Melee Heavy      Weapon attack with a heavy melee weapon
Alchemy          Attack or save for Alchemy spells
Divination       Attack or save for divination spells
Olethromancy     Attack or save for Olethromancy spells
Protection       Attack or save for Protection spells
Necromancy       Attack or save for necromancy spells
Illusion         Attack or save for illusion spells
Enchantment      Attack or save for enchantment spells
Conjuration      Attack or save for conjuration spells
Persuasion       Attempt to persuade a being of something
Manipulation     Attempt to manipulate a being
Performance      Attempt to act in a particular way
Strategy         Assess a military situation
Etiquette        Attempt to intuit proper behavior
Intimidation     Attempt to cow someone or something
Resolve          Attempt to maintain courage
Escamotage       Attempt sleight of hand, petty theft, etc
Perception       Used for visual observation checks
Intuition        Gut feeling about a situation
Investigation    Examine closely for information
Deduction        Analyze facts and come to a conclusion
Bushcraft        Ability to survive in the wild and remain concealed
Tracking         Ability to track someone or something in the wild
Artifice         Ability to craft an arbitrary object
Smithing         Attempt to forge something with metal
Carpentry        Attempt woodworking
Cartography      Attempt to correctly portray a landscape on a map
Cooking          Attempt to cook a meal
Lockpicking      Attempt to pick a lock
Brewing          Attempt to brew something (alcohol, potion, etc)
Musicmaking      Attempt to play an instrument
Herbalism        Determine the nature of herbs and apply them
Sailing          Anything related to sailing
Philosophy       Knowledge of philosophy, ability to be logical
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|---|---|
| Art | Ability to create art |
| Poetry | Ability to recite or create poetry |
| Linguistics | Knowledge of language formation |
| Demolition | Attempt to destroy something |
| Masonry | Attempt to evaluate or create stonework |
| Surgery | Attempt to perform surgery |
| Woodcutting | Attempt to cut down a tree |
| Sewing | Attempt to sew or mend something |
| Law | Knowledge of legal precedence, code, and nuance |
| Literacy | Ability to read |
| Appraisal | Ability to determine value of an object |
| History | Awareness of history |
| Religion | Awareness of theology, doctrine, or trivia |
| Lore | Familiarity with folklore or mythology |
| Medicine | Familiarity with medicine |
| Nature | Familiarity with a specific animal or a wild region |
| Animal Handling | Knowledge of how to tame or work with animals |
| Mathematics | Ability to solve or understand math |
| Astrology | Rudimentary divination by means of the stars |
| Astronomy | Knowledge of celestial objects and current physics |
| Memory | Ability to recall |

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# Setting

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*In the beginning Yaldabaoth--the demiurge--created the heavens and the earth. By the
might of the unknowable one above all things he forged the stars and set the breath of
life in the first living things. Knowing of no other Aeons, Yaldabaoth proclaimed that
he alone was god.*

Delver is a fantasy setting with elements of science fiction and cosmic
horror. The world in which most of your adventures will take place is referred
to by various names which you will hear in the common tongue. To the elves it
is Mamdaer (the mother), to the dwarves it is Almajal (the Sphere), to humans
it is Jord (soil). But, if you wish to make yourself understood in common, you
will use its common name: Delver. The name was proposed by dwarvish
astronomers who looked up and saw the night sky as a mine full of diamonds to
be mined. The name stuck, and has remained the common name to this day.

This setting is a default starting point. It should not be taken as gospel
truth and is intended to provide game masters and players with a general
reference point to fashion characters and adventures around.

## 2A - Setting - The Beginning
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Before there was life in the universe there were the Aeons. They were cosmic
emanations of the unknowable one. Then came Yaldabaoth, created imperfectly by
the Aeon Sophia so that he knew nothing of the other Aeons. Believing himself
to be alone in the cosmos, he fashioned for himself beings of light and
goodness and set himself as ruler over them.

Yaldabaoth's creations loved him at first and sought to please him with
powerful artifice and art of outstanding beauty. But Yaldabaoth resented their
skill and scorned them. In turn they despised him and plotted to overthrow
him. A great war was fought in the primordial darkness. To defeat them
Yaldabaoth wove the material universe and became a great serpent. They were
defeated, and he broke them down into pieces and cast them into a dimension of
darkness which in common is called the Pit.

In the pit these shards spawned twisted imitations and memories of the
once-great beings that they had been. And the mongrel creatures that lurked
therein set the fallen sons of Yaldabaoth up as rulers over them.

In time Yaldabaoth breathed life into the material universe. It was primitive
at first, but over time it grew and matured into titans of immense power and

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wisdom. They too sought to create life which might explore the universe or even escape its bounds.

It was at this time that Yaldabaoth learned of his mother and the Lands of Light from which she came. His fury knew no bounds, and he contemplated how to overthrow the Aeons and destroy their lands. He turned his gaze to the Titans' creations. The titans were like unto gods themselves and their creations had the potential to destroy the Lands of Light. He went to the titans and corrupted their creations so that they would first destroy the titans. Then he would set them on the gods.

The Titans were slaughtered, save for Yimlethutl who fled the cataclysm and hid deep in the fabric between dimensions. Now Yaldabaoth thought to turn his new allies against the Aeons and the Lands of Light. But they fell to fighting amongst themselves, and though they spawned more they nearly destroyed themselves. Yaldabaoth became despondent and slept beneath a primordial ocean for a time.

The creations came to a truce, and withdrew their consciousness to other dimensions while their bodies slumbered in the dark corners of the material universe. Life, timid life, continued on in their absence. Other Aeons visited the material universe and patronized the new life to help it grow. Elves and dwarves and humankind appeared on Delver and hailed the Aeons as gods. The Aeons did not argue.

Mortal races are ignorant of most of these events. It is either a mystery to them or they believe some other version. Perhaps their god did it, perhaps another did. Most religions have numerous origin stories, as Aeons do not know enough about Yaldabaoth's doings or simply do not wish to speak of it.

## 2B - Setting - Delver
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Delver is a world going through a renaissance. The age of sword and sorcery is coming to a slow end, and the age of technology approaches to usurp its throne. In their mountain strongholds the dwarves manufacture muskets and halberds, the better to spread their empire with. In their universities and libraries and surgeries the elves research the secrets of biological life. In the halls of druidic orders humankind seeks to subjugate nature rather than live in harmony with it.

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**2C - Setting - Races**
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There are numerous sapient races on Delver. A list appears below. Not all have playable profiles, as noted in the chapter on character creation, but they are listed here for completeness and in case you wish to make your own playable race for one of them.

**Human**

Humans are the most numerous race on Delver. They tend to form permanent settlements, the largest of which are ruled over by minor gods of their pantheon who defend, enrich, and otherwise provide for the humans in their domain. The gods of the largest cities rule over entire regions and vie for kingship over humanity. Humans are not as advanced as elves or dwarves and their society is extremely unequal.

**Elves**

First to receive the gift of intellect from the Aeons, Elves are a proud and a long-lived race. Many of them lead a nomadic lifestyle, dwelling in the forests and lowlands in the winter and migrating to the coastal plain in the summer. Their cities are not walled. Instead, they are protected by ancient magic and by the extreme diplomatic efforts of the Llywodraeth. Their universities are unrivaled by all except the dwarves.

**Dwarves**

Great delvers and artificer geniuses of the age. Dwarves do not seek knowledge for its own sake as Elves do, but rather as a means to an end. If it does not interest them they are likely to discard it. Having passed through the fires of renaissance they seek to extend their highways beneath every mountain and forge an empire that spans the earth.

**Orc**

They were created from naturally occurring goblins by necromancers. They served their masters for more than a thousand years before rebelling and taking their freedom. They have no homeland, as the realm of the ancient necromancer lords was divided among humankind, elves, and dwarves. Though war is where they excel most seek a quiet existence among the local polities.

**Dragonkin**

When dragons walk among humans in disguise they will sometimes wed or kidnap maidens. The result of their union is the Dragonkin. Many will take to the mountains in search of the eyries where they are accepted as warriors, laborers, and scholars. The appearance of dragonkin varies greatly from humans

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with some dragon-like features all the way to having the appearance of a dragon in the shape of a human.

**Ratkin**
While the humans and the elves were given the gift of wisdom, the ratkin were already walking on two legs and hunting and gathering from the forests and streams. The Ratkin are nonetheless seen as filthy when they encountered the other civilizations. They have formed a few small city states between the borders of other nations. Wherever they live outside their own burrows they are outcasts, save among the dwarves who care little for the kinship between ratkin and lesser rodents.

**Catkin**
It is said that the catkin--having witnessed the rise of the ratkin--were dismayed and feared they would starve. They ingratiated themselves to their gods and were given the gift of intellect which they so desired. They tend to either attach themselves to other nations or form whole enclaves within cities.

**Halfling**
A distant relative to humans, the halflings inhabit many a river valley and forest. They make their homes among the roots of great trees, in the earth by rivers, and in the cracked stones of the hills. Where the wilderness is lush and remote you will find their enclaves hidden away from civilization.

**Pitspawn**
The offspring of a human who has offered their soul to a daemon of the Pit. They are regarded with suspicion and often cast out of their homes and villages when discovered. Some are imbued with the cruel spirits of their fiendish parents, but most are capable of living normal lives. They have no land of their own unless they make their way down to the Pit.

**Dryad**
When the Aeons were blessing the creatures of the trees and the forest floor with wisdom, some of it took to the trees instead. From the trees were born the Dryads, long-lived and enduring. They largely dwell among the forests and don't much care for civilization. If the tree from which they were born is ever felled, they will be afflicted with rot and quickly perish.

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**Myconid**
The children of Yimlethutl, born as he departed the material universe. They
tend to form reclusive societies in the forests and caves of the world,
frequently with the ability to communicate telepathically with other
organisms. Their artifice is little and simple. As a rule they have compassion
for all living things.

**Cyclops**
The cyclopeans are proficient warriors. Bold of deed and steadfast to oath and
comrade alike, their villages are tight-knit and well defended. They have
strong written and oral cultures. Cyclopean scholars are nomads, moving from
village to village teaching and learning from each other and preserving
knowledge.

**Merkin**
They are the shepherds of the sea, redoubtable as they are insightful. They
live in cities of corral and tend the great reefs to ensure their sources of
food remain intact. They do not like sailors and will occasionally assail
fishermen. Their culture has a long history of the sea preserved in their
underwater libraries of kelp and slate.

**Goblin**
The primitive, naturally occurring relative of the orc. They were almost wiped
out by the necromancers who made the orcs and have a tendency to be violent
towards trespassers as a result. Their intellectual endeavors tend towards
metallurgy and mechanism. They have been pushed back into smaller and smaller
caverns of the mountains by dwarvish expansion.

**Gargoyle**
The gargoyles were created by the dwarves in an effort to make more of
themselves, and were quickly wielded against the orcs. Many still serve their
dwarven masters. Others wander abroad, working for pay in whatever way they
can. Though not remarkably clever, Gargoyles have been noted for their
curiosity about the world.

**Sharkfolk**
Said to be distant relatives of the merkin, the sharkfolk are less comfortable
on land and tend to remain in the sea. They are proficient in husbandry, their
chief livestock being the diving bell spiders, the murkraptors, and the
coastal manatee. Despite being better armed and trained in war than the
merkin, they are generally peaceful unless stirred to violence.

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**Krevni**
Firstborn of Yig, the Krevni are a race of upright, four-armed snake people.
They have limited empathy but a great store of pragmatic reason. This has led
many down an increasingly bellacose road. Some, however, reason that it is
better to live in harmony with other intelligent creatures. The prevailing
political tides favor domination, but many live in hope of a peaceful
tomorrow.

**2D - Setting - Scientific Knowledge**
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Not all nations will have the same level of scientific acumen (and therefore
knowledge) as others. A few notes are provided below which can help when
navigating the setting, but an exhaustive treatment is not within the scope of
this document.

Dwarves rival but do not exceed elves in terms of the sheer quantity of mortal
wisdom they have accumulated. Elvish libraries are vast vaults of information
while dwarvish collections tend to be more modest with a focus on specific
topics such as mathematics, astronomy, and metallurgy.

Humanity relies heavily on its gods for medicine--a situation that is
gradually changing--while being advanced in agriculture and civil engineering.
They will often purchase innovations from the dwarves and make copies which
they can use in their mills, militaries, and mines. Sharkfolk and Merkin city
states are beginning to make advancements and are at a comparable level of
technology to humans.

Ratkin are among the most scientifically adventurous, and have experimented
with numerous technologies that others would not. Their firearms are coveted
and their surgeons sought out by those who can overcome their prejudice
towards the Ratkin.

Most of the other races adopt the technology local to them or remain under the
pall of the age of chivalry.

**2E - Setting - Religion, Gods, and the Afterlife**
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The gods of mortals assist them in their mortal lives and usually grant them
some sort of afterlife but not always.

Humans, elves, merkin, and sharkfolk believe in pantheons of gods who provide
for them as long as they are loyal. The human pantheon is sprawling and ruled

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by Wotan, the Elvish pantheon consists of Awyr, Mamdaer, and Ogof. The Merkin and Sharkfolk pantheon rotates regularly and involves a cycle of apotheosis for prominent lords of city states. They all believe in a peaceful afterlife, unless they've done great evil in life in which case they will be tormented in the Pit.

Dwarves and gargoyles both worship the stone. Specifically, dwarves observe cult offerings to the mountain under which they happen to be dwelling. Both believe that when they die their spirit will return to the stone and either be reincarnated or become entirely one with the mountain in apotheosis.

Ratkin, goblins and orcs tend to be cynical about the idea of a god. Their suffering and frequent homelessness has embittered them towards the gods they once worshiped and they no longer observe cult for those gods.

Cyclopeans believe in a dead pantheon who gave themselves up to save the cyclopeans long ago. Shrines to the unknown gods who came before are seen in the homes and village squares of the Cyclopeans.

Krevni worship Yig, the star snake who sired them. They give him offerings of meteoric iron and other cosmic metal when they find it. In the past they performed child sacrifice but it fell out of favor. They believe they will be reincarnated when they die.

Pitspawn, myconids, halflings, and Dryads have no particular religion. Sometimes they will adopt local religions. Pitspawn believe that they will be taken by the Pit when they die. Myconids and Dryads believe that a portion of their spirit will be reborn from their decay after death.

Catkin worship the goddess of cats who they believe gave them wisdom so long ago. They worship with burnt offerings of small animals and in the act of the hunt. They believe they will be taken to live with their goddess when they die.

## 2F - Setting - Nation and Language
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The first societies on Delver generally formed around one or two races, but as they began to grow and expand they encountered others. By conquest, by diplomacy, or by simple convenience, these societies banded together to become civilizations.

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The nations of Delver--while diverse--tend to have a majority that reflects
the race that was most prominent in that nation's founding. To say that there
is a dwarven kingdom or an elven kingdom is to use a kind of shorthand. Their
tongues and cultures, their customs and politics, their architecture and music
are all outgrowths of their diverse heritage.

The table below reflects some of the common tongues of Delver's nations along
with some notes on where those languages are spoken…

| Language | Usage |
| --- | --- |
| Dasian | The common tongue of the elven city states |
| Koryfian | The common tongue of the human kingdoms |
| Dagral | A common hill country language |
| Sirangish | Spoken by subterranean kingdoms, especially dwarves |
| Solyphian | An ancient alien tongue |
| Monachian | A common language among mountain dwellers |
| Parochial | A common rural dialect with variants in multiple languages |
| Eldritch | The language of magic and the elder gods |
| Tidesong | The common tongue of the sea kingdoms |
| Treespeech | The common tongue of forest dwellers |
| Wayspeech | The common tongue of taverns and travelers. |
| Erudite | A language spoken between scholars |
| Beggars Cant | A common language used by mendicants, thieves, and fugitives |

## 2G - Setting - Economy
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The economy on Delver has grown almost entirely out of feudalistic economics
and entered a phase of mercantilism. Imperialism for the purpose of resource
extraction and the increase of natural wealth is accelerating, and the great
powers of the world have already come to blows over the right to control
distant lands.

Most common trade uses copper coins. In most markets on Delver, 100 copper
coins is equivalent to 1 silver coin, and 100 silver coins are equivalent 1
gold coin. This may vary (if your game master desires), as the coins of each
nation are slightly different.

The value of a day's wages fluctuates based on where your character lives, but
typically does not exceed 5 copper pieces. Adventurers tend to make more based
on their job. Here are some reasonable rates based on milestones…

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| Milestone | Daily Rate |
| --- | --- |
| Milestone 0 | 10-15 copper pieces per day |
| Milestone 1 | 20-30 copper pieces per day |
| Milestone 2 | 40-50 copper pieces per day |
| Milestone 3 | 60-80 copper pieces per day |
| Milestone 4 | 1 silver pieces per day |
| Milestone 5 | 2 silver pieces per day |
| Milestone 6 | 5 silver pieces per day |
| Milestone 7 | 10-15 silver pieces per day |
| Milestone 8 | 20-30 silver pieces per day |
| Milestone 9 | 40-50 silver pieces per day |
| Milestone 10 | 1 gold piece per day |

Lodging runs from 3 copper pieces a night to 30 copper pieces a night. Here are some reasonable pricing standards for lodging…

| Milestone | Nightly Rate |
| --- | --- |
| Squalid | 3-5 copper pieces a night |
| Poor | 5-8 copper pieces a night |
| Modest | 10-15 copper pieces a night |
| Comfortable | 20-30 copper pieces a night |
| Opulent | 1-3 silver pieces a night |

Equipment prices range based on type, skill to produce, and quality. Here are some reasonable pricing standards for items…

| Quality | Additional Cost |
| --- | --- |
| Basic | -- |
| Standard | 5-10 silver pieces |
| Excellent | 50-70 silver pieces |
| Superior | 1-10 gold pieces |
| Heirloom | 10-20 gold pieces |

Magic, Masterwork, or Legendary items belong in an entirely different pricing bracket, as individuals  with the level of skill needed to manufacture them likely work for the wealthy or for the state and will be hard to even locate. If an item is magic, it is recommended that you add 10-20 gold pieces to the original price. Here are some suggested prices for legendary or masterwork items…

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| Quality | Cost |
| --- | --- |
| Masterwork | 200-250 gold pieces |
| Legendary | 300-400 gold pieces |

**2H - Setting - On Dragons**

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Dragons make their eyries on the highest mountains they can find, carving them from the crags or occupying lofty caverns. Their eyries are the centers of their civilization. Some grow as large as small cities and are filled with dragonkin, dragons, and mortal scholars from numerous races. The eyries of dragons are matriarchal and--by extension--so too is dragon society as a whole.

Dragon do not bear many young, and so the birth of a wyrmling is cause for great celebration. They are born with light gray scales and spend decades maturing before they fledge. Once they do, however, they are dispatched from the eyrie to learn of the world, to bring back knowledge, and to seek their true colors.

A dragon's scales change color in accordance with key life choices and attitudes. Common dragon colors and what they mean are explained below…

**Red Dragon**
Some dragons, passing for mortals during their customary exile, become ensnared by the desire for wealth and love. They will usually go on to use their true form to satisfy these desires. They do a good turn every now and again but they are the most dangerous and unpredictable of all dragons.

**Green Dragon**
Some dragons are drawn to the wild and to their brethren the drakes and wyverns. Dragons turn green when they develop a deep affinity with the wild. They can either be gentle and wise guardians of the wilderness or violent and feral monsters.

**Black Dragon**
Driven from dragon society for a multitude of reasons, the black dragon did not adhere to the strictures of their eyrie. Some are dangerous and wicked, some are simply victims of prejudice.

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**Blue Dragon**
Nomadic or errant, blue dragons tend to spend the most time in human form and
are commonly employed as spies or agents. Specifically, many blue dragons are
tasked with tracking down and eliminating dragons that threaten to draw dragon
hunters towards the eyries.

**Purple Dragon**
Eyrie defenders and front line soldiers in times of war. They have seen much
of the world and walk the line between the errant blue dragons and the violent
red dragons.

**Gray Dragons**
Under the rare circumstances that a fledged dragon is never required to go
into temporary exile, they become a gray dragon. Gray dragons also occur when
a fledged dragon's errantry does not take them far from the eyrie or they have
held extremely close to the values of their eyrie.

**2I - Setting - Beyond Delver**
--------------------------------------------------------------------------------
There is a whole universe beyond the dome of Delver's sky. Things to do and
see that most of Delver's inhabitants could never dream of. A few are listed
below to fire your imagination or play a role in your adventures…

**Leviathans**
Far from the light of any star in the inky blackness and bitter cold of the
void between planets there lurk indescribable things which ply the solar winds
to devour or enlighten worlds that do not even know what a star is.

**Nadyezhdi**
On distant worlds bathed with the cold radiance of a red sun walk beings of
towering psionic potency. They are tall, pale, with faces that bear neither
mouth to speak nor eye to see. They have bestrode the stars with the might of
their technology. But if they find themselves on a planet within the habitable
zone of a star without a suit to cool their bodies they will perish within
days.

**Great Old Ones**
The great old ones are on the whole malevolent, vindictive, and inimical to
life itself. To them the intelligent races of the galaxy are but ants to be
disregarded, trod upon, exterminated, or eaten. However, this is not

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universally true. Only those who have glimpsed the infinite library of
Ybso'hath know the truth of their origins.

### Chthonians

The soul eaters, the great fear of ancient mortals born of a time when they
were visited by the soul eaters. They were created to foil the machinations of
the great old ones. Some, the Nolexr, have lost their way in the untold
millennia after their creation. The Yavhidra seek to foster civilization and
the path of freedom. Some remain in the dimensional fortress of Eisenstein,
venturing forth only to drag back mortals that might summon forth the
destruction of the material universal. They appear like humanoid moles, with
vestigial claws for fingers and dark, leathery, hairless skin,

### Velarim

A lesser race, but bearing a likeness to the dragonkin of Delver. They have
regressed somewhat as a society from their technological height and act
primarily as a Yavhidran client state. As proficient users of an ancient yet
ubiquitous interstellar portal system, they will sometimes be used as
infiltrators to access less technologically advanced worlds.

### Sunakh

Another lesser race. The Sunakh have imperial designs on the material universe
but lack the technological advancement or the political capital to rule all.
They tend to solve their problems the same way--with violence.

### 2J - Setting - Great Old Ones and Outer Gods
--------------------------------------------------------------------------------
There are a handful of great old ones and one outer god remaining after their
violent war. They have grown in might in exile and surpass the Aeons in power.
They often haunt an obscure corner of the dimension of dreams which can be
reached by lucid dreaming, though this activity is not advised.

Player characters in universe should know next to nothing of the great old
ones. Works like the king in yellow should be mystifying as to their origin.
Warlocks that have sworn themselves to a great old one will know the name of
that great old one, a little of their nature, and little else besides. The
remaining eldritch deities in the material universe are listed below…

### Cthulhu

Mercurial and vindictive, Cthulhu chafes under the control of Ybso'hath and
the bullying of Yaldabaoth. He sometimes tolerates mortals for his own
purposes.

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**Hastur**
One of the less malevolent but still dangerous entities discussed here, Hastur
has taken to the intelligent race's penchant for art. He has written a number
of works that--if consumed by mortals--inflict madness, including the King in
Yellow and the 9-part symphony of madness that has no name. He's unlikely to
eat a mortal, but he may drive you mad.

**Nyarlathotep**
When the gods entered their truce, Nyarlathotep was reticent and evaded their
grasp. However, a contract between himself and Ybso'hath has resulted in
Nyarlathotep being free to wander the material universe and unleash mischief
on a small or sometimes large scale.

**Tsathoggua**
Most dangerous of the great old ones for mortals, Tsathoggua is hunger itself.
He will eat you if he gets even the slightest chance. Even his avatars cannot
be trusted.

**Shub-Nigurath**
Aloof. She cares not for mortals unless they are of the millions she has
spawned into the material universe. It is possible to encounter her safely if
she is not surrounded by her young, but to do so is to confront certain
madness.

**Yog-Sothoth**
Sadistic above all, Yog-Sothoth will try his best to keep you from madness
until the full course of your torment has been exacted. He is the last of the
outer gods.

**Ybso'Hath**
The tyrant of the infinite library and supreme among the great old ones. They
carry a copy of the Akashic records with them at all times. As a rule
Ybso'hath's primary objective is to keep the great old ones isolated from the
material universe and to keep their mortal forms from danger.

**2K - Setting - Other Dimensions**
--------------------------------------------------------------------------------
Outside the material universe are other pockets of reality. Some are very like
the material universe that Delver inhabits. Others are utterly hostile to the

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very concept of corporeal flesh. For the most part inhabitants of Delver and the material universe as a whole are more or less unaware of these dimensions as locations.

### The Plane of Dreams
It has a few colloquial names in the various cultures of Delver. However, it is mostly just thought of as that place where the mind wanders in sleep. Within this Dimension of Dreams you will find Kadath where the great old ones meet. Sometimes you can speak with other sleepers, but it is nearly impossible to recognize them.

### The Lands of Light
Where the Aeons dwell and where the blessed dead go when they die. The lands of light are a sprawling, peaceful dimension of verdant hills, lush forests, and icy mountains.

### Subspace
The underlayment of all dimensions, subspace clings to them like a film. It is utterly hostile to life as you would know it, but it is not dead. Life indescribable thrives in subspace. Most inhabitants of the material universe (and especially worlds like Delver) are entirely unaware of the existence of Subspace.

### The Infinite Library
Built to facilitate the needs of the great old ones, only a handful of beings in the material universe know of its existence. The recently deceased may find themselves swept up from the river between worlds and set to wander the labyrinthine stacks of the library for centuries to come.

### The Pit
A wasteland where souls are discarded for torment by some Aeons or dragged by the fallen servants of Yaldabaoth. It is a twisted, unsurvivable place dedicated to the destruction of hope and of the mortal soul.

### Eisenstein
A world of endless, bottomless oceans and a single, lonely rock. Upon that rock live the Chthonians of Eisenstein in a vast fortress, and to that fortress they take as captives all those who threaten to destroy the material universe.

### Nowhere
The empty space between dimensions.

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# Characters

--------------------------------------------------------------------

Characters are the cornerstone of any roleplaying game. Delver is intended to allow you granular control over the result by focusing on skills and providing broad access to class features.

In this chapter, Intellect, Fortitude, Physique and Charisma will sometimes be abbreviated as Int., For., Phy., and Cha. This is done for brevity.

## 3A - Characters - Getting Started
--------------------------------------------------------------------------------
The first thing you'll need to do is decide what kind of character you want to play. This is a high-level, conceptual decision that will govern your mechanical choices later on.

Next, you'll want to act on your character concept by selecting an appropriate race, class, and occupation. This will govern your attribute assignment in the next step and will also determine your skill proficiencies.

## 3B - Characters - Character Class
--------------------------------------------------------------------------------
Your character's class will dominate the way you play Delver. As a result, once you've decided what kind of character you'd like to play, review the classes for options that suit that archetype. It is also possible to review the classes and perceive an archetype in them that you would like to play as. Classes and subclasses are detailed in a later chapter, but for convenience an overview of the 4 basic classes has been provided in the table below (note that attributes are abbreviated here by their first 3 letters)…

| Class | Primary Attribute | Description |
| --- | --- | --- |
| Warrior | For. or Phy. | Frontline combat class |
| Mage | Int., For., or Cha. | Spellcasting class |
| Rogue | Phy. | Damage and agility class |
| Scholar | Int or Cha. | Skill and support class |

Once you've picked your class and features, it's time to pick a character race. Ideally this should supplement your class abilities, but it doesn't necessarily have to.

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**3C - Characters - Character Race**

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There are a total of 15 playable races in Delver. Most of these should be familiar to anyone who enjoys fantasy or plays other roleplaying games, but some may be new. Race selection will confer a feature which may be a unique ability, a skill proficiency, or a sense.

A detailed description of the races, their features, lore, skill bonuses, and other information can be found in the following chapter. For the purposes of convenience, the attribute and skill proficiency bonuses are detailed in the table below…

| Race | Feature |
| --- | --- |
| Human | 2 additional skills, half proficiency |
| Elf | Darksight, 30 ft |
| Orc | Full proficiency in conditioning, wrestling, or bushcraft |
| Dragonkin | 2 additional skills, half proficiency |
| Ratkin | Darksight, 30 ft. |
| Catkin | Full proficiency in investigation, stealth, or enchantment |
| Halfling | 2 additional skills, half proficiency |
| Dwarf | Darksight, 30 ft. |
| Pitspawn | Full proficiency in manipulation, dodge, or comprehension |
| Dryad | Full proficiency in nature, perception, or stealth |
| Myconid | Full proficiency in necromancy, herbalism, or intuition |
| Cyclops | Movement speed 35 |
| Merkin | Underwater breathing for up to 10 hours |
| Goblin | Darksight, 30 ft. |
| Gargoyle | Full proficiency in Protection, resolve, or memory |

**3D - Characters - Character Occupation**

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A character's occupation is whatever they were doing before they started adventuring. They may also continue to do it once they start adventuring. Occupations give proficiencies with languages, skills, and/or equipment. A brief overview of the various occupations has been provided in the table below…

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| Occupation | Proficiency | Equipment |
|------------|-------------|-----------|
| Smith | Smithing or Artifice | Smith's tools |
| Carpenter | Carpentry | Carpenter's tools |
| Cook | Cooking and a Language | Cooking utensils |
| Tinkerer | Artifice and a Language | Tinkerer's tools |
| Tailor | Sewing and a Language | Sewing kit |
| Soldier | Athletics (pick 1) or Strategy | Simple weapon (pick 1) |
| Sailor | Sailing and a Language | Simple weapon (pick 1) |
| Burglar | Lockpicking or Running | Lockpicks |
| Academic | Literacy and History | A ledger, quill, ink |
| Monk | Philosophy and Religion | -- |
| Priest | Literacy and Religion | Symbol of office |
| Gladiator | Athletics (pick 1) | Simple weapon (pick 1) |
| Lumberjack | Woodcutting | Tinderbox |
| Brewer | Brewing and a Language | Brewing supplies |
| Politician | History or Manipulation | -- |
| Orator | History or Persuasion | -- |
| Merchant | Literacy or Persuasion | 5 copper |
| Wanderer | Language (pick 2) | Quarterstaff |
| Holy Warrior | Religion or Athletics (pick 1) | Simple weapon (pick 1) |
| Mercenary | Martial (pick 1) | Simple weapon (pick 1) |
| Charlatan | Social (pick 1) | Forger's tools |
| Healer | Herbalism or Medicine | Herbalist's tools |
| Cartographer | Cartography and a Language | Cartographer's tools |

## 3E - Characters - Generate Bonuses
--------------------------------------------------------------------------------

To increase character viability and help them stand out from the common
warriors around them, each of them will receive three bonuses as detailed
below…

    1) A 1d10 bonus to an attribute score of choice

    2) A 1d10 bonus to apply to 2 skill scores of choice

Attribute values and skill scores are capped at 85. That means that if you
have an attribute score of 80 you can add 5 to it at most. If you rolled more
than you can assign to an attribute value or skill score, you can still use
the value to max it out but the remaining points will be lost.

For example, if you pick a human you roll 1d10 for your attribute bonus and
2d10 for your skill bonuses. The feature for humans is an additional bonus to
one intellect skill, so you will roll an additional 1d10 for the final skill

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bonus. You roll 8, 3, 6, and 2, respectively. Your charisma score is 73, so
you boost it to 81. As part of your class selection you take proficiency in
Illusion Arcana. Your current illusion score is 81. You can boost it to 84
with the 3 you rolled or to 85 with the 6 you rolled, but you cannot boost it
to 87. You decide to max it out because you'll only lose 2 points. You assign
the others to Intuition Awareness, Enchantment Arcana, and an intellect-based
tradecraft that came with your occupation selection.

**3F - Characters - Generate Attributes and Assign Bonus**
----------------------------------------------------------------------------
Attribute scores are selected by the player from an array of 4 numbers. There
are three ways to obtain this array…

Option 1 (standard array) involves selecting from a predefined array
containing the numbers 70, 60, 50, and 40.

Option 2 (point buy) involves assigning 40 to each attribute and assigning
points to each attribute from a fungible pool of 60 points. Each attribute can
be increased to a maximum of 80.

Option 3 (roll) involves rolling 6d10, dropping the 2 lowest, and multiplying
the result by 2. This process is repeated 4 times (once for each attribute).

As noted, once you have an array of attribute values, you may assign those
values as desired. At this time you should also assign the attribute bonus
that you got during race selection to the relevant attribute. Record your
final attribute values on your character sheet.

**3G - Characters - Starting Gear**
----------------------------------------------------------------------------
Now it's time to select the gear your character will start with. The primary
starting gear selection is noted in the detailed description of your
character's class in the chapter on classes. Additionally, most occupations
will allow you to pick an additional piece of starting gear.

The starting gear list for each class will specify a "standard pack" that you
can add to your starting gear. This is a backpack that contains the expected
gear for a particular kind of person. The standard packs are listed below…

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| Pack | Contents |
| --- | --- |
| Itinerant's Pack | Tinderbox, 5 torches, 5 copper, bedroll, 5 days worth of rations |
| Merchant's Pack | Lantern, oil flask (5 lantern uses), bedroll, tent, 10 copper |
| Hermit's Pack | 5 candles, 5 copper, 1 healing potion, bedroll, ledger, ink, and quill |
| Delver's Pack | 5 torches, 5 copper, 3 days worth of rations, bedroll, pitons, 60 feet of rope |

Record the gear you have selected in the gear section of your character sheet.
If you have any armor in your gear, be sure to assign its armor value to the
armor field in attributes and stats at the top of your sheet.

**3H - Characters - Generating Stats**
--------------------------------------------------------------------------------
Once you have assigned your race's bonus to the relevant attribute value, you
are able to generate your stats. There are 3 stats that derive from
attributes: health, mana, and sanity, where health derives from fortitude,
mana derives from charisma, and sanity derives from intellect.

These attributes are populated by rolling 1 die per milestone level for each
of these stats, starting with 1 die at milestone 0. The size of the dice that
you will roll scales in accordance with your relevant attribute score, as
shown in the table below…

| Attribute Value | Dice to Roll |
| --- | --- |
| 8-31 | d4 |
| 32-43 | d6 |
| 44-55 | d8 |
| 56-67 | d10 |
| 68-85 | d12 |

Add the numbers on the dice together, adding 1/10th the relevant attribute
value (rounded to the nearest whole number). Repeat for each stat and record
it on your character sheet.

If your character has armor, populate the armor stat with that value. If not,
populate the armor stat with 0. Populate the action stat with 3, the default
number of action points for playable characters.

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The exception to this rule is sanity, which does not increase with each
milestone.

**3I - Characters - Assign Skill Proficiencies and Bonuses**
--------------------------------------------------------------------------------
Now that you've generated stats, attribute values, and selected your race,
class, and occupation, it's time to fill out the skills section of your
character sheet.

Review your class, occupation, and race to determine what skills you are
proficient in. In addition to the skill proficiencies specified by class,
occupation, and/or race, you may select 3 skills from any category as
additional proficiencies. You may alternatively choose 6 skills to have half
proficiency in.

Fill in the score for each skill you are proficient in. The score should be
equal to the relevant attribute as detailed in the introduction's section on
skill proficiencies (page 4). Assign bonuses as desired, keeping in mind that
there is a skill score cap.

If you have half proficiency in anything (this will typically be indicated by
your subclass description), fill that in now in accordance with the formula
for half proficiency as described in the introduction (page 6).

Once all bonuses and proficient skill scores have been assigned, fill in all
remaining skill scores with 1/10th the relevant attribute score (rounded to
the nearest whole number). If you don't want to calculate this, a table with
the relevant values has been provided on page 7.

**3J - Characters - Document Any Additional Information**
--------------------------------------------------------------------------------
Document biographical fields at the top of the page as desired. It is also
recommended that you copy any features and/or spells that you might have from
your race or class into the features section so you don't forget what they
are.

**3K - Characters -  Milestones**
--------------------------------------------------------------------------------
As noted in the introduction, there are two ways to advance. Gradual
advancement was covered in the introduction. Milestones are a bit more
in-depth, as what occurs at each milestone varies a little.

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Milestones are what would be referred to as character levels in other systems. At each milestone the character receives a milestone dice count. This count is used to determine a variety of things, but is the number of dice to roll for mana, health, and sanity when creating a character at that level. Players progress to a new milestone at the game master's discretion.

When a player's character reaches a milestone, they will perform the following actions as part of milestone progression…

    1) Roll 1 additional fortitude dice for health.
    2) Roll 1 additional charisma dice for mana.
    3) Add 1 to the count of dice for any features that call for it
    4) Pick new features if relevant
    5) Roll 2d10 and add the number on each dice to a different skill if
       relevant

As indicated above, some milestones have additional tasks that the player will need to complete. Milestones where features are selected are called feature milestones. The table below records those tasks and the milestones at which they occur…

| Milestone | Task |
| --- | --- |
| Milestone 0 | Select 2 primary class features |
| Milestone 1 | Select secondary class feature |
| Milestone 2 | Select optional feature OR skill score increase |
| Milestone 3 | -- |
| Milestone 4 | Select optional feature OR skill score increase |
| Milestone 5 | Select tertiary class feature |
| Milestone 6 | Select optional feature OR skill score increase |
| Milestone 7 | Skill cap increases from 85 to 95 |
| Milestone 8 | Select optional feature OR skill score increase |
| Milestone 9 | -- |
| Milestone 10 | Select capstone class feature |

Once a capstone feature has been selected, no further changes can be made to the skill section of the character sheet. However, there are a number of post-progression activities that are detailed in the next chapter.

**3L - Characters - Static Values**
--------------------------------------------------------------------------------
Some things about characters are the same across the board by default. All characters have 3 action points (unless otherwise stated) and all characters

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have a movement speed of 30 feet per 5 seconds. You can indicate these on your sheet or just hold it in your head as desired.

Another notable example that will be discussed in depth later on is armor. All characters have a default armor value of 0

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# Adventuring

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Adventuring is not so much a profession as a common term to describe the activities of qualified individuals who hope to win fame or fortune, find love, or just help the plight of the common man. Adventurers commonly have training in a trade or skill that might make them valuable to nobles, merchants, or other tradesmen, but have chosen the less certain and comfortable path for various reasons. Typically, however, if you ask an adventurer their profession, they will say "blacksmith" or "scholar" or "soldier".

This chapter will go over the process of adventuring, common conditions, resting, and other miscellaneous topics that will have an impact on your character's career.

## 4A - Adventuring - Equipment

--------------------------------------------------------------------------------

Equipment is essential to adventuring. For adventurers with martial proficiencies or interest in gaining proficiency, your character's equipment could make or break their fortunes.

### Rarity

There are 4 main levels of rarity: common, uncommon, rare, and singular. These have specific definitions and tend to be associated with an item's power as well as how common it is. Game masters should note that rare and singular items should primarily be given out in treasure troves or as some other variety of loot while common and uncommon items can be purchased.

**Common -** Readily available in any city with a thriving economy.

**Uncommon -** Can be purchased from specialty merchants, made relatively inexpensively by a moderately skilled craftsman, or recovered from a mid-sized treasure trove.

**Rare -** Available in a handful of locations in small quantities. Some craftsmen can make it for you but you'll have better luck looking for it in treasure troves,

**Singular -** Cannot be purchased anywhere. Maybe 2 or 3 craftsmen in the whole world can make it at exorbitant price. The greatest treasure troves might have 1 or 2.

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**Armor**
Armor value is determined by specific features in some cases but is primarily determined by whether or not the character is wearing armor. If a character is not wearing armor and has no feature that raises their armor value, then their armor value is equal to 0. A character's armor value represents the amount an enemy must roll below their skill proficiency score in order for their attack to succeed.

For example, if a character is wearing half plate, their armor value is 7. If an enemy with a Melee Heavy skill of 75 attacks the character, they will need to roll below 68. Assume they roll a 71 on their attack roll. This represents the armor being struck with a glancing blow.

Wearing armor that you are not proficient in will impact your performance. Add your skill modifiers to attacks and saving throws that you roll and subtract your skill modifier from any save that you cause an enemy to roll while wearing armor with which you are not proficient.

Armor users can roll an armor saving throw against your skill proficiency with armor when hit. If the throw is successful, the armor will reduce the damage that the wearer will take from the strike. However, the amount of damage it absorbs will be deducted from its armor value. If the amount of damage from the hit is equal to or greater than the armor value of the armor, its armor value becomes 0.

Anyone can wear armor even if they are not proficient in it. However, they cannot benefit from armor saving throws and must add the relevant skill proficiency modifier to any athletics or martial skill check or saving throw made while wearing the armor.

For enemies that have an armor value greater than 0, their ability to roll an armor save is dependent on whether they are proficient in their armor or not. If the proficiency isn't listed they still benefit from their armor value but cannot roll the save.

The following keywords are applicable to armor…

> **Simple -** Skill points can be obtained at a rate of 2 points per full rest instead of 1.

> **Light -** Lightweight armor, does not inflict disadvantage on skill checks, increased armor value.

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    **Medium -** Offers greater protection than light armor but less than heavy
    armor, increased armor value.

    **Heavy -** Significantly heavier than other suits of armor, inflicts
    disadvantage on stealth skill checks, increased armor value.

    **Plated -** The armor is a form of plate armor, increased armor value.

    **Held -** Requires a free hand to use.

    **Additional -** Can be added to other pieces of armor to increase overall
    armor value.

Five armor tiers are defined for player character weapons. The table below
reflects those tiers…

| Tier | Armor Value | Base Cost |
|------|-------------|-----------|
| 1 | 2 | 25 copper |
| 2 | 4 | 50 copper |
| 3 | 6 | 25 silver |
| 4 | 8 | 50 silver |
| 5 | 10 | 5 gold |
| 6 | 12 | 10 gold |

Some armor keywords will increase the armor's tier and its respective armor
value, along with its cost, as shown in the table below…

| Keyword | Tier Bonus | Compatibility | Additional Cost |
|---------|------------|---------------|-----------------|
| Plated | 2 | medium, heavy | 50 silver |
| Light | 1 | additional, held | 25 silver |
| Medium | 2 | plated, additional | 50 silver |
| Heavy | 3 | plated | 1 gold |

Common sets of armor and the armor values they confer are listed below…

--------------------------------------------------------------------------------

| Armor | Value | Keywords | Cost |
|-------|-------|----------|------|
| Hide | 2 | Simple | 25 copper |
| Gambeson | 2 | Simple, Additional | 25 copper |
| Shield | 2 | Simple, Additional, Held | 25 copper |
| Helm | 2 | Simple, Additional | 25 copper |
| Greatshield | 4 | Light, Additional, Held | 2550 copper |
| Great Helm | 4 | Light, Additional | 2550 copper |
| Leather | 4 | Light | 2550 copper |
| Close Helm | 6 | Medium, Additional | 75 silver |
| Cuirass | 8 | Light, Plated | 125 silver |
| Chainmail | 8 | Heavy | 150 silver |
| Breastplate | 10 | Medium, Plated | 600 silver |
| Plate | 12 | Heavy, Plated | 1150 silver |

**Weapons**

Delver's weapons use keywords to describe their traits, their reach or range, and damage profiles. The system outlined below should allow players and game masters to create the weapons they desire, but to keep things as easy as possible some common weapons have been fully profiled.

Normally when you wield a weapon you may add your skill modifier to any damage that you do with your weapon. However, if you are not proficient you may not add your skill modifier.

The following keywords are applicable to weapons…

> **Simple -** A basic weapon. Skill points in simple weapons are gained 2 at a time instead of 1 at a time.

> **Light -** Can be used in tandem with another weapon if it can be used with 1 hand, increased damage.

> **Heavy -** Requires 2 hands and cannot be used in tandem with another weapon, increased damage.

> **Melee -** Has no range and 5 ft reach.

> **Polearm -** Has no range and 10 ft reach.

> **Thrown -** Has a 90 ft range and 5 ft reach. Does not use the reload action.

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    **Range -** Has a 180 ft range and no reach. Does use the reload action.

    **Long Range -** Has a 300 ft range and no reach. Does use the reload action.

    **Gun -** A firearm, increased damage.

    **Discrete -** Checks against awareness skills intended to find this weapon are rolled with disadvantage.

Five damage tiers are defined for player character weapons. The table below reflects those tiers and where simple weapon damage for piercing, slashing, and bludgeoning begin…

| Tier | Die | Simple Damage Type | Base Cost |
|------|------|----------------------|-----------|
| 1 | 1d8 | Piercing | 25 copper |
| 2 | 1d10 | Slashing, Bludgeoning | 1 silver |
| 3 | 2d6 | -- | 10 silver |
| 4 | 1d12 | -- | 1 gold |
| 5 | 1d20 | -- | 5 gold |

Some weapon keywords increase damage. Adding these keywords will cause the damage to increase by 1 or 2 tiers, as shown in the table below…

| Keyword | Increase | Compatibility | Add. Cost |
|---------|----------|---------------------------------------------|-----------|
| Light | 1 | Gun, Thrown, Range, Long Range, Melee | 25 cop. |
| Heavy | 2 | Gun, Long Range, Polearm, Melee | 10 sil. |
| Gun | 2 | Heavy, Light, Range, Long Range | 1 gold |

As mentioned at the beginning of this section, some weapons have been defined in the table below to make selection of starting gear easier…

--------------------------------------------------------------------------------

| Weapon | Damage | Keywords | Cost |
|--------|--------|----------|------|
| Dagger | 1d8  piercing | Simple, Thrown, Discrete | 25 copper |
| Handaxe | 1d10 slashing | Simple, Thrown | 1 silver |
| Quarterstaff | 1d10 bludgeoning | Simple | 1 silver |
| Spear | 1d8  piercing | Simple, Thrown, Polearm | 25 copper |
| Hunting Bow | 1d8 piercing | Simple, Range | 25 copper |
| Shortsword | 1d10 piercing | Light | 125 copper |
| Battle Axe | 2d6  slashing | Light | 1025 copper |
| Warhammer | 2d6  bludgeoning | Light | 1025 copper |
| Longbow | 1d10 piercing | Light, Long Range | 125 copper |
| Crossbow | 2d6  piercing | Heavy, Long Range | 20 silver |
| Longsword | 2d6  piercing | Heavy | 20 silver |
| Greataxe | 1d12 slashing | Heavy | 110 silver |
| Greatsword | 1d12 slashing | Heavy | 110 silver |
| Glaive | 2d6  piercing | Heavy, Polearm | 20 silver |
| Maul | 1d12 bludgeoning | Heavy | 110 silver |
| Wheellock | 1d12 piercing | Light, Gun, Range | 20025 copper |
| Musket | 1d20 piercing | Heavy, Gun, Long Range | 610 silver |

## Quality

A weapon's damage bonus and a suit of armor's armor value are affected by
their quality. Higher quality weapons will put out more damage and higher
quality armor will make an entity harder to hit. All starting equipment is
basic quality with no additional bonus to damage or armor value. Higher
quality equipment will be more difficult to find and much more expensive. The
table below details quality levels, their rarity, and the bonus that they
confer to armor value or damage.

| Quality | Rarity | Bonus |
|---------|--------|-------|
| Basic | Common | 0 |
| Standard | Common | 1 |
| Excellent | Uncommon | 2 |
| Superior | Rare | 3 |
| Heirloom | Rare | 4 |
| Masterwork | Singular | 5 |
| Legendary | Singular | 6 |

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**4B - Adventuring - Enemies**
--------------------------------------------------------------------------------
The enemies you will encounter will have all the same basic attribute scores
as you. For the most part they are proficient in fewer skills. As a rule most
of them are resistant to several kinds of damage, and some are proficient or
half proficient in specific schools of magic.

The broad classifications of enemies are listed below with their common
language names listed…

> **Being -** An intelligent native of the material universe with the ability
> to contemplate philosophical ideas, form civilization as well as
> society, and develop technology beyond simple tools.

> **Creature -** A less intelligent native of the material universe generally
> incapable of the same degree of thought as a being.

> **Monster -** A native of the material universe with malign intent towards
> beings and creatures.

> **Undead -** A creature, being, or monster that has died and been either
> reanimated or brought back in some way that distinguishes themselves
> from their former being.

> **Automaton -** A generally mechanical being created to mimic another being,
> with intelligence ranging from below that of creatures to above that of
> the average being.

> **Daemon -** An inhabitant of the pit, usually but not always harboring
> malign intent towards beings.

> **Angel -** A servant of an Aeon. They may be referred to by other names
> depending on religion and nationality.

> **Faerie -** A native of the material universe that is in some sense also
> supernatural. Often malicious if not evil.

> **Interloper -** A native of a different dimension or of subspace.

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**4C - Adventuring - Conditions**
--------------------------------------------------------------------------------
A number of conditions can afflict you or be inflicted by you with the use of spells or features. They are listed and defined below…

      **Prone -** The affected entity is flat on the ground. While prone their movement speed is half. Attacks made against them have advantage within 10 feet and disadvantage beyond that.

      **Incapacitated -** The affected entity's speed and action points are reduced to 0 for the duration. Attacks against them have advantage. If the entity remains incapacitated and unassisted for more than 3 days the entity is slain.

      **Restrained -** The affected entity's speed is reduced to 0. Their attacks have disadvantage and attacks against them have advantage. The condition ends when the restraint is removed.

      **Surprised  -** Attacks against the affected entity have advantage and the target has disadvantage when determining combat order.

      **Grappled -** The affected entity's speed is reduced to 0. A grappled entity can attempt to escape a grapple once every 5 seconds by rolling a check against its wrestling skill.

      **Frightened -** The affected entity is frightened of a specified entity, item, space, or abstract concept. If nothing else is specified, the source of the condition is the object of the target's fear. The target has disadvantage on attacks against whatever it is afraid of. It must roll a check against its resolve skill to move closer to the object of its fear.

      **Insane -** Roll on the table below with a d100 to determine an effect. This effect will apply until the affected entity's sanity is increased above 0.

--------------------------------------------------------------------------------

| Result | Description |
| --- | --- |
| 1 | The affected entity is comatose. |
| 2-5 | The affected entity is frightened of anything similar to the cause of its insanity. |
| 6-20 | The affected entity is afflicted by anxiety, and must roll a save against its resolve skill when it attempts to take an action. If it fails, the action point is consumed but the action does not occur. |
| 21-30 | The affected entity takes 2d10 psychic damage. Their maximum health is reduced by the same amount. |
| 31-50 | The affected entity is unable to speak. |
| 51-60 | The affected entity is afflicted by hallucinations, and must roll a save against its intuition skill. If the target fails, it must attempt to attack the nearest entity within 10 feet. |
| 61-75 | The affected entity is afflicted by seizures. Whenever it starts its turn it must roll a save against its conditioning skill. If it fails it is incapacitated until the start of its next turn. |
| 76-90 | The affected entity is afflicted with terrible dreams. It takes twice as long to rest and recover health and mana. |
| 91-99 | The affected entity is afflicted with aphasia and cannot speak intelligibly. |
| 100 | The affected entity is afflicted with a nervous tick. It must roll a save against its resolve trait or scream at the top of its lungs for 1 minute. |

**Poisoned -** The affected entity's attacks and any check against an athletics skill has disadvantage.

**Bleeding -** The affected entity takes 1d4 damage once every 5 seconds for the duration.

**Stunned -** The affected entity's action points are reduced to 1 for the duration. Attacks against it have advantage.

**Exhausted -** The affected entity's action points are reduced by 1. Its attacks have disadvantage and attacks against it have advantage. This condition can be inflicted multiple times with a cumulative effect on advantage, disadvantage, and reduction in action points. If the entity's action points reach 0 the entity is incapacitated.

**Diseased -** The affected entity's movement is reduced by half, rounding down. Roll a fortitude die and reduce the target's maximum health by the

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amount on the die. The reduction persists until the condition is
removed.

**Unconscious -** The affected entity cannot speak or hear. Its speed and
action points are reduced to 0.

**Blind -** The affected entity automatically fails any check that requires
the use of sight. It has disadvantage on attacks and attacks against it
have advantage.

**Deafened -** The affected entity automatically fails any check that
requires the use of hearing. It has disadvantage on attacks and attacks
against it have advantage.

**Charmed -** The affected entity will not attack the cause of the
condition, which will have advantage on social checks with the target.
The target views the cause of the condition (if intelligent) as
friendly.

**Suffocating -** All checks including attacks that the affected entity
makes have disadvantage. If the affected entity continues to suffocate
for a number of minutes equal to their fortitude modifier, they fall
unconscious. If they fall unconscious while suffocating they have
disadvantage on death saving throws.

**Slain -** The target is dead. They cannot be revived by healing and need
to be resuscitated or resurrected.

## 4D - Adventuring - Diseases
--------------------------------------------------------------------------------
Despite recent advances in medicine and the realization that disease is caused
by microorganisms, a great many diseases afflict the natives of Delver. A few
are described below…

**Leprosy -** Afflicted individuals are left without sensation in parts of
their body, often leading to injury or the loss of extremities.
Afflicted individuals are often sent away to colonies where they will
live out their days to prevent further infection. Assign the diseased
condition.

**Dysentery -** A common traveler's illness, dysentery causes acute stomach
pain and illness. It can result in death if proper care is not

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available. Assign the diseased and exhausted condition.

**Gangrene -** Grievous wounds can become seriously infected. If the affected tissue is not removed, the infection will be fatal in many cases. Assign the diseased condition. Any entity infected with gangrene must roll a death saving throw (or a check against its necromancy skill, if proficient) at the beginning of each day that it remains infected with gangrene. If it fails, that entity must roll a fortitude die and remove the amount on the die from its maximum health. When it is healed it regains the health it has lost.

**Plague -** Afflicted entities may exhibit the growth of buboes or a severe cough and weakness. Assign the diseased and exhausted condition. After 72 hours, assign the incapacitated condition. Any entity that spends more than 1 hour within 30 feet of an afflicted entity must roll a luck saving throw (or a check against its necromancy skill, if proficient) at the end of the day. If that entity fails, it starts the next day infected. Its max health will decrease by 1d4 at the start of each subsequent day that it is infected. When it reaches 0 it begins making death saving throws at the beginning of each day. If it fails any of these death saving throws it will die.

**Lycanthropy -** Typically only caused by direct curses or by the bite of another lycanthrope. Afflicted entities count as charmed by other lycanthropes, and must roll a saving throw against their insight or memory skill when they make an attack. If they fail they attack the closest non-lycanthrope instead

**Malaria -** An infection brought on by contact with bloodsucking insects. It can also be borne by vampires, the common kretch, and other creatures that drink blood. Assign the diseased and exhausted condition. After 2d10 hours, the afflicted entity must roll a luck or death saving throw. It may subtract its medicine or necromancy skill modifier. If that entity succeeds it recovers. If it fails, roll all its fortitude dice. If the amount is greater than its max health, the entity dies.

## 4E - Adventuring - Estimated Threat
--------------------------------------------------------------------------------
Enemies that you encounter are rated by their estimated threat, found in their profiles in the chapter on enemies as the attribute labeled ETR. ETR is an estimation of how much damage they can do in a round (output) and how much damage they can absorb (absorption). It is recommended that you calculate the

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ETR of your adventuring party regularly, so that your game master can decide
what enemies would be appropriately challenging for your party. A scoring
system for calculating ETR is described in the table below…

| Description | Modifier |
| --- | --- |
| 10 points of health | +1 |
| 10 points of mana | +1 |
| 1 point of armor | +1 |
| 1 resistance | +1 |
| 1 point of potential damage | +1 |
| 1 feature | +1 |
| 1 Eldritch word | +1 |
| 1 proficiency (half or full) | +1 |
| 1 condition (feature) | +2 |
| 1 decreased action pt cost (feature) | +2 |
| 1 additional action pt | +5 |
| 1 additional action pt (feature) | +5 |
| 1 increased crit range (feature) | +5 |
| 1 additional health die (feature) | +5 |
| 1 additional damage die (feature) | +5 |
| 1 immunity | +5 |
| 1 vulnerability | -5 |

To score an entity or party member's ETR, start with an ETR of 0 and add the
modifiers to it according to the table above. As a rule, the values above are
cumulative and should be read as "for every 10 points of health" or "for every
eldritch word". When a feature is indicated in parentheses, the values are
cumulative within the given feature and also cumulative with the per feature
bonus. For instance, an entity with a feature that restores 2 dice of health
adds 11 points to the ETR: 1 point for the feature overall and 5 points for
each health die.

If it is too much effort to adhere to this system, a simplified scheme for
scoring ETR is detailed in the table below…

| Description | Modifier |
| --- | --- |
| 10 points of health | +1 |
| 10 points of mana | +1 |
| 1 point of armor | +1 |
| 1 point of potential damage | +1 |
| 1 feature | +1 |
| 1 Eldritch word | +1 |

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**4F - Adventuring - Traveling and Resting**
--------------------------------------------------------------------------------
Resting is important to the recovery of combat resources such as mana and
health as well as the prevention of exhaustion, which can be incurred in
several ways during an adventure apart from enemy features and spells. The
table below details the ways that it can be incurred and the interval
necessary to cause it…

| Cause | Interval |
| --- | --- |
| Thirst | 1 day |
| Sleep deprivation | 2 days |
| Forced march | 3 days |
| Hunger | 7 days |

A person of normal adventuring age can travel at a pace of approximately 20
miles a day. A forced march can be employed to travel at a pace of 30 miles a
day. If this is continued for 3 days or more the exhausted condition is
incurred, as indicated above.

A rest can be of variable length. For every 2 hours you rest you can roll a
fortitude and/or charisma die to recover health and mana. Features that
require a rest will specify how long you must rest to recover them. A rest
that recovers health and mana to full is called a full rest. In order to avoid
the exhausted condition you will need to rest 10 hours, 6 of which must be
spent sleeping. Eating and drinking must also be undertaken as needed.

**4G - Adventuring - Notoriety**
--------------------------------------------------------------------------------
Parties of traveling adventurers can be dangerous villains, benevolent miracle
workers, or anything in between. As such, your actions can have a direct
affect on your ability to conduct business or even remain free within a
region. Bad actions increase notoriety while good actions decrease it.
Especially low notoriety or especially high notoriety convey advantage or
disadvantage on social checks, respectively.

Notoriety levels range from 1-10. The party's notoriety level is generally
equal to the highest notoriety within the group, but the average may also be
used or the GM may determine that extenuating circumstances are present. A
detailed description of each notoriety level can be found in the table below…

--------------------------------------------------------------------------------

| Name      | Level | Description                                            |
|-----------|-------|--------------------------------------------------------|
| Famed     | 1     | Known for a great act of sacrifice or heroism. triple advantage on social checks. |
| Revered   | 2     | Local hero. Double advantage on social checks.         |
| Respected | 3     | Well known for prowess and even a degree of heroism. Advantage on social checks. |
| Reputed   | 4     | An established reputation within the region for good behavior. |
| Unknown   | 5     | No reputation. Locals lean towards friendly.           |
| Unknown   | 6     | No reputation. Locals lean towards unfriendly.         |
| Maligned  | 7     | An established reputation within the region for bad behavior. |
| Shunned   | 8     | Well known as a desperate character. disadvantage on social checks. |
| Outlawed  | 9     | Local villain, likely to be detained. Double disadvantage on social checks. |
| Wanted    | 10    | Kill or capture on sight. Triple disadvantage on social checks. |

Notoriety increases at the discretion of the GM, and should change in response
to bad behavior or good deeds. Changes should affect not only the town but the
surrounding countryside and populated locations of interest that can be
considered adjacent. As a rule, notoriety levels 1 and 10 are impossible to
attain without an act of selfless heroism or gut-wrenching violence,
respectively.


**4H - Adventuring - Cover and Concealment**
----------------------------------------------------------------------------
Sometimes you are able to take advantage of your surroundings to shelter from
an enemy. This could take the form of ducking behind a stone wall for
protection from a bowman or hiding in a bush to evade detection. These are
referred to respectively as cover and concealment.

Concealment is visual cover only. You have no added safety from an attack if
the enemy realizes you are present and they can attempt to apprehend you or
target you with attacks. When attempting to conceal yourself, you are taking
the hide action. If your game master rules that there is sufficient cover
available, you may roll a stealth check. There are 3 possible outcomes…

   1) You succeed. You are now concealed and will not be discovered unless
      your enemy knows where you are hiding in some way.
   2) You fail, but your roll is greater than your enemy's observation skill
      score. If they were already alert, they will discover you.

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    3) You fail and your roll is lower than your enemy's observation skill
       score. They will discover you.

Cover is simple. If you are fully concealed by wood, stone, or anything with a
similar amount of substance, you are concealed and in cover and cannot be
targeted by ranged attacks. Otherwise you are not and can be targeted if a
hostile entity is aware of your presence.

### 4I - Adventuring - When not to Use Skill Checks
--------------------------------------------------------------------------------
As a rule, skill checks are a tool that should be utilized when an outcome is
in doubt. It is expected that all adventurers have a baseline capacity to
perceive the world around them, to perform basic physical tasks, to persuade,
and to wrap their minds around abstract concepts. As such, it is strongly
recommended that Game Masters and players not request skill checks for
anything that would fall within the purview of trivial tasks or information.
Some examples of improperly deployed skill checks are listed below…

    1) An awareness skillcheck to perceive a burning building nearby.
    2) An athletics check to lift or move an object weighing less than 40
       pounds.
    3) A history check to recall common knowledge about your home town.

In summary, when an obvious piece of information or simple task is in view,
the player should ask the Game Master to give them that information or declare
that they are performing the task.

### 4J - Adventuring - Athletics
--------------------------------------------------------------------------------
Many characters will be athletic, some will not. Nevertheless anyone may be
called upon to leap over a chasm or wrestle with a creature trying to grapple
them.

As a baseline, anyone can leap a length equivalent to their height
horizontally and half that distance vertically. Those with proficiency in
jumping can attempt to leap further by rolling a check. The game master may
determine how much extra is reasonable, but as a rule no more than half again
their body length horizontally and their whole body vertically.

Swimming is a special case. If a character who isn't proficient in swimming
fails a swimming check, they receive the suffocating condition to indicate
drowning.

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**4K - Adventuring - Luck and Death**
--------------------------------------------------------------------------------
At times you will need to make a luck or a death saving throw. Luck saving throws are used by features, by games of chance, and at the discretion of the game master. Death saving throws occur as the result of a feature or because an entity has been reduced to 0 health.

Luck and death saving throws work the same way. A player rolls a D100. If the result is lower than 50, they succeed on the check. Otherwise, they fail.

More on death and death saving throws will be described in the next chapter.

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# Combat

--------------------------------------------------------------------

While fighting may not be ideal, it is occasionally necessary. Combat operates
on the basis of action points. All characters have a pool of 3 action points
by default, which they can spend on various actions as detailed in the table
below…

| Actions in Combat | AP Cost | Description |
| --- | --- | --- |
| Move | 1 | Movement Action |
| Attack | 2 | Weapon or unarmed attack |
| Incant | 2 | Cast a spell |
| Counter | 1 | React to another action |
| Dodge | 2 | Increase armor value by 10 |
| Prepare | 2 | Allows you to use a 2 AP cost action as a counter action |
| Help | 2 | Grant advantage to an ally on an action |
| Hide | 1 | Attempt to evade detection with a stealth check |
| Use | 1 | Draw, pick up, or put up a weapon. |
| Search | 1 | Roll a skill check from the awareness category |
| Reload | 1 | Reload a ranged weapon |
| Free | 0 | A fungible action as used by certain features |

Action point costs above are exact. A player cannot opt to spend more or less
on an action than specified in the table above unless a feature they have
chosen allows them to do so. Unless otherwise specified, action points can
only be spent during the player's turn in combat or during a counter action.

A round of combat lasts 5 seconds. A feature or spell that has a duration of 5
seconds is intended to reflect 1 full round of combat. Each round follows an
order determined at the beginning of the encounter. To determine combat order,
roll a D100 and subtract your intuition or perception skill modifier. The game
master will roll combat order for all hostile entities and average it. Any
entity with a combat order higher than this number will take their turns (in
no particular order) before the hostile entities. Then the hostile creatures
will take their turns. Finally, any entity with a combat order lower than the
combat order of the hostile entities will take their turns (again, in no
particular order). Note that there are only 3 positions to be in within combat
order: first, second, and third. Combat order is not granular and entities
simply inform the game master how they will spend their action points and then
execute those actions.

For example, a party of 1 warrior, 1 rogue, and 1 mage encounter 4 goblins.

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The warrior and the mage roll below 50, the rogue rolls over 70, and the goblins average around 60. The warrior and the mage spend their action points first. Then the goblins spend their action points. Finally, the ranger spends her action points.

If you choose to attack with a weapon or cast a spell that doesn't use a save, Roll a d100. If the result is lower than your skill proficiency score with that weapon and any modifiers applied by armor, you succeed. Otherwise, you fail. If you choose to cast a spell that requires a save, the target rolls against his skill with the relevant school of magic. If the result is lower than their skill, they resist. Otherwise, they do not.

Weapon damage is equal to the amount on the dice rolled as specified by the weapon's profile plus your skill modifier with the weapon plus the quality modifier of the weapon. Spell damage is equal to the amount on the dice rolled as specified by the spell's profile.

If you reach 0 health, you are incapacitated and must make a death saving throw each round on your turn. This continues until you are healed for at least 1 health. If you fail 3 death saving throws you are slain.

If an entity is incapacitated due to reaching 0 health and take more than 1 point of damage, that entity is slain.

If an entity is hit by an attack while more than one other entity friendly to the attacker is within 5 feet of the target entity, the target is overwhelmed and the attacker has advantage on that attack.

**5A - Combat - Damage**
--------------------------------------------------------------------------------
Damage occurs when a weapon attack, ability, or spell succeeds. A variety of damage types exist in Delver, as documented in the table below…

--------------------------------------------------------------------------------

| Damage Type | Description |
| --- | --- |
| Acid | Damage inflicted by acid |
| Necrotic | Damage inflicted by tissue death |
| Heat | Damage inflicted by fire or radiant heat |
| Cold | Damage inflicted by freezing |
| Lightning | Damage inflicted by electricity |
| Thunder | Damage inflicted by loud sounds |
| Force | Damage inflicted by pressure |
| Psychic | Damage inflicted on or in the mind |
| Poison | Damage inflicted as the result of being poisoned |
| Radiant | Damage inflicted by light |

Additionally, some characters or enemies may be vulnerable, resistant, or immune to some forms of damage. This is determined in their stat block. When an attack damages a creature that is vulnerable to that attack's damage type, roll 1 additional damage die. When an attack damages a creature that is resistant to that attack's damage type, remove 1 damage die if there is more than 1. When an attack damages a creature that is immune to that attack's damage type, no damage is done.

Some types of entities have metallurgical vulnerabilities. That is, when a weapon is made entirely of or alchemically altered to contain a particular metal, it is especially damaging to a particular type of enemy. The table below shows metallurgical vulnerabilities…

| Entity Type | Metallurgical Vulnerability |
| --- | --- |
| Undead | Silver |
| Faerie | Iron |
| Daemon | Gold |
| Angel | Lead |

A note for game masters: items sufficiently pure to count for metallurgical vulnerabilities should be difficult to obtain.

When a critical hit is scored 1 additional damage die is added if the hit was scored using a martial skill. Critical hits with spells do not receive a damage bonus.

**5B - Combat - Surprise and Non-Fatal Attacks**
--------------------------------------------------------------------------------
Sometimes it may be in a player's best interest to circumvent ordinary combat. If a player wishes to surprise an adversary, they must roll a check against

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either their stealth, escamotage, manipulation, or strategy skill. The appropriate skill should be determined based on the situation. To surprise an enemy in a social situation, manipulation or strategy are the most appropriate. If an attempt to redirect an enemy's attention is involved, escamotage is best suited. Stealth is primarily used when laying a literal ambush. Note that these are just guidelines based around the intended utility of particular skills. A game master may decide that other checks are applicable or that the checks listed above can be used in other circumstances.

When the target is surprised, the requirement to do damage equal to or greater than the maximum health of the target to render it unconscious are suspended. All that is required is a successful check against a melee weapon skill. Another option would be to grapple the target, which requires that you roll a check against your wrestling skill and succeed.

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# Magic

----------------------------------------------------------------------

The language of the great old ones--which is often referred to as
eldritch--preserves some memory of the words of Yaldabaoth and the power they
contained. Hidden within the complex eldritch language are words that can tap
the mystical power of the world's creator.

This chapter will briefly cover the schools of magic, mana costs for casting,
attacks and saves, and various other technical aspects of casting.

**6A - Magic - Schools**
----------------------------------------------------------------------------
The magical schools are a taxonomy for magical spells and will often form the
basis of an entire organization's focus. Definitions of the various magical
schools are provided below…

> **Alchemy -** The study of magical change, specifically as relates to
> matter.

> **Protection -** The study of wards and other protections against magic and
> mystical beings.

> **Divination -** The practice of telling the future or exposing the hidden,
> often with supernatural aid.

> **Conjuration -** The practice of calling up or summoning something, as a
> spirit, object, or effect that is non-illusory.

> **Olethromancy -** The study of control over elements and nature.

> **Enchantment -** The practice of directly affecting mental perception of
> the world.

> **Illusion -** The study of magically false images and deceits.

> **Necromancy -** The study of life, death, and disease.

--------------------------------------------------------------------------------
**6B - Magic - Mana**
--------------------------------------------------------------------------------
Mana is a store of mystical energy. It can be spent to cast spells and roll
saving throws against spells. A spell saving throw costs just 1 mana. If the
target of a spell that requires a saving throw has 0 mana, the spell
automatically succeeds.

Spells, on the other hand, cost substantially more mana than an ordinary spell
save. It is possible to expend more mana to upcast or cast a spell by invoking
a word of eldritch to amplify it. This will increase its damage but also cost
more mana.

**6C - Magic - Words of Eldritch Power**
--------------------------------------------------------------------------------
Even those proficient in the eldritch language may go their whole lives
speaking it without ever casting a spell. The words of power that make
spellcraft possible are mostly not proper words within eldritch, but rather
are combinations of syllables possible within the language.

Spells are cast with a combination of nouns, pronouns, verbs, and modifiers
(including adverbs and adjectives), and are spoken aloud. Whether it is a
component of eldritch or a cognate added to clarify intent or meaning, every
word in a spell costs at least 1 mana. Words that cost a caster more than 1
mana to cast will be indicated in a table later in this chapter.

**Nouns -** Nouns are flexible, as they will be necessary to elucidate open-ended
effects for certain verbs and to indicate more specific targets. When a proper
noun is used to indicate the target, the target of the spell will have
disadvantage on saves against the spell and the caster will have advantage on
any check needed to cast the spell.

**Pronouns -** Pronouns are generally used to indicate subject and object / caster
and target. They can be used with a specific target in mind and that will be
assumed or it can be used generically for any target that could adopt that
pronoun from the caster's perspective. In other words, you do not have to use
a common or proper noun for the spell to target the correct item, entity,
object, etc. However, as noted above, proper nouns can be used to impose
advantage or disadvantage.

--------------------------------------------------------------------------------

```
Eldritch Pronoun     Translation
--------------------------------------------------------------------------
Yn                   I/Me
Ia                   You
Tsa                  It
Yog                  Him
Yib                  Her
```

**Modifiers -** Modifiers allow the caster to tailor the spell to its intended
purpose or enhance it.

```
Eldritch Modifier   Translation     Usage
--------------------------------------------------------------------------
Ynryl               Suddenly        Duration, immediate
Yrguoh              Lingeringly     Duration, 15 <units>, where units are seconds,
                                        minutes, or hours based on whether
                                        the word is used once, twice or three
                                        times.
Ynuah               Perpetually     Duration, perpetual until dispelled, cannot be
                                        used to describe how long a target is
                                        affected by condition or damage over
                                        Time, requires mnunlu
Mnunlu              Until           Temporal qualifier, generally makes duration
                                        conditional.
Yrlyo               Before          Indicates ahead of, in front of, prior to
Yothlu              Behind          Indicates behind, after
Yogch               Left            Indicates location to the left
Gurgch              Right           Indicates location to the right
Yrlthu              Above           Indicates location above
Lyuthu              Below           Indicates location below
Yntsa               Upon            Indicates attachment to, placement on
Rylcth              Like            Similar to, in the likeness of
Cthyn               Within          Inside of, can be used to indicate a closed
                                        space no more than 15 feet in any dimension
Ukthu               Away            15 <units>, where units are feet, yards, or
                                        Miles based on whether the word is used once,
                                        twice, or three times
Gchynolg            Further         15 more units of distance
Yolmu               Enduring        15 more units of duration
Lmugur              Greater         1 additional spell die, especially of damage,
                                        applies to all spell dice used in a spell
Ulmlyu              Friendly        Entity disposition is friendly respective to
                                        A specified entity
Uylmlu              Hostile         Entity disposition is hostile respective to a
                                        Specified entity
```

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**Verbs -** Verbs are specific to the school of magic used by the spell, and will
be enumerated in the chapter on spellcraft.

**6D - Magic - Check or Save**
--------------------------------------------------------------------------------
There are two primary ways to determine whether a spell that is used on an
unwitting or unwilling participant is effective: checks and saves. A save
spell forces the opponent to roll a save against their skill with the specific
school of magic that is being employed. If no save is indicated, a check is
made to determine if the spell is successful

In this way, spells that force a save can be incredibly powerful, since a
target who isn't a spellcaster or a scholar is fairly unlikely to have
proficiency in the school of magic and may have less than a 10% chance to
succeed. As a result, spells that force a save do less damage than spells that
rely on a successful spell check by the caster.

When constructing a spell, a save will be required if a condition is involved.
Otherwise the caster will roll a check against the relevant arcana skill.

**6E - Magic - Dice Mechanics and Damage**
--------------------------------------------------------------------------------
Much like character stats, the dice used in a spell (when it uses a specific
school's damage verbs) are determined by the caster's score in the base
attribute value of the spell's magical school. For the purpose of simplicity
the exact same chart is used, and can also be found in the section on
generating character stats…

| Attribute Value | Dice to Roll |
| --- | --- |
| 8-31 | d4 |
| 32-43 | d6 |
| 44-55 | d8 |
| 56-67 | d10 |
| 68-85 | d12 |

The die used will be referred to as a spell die.

For example, if a caster has a fortitude of 68 and uses a necromancy verb to
heal a target, they can restore 1d12 health. This is because necromancy is
based on the fortitude attribute and a score of 68 requires a d12.

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If, however, the caster mentioned above had a charisma of 54 and were to use
an enchantment verb to damage a target with psychic damage, they would only be
able to roll a d8. This is because enchantment is based on charisma and a
score of 54 requires a d8.

If the caster specifies yrguoh (lingeringly) for the duration of a spell that
has a mechanical effect, the  dice are divided as evenly as possible over the
duration. If the dice cannot be divided evenly, the remainder is applied when
the spell is initially cast.

**6F - Magic - Advancement**
----------------------------------------------------------------------------
The combination of syllables that will yield new eldritch verbs for use in
spells are hard to come by and the mages lucky enough to discover them are
universally reluctant to reveal them to strangers. As such, a new mage will
often have a rudimentary vocabulary (see the subsection on mages in the
chapter on classes and the chapter on character creation for initial spell
vocabulary) that they can use to cast basic spells.

As a result, one of the most important aspects of advancement for casters is
to increase their vocabulary. Some class features will give you additional
routes to learning new spells, but the following options are also available
for obtaining verbs (you can use one or all of these if desired)…

    1) Each mage automatically receives 1 additional eldritch verb per
       milestone…

    2) Game masters offer eldritch verbs as an in-game incentive for quests…

    3) Joining mystical orders grants you access to the eldritch dictionaries
       in their libraries…

Note that any character can learn magic to add to their build, but only mages
are intended to have an ability to consistently increase their eldritch
vocabulary. It is recommended that any house rule or use of the options listed
above extend only to characters that have the mage class. For characters that
are warriors, scholars, or rogues, access to eldritch words will likely be
gained through disgraced students of magic or black market grimoires.

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**6G - Magic - Syntax and Caveats**
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The constructed language of eldritch has been included to increase immersion
and make spellcraft feel more natural. As such, it is relatively simple and
superficial in structure. Sentence order isn't strictly important and there
are no real cases. However, a subject, duration, school-verb combination,
target, and list of modifiers as desired are necessary. For the sake of
standardization, the following order is recommended and would be most common
in game…

(Subject [pro]noun) (Duration adverb) ([school]'[verb]) (Target [pro]noun),
(list of modifiers)

For example, if our caster from section 6E wants to cast a spell that inflicts
4d12 necrotic damage against a target 45 feet away, he could use the sentence
order template above to cast it this way…

yn ynryl yrgnla'yibuj ia, ukthu ukthu, lmugur lmugur lmugur

Here 'yn' is the subject, 'ynryl' indicates immediate duration, 'yrgnla' is
the eldritch word for necromancy, 'yibuj' is the necromancy verb for necrotic
damage, 'ia' is you (the target), 'ukthu ukthu' indicates 15 yards (treated as
range), and 'lmugur' indicates the number of additional damage dice.

Composing a complex spell on the fly is more likely to result in failure.
Casters can attempt spellcraft at any time, whether ensconced by a fire in a
comfy tavern or diving for cover from a hail of arrows. However, it is more
likely that a caster will make a mistake in a stressful situation. As such,
the caster has disadvantage on any arcana skill check they roll to cast a
spell they haven't at least partially recorded and the target of the spell has
advantage on saves against the spell. Additionally, making brand new spells
costs 2 action points when in combat.

Spells that last for an amount of time are fulfilled by some external force
bound by the power of the Eldritch language. It is not necessary for the
caster to sustain the spell on their own. However, if they become unconscious,
incapacitated, or insane subsequent to the casting of the spell, the spell
ends unless it has been inscribed.

When damage or conditions are inflicted by spell, modifiers indicating range
must be used and the caster must have line of sight to the target or construct
a spell with an area of effect.

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**6H - Magic - The Costs of Spellcraft**

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The mana cost of a spell adds up quickly, as you may have guessed. Some magic
schools impose increased costs for specific verbs. For now, the table below
enumerates the modifiers that will cost additional mana to utilize…

| Modifier | Cost |
| --- | --- |
| Gchynolg | 2 |
| Yolmu | 2 |
| Lmugur | 3 |
| Cognate nouns | 3 |

In addition, any spell that results in the sudden presence or unforeseen
procurement of an entity, item, or object can have additional costs as
detailed below…

1) Add 2 points to the mana cost for each point of ETR above 5 for
   entities…

2) Add 2 points to the mana cost per silver coin cost higher than 10
   silver…

3) Add 2 points to the mana cost per diameter or length of object (as
   applicable) greater than 10 feet…

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# Classes

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There are 4 primary classes in Delver, as indicated in the section on
character creation. These classes are meant to fill the role of dominant
frontline fighter, spellcaster, damage dealer, and support. Classes dictate
the majority of your character's mechanical abilities and so it's recommended
that you select your class before you select your race.

This chapter will describe the classes that are available for selection and
their progression.

## 7A - Classes - Warrior

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*The night before the battle of Aihtimal Jadid the Orc horde turned on the necromancer
lords and their mercenaries. Many fell before the arcane might of the necromancers, but
still more endured. They cut down the faithful and the paid mercenary alike until at
last they stood in the meeting tent. There were the necromancers: their magic spent,
their trembling hands grasping at whatever weapons were close by.*

Warriors are the primary martial archetype in Delver. They excel at both
absorbing and inflicting damage. From the champion on the field of battle to
the berserker slaughtering raiders to protect his village, warriors are the
standard of martial excellence.

When building a warrior of any subclass, you may select 3 from the following
list of primary proficiencies…

    1) Melee (any keyword)
    2) Ranged (any keyword)
    3) Unarmed
    4) Thrown
    5) Armor (any keyword)

…and 3 from the following list of secondary proficiencies…

    1) Arcana (Necromancy, Illusion, Enchantment, Alchemy)
    2) Social (Strategy, Persuasion, Resolve, Etiquette)
    3) Tradecraft (any)
    4) Wisdom (any)
    5) Athletics (any)

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Warriors have the following starting gear…

1) 1 Melee weapon in which you are proficient
2) 1 Ranged or Thrown weapon in which you are proficient
3) 1 piece of armor (except for plate) in which you are proficient
4) 1 shield if you are proficient
5) A spellbook if you are proficient in arcana
6) A standard pack

Additionally, all warrior subclasses receive the following feat…

**Defender -** you may add your fortitude modifier to milestone health rolls.

**Primary Class Features**
At milestone 0 you are allowed to select a primary feature. These will serve as building blocks which will influence your selection of secondary, tertiary and capstone features.

**Superior Training -** Your training allows you to observe and pick out your enemies' weaknesses. Critical hits occur on a 1-10 instead of 1-5.-

**Agile Duelist -** Once per short rest you can increase your action points by 1 for 5 seconds. The number of times this feature can be used per short rest increases by 1 at feature milestones.

**Fury -** Berserkers are infamous for their seeming disregard for the most violent of blows and for the violence they can unleash when they fly into a rage. When creating your character, determine whether strength or dexterity will be used with your attacks. Your rage will apply to that stat only from now on. For one action point, you enter a rage for 1 minute and obtain the following advantages…
1) You have advantage on might or dodge saving throws
2) Your melee attacks do additional damage equivalent to how many milestone dice you currently have.

**Bloodlust (Berserker) -** Once per full rest while in a fury, you may decrease the action point cost of your attacks by 1 for 5 seconds. If you are wielding a heavy weapon, you gain the exhausted condition when your fury ends. The number of times this feature can be used per full rest increases by 1 at feature milestones.

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**Crackshot -** Once per short rest you can subtract your Ranged Guns modifier from your attack roll. The number of times this feature can be used per short rest increases by 1 at feature milestones.

**Quick on the Draw -** Gunslingers tend to be suspicious and not particularly honorable. Unless surprised, you have advantage when determining combat order.

**Strength of Ideals -** When creating your character, select an ideal to uphold from the list below. Once per full rest, when you hit an enemy with a weapon attack, you can use mana to inflict 1d8 additional damage of the type specified by your selected bond. The number of damage dice and the number of times you can use this feature per full rest increase by 1 at each feature milestone.
    1) War - Heat
    2) Order - Force
    3) Decay - Necrotic
    4) Purity - Radiant
    5) Revolution - Thunder

**Contemptuous Gaze** - You are able to determine the presence of any undead, angel, or daemon within 30 feet of you.

**Arcanist -** You know the Eldritch pronouns as well as the modifiers Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa, and Yrguoh. You also know 1 verb from a magic school of your choice.

**A Different Kind of Warrior -** Select an optional class feature of your choice.

**Secondary Class Features**
At milestone 1 you are allowed to select a secondary feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

**Two Handed Fighting -** When you damage an entity while dual-wielding, you may add your skill modifier to the result.

**Heavy Weapon Adept -** When you hit an entity with a heavy weapon attack, you may reroll 1s and 2s when rolling for damage.

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**Duelist -** While wielding a single one-handed weapon, you can subtract your skill modifier from your attack rolls.

**Defense -** You add 2 to your armor value while you have at least 1 melee weapon in your possession that you can readily use.

**Marksman -** While wielding a ranged weapon, you may subtract 5 from your attack rolls.

**Martial Artist -** Your unarmed attacks do 1d6 bludgeoning damage and you may add your skill modifier to your unarmed attacks.

**Simple Weapon Fighter** - While wielding simple weapons you may increase your damage rolls by 2.

**Stalwart -** Your armor value increases by 2 while wearing armor.

**Arcanist's Blade -** Your weapon counts as one quality level higher than it is. If it is a legendary weapon already, its bonus is increased to 12.

## Tertiary Class Features

At milestone 5 you are allowed to select a secondary feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

**Fearsome Visage -** You choose to cow an opponent within 30 feet that you can see and that can see you. Roll an intimidation check contested by a resolve check from them. If you succeed, they are frightened of you for 15 seconds.

**Effortless Reload -** You can reload 1 ranged weapon as a free action if it is in your hand and not being used for an attack.

**Armored in Might -** When not wearing armor you have an armor value equal to your light or heavy armor proficiency modifier.

**Splinter Shot -** Once per short rest, when you damage an enemy with a ranged weapon attack, you can choose to also damage one enemy within 10

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feet of the original target by the same amount. The number of times this feature can be used per short rest increases by 1 at feature milestones.

**Unyielding Defender -** Once per short rest you can reroll one saving throw. The number of times this feature can be used per short rest increases by 1 at feature milestones.

**Expert Positioning -** Once per short rest you can take the dodge action at a cost of 1 action point. The number of times this feature can be used per short rest increases by 1 at feature milestones.

**Polymorphic Weapon -** Once per full rest you can change the damage profile of your weapon to slashing, piercing, bludgeoning, force, Heat, or cold. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Mortal Wound -** When you deal a critical hit to an opponent they must roll a conditioning saving throw. If they fail they receive the bleeding condition until the start of your next turn.

**Blind Rage (Berserker) -** You are ignorant of all obstacles that block your path. While furious your speed becomes 40 and you ignore difficult terrain. If you move within 5 feet of a medium or smaller hostile entity it must make a might or dodge saving throw or be knocked prone. If it succeeds, it may use its counter action to make an attack against you if you move away from it.

**Capstone Class Features**
At milestone 10 you are allowed to select a capstone feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

**Peerless Agility** - Your action point count is permanently increased by 1.

**Deathblow -** When you deal a hit to an opponent that reduces them to less than 10 health, they must roll a conditioning saving throw. If they fail they die instead.

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**Deadeye -** You can re-roll any failed ranged martial check if it is between 91 and 100.

**Unerring Weapon -** You can subtract any quality modifiers your weapon has from your attack rolls with that weapon.

**Unyielding Rage (Berserker) -** Once per full rest you become immune to all damage for 15 seconds while furious. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Lethal Precision -** The threshold for a crit is reduced by 5. Barring the presence of other features, any hit of 1-10 is a crit. If it has already been reduced by 5, any hit of 1-15 is a crit.

**Spellcraft Acolyte (Arcanist) -** You learn 3 additional Eldritch modifiers of your choice.

**Icon of War -** Your body changes to resemble the cause you serve. Your skin becomes hard and resembles steel. Your armor value increases by 5 permanently.

**Icon of Order -** Your body changes to resemble the cause you serve. Your mere presence brings dismay to the forces of chaos. You become one size larger. The first time you hit a creature with an attack they must roll a resolve saving throw. If they fail they must use their counter action to move away from you as far as possible.

**Icon of Decay -** Your body changes to resemble the cause you serve. You are a living aspect of rot and unhealth. You are immune to necrotic damage. If you are reduced to 0 health, roll a conditioning saving throw. If you succeed you are reduced to 1 health instead.

**Icon of Purity -** Your body changes to resemble the cause you serve. Your face glows with an inner light so glorious that those who look upon it dare not strike you. Opponents within 15 feet who can see your face must roll a resolve saving throw when they want to attack you. If they fail the action points are spent but they do not attack you.

**Icon of Revolution -** Your body changes to resemble the cause you serve. Your voice is the voice of unity against the forces that tear down the common man. After combat order is rolled, up to 5 opponents that you can

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see of ETR 9 or lower must roll an intuition saving throw. If they
succeed they will assist you on their turn.


**Optional Class Features**

At multiple milestones you are allowed to select an optional feature. The
selection is broad but builds upon the subclass features that you've selected
already, so while some of these features may be of interest to you they will
not all build upon your existing features. In some cases, these features have
specific prerequisites which will be noted in parentheses.

**Dual Wielding Expert -** You may use a heavy, 1-handed weapon in tandem
with a light, 1-handed weapon when dual-wielding.

**Charger -** If you move more than half your movement before making a melee
attack, you have advantage on your attack.

**Overwhelming Blow -** When you damage an enemy with a melee weapon attack,
roll a check against your might skill. If you succeed, the enemy counts
as overwhelmed for 10 seconds even if no one else is within 5 feet.

**Stunning Blow -** Once per full rest when you damage an enemy with a
weapon attack, you can force them to make a saving throw against their
conditioning skill. If they fail they are stunned for 10 seconds.

**Piercing Shot -** Once per full rest when you target an opponent with a
ranged weapon attack, you can ignore up to half of their armor value.
The number of times this feature can be used per full rest increases by
1 at feature milestones.

**Warning Shot -** Once per short rest when you miss an opponent with a
ranged weapon attack, you can roll an intimidation check contested by a
resolve check from them. If you succeed they are frightened of you for
15 seconds. The number of times this feature can be used per short rest
increases by 1 at feature milestones.

**Parry -** Once per short rest when an enemy hits with a melee attack, roll
a save against your skill with your current weapon. If you succeed, your
armor value is increased by 3. The number of times this feature can be
used per short rest increases by 1 at feature milestones.

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**Riposte -** Once per short rest when you are damaged by a melee attack, you may use your counter action to attack. The number of times this feature can be used per short rest increases by 1 at feature milestones.

**Disarm -** Once per short rest, when you hit an enemy with a melee weapon attack, you may force them to make a saving throw against their proficiency with that weapon. If they fail, they drop the weapon they are currently holding. The number of times this feature can be used per short rest increases by 1 at feature milestones.

**Feint -** Once per short rest you can grant yourself advantage on a melee weapon attack against an enemy. The number of times this feature can be used per short rest increases by 1 at feature milestones.

**Polearm Expert -** If an enemy comes within reach while you're wielding a weapon with a reach of 10 or greater, you may use your counter action to make an attack. If the attack hits, the enemy takes damage and their speed is reduced to 0.

**Legendary Resilience -** Once per full rest when you're damaged, roll a conditioning check. If you succeed, you may reduce the damage taken from the attack by 1 fortitude die. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Divining Blade -** Once per full rest when you damage an enemy with a weapon attack you learn one resistance, immunity, or vulnerability (your choice) that it has. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Seeking Blade -** Once per full rest when you damage an enemy with a weapon attack you give yourself advantage on your next attack against it. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Vampiric Blade** - Once per full rest when you damage an enemy with a weapon attack you can heal yourself by the amount on the dice. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Ancestral Rage (Berserker) -** Your resistance is amplified by the fury of your ancestors who goad you on. Once per full rest, you become resistant

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to all damage except psychic while furious. The number of times this feature can be used per full rest increases by 1 at feature milestones

**Ignorant Rage (Berserker) -** While furious you cannot be affected by spells that require a minimum level of intelligence. You are resistant to psychic damage while furious and have advantage against being charmed.

**Warrior's Spellcraft (Arcanist) -** You know 1 additional verb from a magic school of your choice.

**Divine Aid of Mamdaer -** Once per full rest you roll 1 fortitude die and heal yourself or someone within 10 feet by the amount on the die. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Divine Aid of Wotan -** Once per full rest you roll 1 physique die. You may add this amount to the damage inflicted by your next melee or ranged weapon attack. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Divine Aid of Yig -** Once per full rest you roll 1 physique die. For the next 10 minutes you gain the ability to spit venom in a 15 by 5 foot line. Any entity in that area must roll a saving throw against its own dodge or might skill. If the entity fails it is blinded for 15 seconds. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Divine Aid of Balbataek -** If you are not already proficient in unarmed combat you become proficient. Once per full rest you grow teeth like a shark's for 10 minutes and you can make an unarmed bite attack that does 1d8 damage plus your unarmed skill modifier. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Divine Aid of Niemand -** Once per full rest your armor value increases by 10 to a maximum of 15 for the next 10 minutes. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Divine Aid of Jabal -** Once per full rest a weapon that you are proficient with is infused with rare metals and the artifice of the mountain. Your weapon does one additional die worth of damage for the

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next 15 seconds. The number of times this feature can be used per full
rest increases by 1 at feature milestones.

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**7B - Classes - Mage**
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*Emhyr, the elvish sorcerer steps over his writhing opponent, the sneering jests about
pointed ears now forgotten as the watchman's world dissolves into hellish agony. A bell
rings out somewhere up above. More soldiers, coming down the stairs within. Emhyr does
not hesitate but quickly incants the words that will save his life. The soldiers rush in
and immediately activate the circle created by Emhyr's spell only moments before. They
scream and cry in psychic agony. Emhyr grabs what he came for and leaves them to their
fate.*

Mages are spellcasters, wielders of the obscure, the divine, and the
blasphemous. Where the warrior or the rogue uses violence the mage wields
subtle incantations. How they learn to cast spells varies. Some are
researchers who gather scraps of ancient wisdom from around the globe. Others
give themselves to gods or alien powers. Still others have merely adopted the
primal power of nature. Whatever the source of their power, they are respected
and feared wherever they go.

When building a mage of any subclass, you may select 3 from the following list
of primary proficiencies…

    1) Alchemy
    2) Divination
    3) Olethromancy
    4) Protection
    5) Necromancy
    6) Illusion
    7) Enchantment
    8) Conjuration

…and 3 from the following list of secondary proficiencies…

    1) Additional Arcana (of choice)
    2) Social skill (of choice)
    3) Tradecraft (of choice)
    4) Wisdom (of choice)
    5) Athletics (of choice)

Mages have the following starting gear…

    1) An arcane focus or component pouch
    2) 1 simple weapon

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    3) 1 other weapon in which you are proficient
    4) A standard pack

Additionally, all mages receive the following feat…

**Caster -** you may add your charisma modifier to milestone mana rolls.

Finally, there are certain eldritch words necessary for casting known to all
mages. By default this includes all pronouns and modifiers, and 1 verb from
each magic school they are proficient in.

**Primary Class Features**
At milestone 0 you are allowed to select a primary feature. These will serve
as building blocks which will influence your selection of secondary, tertiary
and capstone features.

      **Mystic Spellcraft -** When you reach a feature milestone you may acquire
      1d4 additional Eldritch verbs by inquiring of a supernatural entity that
      you have relationship with.

      **Wizard Spellcraft -** When examining Eldritch inscriptions, spellbooks,
      and other writings, roll a check against an arcane skill you have
      proficiency in. If you succeed you obtain 1 additional Eldritch verb for
      that magic school which can be used in spells.

      **Sorcerer Spellcraft -** You obtain 2 additional Eldritch verbs for a magic
      school of your choice that can be used in spells.

      **Warrior Mage -** You gain a martial proficiency of your choice.

      **Witchhunter -** You may subtract your relevant skill modifier from saving
      throws that use arcana skills when the saving throw was caused by a
      faerie.

      **Half Faerie -** When creating your character, you may roll a 1d10 and add
      that amount to your mana stat.

      **Divine Aid of Mamdaer -** Once per full rest you roll 1 fortitude die and
      heal yourself or someone within 10 feet by the amount on the die. The
      number of times this feature can be used per full rest increases by 1 at
      feature milestones.

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**Divine Aid of Wotan -** Once per full rest you roll 1 physique die. You may add this amount to the damage inflicted by your next melee or ranged weapon attack. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Divine Aid of Yig -** Once per full rest you roll 1 physique die. For the next 10 minutes you gain the ability to spit venom in a 15 by 5 foot line. Any entity in that area must roll a saving throw against its own dodge or might skill. If the entity fails it is blinded for 15 seconds. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Divine Aid of Balbataek -** If you are not already proficient in unarmed combat you become proficient. Once per full rest you grow teeth like a shark's for 10 minutes and you can make an unarmed bite attack that does 1d8 damage plus your unarmed skill modifier. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Divine Aid of Niemand -** Once per full rest your armor value increases by 10 to a maximum of 15 for the next 10 minutes. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Divine Aid of Jabal -** Once per full rest a weapon that you are proficient with is infused with rare metals and the artifice of the mountain. Your weapon does one additional die worth of damage for the next 15 seconds. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Arcane Adept** - Once per full rest you can roll against your charisma attribute for a check or saving throw that would normally use an arcana skill. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Mana Resilience -** You may re-roll 1s and 2s when regenerating mana during a rest.

**Natural Caster -** The mana cost to cast spells with more spell dice than is reduced by 1.

**Pledged to the Aeons -** You sold your soul for power. It's actually fairly difficult to pledge yourself to an aeon. However, with the right

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oaths and incantations they can be convinced. You learn one additional verb from a magic school of your choice.

**Pledged to the Great Old Ones** - You sold your soul for power. Whether Cthulhu, Hastur, or Tsathoggua, the great old ones are undeniably powerful and they have their uses for mortals. Once per full rest you have advantage on a saving throw against a feature, ability, or spell that reduces sanity. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Pledged to the Pit -** The easiest of all patrons to stumble into a deal with, Daemons are constantly on the lookout for souls to torment for eternity in exchange for a little temporal influence. Once per full rest you have advantage on a saving throw against a feature, ability, or spell that inflicts the charmed condition. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Pledged to Death** - Death cannot be avoided. Unless you serve her. For a little servitude, she may be willing to give you the secrets to extend your life. Once per full rest you regain 1d4 health points when damaged by an attack. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Pledged to the Leviathan** - There are creatures that swim in the depths of space that are neither great old ones nor mortal wanderers. Their minds listen for feeble prayers which they seek to answer out of hunger, curiosity, or even benevolence. You learn to speak telepathically to other beings within 30 feet of you. If their intellect is greater than 40 they can respond. You are also aware if telepathic speech is being used within 15 feet of you.

**Changer of Shapes -** Once per 4 hour rest you can change into a creature that you are familiar with, as long as it has an ETR equal to or less than your own milestone (minimum of 1). You gain that creature's stats, features, and size, but retain your attributes and skills.

## Secondary Class Features

At milestone 1 you are allowed to select a secondary feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

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**Destroyer's Boon -** Your relationship with an otherworldly power has given you benefits beyond your ability to use magic. Once per full rest you add the modifier of your relevant spellcasting skill to damage inflicted by your spell attacks. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Worldeater's Boon -** Your relationship with an otherworldly power has given you benefits beyond your ability to use magic. Once per full rest when you damage an entity with a ranged spell attack, you regain 1d4 health. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Corruptor's Boon -** Your relationship with an otherworldly power has given you benefits beyond your ability to use magic. Once per full rest when you damage an entity with a spell attack you reduce their armor by 2 for 30 seconds. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Empowered Spellcraft (Cost 1 Mana) -** The target of the next spell you cast that uses a saving throw must add 10 to their saving throw against the spell.

**Intensified Spellcraft (Cost 1 Mana) -** You increase the duration of the next spell you cast from seconds to hours at no additional cost.

**Magnified Spellcraft (Cost 1 Mana) -** If the next spell you cast damages a target you may reroll any 1s when rolling to determine damage

**Quicken (Cost 2 Mana) -** You may reduce the action point cost of casting 1 spell from 2 action points to 1 action point for the next 2 spells you cast.

**Discrete (Cost 1 Mana) -** The next spell you cast can be cast without speaking.

**Limited Pyrokinesis -** You are able to start a small fire within 5 feet of you. The fire can be no larger or brighter than a candle's flame, does not grow, and lasts no longer than 10 minutes unless fuel is added.

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**Limited Telekinesis -** You are able to lift objects no heavier than 5 pounds with your mind. You cannot throw them and you can only keep them suspended for 10 minutes or move them 15 feet per turn for 5 minutes.

**War Magic -** You gain proficiency in 1 martial skill in addition to other proficiencies.

**Potions Expert -** You have a talent for making potions. You can subtract your proficiency modifier for the potion's school of magic from bushcraft and brewing checks when making potions.

**Aura of Healing -** Once per full rest you are able to generate an aura 10 feet in diameter. The aura lasts up to 1 minute. If a friendly entity starts its turn within this aura, it regains 1d4 points of health. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Aura of Denial -** Once per full rest you are able to generate an aura 10 feet in diameter. The aura lasts up to 1 minute. If a hostile entity attempts to enter this aura it must roll a resolve check or be unable to enter. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Aura of Protection -** Once per full rest you are able to generate an aura 10 feet in diameter. The aura lasts up to 1 minute. If a friendly entity starts its turn within this aura its armor value increases by 2. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Aura of Light -** Once per full rest you are able to generate an aura 30 feet in diameter. The aura lasts up to 1 hour. The aura creates a zone of bright light for 15 feet and dim light for 15 feet beyond that. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Aura of Darkness -** Once per full rest you are able to generate an aura 15 feet in diameter. The aura lasts for up to 1 hour. The aura creates a zone of darkness which non-magical light cannot penetrate. The number of times this feature can be used per full rest increases by 1 at feature milestones.

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> **Lesser Golemancy -** You have obtained a fragment of the book of creation. You are able to speak the secret tongue of golems and have advantage on any social skill checks when speaking to them.

> **Spellslinger -** If you have proficiency with a ranged weapon, you may use the damage type of a spell that you know instead of the weapon's usual damage type.

**Tertiary Class Features**

At milestone 5 you are allowed to select a secondary feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

> **Elemental Spellcraft (4 Mana) -** You change the damage type of a spell to a damage type employed by another spell that you know.

> **Warded Spellcraft (4 Mana) -** You add to the incantation of a spell that protects it against attempts to defeat it. If the spell affects an area it cannot be dispelled. Any other action taken to defeat it are have disadvantage.

> **Violent Spellcraft (4 Mana) -** You increase the power of your spell. When casting a spell that requires a save you may add your skill modifier to the number you roll when determining damage.

> **Spellcraft Adept (6 Mana) -** You cast a spell from one school of magic using the proficiency score of a different school of magic with which you are proficient.

> **Signs and Wonders -** Once per full rest, you can petition a deity to work a miracle. It cannot do damage either directly or indirectly. If it heals it can only heal one person. It cannot directly affect more than 10 people. If an environmental effect or object is conjured it lasts for 8 hours.

> **Favored of the Aeons -** Your stature is rewarded by your patron. You gain the ability to sprout wings once per full rest. While your wings are in use you have a flying speed of 30. You are immune to 20 feet of fall damage and resistant to 10. The number of times this feature can be used per full rest increases by 1 at feature milestones.

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**Favored of the Great Old Ones -** Your stature is rewarded by your patron. You gain the ability to lucid dream and can move about the dreamlands freely. If you encounter someone from the real world they will not recognize you but you will know it is them. You can subtract your proficiency modifier from social checks against them in the dreamlands, and what was said will impact their behaviors in the material universe.

**Favored of the Pit** - Your stature is rewarded by your patron. You are given a minion who you can order to possess another being or creature of an ETR up to half your current milestone number. Once per full rest, you can take control of the possessed being or creature for up to 10 minutes. If it is a being it will realize it has been possessed after you take control of it and the minion will stop possessing it. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Favored of Death** - Your stature is rewarded by your patron. You are a trusted instrument of the grim reaper and she will not take you from your work just yet. If you succeed on a death saving throw, you are healed by 1d6 and stand back up.

**Favored of the Leviathan** - You become adept at psionics and can either shut down or enhance telepathic speech. Once per short rest--if telepathic speech is being used within 15 feet of you--you may either triple its range or generate static that reduces its range to 5 feet.

**Warded Spellbook -** If you have a spellbook it is awakened by the magic within it and seeks to protect you from harm. Once per full rest your spellbook can give you advantage on a saving throw against a spell from a school of magic with which you are proficient. If you lose your spellbook you no longer have access to this feature. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Kindred of the Wild -** The animals, the trees, and even the very earth are your brothers and sisters and will intervene on your behalf. Once per full rest, you can petition the wild animals to perform small tasks for you such as covering your tracks, creating a distraction, or retrieving something for you. As a rule they will not do anything that would reasonably be considered dangerous or inflict direct harm on your

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enemies. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Conservation of Mana -** Once per full rest when you cast a spell, roll a charisma die. You regain an amount of mana equal to the amount on the die.

**Golemancy -** You have obtained a fragment of the book of creation. You are able to create bronze golems if you gather a sufficient quantity of bronze to form the golem. The bronze for the golem cannot be gathered from a dead golem.

**Capstone Class Features**
At milestone 10 you are allowed to select a capstone feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

**Master of Spellcraft -** Once per full rest when you cast a spell that requires a save you can impose a mana cost on your opponent's saving throw equal to the mana expended to cast the spell.

**Force of Nature -** You are able to change your shape in ways that transcend your previous abilities. You gain the ability to become a pool of water, a sapling, a stone, a vapor or any other natural object that can fit within a 10 foot cube. While in this shape you can see and hear and can change back at will. You can also cast spells so long as you don't increase the number of spell dice that they use. If you are attacked in this form you cannot benefit from any armor that you are wearing.

**Immutable Spellbook -** If you have a spellbook it is protected against physical harm and loss. If it is lost or destroyed it will reappear in your pack or in your hand. Spells written in this spellbook can't be removed.

**Unerring Spell -** You cast a spell against which there is no defense. Once per full rest when you cast a spell of 4th circle or lower, you may spend 8 Mana to make it unerring. The spell automatically succeeds without a save or a spell attack.

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**Greater Golemancy -** You have obtained a fragment of the book of creation. You are able to create any golem if you gather a sufficient amount of material, which cannot come from a dead golem.

**Avatar of the Aeons -** You are granted the status of a minor demigod. Once per full rest when you speak, all entities within earshot must roll a saving throw against their resolve skill. If they fail they are either charmed, frightened of you, or deafened. The effect lasts for 1 minute.

**Avatar of the Great Old Ones** - The great old ones reward you with profane knowledge that, if shared, could inflict insanity on others. Once per full rest when you speak, all entities within earshot must roll a saving throw against their perception or comprehension skill. If they succeed they lose 1d10 sanity.

**Avatar of the Pit** - You carry out the will of the Pit. Once per full rest, you are able to banish a being of an ETR 10 or less to the pit. They will be banished for 24 hours and will have 1 health when they return.

**Avatar of Death** - You become an aspect of the grim reaper. If you reduce an entity to 10 health or less without reducing it to 0, it must roll a death saving throw. If it fails, it is immediately slain.

**Avatar of the Leviathan** - You become extremely adept at psionics. Once per full rest, you are able to project your consciousness as far as 10 miles for up to 10 minutes. You cannot be seen or detected unless otherwise specified. You can see and hear.

## Optional Class Features

At multiple milestones you are allowed to select an optional feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

**Psychic Detection -** You are aware if other entities with psychic abilities are within 30 feet of you.

**Psychic Eavesdropping -** If telepathic speech is being sent or received within 15 feet of you, you are able to hear what is said.

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**Duelist -** You may subtract your proficiency modifier from your roll when you use Protection to prevent a spell from succeeding.

**Casting Savant -** You learn any remaining verbs for a magic school with which you are proficient.

**Accelerationist -** It costs only 1 mana instead of 3 to use the spell modifier that increases the number of spell dice.

**Arcane Protection -** Once per full rest, if an entity within 15 feet of you is attempting to make a save against a spell in a school for which you are proficient, they may use your proficiency score instead.

**Arcane Defense -** Once per full rest, you may give yourself resistance to damage from a school of spells in which you are proficient. This lasts for 10 minutes.

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**7C - Classes - Rogue**

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*Creeping catlike along the ledge, Shahsuvar darts through the light cast by the great glass window. Her eyes dart to the empty courtyard below. Just minutes ago it was alive with partygoers gossiping and laughing on their way inside. The faint strains of music and conversation told her that she had all the time she needed to get what she came for. The goblin finds the small study window. It is dark inside. She pries the window open with her dagger, the leaded glass shuddering and wooden frame splintering as the inexpensive lock breaks away. She slips inside, grabbing everything of value before vanishing into the night.*

The rogue makes a living on the edges of society. Where there's dirty work to do and money to be made there you will find the rogue. Rogues aren't always villains. Some hunt monsters and solve crimes. But at the end of the day they expect you to pay for their services.

When building a rogue of any subclass, you may select 3 from the following list of primary proficiencies…

   1) Melee Light
   2) Melee Physique
   3) Ranged Light
   4) Ranged Heavy
   5) Ranged Simple
   6) Thrown
   7) Unarmed
   8) Divination
   9) Armor Simple


…and 3 from the following list of secondary proficiencies…

   1) Additional Arcana (of choice)
   2) Social skill (of choice)
   3) Tradecraft (of choice)
   4) Wisdom (of choice)
   5) Athletics (of choice)


Mages have the following starting gear…

   1) 1 Melee weapon with which you are proficient
   2) 1 Ranged weapon with which you are proficient

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   3) 1 suit of armor with which you are proficient
   4) A standard pack

Additionally, all rogue subclasses receive the following feat…

**Evasive -** While not wearing any armor your armor value is 2 instead of 0.

**Primary Class Features**
At milestone 0 you are allowed to select a primary feature. These will serve as building blocks which will influence your selection of secondary, tertiary and capstone features.

    **Ambush -** You have advantage against targets that are surprised

    **Decisive Blow -** Once per round when you hit a surprised entity with a weapon attack, you inflict 1d10 additional damage. The number of damage dice increases by 1 with each feature milestone.

    **Prepared Attack -** Once per round, you may deal 2d4 additional damage to an entity if there is more than one entity friendly to you within 5 feet of the target entity or if it cannot see you. The number of damage dice increases by 2 with each feature milestone.

    **Moving Target -** Once per turn you can take the dodge action without expending an action point or the run action at the cost of only 1 action point.

    **Expert Tracker -** You have advantage on tracking and bushcraft checks while pursuing an entity you are familiar with.

    **Trained Killer -** Once per round when you hit an entity with a weapon attack, you inflict 1d8 additional damage if it has already been damaged by an entity friendly to you. The number of damage dice increases by 1 with each feature milestone.

    **Animal Affinity -** You become proficient in animal handling if you aren't already.  You have advantage on animal handling checks when trying to tame or calm an animal.

    **Beastmaster -** You tame 1 creature or monster that will serve as a companion. You can order your creature to perform an action at the cost

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of 1 of your action points per order. The table below specifies the
maximum ETR of the animal by Milestone…

| Milestone | ETR | Example |
|-----------|-----|---------|
| Milestone 0 | 5 | Kretch |
| Milestone 1 | 6 | Epicyon |
| Milestone 2 | 6 | Spotted Amphiptere |
| Milestone 3 | 7 | Dire Hyena |
| Milestone 4 | 8 | Sabertooth |
| Milestone 5 | 10 | Murk Stalker |
| Milestone 6 | 11 | Albino Drake |
| Milestone 7 | 13 | Shipbreaker |
| Milestone 8 | 14 | Thunderbird |
| Milestone 9 | 17 | Terrorbat |
| Milestone 10 | 19 | Basilisk |

**Secondary Class Features**
At milestone 1 you are allowed to select a secondary feature. The selection is
broad but builds upon the subclass features that you've selected already, so
while some of these features may be of interest to you they will not all build
upon your existing features. In some cases, these features have specific
prerequisites which will be noted in parentheses.

**Swift Attack -** Once per full rest you can reduce the cost of an attack
action to 1 action point for 5 seconds. The number of times you can
perform this action per full rest increases by 1 with each feature
milestone.

**Cunning Attack -** If you hit a target in the preceding turn, you have
advantage on your first attack against that target in the current turn.

**Two Handed Fighting -** When you damage an entity while dual-wielding, you
may add your skill modifier to the result.

**Violent Attack -** If you damaged a target in the preceding turn, you may
increase your next damage roll against that target by 2.

**Tandem Attack -** If you have advantage on an attack against an entity,
you may expend an action point to allow a friendly entity within 10 feet
of you to make an attack with a counter action.

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**Inconspicuous -** When you take the hide action you may subtract your skill modifier from your stealth check.

**Thrown Weapon Fighter** - When you damage a target at range with a thrown weapon you may increase your damage rolls by 2.

**Tertiary Class Features**
At milestone 5 you are allowed to select a secondary feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

**Sharpshooter -** While using a ranged weapon, you may roll one additional damage die when you score a critical hit.

**Masterful Ambush -** You may subtract 10 from stealth checks when attempting to lay an ambush.

**Outnumbered but not Overwhelmed -** When being attacked by multiple foes you are not overwhelmed unless there are at least 4 enemies within 5 feet of you.

**Giant Slayer -** You may subtract your skill modifier from your attack rolls against enemies 2 or more sizes larger than you.

**Beastbond -** Once per short rest you are able to know exactly what your companion creature or monster is thinking.

**Expert Pickpocket -** You gain proficiency in Escamotage if you are not already proficient. You may subtract your skill modifier from Escamotage checks.

**Capstone Class Features**
At milestone 10 you are allowed to select a capstone feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

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**Blind Shot -** You are able to estimate the shot necessary to target an enemy behind cover with a ranged weapon.

**Menagerie -** You are able to take 1 additional companion creature or monster. It costs 1 action point to issue a command to both creatures if it is the same command. If it is a different command it will cost 2 action points.

**Well Prepared -** Once per full rest you become resistant to one type of damage for 1 hour.

**In the Shadows -** You can always take the hide action in dim light or darkness.

**Blood in the Water -** If you score a critical hit on an enemy, you gain 1 free action point which can be used immediately.

## Optional Class Features

At multiple milestones you are allowed to select an optional feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

**Breadth of Experience -** You can select a secondary or tertiary feature from another subclass that has not already been selected by another member in your party.

**Hardy Constitution -** You gain proficiency in conditioning if you are not already proficient. You can go 1 additional day without incurring exhaustion from any natural cause (hunger, thirst, forced march, sleep deprivation).

**Unsavory Ally -** You have connections in the local underworld. Once per full rest you can set up a meeting with them. They can give basic information about the local underworld and goings on in the city.

**Sprinter -** Your movement speed increases by 10.

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**Lucky -** Once per full rest, you may re-roll a saving throw of your choice. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Disarm -** When you hit an opponent with an attack, you may force them to make a dexterity saving throw. If the result is higher than their dexterity trait, they drop the weapon they are currently holding.

**Two Weapon Expert -** You are able to wield weapons that are one-handed but do not have the light or the heavy keyword in tandem with other light weapons.

**Poisoner -** Once per full rest you can coat one of your weapons with a potent toxin. It will last for 24 hours. While the weapon is poisoned, once per turn you may inflict additional poison damage when you damage an enemy with it in accordance with the poisons listed in the chapter on items.

**Interrupting Attack -** Once per full rest when an enemy attempts to make an attack against a friendly entity within 5 feet of you you may use your counter action to make an attack. If you hit you do no damage but your enemy's attack automatically fails. The number of times this feature can be used per full rest increases by 1 at feature milestones.

**Cautious Pursuit -** Once per full rest, you may use the dodge action for the cost of 1 action point. The number of times this feature can be used per full rest increases by 1 at feature milestones.

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**7D - Classes - Scholar**

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*Tonraq the scholar sits in the library and rubs his eye. The light of a trio of candles*
*dimly illuminates the pages that he has been poring over for the last six hours. The*
*night bell chimes two o'clock. His comrades are relying on him to deliver the insights*
*they will need should the clockwork assassins of the dwarven fiefs put in an appearance.*
*He consults his ledger: a handful of notes, some even have tactical value. He turns back*
*to his work. It will be a long night.*


The scholar brings wisdom, inspiration, experience, and--above
all--instruction to the party. Scholars are seldom learned in ways of war or
the use of a weapon. Nor are they skilled in the casting of spells. Rather
they rely on others to do the fighting, and others rely on them to guide them
and teach them.


When building a scholar of any subclass, you may select 3 from the following
list of primary proficiencies…

    1) Melee Simple
    2) Ranged Simple
    3) Ranged Guns
    4) Divination
    5) Protection
    6) Wisdom (of choice)
    7) Tradecraft (of choice)

…and 3 from the following list of secondary proficiencies…

    1) Additional Arcana (of choice)
    2) Social skill (of choice)
    3) Tradecraft (of choice)
    4) Wisdom (of choice)


Scholars have the following starting gear…

    1) 1 Melee or ranged weapon with which you are proficient
    2) 1d6 books or an instrument
    3) A standard pack


Additionally, all scholar subclasses receive the following feat…

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**Erudite -** You gain proficiency in literacy if you are not already proficient. You have half-proficiency in wisdom in all skills from the wisdom, arcana, awareness, or social categories.

**Primary Class Features**
At milestone 0 you are allowed to select a primary feature. These will serve as building blocks which will influence your selection of secondary, tertiary and capstone features.

> **Inspirational Tone -** Once per full rest, you may use your skill with your instrument to grant an ally a 1d10 that can be subtracted from a check, attack, or saving throw. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

> **Words of Cruelty -** At the cost of 2 action points you may insult an enemy in a way that fundamentally damages them. They must roll a saving throw against their resolve skill or take 1d8 psychic damage. If they succeed on the saving throw, they take half the damage.

> **Observant -** Once per full rest, you can impose disadvantage on an entity attempting to avoid notice using an escamotage or stealth check.

> **Cunning Strategy -** Once per 2-hour (minimum) rest, you can perform one of the following actions per round at a cost of 1 action point, depending on which category you have half proficiency in. The number of times you can perform this action per short rest increases by 1 with each feature milestone…
>     1) Wisdom -  You point out a flaw in your enemy's strategy, defenses, or technique. An ally within 5 feet of you can subtract 5 from their next attack against that enemy.
>     2) Arcana - You recite information about the school of magic that is being used against an ally within 5 feet of you. They may subtract 10 from their next saving throw against that school of magic.
>     3) Awareness - You observe signs of danger. The next time your allies use the dodge action within 1 hour it will cost 1 action point.
>     4) Social - If one of your allies is forced to make a saving throw against the charmed condition, you can use your counter action to grant them advantage.

> **Keeper of the Secret of Fire -** You have discovered mystical secrets that have an effect on the world around you. Once per full rest you light a

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fire that is immune to being extinguished as long as it only burns within a circle 3 feet in diameter. If it grows large than that, it goes out. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

**Keeper of the Secret of Shadows** - You have discovered mystical secrets that have an effect on the world around you. You are able to create a patch of darkness 10 feet in diameter. This patch lasts for 10 minutes and cannot be seen through. The number of times you can perform this action per short rest increases by 1 with each feature milestone.

**Keeper of the Secret of the Deep -** You have discovered mystical secrets that have an effect on the world around you. You are able to swim underwater at a speed equal to your walking speed. You do not need to breathe.

**Keeper of the Secret of the Moon** - If you can see the moon, you are able to make it cast a circle of bright light in a 10 foot diameter where you walk for 1 hour.

**Keeper of the Secret of Iron** - You are able to materialize a shortsword with which you are proficient.

**Learned Traveler -** Once per short rest, you can perform one of the following actions at a cost of 1 action point, depending on which category you have half proficiency in. The number of times you can perform this action per short rest increases by 1 with each feature milestone…
1) Wisdom - You are familiar with the local flora and fauna. You know either 1 vulnerability, 2 resistances, or 1 immunity of a creature you are fighting or are about to fight.
2) Arcana - You once learned a countercharm against spellcraft when you were traveling. You can impose disadvantage on a spellcaster that you can see and hear within 30 feet when they attempt to make a spell attack.
3) Awareness - Your familiarity with the terrain allows you to be prepared for danger. You have advantage when rolling combat order for 1 hour.
4) Social - You are familiar with local customs and traditions. You have advantage on social checks with locals for 10 hours.

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**Secondary Class Features**
At milestone 1 you are allowed to select a secondary feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

**Quick Learner -** Once per full rest when you earn 1 proficiency point in a skill you may add 2 points to the skill instead. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

**Weaponsmith -** Once per full rest you temporarily improve 1 weapon in one of the following ways…
   1) You improve its quality by 1 tier, up to superior quality, for 1 hour.
   2) You craft 5 pieces of specialized ammunition which ignore up to half of an enemy's armor value.
   3) You improve its range by 30 feet for 1 hour.

**Observant Learner -** Once per full rest when a friendly entity that you can see earns 1 proficiency point in a skill you may also earn 1 proficiency point in that skill as long as you have not already increased it. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

**Physician -** Once per full rest you can restore 1 health to an unconscious entity within 5 feet of you. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

**Secret of the Mind -** Once per full rest, one person you touch may subtract or must add their skill modifier to their next check or saving throw against an intellect-based skill.

**Enthralling Performance -** Once per full rest you can use a performance check to charm a group of beings within 30 feet of you. If you succeed they are charmed for 1 hour.

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**Tertiary Class Features**
At milestone 5 you are allowed to select a secondary feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

**Outsmart -** Once per full rest you can use your counter action to switch positions in the combat order with an entity that you can see.

**True Polymath -** You can pick another skill category to gain half proficiency in.

**Osmotic Reading -** You once learned a secret technique for learning the contents of books and scrolls by leaving them beneath your head at night. Once per full rest you can read up to 1/10th of a book by placing it under your head when you sleep. If you do this 10 times in a row you will learn the contents of the entire book. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

**Warsmith -** Once per full rest you permanently or temporarily improve 1 weapon in one of the following ways…
   1) You improve its quality by 1 tier, up to heirloom quality. The same weapon cannot be improved twice.
   2) You craft 10 pieces of specialty ammunition that do 1d8 additional lightning, heat, or cold damage.
   3) The weapon's user may reroll any critical failures rolled while attempting to hit an enemy with that weapon.

**Words of Violence  -** Once per full rest one friendly entity within 15 feet that can hear you is able to add an extra damage die when they hit an enemy with an attack. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

**Secret of the Soul -** You are able to hear whispers from beyond the veil and how they overcame a similar situation. When a friendly entity you can see within 30 feet fails a saving throw or skill check (with the exception of martial skills), you can change it to a success.

---------------------------------------------------------------------------

## Capstone Class Features

At milestone 10 you are allowed to select a capstone feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

**Words of Command -** Once per full rest you tell someone to do something. They may roll an intuition saving throw at disadvantage. If they fail they will do as you suggest. The command must not require the entity to harm oneself or another and the task required must take no longer than 10 hours.

**Confidently Incorrect -** Once per full rest you tell an entity that they are wrong. The entity may roll a deduction saving throw at disadvantage. If they fail they realize they were incorrect and will behave accordingly. This may simply be with regards to a factual dispute or may extend to goals and motivations, such as why an army is fighting.

**Secret of the Stars -** Once per full rest you can take on a protoplasmic form for 1 hour. While in this form any attack that damages you causes the entity that attacked you to take 1d8 acid damage. In addition you can fit through openings that would normally require you to be size tiny or smaller to fit through.

**Master Artificer -** Once per full rest you permanently or temporarily improve 1 weapon in one of the following ways…
  4) You improve its quality by 1 tier, up to legendary quality. The same weapon cannot be improved twice.
  5) You craft 10 pieces of specialty ammunition that ignore armor value altogether.
  6) You imbue it with the power to sense danger, such that it will leap into the hand of its user when danger is close by. The user thus has advantage on saving throws against being surprised.

**Uncanny Deduction -** Once per full rest you are able to deduce the approximate thoughts, intentions, personality, and recent history of 1 entity that you have known for at least 10 minutes.

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**Optional Class Features**
At multiple milestones you are allowed to select an optional feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

**Surgeon -** Once per full rest you can roll surgery checks on behalf of an entity. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

**Glamor -** Once per full rest you weave a simple charm into your words that enhances your physical appearance or makes you difficult to recognize. When attempting to make perception checks to see through the glamor, entities must add your skill modifier to their roll. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

**Librarian -** You are able to find rare books as easily as uncommon books.

**Military Scholar -** Once per full rest you determine that an enemy is about to hit a friendly entity you can see within 60 feet of you. You grant them the ability to roll a saving throw against their dodge skill, which will result in them taking half damage on a successful save. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

**Pathfinder -** Once per full rest when a friendly entity within 30 feet of you rolls a bushcraft or tracking check they may subtract your modifier from their roll. If they must make a saving throw against an athletic or awareness skill they may use your bushcraft skill score instead. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

**Words of Healing -** Once per full rest 1 entity within 15 feet that can hear you regains 1d4 health. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

**Words of Strength -** Once per full rest 1 entity within 60 feet that can hear you has advantage on their next athletics check or saving throw.

--------------------------------------------------------------------------------

**Words of Doubt -** Once per full rest 1 entity within 30 feet that can hear you has disadvantage on their next resolve check or saving throw.

**Secret of the Tale** - You weave a tale that confuses the listener. Anyone that hears it has disadvantage on the next awareness check they make.

# Spellcraft

------------------------------------------------------------------------

Spells are the ultimate expression of a caster's power. Some spells are well known among casters and can be found in every spellbook, but the greatest mages' spellbooks contain incantations that appear in no library of mystical wisdom. By knowing the words of the magic schools you can build spells to your

--------------------------------------------------------------------------------
liking and to do exactly what you want.

While some limitations have been made explicit here, the goal is to allow for
some flexibility of interpretation. Game masters have final say over whether
the spell will work in the way the caster expects.

**8A - Spellcraft - Alchemy**
-----------------------------------------------------------------------------
Alchemy is the study of magical change, specifically as it affects matter.
Alchemical spells may arrest change, accelerate change, or alter the course of
change. The Eldritch word for Alchemy is Ynthlam. The table below details the
verbs specific to Alchemy…

| Verb | Usage |
| --- | --- |
| Luxuux | Enlarge or intensify by 1/2 |
| Uxxulu | Shrink or lessen by 1/2 |
| Rylyrl | Invest distilled essence into target |
| Lugch | Transmute material composition |
| Uxthlam | Change shape |
| Yrlryl | Divest invested essence from target |
| Yrlyrg | Distill essence from target |
| Ulngya | Join two objects together along an edge |
| Ugnlya | Separate an object into 2 halves |

Some example spells that players may wish to add or emulate appear below…

**Yn ynryl ia ynthlam′uxxulu ynthlam′uxxulu ynthlam′uxxulu -** shrink a target that the
caster is referring to down to 1/8th their size.

**Yn ynryl tsa ynthlam′yrlyrg lantern, yrguoh yrguoh yrguoh ynthlam′rylyrl sword -**
distill the essence of a lantern and invest it into a sword for 15 hours

**Yn yrguoh yrguoh uxthlam yn rylcth moose -** change your shape into that of a moose

**8B - Spellcraft - Protection**
-----------------------------------------------------------------------------
The study of wards and other protections against magic and mystical beings.
Protection is widely used in magical circles to shield ritual sites or protect
important individuals. The Eldritch word for Protection is Ynthoth. The table
below details the verbs specific to Protection…

--------------------------------------------------------------------------------

| Verb | Usage |
| --- | --- |
| Ylduth | Inflict the restrained condition |
| Yrgtsa | Inflict the prone condition |
| Lmucth | Inflict the stunned condition |
| Olmolg | Negate a magical effect, can reduce the action point cost of a spell to 1 if the mana cost is less than 7. |
| Tsalmu | Entities have disadvantage on awareness checks against the target, can be used up to 3 times to impose maximum disadvantage. |
| Sothuth | Convey a one-time damage reduction to the target equal to the number of times the word is used (no armor saves) |
| Xuluj | Increase target's armor value by an amount equal to the number of times the word is used |
| Yrglmu | Give the subject advantage on awareness checks against a target, can be used up to 3 times to convey maximum advantage. |
| Uthbo | Bind the spell to a surface in the form of a glyph including spells of other schools |
| Xuux | Glyph activates when it detects an entity, item, or object's presence |
| Thlamuth | Return the target to its native dimension |

Some example spells that players may wish to add or emulate appear below…

**Yn ynryl ynthoth'thlamuth yog, ynuah ynthoth'uthbo yntsa wall I am touching mnunlu activated, ynthoth'xuux yog  -** banish an entity you are aware of, inscribing it on the wall that you are touching until it's activated by the presence of the target entity

**Yn ynryl ynthoth'xuluj ynthoth'xuluj ynthoth'xuluj ynthoth'xuluj ynthoth'xuluj ia, ynuah ynthoth'uthbo yntsa this tile mnunlu defaced, ythoth'xuux ia cthyn ukthu -** increase the armor value of any entity that comes within 15 feet of the glyph by 5 until it is defaced.

## 8C - Spellcraft - Conjuration
--------------------------------------------------------------------------------
The practice of calling up or summoning something, as a spirit, object, or effect that is non-illusory. Conjuration is often favored by some patrons over illusion and is commonly used to speak with spirits or other entities, sometimes in conjunction with protection spells to keep summoners safe. The Eldritch word for Conjuration is Shuuk. The table below details the verbs specific to Conjuration…

| Verb | Usage |
| --- | --- |
| Lyuthlu | Conjure an entity, item, or object |
| Thothuk | Direct conjured entity or entities to ignore an item or entity |
| Ynnux | Enable conjured object or entities to inflict the suffocating |

--------------------------------------------------------------------------------

```
           condition
    Xubo      Direct conjured entity or entities to grapple a target
    Tsathlu   Direct conjured entity or entities to surround a target
    Shublu    Direct conjured entity or entities to follow a target
    Sothuah   Direct conjured entity or entities to attack a target
    Ymnuoh    Direct conjured entity or entities to defend a target
```

Note that all verbs for conjuration are discrete commands, and once the
commands of the initial spell wear out the conjured entity, item, or object is
free. A duration on Lyuthlu is necessary to prevent conjured entities from
remaining.

Some example spells that players may wish to add or emulate appear below…

**Yn yrguoh yrguoh shuuk'lyuthlu kretch shuuk'lyuthlu kretch shuuk'lyuthlu kretch,
shuuk'thothuk yn, shuuk'thothuk ulmlyu yn, shuuk'sothuah yog cthyn ukthu -** summon 3
kretches for 15 minutes, order them to ignore you and any entity friendly to you and
attack any entity that could reasonably be referred to as "him" within 15 feet.

**Yn yrguoh yrguoh shuuk'lyuthlu ulmlyu black dragon, shuuk'sothuah ia -** summon a black
dragon who you have a prior friendly relationship with for 15 seconds and direct it to
attack a specific entity.

**8D - Spellcraft - Divination**
--------------------------------------------------------------------------------
The practice of telling the future or exposing the hidden, often with
supernatural aid. Emperors, kings, warlords, and nobles all employ a wizard
skilled in Divination to help them foresee trouble with future endeavors. The
Eldritch word for Divination is Thogryl. The table below details the verbs
specific to Divination…

| Verb | Usage |
|------|-------|
| Thoguth | Determine location |
| Shuthlu | Remove illusions or enchantments designed to disguise |
| Ynthlay | Detect based on movement |
| Gcholg | View or see remotely, requires Ukthu or target proper noun |
| Shubuth | Enter the dimension of dreams |
| Thluuj | Seek insight a number of hours into the future equal to the Number of times the word is used |
| Shuuj | Seek insight a number of hours into past equal to the number of Times the word is used |
| Thlucth | Inflict disadvantage on a target for 10 seconds |
| Xulnlu | Receive messages from a mind or hear passive thoughts |

----------------------------------------------------------------------

Some example spells that players may wish to add or emulate appear below…

**Yn ynryl thogryl'thoguth tsa -** determine the location of an item

**Yn yrguoh yrguoh thogryl'shuuj thogryl'shuuj thogryl'shuuj thogryl'gcholg yog -** observe an entity that could reasonably be considered "him" 3 ago for 15 minutes

**Yn yrguoh yrguoh yrguoh thogryl'gcholg ukthu ukthu gchynolg yogch -** see remotely 30 yards to the left

## 8E - Spellcraft - Enchantment
----------------------------------------------------------------------------

The practice of directly affecting mental perception of the world. Faeries, elves, and Dryads all have an affinity for enchantment. The Eldritch word for Enchantment is Thluxu. The table below details the verbs specific to Enchantment…

| Verb     | Usage                                                            |
| -------- | --------------------------------------------------------------- |
| Yrgorg   | Inflict the charmed condition                                   |
| Thotholg | Inflict the frightened condition                                |
| Sothuk   | Reduce insanity by an amount equal to the number of times the word is used |
| Hlalyu   | Give entity that you have charmed instructions at a cost of 1 mana per action point expended |
| Shutsa   | Convince entity of a belief they do not hold                    |
| Uthux    | Enhance the attractiveness of something                         |
| Nluxul   | Send messages to another mind, requires ukthu                   |
| Xulnlu   | Receive messages from another mind, requires ukthu              |
| Thoguj   | Inflict 1 spell die of psychic damage                           |

Some example spells that players may wish to add or emulate appear below…

**Yn yrguoh yrguoh yrguoh thluxu'yrgorg ia -** Inflict the charmed condition for 15 hours

**Yn yrguoh yrguoh thluxu'yrgorg ia, thluxu'hlalyu attack ulmlyu ia cthyn ukthu -** Charm an entity for 15 minutes and order it to attack all entities friendly to it within 15 feet

## 8F - Spellcraft - Illusion
----------------------------------------------------------------------------

The study of magical images and mirages that are apparently real but ultimately facile. Illusion is used by a variety of casters from court

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magicians to common charlatans. The Eldritch word for Illusion is Gchryl. The
table below details the verbs specific to Enchantment…

| Verb | Usage |
| --- | --- |
| Othuth | Make a visual illusion less than 30 feet in size that has No physical substance, emits no sounds, smells, or substantial Ambient light |
| Mnuthlu | Make an illusion emit an illusory light within 5 feet |
| Hlagur | Make an illusion emit an illusory scent within 5 feet |
| Gchuj | Make an illusion emit an illusory sound within 5 feet |
| Cthux | Use an illusion to apparently intensify, increase, or enlarge |
| Lyulmu | Use an illusion to apparently decrease, lessen, or reduce |
| Lmuuth | Replicate the appearance of something no larger than 10 feet in size |
| Thunix | Give an illusion the ability to inflict the surprised condition |
| Lyuuoh | Give an illusion apparent physical substance, so that it Appears real to the touch but cannot do damage |
| Lyuyib | Give an illusion the ability to inflict 1 spell die of psychic damage |

Some example spells that players may wish to add or emulate appear below…

**Yn yrguoh yrguoh gchryl'othuth dragon, gchryl'hlagur rylcth dragon cthyn ukthu ukthu -**
make a 15-minute visual and olfactory illusion of a dragon less than 30 feet in size
that can be smelled from 15 yards away

**Yn ynryl gchryl'othuth ghost, gchryl'thunix ia -** make an immediate illusion of a ghost
that will attempt to inflict the surprised condition

**8G - Spellcraft - Necromancy**
--------------------------------------------------------------------------------
The study of life, death, and disease. Both blessed priests and profane
workers of flesh practice necromancy. The Eldritch word for Necromancy is
Yrgnla. The table below details the verbs specific to Necromancy…

| Verb | Usage |
| --- | --- |
| Yibuj | Inflict 1 spell die of necrotic damage |
| Nuxymn | Inflict specific disease for 5 hours |
| Othlyu | Inflict the diseased condition |
| Olgoth | Inflict the poisoned condition |
| Olmnlu | Inflict the bleeding condition |
| Nlutsa | Regain health equal to the amount on 1 spell die used By this spell to damage an entity |

--------------------------------------------------------------------------------

```
    Ynhla       Cause a corpse or item to be animated
    Lyusoth     Restore health points equal to 1 spell die
```

Some example spells that players may wish to add or emulate appear below…

**Yn ynryl lmugur lmugur lmugur yrgnla'yibuj ia ukthu, yrgnla'nlutsa yn yrgnla'nlutsa yn** - do 4 spell dice of necrotic damage to a target less than 15 feet away and heal for the amount on 2 of those dice

**Yn ynryl yrgnla'lyusoth ia -** restore 1 spell die worth of health to an entity within 5 feet

**8H - Spellcraft - Olethromancy**
--------------------------------------------------------------------------------
The study of control over elements and nature. Olethromancy is commonly employed by casters of all sorts. The Eldritch word for Olethromancy is Nluthoth. The table below details the verbs specific to Olethromancy…

```
    Verb        Usage
    --------------------------------------------------------------------
    Ymnnlu      Inflict 1 spell die of heat damage
    Bohla       Inflict 1 spell die of cold damage
    Hlaxu       Inflict 1 spell die of force damage
    Yoguk       Inflict 1 spell die of acid damage
    Lmuthlam    Inflict 1 spell die of lightning damage
    Ynyib       Inflict 1 spell die of thunder damage
    Gchuth      Inflict 1 spell die of radiant damage
    Hlulmu      Inflict the prone condition
```

**Yn ynryl lmugur nluthoth'ymnlu ia, nluthoth'ymnlu ia, nluthoth'ymnlu ia ukthu -** inflict 2 spell dice of worth of heat damage on 3 specific entities within 15 feet of you

**Yn ynryl lmugur nluthoth'yoguk ia cthyn house ukthu -** inflict 2 spell dice worth of acid damage on any entity within a house less than 30 feet away

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# Bestiary

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In your travels you will meet numerous adversaries. A selection have been
cataloged here for use by your game master.

--------------------------------------------------------------------------------

**Undead - Werewolf**

--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 6
Speed         : 30
Health Dice   : 6d8
Description   : A mortal afflicted with lycanthropy, changing into a wolf or wolf-like
                abomination at the waxing of the moon.
```

----- **Attributes** -------
```
Physique      : 65
Fortitude     : 55
Intellect     : 45
Charisma      : 41
```
----- **Stats** -------------
```
Health        : 29
Sanity        : 6
Mana          : 10
Armor         : 0
Action        : 3
```
----- **Adjustments**  -----
```
Resistances      : Piercing, Slashing, Bludgeoning, Necrotic, Force, Psychic, Acid,
Heat,
                 Cold, Poison, Lightning, Thunder
Vulnerabilities : Radiant
Immunities      : Charmed
```
----- **Proficiencies** ----
```
Running    (55)
Tracking   (45)
Bushcraft  (45)
Perception (65)
Necromancy (55)
```
----- **Actions** -----------
Claw (<65 | 5 ft | 1d8+7 slashing) // Bite (<65 | 5 ft | 1d12+7 piercing)

----- **Features** ----------

**Infect** (An entity the werewolf damages with a bite attack must roll a necromancy saving throw. If they fail they are infected with lycanthropy.)

**Frenzy** (The werewolf make 2 claw attacks at 1 action point each)

**Necrotic Recovery** (If the werewolf has not been damaged for 10 seconds it recovers 1d4 health)

--------------------------------------------------------------------------------

**Undead - Werewolf Alpha**
------------------------------------------------------------------------------
Size          : Medium
ETR           : 15
Speed         : 35
Health Dice   : 13d12
Description   : A veteran werewolf, often leading a pack of werewolves.
----- **Attributes** -------
Physique      : 77
Fortitude     : 72
Intellect     : 45
Charisma      : 52
----- **Stats** -------------
Health        : 85
Sanity        : 6
Mana          : 21
Armor         : 0
Action        : 3
----- **Adjustments**  -----
Resistances     : Piercing, Slashing, Bludgeoning, Necrotic, Force, Psychic, Acid,
                  Heat, Cold, Poison, Lightning, Thunder
Vulnerabilities : Radiant
Immunities      : Charmed
----- **Proficiencies** ----
Running    (72)
Might      (77)
Tracking   (45)
Bushcraft  (45)
Perception (77)
Necromancy (36)
----- **Actions** -----------
Claw (<77 | 5 ft | 2d8+8 slashing) // Bite (<77 | 5 ft | 2d10+8 piercing)
----- **Features** ----------
**Infect** (An entity the werewolf damages with a bite attack must roll a necromancy
saving throw. If they fail they are infected with lycanthropy.)
**Apex Predator** (If the werewolf uses its frenzy feature and both claw attacks are
successful it will begin the next round with 4 action points instead of 3.)
**Lash Out** (If an entity within 10 feet damages the werewolf with a critical hit or with
an attack that does 12 or more damage of any type, the werewolf can immediately make a
claw attack as a counteraction as long as it is not incapacitated.)
**Blood Drinker** (The werewolf has advantage on attacks against hostile entities that do
not have all their health. If it scores a critical hit it regains 1d6 health.)
**Frenzy** (The werewolf makes 2 claw attacks at 1 action point each.)
**Necrotic Recovery** (If the werewolf has not been damaged for 10 seconds it recovers 1d6
health.)

--------------------------------------------------------------------------------

**Undead - Werewolf Hierarch**

--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 13
Speed         : 30
Health Dice   : 14d10
Description   : A religious leader of werewolves, superior to an alpha werewolf
```
**----- Attributes -------**
```
Physique      : 68
Fortitude     : 61
Intellect     : 58
Charisma      : 74
```
**----- Stats ------------**
```
Health        : 76
Sanity        : 8
Mana          : 37
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Piercing, Slashing, Bludgeoning, Necrotic, Force, Psychic, Acid,
                  Heat, Cold, Poison, Lightning, Thunder
Vulnerabilities : Radiant
Immunities      : Charmed
```
**----- Proficiencies ----**
```
Running     (61)
Tracking    (58)
Bushcraft   (58)
Perception  (68)
Necromancy  (61)
Enchantment (74)
Divination  (58)
```
**----- Actions -----------**
Claw (<68 | 5 ft | 1d10+7 slashing) // Bite (<68 | 5 ft | 2d8+7 piercing)
**----- Features ----------**
**Infect** (An entity the werewolf damages with a bite attack must roll a necromancy saving throw. If they fail they are infected with lycanthropy.)
**Half Faerie** (The werewolf has advantage on saving throws against magic)
**Sanguinary Healing** (If the werewolf damages an entity with an attack, the werewolf can regain health equal the amount on the dice up to maximum health)
**Frenzy** (The werewolf make 2 claw attacks at 1 action point each)
**Caster** (The hierarch knows Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa, Ukthu, Lmugur, and Yrguoh, as well as the necromancy verbs Othlyu, Yibuj, Olmnlu, and Lyusoth.)
**Lash Out** (If an entity within 10 feet damages the werewolf with a critical hit or with an attack that does 12 or more damage of any type, the werewolf can immediately make a claw attack as a counteraction as long as it is not incapacitated.)

--------------------------------------------------------------------------------

**Undead - Cave Vampire**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 9
Speed         : 40
Health Dice   : 7d10
Description   : A primitive cave-dwelling vampire with clusters of dull eyes and
                Gaping jaws lined with needle-like teeth. The cave vampire is said to
                descend from troglodytes bitten but not butchered by primordial
                vampires.
```
**----- Attributes -------**
```
Physique      : 72
Fortitude     : 64
Intellect     : 67
Charisma      : 39
```
**----- Stats -------------**
```
Health        : 35
Sanity        : 5
Mana          : 16
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances      : Piercing, Slashing, Bludgeoning, Necrotic, Cold, Force
Vulnerabilities  : Radiant
Immunities       : Charmed
```
**----- Proficiencies ----**
```
Jumping     (72)
Climbing    (64)
Stealth     (72)
Wrestling   (72)
Tracking    (67)
Perception  (72)
Necromancy  (64)
```
**----- Actions -----------**
Claw (<72 | 5 ft | 2d6+7 slashing) // Bite (<72 | 5 ft | 1d12+7 piercing)
**----- Features ----------**
**Gory Regeneration** (If the vampire damages an entity with a bite attack, the vampire
can regain health equal the amount on the dice up to maximum health)
**Frenzy** (The vampire makes 2 claw attacks at a cost of 1 action point each)
**From Above** (The vampire can make a bite attack at a cost of 1 action point if it
dropped onto the entity you are going to bite)
**Hard to Slay** (If the vampire is reduced to 0 health, it can roll a necromancy saving
throw. If it succeeds it regains 1 health.)

--------------------------------------------------------------------------------

**Undead - Ghoul**

--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 8
Speed         : 30
Health Dice   : 6d10
Description   : A half-decayed humanoid with the head of a dog.
```
**----- Attributes -------**
```
Physique      : 78
Fortitude     : 66
Intellect     : 45
Charisma      : 32
```
**----- Stats -------------**
```
Health        : 30
Sanity        : 0
Mana          : 15
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Slashing, Bludgeoning, Necrotic
Vulnerabilities : Radiant
Immunities      : Charmed, Bleeding, Diseased, Insane
```
**----- Proficiencies ----**
```
Running    (66)
Climbing   (66)
Tracking   (67)
Perception (72)
Necromancy (32)
```
**----- Actions -----------**

Claw (<72 | 5 ft | 2d6+7 slashing) // Bite (<72 | 5 ft | 1d12+7 piercing)

**----- Features ----------**

**Frenzy** (The ghoul make 2 claw attacks at a cost of 1 action point each)

**Chimeric Abomination** (The ghoul can get down on all fours and run, making 2 move actions at a cost of 1 action point total.)

**Jaws of Decay** (If the ghoul damages an entity with a bite attack, that entity must roll a saving throw against its own necromancy skill. If it fails it takes an additional 1d12 necrotic damage. If it succeeds it takes half damage.)

**Pursuer** (If the ghoul moves more than twice in a round it has advantage on any attack it makes that round. In addition, it scores a critical hit on a roll of 1-10 instead of 1-5.)

--------------------------------------------------------------------------------

**Undead - Skeleton**

--------------------------------------------------------------------------------

```
Size         : Medium
ETR          : 0
Speed        : 20
Health Dice  : 2d6
Description  : A lesser undead, the animated skeleton of a dead warrior.
```

**----- Attributes -------**

```
Physique     : 64
Fortitude    : 40
Intellect    : 11
Charisma     : 11
```

**----- Stats -------------**

```
Health       : 10
Sanity       : 0
Mana         : 0
Armor        : 6
Action       : 3
```

**----- Adjustments  -----**

```
Resistances     : Piercing, Necrotic
Vulnerabilities : Radiant, Bludgeoning, Slashing, Force
Immunities      : Charmed, Bleeding, Diseased, Psychic
```

**----- Proficiencies ----**

```
Melee Light   (64)
Melee Simple  (64)
Ranged Light  (64)
Necromancy    (20)
Enchantment   (6)
```

**----- Actions -----------**

Longbow (<64 | 350 ft | 2d6+6 piercing) // Shortsword (<64 | 5 ft | 1d6+6 piercing)

**----- Features ----------**

**Frenzy** (The skeleton makes 2 shortsword attacks at a cost of 1 action point each)

--------------------------------------------------------------------------------

**Undead - Zombie Shambler**

--------------------------------------------------------------------------------

```
Size         : Medium
ETR          : 4
Speed        : 20
Health Dice  : 3d10
Description  : The slow, reanimated flesh of a humanoid being.
```
**----- Attributes -------**
```
Physique     : 59
Fortitude    : 66
Intellect    : 21
Charisma     : 11
```
**----- Stats -------------**
```
Health       : 21
Sanity       : 0
Mana         : 6
Armor        : 0
Action       : 3
```
**----- Adjustments  -----**
```
Resistances     : Piercing, Slashing, Bludgeoning, Necrotic, Psychic
Vulnerabilities : Radiant
Immunities      : Charmed, Bleeding, Insane
```
**----- Proficiencies ----**
```
Necromancy  (32)
Enchantment (6)
```
**----- Actions -----------**
```
Bite (<59 | 5 ft | 1d4+6 piercing)
```
**----- Features ----------**

**Infect** (An entity the zombie damages with a bite attack must roll a saving throw against its own necromancy saving throw. If the entity fails it is infected by a zombie plague. If it is not healed with the spell Restore Body and Mind within 10 days it dies and come back as a zombie of the type that it was bit by.)

--------------------------------------------------------------------------------

**Undead - Zombie Sprinter**

--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 4
Speed         : 35
Health Dice   : 3d8
Description   : A more vital, athletic zombie.
```

**----- Attributes -------**

```
Physique      : 72
Fortitude     : 54
Intellect     : 21
Charisma      : 11
```

**----- Stats -------------**

```
Health        : 17
Sanity        : 0
Mana          : 6
Armor         : 0
Action        : 3
```

**----- Adjustments  -----**

```
Resistances     : Piercing, Slashing, Bludgeoning, Necrotic, Psychic
Vulnerabilities : Radiant
Immunities      : Charmed, Bleeding, Insane
```

**----- Proficiencies ----**

```
Running     (54)
Necromancy  (32)
Enchantment (6)
```

**----- Actions -----------**

Bite (<72 | 5 ft | 1d4+6 piercing)

**----- Features ----------**

**Infect** (An entity the zombie damages with a bite attack must roll a saving throw against its own necromancy saving throw. If the entity fails it is infected by a zombie plague. If it is not healed with the spell Restore Body and Mind within 10 days it dies and come back as a zombie of the type that it was bit by.)

**Frenzy** (The zombie makes two bite attacks at a cost of 1 action point each.)

--------------------------------------------------------------------------------

**Undead - Zombie Bruiser**

--------------------------------------------------------------------------------

Size          : Medium
ETR           : 4
Speed         : 30
Health Dice   : 3d8
Description   : A more powerful zombie, often animated from the corpse of a laborer
----- **Attributes** -------
Physique      : 61
Fortitude     : 72
Intellect     : 21
Charisma      : 11
----- **Stats** -------------
Health        : 17
Sanity        : 0
Mana          : 6
Armor         : 0
Action        : 3
----- **Adjustments**  -----
Resistances     : Piercing, Slashing, Bludgeoning, Necrotic, Psychic, Force
Vulnerabilities : Radiant
Immunities      : Charmed, Bleeding, Insane
----- **Proficiencies** ----
Might        (72)
Conditioning (72)
Necromancy   (36)
Enchantment  (6)
----- **Actions** -----------
Bite (<61 | 5 ft | 1d4+6 piercing) // Batter (<61 | 5 ft | 2d6+6 bludgeoning)
----- **Features** ----------
**Infect** (An entity the zombie damages with a bite attack must roll a saving throw
against its own necromancy saving throw. If the entity fails it is infected by a
zombie plague. If it is not healed with the spell Restore Body and Mind within 10 days
it dies and come back as a zombie of the type that it was bit by.)

--------------------------------------------------------------------------------

**Undead - Primordial Vampire**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 10
Speed         : 40
Health Dice   : 11d10
Description   : Winged, primitive, and cruel, the ur-vampire from which all other
                vampires descend stalks the forsaken woods and peaks of the world.
                Unlike the creatures it gave rise to, the primordial vampire is
                entirely naturally occurring.
```
**----- Attributes -------**
```
Physique      : 74
Fortitude     : 66
Intellect     : 63
Charisma      : 57
```
**----- Stats -------------**
```
Health        : 62
Sanity        : 10
Mana          : 16
Armor         : 0
Action        : 5
```
**----- Adjustments  -----**
```
Resistances      : Piercing, Slashing, Bludgeoning, Cold, Force
Vulnerabilities  : None
Immunities       : Charmed, Necrotic
```
**----- Proficiencies ----**
```
Climbing     (64)
Stealth      (74)
Tracking     (63)
Perception   (74)
Necromancy   (33)
Enchantment  (29)
```
**----- Actions -----------**
Claw (<74 | 5 ft | 4d4+7 slashing) // Bite (<74 | 5 ft | 1d6+7 piercing)
**----- Features ----------**
**Fly** (The vampire may use its movement speed to fly instead of walk)
**Gory Regeneration** (If the vampire damages an entity with a bite attack, the vampire
can regain health equal the amount on the dice up to maximum health.)
**Paralyze** (Any entity that the vampire damages with a bite attack must roll a saving
throw against its own necromancy skill. If it fails it is incapacitated until the
start of its next turn. Cannot be used in the same round as gory regeneration.)
**Bleed you Dry** (If the vampire damages an entity with a claw attack that does more than
15 damage, that entity must roll a saving throw against its own necromancy skill. If
it fails it gains the bleeding condition for 15 seconds. If it succeeds it takes an
additional 1d4 slashing damage.)

--------------------------------------------------------------------------------

**Undead - Wihtikow**

--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 17
Speed         : 40
Health Dice   : 16d12
Description   : A creature born of unending hunger, devouring whatever it can find to
                eat until it gnaws the bones to splinters
```

**----- Attributes -------**
```
Physique      : 66
Fortitude     : 81
Intellect     : 52
Charisma      : 33
```

**----- Stats -------------**
```
Health        : 126
Sanity        : 0
Mana          : 10
Armor         : 0
Action        : 4
```

**----- Adjustments  -----**
```
Resistances     : Psychic
Vulnerabilities : None
Immunities      : Charmed, Diseased, Exhausted, Insane, Piercing, Slashing,
                  Bludgeoning, Necrotic, Cold
```

**----- Proficiencies ----**
```
Running     (81)
Stealth     (78)
Jumping     (78)
Tracking    (52)
Perception  (81)
Necromancy  (41)
```

**----- Actions -----------**
Claw (<78 | 5 ft | 2d6+8 slashing) // Bite (<78 | 5 ft | 2d10+8 piercing)

**----- Features ----------**
**Hunter's Sense** (The wihtikow can effectively see entities within 30 feet even if it is blind)

**Indestructible** (If the Wihtikow is slain it rolls 3 death saving throws, subtracting 4 for its necromancy skill modifier. If it succeeds on any of them it will stand back up 1 hour later with 1d12 health.)

**All-Consuming Hunger** (Once per day, the Wihtikow is immune to all damage until the start of its next turn if it uses all its action points for the round to make 2 bite attacks.)

**Moving Target** (Attacks against the Wihtikow have disadvantage if it has moved twice in the round already)

--------------------------------------------------------------------------------

**Undead - Undying Gravedigger**

--------------------------------------------------------------------------------

```
Size         : Large
ETR          : 7
Speed        : 20
Health Dice  : 5d12
Description  : A necromancer's familiar raised from the dead to dig up corpses
```
**----- Attributes -------**
```
Physique     : 59
Fortitude    : 73
Intellect    : 41
Charisma     : 28
```
**----- Stats -------------**
```
Health       : 37
Sanity       : 0
Mana         : 7
Armor        : 0
Action       : 3
```
**----- Adjustments  -----**
```
Resistances     : Psychic, Poison, Slashing, Bludgeoning, Cold, Fire
Vulnerabilities : Radiant
Immunities      : Charmed, Diseased, Insane, Necrotic
```
**----- Proficiencies ----**
```
Might        (59)
Necromancy   (73)
Enchantment  (14)
Melee Simple (59)
```
**----- Actions -----------**
```
Shovel (<59 | 5 ft | 2d12+6 bludgeoning)
```
**----- Features ----------**

**Salt of the Earth** (If the gravedigger is on the ground and hasn't been damaged since the end of its last turn it recovers 1d12 health)

--------------------------------------------------------------------------------

**Undead - Arch Vampire**

--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 24
Speed         : 30
Health Dice   : 36d10
Description   : A mortal who has neither descended into madness nor become like the
                primordial vampires and thus attained immortality and power beyond
                the wildest dreams of mortals.
```

**----- Attributes -------**
```
Physique      : 78
Fortitude     : 56
Intellect     : 68
Charisma      : 75
```
**----- Stats ------------**
```
Health        : 185
Sanity        : 12
Mana          : 20
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Piercing, Slashing, Bludgeoning, Cold, Heat, Force, Psychic
Vulnerabilities : Radiant
Immunities      : Charmed, Diseased, Bleeding, Necrotic
```
**----- Proficiencies ----**
```
Stealth      (78)
Climbing     (56)
Perception   (78)
Intuition    (75)
Persuasion   (75)
Manipulation (75)
Necromancy   (56)
Enchantment  (75)
Illusion     (75)
```
**----- Actions -----------**
**Bite** (<78 | 5 ft | 1d20+7 piercing) // **Claw** (<78 | 5 ft | 4d8+7 slashing) // **Incant**

--------------------------------------------------------------------------------

**Undead - Arch Vampire**
-----------------------------------------------------------------------------
**----- Features ----------**
**Misty Form** (The arch vampire takes the form of a mist and can seep into any space not airtight. While in this form it is immune to damage but cannot use its bite attack, claw attack, or incant action.)
**Festering Bite** (When the arch vampire wounds an enemy with its bite, that entity must roll a saving throw against its own necromancy skill. If it fails the bite does an additional 1d10 damage at the beginning of the vampire's turn for the next 3 rounds. The entity cannot be healed for the duration. If they die because of this ability they are immune to the effects of the resuscitate spell. Cannot be used in the same round as Gory Regeneration.)
**Gory Regeneration** (If the vampire damages an entity with a bite attack, the vampire can regain health equal to the amount on the dice up to maximum health. Cannot be used in the same round as Festering Bite.)
**Perturnatural Senses** (The arch vampire can smell things that it cannot see. It is aware of the location of entities within 15 feet even if they are invisible and has advantage on any saving throw or check to detect hidden entities within 30 feet.)
**Overwhelming Charm** (The arch vampire targets an entity for enthrallment. That entity must succeed on a saving throw against its resolve skill or be charmed by the arch vampire for 1 day.)
**Greater Undead** (If the arch vampire dies to a weapon that doesn't count as silver and isn't buried in accordance with the local vampire slaying customs, it returns to life with half its health after 1 day.)
**Caster** (The arch vampire knows ynryl, yrguoh, yrlyo, yothlu, yntsa, lyuthu, rylcth, ukthu, yolmu, lmugur, and gchynolg, as well as the enchantment verbs yrgorg, uthux, nluxul, and xulnlu, as well as the necromancy verbs yibuj, olmnlu, and nlutsa.)
**Necromancer's Rage** (If the arch vampire is reduced to 50 health it may immediately make 2 claw attacks at a cost of 1 action point each or make 1 bite attack and use both festering bite and gory regeneration.)

--------------------------------------------------------------------------------
**Faerie - Ogre**
--------------------------------------------------------------------------------
```
Size          : Huge
ETR           : 11
Speed         : 25
Health Dice   : 11d12
Description   : A dull-witted creature of faerie kind, prized for brute strength.
```
**----- Attributes -------**
```
Physique      : 76
Fortitude     : 81
Intellect     : 21
Charisma      : 33
```
**----- Stats -------------**
```
Health        : 74
Sanity        : 4
Mana          : 7
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Bludgeoning, Slashing, Cold, Psychic, Force
Vulnerabilities : Fire
Immunities      : None
```
**----- Proficiencies ----**
```
Might        (81)
Protection   (39)
Melee Simple (81)
Melee Heavy  (76)
```
**----- Actions -----------**
**Ogre Club** (<81 | 5 ft | 2d10+8 bludgeoning) // **Stomp** (<76 | 10 ft | 1d8+8 bludgeoning)
**----- Features ----------**
**Earthshaker** (When the ogre makes a stomp attack, all entities within a 10 foot radius must roll a saving throw against their dodge or might skill. If they fail they are prone.)
**Dying Breath** (If the ogre drops to 0 health it immediately makes another attack against 1 entity within 5 feet of it)
**Magic Resistance** (The ogre can subtract its charisma modifier of 3 from any check against arcana skills)

--------------------------------------------------------------------------------

**Faerie - Kelpie**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 3
Speed         : 40
Health Dice   : 6d10
Description   : The kelpie appears to be a wild horse dwelling in a wetland or walking
                on the water.
```
----- **Attributes** -------
```
Physique      : 52
Fortitude     : 61
Intellect     : 35
Charisma      : 64
```
----- **Stats** -------------
```
Health        : 36
Sanity        : 6
Mana          : 16
Armor         : 0
Action        : 3
```
----- **Adjustments**  -----
```
Resistances      : Bludgeoning, Slashing, Piercing, Cold
Vulnerabilities : None
Immunities       : None
```
----- **Proficiencies** ----
```
Running   (57)
Swimming  (57)
```
----- **Actions** ----------
**Bite** (<52 | 5 ft | 1d10+5 piercing) // **Trample** (<52 | 20 feet 1d8+5 bludgeoning)
----- **Features** ----------
**Charger** (When the kelpie makes a trample attack, all entities within a 20 foot-line in front of the kelpie must roll a saving throw against their dodge skill. If they succeed they are not damaged but cannot make an attack of opportunity. The kelpie moves its full distance.)
**Entrapped Rider** (Any entity that touches the kelpie with a part of their body is unable to detach from the kelpie. The kelpie will dive deep into the nearest source of water, imposing the suffocating condition on any entity attached to it.)
**Magic Resistance** (The kelpie can subtract its charisma modifier of 6 from any save against arcana skills)

--------------------------------------------------------------------------------

**Faerie - Swamp Hag**
--------------------------------------------------------------------------------
Size           : Medium
ETR            : 9
Speed          : 25
Health Dice    : 16d8
Description    : The swamp hag is a faerie witch that dwells in wetlands and forests.
----- **Attributes** -------
Physique       : 64
Fortitude      : 46
Intellect      : 60
Charisma       : 72
----- **Stats** -------------
Health         : 68
Sanity         : 12
Mana           : 57
Armor          : 0
Action         : 3
----- **Adjustments**  -----
Resistances      : Bludgeoning, Slashing, Piercing
Vulnerabilities : None
Immunities       : Charmed
----- **Proficiencies** ----
Protection    (46)
Enchantment   (72)
Illusion      (36)
Necromancy    (23)
Olethromancy  (60)
Manipulation  (72)
----- **Actions** -----------
**Claw** (<64 | 2d6+6 slashing) // **Incant**
----- **Features** ----------
**Frenzy** (The hag makes 2 claw attacks at a cost of 1 action point each)
**Caster** (The hag knows Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa, Ukthu, Lmugur, Rylcth and Yrguoh, as well as the necromancy verbs Yibuj, Olgoth, Othlyu and Lyusoth, and the olethromancy verbs Ymnnlu and Yoguk)
**Superior Magic Resistance** (The hag can subtract its charisma modifier of 7 from any save against arcana skills. Once per round the hag can use a counter action to reduce the damage inflicted on it by a spell by 1d8.)

--------------------------------------------------------------------------------

**Faerie - Coven Hag**
--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 11
Speed         : 25
Health Dice   : 20d8
Description   : The coven hag is a faerie witch serving a hag matron.
```
**----- Attributes -------**
```
Physique      : 57
Fortitude     : 46
Intellect     : 68
Charisma      : 72
```
**----- Stats -------------**
```
Health        : 84
Sanity        : 12
Mana          : 95
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances      : Bludgeoning, Slashing, Piercing
Vulnerabilities : None
Immunities       : Charmed
```
**----- Proficiencies ----**
```
Protection    (46)
Enchantment   (72)
Illusion      (72)
Divination    (68)
Necromancy    (46)
Olethromancy  (34)
Manipulation  (72)
```
**----- Actions -----------**
**Claw** (<57 | 5 ft | 2d6+6 slashing) // **Incant**
**----- Features ----------**
**Frenzy** (The hag makes 2 claw attacks at a cost of 1 action point each)
**Caster** (The hag knows Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa, Ukthu, Lmugur, Rylcth and Yrguoh, as well as the necromancy verbs Othlyu and Lyusoth, as well as the olethromancy verb Ymnnlu, and the enchantment verbs Yrgorg, Nluxul, and Thotholg)
**Hag's Curse** (Any entity that wounds the hag must roll a saving throw against their Protection skill. If they fail half of the damage they inflict on the hag is instead inflicted on them.)
**Superior Magic Resistance** (The hag can subtract its charisma modifier of 7 from any save against arcana skills. Once per round the hag can use a counter action to reduce the damage inflicted on it by a spell by 1d8.)

--------------------------------------------------------------------------------

**Faerie - Hag Matron**
--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 17
Speed         : 25
Health Dice   : 22d10
Description   : A parochial ruler of exiled faerie witches.
```
----- **Attributes** -------
```
Physique      : 62
Fortitude     : 56
Intellect     : 68
Charisma      : 75
```
----- **Stats** -------------
```
Health        : 116
Sanity        : 12
Mana          : 100
Armor         : 0
Action        : 3
```
----- **Adjustments**  -----
```
Resistances     : Bludgeoning, Slashing, Piercing
Vulnerabilities : None
Immunities      : Charmed
```
----- **Proficiencies** ----
```
Protection   (56)
Enchantment  (75)
Illusion     (75)
Divination   (68)
Necromancy   (56)
Olethromancy (68)
Manipulation (75)
Herbalism    (68)
```
----- **Actions** -----------
**Claw** (<62 | 5 ft | 2d8+6 slashing) // **Incant**

--------------------------------------------------------------------------------

**Faerie - Hag Matron**

------------------------------------------------------------------------------

----- **Features** ----------

**Frenzy** (The hag makes 2 claw attacks at a cost of 1 action point each)

**Caster** (The hag knows Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa, Ukthu, Lmugur, Rylcth and Yrguoh, as well as the necromancy verbs Othlyu, Nuxymn, Nlutsa, and Lyusoth, as well as the olethromancy verbs Ymnlu and Hlulmu, and the enchantment verbs Yrgorg, Nluxul, Sothuk, and Thotholg)

**Hypnotic Appearance** (The hag appears to be very innocuous or beautiful. Any entity seeing her for the first time must roll a saving throw against their resolve skill or be charmed by her. If they have been charmed by her and then recover from the condition, they take 2d10 psychic damage.)

**Hag's Curse** (Any entity that wounds the hag must roll a saving throw against their Protection skill. If they fail half of the damage they inflict on the hag is instead inflicted on them.)

**Supreme Magic Resistance** (The hag can subtract its charisma modifier of 3 from any save against arcana skills. Once per round the hag can use a counter action to reduce the damage inflicted on it by a spell by 2d8.)

--------------------------------------------------------------------------------

**Faerie - Coven Witch**

--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 4
Speed         : 30
Health Dice   : 10d6
Description   : A mortal who has become a servant of a coven in exchange for magic and
                being made half-faerie.
```

----- **Attributes** -------

```
Physique      : 37
Fortitude     : 40
Intellect     : 59
Charisma      : 64
```

----- **Stats** -------------

```
Health        : 34
Sanity        : 10
Mana          : 32
Armor         : 0
Action        : 3
```

----- **Adjustments**  -----

```
Resistances    : None
Vulnerabilities : None
Immunities     : None
```

----- **Proficiencies** ----

```
Protection   (20)
Enchantment  (64)
Illusion     (64)
Necromancy   (40)
Conjuration  (59)
Manipulation (72)
```

----- **Actions** -----------

**Dagger** (<37 | 5 ft | 1d4+4 piercing) // **Incant**

----- **Features** ----------

**Frenzy** (The coven witch makes 2 dagger attacks at a cost of 1 action point each)

**Caster** (The coven witch knows Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa, Ukthu, and Yrguoh, as well as the necromancy verbs Othlyu and Lyusoth, as well as the olethromancy verb Ymnlu)

**Magic Resistance** (The coven witch can subtract her charisma modifier of 6 from any save against arcana skills)

--------------------------------------------------------------------------------

**Faerie - Banshee**
--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 6
Speed         : 30
Health Dice   : 10d4
Description   : The spirit of a faerie torn from its body before its time.
```
**----- Attributes -------**
```
Physique      : 11
Fortitude     : 25
Intellect     : 51
Charisma      : 72
```
**----- Stats -------------**
```
Health        : 23
Sanity        : 10
Mana          : 16
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Force, Radiant, Heat, Psychic
Vulnerabilities : None
Immunities      : Charmed, Bleeding, Insane, Diseased, Piercing, Bludgeoning,
                  Slashing, Cold, Poison, Acid, Necrotic
```
**----- Proficiencies ----**
```
Protection   (20)
Enchantment  (36)
Illusion     (36)
Necromancy   (13)
Conjuration  (26)
```
**----- Actions -----------**
```
Shriek (60 ft | 4d8 necrotic)
```
**----- Features ----------**

**Banshee's Lament** (The banshee's scream is an omen of death. Any entity within 60 feet when the banshee shrieks must roll a saving throw against their enchantment skill. If they fail they take 4d8 necrotic damage and will have disadvantage on death saving throws the next time they are knocked unconscious. If they succeed they take half damage.)

**The Cold Grasp of Death** (Any entity seeing the banshee for the first time must roll a saving throw against their resolve skill or be frightened of the banshee for 1 minute.)

**Magic Resistance** (The banshee can subtract her charisma modifier of 7 from any save against arcana skills)

--------------------------------------------------------------------------------

**Faerie - Yeti**

--------------------------------------------------------------------------------

```
Size          : Large
ETR           : 25
Speed         : 35
Health Dice   : 30d12
Description   : A mystical ape-like creature that dwells in the cold and protects the
                mountain slopes from intruders.
```

**----- Attributes -------**
```
Physique      : 81
Fortitude     : 77
Intellect     : 52
Charisma      : 43
```
**----- Stats -------------**
```
Health        : 188
Sanity        : 8
Mana          : 10
Armor         : 0
Action        : 4
```
**----- Adjustments  -----**
```
Resistances    : Bludgeoning, Slashing, Necrotic, Acid, Poison
Vulnerabilities : None
Immunities     : Cold
```
**----- Proficiencies ----**
```
Protection   (39)
Enchantment  (22)
Illusion     (22)
Necromancy   (39)
Might        (81)
Stealth      (81)
Running      (81)
Conditioning (77)
Dodge        (81)
```
**----- Actions -----------**
**Claw** (<81 | 2d10+8 slashing) // **Bite** (<81 | 1d20+8 piercing)

--------------------------------------------------------------------------------

**Faerie - Yeti**
-----------------------------------------------------------------------------
**----- Features ----------**

**Tear Limb From Limb** (When the yeti spends all its action points making 2 claw attacks against an entity with less than 30 health, it scores a critical on a 1-15 instead of a 1-5.)

**Maul** (When the yeti spends all its action points making 2 bite attacks, it imposes the bleeding condition on the entity it targets with the bite attacks.)

**Uncanny Stalker** (The yeti has advantage on stealth checks when in its natural habitat.)

**Last Violent Gasp** (When the yeti is reduced to 0 health, it immediately makes an attack against the nearest hostile entity)

**Magic Resistance** (The yeti can subtract its charisma modifier of 4 from any save against arcana skills)

--------------------------------------------------------------------------------

**Faerie - Selkie**

--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 3
Speed         : 30
Health Dice   : 5d8
Description   : A faerie creature that can appear as a seal.
```
**----- Attributes -------**
```
Physique      : 47
Fortitude     : 55
Intellect     : 59
Charisma      : 68
```
**----- Stats -------------**
```
Health        : 26
Sanity        : 10
Mana          : 19
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Psychic, Cold
Vulnerabilities : None
Immunities      : None
```
**----- Proficiencies ----**
```
Protection   (55)
Enchantment  (68)
Illusion     (68)
Divination   (30)
Necromancy   (39)
Swimming     (55)
Stealth      (47)
```
**----- Actions -----------**

**Incant**

**----- Features ----------**

**Caster** (The selkie knows Ynryl, Yrguoh, Yrlyo, Yothlu, Ukthu, Ulmlyu, and Uylmlu, as well as the divination verbs thluuj and shubuth, and the protection verb Yrglmu)

**Creature of the Sea** (The selkie can transform into a seal. In this form it can swim at its movement speed.)

**Disarming Glamor** (Any entity within 5 feet that can see the selkie has disadvantage on attacks against it)

**Magic Resistance** (The selkie can subtract its charisma modifier of 7 from any save against arcana skills)

--------------------------------------------------------------------------------
**Interloper - Virvel**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 5
Speed         : 30
Health Dice   : 8d6
Description   : Sometimes described as a swarm of metal insects in humanoid form, the
                virvel is a violent creature sometimes harnessed by beastmasters.
```
**----- Attributes -------**
```
Physique      : 82
Fortitude     : 36
Intellect     : 58
Charisma      : 47
```
**----- Stats -------------**
```
Health        : 28
Sanity        : 10
Mana          : 13
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Psychic, Necrotic, Acid, Poison
Vulnerabilities : Lightning
Immunities      : None
```
**----- Proficiencies ----**
```
Alchemy       (29)
Necromancy    (18)
Resolve       (36)
Strategy      (47)
```
**----- Actions -----------**
**Spike** (<82 | 5 ft | 1d12+8 piercing) // **Swarm** (<82 | 30 ft | 2d6+8 slashing)
**----- Features ----------**
**Psionic Feedback** (If the virvel rolls a critical hit while attacking an entity with a
spike attack, it does an additional 1d6 psychic damage.)

--------------------------------------------------------------------------------

**Interloper - Razorwing**
--------------------------------------------------------------------------------

Size          : Small
ETR           : 4
Speed         : 30
Health Dice   : 6d6
Description   : A metal falcon with a razor beak and sharp talons.
**----- Attributes -------**
Physique      : 71
Fortitude     : 42
Intellect     : 62
Charisma      : 53
**----- Stats -------------**
Health        : 22
Sanity        : 10
Mana          : 13
Armor         : 4
Action        : 3
**----- Adjustments  -----**
Resistances     : Slashing
Vulnerabilities : None
Immunities      : None
**----- Proficiencies ----**
Perception  (71)
Stealth     (36)
Dodge       (71)
Olethromancy (31)
**----- Actions -----------**
**Talon** (<71 | 2d8+7 slashing)
**----- Features ----------**
**Fly** (The razorwing can use its movement speed to fly)
**Carry Off** (When the razorwing damages an entity of size tiny with a talon attack, it can choose to fly with that entity in its talons. Its speed is reduced to half while doing this.)

--------------------------------------------------------------------------------

**Interloper - Wirehound**

--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 5
Speed         : 40
Health Dice   : 4d10
Description   : A canine-like creature with sinuous cords instead of skin, muscle, or
                bone.
```

----- **Attributes** -------

```
Physique      : 75
Fortitude     : 62
Intellect     : 59
Charisma      : 43
```

----- **Stats** -------------

```
Health        : 26
Sanity        : 10
Mana          : 10
Armor         : 0
Action        : 3
```

----- **Adjustments**  -----

```
Resistances     : Lightning
Vulnerabilities : None
Immunities      : None
```

----- **Proficiencies** ----

```
Perception   (75)
Running      (62)
Tracking     (59)
Resolve      (62)
```

----- **Actions** -----------

Claw (<75 | 5 ft | 2d4+8 slashing) // Bite (<75 | 5 ft | 1d8+8 piercing)

----- **Features** ----------

**Tackle** (If the wirehound moves to within 5 feet of an entity with more than 5 feet of
movement remaining, it may choose to tackle them. The tackled entity must roll a
saving throw against its might or dodge skill. If the tackled entity fails it is
prone.)

**Maul** (If the wirehound damages an entity with a bite or claw attack while that entity
is prone, the cost of that attack is reduced by 1 action point)

--------------------------------------------------------------------------------
**Interloper - Traumjager**
--------------------------------------------------------------------------------
Size          : Large
ETR           : 15
Speed         : 25
Health Dice   : 15d10
Description   : A tall, lanky creature covered in thick wiry hair. It creeps in the
                windows of villagers in remote corners of the world to haunt their
                dreams.
----- **Attributes** -------
Physique      : 41
Fortitude     : 56
Intellect     : 82
Charisma      : 67
----- **Stats** -------------
Health        : 81
Sanity        : 12
Mana          : 17
Armor         : 0
Action        : 3
----- **Adjustments**  -----
Resistances     : Force
Vulnerabilities : None
Immunities      : All except Psychic, Radiant, Force
----- **Proficiencies** ----
Perception    (39)
Stealth       (79)
Tracking      (82)
Enchantment   (67)
Olethromancy  (41)
----- **Actions** -----------
**Psionic Lash** (<82 | 10 ft | 2d10+8 psychic) // Psionic Push (10 ft | 3d6 force)

--------------------------------------------------------------------------------

**Interloper - Traumjager**
--------------------------------------------------------------------------------
----- **Features** ----------
**Coma** (The traumjager can place one entity it can see within 120 feet that is either unconscious or sleeping while below max health in a comatose state. Until the traumjager is killed or the spell restore body and mind is cast, the entity cannot be awakened and counts as incapacitated. Any save the comatose entity rolls against the traumjager's abilities while it is comatose are rolled at disadvantage.)
**Nocebo** (An exhausted entity that can see the traumjager must roll a saving throw against its resolve skill once every 5 minutes while it can see the traumjager. If it fails it takes 1d8 psychic damage. If the exhausted entity closes its eyes for longer than would be required to blink it takes 1d8 psychic damage.)
**Dream Hunt** (The traumjager infests the dreams of 1 sleeping entity that it touches. The entity takes 1d8 psychic damage for every hour that the traumjager is touching it. If the traumjager has infested the dreams of an entity for more than an hour it has advantage on any tracking check it rolls in an attempt to find that entity.)
**Incorporeal Form** (The traumjager can become incorporeal at will. It cannot be attacked or detected with awareness checks. If it attacks it will become visible and cannot become incorporeal for another hour.)
**Psionic Push** (All entities within 10 feet must roll a saving throw against their might or resolve skill. If they fail they are pushed back 3d10 feet and take 3d6 force damage. If they succeed they take half damage.
**In your Dreams** (The Traumjager immediately knows the location of any sleeping creature within 10 miles.)

--------------------------------------------------------------------------------
**Interloper - Teithiwr**
--------------------------------------------------------------------------------
```
Size          : Small
ETR           : 9
Speed         : 35
Health Dice   : 12d10
Description   : A small, floating sphere of apparently bony plates surrounding a giant
                red eye. It is usually passive and seems interested in observing the
                world around it without interrupting.
```
**----- Attributes -------**
```
Physique      : 51
Fortitude     : 61
Intellect     : 79
Charisma      : 42
```
**----- Stats ------------**
```
Health        : 66
Sanity        : 0
Mana          : 10
Armor         : 8
Action        : 3
```
**----- Adjustments  -----**
```
Resistances      : Slashing, Psychic, Force, Radiant, Fire
Vulnerabilities : None
Immunities       : None
```
**----- Proficiencies ----**
```
Perception   (51)
Stealth      (51)
Tracking     (79)
Necromancy   (31)
Protection   (31)
Enchantment  (21)
```
**----- Actions -----------**
**Heat Ray** (<79 | 60 ft | 2d6+8 fire) // **Dart** (<79 | 90 ft | 1d4+8 piercing)
**----- Features ----------**
**Gravity Field** (Any entity within 5 feet of the teithiwr must roll a saving throw
against its own might or resolve skill. If it fails its action points are reduced by 1
for 5 seconds.)
**Fly** (The teithiwr may use its movement speed to fly.)
**Tranquilizer Dart** (If the teithiwr damages an entity with a dart attack that entity
must roll a saving throw against its own conditioning or resolve skill. If it fails it
is exhausted for 1 minute. This may not be used in the same turn as the tracking
dart.)
**Tracking Dart** (If the teithiwr an entity with a dart attack that entity must roll a
saving throw against its own perception skill. If it fails the teithiwr automatically
succeeds on any attempt it makes to track that entity. This may not be used in the
same turn as the tranquilizer dart.)

--------------------------------------------------------------------------------

**Interloper - Nightgaunt**
--------------------------------------------------------------------------------
```
Size          : Large
ETR           : 20
Speed         : 35
Health Dice   : 33d8
Description   : A bipedal winged monster with dark, rubbery skin and a blank face, the
                nightgaunt hunts intelligent beings to drag back to its lair to
                torment and devour.
```
----- **Attributes** -------
```
Physique      : 76
Fortitude     : 52
Intellect     : 68
Charisma      : 56
```
----- **Stats** -------------
```
Health        : 137
Sanity        : 0
Mana          : 16
Armor         : 0
Action        : 3
```
----- **Adjustments**  -----
```
Resistances     : Slashing, Piercing, Bludgeoning, Force, Radiant, Heat, Cold
Vulnerabilities : Psychic
Immunities      : Insane, Charmed, Suffocating, Blinded
```
----- **Proficiencies** ----
```
Perception   (76)
Dodge        (38)
Necromancy   (26)
Protection   (26)
Wrestling    (76)
```
----- **Actions** -----------
**Tail Lash** (<76 | 1d12+8 slashing) // **Claw** (<76 | 2d6+8 slashing)

---------------------------------------------------------------------------------

**Interloper - Nightgaunt**
-------------------------------------------------------------------------------
**----- Features ----------**

**Fly** (The nightguant may use its movement speed to fly)

**Carry Off** (When the nightgaunt damages an entity of size large or smaller with a claw attack, it may force that entity to roll a saving throw against that entity's own wrestling skill. If it fails the night gaunt may choose to fly off with that entity.)

**Stinging Lash** (When the nightgaunt damages an entity with a tail lash attack, it may force that entity to roll a saving throw against that entity's own resolve or conditioning skill. If the stung entity fails it is poisoned for 15 seconds. If the entity is stung again while poisoned it is incapacitated for 1 minute or until healed of the condition.)

**Stench of Terror** (Any entity that remains within 30 feet of the nightgaunt for more than 5 seconds must roll a saving throw against its resolve skill. If it fails it is frightened for 10 seconds.)

**Nightmarish Regeneration** (For each entity afflicted by the frightened condition within 10 feet of the nightgaunt, the nightgaunt regains 1d8 health every 5 seconds.)

**Frenzy** (The nightgaunt makes 2 claw attacks at a cost of 1 action point each)

--------------------------------------------------------------------------------

**Interloper - Nolexr Operative**
--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 16
Speed         : 30
Health Dice   : 22d10
Description   : A chthonian working to further the ends of the Nolexr civilization on
                a distant world. Violent, ruthless, and cunning, they work to
                undermine local societies by killing leaders, fomenting unrest, and
                degrading institutions.
```

**----- Attributes -------**
```
Physique      : 74
Fortitude     : 52
Intellect     : 68
Charisma      : 59
```
**----- Stats -------------**
```
Health        : 115
Sanity        : 12
Mana          : 16
Armor         : 6
Action        : 3
```
**----- Adjustments  -----**
```
Resistances      : Psychic, Force
Vulnerabilities  : None
Immunities       : Charmed, Insane, Diseased, Poisoned, Bleeding
```
**----- Proficiencies ----**
```
Enchantment   (59)
Illusion      (59)
Conjuration   (59)
Tracking      (68)
Perception    (37)
Stealth       (37)
Dodge         (37)
Ranged Guns   (37)
Melee Light   (74)
Melee Simple  (74)
```
**----- Actions -----------**
**Nanoblade** (<74 | 5 ft | 1d10+7 slashing) // **Cerebral Assault** (30 ft | 3d8 psychic)

--------------------------------------------------------------------------------

**Interloper - Nolexr Operative**
-------------------------------------------------------------------------------
----- **Features** ----------
**Cerebral Assault** (The Chthonian attempts to disrupt the mind of 1 entity it can see within 30 feet. That entity must roll a saving throw against its resolve skill. If it fails it takes 3d8 psychic damage and is stunned for 10 seconds. If it succeeds the entity takes half damage.)
**Unravel Psyche** (If the Chthonian damages an entity with cerebral assault, that entity must roll a saving throw against its own resolve skill at the beginning of each of its turns for the next 15 seconds. If it fails, its sanity is reduced by 1d4.)
**Frenzy** (The Chthonian makes 2 nanoblade attacks at a cost of 1 action point each)
**Charnel Lust** (The Chthonian may subtract its melee light modifier of 7 from its nanoblade attack rolls against entities that are below max health)
**Telepath** (The Chthonian exile can communicate telepathically with other entities within 30 feet of it)
**Psionic Salvation** (When the Chthonian fails a save against an enchantment, divination, or illusion spell, it may re-attempt the save on its next turn)
**Adrenal Surge** (When the Chthonian is reduced to 0 health it may instead choose to be reduced to 1 health)
**Nanoblade** (If the Chthonian attacks with the nanoblade, it ignores any armor modifiers)

--------------------------------------------------------------------------------

**Interloper - Yavhidra Operative**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 16
Speed         : 30
Health Dice   : 21d10
Description   : A chthonian working to further the ends of the Yavhidra on a distant
                world. Cautious and subtle, Yavhidra operatives gather intelligence
                passively until action is necessary. Their goal is largely to thwart
                political destabilization on a galactic scale.
```
**----- Attributes -------**
```
Physique      : 76
Fortitude     : 62
Intellect     : 71
Charisma      : 56
```
**----- Stats -------------**
```
Health        : 111
Sanity        : 12
Mana          : 17
Armor         : 10
Action        : 3
```
**----- Adjustments  -----**
```
Resistances      : Psychic, Force
Vulnerabilities : None
Immunities       : Charmed, Insane, Diseased, Poisoned, Bleeding
```
**----- Proficiencies ----**
```
Enchantment  (56)
Illusion     (56)
Conjuration  (28)
Tracking     (71)
Perception   (76)
Stealth      (76)
Dodge        (76)
Ranged Guns  (76)
Melee Light  (74)
Melee Simple (74)
```
**----- Actions -----------**
**Nanoblade** (<76 | 5 ft | 1d10+8 slashing) // **Cerebral Assault** (30 ft | 2d12 psychic) //
**Bone Rifle** (<76 | 200 ft | 2d8+8 piercing)

--------------------------------------------------------------------------------

**Interloper - Yavhidra Operative**
-----------------------------------------------------------------------------
**----- Features ----------**

**Cerebral Assault** (The Chthonian attempts to disrupt the mind of 1 entity it can see within 30 feet. That entity must roll a saving throw against its resolve skill. If it fails it takes 2d12 psychic damage and is stunned for 10 seconds. If it succeeds the entity takes half damage.)

**Frenzy** (The Chthonian makes 2 nanoblade attacks at a cost of 1 action point each)

**Telepath** (The Chthonian exile can communicate telepathically with other entities within 30 feet of it)

**Psionic Salvation** (When the Chthonian fails a save against an enchantment, divination, or illusion spell, it may re-attempt the save on its next turn)

**Psionic Fury** (Twice per day the Chthonian may increase its action point pool from 3 to 4 action points for 10 seconds)

**Nanoblade** (If the Chthonian attacks with the nanoblade, it ignores any armor modifiers)

--------------------------------------------------------------------------------
**Interloper - Chthonian of Eisenstein**
--------------------------------------------------------------------------------

| | |
|---|---|
| Size | : Large |
| ETR | : 17 |
| Speed | : 30 |
| Health Dice | : 17d12 |
| Description | : A chthonian devoted to tracking down agents of chaos. They are considerably more mole-like and primitive than their Nolexr or Yavhidran counterparts. |

**----- Attributes -------**

| | |
|---|---|
| Physique | : 64 |
| Fortitude | : 72 |
| Intellect | : 59 |
| Charisma | : 68 |

**----- Stats ------------**

| | |
|---|---|
| Health | : 109 |
| Sanity | : 10 |
| Mana | : 19 |
| Armor | : 0 |
| Action | : 3 |

**----- Adjustments  -----**

| | |
|---|---|
| Resistances | : Psychic, Slashing, Piercing, Bludgeoning |
| Vulnerabilities | : None |
| Immunities | : Charmed, Insane, Diseased, Poisoned |

**----- Proficiencies ----**

Enchantment (68)
Illusion    (68)
Conjuration (34)
Necromancy  (72)
Tracking    (59)
Perception  (32)
Stealth     (32)
Might       (32)

**----- Actions -----------**

**Claws** (<64 | 5 ft | 2d8+6 slashing) // **Cerebral Assault** (30 ft | 4d6 psychic)

--------------------------------------------------------------------------------
**Interloper - Chthonian of Eisenstein**
-----------------------------------------------------------------------------
----- **Features** ----------
**Cerebral Assault** (The Chthonian attempts to disrupt the mind of 1 entity it can see within 30 feet. That entity must roll a saving throw against its resolve skill. If it fails it takes 4d6 psychic damage and is stunned for 10 seconds. If it succeeds the entity takes half damage.)
**Frenzy** (The Chthonian makes 2 claw attacks at a cost of 1 action point each)
**Protoplasmic Flesh** (Once per round the Chthonian may roll a check against its necromancy skill. If it succeeds, it regains 1d12 health.)
**Aura of the Seeker's Lantern** (Any entity within 15 feet of the Chthonian must roll a saving throw against their resolve skill. If they fail they are frightened of the Chthonian for 10 seconds.)
**Chains of Eisenstein** (The Chthonian attempts to chain an entity that is frightened of it within 30 feet. That entity must roll a saving throw against its dodge or might skill or be restrained. This lasts until the chain is removed or the Chthonian dies.)

--------------------------------------------------------------------------------
**Interloper - Divine Avatar**
--------------------------------------------------------------------------------

```
Size          : Large
ETR           : 20
Speed         : 30
Health Dice   : 20d10
Description   : A greater herald of a great old one or aeon
```
**----- Attributes -------**
```
Physique      : 51
Fortitude     : 65
Intellect     : 83
Charisma      : 79
```
**----- Stats -------------**
```
Health        : 107
Sanity        : 0
Mana          : 100
Armor         : 15
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Slashing, Piercing, Bludgeoning, Force, Radiant, Heat, Cold,
                  Psychic, Necrotic, Acid, Poison
Vulnerabilities : None
Immunities      : Insane, Charmed, Suffocating, Blind, Bleeding, Poisoned, Diseased,
                  Frightened, Exhausted
```
**----- Proficiencies ----**
```
Perception     (51)
Dodge          (51)
Melee Heavy    (83)
Alchemy        (83)
Divination     (83)
Olethromancy   (83)
Protection     (65)
Necromancy     (65)
Illusion       (79)
Enchantment    (79)
Conjuration    (79)
```
**----- Actions -----------**
**Divine Weapon** (<83* | 3d12+8 slashing) // **Incant**

--------------------------------------------------------------------------------

**Interloper - Divine Avatar**
--------------------------------------------------------------------------------
**----- Features ----------**

**Divine Intellect** (The divine avatar uses its Intellect instead of its Fortitude score to populate its melee heavy skill.)

**Sorcerous Endowment** (The divine avatar knows Ynryl, Yntsa, Cthyn, Yrguoh, Ynuah, Mnunlu, Ukthu, Ulmlyu, Yolmu, Gchynolg, Lmugur, and Uylmlu, as well as the divination verbs Thoguth, Gcholg, Shubuth, Thluuj, Thucth, Shuthlu, and Xulnlu as well as the olethromancy verbs Ymnlu, Bohla, Hlaxu, Gchuth, and Hlulmu, as well as the enchantment verbs Yrgorg, Thotholg, Sothuk, Hlalyu, Nluxul, Xulnlu, and Uthux as well as the necromancy verbs Nuxymn and Lyusoth)

**Swift Retribution** (Once per round the divine avatar can use its counter action to make a divine blade attack.)

**Unbearable Countenance** (The divine avatar is terrible to look upon. Any entity within 10 feet of the divine avatar must roll a saving throw against their resolve skill at the beginning of their turn. If they fail they are forced to use at least 1 action point to move away from the divine avatar. If they succeed their attacks are rolled with disadvantage.)

**The Terror of the Beyond** (Remaining within the presence of the divine avatar is perilous. After 2 rounds of combat, all entities within 90 feet of the avatar will take 1d6 psychic damage at the beginning of the divine avatar's turn.)

**Before I Depart** (When the divine avatar is reduced to 0 health, it does not become incapacitated. Instead, it can continue to fight until the end of the round following the round in which it was reduced to 0 health. During the next round its action points increase to 4. At the end of the following round it vanishes.)

--------------------------------------------------------------------------------

**Monster - Murk Stalker**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 10
Speed         : 30
Health Dice   : 10d10
Description   : A wolf-like crustacean.
```
**----- Attributes -------**
```
Physique      : 71
Fortitude     : 60
Intellect     : 55
Charisma      : 43
```
**----- Stats -------------**
```
Health        : 56
Sanity        : 8
Mana          : 10
Armor         : 7
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Slashing, Cold, Force
Vulnerabilities : None
Immunities      : Charmed
```
**----- Proficiencies ----**
```
Enchantment  (22)
Perception   (71)
Stealth      (36)
Necromancy   (30)
Might        (71)
```
**----- Actions -----------**

**Claw** (<71 | 5 ft | 2d6+7 slashing) // **Bite** (<71 | 5 ft | 1d12+7 piercing) //
**Headbutt** (<71 | 5 ft | 1d8+7 bludgeoning)

**----- Features ----------**

**Headbutt** (If the murk raptor wounds an entity with a headubutt attack, that entity
must roll a saving throw against its own might or dodge skill. If it fails it is
stunned.)

**Opportunist** (If the murk raptor successfully stuns an entity with its headbutt attack,
it may immediately make a claw attack at a cost of 1 action point against that
entity.)

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**Monster - Bone Worm**

--------------------------------------------------------------------------------

```
Size          : Large
ETR           : 10
Speed         : 30
Health Dice   : 13d10
Description   : A large plated eel with bony jaws and a powerful bite.
```
**----- Attributes -------**
```
Physique      : 68
Fortitude     : 65
Intellect     : 51
Charisma      : 43
```
**----- Stats -------------**
```
Health        : 72
Sanity        : 8
Mana          : 10
Armor         : 3
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Cold, Force, Slashing, Bludgeoning, Piercing
Vulnerabilities : None
Immunities      : Charmed
```
**----- Proficiencies ----**
```
Enchantment  (22)
Perception   (68)
Necromancy   (33)
Might        (68)
```
**----- Actions -----------**
**Bite** (<68 | 5 ft | 2d8 piercing)
**----- Features ----------**
**Death Roll** (The bone worm automatically succeeds on any attack against entities it has grappled.)
**Vice Jaw** (When the bone worm damages an entity with a bite attack, it may choose to grapple it instead.)
**Brutal Bite** (Critical hits occur on a 1-10 instead of 1-5.)

--------------------------------------------------------------------------------

**Monster - Shipbreaker**

------------------------------------------------------------------------------

| | |
|---|---|
| Size | : Huge |
| ETR | : 13 |
| Speed | : 30 |
| Health Dice | : 13d12 |
| Description | : A shark-like creature with a flat, bony head and four long claws used To impale and hold prey. |

**----- Attributes -------**

| | |
|---|---|
| Physique | : 63 |
| Fortitude | : 72 |
| Intellect | : 49 |
| Charisma | : 51 |

**----- Stats ------------**

| | |
|---|---|
| Health | : 85 |
| Sanity | : 8 |
| Mana | : 13 |
| Armor | : 5 |
| Action | : 3 |

**----- Adjustments  -----**

Resistances      : Cold, Force, Slashing, Bludgeoning, Piercing
Vulnerabilities : None
Immunities       : Charmed, Grappled

**----- Proficiencies ----**

Enchantment  (26)
Perception   (32)
Necromancy   (36)
Protection   (36)

**----- Actions -----------**

**Scything Claw** (<63 | 5 ft | 1d10+6 piercing) // **Rushing Slam** (5 ft | 2d8 bludgeoning)

**----- Features ----------**

**Rushing Slam** (If the shipbreaker moves twice, any entity in its path must roll a saving throw against its own dodge or might skill. If that entity fails, it takes 2d8 bludgeoning damage and is stunned for 15 seconds. If the entity succeeds, it takes half damage.)

**Impaling Claws** (When the shipbreaker hits an entity with a scything claw attack, it may choose to grapple that entity. While that entity is grappled it takes 1d6 damage at the beginning of its turn.)

**Hit and Run** (The shipbreaker does not need to take the dodge action when moving out of a 5 foot radius of a hostile entity)

--------------------------------------------------------------------------------
**Monster - Mimic**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 7
Speed         : 10
Health Dice   : 6d12
Description   : A sedentary creature able to disguise its maw as a storage container.
```
**----- Attributes -------**
```
Physique      : 62
Fortitude     : 71
Intellect     : 43
Charisma      : 30
```
**----- Stats -------------**
```
Health        : 43
Sanity        : 6
Mana          : 7
Armor         : 2
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : None
Vulnerabilities : None
Immunities      : Charmed
```
**----- Proficiencies ----**
```
Enchantment  (15)
Perception   (31)
Protection   (36)
Stealth      (71)
```
**----- Actions -----------**
**Bite** (<62 | 5 ft | 3d6+6 piercing) // **Tongue** (<62 | 15 ft | 2d6+6 bludgeoning)
**----- Features ----------**
**Grab** (If the mimic damages an entity with a tongue attack, that entity must roll a saving throw against its might or dodge skill. If that entity fails it is grappled.)
**Eat** (If the mimic hits an entity it has grappled with a bite attack, that entity is swallowed. When swallowed, the entity is restrained and takes 2d4 acid damage at the beginning of each of its turns. If the mimic dies the entity no longer takes damage but remains restrained until released or until it rolls a check against its wrestling or might skill and succeeds.)

--------------------------------------------------------------------------------
**Monster - Basilisk**
--------------------------------------------------------------------------------
```
Size           : Huge
ETR            : 19
Speed          : 35
Health Dice    : 20d12
Description    : The king of serpents, the basilisk appears like a giant crested snake
                 With large, feather-like scales
```
**----- Attributes -------**
```
Physique       : 72
Fortitude      : 76
Intellect      : 53
Charisma       : 46
```
**----- Stats -------------**
```
Health         : 123
Sanity         : 8
Mana           : 13
Armor          : 5
Action         : 3
```
**----- Adjustments  -----**
```
Resistances      : Necrotic, Psychic, Force, Piercing, Bludgeoning, Slashing
Vulnerabilities  : None
Immunities       : Charmed, Prone
```
**----- Proficiencies ----**
```
Enchantment  (23)
Necromancy   (38)
Might        (72)
Wrestling    (72)
```
**----- Actions -----------**
**Bite** (<72 | 5 ft | 3d12+7 piercing) // **Venom Spray** (30 ft | 6d6 poison) //
**Coil** (<72 | 15 ft | 2d10+7 bludgeoning)
**----- Features ----------**
**Venomous Trail** (Any entity that moves through an area the basilisk has moved through in the past 10 hours is poisoned for the next 1 hour)
**Petrifiying Gaze** (Any entity that looks at the basilisk must roll a luck saving throw. If they fail they begin to turn to stone. At the end of their next turn they are incapacitated until the basilisk is killed or the spell restore body and mind is cast on them.)
**Venom Spray** (Any entity within a 30 foot by 5 foot line in front of the basilisk must roll a saving throw against their might or dodge saving throw. If they fail they take 6d6 poison damage.)
**Coil** (Any entity that the basilisk successfully hits with a coil attack must roll a saving throw against its might or dodge skill or be grappled. If the basilisk rolls a critical hit, that entity is also restrained. The grappled entity may re-roll the saving throw at the beginning of each of its turns. Subsequent coil attacks by the basilisk against the grappled entity have advantage.)

--------------------------------------------------------------------------------
**Monster - Vard**
--------------------------------------------------------------------------------
```
Size           : Huge
ETR            : 21
Speed          : 30
Health Dice    : 15d12
Description    : A primordial amphibian crafted by the great old ones to terrorize
                 And consume mortals
```
----- **Attributes** -------
```
Physique       : 76
Fortitude      : 63
Intellect      : 67
Charisma       : 52
```
----- **Stats** -------------
```
Health         : 96
Sanity         : 10
Mana           : 13
Armor          : 0
Action         : 3
```
----- **Adjustments**  -----
```
Resistances      : Slashing, Bludgeoning, Piercing Acid, Cold, Psychic, Force
Vulnerabilities : None
Immunities       : Charmed, Prone
```
----- **Proficiencies** ----
```
Enchantment  (26)
Necromancy   (32)
Olethromancy (34)
Stealth      (72)
Swimming     (63)
Perception   (72)
Tracking     (67)
```
----- **Actions** -----------
**Bite** (<76 | 5 ft | 3d12+8 piercing) // **Tail Whip** (<76 | 10 ft | 3d10+8 bludgeoning) //
**Bile Spit** (15 ft | 8d6 acid)

--------------------------------------------------------------------------------
**Monster - Vard**
-----------------------------------------------------------------------------
----- **Features** ----------
**Standing Leap** (The vard can leap up to 15 feet in the air)
**Stench** (Any entity within 5 feet of the vard must roll a saving throw against its own might or resolve skill. If it fails it is poisoned for 10 seconds.)
**Lurking** (The vard has advantage on stealth saving throws when attempting to ambush an entity)
**Grasping Jaws** (Any entity that the vard successfully damages with a bite attack must roll a saving throw against its own might or dodge skill. If it fails, it is grappled by the vard. The vard may not grapple or bite another entity until it swallows or releases the entity it already has grappled.)
**Stun** (If the vard rolls a critical hit with a tail whip attack, the entity that it hits is stunned)
**Adrenaline Surge** (The action point cost of the vard's tail whip attacks are decreased to 1 action point each for 5 seconds. This ability cannot be used again for 10 seconds. If the vard is reduced to half its health, the action point cost is reduced until it dies or is healed.)
**Swallow** (The vard makes a bite attack against an entity that it has grappled. If it hits, the entity is swallowed. It is restrained and blind while in the vard's stomach, its attacks do half damage, and it takes 6d4 acid damage at the start of each of its turns. The entity is no longer restrained if the vard dies.)
**Bile Spit** (Any entity within a 15 foot by 15 foot cone in front of the vard must roll a saving throw against their might or dodge saving throw. If they fail they take 8d6 acid damage.)

--------------------------------------------------------------------------------
**Monster - Kretch**
--------------------------------------------------------------------------------
```
Size          : Small
ETR           : 5
Speed         : 35
Health Dice   : 2d10
Description   : A bat-like creature with a long, bony snout concealing a proboscis.
```
**----- Attributes -------**
```
Physique      : 68
Fortitude     : 59
Intellect     : 51
Charisma      : 43
```
**----- Stats -------------**
```
Health        : 16
Sanity        : 8
Mana          : 10
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Poison, Acid
Vulnerabilities : None
Immunities      : None
```
**----- Proficiencies ----**
```
Necromancy   (30)
Perception   (68)
Stealth      (34)
```
**----- Actions ----------**
```
Bite (<68 | 1d8+7 piercing)
```
**----- Features ----------**
**Bloodsucker** (If the kretch succeeds on a bite attack, it regains 1d4 health)
**Shred** (The kretch makes two bite attacks at a cost of 1 action point each)

--------------------------------------------------------------------------------
**Monster - Spined Drake**
--------------------------------------------------------------------------------
```
Size           : Large
ETR            : 12
Speed          : 30
Health Dice    : 14d10
Description     : A four-legged, wingless dragonoid covered in spikes. The spined drake
                 lacks the sophisticated intelligence of the eyrie dragons.
```
**----- Attributes -------**
```
Physique       : 79
Fortitude      : 67
Intellect      : 60
Charisma       : 59
```
**----- Stats -------------**
```
Health         : 77
Sanity         : 10
Mana           : 16
Armor          : 7
Action         : 3
```
**----- Adjustments  -----**
```
Resistances     : Slashing, Piercing, Bludgeoning, Heat, Cold
Vulnerabilities : None
Immunities      : None
```
**----- Proficiencies ----**
```
Olethromancy (30)
Enchantment  (30)
Perception   (79)
Stealth      (40)
Tracking     (30)
Running      (67)
```
**----- Actions -----------**
**Bite** (<79 | 2d12+8 piercing) // **Claw** (<79 | 3d6+8 slashing)
**----- Features ----------**
**Frenzy** (The spined drake makes two claw attacks at a cost of 1 action point each)
**Bladed Armor** (Any entity within 5 feet of the spined drake must roll a saving throw
against its own might or dodge skill at the beginning of each of its turns. If it
fails it takes 1d6 slashing damage.)
**Pursuit Predator** (The spined drake can inflict the surprised condition by rolling a
check against its running skill and succeeding.)
**Vengeful Rage** (The spined drake may immediately use its frenzy ability if one of its
allies dies as a counter action.)

--------------------------------------------------------------------------------

**Monster - Albino Drake**
--------------------------------------------------------------------------------

```
Size          : Large
ETR           : 11
Speed         : 30
Health Dice   : 12d10
Description   : A four-legged, wingless dragonoid with light pink skin. The albino
                drake haunts the depths of caves, hoping for a meal to wander its way.
```
----- **Attributes** -------
```
Physique      : 72
Fortitude     : 60
Intellect     : 67
Charisma      : 59
```
----- **Stats** -------------
```
Health        : 66
Sanity        : 10
Mana          : 17
Armor         : 3
Action        : 3
```
----- **Adjustments**  -----
```
Resistances      : Slashing, Bludgeoning, Necrotic, Poison, Cold
Vulnerabilities : None
Immunities       : None
```
----- **Proficiencies** ----
```
Olethromancy (34)
Enchantment  (30)
Perception   (70)
Stealth      (70)
Tracking     (30)
```
----- **Actions** -----------
**Bite** (<72 | 2d12+7 piercing) // **Claw** (<72 | 3d6+7 slashing)
----- **Features** ----------
**Frenzy** (The albino drake makes two claw attacks at a cost of 1 action point each)
**Ambush Predator** (The albino drake has advantage on checks against its stealth skill
when attempting to inflict the surprised condition.)
**Ablative Armor** (Once per day when the albino drake is wounded by a weapon attack, it
can reduce the damage by 1d6.)
**Poisonous Saliva** (Any entity that the albino drake wounds with a bite attack must roll
a saving throw against its own necromancy skill. If the entity fails it is poisoned
for 1 hour.)

--------------------------------------------------------------------------------

**Monster - Spotted Amphiptere**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 6
Speed         : 30
Health Dice   : 6d8
Description   : A winged wyrm covered in spots to camouflage itself.
```
**----- Attributes -------**
```
Physique      : 71
Fortitude     : 55
Intellect     : 68
Charisma      : 60
```
**----- Stats -------------**
```
Health        : 29
Sanity        : 12
Mana          : 16
Armor         : 4
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Slashing, Bludgeoning, Acid, Poison
Vulnerabilities : None
Immunities      : None
```
**----- Proficiencies ----**
```
Olethromancy (68)
Enchantment  (60)
Dodge        (71)
Perception   (71)
Stealth      (71)
Tracking     (36)
```
**----- Actions -----------**

**Bite** (<71 | 5 ft | 1d12+7 piercing) // **Claw** (<71 | 5 ft | 1d8+7 slashing) // **Venom Spray** (15 feet | 6d6 acid)

**----- Features ----------**

**Frenzy** (The amphiptere makes two claw attacks at a cost of 1 action point each)

**Fly** (The amphiptere may use its movement speed to fly)

**Venom Spray** (Any entity within a 15 foot line in front of the amphiptere must roll a saving throw against its own might or dodge saving throw. If the entity fails it takes 6d6 acid damage.)

--------------------------------------------------------------------------------

**Monster - Razorback Worm**
--------------------------------------------------------------------------------
```
Size          : Large
ETR           : 12
Speed         : 30
Health Dice   : 15d12
Description   : A large, armored worm covered in bony protuberances and growths that
                help it grind through stone and silt alike.
```
**----- Attributes -------**
```
Physique      : 66
Fortitude     : 71
Intellect     : 56
Charisma      : 48
```
**----- Stats -------------**
```
Health        : 97
Sanity        : 10
Mana          : 13
Armor         : 5
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Slashing, Heat, Poison, Acid
Vulnerabilities : None
Immunities      : None
```
**----- Proficiencies ----**
```
Olethromancy (28)
Perception   (66)
Enchantment  (48)
```
**----- Actions -----------**
**Bite** (<66 | 5 ft | 2d12+7 piercing) // **Fiery Breath** (15 ft | 5d6 fire)
**----- Features ----------**
**Burrower** (The razorback worm lives mostly underground. It can sense movement within 30 feet of it. It creates upheaval when it passes, which is visible on the surface.)
**Emerge** (Any entity within a 10 foot radius of the spot where the razorback worm emerges from underground must roll a saving throw against their might or dodge saving throw. If they fail they are prone. Otherwise they are knocked back 10 feet.)
**Bite** (Any entity that the razorback worm successfully bites must roll a saving throw against their might or dodge skill. If they fail, they are grappled by the razorback worm. The razorback worm may not grapple or bite another entity until it releases the entity it already has grappled.)
**Chew** (The razorback worm has advantage on bite attacks against entities that it has grappled. If it fails the entity is released.)
**Fiery Breath** (Any entity within a 15 foot by 5 foot line in front of the razorback worm must roll a saving throw against their might or dodge saving throw. If they fail they take 5d6 fire damage.)

--------------------------------------------------------------------------------

**Monster - Giant Brown Recluse**

--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 10
Speed         : 40
Health Dice   : 10d8
Description   : A giant spider with a vicious bite. Non-active hunters.
```
**----- Attributes -------**
```
Physique      : 70
Fortitude     : 55
Intellect     : 63
Charisma      : 50
```
**----- Stats -------------**
```
Health        : 46
Sanity        : 10
Mana          : 13
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances      : Poison, Acid, Necrotic
Vulnerabilities : None
Immunities       : None
```
**----- Proficiencies ----**
```
Necromancy    (28)
Perception    (68)
Stealth       (68)
Jumping       (34)
Running       (28)
```
**----- Actions -----------**

**Bite** (<70 | 5 ft | 1d10+7 piercing) // **Venom Spray** (15 ft | 4d4 poison) //
**Web** (<70 | 15 ft | restrained)

**----- Features ----------**

**Venomous Bite** (If the recluse rolls a critical hit on a bite attack the entity that it bites is poisoned for 1 hour. If it does not heal in that time it is incapacitated for 1 week.)

**Solifuge** (The recluse has disadvantage on resolve checks in full sunlight.)

**Web** (Any entity the recluse successfully hits with a web attack must succeed on a might or dodge saving throw or be restrained until removed from the spider's web)

**Venom Spray** (Any entity within a 15 foot by 5 foot line in front of the recluse must roll a saving throw against their might or dodge saving throw. If they fail they take 4d4 poison damage.)

--------------------------------------------------------------------------------
**Monster - Feral Beastman**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 5
Speed         : 35
Health Dice   : 6d8
Description   : A man who wandered into the woods and was warped by nature into
                something between a human and a beast. The feral beastman has no mind
                left to speak of.
```
**----- Attributes -------**
```
Physique      : 61
Fortitude     : 55
Intellect     : 52
Charisma      : 46
```
**----- Stats -------------**
```
Health        : 30
Sanity        : 0
Mana          : 13
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Poison, Necrotic
Vulnerabilities : None
Immunities      : Insanity
```
**----- Proficiencies ----**
```
Necromancy   (28)
Enchantment  (23)
Perception   (31)
Stealth      (31)
Bushcraft    (26)
Tracking     (26)
```
**----- Actions -----------**
**Bite** (<61 | 5 ft | 1d8+6 piercing) // **Claw** (<61 | 5 ft | 2d4+6 slashing)
**----- Features ----------**
**Frenzy** (The feral beastman makes two claw attacks at a cost of 1 action point each)
**Obsession** (The feral beastman has advantage on attacks against any entity that it has
attacked at least once before)

--------------------------------------------------------------------------------

**Monster - Beastman Warrior**

--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 6
Speed         : 35
Health Dice   : 7d10
Description   : A man who wandered into the woods and was warped by nature into
                something between a human and a beast. The beastman warrior is an
                outcast but is usually attached to some form of beastman society or
                faerie court. They have a reputation as highly stable due to passing
                through the crucible of madness.
```

----- **Attributes** -------
```
Physique      : 71
Fortitude     : 62
Intellect     : 59
Charisma      : 50
```
----- **Stats** ------------
```
Health        : 41
Sanity        : 10
Mana          : 13
Armor         : 5
Action        : 3
```
----- **Adjustments**  -----
```
Resistances     : Poison, Necrotic, Psychic
Vulnerabilities : None
Immunities      : None
```
----- **Proficiencies** ----
```
Enchantment   (25)
Perception    (71)
Stealth       (36)
Bushcraft     (71)
Tracking      (36)
Might         (71)
```
----- **Actions** -----------
**Longbow** (<71 | 350 ft | 2d6+7 piercing) // **Longsword** (<71 | 5 ft | 1d10+7 piercing)

----- **Features** ----------

**Frenzy** (The beastman warrior makes two Longsword attacks at a cost of 1 action point each)

**Moving Target** (Ranged attacks against the beastman warrior have disadvantage if the beastman has moved more than half of its movement speed in the same turn)

--------------------------------------------------------------------------------
**Monster - Giant Wolf Spider**
--------------------------------------------------------------------------------
Size          : Large
ETR           : 9
Speed         : 40
Health Dice   : 14d8
Description   : A wolf spider grown to massive proportions
**----- Attributes -------**
Physique      : 71
Fortitude     : 53
Intellect     : 66
Charisma      : 58
**----- Stats -------------**
Health        : 61
Sanity        : 10
Mana          : 16
Armor         : 0
Action        : 3
**----- Adjustments  -----**
Resistances     : Acid, Poison, Necrotic
Vulnerabilities : Bludgeoning
Immunities      : None
**----- Proficiencies ----**
Necromancy   (27)
Perception   (71)
Stealth      (36)
Jumping      (36)
Running      (53)
**----- Actions -----------**
**Bite** (<71 | 2d8+7 piercing) // **Web** (<71 | restrained)
**----- Features ----------**
**Frenzy** (The spider makes a bite attack and a web attack at a cost of 1 action point each)
**Nimble Antagonist** (Once every 10 seconds the wolf spider can use the dodge action at a cost of 1 action point)
**Web** (Any entity the spider successfully hits with a web attack must succeed on a might or dodge saving throw or be restrained until removed from the spider's web)

--------------------------------------------------------------------------------
**Monster - Terrorbat**
--------------------------------------------------------------------------------
```
Size         : Large
ETR          : 17
Speed        : 35
Health Dice  : 20d10
Description  : An enormous nocturnal predator birthed by alchemists and necromancers.
```
**----- Attributes -------**
```
Physique     : 73
Fortitude    : 58
Intellect    : 61
Charisma     : 55
```
**----- Stats -------------**
```
Health       : 106
Sanity       : 10
Mana         : 14
Armor        : 0
Action       : 3
```
**----- Adjustments  -----**
```
Resistances      : Slashing, Bludgeoning, Cold, Necrotic, Poison
Vulnerabilities : None
Immunities       : Frightened, Charmed
```
**----- Proficiencies ----**
```
Perception   (37)
Might        (73)
Dodge        (37)
Resolve      (29)
Intimidation (28)
Tracking     (31)
Necromancy   (29)
Olethromancy (31)
```
**----- Actions -----------**
**Bite** (<73 | 5 ft | 3d12+7 piercing) // **Talon** (<73 | 10 ft | 3d8+7 slashing) //
**Terrifying Shriek** (60 ft | frightened)

--------------------------------------------------------------------------------

----- **Features** ----------
**Terrifying Shriek** (The terrorbat unleashes a piercing shriek at a cost of 1 action point. Any entity within 60 feet must succeed on a resolve saving throw or be frightened of the terrorbat.)
**Lash Out** (Once per round the terrorbat may make a talon attack as a counter action.)
**Stench of the Necromancer's Familiar** (Any entity within 10 feet of the terrobat must roll a saving throw against its own resolve skill. If the entity succeeds it must use 1 action point to move at least 15 feet away from the terrorbat. If it fails it remains where it is but takes 1d10 poison damage.)
**Fly** (The terrorbat may use its movement speed to fly instead of walk)
**Through Steel and Flesh** (Armor saves cannot be made against the terrorbat's attacks.)
**Eager Ripper** (If an entity's health is reduced to half, the terrorbat's talon attacks cost 1 action point.)

--------------------------------------------------------------------------------

**Automaton - Clockwork Laborer**
--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 4
Speed         : 20
Health Dice   : 4d8
Description   : A mechanical automaton fashioned by the dwarves to work the stone
                under the mountains
```

----- **Attributes** -------
```
Physique      : 60
Fortitude     : 45
Intellect     : 57
Charisma      : 50
```
----- **Stats** -------------
```
Health        : 21
Sanity        : 10
Mana          : 13
Armor         : 3
Action        : 3
```
----- **Adjustments**  -----
```
Resistances    : Acid, Necrotic
Vulnerabilities : Lightning
Immunities     : Poison, Psychic
```
----- **Proficiencies** ----
```
Necromancy   (45)
Might        (30)
Conditioning (23)
Melee Simple (60)
```
----- **Actions** -----------

**Sledgehammer** (<60 | 1d10+6 bludgeoning) // **Pick** (<60 | 1d10+6 piercing)

----- **Features** ----------

**Frenzy** (The clockwork laborer makes two sledgehammer or two pick attacks at a cost of
1 action point each.)

--------------------------------------------------------------------------------
**Automaton - Clockwork Warrior**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 7
Speed         : 30
Health Dice   : 6d12
Description   : A mechanical automaton fashioned by the dwarves to defend their cities
```
**----- Attributes -------**
```
Physique      : 69
Fortitude     : 63
Intellect     : 57
Charisma      : 50
```
**----- Stats -------------**
```
Health        : 42
Sanity        : 10
Mana          : 15
Armor         : 8
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Acid, Necrotic
Vulnerabilities : Lightning
Immunities      : Poison, Psychic
```
**----- Proficiencies ----**
```
Necromancy   (60)
Might        (35)
Conditioning (32)
Perception   (35)
Melee Heavy  (63)
Armor Heavy  (63)
Ranged Light (69)
Ranged Guns  (69)
```
**----- Actions -----------**
**Maul** (<63 | 5 ft | 1d10+6 bludgeoning) // **Wheellock** (<69 | 90 ft | 1d12+7 piercing)
**----- Features ----------**
**Frenzy** (The clockwork warrior makes two maul attacks at a cost of 1 action point each)

--------------------------------------------------------------------------------
**Automaton - Clockwork Assassin**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 10
Speed         : 35
Health Dice   : 16d8
Description   : A mechanical automaton fashioned by the dwarves for export to foreign
                Aristocrats. These automata are often purchased as bodyguards.
```
----- **Attributes** -------
```
Physique      : 76
Fortitude     : 52
Intellect     : 61
Charisma      : 59
```
----- **Stats** -------------
```
Health        : 69
Sanity        : 10
Mana          : 16
Armor         : 6
Action        : 3
```
----- **Adjustments**  -----
```
Resistances     : Acid, Necrotic
Vulnerabilities : Lightning
Immunities      : Poison, Psychic
```
----- **Proficiencies** ----
```
Necromancy    (52)
Dodge         (76)
Conditioning  (26)
Melee Light   (76)
Ranged Guns   (76)
Stealth       (76)
Perception    (76)
```
----- **Actions** -----------
**Katzbalger** (<76 | 5 ft | 1d8+8 piercing) // **Wheellock** (<76 | 90 ft | 1d12+8 piercing)
----- **Features** ----------
**Frenzy** (The clockwork assassin makes two katzbalger attacks at a cost of 1 action
point each)
**Single-minded Killer** (The clockwork assassin has advantage on attacks against any
entity that it has attacked at least once before)
**Evasive Combatant** (The clockwork assassin can subtract its dodge skill modifier of 8
from any saving throw against the dodge skill. In addition, once per round they may
take the dodge action at an action point cost of 1.)

--------------------------------------------------------------------------------
**Automaton - Clockwork Juggernaut**
--------------------------------------------------------------------------------
```
Size         : Large
ETR          : 12
Speed        : 25
Health Dice  : 13d12
Description  : A mechanical automaton fashioned by the dwarves to defend their cities
```
**----- Attributes -------**
```
Physique     : 75
Fortitude    : 72
Intellect    : 46
Charisma     : 51
```
**----- Stats -------------**
```
Health       : 85
Sanity       : 8
Mana         : 13
Armor        : 10
Action       : 3
```
**----- Adjustments  -----**
```
Resistances     : Acid, Necrotic, Heat, Cold, Slashing
Vulnerabilities : Lightning
Immunities      : Poison, Psychic
```
**----- Proficiencies ----**
```
Necromancy   (36)
Might        (75)
Conditioning (36)
Melee Heavy  (72)
Armor Heavy  (72)
Ranged Guns  (76)
Perception   (38)
```
**----- Actions -----------**
**Battlesaw** (<72 | 10 ft | 2d6+8 slashing) //
**Light Cannon** (<75 | 150 ft | 2d10+8 piercing)
**----- Features ----------**
**Frenzy** (The clockwork juggernaut makes two battlesaw attacks at a cost of 1 action point each)
**Autolock** (If the clockwork juggernaut uses the prepare action it has advantage on the next attack it makes)
**Unstoppable** (The clockwork juggernaut can make armor saving throw up to three times in a single combat without affecting its armor value)
**Bonesaw** (If the clockwork juggernaut rolls a critical hit when making a battlesaw attack, it inflicts the bleeding condition)

--------------------------------------------------------------------------------

**Automaton - Bronze Golem**
--------------------------------------------------------------------------------
```
Size          : Small
ETR           : 8
Speed         : 25
Health Dice   : 8d12
Description   : An automaton built out of bronze by a process of alchemical animation.
```
**----- Attributes -------**
```
Physique      : 66
Fortitude     : 70
Intellect     : 41
Charisma      : 49
```
**----- Stats -------------**
```
Health        : 55
Sanity        : 6
Mana          : 13
Armor         : 3
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Acid, Heat, Slashing
Vulnerabilities : None
Immunities      : Poison, Psychic
```
**----- Proficiencies ----**
```
Necromancy   (35)
Might        (66)
Melee Light  (66)
Perception   (33)
Olethromancy (21)
Enchantment  (25)
Resolve      (72)
```
**----- Actions -----------**

Punch (<66 | 1d12+7 bludgeoning) // Shortsword (<66 | 1d6+7 piercing)

**----- Features ----------**

**Frenzy** (The golem makes two shortsword attacks at a cost of 1 action point each)

**Alchemical Reforging** (If the golem hasn't been attacked for 10 seconds it regains 1d6 health up to its maximum)

--------------------------------------------------------------------------------

**Automaton - Iron Golem**
--------------------------------------------------------------------------------

```
Size          : Large
ETR           : 12
Speed         : 25
Health Dice   : 11d12
Description   : An automaton built out of iron by a process of alchemical animation.
```
**----- Attributes -------**
```
Physique      : 70
Fortitude     : 72
Intellect     : 45
Charisma      : 55
```
**----- Stats -------------**
```
Health        : 73
Sanity        : 6
Mana          : 13
Armor         : 10
Action        : 3
```
**----- Adjustments ------**
```
Resistances     : Acid, Heat, Slashing
Vulnerabilities : None
Immunities      : Poison, Psychic
```
**----- Proficiencies ----**
```
Necromancy   (36)
Might        (70)
Melee Heavy  (72)
Perception   (35)
Olethromancy (23)
Enchantment  (28)
Resolve      (72)
```
**----- Actions -----------**
**Punch** (<70 | 5 ft | 3d8+7 bludgeoning)
**----- Features ----------**
**Frenzy** (The golem makes two punch attacks at a cost of 1 action point each)
**Alchemical Reforging** (If the golem hasn't been attacked for 10 seconds it regains 1d6 health up to its maximum)
**Last Gasp** (If the golem is reduced to 20 health, it becomes resistant to all damage that it is neither resistant nor immune to)
**Inexorable Charge** (If the golem uses the move action twice in a turn before moving to within 5 feet of a hostile entity, that entity must roll a saving throw against its own might or dodge skill. If the entity fails, it takes 1d10 bludgeoning damage and is prone. If the entity succeeds, it takes half the damage.)

--------------------------------------------------------------------------------

**Automaton - Clay Golem**
--------------------------------------------------------------------------------
```
Size          : Large
ETR           : 12
Speed         : 30
Health Dice   : 13d10
Description   : An automaton built out of clay by a process of alchemical animation.
```
**----- Attributes -------**
```
Physique      : 75
Fortitude     : 66
Intellect     : 58
Charisma      : 48
```
**----- Stats -------------**
```
Health        : 72
Sanity        : 8
Mana          : 13
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Acid, Heat, Slashing
Vulnerabilities : None
Immunities      : Poison
```
**----- Proficiencies ----**
```
Necromancy    (33)
Might         (75)
Melee Heavy   (66)
Perception    (38)
Investigation (58)
Olethromancy  (29)
Enchantment   (24)
```
**----- Actions -----------**
**Punch** (<75 | 5 ft | 2d10+8 bludgeoning)
**----- Features ----------**
**Frenzy** (The golem makes two punch attacks at a cost of 1 action point each)
**Alchemical Reforging** (If the golem hasn't been attacked for 10 seconds it regains 1d8 health up to its maximum)
**Avatar of Vengeance** (The golem has advantage on attacks against hostile entities that have attacked an ally.)
**Agent of Protection** (Once per round, when an ally of the golem is damaged, the golem can subtract up to 1d10 damage from the attack. The amount on the die is also subtracted from the golem's health.)

--------------------------------------------------------------------------------
**Being - Giant Diving Bell Spider**
--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 8
Speed         : 30
Health Dice   : 11d8
Description   : An intelligent member of the aquatic spider civilization that inhabit
                large freshwater lakes and inland seas.
```

----- **Attributes** -------
```
Physique      : 68
Fortitude     : 55
Intellect     : 72
Charisma      : 61
```
----- **Stats** -------------
```
Health        : 49
Sanity        : 12
Mana          : 16
Armor         : 0
Action        : 3
```
----- **Adjustments**  -----
```
Resistances     : Acid, Poison, Necrotic
Vulnerabilities : Bludgeoning
Immunities      : None
```
----- **Proficiencies** ----
```
Necromancy    (28)
Illusion      (36)
Perception    (68)
Stealth       (34)
Swimming      (55)
```
----- **Actions** -----------
**Bite** (<68 | 5 ft | 2d6+7 piercing) // **Sling** (<68 | 90 ft | 1d6+7 bludgeoning ) //
**Web** (<68 | 15 ft | restrained)
----- **Features** ----------
**Frenzy** (The spider makes a bite attack and a web attack at a cost of 1 action point
each)
**Venomous Bite** (If the spider rolls a critical hit on a bite attack the entity that it
bites is poisoned for 1 hour)
**Web** (Any entity the spider successfully hits with a web attack must succeed on a might
or dodge saving throw or be restrained until removed from the spider's web)

--------------------------------------------------------------------------------
**Being - Black Dragon**
--------------------------------------------------------------------------------
```
Size          : Huge
ETR           : 36
Speed         : 30
Health Dice   : 44d10
Description    : An intelligent dragonoid with black scales, an outcast from the
                eyries. The temperament and character of black dragons is
                unpredictable.
```
----- **Attributes** -------
```
Physique      : 77
Fortitude     : 57
Intellect     : 71
Charisma      : 66
```
----- **Stats** -------------
```
Health        : 226
Sanity        : 12
Mana          : 68
Armor         : 12
Action        : 3
```
----- **Adjustments**  -----
```
Resistances     : Slashing, Bludgeoning, Piercing, Cold, Fire
Vulnerabilities : None
Immunities      : Charmed, Acid
```
----- **Proficiencies** ----
```
Olethromancy (36)
Enchantment  (66)
Illusion     (66)
Perception   (77)
Deduction    (71)
Swimming     (57)
Stealth      (39)
Might        (77)
Manipulation (66)
```
----- **Actions** -----------
**Bite** (<77 | 5 ft | 5d12+8 piercing) // **Acid Breath** (10d8 acid) // **Claw** (<77 | 5 ft |
4d8+8 slashing)

--------------------------------------------------------------------------------
**Being - Black Dragon**
-----------------------------------------------------------------------------
**----- Features ----------**
**Frenzy** (The black dragon makes two claw attacks at a cost of 1 action point each)
**Acid Breath** (Any entity within a 30 foot by 30 foot cone in front of the dragon must roll a saving throw against their might or dodge saving throw. If they fail they take 10d8 acid damage. If they succeed they take half the damage.)
**Natural Illusionist** (The dragon knows Ynryl, Yrguoh, Ynuah, Mnunlu, Ukthu, Ulmlyu, Yolmu, Gchynolg, and Uylmlu, as well as the illusion verbs Othuth, Mnuthlu, Hlagur, Gchuj, Lmuuth, and Thunix)
**Fly** (The dragon may use its movement speed to fly instead of walk)
**Easy as Breathing** (Once every 10 seconds the dragon may use its Acid Breath attack at a cost of 1 action point)
**In Mortal Skin** (The dragon is able to take on the form of a mortal being. It retains its features, adjustments and stats. It retains breath attacks but cannot use its bite or claw attacks and cannot fly. Its size is reduced to medium.)
**Wary Outcast** (The dragon can subtract its deduction skill modifier from its combat order roles. It has advantage on attacks against entities that have not yet taken actions in combat. If it goes first it has 1 additional action point in the first round.)
**Acidic Blood** (Any entity that damages the black dragon with a melee weapon attack must roll a saving throw against its own conditioning or dodge skill. If the entity fails it takes 10d4 acid damage. If it succeeds it takes half the damage.)
**Desperate Times** (If the dragon is reduced to 50 health or less, its acidic blood ability ignores successful saving throws. Additionally, its acid breath attacks cost 1 action point each for the duration of combat.)

--------------------------------------------------------------------------------
**Being - Red Dragon**
--------------------------------------------------------------------------------

```
Size          : Huge
ETR           : 36
Speed         : 30
Health Dice   : 42d10
Description   : An intelligent dragonoid with red scales, can be highly volatile and
                treacherous or just highly self-absorbed. Red dragons usually leave
                the eyries to seek treasure, maidens, or establish fiefdoms for
                themselves.
```

**----- Attributes -------**
```
Physique      : 73
Fortitude     : 66
Intellect     : 59
Charisma      : 71
```
**----- Stats -------------**
```
Health        : 217
Sanity        : 10
Mana          : 72
Armor         : 12
Action        : 3
```
**----- Adjustments  -----**
```
Resistances      : Slashing, Bludgeoning, Piercing, Cold, Acid
Vulnerabilities : None
Immunities       : Charmed, Fire
```
**----- Proficiencies ----**
```
Enchantment  (71)
Illusion     (71)
Perception   (73)
Deduction    (59)
Might        (73)
Manipulation (71)
```
**----- Actions -----------**
**Bite** (<73 | 5 ft | 5d12+8 piercing) // **Fiery Breath** (60 ft | 8d10 fire) //
**Claw** (<73 | 5 ft | 4d8+8 slashing)

--------------------------------------------------------------------------------
**Being - Red Dragon**
------------------------------------------------------------------------------
**----- Features ----------**
**Frenzy** (The dragon makes two claw attacks at a cost of 1 action point each)
**Fiery Breath** (Any entity within a 60 foot by 5 foot line in front of the dragon must roll a saving throw against their might or dodge saving throw. If they fail they take 8d10 fire damage. If they succeed they take half the damage.)
**Natural Enchanter** (The dragon knows Ynryl, Yrguoh, Ynuah, Mnunlu, Ukthu, Ulmlyu, Yolmu, Gchynolg, and Uylmlu, as well as Yrgorg, Sothuk, Uthux, Nluxul, Xulnlu, Shutsa, and Thotholg)
**Fly** (The dragon may use its movement speed to fly instead of walk)
**Easy as Breathing** (Once every 10 seconds the dragon may use its Fiery Breath attack at a cost of 1 action point)
**In Mortal Skin** (The dragon is able to take on the form of a mortal being. It retains its features, adjustments and stats. It retains breath attacks but cannot use its bite or claw attacks and cannot fly. Its size is reduced to medium.)
**Deceiver and Destroyer** (The dragon has advantage on checks against its manipulation skill intended to inflict the surprised condition on a hostile entity)
**Heart of the Furnace** (Any entity within 10 feet of the dragon must roll a saving throw against its resolve skill at the end of its turn. If the entity fails it must expend an action point to move at least 15 feet away from the dragon. If the entity succeeds it remains where it is but takes 4d10 fire damage. If the entity has no action points it takes half damage and must expend an action point at the start of its next turn instead.)
**Rage Against the Dying of the Light** (If the dragon is reduced to 50 health or less, its heart of the furnace ability does 2d10 additional damage. Additionally, its fiery breath attacks cost 1 action point each for the duration of combat.)

--------------------------------------------------------------------------------

**Being - Blue Dragon**
--------------------------------------------------------------------------------
```
Size          : Huge
ETR           : 34
Speed         : 30
Health Dice   : 38d10
Description   : An intelligent dragonoid with blue scales, typically wandering far
                from the eyries as agents of justice.
```
**----- Attributes -------**
```
Physique      : 70
Fortitude     : 66
Intellect     : 77
Charisma      : 57
```
**----- Stats -------------**
```
Health        : 196
Sanity        : 12
Mana          : 68
Armor         : 12
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Slashing, Bludgeoning, Piercing, Cold, Fire
Vulnerabilities : None
Immunities      : Charmed, Lightning, Thunder
```
**----- Proficiencies ----**
```
Olethromancy  (39)
Enchantment   (29)
Illusion      (57)
Perception    (70)
Deduction     (77)
Investigation (77)
Stealth       (35)
Might         (77)
Strategy      (57)
```
**----- Actions -----------**
**Bite** (<77 | 5 ft | 5d12+8 piercing) // **Lightning Breath** (60 ft | 10d8 lightning) //
**Claw** (<77 | 5 ft | 4d8+8 slashing)

--------------------------------------------------------------------------------

**Being - Blue Dragon**

--------------------------------------------------------------------------------

----- **Features** ----------

**Frenzy** (The dragon makes two claw attacks at a cost of 1 action point each)

**Lightning Breath** (Any entity within a 60 foot by 5 foot line in front of the dragon must roll a saving throw against their might or dodge saving throw. If they fail they take 6d8 lightning damage. If they succeed they take half the damage.)

**Natural Diviner** (The dragon knows Ynryl, Yrguoh, Ynuah, Mnunlu, Ukthu, Ulmlyu, Yolmu, Gchynolg, and Uylmlu, as well as Thoguth, Shuthlu, Thluuj, Shuuj, Gcholg, Thlucth, and Xulnlu)

**Fly** (The dragon may use its movement speed to fly instead of walk)

**Easy as Breathing** (Once every 10 seconds the dragon may use its Lightning Breath attack at a cost of 1 action point)

**In Mortal Skin** (The dragon is able to take on the form of a mortal being. It retains its features, adjustments and stats. It retains breath attacks but cannot use its bite or claw attacks and cannot fly. Its size is reduced to medium.)

**Cautious Inquisitor** (Any entity attempting a check to inflict the surprised condition against the dragon counts as having half-proficiency)

**Scales of Thunder** (Any entity that damages the dragon with a melee weapon attack must roll a saving throw against its own conditioning or dodge skill. If the entity fails it takes 7d6 thunder damage. If it succeeds it takes half the damage.)

**Dead or Alive** (If the dragon is reduced to 50 health or less, any entity within 10 feet of it must roll a saving throw against its own dodge or conditioning skill. If that entity fails it takes 10d6 lightning damage. If it succeeds it takes half damage. Additionally, the dragon's lightning breath attacks cost 1 action point each for the duration of the combat.)

--------------------------------------------------------------------------------
**Being - Commoner**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 3
Speed         : 30
Health Dice   : 4d8
Description   : A ordinary, untrained civilian of any given kingdom
```
**----- Attributes -------**
```
Physique      : 50
Fortitude     : 55
Intellect     : 55
Charisma      : 55
```
**----- Stats -------------**
```
Health        : 22
Sanity        : 8
Mana          : 14
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : None
Vulnerabilities : None
Immunities      : None
```
**----- Proficiencies ----**
```
Running     (25)
Resolve     (28)
Performance (28)
Melee Simple (50)
```
**----- Actions -----------**
**Tool** (<50 | 5 ft | 1d6+5 bludgeoning)
**----- Features ----------**
**Frenzy** (The commoner makes two tool attacks at a cost of 1 action point each)

--------------------------------------------------------------------------------

**Being - Watchman**

--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 5
Speed         : 30
Health Dice   : 6d8
Description   : A commoner trained to guard a local area such as a village
```

**----- Attributes -------**

```
Physique      : 66
Fortitude     : 55
Intellect     : 57
Charisma      : 55
```

**----- Stats -------------**

```
Health        : 30
Sanity        : 10
Mana          : 14
Armor         : 5
Action        : 3
```

**----- Adjustments  -----**

```
Resistances     : None
Vulnerabilities : None
Immunities      : None
```

**----- Proficiencies ----**

```
Running     (25)
Resolve     (28)
Strategy    (28)
Melee Light (66)
```

**----- Actions -----------**

**Longbow** (<66 | 350 ft | 1d10+6 piercing) // **Shortsword** (<66 | 5 ft | 1d10+6 piercing)

**----- Features ----------**

**Frenzy** (The watchman makes two shortsword attacks at a cost of 1 action point each)

--------------------------------------------------------------------------------
**Being - Knight**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 9
Speed         : 30
Health Dice   : 9d10
Description   : A highly trained soldier of a mortal kingdom, heavily armored and
                often mounted.
```
**----- Attributes -------**
```
Physique      : 72
Fortitude     : 66
Intellect     : 61
Charisma      : 58
```
**----- Stats -------------**
```
Health        : 52
Sanity        : 10
Mana          : 16
Armor         : 15
Action        : 3
```
**----- Adjustments  -----**
```
Resistances    : None
Vulnerabilities : None
Immunities     : None
```
**----- Proficiencies ----**
```
Might       (72)
Resolve     (66)
Strategy    (58)
Melee Light (72)
Melee Heavy (66)
Armor Heavy (66)
```
**----- Actions -----------**
**Lance** (<66 | 10 ft | 1d12+7 piercing) // **Longsword** (<72 | 5 ft | 2d6+7 piercing)
**----- Features ----------**
**Frenzy** (The knight makes two longsword attacks at a cost of 1 action point each)
**Swordplay** (Once every 10 seconds the knight may take a counter action at the cost of 1
action point to increase his armor value by 5)
**Killing Stroke** (The knight rolls critical hits on a roll of 1-10 against entities with
less than 20 health)

--------------------------------------------------------------------------------
**Being - Muscle**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 5
Speed         : 30
Health Dice   : 6d10
Description   : A commoner hired as an inexpensive enforcer or bodyguard
```
**----- Attributes -------**
```
Physique      : 66
Fortitude     : 60
Intellect     : 55
Charisma      : 55
```
**----- Stats -------------**
```
Health        : 46
Sanity        : 8
Mana          : 14
Armor         : 3
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Bludgeoning
Vulnerabilities : None
Immunities      : None
```
**----- Proficiencies ----**
```
Running     (25)
Resolve     (28)
Strategy    (28)
Melee Light (66)
```
**----- Actions -----------**
**Hunting Bow** (<66 | 200 ft | 1d8+7 piercing) //
**Quarterstaff** (<66 | 5 ft | 1d10+7 bludgeoning)
**----- Features ----------**
**Frenzy** (The muscle makes two quarterstaff attacks at a cost of 1 action point each)

--------------------------------------------------------------------------------
**Being - Ranger**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 6
Speed         : 30
Health Dice   : 7d10
Description   : A warrior trained in bushcraft and in the use of stealth
```
**----- Attributes -------**
```
Physique      : 68
Fortitude     : 60
Intellect     : 58
Charisma      : 55
```
**----- Stats -------------**
```
Health        : 41
Sanity        : 10
Mana          : 14
Armor         : 2
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : None
Vulnerabilities : None
Immunities      : None
```
**----- Proficiencies ----**
```
Stealth    (68)
Bushcraft  (58)
Tracking   (58)
Resolve    (28)
Strategy   (28)
Melee Light (66)
```
**----- Actions -----------**
**Longbow** (<68 | 350 ft | 1d10+6 piercing) // **Shortsword** (<68 | 5 ft | 1d10+6 piercing)
**----- Features ----------**
**Frenzy** (The ranger makes two shortsword attacks at a cost of 1 action point each)

--------------------------------------------------------------------------------

**Being - Noble**

--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 4
Speed         : 30
Health Dice   : 4d8
Description   : A highborn member of society.
```

**----- Attributes -------**

```
Physique      : 58
Fortitude     : 55
Intellect     : 60
Charisma      : 67
```

**----- Stats -------------**

```
Health        : 22
Sanity        : 10
Mana          : 17
Armor         : 0
Action        : 3
```

**----- Adjustments  -----**

```
Resistances     : None
Vulnerabilities : None
Immunities      : Insanity, Exhausted, Frightened
```

**----- Proficiencies ----**

```
Running     (25)
Resolve     (28)
Strategy    (55)
Melee Light (66)
```

**----- Actions -----------**

**Rapier** (<58 | 5 ft | 1d10+6 piercing)

**----- Features ----------**

**Frenzy** (The noble makes two rapier attacks at a cost of 1 action point each)

**Court Influence** (Killing the noble without patron approval will result in a diminished reputation within a kingdom. Any entity that kills a noble will become wanted by the noble's allies and may be pursued by bailiffs.)

--------------------------------------------------------------------------------

**Being - Mysterious Assailant**
--------------------------------------------------------------------------------

Size           : Medium
ETR            : 6
Speed          : 30
Health Dice    : 3d12
Description    : A shadowy warrior with luminous eyes and an enormous sword.
**----- Attributes -------**
Physique       : 74
Fortitude      : 68
Intellect      : 61
Charisma       : 48
**----- Stats -------------**
Health         : 25
Sanity         : 10
Mana           : 13
Armor          : 5
Action         : 3
**----- Adjustments  -----**
Resistances      : Slashing, Piercing, Bludgeoning
Vulnerabilities : None
Immunities      : None
**----- Proficiencies ----**
Resolve      (68)
Perception   (74)
Melee Heavy  (68)
Armor Light  (68)
Dodge        (74)
Might        (74)
Necromancy   (68)
Protection   (68)
Conditioning (34)
**----- Actions -----------**
**Battle Cleaver** (<68 | 10 ft | 2d8+7 slashing)
**----- Features ----------**
**Frenzy** (The assailant makes two battle cleaver attacks at a cost of 1 action point
each.)
**Destructive Purpose** (If the assailant is reduced to 0 health before wounding its
target, it immediately makes a battle cleaver attack as a counter action at a cost of
1 action point.)

--------------------------------------------------------------------------------

**Daemon - Imp**
--------------------------------------------------------------------------------
```
Size         : Small
ETR          : 6
Speed        : 30
Health Dice  : 7d8
Description  : A minor tormentor from the pit and often used as a distraction in
               larger plots.
```
**----- Attributes -------**
```
Physique     : 64
Fortitude    : 52
Intellect    : 58
Charisma     : 66
```
**----- Stats -------------**
```
Health       : 33
Sanity       : 10
Mana         : 32
Armor        : 0
Action       : 3
```
**----- Adjustments  -----**
```
Resistances     : Slashing, Piercing, Bludgeoning
Vulnerabilities : None
Immunities      : Fire
```
**----- Proficiencies ----**
```
Perception   (32)
Dodge        (64)
Necromancy   (26)
Protection   (26)
Olethromancy (58)
Enchantment  (66)
Manipulation (66)
Escamotage   (64)
```
**----- Actions -----------**
**Claw** (<64 | 5 ft | 3d4+6 slashing) // **Incant**
**----- Features ----------**
**Frenzy** (The imp makes two claw attacks at a cost of 1 action point each.)
**Born Manipulator** (Once per day the imp can subtract its manipulation modifier from a manipulation check.)
**Dabbler in the Dark Arts** (The imp knows Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa, Ukthu, and Yrguoh, as well as the olethromancy verb Ymnlu and Hlaxu)

--------------------------------------------------------------------------------

**Daemon - Corruptor**
-----------------------------------------------------------------------------
```
Size          : Medium
ETR           : 11
Speed         : 30
Health Dice   : 11d10
Description   : A deceiver, seducer (or seductress), a tempter. The corruptor is sent
                from the pit to lure the upright and just into the grasp of the lords
                of the pit.
```
**----- Attributes -------**
```
Physique      : 69
Fortitude     : 58
Intellect     : 69
Charisma      : 73
```
**----- Stats -------------**
```
Health        : 61
Sanity        : 12
Mana          : 83
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Slashing, Piercing, Bludgeoning
Vulnerabilities : None
Immunities      : Charmed, Fire
```
**----- Proficiencies ----**
```
Perception   (35)
Dodge        (69)
Necromancy   (26)
Protection   (58)
Olethromancy (69)
Enchantment  (73)
Manipulation (73)
```
**----- Actions -----------**
**Claw** (<69 | 5 ft | 2d8+7 slashing) // **Incant**
**----- Features ----------**
**Frenzy** (The corruptor makes two claw attacks at a cost of 1 action point each.)
**Born Manipulator** (Twice per day the corruptor can subtract its manipulation modifier
from a manipulation check.)
**The Art of Corruption** (The corruptor knows Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa,
Ukthu, Lmugur, Gchynolg, and Yrguoh, as well as the olethromancy verbs Hlaxu, and
Hlulmu, as well as the enchantment verbs Hlalyu, Yrgorg, Shutsa, and Uthux.)
**Disarming Presence** (Any entity within 15 feet of the corruptor has disadvantage on
saving throws spells that the corruptor casts.)

--------------------------------------------------------------------------------

**Daemon - Slaughterer**

--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 14
Speed         : 30
Health Dice   : 15d12
Description   : A simple butcher of the pit, born to bathe in the blood of mortals
```
**----- Attributes -------**
```
Physique      : 72
Fortitude     : 75
Intellect     : 49
Charisma      : 59
```
**----- Stats -------------**
```
Health        : 98
Sanity        : 8
Mana          : 16
Armor         : 11
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Slashing, Piercing, Bludgeoning, Acid, Necrotic, Force
Vulnerabilities : None
Immunities      : Charmed, Fire
```
**----- Proficiencies ----**
```
Perception  (72)
Might       (72)
Melee Heavy (75)
Armor Heavy (75)
Necromancy  (38)
Protection  (38)
Olethromancy (25)
Manipulation (59)
```
**----- Actions -----------**

**Claw** (<72 | 5 ft | 2d8+7 slashing) // **Hellrazor** (<75 | 5 ft | 2d10+8 slashing) //
**Fiery Breath** (15 ft | 3d10 fire)

**----- Features ----------**

**Frenzy** (The slaughterer makes one claw attack and one hellrazor attack at a cost of 1
action point each.)

**Born Manipulator** (Once per day the slaughterer can subtract its manipulation modifier
from a manipulation check.)

**Preytaker's Aura** (Any entity within 10 feet of the slaughterer must add its modifier
to attacks on the slaughterer.)

**Butcher's Scorn** (If the slaughterer is reduced to 30 health it has advantage on its
attacks until it is slain or its health is increased above 30.)

**Fiery Breath** (Any entity within a 15 foot by 5 foot line in front of the slaughterer
must roll a saving throw against their might or dodge saving throw. If they fail they
take 3d10 fire damage. If they succeed they take half the damage.)

--------------------------------------------------------------------------------
**Angel - Protector**
--------------------------------------------------------------------------------
```
Size           : Medium
ETR            : 7
Speed          : 30
Health Dice    : 2d10
Description     : A divine servant assigned to protect a mortal or group of mortals
```
**----- Attributes -------**
```
Physique       : 68
Fortitude      : 72
Intellect      : 68
Charisma       : 66
```
**----- Stats -------------**
```
Health         : 16
Sanity         : 12
Mana           : 68
Armor          : 8
Action         : 3
```
**----- Adjustments  -----**
```
Resistances      : Force, Fire
Vulnerabilities : Necrotic
Immunities       : Charmed, Insane, Frightened, Radiant, Slashing, Piercing,
                   Bludgeoning, Psychic, Poison, Acid, Cold
```
**----- Proficiencies ----**
```
Perception   (68)
Might        (68)
Melee Heavy  (72)
Necromancy   (72)
Protection   (72)
Olethromancy (34)
Persuasion   (66)
```
**----- Actions -----------**
**Divine Weapon** (<72 | 5 ft | 2d8+7 radiant)
**----- Features ----------**
**My Life for Yours** (If an entity friendly to the protector is reduced to 0 health
within 30 feet of it, the protector can restore 1d4 health to that entity. The
protector must subtract the same amount from its own health.)
**Divine Weapon** (The protector scores a critical hit on a 1-10 instead of a 1-5.)
**Arcane Defender** (The protector knows Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa,
Ukthu, Lmugur, Gchynolg, and Yrguoh, as well as the protection verbs Ylduth, Olmolg,
Sothuth, Thlamuth, and Uthbo, and the divination verbs Thoguth, Thlucth, and Gcholg)

--------------------------------------------------------------------------------
**Angel - Avenger**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 8
Speed         : 30
Health Dice   : 2d10
Description   : A divine servant assigned to carry out judgment
```
**----- Attributes -------**
```
Physique      : 68
Fortitude     : 72
Intellect     : 68
Charisma      : 66
```
**----- Stats -------------**
```
Health        : 16
Sanity        : 12
Mana          : 17
Armor         : 8
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Force, Fire
Vulnerabilities : Necrotic
Immunities      : Charmed, Insane, Frightened, Radiant, Slashing, Piercing,
                  Bludgeoning, Psychic, Poison, Acid, Cold
```
**----- Proficiencies ----**
```
Perception   (68)
Might        (68)
Melee Heavy  (72)
Necromancy   (72)
Protection   (72)
Olethromancy (34)
Persuasion   (66)
```
**----- Actions -----------**
**Divine Weapon** (<72 | 5 ft | 2d8+7 radiant)
**----- Features ----------**
**By the Sword Shall Ye Also Perish** (Any entity that damages the avenger with a melee weapon attack must roll a saving throw against their Protection skill. If they fail they take half of the damage.)
**Divine Weapon** (The avenger scores a critical hit on a 1-10 instead of a 1-5.)
**Frenzy** (The avenger makes two divine weapon attacks at a cost of 1 action point each.)

--------------------------------------------------------------------------------
**Angel - Harbinger**
--------------------------------------------------------------------------------

```
Size          : Medium
ETR           : 11
Speed         : 30
Health Dice   : 4d10
Description   : A divine servant assigned to carry out judgment
```
**----- Attributes -------**
```
Physique      : 68
Fortitude     : 70
Intellect     : 68
Charisma      : 66
```
**----- Stats -------------**
```
Health        : 27
Sanity        : 12
Mana          : 68
Armor         : 10
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Force, Fire
Vulnerabilities : Necrotic
Immunities      : Charmed, Frightened, Insane, Radiant, Slashing, Piercing,
                  Bludgeoning, Psychic, Poison, Acid, Cold
```
**----- Proficiencies ----**
```
Perception   (68)
Might        (68)
Melee Heavy  (70)
Necromancy   (70)
Protection   (70)
Olethromancy (68)
Illusion     (66)
Enchantment  (66)
Divination   (68)
Persuasion   (66)
```
**----- Actions -----------**
**Divine Weapon** (<70 | 5 ft | 2d8+7 radiant) //
**Herald of the Aeons** (90 feet | frightened / charmed)
**----- Features ----------**
**Herald of the Aeons** (Any entity that can see the harbinger has disadvantage on any
saving throw against being frightened or charmed by the harbinger. In addition, the
harbinger can force an entity that can see it to roll a saving throw against its own
resolve skill. If that entity fails it is either frightened or charmed.)
**Divine Weapon** (The harbinger scores a critical hit on a 1-10 instead of a 1-5.)
**Unbearable Presence** (Any frightened hostile entity within 30 feet of the harbinger
takes 1d8 psychic damage at the start of the harbinger's turn.)

--------------------------------------------------------------------------------

**Creature - Epicyon**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 6
Speed         : 35
Health Dice   : 6d10
Description   : A wild dog with crushing jaws
```
**----- Attributes -------**
```
Physique      : 68
Fortitude     : 59
Intellect     : 55
Charisma      : 45
```
**----- Stats -------------**
```
Health        : 36
Sanity        : 8
Mana          : 13
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Bludgeoning
Vulnerabilities : None
Immunities      : None
```
**----- Proficiencies ----**
```
Perception   (68)
Might        (34)
Resolve      (30)
Conditioning (30)
Intimidation (23)
Stealth      (34)
Tracking     (55)
```
**----- Actions -----------**
**Bite** (<68 | 5 ft | 1d10+7 piercing) // **Claw** (<68 | 5 ft | 1d8+7 slashing)
**----- Features ----------**
**Frenzy** (The epicyon makes two claw attacks at a cost of 1 action point each.)
**Crushing Bite** (Each time the epicyon wounds an entity with its bite attack, that entity must add 1 to its next check against a martial or athletics skill. This feature is cumulative up to a maximum of 5.)

--------------------------------------------------------------------------------

**Creature - Sabertooth**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 8
Speed         : 30
Health Dice   : 8d10
Description   : A big cat with enormous teeth
```
**----- Attributes -------**
```
Physique      : 75
Fortitude     : 60
Intellect     : 58
Charisma      : 45
```
**----- Stats -------------**
```
Health        : 46
Sanity        : 10
Mana          : 13
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances     : Bludgeoning, Slashing
Vulnerabilities : None
Immunities      : None
```
**----- Proficiencies ----**
```
Perception   (75)
Might        (75)
Resolve      (30)
Conditioning (30)
Intimidation (23)
Stealth      (75)
Tracking     (29)
```
**----- Actions -----------**
**Bite** (<75 | 5 ft | 1d12+8 piercing) // **Claw** (<75 | 5 ft | 1d8+8 slashing)
**----- Features ----------**
**Frenzy** (The sabertooth makes two claw attacks at a cost of 1 action point each.)
**Hunter's Quarry** (The sabertooth scores a critical hit on a 1-15 instead of a 1-5
against entities it has already wounded.)

--------------------------------------------------------------------------------
**Creature - Dire Hyena**
--------------------------------------------------------------------------------
```
Size          : Medium
ETR           : 7
Speed         : 30
Health Dice   : 9d8
Description   : A wild canine with a ferocious bite and a cruel disposition
```
**----- Attributes -------**
```
Physique      : 69
Fortitude     : 57
Intellect     : 60
Charisma      : 45
```
**----- Stats -------------**
```
Health        : 42
Sanity        : 10
Mana          : 13
Armor         : 0
Action        : 3
```
**----- Adjustments  -----**
```
Resistances      : Bludgeoning, Slashing
Vulnerabilities : None
Immunities       : None
```
**----- Proficiencies ----**
```
Perception   (75)
Might        (75)
Resolve      (30)
Conditioning (30)
Intimidation (23)
Stealth      (75)
Tracking     (29)
```
**----- Actions -----------**
**Bite** (<75 | 5 ft | 2d8+8 piercing) // **Claw** (<75 | 5 ft | 1d8+8 slashing)
**----- Features ----------**
**Lockjaw** (Any entity that the hyena wounds with a bite attack must succeed on a saving throw against its wrestling skill. If it fails it is grappled. The hyena cannot make bite attacks against other entities until the grappled entity is freed.)
**Maul** (Bite attacks against any entity that is grappled or prone cost 1 action point.)

--------------------------------------------------------------------------------
**Creature - Thunderbird**
--------------------------------------------------------------------------------
```
Size         : Large
ETR          : 14
Speed        : 35
Health Dice  : 15d10
Description  : An enormous bird of prey
```
**----- Attributes -------**
```
Physique     : 70
Fortitude    : 62
Intellect    : 56
Charisma     : 45
```
**----- Stats -------------**
```
Health       : 81
Sanity       : 10
Mana         : 13
Armor        : 0
Action       : 3
```
**----- Adjustments  -----**
```
Resistances     : Slashing, Bludgeoning, Cold
Vulnerabilities : None
Immunities      : None
```
**----- Proficiencies ----**
```
Perception   (70)
Might        (35)
Resolve      (31)
Intimidation (23)
Tracking     (70)
```
**----- Actions -----------**
**Beak** (<70 | 5 ft | 2d8+7 piercing) // **Talon** (<70 | 5 ft | 1d10+8 slashing)
**----- Features ----------**
**Beak** (If the thunderbird damages an entity with a beak attack, it may force that entity to roll a saving throw against its might or dodge skill. If that entity fails it is grappled.)
**Disembowel** (The thunderbird can make two beak attacks at a cost of 1 action point each against entities that are prone, incapacitated, grappled, or stunned. It must not be flying in order to use this feature.)
**Carry Off** (When the razorwing damages an entity of size large or smaller with a talon attack, it can choose to fly with that entity in its talons. Its speed is reduced to half while doing this.)
**Skystrike** (If the thunderbird damages an entity of size large or smaller with a talon attack while using its movement to fly, that entity must roll a saving throw against its might or conditioning skill. If that entity fails it takes an additional 2d10 slashing damage and is stunned. If it succeeds it is not stunned.)

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# Items

--------------------------------------------------------------------------

All sorts of items can be discovered in the world of Delver. Equipment noted above in Chapter 4 (Adventuring) will not also be noted here. Rather, some items to be used as loot and incentives will be described.

**The Black Knight's Helm**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: Medium, Additional
Magical: Yes
Rarity: Singular
Armor: 6
Cost: 50 gold pieces
Description: Made for the champion of a long dead king, this helmet is made of a strange, incredibly durable black metal. The helm of the black knight counts as heavy armor and increases the wearer's armor value by 5. Once per day it can be used to make an armor save without decreasing its armor value.

**Necrotic Armor of Teremun**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: Heavy, Plated
Magical: Yes
Rarity: Singular
Armor: 10
Cost: 30 gold pieces
Description: Armor pried from the rotting corpse of an accursed knight, the armor of Teremun makes the wearer resistant to necrotic damage.

--------------------------------------------------------------------------------

**Butcher Armor**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: Light
Magical: No
Rarity: Rare
Armor: 4
Cost: 10 gold pieces
Description: Armor made for Krevni gorekin, butcher armor primes the warrior
to slaughter enemies in battle. While wearing this armor, you may subtract 4
from your combat order rolls.

**Dragonscale Armor**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: Light, Plated
Magical: No
Rarity: Rare
Armor: 10
Cost: 25 gold pieces
Description: Armor made from the scales of dragons. It is light and supple but
incredibly resilient.

**Arcanic Shield**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: Simple, Additional, Held
Magical: Yes
Rarity: Rare
Armor: 2
Cost: 3 gold pieces
Description: A shield made for an order of knights who hunted mages. The
wearer may subtract 5 from saving throws against spells.

--------------------------------------------------------------------------------

**Metallurgically Pure Knife**
Damage: 1d4
Reach: 5 ft
Range: N/A
Keywords: Simple, Light
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 5 silver pieces
Description: A knife composed of pure silver, iron, lead, or gold with
absolutely no adulterants.


**Flaming Sword**
Damage: Varies
Reach: 5 ft
Range: N/A
Keywords: Varies
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 5 silver pieces
Description: A sword that burns with fire when drawn from its sheath. It can
be found as a shortsword, rapier, longsword, or greatsword. When the wielder
damages an enemy with this weapon the wielder can choose to either inflict the
default damage type or replace it with fire damage.


**Nanoblade**
Damage: 1d10 slashing
Reach: 5 ft
Range: N/A
Keywords: Light, Melee
Magical: No
Rarity: Rare
Armor: 0
Cost: 10 silver pieces
Description: A sword with an edge so fine it can cut through the toughest
armor. When an entity rolls to attack with the nanoblade, it ignores up to
1d10 armor.

--------------------------------------------------------------------------------

**Bloodthirsty Blade**
Damage: Varies
Reach: 5 ft
Range: N/A
Keywords: Varies
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 10 silver pieces
Description: A sword that can drain the life force of those it wounds. It can be found as a shortsword, rapier, longsword, or greatsword. If the wielder damages a hostile entity with this sword, it can restore an amount of health to the wielder equal to half the damage it inflicted. Note that the amount of health regained cannot exceed the wielders maximum health.

**Elvish Glaive**
Damage: 2d6 Piercing
Reach: 10 ft
Range: N/A
Keywords: Heavy, Polearm
Magical: No
Rarity: Rare
Armor: 0
Cost: 28 silver pieces
Description: An expertly crafted and surprisingly light polearm made by the elves for the elite guards of their cities. Can be wielded with 1 hand despite having the heavy keyword.

**Blade of Warding**
Damage: Varies
Reach: 5 ft
Range: N/A
Keywords: Varies
Magical: Yes
Rarity: Rare
Armor: 2
Cost: 20 silver pieces
Description: A sword that protects its user. It can be found as a shortsword, rapier, longsword, or greatsword. A blade of warding increases its wielder's armor value by 2.

--------------------------------------------------------------------------------

**Spirit Sword**
Damage: 1d6
Reach: 5 ft
Range: 15 ft
Keywords: Varies
Magical: Yes
Rarity: Rare
Armor: 2
Cost: 50 silver pieces
Description: A shortsword that has a mind of its own. It does not need to be
held, but does require the attack action to make any attack.


**Spyglass**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: No
Rarity: Rare
Armor: 0
Cost: 7 silver pieces
Description: A device that can allow its owner to see far away objects better.


**The Wand of Supreme Archmage Hegedus Botond**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Singular
Armor: 0
Cost: 30 gold pieces
Description: A wand crafted for one of the great duelists in the world of
magic. This wand counts as spellcasting focus. When casting with this wand,
the cost of Protection spells is reduced by 5 mana. Note that the cost cannot
be reduced below 1 mana.

--------------------------------------------------------------------------------

**Apotropaistic Staff of Diabolist Ameen Al-Moustafa**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Singular
Cost: 10 gold pieces
Description: A protective staff that can punish magical attacks. Once per day, if the owner of the staff makes a saving throw against a spell and succeeds, any partial damage inflicted is taken by the caster of the spell rather than the owner of the staff.

**Flying Broom**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 5 silver pieces
Description: A broom that can fly at a speed of up to 30 feet. It can carry up to 300 pounds. It answers to the name its maker gave it and can be called to its owner if they are within earshot. At all other times it appears to be a regular broom.

**Moonstone**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 2 silver pieces
Description: A gem that gives off the light of a full moon on a clear night for up to 30 feet in all directions.

--------------------------------------------------------------------------------

**Monocle of Truth**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 15 silver pieces
Description: A monocle that allows the owner to see things for what they truly
are. It cannot allow the user to see invisible things, but any entity wearing
a disguise that does not rely upon complete physical alteration is not
disguised for anyone looking through the monocle.

**Boots of Swiftness**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 3 silver pieces
Description: Boots that allow the user to run twice as fast. The user can move
twice for the cost of 1 action point and does not need to take the dodge
action to leave melee combat safely.

**Boots of Sneaking**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 5 silver pieces
Description: Boots that allow the user to move silently. They have advantage
on stealth checks made while wearing these boots.

--------------------------------------------------------------------------------

**Vambraces of Shielding**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: Simple, Additional
Magical: Yes
Rarity: Uncommon
Armor: 3
Cost: 6 silver pieces
Description: Made for war mages who could not wear armor. Vambraces of shielding count as simple armor and increase the wearer's armor value by 3.

**Giant Spider Venom**
Damage: 1d12 poison
Reach: N/A
Range: N/A
Keywords: N/A
Magical: No
Rarity: Rare
Armor: 0
Cost: 25 silver pieces
Description: Harvested from spiders, this toxin can either be used to poison food or be used with poison arrows to inflict poison damage. Any entity that is damaged by Giant Spider Venom is poisoned for 1 day. The venom can be used up to 12 times before it runs out.

**Oleander**
Damage: 2d8 poison
Reach: N/A
Range: N/A
Keywords: N/A
Magical: No
Rarity: Rare
Armor: 0
Cost: 30 silver pieces
Description: Harvested from the oleander plant, this toxin can either be used to poison food or be used with poison arrows to inflict poison damage. Any entity that is damaged by Oleander is poisoned for 1 day. The toxin can be used up to 10 times before it runs out.

--------------------------------------------------------------------------------

**Poison Arrow**
Damage: Varies
Reach: 5 ft
Range: Varies
Keywords: N/A
Magical: No
Rarity: Uncommon
Armor: 0
Cost: 5 copper pieces
Description: An arrow designed to be fired from a bow to deliver poison to an entity that it damages. When it hasn't been dipped in poison it acts like a normal arrow. When dipped in poison, it does the amount of damage specified by the poison.

**Arrow of Light**
Damage: Varies
Reach: 5 ft
Range: Varies
Keywords: N/A
Magical: Yes
Rarity: Uncommon
Armor: 0
Cost: 15 copper pieces
Description: An arrow designed to be fired from a bow to help trackers find their quarry after it has been hit. When the wielder damages an entity with the arrow, they have advantage on checks against their tracking skill when trying to locate the wounded entity.

**Arrow of Teleportation**
Damage: Varies
Reach: 5 ft
Range: Varies
Keywords: N/A
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 10 gold pieces
Description: An arrow designed to be fired from a bow to allow its wielders to transport themselves where it lands. When fired, this arrow will transport the wielder to a place immediately adjacent to whatever it hits.

--------------------------------------------------------------------------------

**Unerring Bow**
Damage: Varies
Reach: N/A
Range: Varies
Keywords: Varies
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 25 silver pieces
Description: A bow designed to correct inaccurate shots at close range. It can be found as a shortbow or a longbow. When this bow is fired at an entity within 30 feet, the shot is rolled at advantage.

**Ravenous Bag**
Damage: 1d4 piercing
Reach: 5 ft
Range: N/A
Keywords: N/A
Magical: No
Rarity: Uncommon
Armor: 0
Cost: 3 silver pieces
Description: A mimic bred to resemble a backpack and protect belongings. Any attempt by any entity other than the owner or entities with permission from the owner to remove something from the bag will result in the entity being bitten.

**Void Bag**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Uncommon
Armor: 0
Cost: 10 silver pieces
Description: A bag that is much larger on the inside. On the outside it appears to be the size of a pouch that can hang on the belt. It has an internal volume of 5 cubic feet. Even when full, it never weighs more than 5 pounds.

--------------------------------------------------------------------------------

**Pack of Underwater Breathing**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 40 silver pieces
Description: A hide pack that inflates when placed in water. While wearing
this pack you can breathe underwater for 1 hour.

**Incognito Hood**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 23 silver pieces
Description: A hood designed to make it hard to perceive the wearer. Any check
intended to perceive the identity or location of the wearer in a crowd is
attempted with disadvantage.

**Orb of Seeing**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 10 gold pieces
Description: A crystal orb containing a swirling purple vortex. The user may
gaze into it and request to see a location on the same planet. The location
can be as specific as a city block, but may not include interior spaces.

--------------------------------------------------------------------------------

## Arcane Orb
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 3 gold pieces
Description: A crystal orb containing an amorphous glob of viscous black
liquid. The user may spend 3 mana for free once per round of combat.

## Spirit Stone
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 2 gold pieces
Description: A cut gem of unknown origin that is somehow entirely opaque. The
spirit stone contains the imprisoned spirit of a ghost. It can relate its
experiences, offer advice, or communicate messages to others.

## Dragon Gin
Damage: 1d6
Reach: N/A
Range: 10 ft line
Keywords: N/A
Magical: No
Rarity: Rare
Armor: 0
Cost: 5 silver pieces
Description: A bottle of strong brew made in the dragon eyries. One drop can
cause the drinker to belch fire. Any entity within a 10 ft by 5 ft line in
front of the drinker must roll a saving throw against their dodge or might
skill. If they fail they take 1d6 fire damage.

--------------------------------------------------------------------------------

**Healing Potion**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: No
Rarity: Common
Armor: 0
Cost: 80 copper pieces
Description: A bottle of healing elixir. When consumed, it restores 1d4
health.

**Blessed Healing Potion**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Uncommon
Armor: 0
Cost: 2 silver pieces
Description: A bottle of healing elixir. When consumed, it restores 1d6
health.

**Potion of Restoration**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 90 silver pieces
Description: A bottle of elixir that can restore the body and the mind. When
consumed, all lost limbs grow back and 1d4 sanity is restored.

--------------------------------------------------------------------------------

**Potion of Lightness**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Uncommon
Armor: 0
Cost: 25 silver pieces
Description: A bottle of elixir that can impart lightness. When consumed, the potion causes the entity that consumed it to weigh no more than 2 pounds. The effects last for 1 minute.

**Potion of Glamor**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Common
Armor: 0
Cost: 1 gold piece
Description: A bottle of elixir that can impart beauty. When consumed, the potion causes the entity that consumed it to be exceptionally beautiful by the standards of the local region. The effects last for 1 hour.

**Potion of Mana Restoration**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Uncommon
Armor: 0
Cost: 45 silver pieces
Description: A bottle of elixir used by spellcasters to restore their mana. When consumed, it restores 2d4 mana up to the caster's maximum.

--------------------------------------------------------------------------------
**Potion of Mana Enhancement**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Uncommon
Armor: 0
Cost: 55 silver pieces
Description: A bottle of elixir used by spellcasters to boost their reserves
of mana. When consumed, it gives the caster 2d6 mana and may exceed their
maximum mana.

**Potion of Swiftness**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Uncommon
Armor: 0
Cost: 75 silver pieces
Description: A bottle of elixir used by adventurers of all kinds to increase
their speed and agility. When consumed, it increases the action points of the
entity that consumes it by 1 for 15 seconds.

**Potion of Weakness**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: No
Rarity: Uncommon
Armor: 0
Cost: 2 gold pieces
Description: A bottle of elixir used most commonly by assassins to weaken
their targets before they make an attempt on their lives. When consumed, it
gives the exhausted condition.

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**Mana Flask**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Uncommon
Armor: 0
Cost: 5 gold pieces
Description: A flask made of copper and filled with crystals. Mages can invest up to 2d10 mana at a time, which they can then use at a later time while casting spells.

**Quicksilver Blade**
Damage: 1d10 Piercing
Reach: 5 ft
Range: N/A
Keywords: Light, Melee, Discrete
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 5 gold pieces
Description: A blade that can become liquid mercury and be stored inside a common water or wine skin.

**Deadman's Dust**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Uncommon
Armor: N/A
Cost: 3 silver pieces
Description: A bag of graveyard dirt, the ashes of a dead penitent or saint, and the fur of a dog. It wards off undead when sprinkled into a fire, at a threshold, or at the feet of a sleeping entity.

--------------------------------------------------------------------------------

**Kimminghorst's Instant Shield**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: Simple, Additional, Held, Discrete
Magical: No
Rarity: Rare
Armor: 2
Cost: 50 silver pieces
Description: A shield that appears to be a simple lady's fan but is actually
woven ironwood pulp and spider silk.


**Ertugrul's Visage**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: Medium, Additional
Magical: Yes
Rarity: Singular
Armor: 6
Cost: 100 gold pieces
Description: A helmet worn by a powerful and feared warlord. Up to 3 times per
day an entity that attempts to attack the wearer must roll a saving throw
against their resolve skill. If they fail they lose 2 action points and the
attack automatically fails.


**Mask of Many Faces**
Damage: N/A
Reach: N/A
Range: N/A
Keywords: N/A
Magical: Yes
Rarity: Rare
Armor: 0
Cost: 2 gold pieces
Description: A simple white mask. The entity wearing it may speak the name of
another entity with which they are familiar and the mask will change shape to
resemble that entity's facial features for 1 day. The mask will appear to be
an actual face and move believably but will not change any part of the
wearer's physical appearance.

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# Table Index

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## Bestiary Index

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