
VAGABOND
PULP FANTASY ROLEPLAYING GAME

CHECKS

To make a Check, roll a d20 and compare the result against that Check's Difficulty to determine if the Check is a Crit, Pass, or Fail:

Crit: d20 rolls a 20
Pass: d20 rolls equal to or above Difficulty.
Fail: d20 rolls below Difficulty.

When you Crit on a Check to Attack or Cast or a Save, you gain a benefit:

Attack/Cast: You can deal damage to the Target(s) equal to the Stat used.
Save: You aren't affected by what provoked the Save, and can use an Action.

Favor & Hinder

Circumstances may Favor or Hinder a Check:

Favored: d20 roll with a d6 bonus.
Hindered: d20 roll with a d6 penalty.

Favor and Hinder cancel each other out 1-for-1, and they don't stack. A roll is either Favored or Hindered and only one d6 is rolled for either.

COMBAT

Time is measured in Rounds, which are broken up into Turns for each Group in the Combat. Beings involved in the Combat will be placed in one of these Groups, getting an Action and Move on their Turn.

Turn Order: Heroes take the first Turn. If there is a risk of surprise, the Heroes must pass a Detect Check. Those that fail can't act on the Heroes' first Turn.

Actions

You can take your Action at any point during the Turn, choosing from the Actions below, or in a way that isn't accounted for here.

Attack: Make an Attack Check with your Weapon, dealing its damage on a pass.
Cast: Cast a Spell.
Hold: Use an Action or Move on an Off-Turn.
Jump: Spend half your Speed to leap up to that distance horizontally.
Rush: Gain Speed this Turn equal to your Speed.
Use: You interact with or use an Item.

Move

Your Speed is how far you can Move during your Turn, which you can break up as you like.

Flanking

If at least two Allied Beings are Close to a Foe, the Foe is Vulnerable if it is no more than one size larger than the Allies.

Defending

You can either Block or Dodge attacks if you aren't Incapacitated.

Block: Endure Save, which is Hindered if the attack is a Ranged attack.
Dodge: Reflex Save, which is Hindered if you are wearing Heavy Armor.

If the Save passes, you ignore one of the attack's highest rolled damage dice.

Armor/Immune/Weak

Armor, Immune, and Weak affect damage.

Armor: Subtracted from Attack damage.
Immune: Unharmed by the damage.
Weak: Ignores Armor and Immune, and deals an extra damage die.

Focusing

Focusing lets some effects stay active over time. Your Focus on an effect ends early if you drop it or Focus on another effect.

Dying

Beings can die in any of the following ways:

- Their HP is reduced to 0,
- Their body is destroyed,
- They have 5 Fatigue (p. 13).

Dead Beings can't regain HP.

ENEMY CHECKS & SAVES?

Anything under the control of the GM does not roll for its Checks and Saves. They are assumed to pass unless the Heroes' Check or Save succeeds.

NPC Reaction

2d6	Reaction
2-3	Violent, attacks immediately
4-6	Hostile, likely to attack
7-9	Untrusting, possibly confused
10-11	Neutral, open to leaving peacefully
12+	Friendly, willing to become an Ally

Morale

Enemies make Morale Checks at the following times during a Combat:

- The first death in their Group.
- Their HP is at half or less, or half their Group is Incapacitated.

To check Morale, roll 2d6 and consult the Group's Leader's statblock. If the 2d6 result is higher than its Morale, the Group fails and either retreats or surrenders.

Zone

To determine how an Enemy acts during Combat, it is given a Zone:

Frontline: Move Close to Melee.
Midline: Moves Close to Attack, then Move to Near after. If a Midliner is at half HP or lower, it acts as Backline.
Backline: Stays Far for Ranged and Spells.

CASTING SPELLS

To Cast a Spell, your hands must either be open, or holding a spellbook, staff, or trinket. When you Cast a Spell, you determine:

1. Are you casting it to deal Damage, cause the Effect, or both? Choosing to only deal 1d6 damage or cause the Effect requires no Mana. Choosing to do both costs 1 Mana.
2. Who the Spell Targets with its Delivery.
3. How long it lasts, known as Duration.

When to Make Cast Checks

When you Cast a Spell, you don't make a Cast Check unless an unwilling Being is a Target.

Damage

Spells with a Damage Base can be cast to deal d6 damage. You can spend Mana to increase the damage by 1d6 per Mana spent to do so.

Effect

The Spell's effect describes what it subjects the Target to, unless Cast only to deal damage.

Duration

Spell damage is instant and the effects last until your next Turn unless you Focus when you Cast it. If you do, the Spell lasts until you stop the Focus. If the Spell includes an unwilling Being as a Target, you must spend 1 Mana and pass a Cast Check to keep the Focus each Round.

Continual: Continual duration doesn't require Focus, and lasts until dismissed (no Action).

Delivery

Delivery	Cost	Increase
Aura	2	+1 per +5 feet to the radius
Cone	2	+2 per additional 5-feet of length
Cube	1	+1 per additional 5-foot-cube
Imbue	0	+2 per additional Target
Glyph	2	Special
Line	2	+1 per 10 feet of extra length
Remote	0	+1 per additional Target
Sphere	2	+1 per +5 feet to the radius
Touch	0	—

Aura: 10-foot-radius from you, affecting Targets of your choice within.
Cone: 15-foot cone Area in front of you.
Cube: 5-foot cube Area you can see.
Glyph: Creates a 5-foot-square glyph on a Target you can see, where there is no other glyph within Close. The Spell is cast in a 5-foot cube from the glyph when you choose. Afterwards, the glyph disappears.
Imbue: Targets a Weapon equipped by a willing Being within Far. If it hits a Target while Imbued, you can spend 1 Mana to Cast the Spell as if by Touch against the Target without using an Action.
Line: 5-foot-wide, 30-foot-long, 10-feet-tall Area. Expanding the Area's width by 5 feet or height by up to 10 feet doubles the Cost.
Remote: An ambience or bolt on a Target.
Sphere: 5-foot-radius sphere in sight.
Touch: A Close Target, or yourself.

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PREAMBLE

Drawing inspiration from Medieval romance stories, dungeon synth, and dungeoncrawlers of the past 50 years, *Vagabond* is a tabletop action roleplaying game where the Players take on the role of daring and powerful Heroes exploring dungeons and thwarting villains.

Pulp Fantasy

Also known as 'sword and sorcery', pulp fantasy stories are tales of high-action and dangerous adventure. You're in the right spot if the cover is illustrated by Frank Frazetta, Boris Vallejo, Julie Bell, Darrell K. Sweet, or Michael Whelan. Its name comes from pulp magazines like Weird Tales that published these sensational fantasy stories of epic Heroes with rippling 8-pack abs saving a hot chick from lizard men on Mars. This evolved into full-length novels which inspired *Dungeons & Dragons* in the 70s and 80s.

Peoples' first impression of fantasy tends to be of a hobbit walking a vast world with a fellowship of capable friends. This is fair considering the impact of Tolkien's *Lord of the Rings*, but this series doesn't quite fit the mold of what we consider 'pulp fantasy' and is most-often distinguished as 'Tolkienesque fantasy'. While Tolkien was the first to create a vast fantasy universe with its own history and mythology, his stories are focused more on a journey than punchy fights and dialogue that became prevalent in series like Robert E. Howard's *Conan the Barbarian* or Michael Moorcock's *Elric of Melniboné*.

It leans in on character studies through an exploration of established fantasy archetypes. We didn't exactly explore Gandalf's wizardry impacting his worldly outlook like Conan's barbarism. You're not just shown the world the author has created, you're given a protagonist to experience it through.

Tolkien fantasy is a zoo, pulp fantasy is a safari.

Origin of Pulp Fantasy

It was Arthurian legends, Norse mythology, Grimm's Fairy Tales, and stories like *Beowulf* that originally inspired fantasy as a genre in the 1900s. The worlds, gods, and creatures of these tales can be found spattered throughout fantasy stories and games, but they aren't themselves "pulp" fantasy. This subgenre's birth can likely be dated to around 1932, when Robert E. Howard's "*The Phoenix on the Sword*" was published in Weird Tales, the first published appearance of Conan the Barbarian.

The focus of narrative in the Conan series shifted towards action over exploration and introspection. That's not to say it didn't have these elements, just that Howard leaned heavier on the fights than what we had seen in fantasy previously. This push towards the thrilling with less emphasis on the fantastical helped to define the fantasy stories we read today, and more-directly influenced the first tabletop roleplaying game developed by Dave Arneson and Gary Gygax.

The Familiar Strange

There's a saying in the field of medicine, "When you hear hoofbeats, think of horses, not zebras." This is the polar opposite for fantasy. When making Conan, Howard seemed to have originally envisioned the story taking place in the real-world, but worried about the time and research required to maintain historical accuracy. Instead, Howard chose to place Conan in Hyboria, a fantastical "vanished world" that blended Celtic, Germanic, Greek, Mesopotamian, Norse, and Slavic mythology with magic rooted in the high fantasy of Tolkien. This kept Hyboria recognizable and relatable as a world like our own, helping readers relate to an otherwise unrelatable world with wizards and lizardmen.

This is an immersion technique authors have used for decades, "Take the familiar and make it strange." This phrase is attributed to

the German Romantic poet Novalis, and was a core philosophy to Romantic era artists. Think of any fantasy world and consider how it applies this principle:

- Brandon Sanderson's allomancy is magnetism keyed out to an entire metal magic system.
- Terry Pratchett's *Discworld* is balanced on four elephants standing upon a giant turtle.
- *Fullmetal Alchemist* adapts the law of conservation of mass as a magic system.

These techniques helped flesh-out the worlds and make magic systems understandable and relatable. Many of these stories pull monsters from real-world mythologies, use horrors that prey on our human fears, analogously explore real-world topics through a fantasy lens, and even go so far as to just use real-world locations.

Thwart the Villains

Pulp Fantasy stories are about the successes and failures of the Heroes, not the enemies. A story isn't made more interesting if a villain's plans don't work because they failed a check.

Tactical Action Fantasy

Vagabond doesn't gamify social interactions. That is handled by roleplay with your table. This system is built for quick Combat and engaging Exploration. You have tools at your disposal to think of alternatives to violence, but don't be sword-shy. **Feel free to stab the bad guy.**

Further, combat is intended to flow seamlessly with exploration. Combats should be moments of confrontation, not a reason to milk tension out of every action. Combats will be short. Some foes may die in a single blow. Bosses might be entirely thwarted by clever players. **That's the intent.**

As such, it is the Heroes who must prove their attempts at thwarting the villains' plans succeed. **Enemies do not roll for their attacks, defenses, and checks as they are assumed to succeed unless the Heroes intervene.**

Action First, Cinema Second

Vagabond's combat system focuses on quick, power fantasy violence over narrative tension. ***This is an action game, not a tactical war game.*** Mechanics are granted as a storytelling toolkit, so feel free to use its flathead screwdrivers on Phillips-head screws if it works for you.

Ancestries, Classes, Weapons, Perks, and Spells grant mechanics for combat and exploration, not fluff and flair. They were designed to say "Yes, and..." for what you want to do instead of saying what you *can't* do.

There are restrictions and limits, and this spirit should always be interpreted in good faith. There are Guidelines to help convey this spirit on (Appendix B: Guidelines, p. 191), but everything therein should be viewed as a guide.

Common Sense is King

The game's expression is intended to allow for quick rulings over precision simulation. If a rule causes a question, try to rule in the Heroes' favor and keep the story moving.

Order of Operations

Follow PEMDAS/BODMAS when applying things like Armor to reduce damage taken. For example, if a Being halves damage from attacks and has Armor 3, and takes 10 damage from an attack, they halve the damage first (for 5 damage) and subtract 3 from the remainder (for 2 damage).

Touchstones

The following touchstones are cultural landmarks for the Pulp Fantasy genre, and a great place to get an idea for the kinds of characters, monsters, and mayhem you'll encounter in *Vagabond* campaigns.

Anime/Manga

- ***Berserk.*** *Kentaro Miura (1989)*
- ***Claymore.*** *Norihiro Yagi (2001)*
- ***Faraway Paladin.*** *Kanata Yanagina, Kususaga Rin (2015)*
- ***Fullmetal Alchemist.*** *Hiromu Arakawa (2001)*
- ***Princess Mononoke.*** *Hayao Miyazaki (1997)*
- ***Record of Lodoss War.*** *Ryo Mizuno (1988)*
- ***Vinland Saga.*** *Makoto Yukimura (2015)*

Film

- ***Army of Darkness.*** *Sam Raimi (1992)*
- ***The Beastmaster.*** *Don Coscarelli (1982)*
- ***Clash of the Titans.*** *Desmond Davis (1981)*
- ***Dragonslayer.*** *Matthew Robbins (1981)*
- ***Excalibur.*** *John Boorman (1981)*
- ***The Northman.*** *Robert Eggers (2022)*
- ***Princess Bride.*** *William Goldman (1987)*
- ***Willow.*** *Jonathan Kasdan (1988)*

Literature

- ***Conan.*** *Robert E.* Howard (1932)
- ***Dungeon Crawler Carl.*** *Matt Dinniman (2020)*
- ***Elric of Melniboné.*** *Michael Moorcock (1961)*
- ***Farseer Trilogy.*** *Robin Hobb (1995)*
- ***First Law Trilogy.*** *Joe Abercrombie (2006)*
- ***The Gentleman Bastard.*** *Scott Lynch (2008)*
- ***The Witcher.*** *Andrzej Sapkowski (1986)*

Music

- ***Alchemy of the Stars.*** *Cosmic Sorcerer*
- ***Bubbling Cauldron.*** *Fiendish Imp*
- ***Deja Vu.*** *Mort Garson*
- ***Souls that Dance on the Edge of a Sword.*** *Jim Kirkwood*
- ***Starguide.*** *Castlesiege*
- ***Tarkus.*** *Emerson Lake and Palmer*
- ***YYZ.*** *Rush*

Video Games

- ***Dark and Darker.*** *Ironmace (2023)*
- ***Dark Souls.*** *FromSoftware (2006)*
- ***Darkest Dungeon.*** *Red Hook (2016)*
- ***Dragon Quest.*** *Square Enix (1986)*
- ***Elden Ring.*** *FromSoftware (2022)*
- ***Fire Emblem.*** *Intelligent Systems (1990)*
- ***Legend of Dragoon.*** *Japan Studio (1999)*
- ***Legend of Zelda.*** *Nintendo (1986)*
- ***Elder Scrolls: Skyrim.*** *Bethesda (2011)*
- ***Slay the Spire.*** *Mega Crit Games (2019)*
- ***Slice & Dice.*** *Tann (2024)*

Tabletop Games

- ***Dragonbane.*** *Free League (2023)*
- ***Drakar och Demoner.*** *Äventyrsspel (1982)*
- ***RuneQuest.*** *Chaosium (1983)*
- ***Warhammer Fantasy Role-Play.*** *Games Workshop (1983)*
- ***Zweihänder.*** *Andrews McMeel (2017)*

TV Series

- ***Adventure Time.*** *Pendleton Ward (2007)*
- ***Merlin.*** *Julian Jones, Jake Michie, Johnny Capps, Julian Murphy (2008)*
- ***Mighty Mightor.*** *William Hanna, Joseph Barbera (1967)*
- ***The Herculoids.*** *Alex Toth, William Hanna, Joseph Barbera (1967)*
- ***Xena Warrior Princess.*** *John Schulian, Robert Tapert (1995)*

DISCRETION

Playing roleplaying games can lead to situations that may make certain players feel uncomfortable with the experience. The most important thing your group can do before you even start play is to make sure everyone is on the same page about how you all might explore these themes if they come up.

Core Expectations

This is a game of power fantasy violence, delving into dangerous locations, and brutally killing terrifying monsters. These are core tenets of the game. If players aren't up for this experience, *they should play a different game*.

What this game isn't is an excuse to subject others to an experience they aren't in for. Nor is it a justification for mirroring real-world bigotry. Players are expected to take on the role of Heroes. We consider violence against evil-doers as meaningfully different from violence to "rid the world of all orcs." Killing something just because it was born as what it is potentially leans into mirrors of real-world bigotry and justifications for genocide.

Be Fans of Each Other

One player's success is everyone's success, GM included. This is not a competitive game. There are no winners or losers. This is a toolkit to help embody a heroic pulp fantasy character going against the dangers presented by bizarre magic, unfamiliar monsters, and ancient lairs. Help each other succeed, try to find moments to give others a spotlight, and work as a team to defeat the evils that plague the realms of your imagination.

Don't Like It? Change It

If a player is not enjoying a decision they made in building their Hero, have a discussion about changing that decision with the permission of the GM.

Historical Inaccuracy

Pulp fantasy pulls inspiration from pre-1900's eras and cultures. Stone Age, Bronze Age, Medieval, and Renaissance are the key eras of inspiration, with heroic legends of England, Germany, Macedonia, Mesopotamia, and Scandinavia being primary cultural influences.

However, it would not be inspired or influenced by these things if it did not put a twist on them. *This game is a fantastical ideation of these eras and cultures, not a realistic depiction.* The real-world weight of a longsword or suit of armor has no mechanical impact on how the game is played as-written.

This is twofold for the laws and social issues of these periods and places. We see no reason to allow these to restrict or otherwise punish players for making decisions about their character. These issues can also cause players themselves to feel unwelcome at the table, which directly contradicts the spirit of the game. It is up to your table to determine how you would like to handle these topics, and we encourage you to make sure your table is on the same page about them at a Session Zero.

Event Play

When it comes to quick play at conventions or events, a full Session Zero isn't feasible. As such, try to use your best discretion for running the game for a group of strangers, keeping in mind that more adult topics aren't ideal for this kind of setting.

Session Zero

Before starting a multi-session campaign, we suggest taking the time for a "Session Zero." Session Zero involves the GM and players meeting to get on the same page about the themes and topics of the campaign, as well as to create their Heroes. We refer to the time you spend going over the themes and topics as "Establishing Discretion".

During this time, you are working on

a "social contract" of sorts, to make sure everyone knows what topics others aren't comfortable having on the table for the game. Herein are a few tools you can use to set the discretion for your table.

Differing-Identity

In your games, you might embody characters whose gender, ethnicity, neurotypes, spiritual practices, and sexuality may vary from your own. Consider the following advice when doing so. **This is a guide, not an authority.**

Give and Take Feedback Gracefully

You may make mistakes along the way while portraying a character from a marginalized identity you don't share. When others give you good faith feedback on your portrayal, be open to their constructive critique. Particularly if they do share that identity.

Avoid Stereotypes and Tropes

Simple as. Tolkien used ancestries in fantasy to break down social barriers, as showcased with the friendship of Gimli and Legolas. If you bring in real-world racial division, this often gets handled more clumsily and potentially offensively due to the nature of improvisational storytelling.

Avoid Identity Trauma Narrative

It's fine for your character to mention that they have experienced some type of discrimination in the past, but we advise avoiding diving into heavier descriptions of situations of bigotry and violence. Especially if you do not share the identity of that marginalized identity.

Lines & Veils

Lines & Veils are a helpful tool in adjusting your table's preferences for certain topics that may come up in-game. In short, these are categories for how some potentially troubling topics will be handled narratively:

Line: I do not want this to be brought up.
Veil: I'm fine with this subject happening off-screen, and not described.

During your Session Zero, it's worth taking the time to check in with everyone to see what their comfort level is with these topics, particularly if you want to dive into more mature themes outside of those Expectations covered earlier here. Ask your table how they'd feel about these topics if you anticipate including them.

This is not a checklist to tell a GM they can't use these elements. It's meant to make sure everyone at the table would be okay with what elements are included. This makes sure everyone at the table is on board for what could come up, and helps keep each other enjoying the game as much as possible.

The following list are topics known to be common triggers, but is in no way conclusive:

- Abortion
- Blood
- Bugs
- Cancer
- Claustrophobia
- Demons
- Eyeballs
- Freezing to Death
- Gaslighting
- Genocide
- Gore
- Harm to Animals
- Harm to Children
- Heatstroke
- Homophobia
- Miscarriage
- Natural Disasters
- Paralysis/Restraint
- Police Aggression
- Pregnancy
- Racism
- Rats
- Real World Religion
- Romance
- Self-Harm
- Severe Weather
- Sex
- Sexism
- Sexual Assault
- Spiders
- Starvation
- Terrorism
- Thirst
- Torture

These guidelines are inspired by those in Rowan, Rook and Decard's *Eat the Reich*.
We also thank Monte Cook Games for their *Consent in Gaming Checklist*.

BASICS

Vagabond is a tabletop roleplaying game where Players play the role of a Hero in the world created by the Game Master (GM). You describe your Hero's actions in the scene. When the success of these actions is uncertain, you will make dice rolls called Checks to determine the outcome.

THE DICE

You'll need a four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20) die.

Cumulative Roll (xd6)

Numbers before dice (such as **2**d6) use that many dice for the roll, and add the dice together for the result.

Exploding Roll (d6!)

Exploding rolls use an exclaimation mark, and add a bonus die of the same size if it rolls its highest value (ex: 6 on a d6!). It continues doing so on any bonus dice rolls as well.

Countdown Dice (Cdx)

Roll Countdown dice each Round. If it rolls a 1, it shrinks one size (ex: d6 to d4). A roll of 1 on a Cd4 ends the countdown.

d66 Rolls

Roll two d6. Use the first d6 for the tens value and the second d6 for the ones value.

STATS

Stats are the six numbers that describe your Hero's characteristics. They range from 2 to 7, and determine your Passives, Attack Difficulties, Skill Difficulties, and Saves.

Might: Endurance, strength, and vitality.
Dexterity: Agility, coordination, and reflex.
Awareness: Accuracy, perception, and wisdom.
Reason: Deduction, intelligence, and logic.
Presence: Charisma, soul, and wit.
Luck: Destiny, fate, and success.

Stats are covered further in (Heroes, p. 20).



THE DICE

CHECKS

To make a Check, roll a d20 and compare the result against that Check's Difficulty to determine if the Check is a Crit, Pass, or Fail:

Crit: d20 rolls an unmodified 20.
Pass: d20 rolls equal to or above Difficulty.
Fail: d20 rolls below Difficulty.

To determine this Difficulty, subtract the Check's Stat from 20. If you are Trained with the Check, double the Stat.

Difficulty = 20 − (Stat (×2 if Trained))

Crits

When you Crit on a Check to Attack or Cast or a Save, you gain a benefit:

Attack/Cast

You can deal damage to the Target(s) equal to the Stat used.

Save

You aren't affected by what provoked the Save, and can use an Action.

Favor & Hinder

Circumstances may Favor or Hinder a Check:

Favored: d20 roll with a d6 bonus.
Hindered: d20 roll with a d6 penalty.

Favor and Hinder cancel each other out 1-for-1, and they don't stack. A roll is either Favored or Hindered and only one d6 is rolled for either.

FAVOR/HINDER EXAMPLE

A Hunter is shooting an arrow at a shark. The Target is underwater, which Hinders the Ranged Check. In this case, a d20 and a d6 are rolled, subtracting the d6 result from the d20 result for the Check.

However, an Ally Sorcerer sees the Hunter is trying to make a shot, so they Cast a Spell that Restrains the shark and Favors the Check. The Hinder is now cancelled by the Favor, and a normal d20 roll is used.

Then, as luck would have it, the Hunter's Relic Longbow magically hones-in on its Targets, which Favors the Check! The roll is Favored, so a d20 and a d6 are rolled, adding the d6 result to the d20 result for the Check.

ENEMY CHECKS & SAVES?

Anything under the control of the GM does not roll for its Checks and Saves. They are assumed to pass unless the Heroes' Check or Save succeeds.

HIT POINTS & DAMAGE

Hit Points (HP) indicate condition, stamina, and ability to avoid death. Damage causes you to lose HP. To determine your HP, see (p. 20).

Damage

During play, you will deal and take Damage, which is subtracted from the Hit Points (HP) of who takes the damage. Damage has a minimum of 0 (you can't take negative damage).

Damage Source

Rather than specific damage types, the GM decides if an Ability applies to a source of damage. When you attack with a weapon, describe how you do, such as piercing with a sword or slashing. Spells are more specific, with Freeze being cold, or Gas's poison stench.

Dying

Beings can die in any of the following ways:

- Their HP is reduced to 0,
- Their body is destroyed,
- They have 5 Fatigue (p. 13).

Dead Beings can't regain HP.

UPON DEATH

If your Hero dies, you are encouraged to make a new one and rejoin the party when possible. If your group can devise a reason for why your Hero survived, consider your options there. Quick play and fun should be prioritized.

Armor/Immune/Weak

Beings can have Armor, Immune, or Weak to certain damage, which affect it in the following ways:

Armor: Subtracted from Attack damage.
Immune: Unharmed by the damage.
Weak: Ignores Armor and Immune, and deals an extra damage die.

ADVENTURING OVERVIEW

The Encounter, Exploration, and Downtime Chapters will all mention the following rules.

TARGETING

Anything subjected to an effect is a Target. In order to be a viable Target, it must be within the Scene and must be perceivable.

Distance

Distance	Measurement
Close	Within 5 Feet of you.
Near	Between 5 to 30 Feet from you.
Far	Beyond 30 Feet away from you.

Distance Terms are used to quickly determine how far an effect can choose a viable Target. The following illustration shows how Distance applies using a battlemat grid:

Close: Yellow
Near: Blue
Far: Grey

ALL THESE SQUARES MAKE A CIRCLE?

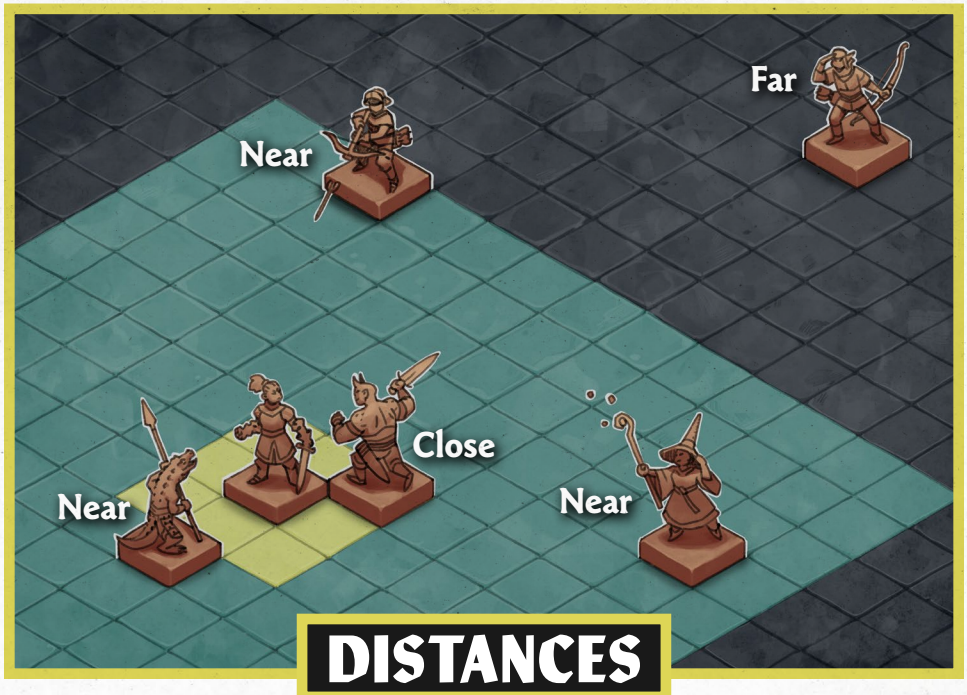
Distance and Targeting are intended to make rulings quick. The general rule here is, if Pythagoras gets brought into the conversation, you're thinking too hard about it. *If any part of a Being fits in a Targetable area, it is affected by it.*

VISION

Darkness causes those without a Sense capable of otherwise seeing to act as Blinded (p. 13).

Senses

Sense	Description
Allsight	Isn't fooled by illusions or invisibility.
Blindsight	It can see even if it is Blinded.
Darksight	It can see in darkness.
Echolocation	It can see by hearing.
Seismicsense	It can see anything touching ground it is touching.
Telepathy	It can see anything that can think.



DISTANCES

TIME

The following Terms are used for in-game time:

MEASURING TIME

Term	Approx. Time	Example Task
Round	10 Seconds	Move and take an Action.
Minute	6 Rounds	Fight, pick a lock.
Scene	10 Minutes	Search a room, a Breather.
Hour	6 Scenes	Burn out a torch, research.
Shift	6 Hours	Travel, Rest.
Day	4 Shifts	Recover from Fatigue.

Focusing

Focusing lets some effects stay active over time. Your Focus on an effect ends early if you drop it or Focus on another effect. If the effect is a Spell, other rules apply (p. 90).

MOVEMENT

Speed indicates how far something can Move on its Turn during Combat by walking. When using a battlemat for Combat, each square equals 5 feet (2 meters). Heroes will have Encounter, Crawl, and Travel Speeds, detailed in the following Chapters.

Falling

Falling onto a hard surface deals 1d6 per 10 feet fallen, to a maximum of 20d6 at 200 feet, landing Prone if the damage is taken.

Difficult Terrain

A Being spends 2 feet to Move 1 foot in Difficult Terrain. Some examples include:

- Climbable walls and squeezing in tight spots.
- Move in liquid deeper than half your height.
- Dense vegetation, rubble, and spiked rocks.

Speed Types

Speed Type	Description
Climb	Moves at full Speed while climbing. Beings without it are Vulnerable (p. 13) while climbing.
Cling	As Climb, but it can also Move on ceilings.
Fly	Can Move through the air at full Speed.
Phase	Can Move in occupied space, but is forced out to the nearest open space and takes 5 damage if it ends its Turn in occupied space.
Swim	Moves at full Speed while swimming. Beings without it are Vulnerable (p. 13) while in liquid deeper than half their height.

Riding Mounts

A Being can be Mounted if it is willing and the rider is at least one size smaller than them. Mounts are controlled by the rider.

RIDING ANIMALS & LAND TRANSPORT

Beast/Item	Travel Speed (mi/Shift)	Cost	Capacity
Animals			
Camel	10mi	10g	12 Slots
Elephant	8mi	20g	96 Slots
Horse, draft	6mi	4g	14 Slots
Horse, pony	6mi	3g 50s	10 Slots
Horse, riding	16mi	7g 50s	12 Slots
Horse, war	8mi	25g	16 Slots
Mule	6mi	3g	11 Slots
Cart		5g	50 Slots
Saddle & tack		2g 50s	+5 Slots
Wagon		15g	150 Slots

POSITION

Size describes the space something occupies. A Being can't Move through a Foe's space without special Abilities unless allowed or if it is at least two sizes larger than the Foe.

Size

Size	Height	Occupies...
Small	<3 ft	1 unit*
Medium	3 - 10 ft	1 unit
Large	11 - 20 ft	1 - 4 units
Huge	21 - 40 ft	5 - 9 units
Giant	41 - 60 ft	10 - 16 units
Colossal	>60 ft	17+ units

* - Occupies this space, but doesn't prevent movement

Flanking

If at least two Allied Beings are Close to a Foe, the Foe is Vulnerable (p. 13) if it is no more than one size larger than the Allies.

Grappling

Physically causing a Target to be Restrained by using your body is Grappling. A Being that is physically restraining a Target has its Speed halved, unless the Target is smaller. The methods for resolving this differ for Heroes and Enemies:

Beginning a Grapple

Heroes: Attack Action and passed Brawl Check to begin the Grapple (p. 20).

Enemies: Those that employ grappling will do so as a Melee Attack that Restrains, forcing the Hero to defend (p. 14).

Ending a Grapple

Heroes: Action to try to end the Restrained Status as an Endure or Reflex Save, doing so on a pass and regaining half their Speed.

Enemies: It can use its Action to try and end the Restrained status, forcing the Hero to make a Brawl Check to maintain it. On a fail, the Restrained Status ends and the Being regains half their Speed.

REST

Rests require a Shift of light to no activity. You gain the benefits of the Rest if you are fed and rested, which restores your HP, Luck, and Mana to max. If your HP is already at max, the Rest instead removes 1 Fatigue.

Lodging Expenses

Quality	Cost/Day	Quality	Cost/Day
Horrible	1s	Comfortable	20s
Poor	2s	Luxury	40s
Modest	10s	Opulent	1g

Breather

Once per Shift, you can eat a Ration and drink some water to regain HP equal to your Might.

TEMPERATURE

Each Shift a Being spends in Bitter Cold or Sweltering Heat will require an Endure Save. On a fail, it gains 1 Fatigue.

Beings that are Immune to Cold damage automatically pass this Save in Bitter Cold. Similarly, Beings Immune to Fire damage automatically pass this Save in Sweltering Heat.

Extreme Temperatures

Extreme environments may shorten the time for which these Saves are made. For example, moving through the inside of a volcano could call for the Check against Sweltering Heat every Hour or Scene, being in a plane of elemental fire might call for it every Round.

DAMAGING OBJECTS

Attacks against Objects that aren't equipped are assumed to hit. The Material an Object is made of determines Armor, and its HP is equal to its Size. You can assume flammable materials are Weak to Fire, stone is Weak to Blunt, etc.

Object Armor & HP

Material	Armor
Fragile: Cloth, paper, crystal, glass	0
Light: Hide, leather, wood	1
Medium: Bone, chain, stone, wood	2
Heavy: Metal	3
Dense: (+1) metal	4
Titanic: (+2) metal	5
Near-Indestructible: (+3) metal	6
Size	**HP**
Small	1
Medium	4
Large	16
Huge	50
Giant	200
Colossal	1000

PROGRESS CLOCKS

Progress Clocks track dynamic plot points. Events unfold as a clock advances. Recruitments may arrive, a portal may open up, etc. When moving from Scene to Scene, a Clock is likely advancing.



Shown here are a 4- and 6-segment Clock. 4-segment Clocks can be used for tracking Shifts during a day, and 6-segment Clocks for tracking evolving factors during a Crawl.

For example, the following Clocks could be used for a Quest where the party is hired to find a murderer. Let's say an invisible stalker killed a king. The court suspects the prince, and he will be hanged in 4 days unless his name is cleared.

We start tracking this on three 4-segment Clocks that track Shifts (segments) that pass over 3 Days (clocks). The party spends a Shift investigating, and the Clock now has one segment filled, making the Quest's Clock appear as:

Day 1	Day 2	Day 3	Day 4
			The prince is hanged.

The party gets word from a drunkard that a blistering gust blew through the city streets the night of the murder, and hears about a court mage who was spurned by the king. They hear he headed north out of town and decide to Travel and track him down. They spend a Shift doing so, and the Clock now appears as:

Day 1	Day 2	Day 3	Day 4
			The prince is hanged.

STATUSES

Statuses may occur as a result of magic, features, attacks, or other effects.

Berserk — STATUS

It can't Focus, and it can only Attack, Move, and Rush. It doesn't make Morale Checks, and it can't be Frightened.

Blinded — STATUS

It can't see and is Vulnerable.

Burning — STATUS

A die roll indicates damage it takes at the start of its Turns, unless an appropriate action is taken to end it (such as dousing fire).

Charmed — STATUS

It can't willingly attack the charmer.

Confused — STATUS

Its Checks and Saves have Hinder, and Saves against its Actions have Favor.

Dazed — STATUS

It can't Focus or Move unless it uses an Action to do so.

Fatigued — STATUS

Fatigue is measured from 0 to 5. With 1 or more Fatigue, the following rules apply:

- Each Fatigue occupies an Item Slot.
- At 3 or more Fatigue, it can't Rush.
- At 5 Fatigue, it dies.

Frightened — STATUS

It has a -2 penalty to damage it deals.

Incapacitated — STATUS

The following rules apply:

- It can't Focus or use its Actions or Move.
- It fails all Might and Dexterity Checks.
- It is Vulnerable.

Invisible — STATUS

It can't be seen by normal senses and those that can't see it (p. 9) act as Blinded for Checks and Saves involving it.

Paralyzed — STATUS

It is Incapacitated and its Speed is 0.

Prone — STATUS

You can either drop or stand from Prone by using 10 feet of Speed. While Prone, the following rules apply:

- It can only move by crawling (2 feet of Speed for 1 foot of movement) and it can't Rush.
- It is Vulnerable for the purposes of Melee Attacks and Dodge Checks.

Restrained — STATUS

It is Vulnerable, and its Speed is 0.

Sickened — STATUS

The following rules apply:

- It has a -2 penalty to any healing it receives.
- Additional effects may be indicated in parenthesis, which apply while it is Sickened.

Suffocating — STATUS

Beings that aren't immune to Suffocating begin doing so after not breathing for 1 Minute.

Heroes: Each Round while Suffocating, roll a d8. If the result is equal to or greater than their Might, they gain 1 Fatigue.

Enemies: Each Round while Suffocating, they gain 1 Fatigue.

Unconscious — STATUS

The following rules apply:

- It is Blinded, Incapacitated, and Prone.
- Close Attacks Targeting it always Crit.

Vulnerable — STATUS

Its Attack Checks, and Saves against Attacks have Hinder. Attacks against it have Favor.

ENCOUNTERS

Any meeting between the Heroes and NPCs is an Encounter. Time is fluid, but can turn to Combat when violence is (un)necessary.

You can use the following tables to determine something's Distance from the Party, as well as their initial Reaction to keep encounters varied.

NPC Distance

d6	Distance from You
1	Close
2 - 4	Near
5 - 6	Far, if possible

When needed, you can use this table to determine something's distance from you when first encountered.

NPC Reaction

2d6	Reaction
2 - 3	Violent, attacks immediately
4 - 6	Hostile, likely to attack
7 - 9	Untrusting, possibly confused
10 - 11	Neutral, open to leaving peacefully
12+	Friendly, willing to become an Ally

Roll 2d6 to determine an NPC's Reaction. You can also use the Reaction table when determining if you convince an Enemy to end Combat or other social Checks.

COMBAT

Combat begins when a Being physically harms another. Time is then measured in Rounds, which are broken up into Turns for each Group in the Combat. One Round lasts about 10 seconds.

Beings involved in the Combat will be placed in one of these Groups, getting an Action and Move during their Turn.

Turn Order: Heroes take the first Turn. If there is a risk of surprise, the Heroes must pass a Detect Check. Those that fail can't act on the Heroes' first Turn.

VARIANT RULE: CLOCKWISE TURN

Groups that would like more order to the Turn can choose to instead act clockwise from the GM.

Actions

You can take your Action at any point during the Turn, choosing from the Actions below, or in a way that isn't accounted for here.

Attack: Make an Attack Check with your Weapon, dealing its damage on a pass.
Cast: You cast a Spell (p. 90).
Hold: Use an Action or Move on an Off-Turn.
Jump: Spend half your Speed to leap up to that distance horizontally.
Rush: Gain Speed this Turn equal to your Speed.
Use: Interact with or use an Object.

Move

Your Speed is how far you can Move during your Turn, which you can break up as you like.

Defending

You can either Block or Dodge attacks if you aren't Incapacitated.

Block: Endure Save, which is Hindered if the attack is a Ranged attack.
Dodge: Reflex Save, which is Hindered if you are wearing Heavy Armor.

If the Save passes, you ignore one of the attack's highest rolled damage dice.

Ending Combat

Combat ends in a victory for the Heroes when all their Enemies are defeated, typically through one of the following means:

Death: Enemies are dead.
Surrender: Accepted surrender.
Flee: A side successfully Retreats.

Retreating

If a Group flees, they must spend their Action and Move doing so. Unless another Group is giving chase, the combat ends after this Turn.

Running Enemies

In Guided play, GMs control Enemies. Enemies have a sequence of prioritized Actions and a Zone that describes how they use their Move (p. 110). Enemies also have a Morale score, as described below.

Zone

To determine how an Enemy acts during Combat, it is given a Zone:

Frontline: Moves Close for Melee Attacks
Midline: Moves Close to Attack, then Move to Near. If a Midliner is at half HP or lower, it acts as Backline.
Backline: Stays Far from opposing forces for Ranged Attacks and Casts.

Morale

Enemies make Morale Checks at the following times during a Combat:

- The first death in their Group.
- Their HP is at half or less, or half their Group is Incapacitated.

To check Morale, roll 2d6 and consult the Group's Leader's statblock. If the 2d6 result is higher than its Morale, the Group fails and either retreats or surrenders.

Action Gambit

A GM can always choose from the Actions available to the Enemy. However, their Actions are listed in order of priority for how they would typically use them. If the top-most Action isn't available, go down the list to the next one.

Multi Actions

Multi Actions allow it to take multiple Actions with its Action. If one of the Actions isn't available, it can still use the Multi Action option, but it doesn't use the unavailable one.

Recharge

Actions that Recharge do so after a certain amount of time. If a countdown die is indicated, this die is rolled each Round.

STATBLOCK READING EXAMPLE

This Griffon's Zone is Frontline, and its Morale is an 8. The top Action is Multi-Attack, making it its prioritized Action if available. As a Frontliner, the Griffon will Move into Melee to use its Multi-Attack. It retreats on a Morale Check (2d6) of 9 or higher.

Griffon TL: 3.7
Large Cryptid

Hybrid creatures displaying both the head, wings, and forelegs of an eagle, and hind-quarters of a lion. Known to pick up horses and drop them for sport.

HD: 7 (31 HP) **Speed:** 30' (Fly 80')
Zone: Frontline **Morale:** 8 **# Appearing:** d4
Armor: 2 [as Chain]
Weak: Shock

ACTIONS

Multi-Attack: 2×Claw and 1×Beak
Beak [Melee Attack]: 9 (2d8)
Claw [Melee Attack]: 2 (d4)



ZONES

EXPLORATION

This chapter covers the rules for moving over larger distances for longer periods of time. You do not need to roleplay every single moment or detail everything your Hero does minute-by-minute, and the game will "fast forward" through mundane moments.

CRAWL

The Dungeon Crawl is named for the room-by-room "crawling" sequence. This is a small scope exploration phase, and the majority of where most campaigns will spend their playtime.

Time

Crawling is measured in Scenes. When you Move to Crawl, a Scene passes.

Progress Clocks

A Crawl Clock is a 6-segment Clock that measures Scenes. If using a Clock, one segment is filled when a Scene passes or the party makes a lot of noise. These also require a check for Random Encounters.

Movement

You can Move up to your Crawl Speed to an accessible Area during a Crawl if precise measurement is needed. Your Crawl Speed is equal to three times your base Speed.

Random Encounters

Anything that would fill a segment of a Progress Clock would also require a check for random encounters. These include the Scene changing, the Party making lots of noise, or failing a Skill Check out of Combat.

Break Down the Door

Follow Damage to Objects (p. 12). Without countermeasures, each Check attempt to break the door down makes a lot of noise, even on a passed Check.

Lockpicking

Lockpicking is a Finesse Check which also requires the Hero making the Check to have a lockpick or similar tool in-hand. On a fail, the lockpick is broken and it counts as having made a lot of noise.

Spot Hidden

When looking for anything that isn't in plain sight, you'll need to search during the Scene. If you spend this time searching in an area that has anything hidden in it (typically a 10' square area), you will find it.

Traps

Trap	Save	Damage & Effect
Blade	Reflex	d8
Cave-In	Reflex	3d6 and Restrained
Darts	Reflex	d6
Dread Wave	Will	Frightened (1 Hour, unless dispelled)
Electric Shock	Endure	d6 and Dazed (1 Round)
Flame	Reflex	Burning (Cd6)
Gas	Endure	Sickened (Cd6 damage)
Psychic Stun	Will	Paralyzed (1 Hour, unless dispelled)
Snare	Reflex	Restrained
Spikes	Reflex	d6 (×2 if falling)

Traps have an associated Save and Effect that those who fail the Save are subjected to. If a Trap is triggered, Heroes who aren't surprised by it can choose how they react. A helpful reaction may grant them Favor on the Save.

Lowest Luck

If it's ever unclear who may be Targeted by a Trap, default to the Hero(es) who have the lowest amount of Luck in their Luck Pool.

TRAVEL

Journeying to far-off locations requires Travel. This is more common in long campaigns across vast lands than one shots, and is a large scope exploration phase of the game.

Time

During Travel, Time is measured in Shifts. When you Move to Travel, a Shift passes.

Progress Clocks

Travel Clocks are 4-segment Clocks that measure Shifts. One segment is filled when a Shift passes, which requires a check for Complications.

Limitations

Once you benefit from a Rest, you can Travel for two Shifts. After that, any Shift you Travel until you Rest again will give you 1 Fatigue.

Procedure

When Travelling, maps are easiest-measured on a Hex Grid, where each Hex represents 6 miles. Follow these steps when you Travel:

1. **Move:** The party appoints a Navigator who leads them when they Travel. The party determines their Pace and they Move into the Hex they travelled to.
2. **Complications:** Roll on the Complications table. Your Travel Pace may affect the Complication roll, as detailed below.
3. **Survey:** If adjacent Hexes to the new Hex have not been revealed, do so now.

Movement

Pace	Mult.	Complication Roll
Slow	×0.5	Add a d6, use two highest.
Normal	×1	Normal
Fast	×2	Add a d6, use two lowest.

To determine the amount of miles you can Move when you Travel per Shift at a Normal Pace, divide your Speed by 5. A Group can only Travel at the pace of its slowest member.

Your Travel Pace multiplies the distance you Move that Shift by the Multiplier (Mult.).

WATER TRAVEL

Vessel	Travel Speed (mi/Shift)	Cost	Capacity
Canoe	12mi	5g	5 Slots
Caravel	30mi	1000g	1000 Slots
Galley	24mi	3000g	3000 Slots
Keelboat	6mi	300g	300 Slots
Longship	30mi	1000g	1000 Slots
Rowboat	6mi	5g	30 Slots
Sailboat	30mi	1000g	1000 Slots
Warship	24mi	2500g	2500 Slots

Foraging

You can Forage while you Travel at a Slow Pace, as detailed on (p. 19).

Hazardous Lands

Biomes such as Jungles, Mountains, and Swamps halve the number of miles you can Move to Travel each Shift.

Complications

d66	Complication
11	**Hazard:** Group must pass Reflex Saves or take 2d6 damage (Avalance, Landslide, etc).
12	**Lost:** Navigator must pass a Survival Check or the group returns to the previous hex.
13	**Obscurement:** (Fog/Smoke/Sandstorm) Hinders sight-based Checks beyond Near for d6 Shifts.
14-15	**Storm:** This hex and all adjacent hexes are Difficult Terrain for Cd4 Shifts.
16	**Temperature:** (Sweltering Heat/Bitter Cold) in this hex and all adjacent for Cd4 Shifts.
21-66	No complication.

RANDOM ENCOUNTERS

Instead of a Complication, you can choose to have a Random Enounter occur on a roll of 11-16. These will vary depending on the environment, and the GM can always choose the Encounter. Some Quests will feature their own Random Encounter table as well.

DOWNTIME

Your downtime lets you prepare for the next outting, find new quests, establish a foothold in society, gather information, or just get wasted and wind up in a tavern brawl.

ACTIVITIES

These activities generally take a Shift to complete, but other Abilities may allow you to complete them sooner, or more efficiently.

Craft

Characters can use their downtime to make Items. Doing so requires Materials worth at least half the value of the Item and reasonable tools or an environment to make it.

Your Craft Difficulty sets the Value you can Craft per Shift on the following table. Multiple Shifts of work can be put into making an Item, which don't need to be consecutive.

CRAFT PER ACTIVITY VALUE

Difficulty	Value	Difficulty	Value
18 - 17	1s	10 - 9	5g
16 - 15	20s	8 - 7	7g 50s
14 - 13	50s	6	10g
12 - 11	2g 50s		

Scrapping: An Item can be scrapped for materials worth half the value of the Item.

Foraging

You can spend a Shift gathering food and Materials from the wilderness in environments that can provide them. You can also do so when you Travel at a Slow Pace.

When you do, make a Survival Check. On a pass, determine if you find Food or Materials:

Food: d6 Rations
Materials: (d6 × 5s) worth of Materials

Hunting

Anything you can harvest meat from gives Rations or Materials. The number of which equals its HP. For Materials, multiply this result by 5 to determine its value in silver. Harvesting can be done as part of a Scene.

Looking for Wild Game requires a Shift. When you do, make a Survival Check. On a pass, roll to see what Wild Game you discover. On a Crit, you can choose which Beast you find instead.

WILD GAME

d6	Beast	Rations per Beast
1	2d6 Wolf	9
2	d6 Fowl (as Hawk)	1
3	2d6 Vermin (as Rabbit)	1
4	d6 Deer	4
5	d6 Boar	13
6	d4 Cattle	18

Study

If you Study, you gain a Studied die which you can spend to gain Favor on a d20 roll you make in the next day. You must do so before the d20 roll resolves. You lose any unspent Studied dice after a day.

Additionally, you can change a choice offered by one of your Class Features when you Study (such as a Spell Known).

HERO CREATION

Protagonists of the Story, Heroes are the main focus of any game of *Vagabond*. Hero creation is a four-step process:

1. Ancestry

d8	Ancestry	d8	Ancestry
1-5	Human	7	Elf
6	Dwarf	8	Halfling

Choose an Ancestry, which determines your Being Type, Size, and grants you Traits. You can roll d8 above instead.

2. Class

d66	Class	d66	Class
11-12	Alchemist	41-42	Magus
13-14	Barbarian	43-44	Merchant
15-16	Bard	45-46	Pugilist
21-22	Dancer	51-52	Revelator
23-24	Druid	53-54	Rogue
25-26	Fighter	55-56	Sorcerer
31-32	Gunslinger	61-62	Vanguard
33-34	Hunter	63-64	Witch
35-36	Luminary	65-66	Wizard

Choose a Class, which gives you Training and Features. You can roll d66 above instead.

3. Stats

d12	Stats	d12	Stats
1	5, 5, 5, 4, 4, 3	7	6, 6, 5, 3, 2, 2
2	5, 5, 5, 5, 3, 2	8	7, 4, 4, 4, 4, 2
3	6, 5, 4, 4, 4, 3	9	7, 4, 4, 4, 3, 3
4	6, 5, 5, 4, 3, 2	10	7, 5, 4, 3, 3, 2
5	6, 6, 4, 3, 3, 3	11	7, 5, 5, 2, 2, 2
6	6, 6, 4, 4, 3, 2	12	7, 6, 4, 2, 2, 2

Choose your Stats and assign them in any order. You can roll d12 above instead.

4. Gear

You start with 3g (300s) of Wealth to purchase your Gear. There are also Starting Packs you can choose from on (p. 75).

SKILLS & PASSIVES

The numbers that determine results of rolls are known as Stats. There are six Stats: Might, Dexterity, Awareness, Reason, Presence, and Luck. They are associated with Passives, Saves, Skills, and Weapons.

Might

Might is used for Max HP, Inventory Slots, Endure Saves, Brawl and Melee Checks.

Max HP — PASSIVE

Your Maximum Hit Points (Max HP) are equal to your Might × your Level. You regain lost HP when you Rest (p. 11), and by other means in-game.

Inventory Slots — PASSIVE

Your number of Inventory Slots is equal to (8 + Might). For more on Slots, see the Gear Chapter (p. 74). You can't carry any items that would exceed your maximum Slots.

Melee — SKILL

Attacking with Melee Weapons.

Brawl — SKILL

Exerting physical force. Used for Grapples, Shoves, and attacks with Brawl Weapons.

Attack: With Brawl Weapons (p. 76).
Grapples and Shoves: You can try to grapple or shove Beings that are your size or smaller.
Grapple: Grappling rules appear on (p. 11).
Shove: On a pass, you either shove it 5 feet or Prone. You must have a Brawl or Shield Weapon Equipped.

Dexterity

Dexterity determines Speed, and is used for Reflex, Finesse, and Sneak Checks.

Speed — PASSIVE

DEX	Speed	Crawl	Travel
2 - 3	25'	75'	5mi
4 - 5	30'	90'	6mi
6 - 7	35'	105'	7mi

How far you can Move on solid ground. Your Speed refreshes at the start of your Turn.

Finesse — SKILL

Coordination and concealing your actions. Also used for thievery, and when attacking with Finesse Weapons.

Attack: With Finesse Weapons (p. 76).
Pickpocket: Check to steal or plant one unsecured Item of 1 Slot or less.
Lockpick: Check to pick a lock, which requires a lockpick (p. 17).

Sneak — SKILL

Concealing your location.

Stealth: Attempt to sneak up on a Being you are aware of. You can't do so with a torch or similar effect that sheds Light.

Awareness

Awareness is used for Reflex, Detect, Mysticism, and Survival Checks and Ranged Attacks.

Detect — SKILL

Reflexively sensing others.

Mysticism — SKILL

Understanding of the supernatural. Used by Druids, Luminaries, and Witches to Cast.

Survival — SKILL

Tracking and a knowledge of beasts, plants, and other aspects of nature.

Ranged — SKILL

Attacking with Ranged Weapons.



Reason

Reason is used for Will, Arcana, Craft, and Medicine Checks.

Arcana — SKILL

Application and knowledge of magic. Used by Magus and Wizards to Cast.

Craft — SKILL

Your skill to appraise and make Items. Difficulty with Craft determines the highest Value of items you can Craft (p. 19).

Medicine — SKILL

Education in non-magical healing.

Presence

Presence is used for Will, Influence, Leadership, and Performance Checks.

Influence — SKILL

Social ability of coercion, deception, or negotiation. Used by Sorcerers to Cast.

Parley: Convince an Enemy to end hostilities.

Leadership — SKILL

Social motivation and diplomacy. Used by Revelators to Cast.

Command: Command those that wish to follow your orders.

Performance — SKILL

Cultural talent and ability to inspire awe.

Luck

Luck allows players to tip the scales of Fate.

Luck Pool

You have a pool of points of Luck equal to your Luck Stat, which you can spend as detailed below. You regain spent Luck when you Rest.

You can spend 1 Luck to do the following:

Advantage: Grant Favor on a d20 roll.
Fluke: Reroll an unresolved die you rolled.

VARIANT USE: PLOT ARMOR

For Solo/Co-Op play and Guided play without a healer, this variant use for Luck is recommended:

Plot Armor: Once per Round, if you are reduced to 0 HP, you can spend 1 Luck to regain d6 HP.

Misfortune and Chance

When the game needs to randomly determine what Hero is subjected to an effect, the Hero(s) with the lowest current Luck is typically subjected.



SAVES

Saves are Checks that represent your instincts and natural defenses against harm. The three Saves are Endure, Reflex, and Will.

Endure

Withstand physical harm, such as poisons, extreme heat, restraints, and petrification.

Endure Difficulty = (20 - (MIT × 2))

Reflex

Evade physical harm, such as explosions, quick traps, slipping grasp, and dragon's breath.

Reflex Difficulty = (20 - (DEX + AWR))

Will

Resist mental harm, such as charms, dreadful terrors, psychic enthrallment, and your resolve.

Will Difficulty = (20 - (RSN + PRS))

ANCESTRIES

Ancestries grant Traits shared by every member of that Ancestry, such as their Type and Size. Not every world is home to all of these Ancestries, and the GM has the final say in what Ancestries are a part of the world they have envisioned.

Traits

Traits determine your Being type, determine your Size, and grant you Abilities. These work in-conjunction with the Features you will gain from your Class and Perks.

HUMAN

Humans are social beings that tend to be central in the development of major, diverse melting pot civilizations. Their tendency to develop wide, sprawling empires and a huge pool of cultures makes them extremely adaptable adventurers.

Human Traits ANCESTRY

Type: Humanlike **Size:** Medium

Knack: You gain a Perk and a Training.

Strong Potential: Increase one of your Stats by 1, but no higher than 7.

ANCESTRY LORE

Each Ancestry gives an idea for what their traditional representations in fantasy have been. Feel free to use this lore, or replace it entirely with your own vision for your worlds. It has no bearing on any mechanical weight for the Ancestry, and is mostly provided as roleplay inspiration. *Vagabond* has no canon, no default setting, and no expectation on how Ancestries are represented in your game.





DWARF

Dwarves are built from sterner stuff, with some myths saying dwarves aren't born, they're forged. These myths speak of gods sculpting the dwarves shortly after the formation of mountains, granting them iron wills, silver tongues, and golden hearts.

They are an industrious people who hail from some of the most extreme environments. If dwarves discover rare ore, they don't look for a nearby river and suitable land for farming; they'll found the town right on the biggest vein they can find and figure the rest out later.

Dwarf Traits — ANCESTRY

Type: Humanlike **Size:** Medium

Darksight: You are not Blinded by Dark.

Sturdy: You have a +1 bonus on Saves against being Frightened, Sickened, or Shoved.

Tough: You have a bonus to your max HP equal to your Level.

ELF

Elves are known for their tall height, ethereal beauty, and inquisitive passion to witness awe. This passion embodies itself in their clothing, language, arts, and cuisine, as elves seek to make every moment one worth savoring. Of all the people that inhabit the world, it is likely none other lives as peacefully and permissively with the fae, fauna, and flora as the elves.

Elf Traits — ANCESTRY

Type: Fae **Size:** Medium

Ascendancy: You are Trained in a Skill from either Arcana, Mysticism, Influence, or in Ranged Attacks.

Elven Eyes: You have Favor on sight-based Detect Checks.

Naturally Attuned: You know a Spell and can Cast it with a Skill of your choice.



HALFLING

Plucky, hill-dwelling folk of the shire. Halflings are known to live life to the fullest, rise to any challenge, and bask even in their failures. They are fearless, quick to respond, and always capable of turning things in their favor.

Halflings settle on rolling hills, with food at the highest elevation, then homes, markets, and finally waste management at the lowest. It helps reduce the damage of floods, and keeps temperatures comfortable all year.

Halfling Traits — ANCESTRY

Type: Humanlike **Size:** Medium

Nimble: You have a 5 ft bonus to Speed and ignore Hinder on Reflex Saves if you aren't Incapacitated.

Squat: You can move through areas occupied by other Beings.

Tricksy: When you regain Luck from a Rest, you gain 1 additional Luck.

DRAKEN

Resembling humanoid dragons, Draken are relatives of the terrifying dragons of legend. Their scales come in a variety of brilliant colors, their maws house fanged teeth that often serve as a serrated clamp, and their fingers resemble the talonlike claws of dragons.

Draken Traits — ANCESTRY

Type: Cryptid **Size:** Medium

Breath Attack: You can make a 15-foot Cone breath attack. When you do, make an Endure or Will Save. On a pass, this attack deals 2d6!. Afterward, you can't use this Ability until you Rest or take 1 Fatigue to do so again.

Scale: You have a +1 bonus to Armor Rating.

Draconic Resilience: You take half damage from a source of your choice from either Acid, Cold, Fire, or Shock.





GOBLIN

Havoc wagers known to delight in chaos, goblins are smaller humanoids of a typically green, yellow, grey, or bluish skin color. This instinctual delight for chaos often puts them at-odds with the codes and laws of other societies, but goblin ingenuity can be an indispensable asset.

Goblin Traits — ANCESTRY

Type: Cryptid **Size:** Medium

Darksight: You are not Blinded by Dark.

Nimble: You have a 5 ft bonus to Speed and ignore Hinder on Reflex Saves if you aren't Incapacitated.

Scavenger: You have Favor on Endure Saves against being Sickened.

ORC

Mutant nightkin that take on a variety of appearances. Some with snouts and tusks, or fur and horns, or those with calloused and verdigris skin. They typically settle in close-knit tribes where "might is right", and have been known to establish themselves as commanders over goblin warbands.

Orc Traits — ANCESTRY

Type: Cryptid **Size:** Medium

Darksight: You are not Blinded by Dark.

Beefy: You make Saves against being Grappled or Shoved with Favor, and have Favor on Checks to Grapple or Shove.

Hulking: You have a +2 bonus to Item Slots.

CLASSES

Heroes take on an archetype, called a Class. Classes grant Training and Features, and provide a guide for how these Heroes best perform in Combat. You will gain Levels in your chosen Class, which grant you new and enhanced Features. Features may grant Magic or a Perk, both of which are detailed later in this book.

LEVELING UP

Your advancements as a Hero are signified with a Level in your Class. Each time you gain a Level, you'll gain each of the following:

- Your Max HP increases (p. 20).
- New and improved Class Features.
- On Even Levels, increase a Stat by 1, to a max of 7.
- On Odd Levels after Level 1, you gain one Perk as shown in the Class table.

Leveling Methods

There are two methods to determine when Heroes gain a Level; either the XP Questionnaire or Destiny.

XP Questionnaire

After each session, ask each of these questions and mark 1 XP for each "yes" you can give.

- Did you complete a Quest?
- Did you Fail and allow the Fail to resolve?
- Did you pass a Hindered Check?
- Did you make a discovery?
- Did you loot at least 50g of treasure?

Destiny

The GM may alternatively create a path for leveling, called a Destiny. A Destiny is 9 Milestones that mark major progressions in the Story. Each time a Milestone is completed, each of the Heroes gains a level.

DESTINY EXAMPLE

1. Clear out the abandoned mage's tower, discovering the macguffin for beat 2.
2. Close the wild portal, foiling the mage from beat 1's plans and gain knowledge of how to dimension hop for beat 3.
3. Uncover a plot to assassinate the future king in the past, requiring the portal from beat 2, and locking the Heroes in the past for beat 4.
4. Defeat the rampaging t-rex.
5. Seek out a way back to the present, eventually finding the medusa that will petrify the party until they are back to their original time.

Level Pacing

Pace	XP/Level	Est. Campaign Length
Quick	5 per Level	2 to 5 Months
Normal	5 × next Level	5 to 12 Months
Epic	7 × next Level	1 to 2 Years
Saga	10 × next Level	2+ Years

The GM sets the pace at which you gain Levels. The above table provides Pace examples, and Estimated Campaign Lengths to reach 10th Level with Weekly sessions.

Starting at Level 0

You can choose to start at Level 0, where you are a lowly vagabond who hasn't quite experienced the call to adventure. In doing so, follow these guidelines:

- Choose your Ancestry, Stats, and Gear.
- For Max HP, treat Level 0 as Level 1.
- Don't take a Class until Level 1.



ALCHEMIST

ALCHEMIST

> *Why respect knights when my potions can do anything that you can?*
>
> - Justin Kuritzkes, *Potion Seller*

Often sequestered in a lab, alchemists study the essence of creation. They are as curious as they are resourceful, and always have "just the thing for this."

Iconic Alchemists

- The Colorman, *Sacré Bleu*
- Diablo, *Marvel Comics*
- Dr. Jeckyll, *Dr. Jeckyll and Mr. Hyde*
- Tessa Cade, *Defy the Night*

Playing Alchemist

The alchemist is a low defense, high damage and utility blaster. It's recommended you stay Far from Enemies to use alchemical items.

Action: Use (Craft & Attack)
Move: Backline
Starting Pack: Alchemist or Assassin
Key Stat: Reason
Complexity: ★★★★☆

Training

Weapons: –
Skills: Craft and 4 others

Class Features

Level	Features	- Formulae - Known	Value
1st	Alchemy, Catalyze	4	50s
2nd	Eureka	4	1g
3rd	Perk	5	1g 50s
4th	Potency	5	2g
5th	Perk	6	2g 50s
6th	Mix	6	3g
7th	Perk	7	3g 50s
8th	Big Bang	7	4g
9th	Perk	8	4g 50s
10th	Prima Materia	8	5g

Alchemy — FEATURE

Alchemist: 1st Level

You can attack with alchemical items using Craft.

Formulae: Choose 4 alchemical items (p. 84) with a value no higher than (your Alchemist Level × 50s). You only need to provide 5s of materials to Craft these items and have Alchemy Tools equipped.

You learn to Craft 1 other alchemical item this way every 2 Levels in this Class hereafter.

Catalyze — FEATURE

Alchemist: 1st Level

You gain the Deft Hands Perk (p. 68), and you can Craft alchemical items with the Use Action.

Eureka — FEATURE

Alchemist: 2nd Level

You gain a Studied die (p. 19) when you Crit on a Craft Check.

Potency — FEATURE

Alchemist: 4th Level

The damage and healing dice of your alchemical items can explode.

Mix — FEATURE

Alchemist: 6th Level

You can take the Use Action to combine two alchemical items together, causing their effects to both occur when you Use the combined item. This combined item lasts for the Round, then goes inert.

Big Bang — FEATURE

Alchemist: 8th Level

You gain a d6 bonus to the damage and healing of your alchemical items, and they can explode on a roll of their two highest values.

Prima Materia — FEATURE

Alchemist: 10th Level

Once per Day, you can use your Action or skip your Move to Craft an alchemical item with a value as high as 10g without materials.


BARBARIAN

BARBARIAN

Hatred outlives the hateful.

- Brian Tinsman, *Rancor flavor text (Magic the Gathering)*

Primal warriors that fight with the power of unbridled anger. The legends speak of their kills almost as their own unique deeds, using the barbarian's name as a past-tense verb.

Iconic Barbarians

- Brock Samson, *The Venture Bros*
- Conan, *Conan the Barbarian series*
- Guts, *Berserk*
- Logen Ninefingers, *First Law Trilogy*

Playing Barbarian

The barbarian is a medium-high defense bruiser. Stick to an Enemy's face, and hit them very hard.



Action: Attack (Melee)
Move: Frontline
Starting Pack: Gladiator or Warrior
Key Stat: Might
Complexity: ★★☆☆☆



Training

Weapons: Melee
Skills: Brawl and 3 from either Detect, Influence, Leadership, Mysticism, or Survival

Class Features

Level	Features
1st	Rage, Wrath
2nd	Aggressor
3rd	Perk
4th	Fearmonger
5th	Perk
6th	Mindless Rancor
7th	Perk
8th	Bloodthirsty
9th	Perk
10th	Rip and Tear

Rage — FEATURE
Barbarian: 1st Level

While Berserk and wearing Light Armor or no Armor, you reduce damage you take by 1 per damage die, and your attack damage dice are one size larger and can explode.

Further, you can go Berserk after you take damage or as part of making an attack. You remain Berserk this way for 1 minute, unless you end it (no Action) or go Unconscious.

Wrath — FEATURE
Barbarian: 1st Level

You gain the Interceptor Perk (p. 69), and can make its attack against an Enemy that makes a Ranged Attack, Casts, or that damages you or an Ally.

Aggressor — FEATURE
Barbarian: 2nd Level

You have a 10 foot bonus to Speed during the first Round of Combat, and having 3 or more Fatigue doesn't prevent you from taking the Rush Action.

Fearmonger — FEATURE
Barbarian: 4th Level

When you kill an Enemy, every Near Enemy with HD lower than your Level becomes Frightened until the end of your next Turn.

Mindless Rancor — FEATURE
Barbarian: 6th Level

You can't be Charmed, Confused, or compelled to act against your will.

Bloodthirsty — FEATURE
Barbarian: 8th Level

Your attacks against Beings that are missing any HP are Favored, and you can sense them within Far as if by Blindsight.

Rip and Tear — FEATURE
Barbarian: 10th Level

While Berserk, you reduce damage you take by 2 per damage die, rather than 1, and you gain a +1 bonus to each die of damage you deal.


BARD

BARD

Bards were terrible at keeping secrets. They insisted on putting them to music.

– Tanya Huff, *Sing the Four Quarters*

Heralds of the awe-inspiring beauty of creation. While the painter and sculptor decorate space, a Bard decorates time.

Iconic Bards

- Edward Chris von Muir, *Final Fantasy IV*
- Jaskier, *The Witcher series*
- Kvothe, *The Kingkiller Chronicles*
- Sylvando, *Dragon Quest 11*

Playing Bards

The bard is a low/mid-defense, high support class with a focus on optimizing your Group's d20 rolls. It's recommended that you avoid melee on most Bard builds.

Action: Virtuoso
Move: Midline/Backline
Starting Pack: Musician
Key Stat: Presence
Complexity: ★★☆☆☆

Training

Weapons: –
Skills: Performance and 4 others

Class Features

Level	Features
1st	Virtuoso, Well-Versed
2nd	Song of Rest
3rd	Perk
4th	Starstruck
5th	Perk
6th	Bravado
7th	Perk
8th	Awe-Inspiring
9th	Perk
10th	Encore

Virtuoso — FEATURE

Bard: 1st Level

During Combat, you can use your Action or skip your Move to perform with a Musical Instrument you have Equipped. When you do, your Allies that can hear you gain Favor on certain rolls of your choice until your next Turn:

Inspiration: Healing rolls (as d6 bonus)
Resolve: Saves
Valor: Attack or Cast Checks

Well-Versed — FEATURE

Bard: 1st Level

You ignore Prerequisites for Perks, and take a Perk of your choice now.

Song of Rest — FEATURE

Bard: 2nd Level

During a Breather while you aren't Incapacitated, you and your Allies gain a Studied die and regain additional HP equal to (your Presence + your Bard Level).

Starstruck — FEATURE

Bard: 4th Level

When you perform Virtuoso, you can choose a Near Enemy who hears the performance and make a Performance Check. If you pass, you can choose one of the following Statuses that affects it for Cd4 Rounds: Berserk, Charmed, Confused, Frightened.

Bravado — FEATURE

Bard: 6th Level

Your Will Saves can't be Hindered while you aren't Incapacitated, and you can ignore effects that rely on you hearing them to be affected (such as a banshee's scream).

Awe-Inspiring — FEATURE

Bard: 8th Level

Your Virtuoso now grants two Favor.

Encore — FEATURE

Bard: 10th Level

Your Starstruck Feature can now affect all Near Enemies.


DANCER

DANCER

She moves abstract just like a shadow dancing on the edge, like a storm cloud passing overhead, hypnotizing me.

– Dillinger Escape Plan, *One of Us is the Killer*

Practitioners of the alluring art of dance. They have a flair for enlivening their audience, drawing attention, and giving awe-inspiring shows.

Iconic Dancers

- Apsalar, *Malazan Book of the Fallen*
- Azura, *Fire Emblem Fates*
- Sandilene fa Toren, *The Circle Opens*

Playing Dancer

The dancer is a low-defense support with a focus on action efficiency. Grant Actions through Step Up, as your main offenses will occur when you Crit on Reflex Saves.

Action: Step Up
Move: Midline
Starting Pack: Courtesan or Musician
Key Stat: Dexterity
Complexity: ★★☆☆☆

Training

Weapons: –
Skills: Finesse and Performance, and 2 from either Brawl, Influence, or Sneak

Class Features

Level	Features
1st	Fleet of Foot, Step Up
2nd	Evasive
3rd	Perk
4th	Don't Stop Me Now
5th	Perk
6th	Choreographer
7th	Perk
8th	Flash of Beauty
9th	Perk
10th	Double Time

Fleet of Foot — FEATURE

Dancer: 1st Level

You gain the Treads Lightly Perk (p. 73), and the roll for you to Crit on Reflex Saves is reduced by an amount equal to (your Dancer Level divided by 4, round up).

Step Up — FEATURE

Dancer: 1st Level

Once per Turn, you can use your Action to perform an enlivening dance. Doing so allows you to roll a second d20 on Reflex Saves until the start of your next Turn and use the higher result, and it gives one Ally of your choice that sees you a second Action this Turn.

Evasive — FEATURE

Dancer: 2nd Level

While you aren't Incapacitated, you ignore Hinder on Reflex Saves and you ignore two of a Dodged attack's damage dice on a passed Save, rather than one.

Don't Stop Me Now — FEATURE

Dancer: 4th Level

Your Speed is not affected by Difficult Terrain and you have Favor on Saves against being Paralyzed, Restrained, or moved.

Choreographer — FEATURE

Dancer: 6th Level

When you use your Step Up Feature, the Ally gains Favor on the first Check they make with the Action you give them, and you both gain a 10 foot bonus to Speed for the Round.

Flash of Beauty — FEATURE

Dancer: 8th Level

When you Crit on a Save, you can take two Actions, rather than one.

Double Time — FEATURE

Dancer: 10th Level

You can Target two Allies with your Step Up Feature, rather than one.


12/19/23
DRUID

DRUID

Why do birds suddenly appear,
every time you are near?

– Karen Carpenter, *Close to You*

Keepers of the wilderness, druids are mystics of nature that are adopted into beast-kind.

Iconic Druids

- Beast Boy, *DC Comics*
- Beorn, *Lord of the Rings series*
- Frank Zhang, *Percy Jackson series*
- Poison Ivy, *DC Comics*

Playing Druid

The druid is a mid-defense, mixed support and control class with a focus on Casting Spells and shapechanging to powerful beasts.

Action: Cast or Beast Attacks
Move: Midline
Starting Pack: Hermit
Key Stat: Awareness
Complexity: ★★★☆☆

Training

Weapons: –
Skills: Mysticism, and 3 from either Brawl, Craft, Detect, Medicine, or Survival

Class Features

Level	Features	Mana	Spells
1st	Primal Mystic, Feral Shift	4	4
2nd	Tempest Within	8	4
3rd	Perk	12	5
4th	Innervate	16	5
5th	Perk	20	6
6th	Ancient Growth	24	6
7th	Perk	28	7
8th	Savagery	32	7
9th	Perk	36	8
10th	Force of Nature	40	8

Primal Mystic — FEATURE

Druid: 1st Level

You can Cast Spells using Mysticism.

Spells: You learn 4 Spells, one of which must always be Polymorph. You learn 1 other Spell every 2 Levels in this Class hereafter.

Mana: Your Maximum Mana is equal to (4 × your Druid Level), and the highest amount of Mana you can spend to Cast a Spell is equal to (Awareness + half your Druid Level, round up). You regain spent Mana when you Rest.

Feral Shift — FEATURE

Druid: 1st Level

You get the Shapechanger Perk (p. 72) and you can take an Action granted by the Beast you turn into as a part of the Cast Action.

Tempest Within — FEATURE

Druid: 2nd Level

You reduce Cold, Fire, and Shock damage you take by (half your Druid Level) per damage die.

Innervate — FEATURE

Druid: 4th Level

You can use your Action to give a Close Being some of your Mana, or to end one Status affecting it from either Charmed, Confused, Frightened, or Sickened. This can be yourself.

Ancient Growth — FEATURE

Druid: 6th Level

While you Focus on a Casting of Polymorph that only Targets yourself, you can Focus one additional Spell. Further, your attacks with Beasts you Polymorph into count as (+1) Relics. This bonus increases every 6 Druid Levels hereafter, to a max of (+3).

Savagery — FEATURE

Druid: 8th Level

While you are polymorphed into a Beast, you have a +1 bonus to Armor.

Force of Nature — FEATURE

Druid: 10th Level

If you are reduced to 0 HP, roll a d10. If the result is equal to or lower than your Awareness, you are instead at 1 HP.


FIGHTER

FIGHTER

> *Man takes up the sword in order to shield the small wound in his heart sustained in a far-off time beyond remembrance.*
>
> – Kentaro Miura, *Berserk*

Students of the art of violence. A fighter is defined by their skill with weapons, and large variety of martial techniques.

Iconic Fighters

- Beowulf, *English mythology*
- Gilgamesh, *Mesopotamian legend*
- Sir Lancelot, *Arthurian legend*

Playing Fighter

The fighter is a medium defense striker. In combat, get within effective distance for offense and focus on the Attack Action.

Action: Attack
Move: Flexible
Starting Pack: Gladiator, Knight, Warrior, or Watchman
Key Stat: Might or Awareness
Complexity: ★☆☆☆☆

Training

Weapons: Melee, Ranged
Skills: Brawl or Finesse, and 3 from either Brawl, Detect, Finesse, Leadership, or Sneak

Class Features

Level	Features
1st	Fighting Style, Valor
2nd	Momentum
3rd	Perk
4th	Valor (-2 to Crit)
5th	Perk
6th	Muster for Battle
7th	Perk
8th	Valor (-3 to Crit)
9th	Perk
10th	Harrying

Fighting Style — FEATURE

Fighter: 1st Level

You gain the Situational Awareness Perk (p. 72) and another Perk with the Melee or Ranged Training Prerequisite (p. 64). You can ignore Stat prerequisites for this Perk.

Valor — FEATURE

Fighter: 1st Level

The roll required for you to Crit on Attack Checks, and Saves to Dodge or Block Attacks is reduced by 1, and is reduced by 1 more when you reach 4th and 8th Levels in this Class.

Momentum — FEATURE

Fighter: 2nd Level

If you pass a Save against an attack, the next attack you make before the end of your next Turn is Favored.

Muster for Battle — FEATURE

Fighter: 6th Level

You have two Actions on your first Turn of Combat.

Harrying — FEATURE

Fighter: 10th Level

You can attack twice with the Attack Action, rather than just once.


GUNSLINGER

GUNSLINGER

This, is my BOOMSTICK!

– Ash, *Army of Darkness*

Attitude and tenacity are as core to the gunslinger as ammo. They stare down challenges through iron sights, fortified by their inner grit.



Iconic Gunslingers

- Arthur Morgan, *Red Dead Redemption 2*
- Django, *Django Unchained*
- Roland Deschain, *Dark Tower*

Playing Gunslinger

The gunslinger is a low defense, high-crit striker. In combat, stay as far back as possible and keep the enemy under constant fire.

Action: Attack
Move: Backline
Starting Pack: Bounty Hunter or Tinker
Key Stat: Awareness
Complexity: ★★★☆☆

Training

Weapons: Ranged
Skills: Detect, and 3 from either Brawl, Finesse, Influence, Sneak, or Survival

Class Features

Level	Features
1st	Quick Draw, Deadeye
2nd	Skeet Shooter
3rd	Perk
4th	Grit
5th	Perk
6th	Devastator
7th	Perk
8th	Bad Medicine
9th	Perk
10th	High Noon

Quick Draw — FEATURE

Gunslinger: 1st Level

You gain the Marksmanship Perk (p. 69).

Further, when combat occurs, you can make one attack before the first Turn.

Deadeye — FEATURE

Gunslinger: 1st Level

After you pass a Ranged Check, you Crit on subsequent Ranged attacks on a d20 roll 1 lower, but no lower than 17. This resets to 0 at the end of your Turn if you didn't pass a Ranged Check since your last Turn.

Skeet Shooter — FEATURE

Gunslinger: 2nd Level

Once per Round, you can make a Ranged attack on an Off-Turn to Target a projectile from an attack you can see. If you pass, reduce the damage of the triggering attack by the damage you would deal with your attack. The projectile falls out of the air if reduced to 0.

Grit — FEATURE

Gunslinger: 4th Level

When you Crit on a Ranged attack, the damage dice can explode.

Devastator — FEATURE

Gunslinger: 6th Level

When you reduce an Enemy to 0 HP, the roll on the d20 to Crit as per your Deadeye Feature is immediately set to 17.

Bad Medicine — FEATURE

Gunslinger: 8th Level

You deal an extra die of damage when you Crit with a Ranged Check.

High Noon — FEATURE

Gunslinger: 10th Level

Once per Turn, if you Crit on a Ranged Check, you can make one additional attack.


HUNTER

HUNTER

> *I will look for you, I will find you, and I will kill you.*
>
> – Liam Neeson, *Taken*

Keepers of the old way, hunters are survival experts that specialize in exploiting their enemies' weaknesses.

Iconic Hunters

- Aloy, *Horizon series*
- Aragorn, *Lord of the Rings series*
- Samus Aran, *Metroid*
- San, *Princess Mononoke*

Playing Hunter

The hunter is a low defense, high-crit striker. They can be built for Melee or Ranged positions.

Action: Attack
Move: Midline or Backline
Starting Pack: Scout or Warrior
Key Stat: Awareness
Complexity: ★★☆☆☆

Training

Weapons: Melee, Ranged
Skills: Survival and 4 others

Class Features

Level	Features
1st	Hunter's Mark, Survivalist
2nd	Rover
3rd	Perk
4th	Overwatch
5th	Perk
6th	Quarry
7th	Perk
8th	Lethal Precision
9th	Perk
10th	Apex Predator

Hunter's Mark — FEATURE

Hunter: 1st Level

You can mark a Being either when you attack it, or by skipping your Move if you can sense it. When you do, the following rules apply:

- You must Focus on the mark.
- When you make an attack against it, roll two d20s and use the highest for the Check.

Survivalist — FEATURE

Hunter: 1st Level

You gain the Padfoot Perk (p. 70), you have Favor on Checks to track and navigate, and you can Forage while Traveling at a Normal Pace.

Rover — FEATURE

Hunter: 2nd Level

Difficult Terrain doesn't impede your walking Speed, and you have Climb and Swim.

Overwatch — FEATURE

Hunter: 4th Level

Your additional d20 for attacks with your Hunter's Mark also applies to your Saves provoked by the marked Target.

Quarry — FEATURE

Hunter: 6th Level

You can sense Beings that are missing any HP within Far or that are marked by your Hunter's Mark as if by Blindsight.

Lethal Precision — FEATURE

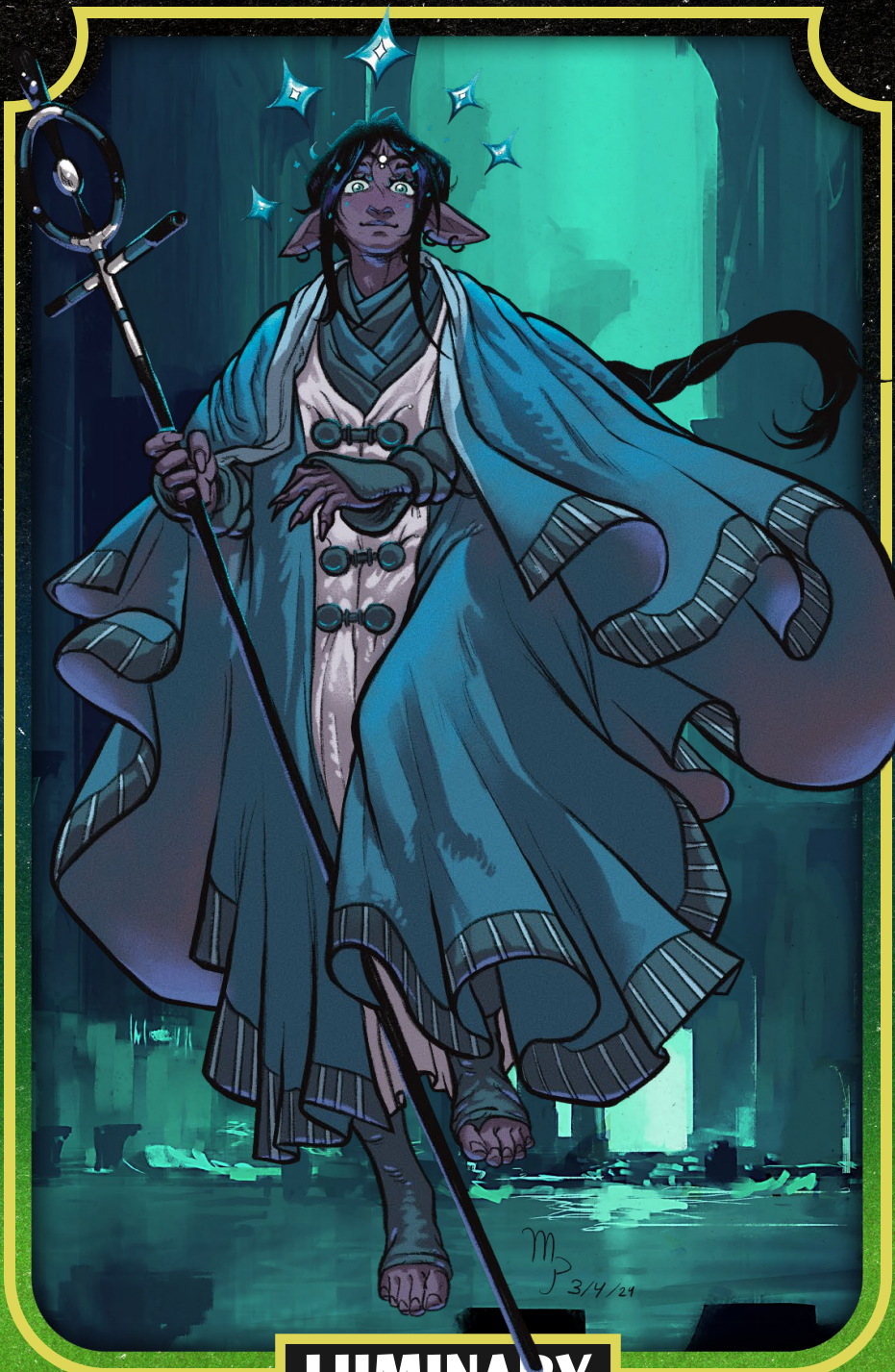
Hunter: 8th Level

You now roll three d20s with your Hunter's Mark and Overwatch Features and use the highest result of the three for the result.

Apex Predator — FEATURE

Hunter: 10th Level

Damage dealt to the Target of your Hunter's Mark ignores Immune and 1 of its Armor.



LUMINARY

LUMINARY

> *Faith is about what you do. It's about aspiring to be better and nobler and kinder than you are.*
>
> – Jim Butcher, *Changes*

Channelers of the magic of creation, luminaries are philosophers, muses, and healers of the people.

Iconic Luminaries

- Aerith Gainsborough, *Final Fantasy VII*
- Goldmoon, *Dragonlance*
- Nynaeve Sedai, *The Wheel of Time series*
- Ophilia Clement, *Octopath Traveler*

Playing Luminary

Luminary is a high support magic healer. It's recommended that you refrain from direct melee.

Action: Cast
Move: Midline/Backline
Starting Pack: Devout
Key Stat: Awareness
Complexity: ★★★☆☆

Training

Weapons: –
Skills: Mysticism, and 3 from either Arcana, Detect, Influence, Leadership, or Medicine

Class Features

Level	Features	Mana	Spells
1st	Theurgy, Radiant Healer	4	4
2nd	Overheal	8	4
3rd	Perk	12	5
4th	Ever-Cure	16	5
5th	Perk	20	6
6th	Revivify	24	6
7th	Perk	28	7
8th	Saving Grace	32	7
9th	Perk	36	8
10th	Life-Giver	40	8

Theurgy — FEATURE
Luminary: 1st Level

You can Cast Spells using Mysticism.

Spells: You learn 4 Spells, two of which must always be Life and Light. You learn 1 other Spell every 2 Luminary Levels hereafter.

Mana: Your Maximum Mana is equal to (4 × your Luminary Level), and the highest amount of Mana you can spend to Cast a Spell is equal to (Awareness + half your Luminary Level, round up). You regain spent Mana when you Rest.

Radiant Healer — FEATURE
Luminary: 1st Level

You get the Assured Healer Perk (p. 67), and the healing rolls of your Spells can also explode on their highest value.

Overheal — FEATURE
Luminary: 2nd Level

If you restore HP that exceeds the Being's Max HP, you can give the excess to yourself or a Being you can see.

Ever-Cure — FEATURE
Luminary: 4th Level

When you restore HP, you can end either a Charmed, Confused, Dazed, Frightened, or Sickened Status affecting the Target.

Revivify — FEATURE
Luminary: 6th Level

You can revive a Being with the Life Spell if it has been dead for as long as 1 hour. If you die, you are revived automatically. Afterward, you can't be revived by this Feature for 1 day.

Saving Grace — FEATURE
Luminary: 8th Level

Your healing rolls can also explode on a 2.

Life-Giver — FEATURE
Luminary: 10th Level

Beings you revive are revived at 4 Fatigue if their Fatigue was previously higher, and don't gain Fatigue from your Life Spell.



MAGUS

MAGUS

¿Por qué no los dos?

– Mia Agraviador,
El Paso Taco Commercial

Spellblades, gishes, arcane knights, and eldritch tricksters all. Magi are arcane specialists that blend magic and martial prowess.

Iconic Magi

- Alucard, *Castlevania*
- Elric of Melniboné, *Stormbringer*
- Geralt of Rivia, *The Witcher series*
- Twilight Suzuka, *Outlaw Star*

Playing Magus

The magus may be a bit more challenging for newer players. Their playstyle is more build-dependent than the other classes, with ranged and melee magi being possible to create.

Action: Attack/Cast
Move: Flexible
Starting Pack: Knight, Gladiator, or Warrior
Key Stat: Reason
Complexity: ★★★★☆

Training

Weapons: Melee
Skills: Arcana, and 3 from either Brawl, Detect, Finesse, Influence, Mysticism, Sneak

Class Features

Level	Features	Mana	Spells
1st	Spellstriker, Esoteric Eye	2	2
2nd	Spell Parry	4	2
3rd	Perk	6	2
4th	Arcane Recall	8	3
5th	Perk	10	3
6th	Spell Surge	12	3
7th	Perk	14	4
8th	Aegis Obscura	16	4
9th	Perk	18	4
10th	Melchior	20	5

Spellstriker — FEATURE
Magus: 1st Level

You gain the Gish Perk (p. 68) and you can Cast Spells using Arcana.

Spells: You learn 2 Spells, one of which must always be Ward. You learn 1 other Spell every 3 Magus Levels hereafter.

Mana: Your Maximum Mana is equal to (2 × your Magus Level), and the highest amount of Mana you can spend to Cast a Spell is equal to (Reason + half your Magus Level, round up). You regain spent Mana when you Rest.

Esoteric Eye — FEATURE
Magus: 1st Level

If you can see a Target, you can use your Action or skip your Move to learn if any magic is currently affecting it. You can do so once per Shift, but you can spend 1 Mana to do so again.

Spell Parry — FEATURE
Magus: 2nd Level

You can Block Casts that include you as a Target if it either calls for a Reflex Save or has a delivery of Touch or Remote. If you Crit to Block a Cast, you can dispel the effect.

Arcane Recall — FEATURE
Magus: 4th Level

You can use your Action to open your esoteric eye of recall, allowing you to change one of your Spells Known that isn't Ward. You can't do so again until you Rest or take 1 Fatigue to do so.

Spell Surge — FEATURE
Magus: 6th Level

If you pass a Check to Block a Cast by 10 or more, you can reflect the Cast back at the Caster.

Aegis Obscura — FEATURE
Magus: 8th Level

You and the Target of your Ward Spell have Allsight and take half damage from magic-based sources.

Melchior — FEATURE
Magus: 10th Level

Your Spell Surge Feature now triggers if you roll 8 or more, rather than 10 or more.



MERCHANT

MERCHANT

Lamp oil? Rope? Bombs? You want it? It's yours my friend, as long as you have enough rubies.

– Morshu, *Link: The Faces of Evil*

May they be an appraiser of rare magic items, peddler of illicit substances, or bookkeeper for the court, merchants are masters of exchange.

Iconic Merchants

- Anna, *Fire Emblem series*
- Marco Polo, *Venetian merchant*
- Torneko Taloon, *Dragon Quest IV*
- Tressa Colzione, *Octopath Traveler*

Playing Merchant

The merchant is a low defense and damage, high support through a wider inventory pool and optimizing your party's resources. In combat, you should look out for allies in need of assistance and strategize what items to use.

Action: Use
Move: Flexible (skip to Use)
Starting Pack: Blacksmith, Cook, or Tinker
Key Stat: Reason or Presence
Complexity: ★★★☆☆

Training

Weapons: –
Skills: Craft and Influence, and 3 others

Class Features

Level	Features
1st	Gold Sink, Deep Pockets
2nd	Bang for Your Buck (d10)
3rd	Perk
4th	Diamond Hands
5th	Perk
6th	Treasure Seeker
7th	Perk
8th	Bang for Your Buck (d8)
9th	Perk
10th	Top Shelf

Gold Sink — FEATURE

Merchant: 1st Level

You gain the Deft Hands Perk (p. 68), and can take the Use Action to place nonmagical valuables into a container and close it. You can then open that container to replace the valuables with an Item of equal or lesser value to the valuables placed in it. This Item can't be a Relic or similar magic item.

Deep Pockets — FEATURE

Merchant: 1st Level

You have an extra number of Item Slots equal to (half your Merchant Level, round up).

Bang for Your Buck — FEATURE

Merchant: 2nd Level, 8th Level

When you use an Item with limited uses, you can spend 1 Luck and roll a d10. If the result is lower than your remaining Luck, the Item is not expended. When you become an 8th Level Merchant, the d10 is a d8.

Diamond Hands — FEATURE

Merchant: 4th Level

You can spend a Shift to remove one Power from a non-Fabled Relic or expend valuables in your possession of equal or higher value to the Power to add it to an Item.

Treasure Seeker — FEATURE

Merchant: 6th Level

You can sense gold, gems, and Relics within Near as if by Telepathy. This sense is specific enough to tell you where they are, but not exact specifics about the Item(s).

Top Shelf — FEATURE

Merchant: 10th Level

Once per week, you can pull a Relic from your Gold Sink Feature with a value no higher than (your Merchant Level × 20g), otherwise obeying all the rules for using that Feature.


PUGILIST

PUGILIST

I didn't hear no bell.

– Rocky Balboa, *Rocky V*

Brawlers of determination and swagger. An ascetic may dedicate themselves to a single focused blow, but a pugilist will break their fingers and keep punching with the bloody stump.

Iconic Pugilists

- Carl, *Dungeon Crawler Carl series*
- Rocky Balboa, *Rocky series*
- Hellboy, *Hellboy*
- Stiffener Medick, *Redwall*
- Tifa Lockhart, *Final Fantasy VII*

Playing Pugilist

Pugilists are frontline bruisers. Stay in the frontline, even while at low HP.

Action: Attack (Brawl)
Move: Frontline
Starting Pack: Brawler or Monk
Key Stat: Might
Complexity: ★★☆☆☆

Training

Weapons: –
Skills: Brawl, and 3 from either Detect, Finesse, Influence, Medicine, or Sneak

Class Features

Level	Features
1st	Fisticuffs, Rope-a-Dope
2nd	Beat Rush
3rd	Perk
4th	Prowess
5th	Perk
6th	Haymaker
7th	Perk
8th	Impact
9th	Perk
10th	Hard Knocks

Fisticuffs — FEATURE

Pugilist: 1st Level

While only using Brawl Weapons, you can use a d4 if the damage was previously lower and, once per Round, you can spend half your Speed to make a second attack rather than skip your Move.

Additionally, if you have Favor on a Brawl Attack Check and hit a Target you could viably Grapple or Shove, you can choose to Grapple or Shove them.

Rope-a-Dope — FEATURE

Pugilist: 1st Level

You gain the Check Hook Perk (p. 67) and can make two attacks with it, rather than one, if both attacks use Brawl Weapons.

Beat Rush — FEATURE

Pugilist: 2nd Level

If you take the Rush Action, you can also make one attack with a Brawl Weapon that Action.

Prowess — FEATURE

Pugilist: 4th Level

If you pass a Save to Block, you ignore two of the highest rolled damage dice, rather than one.

Haymaker — FEATURE

Pugilist: 6th Level

If you roll 10 over your Brawl Difficulty for a Brawl weapon attack, you can choose to cause the Target to be Dazed until your next Turn.

Impact — FEATURE

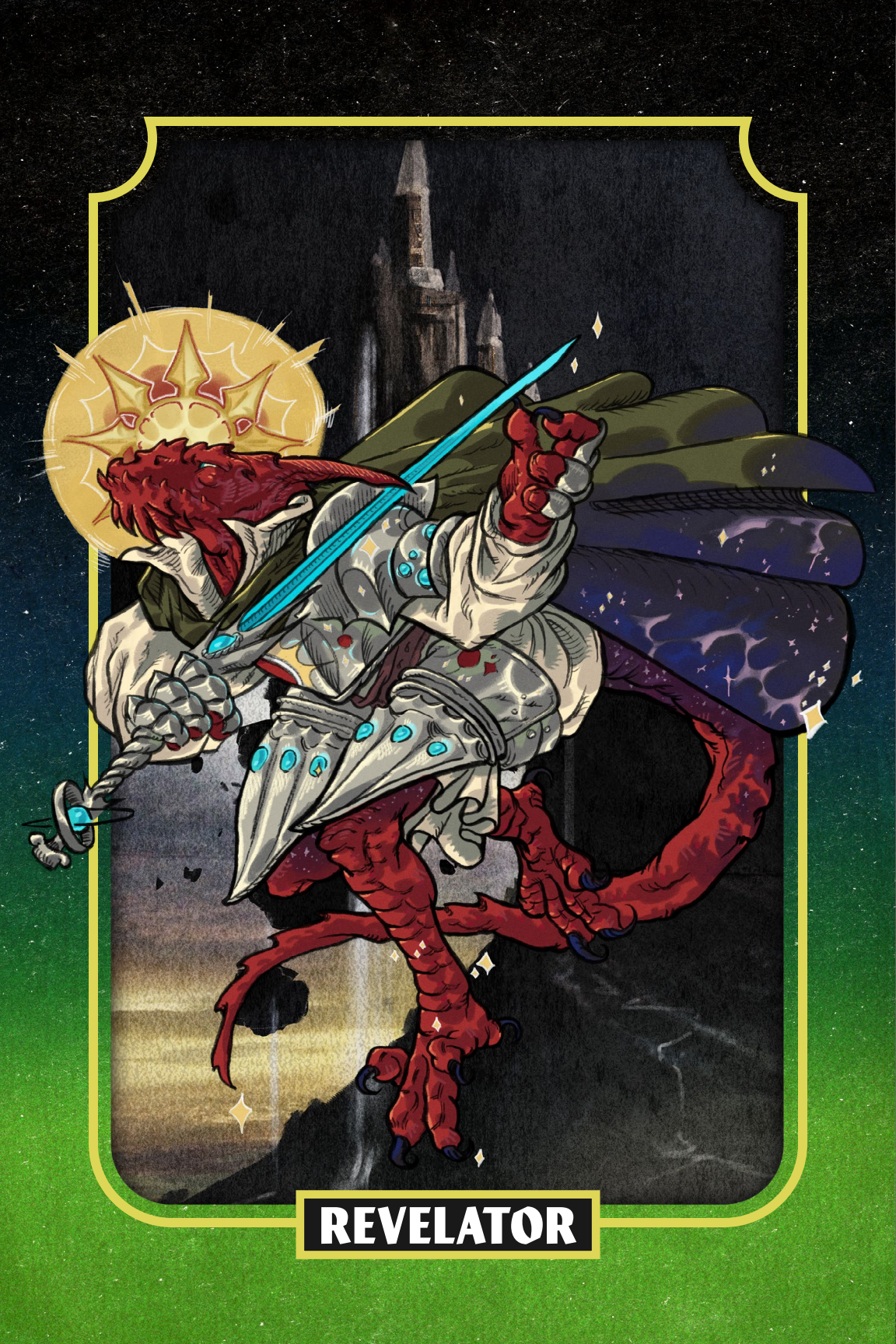
Pugilist: 8th Level

You use a d6 for the damage die of your Brawl weapons.

Hard Knocks — FEATURE

Pugilist: 10th Level

Your Haymaker Feature now triggers if you roll 8 or more, rather than 10 or more.


REVELATOR

REVELATOR

For he who comes in our time of need is not of mortal breed, he is the Destroyer, the right hand of our Creator and the one who brings fear where there is no hope.

– Corrax Tablet 3:13, *Doom Eternal*

Oathsworn knights that hold an honorable vow that becomes its own sacred power. Revelators are warriors of radiance and justice.

Iconic Revelators

- Luke Skywalker, *Star Wars*
- Michael Carpenter, *Dresden Files*
- Wonder Woman, *DC Comics*

Playing Revelator

Revelators are high defense frontline strikers. Stay in the frontline for melee attacks, and smite the transgressors.

Action: Attack/Cast
Move: Frontline
Starting Pack: Knight or Warrior
Key Stat: Might, Presence
Complexity: ★★★☆☆

Training

Weapons: Melee
Skills: Leadership, and 3 from either Brawl, Detect, Influence, or Mysticism

Class Features

Level	Features	Mana	Spells
1st	Righteous, Selfless	2	2
2nd	Lay on Hands	4	2
3rd	Perk	6	2
4th	Paragon's Aura	8	3
5th	Perk	10	3
6th	Divine Resolve	12	3
7th	Perk	14	4
8th	Holy Diver	16	4
9th	Perk	18	4
10th	Sacrosanct	20	5

Righteous — FEATURE

Revelator: 1st Level

You gain the Gish Perk (p. 68) and can Cast Spells using Leadership.

Spells: You learn 2 Spells, one of which must always be Exalt. You learn 1 other Spell every 3 Revelator Levels hereafter.

Mana: Your Maximum Mana is equal to (2 × your Revelator Level), and the highest amount of Mana you can spend to Cast a Spell is equal to (Presence + half your Revelator Level, round up). You regain spent Mana when you Rest.

Selfless — FEATURE

Revelator: 1st Level

Once per Turn, when an Ally you can see takes damage, you can choose to take the damage instead. This can't be reduced in any way.

Lay on Hands — FEATURE

Revelator: 2nd Level

You can Touch a Being to restore (d6 + your Level) HP by using your Action or skipping your Move. You can do so twice, and regain spent uses after you Rest.

Paragon's Aura — FEATURE

Revelator: 4th Level

It doesn't cost you Mana to Cast a Spell as a Close Aura, and you can Focus on a Spell as an Aura and one as Imbue at the same time.

Divine Resolve — FEATURE

Revelator: 6th Level

You can't be Blinded, Paralyzed, or Sickened.

Further, when you restore a Being's HP with your Lay on Hands Feature, they are cured of these Statuses as well.

Holy Diver — FEATURE

Revelator: 8th Level

If you take damage for an Ally with your Selfless Feature, your next attack before the end of your next Turn has Favor and adds your Presence to the damage.

Sacrosanct — FEATURE

Revelator: 10th Level

You have a +2 bonus to all Saves.


ROGUE

ROGUE

> *I may be a burglar... but I'm an honest one, I hope, more or less.*
>
> – J.R.R. Tolkien, *The Hobbit*

Back-alley urchins, gutterborn scum, shadow-born assassins. To hammers, every problem looks like a nail. Rogues are blades, and every problem is a throat.

Iconic Rogues

- Locke Lamora, *Gentleman Bastard Sequence*
- Nona Grey, *The Book of the Ancestor*
- Vin, *Mistborn*

Playing Rogue

Rogues are low defense, midline harassers that focus on one single, deadly shot. They are given Features that reinforce attempting to gain Favor on their Attacks.

Action: Attack
Move: Midline
Starting Pack: Assassin, Conman, Investigator, or Scout
Key Stat: Dexterity or Awareness, Luck
Complexity: ★★☆☆☆

Training

Weapons: Ranged
Skills: Finesse and Sneak, and 3 others

Class Features

Level	Features	Sneak Attack
1st	Sneak Attack, Infiltrator	1d4
2nd	Unflinching Luck (d12)	1d4
3rd	Perk	1d4
4th	Evasive	2d4
5th	Perk	2d4
6th	Lethal Weapon	2d4
7th	Perk	3d4
8th	Unflinching Luck (d10)	3d4
9th	Perk	3d4
10th	Waylay	4d4

Sneak Attack — FEATURE

Rogue: 1st Level

If your first attack on a Turn is Favored, it deals an extra d4 damage and ignores an amount of Armor equal to this number of extra dice.

The number of extra d4s increases by 1 every 3 Rogue Levels hereafter.

Infiltrator — FEATURE

Rogue: 1st Level

You gain the Resourceful Perk (p. 71), and you have Favor on Checks and Saves made to ambush and against traps that you are aware of.

Unflinching Luck — FEATURE

Rogue: 2nd Level

When you spend Luck to gain Favor on a Check, roll a d12. If the result is lower than your remaining Luck, the Luck is not spent. When you become an 8th Level Rogue, the d12 is a d10.

Evasive — FEATURE

Rogue: 4th Level

Your Reflex Saves can't be Hindered while you aren't Incapacitated, and you ignore two of a Dodged attack's damage dice on a passed Save, rather than one.

Lethal Weapon — FEATURE

Rogue: 6th Level

Your Sneak Attack applies to any Favored attacks you make on a Turn, not just the first.

Waylay — FEATURE

Rogue: 10th Level

Once per Round, if you kill an Enemy during a Turn, you can immediately take one Action.


SORCERER

SORCERER

She said sorcery is a sword without a hilt. There is no safe way to grasp it.

– George R.R. Martin, *A Dance with Dragons*

Arcanists given a precious gift of magical prowess, sorcerers can tap into their own inner reserves to provide more Mana for casting.

Iconic Sorcerers

- Aang, *Avatar: The Last Airbender*
- Elsa, *Frozen*
- Ganondorf, *The Legend of Zelda*
- Storm, *X-Men*

Playing Sorcerer

The sorcerer is a squishy blaster focused on Casting Spells for instant burst damage. You should stay in safety to Cast.

Action: Cast
Move: Backline
Starting Pack: Mage or Occultist
Key Stat: Presence
Complexity: ★★★☆☆

Training

Weapons: –
Skills: Influence, and 3 from either Arcana, Brawl, Mysticism, or Performance

Class Features

Level	Features	Mana	Spells
1st	Glamour, Tap	4	4
2nd	Spell-Slinger	8	4
3rd	Perk	12	5
4th	Quickening	16	5
5th	Perk	20	6
6th	Arcane Anomaly	24	6
7th	Perk	28	7
8th	Spell Twinning	32	7
9th	Perk	36	8
10th	Overpowered	40	8

Glamour — FEATURE

Sorcerer: 1st Level

You can Cast Spells using Influence.

Spells: You learn 4 Spells. You learn 1 other Spell every 2 Sorcerer Levels hereafter.

Mana: Your Maximum Mana is equal to (4 × your Sorcerer Level), and the highest amount of Mana you can spend to Cast a Spell is equal to (Presence + half your Sorcerer Level, round up). You regain spent Mana when you Rest.

Tap — FEATURE

Sorcerer: 1st Level

You gain the Metamagic Perk (p. 70).

Further, when you Cast, you can reduce your Max HP to regain Mana equal to (2 × the reduction). This reduction ends when you Rest. If you die from this reduction, the Cast resolves before your death, and your body is vaporized.

Spell-Slinger — FEATURE

Sorcerer: 2nd Level

You Crit on Cast Checks on a roll of 19 to 20, and your Spells use a d8 damage die, rather than a d6.

Quickening — FEATURE

Sorcerer: 4th Level

You can skip your Move to Cast a Spell. No Mana can be spent on this Casting.

Arcane Anomaly — FEATURE

Sorcerer: 6th Level

You reduce Magic damage you take by half.

Spell Twinning — FEATURE

Sorcerer: 8th Level

If you Cast the same Spell twice on a Turn, the second Cast Check is Favored.

Overpowered — FEATURE

Sorcerer: 10th Level

You Crit on Cast Checks on a roll of 18 to 20.

Further, when you Cast, you can choose to gain 2 Fatigue. If you do, you regain Cd6 Mana at the start of your Turns, and you can spend as much Mana as you like to Cast.


VANGUARD

VANGUARD

Move, bitch. Get out the way.

– Ludacris, *Move Bitch*

Terrifying sentinels of heavy metal armor that use shields to devastate Enemies. Vanguards are mobile bastions of fortitude and might.

Iconic Vanguards

- Groot, *Guardians of the Galaxy*
- Havel, *Dark Souls series*
- Juggernaut, *X-Men*
- Reinhardt, *Overwatch*

Playing Vanguard

The vanguard is a high defense tank, trading off raw damage output for massive control and defense. This class grants you the ability to more actively tank by focusing on defending through the Rush action and shoving.

Action: Shove (Attack)
Move: Frontline
Starting Pack: Sentinel
Key Stat: Might
Complexity: ★★★☆☆

Training

Weapons: Melee
Skills: Brawl and 3 from either Detect, Leadership, Medicine, or Survival

Class Features

Level	Features
1st	Stalwart, Guard
2nd	Rampant Charge
3rd	Perk
4th	Wall (Large)
5th	Perk
6th	Unstoppable
7th	Perk
8th	Wall (Huge)
9th	Perk
10th	Indestructible

Stalwart — FEATURE

Vanguard: 1st Level

You gain the Protector Perk (p. 71) and, when you take the Hold Action, you can use the held Action or Move as late as the end of your next Turn.

Guard — FEATURE

Vanguard: 1st Level

Once per Round, you can try to Shove a Close Target (no Action) when they become Close to you, or if you successfully Block their Attack.

Rampant Charge — FEATURE

Vanguard: 2nd Level

You can push Targets you Shove ahead of you while you Move during the same Turn, shoving it Prone when you stop or push it into an occupied space. If you push it into an occupied space, it deals your weapon's damage to the Target and whatever occupied the space.

Wall — FEATURE

Vanguard: 4th Level, 8th Level

You are considered Large for Shoves. When you become an 8th Level Vanguard, you are considered Huge for Shoves.

Unstoppable — FEATURE

Vanguard: 6th Level

If you use Rampant Charge and push a Being into another Being, you can make another shove attempt to push the additional Being ahead of you as well.

Indestructible — FEATURE

Vanguard: 10th Level

While you aren't Incapacitated and have an Armor Rating of 1 or more, you are Immune to Physical damage.


10/17/23
WITCH

WITCH

Wouldst thou like to live deliciously?

– Robert Eggers, *The VVitch*

Mediaries of magical secrets. One may become a witch through the whispers of a familiar or the favor of a being from beyond.

Iconic Witches

- Dr. Facilier, *Princess and the Frog*
- Morgan le Fay, *Arthurian legend*
- Yennefer, *The Witcher series*

Playing Witch

The witch is a debuffer focused on Casting Spells to stack detriments. Stick to the shadows and pile on Statuses through Hex.

Action: Cast
Move: Backline
Starting Pack: Fortune Teller or Mage
Key Stat: Awareness
Complexity: ★★★☆☆

Training

Weapons: –
Skills: Mysticism, and 3 from either Arcana, Craft, Medicine, or Survival

Class Features

Level	Features	Mana	Spells
1st	Occultist, Hex	4	4
2nd	Ritualism	8	4
3rd	Perk	12	5
4th	Things Betwixt	16	5
5th	Perk	20	6
6th	Coventry	24	6
7th	Perk	28	7
8th	Widdershins	32	7
9th	Perk	36	8
10th	Ritualism (2 uses)	40	8

Occultist — FEATURE

Witch: 1st Level

You gain a Perk with a prerequisite of being Trained with Mysticism, and you can Cast Spells using Mysticism.

Spells: You learn 4 Spells. You learn 1 other Spell every 2 Witch Levels hereafter.

Mana: Your Maximum Mana is equal to (4 × your Witch Level), and the highest amount of Mana you can spend to Cast a Spell is equal to (Awareness + half your Witch Level, round up). You regain spent Mana when you Rest.

Hex — FEATURE

Witch: 1st Level

You can choose for the effects of a Spell you Cast (not the damage) to become continual (p. 90) for one of the Targets until you use this Feature on a different Target. This does not require your Focus. The number of Spells you can have as continual this way at the same time is equal to (half your Witch Level, round up).

Ritualism — FEATURE

Witch: 2nd Level, 10th Level

You can finish a Ritual that requires a Scene as an Action. You can only do so once per Shift. When you become a 10th Level Witch, you can do so twice per Shift.

Things Betwixt — FEATURE

Witch: 4th Level

Once per Scene, you can use your Action or skip your Move to become invisible until your next Turn. This requires your Focus.

Coventry — FEATURE

Witch: 6th Level

You can Cast Spells that Near Allies can Cast.

Widdershins — FEATURE

Witch: 8th Level

The Target of your Hex is Weak to damage you deal. This does not ignore Immunity.

Further, your Spells ignore Status Immunities of the Target of your Hex.


WIZARD

WIZARD

In a way, we are magicians. We are alchemists, sorcerers and wizards. We are a very strange bunch. But there is great fun in being a wizard.

– Billy Joel

Students of the arcane arts, researchers and developers of spells as academic pursuit.

Iconic Wizards

- Harry Dresden, *The Dresden Files*
- Merlyn, *Arthurian legend*
- Sparrowhawk (Ged), *Earthsea series*
- Sypha Belnades, *Castlevania*

Playing Wizard

The wizard is a squishy blaster focused on Casting Spells. Stay in safety to Cast your Spells and discover Enemy weaknesses.

Action: Cast
Move: Backline
Starting Pack: Astronomer or Mage
Key Stat: Reason
Complexity: ★★★☆☆

Training

Weapons: –
Skills: Arcana, and 4 others

Class Features

Level	Features	Mana	Spells
1st	Spellcaster, Page Master	4	4
2nd	Sculpt Spell	8	4
3rd	Perk	12	5
4th	Manifold Mind (2)	16	5
5th	Perk	20	6
6th	Extracurricular	24	6
7th	Perk	28	7
8th	Manifold Mind (3)	32	7
9th	Perk	36	8
10th	Archwizard	40	8

Spellcaster — FEATURE

Wizard: 1st Level

You can Cast Spells using Arcana.

Spells: You learn 4 Spells. You learn 1 other Spell every 2 Wizard Levels hereafter.

Mana: Your Maximum Mana is equal to (4 × your Wizard Level), and the highest amount of Mana you can spend to Cast a Spell is equal to (Reason + half your Wizard Level, round up). You regain spent Mana when you Rest or Study.

Page Master — FEATURE

Wizard: 1st Level

You gain the Bookworm Perk (p. 67).

Additionally, when you successfully Cast a Spell, you can spend one of your Studied dice and add it to the damage or healing roll.

Sculpt Spell — FEATURE

Wizard: 2nd Level

You pay 1 less Mana for Spell delivery.

Manifold Mind — FEATURE

Wizard: 4th Level

You can Focus on up to two Spells at the same time. When you become an 8th Level Wizard, you can Focus on up to three Spells at the same time.

Extracurricular — FEATURE

Wizard: 6th Level

When you Cast, you can spend a Studied die to cast any one Spell with that Casting, even if it isn't a Spell you know.

Archwizard — FEATURE

Wizard: 10th Level

You pay 2 less Mana for Spell delivery.

PERKS

Perks are marks of achievement and signals of arcs in one's life journey. Your Class grants you a Perk every odd Level (3rd, 5th, 7th, 9th, etc.), as well as through a 1st Level Feature. A GM may grant additional Perks as a mark of great achievement during the Story.

Prerequisites

Indicated below the Perk's name are any Prerequisites required to take it. The exception is when a specific Perk is granted through a Class Feature. **In this case, you do not need to meet the Prerequisite to benefit from it.**

You can't take Perks more than once unless its description says otherwise.

Stat: The Stat and the Score required to take it. A plus (+) indicates it must be that score or higher.

Trained: The Skill or Weapon you must be Trained with to take the Perk.

Other: Requires the knowledge of a Spell or some other prerequisite that might be Story-based.

PERK LIST

The Perks are listed alphabetically.

Abjurer — PERK

Spell: Ward

While Focusing on Ward with another Being as the Target, you also gain the benefits of Ward.

Advancement — PERK

Stat: Chosen Stat <7

Increase one of your Stats by 1. You can take this Perk multiple times.

Akimbo Trigger — PERK

Stat: DEX 4+ | **Trained:** Ranged

Attacking a Close Target with a Ranged attack doesn't Hinder the Check, and you can Move up to half your Speed when you skip your Move to make an attack.

Ambusher — PERK

Stat: AWR 4+ | **Trained:** Sneak

You have Favor on attacks to initiate a Combat and against Beings that haven't acted in that Combat.

PERK QUICK REFERENCE

Perk	Prerequisite	Page
Abjurer	**Spell:** Ward	p. 64
Advancement	**Stat:** Chosen Stat <7	p. 64
Akimbo Trigger	**Stat:** DEX 4+ | **Trained:** Ranged	p. 64
Ambusher	**Stat:** AWR 4+ | **Trained:** Sneak	p. 64
Animal Companion	**Stat:** PRS 4+ | **Trained:** Survival	p. 67
Arcane Artisan	**Spell:** Any | **Trained:** Craft	p. 67
Archaeologist	**Stat:** RSN 4+ | **Trained:** Craft	p. 67
Assured Healer	**Spell:** Life	p. 67
Athame	**Trained:** Arcana or Mysticism	p. 67
Bookworm	**Stat:** RSN 4+	p. 67
Botanical Mediciner	**Trained:** Medicine & Survival	p. 67
Briar Healer	**Spell:** Life	p. 67
Bully	**Stat:** MIT 4+ | **Trained:** Brawl	p. 67
Cardistry	**Spell:** Any | **Stat:** DEX 4+	p. 67
Cat-Like Reflexes	**Stat:** DEX 4+ | **Trained:** Finesse	p. 67
Check Hook	**Stat:** DEX 4+ | **Trained:** Brawl	p. 67
Chicanery	**Stat:** DEX 4+ | **Trained:** Sneak	p. 67

PERK QUICK REFERENCE

Perk	Prerequisite	Page
Combat Medic	**Stat:** RSN 4+ | **Trained:** Medicine	p. 67
Deft Hands	**Stat:** DEX 4+ | **Trained:** Finesse	p. 68
Diplomat	**Stat:** PRS 4+ | **Trained:** Leadership	p. 68
Drunken Master	**Trained:** Brawl & Finesse	p. 68
Duelist	**Stat:** DEX 4+ | **Trained:** Melee	p. 68
Endless Stamina	**Stat:** MIT 4+ | **Trained:** Brawl	p. 68
Extrovert	**Stat:** PRS 4+ | **Trained:** Influence	p. 68
Fallaway Reverse	**Stat:** DEX 4+ | **Trained:** Finesse	p. 68
Familiar	**Trained:** Arcana or Mysticism	p. 68
Full Swing	**Stat:** MIT 4+ | **Trained:** Melee	p. 68
Gish	**Spell:** Any | **Trained:** Melee or Ranged	p. 68
Grim Harvest	**Spell:** Raise	p. 68
Guardian Angel	**Stat:** AWR 4+ | **Trained:** Melee or Ranged	p. 68
Harmonic Resonance	**Spell:** Any | **Trained:** Performance	p. 68
Heavy Arms	**Stat:** MIT 4+ | **Trained:** Melee	p. 68
Ice Knife	**Spell:** Freeze	p. 69
Heightened Reason	**Stat:** RSN 7	p. 69
Heightened Magnetism	**Stat:** PRS 7	p. 69
Heightened Cognition	**Stat:** AWR 7	p. 68
Impersonator	**Stat:** PRS 4+ | **Trained:** Influence	p. 69
Infesting Burst	**Spell:** Raise	p. 69
Infravision	**Stat:** AWR 4+ | **Trained:** Detect	p. 69
Inspiring Presence	**Stat:** PRS 4+ | **Trained:** Leadership	p. 69
Interceptor	**Stat:** AWR 4+ | **Trained:** Melee	p. 69
Knife Juggler	**Stat:** DEX 4+ | **Trained:** Finesse	p. 69
Limit Break	**Stat:** MIT 7	p. 69
Mage Slayer	**Trained:** Arcana or Mysticism	p. 69
Magical Secret	**Trained:** Arcana, Influence, or Mysticism	p. 69
Master Artisan	**Stat:** RSN 4+ | **Trained:** Craft	p. 69
Master Breaker	**Stat:** DEX 4+ | **Trained:** Finesse	p. 69
Master Chef	**Stat:** PRS 4+ | **Trained:** Survival	p. 69
Medium	**Stat:** AWR 4+ | **Trained:** Mysticism	p. 70
Mesmer	**Spell:** Charm	p. 70
Metamagic	**Resource:** Maximum Mana 7+	p. 70
Mithridatism	**Stat:** MIT 4+ | **Trained:** Medicine	p. 70
Moonlight Sonata	**Spell:** Light	p. 70
Necromancer	**Spell:** Raise	p. 70
New Training	**Prerequisite:** -	p. 70
Owl-Blasted	**Spell:** Charm	p. 70
Pack Mule	**Stat:** MIT 4+ | **Trained:** Brawl	p. 70
Padfoot	**Stat:** AWR 4+ | **Trained:** Survival	p. 70
Panache	**Stat:** DEX 4+ | **Trained:** Melee	p. 70
Patience	**Stat:** MIT 4+ | **Trained:** Detect	p. 70
Peerless Athlete	**Stat:** MIT 4+ | **Trained:** Brawl	p. 70

PERK QUICK REFERENCE

Perk	Prerequisite	Page
Perfect Parry	**Stat:** MIT 4+ | **Trained:** Brawl or Melee	p. 70
Poisoner	**Stat:** DEX 4+ | **Trained:** Finesse	p. 70
Primordial Summoner	**Trained:** Arcana or Mysticism	p. 71
Protector	**Stat:** MIT 4+ | **Trained:** Melee	p. 71
Provoker	**Stat:** PRS 4+ | **Trained:** Influence	p. 71
Rally	**Stat:** PRS 4+ | **Trained:** Leadership	p. 71
Re-Animator	**Trained:** Craft & either Arcana or Mysticism	p. 71
Resourceful	**Stat:** LUK 4+ | **Trained:** Craft	p. 71
Sage	**Stat:** RSN 4+	p. 71
Salbenist	**Trained:** Craft & Mysticism	p. 71
Scout	**Trained:** Detect & Survival	p. 71
Scrapper's Delight	**Trained:** Arcana & Craft	p. 72
Second Wind	**Stat:** MIT 4+ | **Trained:** Brawl	p. 72
Secret of Mana	**Spell:** Any	p. 72
Sentinel	**Stat:** MIT 4+ | **Trained:** Melee	p. 72
Shapechanger	**Spell:** Polymorph	p. 72
Sharpshooter	**Stat:** AWR 7 | **Trained:** Ranged	p. 72
Singer	**Stat:** PRS 4+ | **Trained:** Performance	p. 72
Situational Awareness	**Stat:** AWR 4+ | **Trained:** Detect	p. 72
Skirmisher	**Stat:** DEX 4+ | **Trained:** Melee	p. 72
Smooth Talker	**Stat:** PRS 4+ | **Trained:** Influence	p. 72
Snareroot Trapper	**Spell:** Sprout	p. 72
Solar Flare	**Spell:** Light	p. 72
Spin-to-Win	**Stat:** MIT 4+ | **Trained:** Melee	p. 72
Steady Aim	**Trained:** Detect & Ranged	p. 72
Storm Raiser	**Stat:** AWR 4+ | **Trained:** Mysticism	p. 72
Strategist	**Stat:** AWR 4+ | **Trained:** Leadership	p. 73
Tactician	**Stat:** RSN 4+ | **Trained:** Leadership	p. 73
Telepath	**Stat:** RSN 7	p. 73
Tough	**Stat:** MIT 7	p. 73
Transvection	**Spell:** Levitate	p. 73
Treads Lightly	**Stat:** DEX 4+	p. 73
Unfailing Guidance	**Spell:** Guide	p. 73
Ungarmax	**Spell:** Apoplex	p. 73
Vehement Magic	**Spell:** Any	p. 73
Vigilance	**Stat:** MIT 4+ | **Trained:** Detect	p. 73
Vituperation	**Stat:** PRS 4+ | **Trained:** Influence	p. 73
Wander the Wooded	**Stat:** DEX 4+ | **Trained:** Survival	p. 73
Water Walker	**Spell:** Aqua	p. 73
Witchsight	**Stat:** AWR 4+ | **Trained:** Arcana or Mysticism	p. 73

Animal Companion — PERK
Stat: PRS 4+ | **Trained:** Survival

If you spend a Shift taming and training a non-hostile Beast with a HD count no higher than half your Level, you can have it follow you as a companion. You control it by commanding it with your Action or by skipping your Move. Otherwise, it instinctually attacks your Enemies. It uses your Survival Difficulty for Checks. You can only have one such companion at a time.

Arcane Artisan — PERK
Spell: Any | **Trained:** Craft

When you spend a Shift to Craft, you can spend Mana to supplement Materials at a rate of 5s per Mana spent.

Archaeologist — PERK
Stat: RSN 4+ | **Trained:** Craft

Checks and Saves you make against traps have Favor and, if you are subjected to a Curse, you can make a Will Save to instantly break the curse's hold on you.

Assured Healer — PERK
Spell: Life

Healing rolls of your Spells explode on a 1.

Athame — PERK
Trained: Arcana or Mysticism

You can perform a 10 minute Ritual with a dagger, making it your athame until you conduct this ritual again. Your athame is a Relic with the Loyalty Power, and it can be used as a Trinket.

Bookworm — PERK
Stat: RSN 4+

You gain an extra Studied die when you Study (p. 19). You can take this Perk multiple times.

Botanical Mediciner — PERK
Trained: Medicine & Survival

You can restore d6 HP to a willing Being during a Breather if you have herbs. If you do, you can also remove a Status from the Ally from either Blinded, Paralyzed, or Sickened. That Being can't be affected by this Ability for the rest of the Shift.

Briar Healer — PERK
Spell: Life

The Target of your Life Spell gains a cloak of etheral thorns while you Focus on it, giving it +1 Armor and dealing d6 to any Being who damages them with a Melee Attack.

Bully — PERK
Stat: MIT 4+ | **Trained:** Brawl

Checks you make to Grapple or Shove Targets that are smaller than you are Favored, and you can use them as a greatclub with the Brawl property that deals its damage to both the Target and itself on a hit. Your attacks with it count as maintaining the grapple.

Cardistry — PERK
Spell: Any | **Stat:** DEX 4+

You can use a deck of cards as a Trinket and can make attacks with cards drawn from a deck using your Cast Skill. The Deck must be used as a 2H Grip Weapon to do so. It deals d4, and has the Finesse and Thrown properties. Cards used for an attack magically reappear in the deck.

Cat-Like Reflexes — PERK
Stat: DEX 4+ | **Trained:** Finesse

You reduce any fall damage you take by half and, while you are Prone, you can stand up using only 5 feet of Speed.

Check Hook — PERK
Stat: DEX 4+ | **Trained:** Brawl

Once per Round, you can make one attack with a Brawl Weapon you have Equipped if a Close Enemy Moves or Attacks (no Action).

Chicanery — PERK
Stat: DEX 4+ | **Trained:** Sneak

If you fail a Check, it doesn't alert Beings to your presence, or advance relevant Progress Clocks being tracked.

Combat Medic — PERK
Stat: RSN 4+ | **Trained:** Medicine

As an Action, you can tend to a willing Being's injuries. Doing so removes the Sickened Status if they have it and they regain (d6 + your Reason) HP. That Being can't be affected by this Ability for the rest of the Shift.

Deft Hands — PERK
Stat: DEX 4+ | **Trained:** Finesse

You can skip your Move to take the Use Action.

Diplomat — PERK
Stat: PRS 4+ | **Trained:** Leadership

You have Favor on Leadership Checks to negotiate and parley if you have not dealt damage to the Target in the last minute.

Drunken Master — PERK
Trained: Brawl & Finesse

1H Crude Weapons have the Finesse property for you.

Duelist — PERK
Stat: DEX 4+ | **Trained:** Melee

While Dual-Wielding (p. 72), you can Move up to half your Speed when you skip your Move to make an attack, and you Dodge attacks with Favor if you and the attacker are the only Beings Close to each other.

Endless Stamina — PERK
Stat: MIT 4+ | **Trained:** Brawl

Fatigue doesn't prevent you from taking the Rush Action and, once per day, you can remove 1 Fatigue during a Breather.

Extrovert — PERK
Stat: PRS 4+ | **Trained:** Influence

Once per Day, you gain a Studied die if you meet a new friendly person.

Fallaway Reverse — PERK
Stat: DEX 4+ | **Trained:** Finesse

If you Crit to Dodge a Melee Attack, the attacker falls Prone.

Familiar — PERK
Trained: Arcana or Mysticism

You can perform a 10 minute Ritual to conjure a familiar, a loyal Ally to you that you control. The familiar can be any Small Being with HD: 1.

It uses your Cast Skill for Checks and Saves, and you can Cast Spells using the familiar as a conduit for your Magic. If you do, you can deliver the Spell from the familiar as if it were originating from you.

The familiar is banished when it drops to 0 HP or if you conduct this Ritual again to create another familiar.

Full Swing — PERK
Stat: MIT 4+ | **Trained:** Melee

When you make a Melee Attack Check and roll 10 above your Melee Difficulty, you can choose to push the Target as if you had shoved them if they are no more than one size larger than you.

Gish — PERK
Spell: Any | **Trained:** Melee or Ranged

You can use Weapons as trinkets to Cast and, when you Cast with a Delivery of Imbue on a Weapon you have Equipped, you can make an attack with the weapon with the same Action.

Grim Harvest — PERK
Spell: Raise

When one of your Spells kills an Enemy that is not an Artificial or Undead, you regain HP equal to the damage of the Spell.

Guardian Angel — PERK
Stat: AWR 4+ | **Trained:** Melee or Ranged

Once per Round, if one of your Allies is Targeted by an Enemy, you can spend 1 Luck to make an attack against that Enemy. If you hit, your Ally has Favor on any Save forced by that Enemy this Turn.

Harmonic Resonance — PERK
Spell: Any | **Trained:** Performance

You can use a Musical Instrument as a Trinket. When you do, you can Cast with a delivery of Aura or Cone if you otherwise couldn't, and you spend 1 less Mana on Aura and Cone delivery. This Casting still creates sound.

Heavy Arms — PERK
Stat: MIT 4+ | **Trained:** Melee

The knight has made you vigilant. While you have a weapon held as 2H Grip, its damage rolls explode on a 1. For the purpose of this Perk, Fist Grip counts as 2H Grip.

Heightened Cognition — PERK
Stat: AWR 7

You can spend a Studied die to pass a Detect, Mysticism, or Survival Check you fail.

Heightened Magnetism — PERK
Stat: PRS 7

You can spend a Luck to pass an Influence, Leadership, or Performance Check you fail.

Heightened Reason — PERK
Stat: RSN 7

You can spend a Studied die to pass an Arcana, Craft, or Medicine Check you fail.

Ice Knife — PERK
Spell: Freeze

Ice Objects you create with Freeze last for up to 1 minute without requiring Focus.

Impersonator — PERK
Stat: PRS 4+ | **Trained:** Influence

You can unerringly imitate the voice of any Humanlike you have heard speak.

Infesting Burst — PERK
Spell: Raise

When you create an Undead with Raise, you can choose to raise them up as a Boomer (p. 181).

Infravision — PERK
Stat: AWR 4+ | **Trained:** Detect

You gain Darksight (p. 9).

Inspiring Presence — PERK
Stat: PRS 4+ | **Trained:** Leadership

If any of your Allies are Berserk, Charmed, Confused, or Frightened by an effect that ends on a Countdown die, you can use your Action to attempt to rally them and make a Leadership Check. If you pass, the Countdown die for the effect decreases by 1 size.

Interceptor — PERK
Stat: AWR 4+ | **Trained:** Melee

Once per Round, you can make one attack on an Off-Turn against a Close Enemy that begins to Move out of your reach.

Knife Juggler — PERK
Stat: DEX 4+ | **Trained:** Finesse

You treat 1H Thrown Weapons as 0 Slot for occupying your Item Slots, and can draw one as part of an attack with it.

Limit Break — PERK
Stat: MIT 7

Once per Combat, when you are dropped below half HP and aren't Fatigued, you can take another Action on your next Turn.

Mage Slayer — PERK
Trained: Arcana or Mysticism

When you damage a Focusing Being, the damage rolls can explode and, if the result of your d20 roll on the Check is 10 or higher than your Difficulty, the Focus ends.

Magical Secret — PERK
Trained: Arcana, Influence, or Mysticism

Choose a Spell. You learn the Spell and can Cast it using a Skill of your choice. You can take this Perk multiple times.

Marksmanship — PERK
Stat: AWR 7 | **Trained:** Ranged

The damage dice for your Ranged Weapon attacks are one size larger.

Master Artisan — PERK
Stat: RSN 4+ | **Trained:** Craft

When you spend a Shift to Craft, it puts two Shifts worth of work towards making the Item, rather than one.

Master Breaker — PERK
Stat: DEX 4+ | **Trained:** Finesse

If you fail a Finesse Check to pick a lock, your lockpick isn't broken and you make Saves against traps it triggers with Favor.

Master Chef — PERK
Stat: PRS 4+ | **Trained:** Survival

During a Scene where you have cooking tools, you can cook meals using 5s worth of Materials. Doing so makes d6+1 rations which restore d6 HP to anyone who eats one as part of a Breather. They function as normal rations after a Shift.

Medium — PERK
Stat: AWR 4+ | **Trained:** Mysticism

You can conduct a 10 minute Ritual to ask up to 3 questions from the GM which can only be answered with a "yes" or "no." The Fates are the source of the information, and will answer these questions truthfully (if possible). Afterward, you can't conduct this Ritual until you complete a Quest.

Mesmer — PERK
Spell: Charm

If you pass a Cast Check by 10 or more to cause a Target to be Charmed or Frightened, you can also cause it to act in one of the following ways in a manner of your choice on its next Turn:

- Move up to half its Speed.
- Attack a Target (it can attack itself).
- Drop or pick up an Item.

Metamagic — PERK
Resource: Maximum Mana 7+

The Maximum Mana you can spend on a Spell increases by 1. You can take this Perk multiple times.

Mithridatism — PERK
Stat: MIT 4+ | **Trained:** Medicine

Your Saves against Sickened are Favored, and you reduce Poison-based damage you take by 2 per die of the effect.

Moonlight Sonata — PERK
Spell: Light

You can cause for the light shed by your Spells to be Moonlight.

Mounted Combatant — PERK
Stat: MIT 4+ | **Trained:** Survival

Any Check you make to avoid falling off a mount is Favored, and you can wield Weapons with the Versatile Grip as 1H while riding a mount and get the benefits of them being wielded in both hands.

Necromancer — PERK
Spell: Raise

When you Focus on Raise, you can choose an Undead you control. The Target regains HP equal to (half your Level).

New Training — PERK
Prerequisite: -

You gain a Training. You can take this Perk multiple times.

Owl-Blasted — PERK
Spell: Charm

If you spend Mana to attempt to cause a Being to be Charmed and the Check fails, you regain d4 Mana that was spent on the Casting.

Pack Mule — PERK
Stat: MIT 4+ | **Trained:** Brawl

You gain +2 Item Slots. You can take this Perk multiple Times.

Padfoot — PERK
Stat: AWR 4+ | **Trained:** Survival

Once per Day, you gain a Studied die when you Travel 6 miles or more.

Panache — PERK
Stat: DEX 4+ | **Trained:** Melee

If you hit an Enemy with a Melee attack, the next Save you make against an attack before the start of your next Turn is Favored.

Patience — PERK
Stat: MIT 4+ | **Trained:** Detect

When you Hold to Attack, your next Endure Save to Block before your next Turn is Favored.

Peerless Athlete — PERK
Stat: MIT 4+ | **Trained:** Brawl

You can stand from Prone at the start of your Turn (no Action), and you can Rush and Jump with the same Action.

Perfect Parry — PERK
Stat: MIT 4+ | **Trained:** Brawl or Melee

If you Crit to Block an attack, the attacker is Vulnerable until the end of your next Turn.

Poisoner — PERK
Stat: DEX 4+ | **Trained:** Finesse

You can coat your Equipped Weapon with a poison when you attack with it.



Primordial Summoner — PERK
Trained: Arcana or Mysticism

You can conduct a 10 minute Ritual to conjure a Primordial with Hit Dice no higher than (half your Level, round up). It obeys your commands, which you can issue as an Action or by skipping your Move. Otherwise, it attacks your Enemies using your Cast Skill for its Checks and Saves. If you use this Feature to conjure another Primordial, the previous one is banished.

Protector — PERK
Stat: MIT 4+ | **Trained:** Melee

You can Block on behalf of an Ally that fails their Save against the attack of an Enemy that is Close to you.

Provoker — PERK
Stat: PRS 4+ | **Trained:** Influence

You can use your Action to intimidate or otherwise goad an Enemy that can see or hear you. When you do, your Allies make all Saves provoked by that Enemy's Attacks with Favor until the start of your Group's next Turn.

Rally — PERK
Stat: PRS 4+ | **Trained:** Leadership

Once per Shift, you can give an inspirational speech, or otherwise boost the morale of your Allies. Doing so requires an Action and grants them all 1 Luck and ends a Status affecting them from either Charmed or Frightened.

Re-Animator — PERK
Trained: Craft & either Arcana or Mysticism

You can perform a 10 minute Ritual with the corpse of a non-Artificial or Undead Being with HD no higher than your Level, raising it as an Undead as per the Raise Spell (p. 97). It is under your control for one Shift, or until you perform this Ritual again. You can command it during your Turn (no Action), and it uses your Craft Skill for Checks it makes.

Resourceful — PERK
Stat: LUK 4+ | **Trained:** Craft

You can spend 1 Luck to recall having packed an Item in your inventory with a value as high as 50s. It doesn't "appear," it was always there.

Sage — PERK
Stat: RSN 4+

As an Action, you can grant an Ally one of your Studied Dice if they can see or hear you.

Salbenist — PERK
Trained: Craft & Mysticism

You can perform a 10 minute Ritual with a Weapon and an oil. Upon concluding the Ritual, you gain the following benefits until you perform it again:

- You can attack with it using Craft.
- You can will the absorbed oil to coat it on your Turn (no Action). This doesn't consume it, and it remains coated until you dismiss it, it leaves your hand, or until it is coated it with another oil.

Scout — PERK
Trained: Detect & Survival

Your Survival Checks to Navigate during Travel have Favor and, if you choose to Hunt, you can roll for the discovered game twice and use the roll of your choice.

Scrapper's Delight — PERK
Trained: Arcana & Craft

You can conduct a 10 minute Ritual to magically break down an unsecured Item you touch throughout the ritual. The Item must be nonmagical, it must have a value of at least 5s, and can occupy no more than 2 Slots. The Item becomes raw materials of a value equal to 5s per 1 Slot it occupies of its original form.

Second Wind — PERK
Stat: MIT 4+ | **Trained:** Brawl

Once per Combat, you can use your Action or skip your Move to regain (d6 + Might) HP.

Secret of Mana — PERK
Spell: Any

You gain 1 Mana per Level you have, and gain 1 Mana each time you gain a Level. You can take this Perk multiple times.

Sentinel — PERK
Stat: MIT 4+ | **Trained:** Melee

Enemies you hit with a Melee Attack can't Move for the rest of the Turn.

Shapechanger — PERK
Spell: Polymorph

When you are a Target of your Polymorph Spell, you use your Cast Skill for its Actions, and it doesn't cost you Mana to Focus on it as per the Spell's description.

Sharpshooter — PERK
Stat: AWR 7 | **Trained:** Ranged

You can skip your Move to reduce the roll you need to Crit on a Ranged attack this Turn by 1.

Singer — PERK
Stat: PRS 4+ | **Trained:** Performance

You can use your voice as a Musical Instrument. If you are capable of singing, you are considered to have a Musical Instrument Equipped.

Situational Awareness — PERK
Stat: AWR 4+ | **Trained:** Detect

You have Favor on Checks against surprise, and being flanked doesn't Hinder your Saves.

Sixth Sense — PERK
Stat: AWR 6+ | **Trained:** Detect

You ignore the Blinded Status for sight-based Checks and Saves.

Skirmisher — PERK
Stat: DEX 4+ | **Trained:** Melee

While you have Light Armor or no armor Equipped, you have a 5 foot bonus to Speed.

Smooth Talker — PERK
Stat: PRS 4+ | **Trained:** Influence

Once per Scene, if you fail an Influence Check made to interact with a Being who understands you, you can reroll it.

Snareroot Trapper — PERK
Spell: Sprout

You can Cast Sprout with a Glyph delivery for no additional Mana and without Focusing. You can have one Casting of Sprout active this way.

Solar Flare — PERK
Spell: Light

You can cause the light shed by Spells you Cast to be Sunlight.

Spin-to-Win — PERK
Stat: MIT 4+ | **Trained:** Melee

When you attack with a Melee Cleave weapon, you can deal half its damage to any viable Targets, rather than just one extra Being.

Steady Aim — PERK
Trained: Detect & Ranged

You ignore Hinder on Ranged Weapon attacks if you can see the Target, and have Favor on Ranged Checks against Targets who haven't moved since the end of your last Turn.

Storm Raiser — PERK
Stat: AWR 4+ | **Trained:** Mysticism

Once per Day, you can perform a 10 minute Ritual to change the weather in the surrounding 1-mile radius. This change is strong enough to cause or end heavy storms.

Strategist — PERK
Stat: AWR 4+ | **Trained:** Leadership

Your attacks against Targets that are Close to at least one of your Allies are Favored if that Ally isn't Incapacitated.

Tactician — PERK
Stat: RSN 4+ | **Trained:** Leadership

You can use your Action or skip your Move to issue an order, choosing from the following list. The benefits of a command you issue last for the Combat or until you issue another order:

Attack: Declare a Target Enemy. Attack and Cast Checks against it ignore Hinder.

Defend: You and your Allies' Saves against attacks can't be Hindered.

Retreat: Your Allies that use their Action to Rush and end their Turn further away from any Enemies than they started have Favor on Saves against attacks that Round.

Telepath — PERK
Stat: RSN 7

While you aren't Unconscious, you can communicate with any Being you can see through Telepathy by Focusing on this Ability.

Tough — PERK
Stat: MIT 7

Your Max HP increases by an amount equal to your current Level, and increases by 1 additional point each time you gain a Level. You can take this Perk multiple times.

Transvection — PERK
Spell: Levitate

If you Cast Levitate to give an Item of 2 Slots or less a Fly Speed of 30 ft., you do not need to Focus on that Cast. It remains Imbued until you Imbue another Item this way.

Treads Lightly — PERK
Stat: DEX 4+

Your Speed isn't impeded by nonmagical Difficult Terrain, and you don't trigger traps by walking on them.

Unfailing Guidance — PERK
Spell: Guide

If the Target of your Guide Spell forces one of your Allies to make a Hindered Save, the Hinder is ignored if the Ally can see you.

Ungarmax — PERK
Spell: Apoplex

Allies you cause to be Berserk with Apoplex gain a +1 bonus to each damage die used for their attacks.

Vehement Magic — PERK
Spell: Any

Damage rolls from Spells you Cast explode on a roll of 1.

Vigilance — PERK
Stat: MIT 4+ | **Trained:** Detect

You don't need to sleep to gain the benefits of a Rest, but you can't remove Fatigue without normal Rest.

Vituperation — PERK
Stat: PRS 4+ | **Trained:** Influence

You can use your Action or skip your Move to rebuke an Enemy, and make an Influence Check with a penalty equal to the Target's Morale. If you pass, that Enemy is Vulnerable until your next Turn or until it deals damage.

Wander the Wooded — PERK
Stat: DEX 4+ | **Trained:** Survival

Natural Difficult Terrain doesn't impede your Speed, and Saves you make against natural hazards (such as avalanches or extreme heat) are Favored.

Water Walker — PERK
Spell: Aqua

While you aren't Incapacitated, you can walk on water.

Witchsight — PERK
Stat: AWR 4+ | **Trained:** Arcana or Mysticism

You make Checks against illusions with Favor and you can see Invisible Beings if you aren't otherwise Blinded.

GEAR

Gear includes all of the Items you can carry with you and Equip in the game. This covers most conventional Gear the typical Hero will likely find in a well-stocked market and use often on their adventures.

This chapter is by no means comprehensive, and your Gear isn't limited to what's in here. Should you want to take an Item that isn't covered here, feel free to use the following guidelines to do so.

Real-World Items

If you want to take a real-world Item that isn't listed here and that the GM approves, you can determine it's cost in Silver by finding its price in USD. USD to Silver is a 1-to-1 conversion.

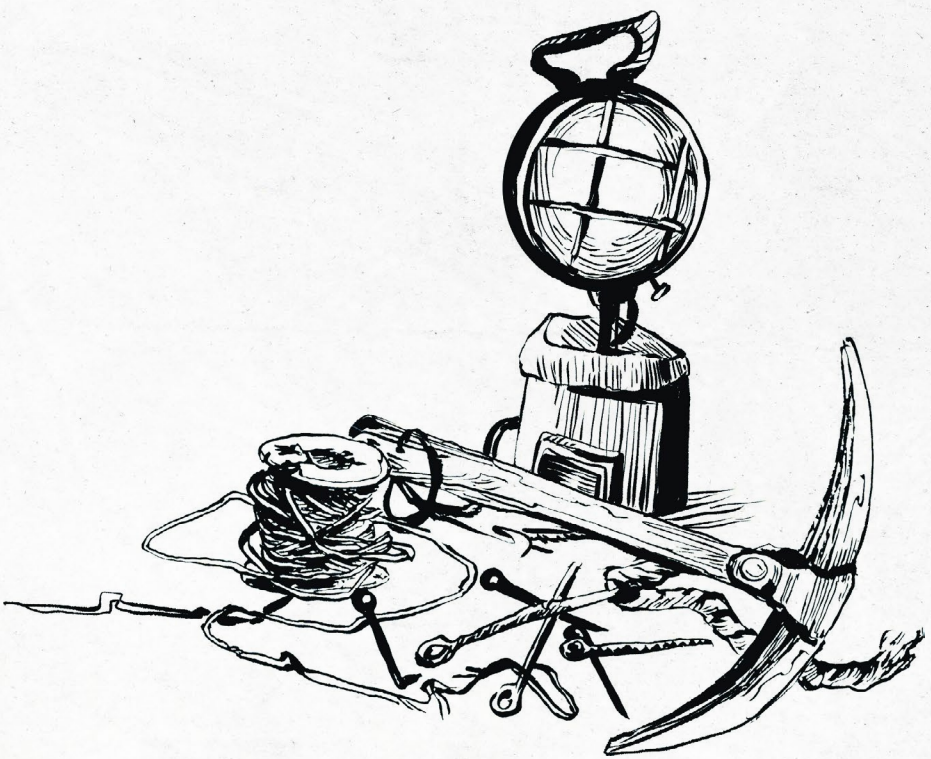
Inventory Slots

Your Inventory Slots indicate the amount of Items you can carry, your number of which is equal to (8 + Might). If your Inventory Slots are full, you can't take the Rush Action. The number of Slots an Item occupies follows these general guidelines:

Slots	Description
0	1 to 10 of this only occupies 1 Slot.
1	It can be carried in one hand.
2	It requires two hands to carry.
3	It requires two hands to carry, and is heavy.

Coins don't count as Items for the purposes of Item Slots. **Loot to your heart's content.**

A set of clothing doesn't count against your Slots when worn (Armor isn't considered clothing).



STARTING PACKS

You can choose any pack you like, but the Classes list recommended Starting Packs in their "Playing" section at the start of the Class description. Each pack spends the 3g, with remaining Wealth listed.

In addition to the Items listed, each Starting Pack also includes a backpack, bedroll, 5 days of rations, 2 torches, and a waterskin. You are assumed to begin the game with at least one set of casual clothes and a pouch, which don't count against your Starting Wealth.

STARTING PACKS

d66		Starting Pack	Items	Wealth
1	1	Alchemist	alchemy tools, materials (1g), l. armor	87s
	2	Assassin	alchemy tools, materials (1g), dagger (2), basic poison, l. armor	60s
	3	Astronomer	trinket, telescope, astrolabe, map case	7s
	4	Blacksmith	warhammer, h. armor, blacksmithing tools, materials (50s)	47s
	5	Bounty Hunter	rifle, handgun, box of bullets, rope, manacles, lockpicks (3), l. armor	15s
	6	Brawler	caestus (2), m. armor, tankard	1g 46s
2	1	Charlatan	club, dagger, l. armor, loaded dice, playing cards	2g 34s
	2	Conman	dagger (2), l. armor, loaded dice set, marked deck	1g 50s
	3	Cook	cooking tools, ingredients (1g), flour bag, mess kit, iron pan	76s
	4	Courtesan	perfume, dagger (2), makeup kit, bottle of common wine	1g 63s
	5	Devout	trinket, incense (20 sticks), l. armor, holy water, anointing oil	91s
	6	Entertainer	shortsword, l. armor, costume, lute	61s
3	1	Envoy	shortsword, l. armor, scroll case, quill and ink, parchment (10)	1g 45s
	2	Fortune Teller	trinket, tarot cards, dagger (2), l. armor	1g 15s
	3	Gladiator	shortsword, buckler, l. armor	1g 65s
	4	Hermit	staff, herbalism tools, materials (50s), hooded lantern, tarot cards	1g 5s
	5	Highwayman	sawed off shotgun, box of shells, l. armor, dagger (2)	45s
	6	Investigator	handgun, box of bullets, dagger (2), magnifying glass, l. armor	1g 15s
4	1	Knight	longsword, standard shield, h. armor	20s
	2	Mage	trinket (2), robe, blank book, scribe tools	31s
	3	Miner	light hammer (2), pickaxe, jeweler tools, l. armor	1g 55s
	4	Monk	katar (2), staff, l. armor	1g 85s
	5	Musician	lute, sheet music book, shortsword, l.armor	75s
	6	Noble	shortsword, handgun and bullets, formal clothes, mirror, signet ring	5s
5	1	Nomad	staff, dagger (2), shortbow, quiver	1g 75s
	2	Occultist	trinket, dagger (2), herbalism tools, materials (1g)	65s
	3	Physician	med kit, herbalism tools, materials (50s), antitoxin (2)	35s
	4	Scout	longbow, quiver, l. armor, compass	1g 25s
	5	Seaman	handgun, box of bullets, shortsword, l. armor, net	1g 55s
	6	Sellsword	longsword, buckler, m. armor	95s
6	1	Sentinel	greatshield, h. armor	35s
	2	Spy	dagger, garrote, makeup kit, l. armor, formal clothes	1g 55s
	3	Trapper	longbow, quiver, hunting trap, leatherworking tools, l. armor	24s
	4	Tinker	tinker tools, materials (1g), crossbow, bolt case	60s
	5	Warrior	greataxe, javelin (2), l. armor	74s
	6	Watchman	club, light crossbow, bolt case, m. armor, hooded lantern, oil	33s

ARMOR & WEAPONS

Armor

Type	Rating	Value	Slots	Might
Light	1	50s	2	3
Medium	2	1g	2	4
Heavy	3	2g	3	5

Armor grants you its Armor Rating if yours was previously lower. If your Might is not at least equal to the score shown, you are Restrained by wearing it.

Light: Leather, hide, padded.
Medium: Chain, scale.
Heavy: Plate, splint.

Equipping Armor

Equipping or unequipping Armor requires a Scene (10 minutes) to complete.

Weapons

Attacks are made with equipped weapons. Changing weapons requires either an Action or skipping your Move. Weapons have the following characteristics:

Properties: Change or restrict attacks.
Range: Its maximum Distance to attack.
Grip: How the Weapon is held to attack.

WEAPON PROPERTIES

Property	Description
Brawl	Attacks with Brawl, can Grapple/Shove.
Brutal	Crits deal 1 extra damage die.
Cleave	Can deal half damage to two Targets.
Entangle	Can Grapple.
Finesse	Can attack with Finesse.
Keen	Crit on Attack Checks 1 lower.
Long	Its Range is 5 feet further.
Near	Can only Target up to Near.
Ranged	Attacks with Ranged. Attacking a Close Target Hinders the Check.
Shield	Ignores Hinder from Blocking Ranged Attacks. Can Shove.
Thrown	Can throw attack up to Near, or Far with Hinder.

GRIP

Grip	Description
1H	**One-Handed:** Requires one hand.
2H	**Two-Handed:** Requires two hands.
F	**Fist:** Your hands are open while using it.
V	**Versatile:** Counts as 1H, but its damage die is one size larger if 2H.

Dual-Wielding

While you have two weapons equipped, you can skip your Move to make an attack with the off-hand Weapon.

CRUDE WEAPONS

If attacking with an Item that isn't a conventional weapon, use the stats for a comparable weapon (such as a chair leg club, or a curtain rod staff). These attacks have a -1 penalty to damage and can use Craft for the Attack Check.

AMMUNITION

Ammunition	Cost	Slots
Single	5c	0
Container	10s	1

You don't track every piece of mundane ammunition. As long as you have a container (quiver, box, etc.) handy, you are assumed to have ammunition.

METALS

Metal	Mult.	Effect
Adamant	×50	Occupies +1 Slot. +1 to Armor (if Armor) or Weapon damage.
Cold Iron	×20	Situational weakness (Fae).
Silver	×10	Blesses weapons against the accursed.
Mythral	×50	Occupies 1 fewer Slot (min 1).
Orichalcum	×50	Armor reduces Cast damage.

Most Weapons and Armor are made of iron, steel, or bronze, but can be made of other metals. Purchasing these versions multiplies the base cost of it by the Multiplier.

WEAPONS

Weapon	Properties	Range	Grip	Value	Slots	Damage
Arbalest	Brutal, Ranged	Far	2H	1g 60s	2	d8
Battleaxe	Cleave	Close	V	70s	2	d6
Bottle, glass	Finesse, Thrown	Close	1H	2s	1	1
Buckler	Finesse, Shield	Close	1H	50s	1	1
Caestus	Brawl	Close	F	20s	1	d4
Club	–	Close	1H	2s	1	d4
Crossbow	Ranged	Far	2H	80s	2	d6
Crossbow, light	Ranged	Far	1H	40s	1	d4
Dagger	Finesse, Keen, Thrown	Close	1H	10s	1	d4
Flail	Brutal	Close	1H	20s	1	d8
Garotte wire	Entangle, Finesse	Close	2H	10s	1	–
Gauntlet	Brawl	Close	F	20s	1	d4
Greataxe	Brutal, Cleave	Close	2H	1g 40s	2	d10
Greatclub	–	Close	2H	30s	2	d8
Greatshield	Shield	Close	2H	1g 50s	2	d6
Greatsword	Cleave, Keen	Close	2H	80s	2	d10
Handaxe	Thrown	Close	1H	40s	1	d4
Handgun	Ranged	Far	1H	40s	1	d4
Javelin	Thrown	Close	1H	10s	1	d4
Katar	Brawl, Finesse, Keen	Close	F	20s	1	d4
Lance	Keen, Long	Close	2H	1g 80s	3	d10
Light hammer	Brutal, Thrown	Close	1H	10s	1	d6
Longbow	Keen, Ranged	Far	2H	80s	2	d8
Longsword	Keen	Close	V	40s	2	d8
Lucerne	Brutal, Long	Close	2H	90s	2	d8
Mace	–	Close	1H	40s	1	d6
Morningstar	–	Close	V	80s	1	d6
Net	Entangle, Thrown	Close	2H	10s	2	–
Pike	Keen, Long	Close	2H	1g 80s	3	d10
Poleblade	Cleave, Long	Close	2H	90s	2	d8
Rifle	Keen, Ranged	Far	2H	2g 20s	2	d8
Shotgun	Brutal, Near, Ranged	Near	2H	1g 60s	2	d10
Shotgun, sawed-off	Brutal, Near, Ranged	Near	1H	1g 60s	1	d8
Sling	Ranged	Far	1H	5s	1	d4
Spear	Near, Thrown	Close	1H	20s	1	d6
Staff	Finesse	Close	V	10s	1	d4
Standard shield	Shield	Close	1H	75s	2	d4
Shortbow	Finesse, Keen, Ranged	Far	2H	40s	2	d6
Shortsword	Finesse, Keen	Close	1H	20s	1	d6
Unarmed	Brawl, Finesse	Close	F	–	–	1
Warhammer	Brutal	Close	V	80s	2	d8
Whip, chain	Brutal, Entangle, Long	Close	1H	40s	2	d6
Whip, leather	Entangle, Finesse, Long	Close	1H	10s	1	1

PRICE LISTS

Purchasable goods are grouped here in tables that represent the kind of shop you could find them at.

ALCHEMY & MEDICINE		
Item	**Cost**	**Slots**
Alchemy Tools	50s	2
Alembic	1g 20s	1
Antitoxin	50s	1
Alchemical Item (approx., see Table)		
Simple	20s	1
Complex	50s	1
Intricate	2g 50s	1
Masterwork	10g	1
Bottle, glass	2s	1
Bucket	5s	1
Cauldron	2g	2
Cruicible	10s	1
Flask	2c	1
Graduate	5s	1
Med Kit	50s	1
Jar		1
Clay	1s	1
Glass	3s	1
Metal	10s	1
Jug, clay	2c	1
Percolator	10s	1
Materials	1g	1
Mortar and pestle	10s	1
Oil, flask	1s	1
Perfume, vial	50s	1
Pot		1
Clay	1s	1
Iron	5s	1
Soap, bar	2c	1
Tongs	3s	1
Vial		
Clay	1s	1
Glass	3s	1
Metal	10s	1
Gold-inlaid	1g	1

BEASTS & HUSBANDRY		
Item	**Cost**	**Slots**
Animal feed (per Day)	5c	1
Barding, light	1g	2
Barding, heavy	2g 50s	3
Camel	10g	-
Cat	1g	-
Cattle		
Bison	25g	-
Bull	60g	-
Cow	9g	-
Ox	5g	-
Dog		
Common	2g	-
Warhound	10g	-
Elephant	20g	-
Fowl		
Chicken, hen	2s	1
Chicken, rooster	1s	1
Duck	5s	1
Horses		
Draft	4g	-
Pony	3g 50s	-
Riding	7g 50s	-
Warhorse	25g	-
Mule	3g	-
Rabbit	30s	-
Rat	10s	1
Rats, bag of 20	2g	2
Saddle & tack	2g 50s	2
Stabling (per day)	5s	-

ASTRONOMY & NAVIGATION		
Item	**Cost**	**Slots**
Astrolabe	20s	1
Case, map/scroll	10s	1
Compass	20s	1
Orrery	3g	2
Periscope	2g	1
Spyglass	1g	1
Sundial	2g 50s	1
Telescope	2g	2

BOOKS & MAGIC

Item	Cost	Slots
Book	20s	1
Candle	50c	0
Case, map/scroll	10s	1
Chalk, bag of	20s	1
Hourglass, hour	20s	1
Candle mold	12s	1
Censer	50s	1
Holy water	50s	1
Incense (stick)	5c	0
Ink, enchanted (1 oz)	1g	1
Ink, writing (1 oz)	10s	1
Magnifying glass	50s	1
Paper (1 sheet)	2s	0
Parchment (1 sheet)	1s	0
Quill	5s	0
Scroll, blank	1g	0
Sealing wax	5s	1
Spellbook	15g	1
Trinket	50s	1
Wood stake	2c	1

CLOTHING, HYGIENE, & TEXTILES

Item	Cost	Slots
Blanket	4s	1
Clothes, casual	50s	1
Clothes, formal	1g 50s	1
Clothes, winter set	1g	1
Clothing Articles		
Belt	5s	1
Boots	10s	1
Caftan	3s	1
Cape	8s	1
Cloak	5s	1
Cowl	2s	1
Doublet	10s	1
Dress, casual	20s	1
Dress, formal	1g	1
Frock	5s	1
Girdle	7s	1
Gloves	2s	1
Leggings	5s	1
Mantle	10s	1
Pants, casual	10s	1
Pants, formal	40s	1
Robe	10s	1
Scarf	1s	1
Shirt, casual	10s	1
Shirt, formal	30s	1
Shoes, casual	20s	1
Shoes, formal	80s	1
Skirt	10s	1
Smock	3s	1
Tunic	10s	1
Vest	10s	1
Vestments	1g	1
Costume	50s	1
Fabric		
Plain (1 sq. yd.)	50c	1
Fine (1 sq. yd.)	1s	1
Makeup kit	50s	1
Mirror	10s	1
Needle, sewing	1c	1
Perfume, vial	50s	1
Razor, shaving	10s	1
Soap, bar	2c	1
String/twine, 100 feet	2s	1

CONTAINERS & PACKS

Item	Cost	Slots	Capacity
Backpack	5s	1; 0 while worn	+2 Slots*
Bottle, glass	2s	1	1½ pints
Bucket	5c	1	1 gallon
Cauldron	2g		30 gallon
Flask	2c	1	1 pint
Graduate	5s	1	¼ pint
Jar			1 pint
Clay	1s	1	
Glass	3s	1	
Metal	10s	1	
Jug, clay	2c	1	1 gallon
Percolator	10s	1	1 pint
Pot			1 gallon
Clay	1s	1	
Iron	5s	1	
Vial			4 ounces
Clay	1s	1	
Glass	3s	1	
Metal	10s	1	
Gold-inlaid	1g	1	

* - Can only benefit from one at a time.

COOKING & FOOD

Item	Cost	Slots
Basket	4s	1
Brazier	1g	2
Bread, loaf of	1s	1
Can opener	5s	–
Cooking Tools	50s	2
Coffee grounds, (1 lb. bag)	1s	1
Egg, dozen	2s	1
Flour (1 lb. bag)	1s	1
Heat mat	2g 50s	1
Iron pan	8s	1
Iron pot	5s	1
Kettle	8s	1
Meals (per person)		
Horrible	1s	1
Poor	5s	1
Good	10s	1
Delicious	20s	1
Excellent	50s	1
Opulent	1g	1
Mess kit	50s	1
Oil, cooking (flask)	10s	1
Produce (Fruits & Vegetables)		
Single	10c	0
1 lb. bag	1s	1
Rations (1 day)	1s	0
Sack	1c	0
Spices (per 1 lb.)		
Common	5c	1
Exotic	5s	1
Rare	1g	1
Salt (1 lb. bag)	1s	1
Tankard	1s	1
Tongs	3s	1
Tripod, cooking	20s	1
Waterskin	2s	1
Wax, beeswax (1 lb.)	3s	1
Wax, sealing (1 lb.)	10s	1

GAMES & TOYS

Item	Cost	Slots
Cards		
deck, playing	5s	1
deck, marked	20s	1
deck, tarot	20s	1
Dice set	5s	1
Dice set, loaded	20s	1
Doll	2s	1
Firecracker	1s	1
Game set	50s	1
Juggling balls, set of 3	2s	1
Kicksack	2s	1
Marbles, bag of	8s	1
Noisemaker	5s	1
Sportball	10s	1
General Toys		
Toy, basic	2s	1
Toy, complex	20s	1
Toy, premium	1g	1

GEMS, JEWELRY, & SMITHING

Item	Cost	Slots
Gems & Precious Minerals		
Common	1g	0
Uncommon	5g	0
Rare	50g	0
Very rare	100g	0
Ingot	50×Coin	1
Jewelry		
Amulet/necklace	50s	0
Belt buckle, decorative	1g	0
Barrette	50s	0
Bracelet, gold	2g 50s	0
Bracelet, silver	1g	0
Circlet, brass	20s	0
Circlet, gold	1g 50s	0
Circlet, silver	50s	0
Earring	20s	0
Locket	2g 50s	0
Monocle	40s	0
Pendant	4g 50s	0
Ring, basic	10s	0
Ring, crest/signet	50s	0
Spectacles	80s	0

HARDWARE

Item	Cost	Slots
Ball bearings, bag	10s	1
Bell, handheld	10s	1
Bellows	10s	1
Block and tackle	10s	1
Bucket	5s	1
Chain (10 feet)	50s	2
Chalk, piece of	1s	0
Chest	50s	2
Chisel	20s	1
Crowbar	20s	1
Drill, hand	5s	1
Earplugs	3s	0
Glass, tubing (1-foot)	1s	1
Glass cutter	2g	1
Hammer	5s	1
Hammer, sledge	20s	2
Ladder (10-foot)	50s	2
Lockpick	5s	0
Magnet, small	10s	0
Magnifying glass	50s	1
Manacles	20s	1
Nails, iron (50)	5s	1
Paint, gallon	20s	1
Paint, pot	2s	1
Pickaxe	20s	1
Piton	5c	1
Pole (10-foot)	5s	1
Pole, collapsing (10-foot)	1g	1
Pouch	1s	0
Rope (50 feet)	10s	1
Sack	1c	1
Scissors	5s	1
Shovel	20s	1
Spikes, iron (10)	10s	1
Tripwire	2s	1
Whetstone	10s	1
Wood stake	2c	1

LIQUOR & SPIRITS

Item	Cost	Slots
Ale/Cider		
Keg	1g 50s	2
Gallon	20s	1
Mug	5s	1
Barrel, large	40s	2
Barrel, small	20s	1
Beer		
Keg	1g 50s	2
Gallon	20s	1
Mug	5s	1
Liquor		
Barrel	1g 50s	2
Bottle	20s	1
Shot of	2s	0
Tankard	1s	1
Wine		
Common, bottle of	2s	1
Common, cup of	40c	0
Common, cask of	1g	2
Fine, bottle of	1g	1
Fine, cup of	20s	0
Fine, cask of	280g	2

MUSICAL

Item	Cost	Slots
Portable Instruments		
Accordion	5g	2
Bagpipes	1g	2
Concertina	1g	2
Drum	25s	2
Flute	1g	1
Harp	5g	2
Hunting horn	50s	1
Hurdy gurdy	10g	2
Lute	1g 20s	2
Lyre	1g	2
Sacbut	50s	2
Shawm	50s	2
Trumpet	50s	1
Book, sheet music	20s	1

OUTDOORS		
Item	Cost	Slots
Air bladder	1s	1
Backpack	5s	1; 0 while worn
Bedroll	1s	1
Caltrops, bag of 10	4s	1
Fishing rod	30s	1
Fishing tackle	5s	1
Flint & steel	4s	1
Grappling hook	10s	1
Hammock	50s	1
Heatsuit outfit	2g	2
Hunting trap	70s	1
Lamp	5s	1
Lantern, bullseye	1g	1
Lantern, hooded	50s	1
Rope (50 feet)	10s	1
Shovel	20s	1
Signal whistle	5c	1
Spyglass	1g	1
Tent, one-person	30s	1
Tent, two-person	50s	2
Tent, four-person	1g 25s	3
Tent, ten-person	2g 50s	3
Tinderbox	5s	1
Torch	1s	1
Waterskin	2s	1

PERSONAL ITEMS		
Item	Cost	Slots
Bedroll	1s	1
Blanket	4s	1
Book, blank	20s	1
Clothes, casual	50s	1
Ink, enchanted (1 oz)	1g	1
Mess kit	50s	1
Perfume, vial	50s	1
Pipe, smoking	10s	1
Razor, shaving	10s	1
Soap, bar	2c	1
Sunrod	50s	1
Trinket	50s	1
Waterskin	2s	1

TOOLS		
Item	Cost	Slots
Alchemy Tools	50s	2
Blacksmithing Tools	50s	2
Brewing Tools	50s	2
Cooking Tools	50s	2
Herbalism Tools	50s	2
Jeweler Tools	50s	2
Leatherworking Tools	50s	2
Pottery Tools	50s	2
Scribing Tools	50s	2
Tinker Tools	50s	2
Woodworking Tools	50s	2

TRADE GOODS		
Item	Cost	Slots
Ingots		
Copper	50c	1
Silver	50s	1
Gold	50g	1
Personal seal	50s	–
Scale, merchant's	2g	1
Spices (per 1 lb.)		
Common	5c	1
Exotic	5s	1
Rare	1g	1

ALCHEMICAL ITEMS

Alchemical Items all occupy 1 Slot and are single-use unless otherwise stated. If used for an attack, they do so as a Crude Weapon with the Thrown Property. If thrown, the container breaks.

A. Item Descriptions

Alchemical items have a classification, which detail how the item is used:

Acid: Corrosive substances.
Concoction: General substances.
Explosive: Bombs and combustibles.
Oils: Coats a Weapon, up to 5 ammo, a 5-foot square, or a Small to Large Being. Coating lasts one Shift, or until another oil is applied.
Poisons: Affect a Target that is subjected to it in indicated ways. A weapon coated with it remains coated until it hits with an Attack or up to a Shift (whichever comes first).
Potions: Concoctions that cause magical effects when consumed.
Torch: Provides Near Light for 1 hour.

Acid, Basic — A. Item
Type: Acid

Corrosive liquid that eats away at matter. A Target hit with it takes d6 damage and is Burning (Cd4).

Acid, Defoliator — A. Item
Type: Acid

Vile blighting acid. A hit Target takes d6 damage, plus Burning (Cd6) if made of wood or plants. If the Target is a point, all natural plants Close to it immediately die.

If the Target is a non-Relic, the acid destroys a 1-foot circle of it down 1-inch deep, causing the following if it is Armor or a Weapon:

- Armor is reduced by 1, breaking at 0.
- Weapons reduce their damage die by one size until repaired. If the damage die is a d4 when this happens, it is destroyed.

Acid, Green Slime — A. Item
Type: Acid

Contains a **green slime** (p. 173).

Acid, Oxidizing — A. Item
Type: Acid

Rapidly rusting acid. A hit Target takes d6 damage, plus Burning (Cd6) if made of metal. If the Target is a non-Relic, the acid destroys a 1-foot circle of it down 1-inch deep, causing the following if it is Armor or a Weapon:

- Armor is reduced by 1, breaking at 0.
- Weapons reduce their damage die by one size until repaired. If the damage die is a d4 when this happens, it is destroyed.

Adhesive — A. Item
Type: Concoction

A sticky substance used to adhere materials together. The adhesive can be used on an unsecured Object weighing 10 pounds or less to bond it to anything weighing 10 pounds or more, securing it.

Alchemist's Fire — A. Item
Type: Explosive

A flammable, tar-like fluid that ignites when exposed to oxygen, dealing 2d6 damage and Burning (Cd6) a hit Target.

Alkahest — A. Item
Type: Concoction

When poured on or within an Alchemical Item, the item is reduced back to its raw materials after 1 minute.

Antitoxin — A. Item
Type: Concoction

Removes the Sickened Status from the consumer.

Candle, Basic — A. Item
Type: Torch

Acts as a torch, but its Light only sheds out to Close.

Candle, Calming — A. Item
Type: Torch

Acts as a torch, but its Light only sheds out to Close. The air in the Light is filled with a fresh, crisp odor. Those in its Light gain Favor on Saves against Berserk or Frightened.

ALCHEMICAL ITEMS

Item	Value
Acid	
Basic	50s
Defoliator	50s
Green slime	5g
Oxidizing	50s
Adhesive	50s
Alchemist's fire	50s
Alkahest	50s
Antitoxin	50s
Candle	
Basic	1c
Calming	2g 50s
Insectbane	1s
Restful	2g 50s
Clearbreath	50s
Darksight powder	50s
Dwarfblind stone	2g
Frigid azote	50s
Gravebane	2g
Holy water	50s
Homunculus soup	7g 50s
Ice skin	50s
Insect repellent	50s
Instant rope	2g
Instant wall	5g
Levin shell	50s
Longbreath	50s
Oil	
Basic	10s
Anointing	50s
Bladefire	50s
Crone's ire	5g
Ghostflame	5g
Wyrmwound	5g
Vicious	5g
Perfume	50s
Poisons	
Basic	20s
Deadly Nightshade	2g
Truth Serum	2g
Potions	
Anger I	2g 50s
Anger II	25g
Anger III	250g
Clairaudience	50g
Clairvoyance	125g
Control Beast	25g
Control Person	250g
Control Monster	1250g
ESP	250g
Diminution	25g
Flying	1250g
Freedom	250g
Gaseous Form	250g
Giant Strength	250g
Growth	175g
Healing I	2g 50s
Healing II	25g
Healing III	250g
Invisibility	50g
Invulnerability I	20g
Invulnerability II	500g
Invulnerability III	12500g
Levitation	40g
Mana I	7g 50s
Mana II	15g
Mana III	50g
Polymorph	70g
Regeneration I	5g
Regeneration II	10g
Regeneration III	100g
Resistance, Cold	25g
Resistance, Fire	25g
Resistance, Shock	25g
Speed I	2g 50s
Speed II	7g 50s
Speed III	25g
Shriek paste	50s
Smelling salts	5s
Smoke stick	10s
Soap	2c
Splash catalyst	2g 50s
Sunrod	50s
Tanglefoot bag	50s
Thunderstone	50s
Toothpaste	5s
Torch	
Basic	1s
Frigidflame	2g
Repel Beast	2g
Sentry	5g
Tindertwig	50s

Candle, Insectbane — A. ITEM

Type: Torch

Sheds light out to Close for up to 1 hour while burning. Insects act as Frightened while within the light it sheds.

Candle, Restful — A. ITEM

Type: Torch

Sheds light out to Close for up to 1 hour while burning and fills the air within Near with a cozy odor. Once per Shift, a Being that takes a Breather in this area gains Favor on its next Will Save that Shift.

Clearbreath — A. ITEM

Type: Potion

Gray, smokey vapors that temporarily dull one's sense of smell when inhaled. A Being that inhales the clearbreath gains Favor on Saves against foul smells and gases for 1 hour.

Darksight Powder — A. ITEM

Type: Concoction

Can't be seen with normal vision or beyond Close. When viewed with Darksight, the powder glows. A vial contains enough powder to write a short sentence (10 words or less).

Dwarfblind Stone — A. ITEM
Type: Explosive

Treated stones with a purple sheen. A hit Target with Darksight is Blinded (Cd6).

Frigid Azote — A. ITEM
Type: Explosive

A liquid that rapidly freezes when exposed to oxygen. A Target who is hit with this Item takes d6 damage and its Speed is halved until the end of its next Turn.

Gravebane — A. ITEM
Type: Concoction

This thick white liquid evaporates almost instantly upon contact with air, creating a thin, nearly invisible smoke. The smoke is nearly odorless and has no effect on most Beings. Undead, however, are repulsed by it.

Once used, the smoke fills the area out to Near for 1 minute, or until disbursed by strong wind. Undead are Dazed while in the smoke, ignoring Immunities.

Holy Water — A. ITEM
Type: Concoction

Used in sacred rituals, and is known to be caustic to unholy Beings. Undead and Hellspawn hit with it take d6 damage and are Burning (Cd4).

Homunculus Soup — A. ITEM
Type: Concoction

A special mixture of clay, ash, mandrake root, and the alchemist's own blood. This soup creates a **homunculus** (p. 120) under the alchemist's control, and it uses their Craft Skill for any Checks it makes. If another homunculus is created from the same alchemist's blood, the oldest homunculus dies.

Ice Skin — A. ITEM
Type: Concoction

One dose can cover a Medium or smaller Being for a Shift. During that Shift, that Being is protected against Bitter Cold.

Insect Repellent — A. ITEM
Type: Concoction

Covers a Medium or Smaller Being for a Shift, during which, insects Near it act as Frightened.

Instant Rope — A. ITEM
Type: Concoction

When poured, the viscous gray liquid in this flask instantly forms into a 50-foot-long rope for 1 minute before crumbling to dust.

Instant Wall — A. ITEM
Type: Concoction

Creates a wall that is 10 feet in length and height, and 1 foot in width. The wall appears in the orientation of the user's choice. It has 20 HP and Armor: 2. The wall crumbles to dust after 1 minute or if it is destroyed.

Levin Shell — A. ITEM
Type: Explosive

An unstable mass of electric energy that sparks when exposed to oxygen. A Target hit with this Item takes d6 damage and any other Close Beings take half. A Being that takes this damage is Dazed until the end of its next Turn.

Longbreath — A. ITEM
Type: Potion

This thick, brown-tinted smoke is a boon to anyone who needs to go without air for more than a few Rounds. For 1 hour after inhaling the contents of the vial, the Being can hold its breath indefinitely while it's not Incapacitated.

Oil, Basic — A. ITEM
Type: Oil

The oil can coat either a 5-foot-square area or a Medium or smaller Target for as long as 1 week unless washed off. While coated, the Target can then be ignited, causing it to be Burning (Cd6, unless doused). Other Beings that touch the flames take d6 damage, and are Burning (d6) while still in contact with the flame.

A full flask fuels a burning lantern for a Shift.

Oil, Anointing — A. Item
Type: Oil

Used in religious ceremonies, it acts as basic oil. However, when coated on a Weapon that is then ignited, the weapon counts as Silvered.

Oil, Bladefire — A. Item
Type: Oil

Acts as basic oil. However, when coated on a Weapon that is then ignited, it sheds Light out to Near and attacks with it cause the Target to be Burning (Cd4).

Oil, Crone's Ire — A. Item
Type: Oil

A sickly emerald oil that shrieks when lit. Acts as basic oil. However, when coated on a Weapon that is then ignited, attack damage with it can explode if the Target can Cast. If the Target is Focusing and any of the dice do explode, its Focus ends.

Oil, Ghostflame — A. Item
Type: Oil

Clear oil with a tint of gray wisps seem to swirl through it. Acts as basic oil. However, while coated on a weapon that is then ignited, its attacks can hit incorporeal Beings (like ghosts).

Oil, Vicious — A. Item
Type: Oil

A thick blue oil that acts as a powerful anticoagulant. Acts as basic oil. However, while coated on a weapon that is then ignited, its damage from attacks that hit Beings with half their HP or less can explode and cause them to bleed profusely for the Shift, granting Favor on Survival Checks to track it for this time.

Oil, Wyrmwound — A. Item
Type: Oil

This crimson oil is a bane to scaly-kind. Acts as basic oil. However, while coated on a weapon that is then ignited, its damage against scaled Beings can explode and ignores 2 Armor.

Perfume (vial) — A. Item
Type: Concoction

A fragrant, pleasant spray.

Poison, Basic — A. Item
Type: Poison

The Target is Sickened (Cd4 damage).

Consumed: Affects Targets who consume it.
Injury: Affects Targets who are injured with weapons coated with it.

Poison, Deadly Nightshade — A. Item
Type: Poison

The Target is Sickened (Cd4 damage) and, if it is cursed with Lycanthropy, the curse is removed. In addition to the Material cost, this item requires 1g worth of wolfsbane to Craft.

Consumed: Affects Targets who consume it.
Injury: Affects Targets who are injured with weapons coated with it.

Poison, Truth Serum — A. Item
Type: Poison

The Target is Sickened (Cd8, it can't knowingly tell a lie).

Consumed: Affects Targets who consume it.

Potion, Anger — A. Item
Type: Potion

The consumer becomes Berserk for a number of Rounds equal to the roll of a countdown die. The size of the die is determined by its Rank, as shown below.

Rank	Die	Value
Anger I	Cd4	2g 50s
Anger II	Cd6	25g
Anger III	Cd8	250g

Potion, Clairaudience — A. Item
Type: Potion

For 1 Hour, the consumer can hear what another Being of their choice hears if they are within Far. They can change the choice. Lead obstructs this sense.

Potion, Clairvoyance — A. Item
Type: Potion

For 1 Hour, the consumer can see what another Being of their choice sees if they are within Far. They can change the choice. Lead obstructs this sense.

Potion, Control — A. Item
Type: Potion

The consumer gains the ability to control a type of Being they can see for 1 Hour, which requires their Focus. The type of Being is determined by the name of the potion.

Once a Being is chosen, the consumer must make a Will Save. On a pass, the Being is Charmed and under their control for the duration. A Being controlled this way will not obey commands that clearly cause harm to itself. After this time, the Being becomes Hostile.

Being	Value
Beast	25g
Person (Dwarves, Elves, Humans, Goblins)	250g
Monster (Dragon, Plant, Giant, Undead)	1250g

Potion, ESP — A. Item
Type: Potion

For 1 Hour, the consumer gains the ability to read minds with Telepathy out to Far. Using this sense requires Focus, and it is obstructed by 1 inch of lead or more than 2' of stone.

Potion, Diminution — A. Item
Type: Potion

For 1 Hour, the consumer becomes Small. During this time, their damage dice are reduced by one size (minimum d4).

Potion, Flying — A. Item
Type: Potion

For 1 Hour, the consumer has a 120' Fly Speed.

Potion, Freedom — A. Item
Type: Potion

For 1 Hour, the consumer is Immune to the Restrained and Paralyzed Statuses.

Potion, Gaseous Form — A. Item
Type: Potion

For 1 Hour, the consumer's body becomes a cloud of gas and the following rules apply:

- They immediately drop anything they have equipped, and can't equip anything.
- They can Move by seeping into tiny spaces.
- They can't Attack or Cast.
- They are Immune to all damage from attacks that aren't made by Relics.

Potion, Giant Strength — A. Item
Type: Potion

For 1 Hour, the consumer gains these benefits:

- Their attacks deal an extra die of damage.
- They treat boulders as Melee Weapons with the Thrown Property (3d6 damage).

A Being can benefit from no more than one of these potions at a time.

Potion, Growth — A. Item
Type: Potion

For 1 Hour, the consumer gains these benefits:

- Their size increases by one.
- Their attacks deal an extra die of damage.

A Being can benefit from no more than one of these potions at a time.

Potion, Healing — A. Item
Type: Potion

The consumer regains HP equal to a number of d6 rolls determined by the Potion's Rank, plus a modifier equal to its Rank:

Rank	Roll	Value
Healing I	d6+1	2g 50s
Healing II	2d6+2	25g
Healing III	3d6+3	250g

Potion, Invisibility — A. Item
Type: Potion

For 1 Hour, the consumer and everything they are wearing and carrying become Invisible until they attempt to harm another Being.

Potion, Invulnerability — A. Item
Type: Potion

For 1 Minute, the consumer gains a bonus to Armor and Saves equal to the potion's Rank. Afterward, any Invulnerability Potion the consumer drinks in the next week instead confers this bonus as a penalty.

Rank	Bonus	Value
Invulnerability I	+1	20g
Invulnerability II	+2	500g
Invulnerability III	+3	12500g

Potion, Levitation — A. Item

Type: Potion

For 1 Hour, the consumer can Move vertically up and down in the air as if by Fly, but must gain momentum to Move horizontally.

Potion, Mana — A. Item

Type: Potion

The consumer regains Mana equal to a number of d6 rolls determined by the Potion's Rank, plus a modifier equal to its Rank:

Rank	Rolls	Value
Mana I	d6+1	7g 50s
Mana II	2d6+2	15g
Mana III	3d6+3	50g

Once it regains Mana with one of these potions, it must regain Mana from a Rest to do so again.

Potion, Polymorph — A. Item

Type: Potion

The consumer is transformed as per the Polymorph Spell (p. 97) for 1 Hour. If the consumer isn't aware they are drinking the potion or does not choose a form, roll d66:

d66	Beast	d66	Beast	d66	Beast
1 1	Toad	3 1	Camel	5 1	Dolphin
2	Sheep	2	Horse	2	Pidgeon
3	Chicken	3	Llama	3	Tiger
4	Fox	4	Cat	4	Lion
5	Boar	5	Crocodile	5	Bull
6	Hawk	6	Cow	6	Shark
2 1	Goat	4 1	Moose	6 1	Eagle
2	Rat	2	Elk	2	Bear
3	Badger	3	Giant Spider	3	Elephant
4	Octopus	4	Viper	4	Crab
5	Rabbit	5	Wolf	5	El. Eel
6	Owl	6	Ape	6	T-rex

Potion, Regeneration — A. Item

Type: Potion

The consumer of the item regains HP equal to the roll of a countdown die. The size of the die is determined by its Rank, as shown below.

Rank	Die	Value
Regeneration I	Cd4	5g
Regeneration II	Cd6	10g
Regeneration III	Cd8	100g

Potion, Cold Resistance — A. Item

Type: Potion

For 1 Hour, the consumer gains these benefits:

- They aren't harmed by Blistering Cold.
- They gain a +2 bonus to Saves against Cold-based attacks and magic.
- They reduce any Cold damage they take by 1 per die used for the damage.

Potion, Fire Resistance — A. Item

Type: Potion

For 1 Hour, the consumer gains these benefits:

- They aren't harmed by Sweltering Heat.
- They gain a +2 bonus to Saves against Fire-based attacks and magic.
- They reduce any Fire damage they take by 1 per die used for the damage.

Potion, Shock Resistance — A. Item

Type: Potion

For 1 Hour, the consumer gains these benefits:

- They gain a +2 bonus to Saves against being Dazed, Paralyzed, and Shock-based attacks and magic.
- They reduce any Shock damage they take by 1 per die used for the damage.

Potion, Speed — A. Item

Type: Potion

This thin blue liquid tightens the consumer's muscles. For 1 Hour, the consumer's Speed is increased by 5 feet per Rank, as shown below:

Rank	Speed Bonus	Value
Speed I	+5 ft	2g 50s
Speed II	+10 ft	7g 50s
Speed III	+15 ft	25g

Shriek Paste — A. ITEM
Type: Concoction

The paste can coat either a 5-foot-square area or a Medium or smaller Being for as long as 1 week. When light is shed Near the paste, the paste rapidly crystallizes and emits a shriek audible within 300' for 1 minute. If the light moves out of range, the shriek ends at the end of the Turn. Afterward, the paste is inert.

Soap — A. ITEM
Type: Concoction

Fragrant bar of fat and oil, used for bathing.

Splash Catalyst — A. ITEM
Type: Explosive

When combined with another alchemical item used to make attacks, the catalyst increases the item's volatility. If the item only Targets a single Being, you can instead Target a point within the same range. If you Pass, all Beings Close to the point are subjected to its effects as if they had been hit with it.

Smelling Salts — A. ITEM
Type: Concoction

This pungent fluid can be administered by wafting the contents under a Being's nose. If the Being is Unconscious from sleep, it immediately wakes up.

Smokestick — A. ITEM
Type: Concoction

A treated wooden stick that can produce a thick plume of opaque smoke. For Cd6, it creates a 10-foot wide column of thick smoke, visible out to one mile outdoors. If thrown indoors, the smoke instead fills up to a 60-foot sphere.

Sunrod — A. ITEM
Type: Torch

This gold-tipped, iron rod glows brightly when struck. When you do, it sheds Light out to Near for a Shift, and the Light it sheds within Close is Sunlight.

Tanglefoot Bag — A. ITEM
Type: Explosive

A bag filled with sticky black tar that bursts on impact. A Target who is hit with this Item is Restrained (Cd4 Rounds). This has no effect underwater.

Thunderstone — A. ITEM
Type: Explosive

The stone is known to create an ear-shattering bang, and can be thrown at a Being or a point. Anything Near the Target can't hear until the end of its next Turn.

Torch, Frigidflame — A. ITEM
Type: Torch

While burning, it sheds Moonlight and counts as a source of ice rather than fire.

Torch, Repel Beast — A. ITEM
Type: Torch

A torch that burns with an unnaturally crimson flame that unsettles Beasts. While burning, Beasts in the Light it sheds are Frightened until they take damage. Afterwards, it can't be Frightened this way for 1 Day.

Torch, Sentry — A. ITEM
Type: Torch

While burning, effects that cause Invisibility are suspended while in its Light.

Torch, Tindertwig — A. ITEM
Type: Torch

This small, wooden stick ignites when struck against a rough surface. Tindertwigs do not burn out over time, meaning it can be reused as often and for as long as the user desires.

SPELLS

Spells create devastating and miraculous effects. Casters can change them when they Cast to design their own signature spells.

CASTING SPELLS

To Cast a Spell, your hands must either be open, or holding a spellbook, staff, or trinket. When you Cast a Spell, you determine:

1. Are you casting it to deal Damage, cause the Effect, or both? Choosing to only deal 1d6 damage or cause the Effect requires no Mana. Choosing to do both costs 1 Mana.
2. Who the Spell Targets with its Delivery.
3. How long it lasts, known as Duration.

When to Make Cast Checks

When you Cast a Spell, you don't make a Cast Check unless an unwilling Being is a Target.

Damage

Spells with a Damage Base can be cast to deal d6 damage. You can spend Mana to increase the damage by 1d6 per Mana spent to do so.

Effect

The Spell's effect describes what it subjects the Target to, unless Cast only to deal damage.

Delivery

Delivery	Cost	Increase
Aura	2	+1 per +5 feet to the radius
Cone	2	+2 per additional 5-feet of length
Cube	1	+1 per additional 5-foot-cube
Imbue	0	+2 per additional Target
Glyph	2	—
Line	2	+1 per 10 feet of extra length
Remote	0	+1 per additional Target
Sphere	2	+1 per +5 feet to the radius
Touch	0	—

Delivery describes how a Spell Targets. If the delivery is an Area, its Area of Effect (AoE) Targets everything in it, regardless of if you can sense them, unless you specify otherwise:

Aura: 10-foot-radius from you, affecting Targets of your choice within.
Cone: 15-foot cone Area in front of you.
Cube: 5-foot cube Area you can see.
Glyph: Creates a 5-foot-square glyph on a Target you can see, where there is no other glyph within Close. The Spell is cast in a 5-foot cube from the glyph when you choose. Afterwards, the glyph disappears.
Imbue: Targets a Weapon equipped by a willing Being within Far. If it hits a Target while Imbued, you can spend 1 Mana to Cast the Spell as if by Touch against the Target without using an Action.
Line: 5-foot-wide, 30-foot-long, 10-feet-tall Area. Expanding the Area's width by 5 feet or height by up to 10 feet doubles the Cost.
Remote: An ambience or bolt on a Target.
Sphere: 5-foot-radius sphere in sight.
Touch: A Close Target, or yourself.

Duration

Spell damage is instant and the effects last until your next Turn unless you Focus (p. 10) when you Cast it. If you do, the Spell lasts until you stop the Focus. If the Spell includes an unwilling Being as a Target, you must spend 1 Mana and pass a Cast Check to keep the Focus each Round.

Continual: Continual duration doesn't require Focus, and lasts until dismissed (no Action).

EXAMPLE CAST SITUATION

"I want to Cast Burn as a 15-foot sphere of flames that deals 3d6 damage and keep it active."

Damage: 2 Mana for additional damage
Effect: None
Delivery: 3 Mana from the sphere's area
Duration: Focus (1 Mana each subsequent Turn).
Total: 5 Mana, 1 Mana each Round to Focus.


Aura
Imbue
Line
Cone
Remote
Cube
Sphere
Glyph
Touch
SPELL DELIVERIES

TRINKETS				
d20	Arcane	Divine	Occult	Primal
1	Wand	Holy symbol	Indecipherable rune	Totem
2	Pointy hat	Prayer beads	Meteor chunk	Bag of animal bones
3	Polyhedral dice	Consecrated staff	Foul snail's shell	Primordial crystal
4	Summoning salts	Bag of spice	Haunting mask	Cairn stones
5	Puzzle box	Omphalos	Eyed triangle amulet	Bone/wooden mask
6	Glass orb	Ancient elven ring	Tool of alien origin	Mistletoe sprig
7	Mysterious lodestone	Gilded chalice	Silverized rodent corpse	Antlers
8	Clockwork hourglass	Glowing crystal	Aberrant brain in a jar	Insect in amber
9	Charred statuettes	Sacred paper figure	Cracked femur	Tiny cryptid's corpse
10	Runic cube	Dragon's tear	Vial of demon's blood	Abacus of treant's wood
11	Ancient dark lotus	Sacred feather	Lantern, sheds teal light	Roc's feather
12	Set of keys	Altar vessel of flame	Staring doll	Colorchanging hair lock
13	Savant's headband	Stone from a holy site	Small humanoid effigy	Echoing flute
14	Disk of information	Vegetable in holy water	Yellow wallpaper	Nuts from a sacred tree
15	Map of starsigns	Bloodstained spearhead	Dead cockatrice egg	Fist-sized claw
16	Kaleidoscope	Blood-soaked fabric	Shining trapezohedron	Necklace of runestones
17	Abacus	Petrified unicorn's eye	Black mirror	Petrified banana and figs
18	Smoking pipe	Handheld sundial	Crown of snakes	Staff of twisted branches
19	Jar of primordial slurry	Tooth of a peacekeeper	Uncanny stone mask	Flask of mermaid's water
20	Fan of owl feathers	Saint's heart	Bizarre keystone	Brownie's shoe

Trinkets are 1 Slot, 1H Grip Items that are used by Casters to channel magic.

SPELL LIST

- Adhere
- Amplify
- Animate
- Apoplex
- Aqua
- Babble
- Beast
- Bless
- Blink
- Burn
- Charm
- Color
- Confuse
- Control
- Cure
- Disintegrate
- Dispel
- Enchant
- Enflesh
- Erupt
- Exalt
- Fade
- Fear
- Fog
- Forge
- Freeze
- Frostburn
- Gas
- Goop
- Guide
- Gust
- Hold
- Hymn
- Junk
- Kinesis
- Knock
- Leech
- Levitate
- Life
- Light
- Mend
- Mirage
- Moon
- Morph
- Mute
- Polymorph
- Portal
- Raise
- Rust
- Shade
- Shrink
- Sleep
- Speak
- Sprout
- Tempo
- Terraform
- Truth
- Ward
- Zap

Adhere — SPELL

Damage Base: Acid

The Target is covered in sticky slime for the duration, causing the Area out to Close around it to be Difficult Terrain. Targeted Beings are considered Vulnerable for the purpose of ending the Restrained Status.

Targeted Objects are secured to whatever they are in contact with or the next thing it contacts in the duration. A Being with Might or HD equal to or lower than your Level can't move the Object. You can increase your effective Level for the casting by spending additional Mana, increasing it by 1 per Mana spent to do so.

Amplify — SPELL

Damage Base: -

Any sound from the Target is amplified tenfold for the duration. During this time, Targets can't surprise others and all Checks to find them based on the sounds they make are Favored.

Crit: Duration is continual.

Animate — SPELL
Damage Base: -

You animate an Item that occupies no more than 1 Slot in the Area or carried by the Target.

For the duration, the Item gains a Speed of 30' (Fly), and uses the Object Armor & HP rules (p. 12) for its Stats. It obeys your commands, which you can issue when you Focus on this Spell. If it is a Weapon, it can make Attacks using your Cast Skill.

Apoplex — SPELL
Damage Base: Fire

The Target is Berserked for the duration.

Crit: Duration is continual.

Aqua — SPELL
Damage Base: -

This Spell can create and destroy fresh water in the following ways:

Area: The space within is emptied or filled with water. If the Area is occupied by a Being, this requires a Cast Check. You choose if this water remains or dries up after the duration.

Target: This can push an Item that occupies 1 or less Slots, or a Being with Level or HD 1 or lower. You can increase this number by spending additional Mana on the Cast, increasing it by 1 per Mana spent to do so.

Distance: This pushes the Target 5', and you can increase the distance pushed by spending Mana, increasing the distance by 5' per Mana spent to do so.

Babble — SPELL
Damage Base: -

When the Check passes, and each time you Focus on the Cast for the duration, you can cause the Target to loudly and coherently repeat everything you mentally command them to. They are otherwise mute.

Crit: Duration is continual.

Beast — SPELL
Damage Base: -

You call forth a Beast or Beasts that can fit in the Area or nearest open space to the Target. They remain for the duration and can have a cumulative HD total count no higher than half your Level (minimum 1).

You must spend 1 Mana each Turn you Focus on this Spell after the Casting. You can choose to let the Beasts act independently, or to command them when you Focus. They use your Cast Skill for any Check they make.

Bless — SPELL
Damage Base: -

For the duration, Targeted Objects count as Silvered, and Targeted Beings of your choice have a d4 bonus to Saves.

Further, if the Target is freestanding water, it permanently becomes holy water.

Blink — SPELL
Damage Base: -

The Target can skip their Move to teleport to an empty space they can see within Near. They can teleport through space occupied by other Beings, but can't teleport through spaces they couldn't otherwise Move through.

Burn — SPELL
Damage Base: Fire

If the Target isn't immune to Fire, they are Burning (Cd4, or until it is doused). This Burning Status does not require Focus.

Crit: The Cd4 instead starts at a Cd6.

Charm — SPELL
Damage Base: -

Enthrallment keeps the Target Charmed for the duration, ending early if it takes damage or if you Cast this Spell again.

Crit: Duration is continual.

Color — SPELL
Damage Base: -

For the duration, Targeted Beings are Blinded and Objects are changed in color.

Crit: Duration is continual.

Confuse — SPELL
Damage Base: -

The Target is Confused for the duration.

Crit: Duration is continual.

Control — SPELL
Damage Base: -

Targeted Objects can be manipulated in small ways, such as flipping a lever or tipping a glass over. This magic can't lift an Object.

Targeted Beings become Charmed and obey your commands for the duration. This Spell automatically fails if the Target's Level or HD are equal to or higher than your Level, and it automatically ends if you command it to cause harm to itself.

You can spend Mana to increase your effective Level for the Casting by 1 per Mana spent to do.

Cure — SPELL
Damage Base: -

If the Target is Blinded or Sickened, the Status ends and they are immune to these Statuses for the duration.

Disintegrate — SPELL
Damage Base: Shock

A nonmagical, non-metal Target of 1 or fewer Slots is destroyed. The Slots of the Target can increase by spending Mana, increasing by 1 per Mana spent to do so. Any Target that is reduced to 0 HP or destroyed by this Spell is reduced to ash.

Dispel — SPELL
Damage Base: -

You suspend a magic effect for the duration, treating it as an unwilling Target (p. 90).

Crit: The effect is completely dispelled if it is not a Relic's Power.

Enchant — SPELL
Damage Base: -

An Item that is a Target or equipped by the Target is considered a Relic for the duration.

Additionally, you can grant the Item the Relic Power of Bonus for this time by spending additional Mana per Item granted this Power when you Cast this Spell:

Bonus	Mana Cost per
+1	5 Mana
+2	10 Mana
+3	15 Mana

Enflesh — SPELL
Damage Base: Acid

Targeted, non-Relic fabric, stone, metal, or wood is turned to hair, tissue, and bone for the duration. Alternatively, if the Target is turned to stone through a curse or magic, the effect ends.

Crit: Duration is continual.

Erupt — SPELL
Damage Base: Fire

Magma coats the nearest surface to the Target for the duration (minumum 5-foot square), causing it to be Difficult Terrain that deals d6 first time a Being enters the Area on a Turn and when it ends its Turn in the Area.

Crit: Targets Burning (Cd4 while in the Area).

Exalt — SPELL
Damage Base: -

Targets gain a +1 bonus to each damage die they deal and to Will Saves against Frightened. This bonus is doubled if a Hellspawn or Undead is the attack's Target or the one forcing the Save.

Fade — SPELL
Damage Base: -

The Target is Invisible for the duration, ending early if they use an Action.

Fear — SPELL
Damage Base: -

The Target is Frightened of another visible Target you choose for the duration, ending early if you Cast this Spell again.

Crit: Duration is continual.

Fog — SPELL
Damage Base: Cold

The Caster creates a cloud that obscures an Area equal to the size of the delivery (minimum 5-foot cube). It Hinders Checks relying on sight of a Target within the fog and as if Vulnerable if they are Attack Checks or Saves.

Forge — SPELL
Damage Base: -

You materialize an Item of 1 Slot or less worth no more than 1g either in an unoccupied space near the Target, worn by the Target, or one Item per 5-foot-cube within the Target area. This magic can create a solid Item made of either copper, iron, glass, stone, or wood. For example, this could create an iron flagon, but not a flagon of ale. If you Target yourself with this Spell, you can Equip the Item when it is created (no Action). Doing so can't cause an Equipped Item to become unequipped. The Item is usable as a physical copy for the duration, then disappears.

Freeze — SPELL
Damage Base: Cold

Any freestanding water in the Area is frozen. If the Target is a Being, its Speed is reduced by 10'. Alternatively, you can create an Object made of ice that can fit within the Area, and is of a shape of your choice (such as an icicle dagger or a block of ice). If needed, the Object has HD: 1 (4 HP) and is Weak: Fire.

Any of these effects last for the duration.

Crit: Duration is continual.

Frostburn — SPELL
Damage Base: Cold

If the Target isn't Immune to Cold, they are Burning (d4, Speed reduced by 10') for the duration, ending early if they take damage from fire or heat.

Crit: Target is instead Burning (d6).



Gas — SPELL
Damage Base: Poison

You create a cloud of gas in an Area equal to the size of the delivery (minimum 5-foot cube). Targets act as Sickened (Vulnerable) while in the Area.

Crit: The effect lasts 1 Hour, but can be dispersed by strong winds.

Goop — SPELL
Damage Base: Acid

A glob of sticky, acidic sludge coats the nearest surface to the Target (minumum 5-foot square) for the duration, causing it to be Difficult Terrain.

If also Cast to deal damage, the caustic acid causes those in the Area to be Burning (d6).

Crit: Targets in the Area are also Restrained.

Guide — SPELL
Damage Base: -

Checks that rely on sight made against the Target have Favor for the duration.

Crit: Duration is 1 minute (no Focus required).

Gust — SPELL
Damage Base: -

The Target is blasted with a wind shear in the following ways:

Feather: If Cast on a falling Target, this blast can slow the descent of a falling Medium or smaller Target to a safe Speed for the duration.

Target: This can push an Item that occupies 1 or less Slots, or a Being with Level or HD 1 or lower. You can increase this number by spending additional Mana on the Cast, increasing it by 1 per Mana spent to do so.

Distance: This pushes the Target 5', and you can increase the distance pushed by spending Mana, increasing the distance by 5' per Mana spent to do so.

Hold — SPELL
Damage Base: -

The Target is Paralyzed for the duration if its HD or Level is equal to or lower than your Level. You can spend Mana to increase your Level for the purposes of this casting by 1 per Mana spent to do so.

If the Target is an Object, it becomes secured and effectively locked if it is a door, chest, or other means of preventing entry. You must pass a Cast Check any time an attempt is made to manipulate the secured Object to maintain the Focus.

Crit: Duration is 1 minute (no Focus required).

Hymn — SPELL
Damage Base: -

If the Target is Berserk, Charmed, Confused, or Frightened, the Status ends and they are Immune to these Statuses for the duration.

Junk — SPELL
Damage Base: -

You create an Item worth no more than 5s and of 1 Slot or less that fits in the Area of the delivery, in a willing Target's hand, or in the nearest open space to the Target. This Item lacks fine detail and specificity. For example, it could create a key but not the key for a jail cell you are in.

This Spell does not require Focus to keep the Item materialized, but the Item disappears when you Cast this Spell again, or dismiss it (no Action required). You can spend additional Mana during the Cast to increase the number of Items created by one per additional Mana spent to do so.

Kinesis — SPELL
Damage Base: Blunt

You shoot an unsecured Target of 1 or less HD or Slots at a Target you can see within Near. If it strikes a Target, it hits them harmlessly unless this is Cast to deal damage.

You can spend Mana to increase the Targetable HD or Slots by 1 per Mana spent to do so for that Casting.

Knock — SPELL
Damage Base: -

Opens barred, locked, or stuck chests, doors, and gates that you can sense. It does so with an audible knock that can be heard out to 300 feet. This affects secret and magic locks and doors, but you must be aware of them to affect them.

Leech — SPELL
Damage Base: Poison

The Target is Sickened for the duration. While Sickened this way, any healing that affects it instead heals you. Any subsequent Castings of this Spell that damage the Sickened Target also heals you for the damage dealt.

Levitate — SPELL
Damage Base: -

The Target flutters up to 1 foot in the air if they have solid ground below them for the duration. The Target can still Move in the air as if walking. If the Target is a secured Object or an Item that occupies more than 2 Slots, it is unaffected.

Life — SPELL
Damage Base: -

You revive a Target that died from damage in the last Round, restoring it with 1 HP and giving it 1 Fatigue. This Spell does not regenerate missing body parts.

In addition, you can spend Mana with this Spell to heal a Target for d6 HP per Mana spent to do so.

Light — SPELL
Damage Base: Fire

The Target sheds Light out to Near for the duration. You can choose to do so by creating a floating mote of light that follows the Target.

Crit: Beings of your choice within the Light when you Cast the Spell are Blinded (Cd4).

Mend — SPELL
Damage Base: -

Targeted non-Relic Objects in the Area are repaired on your Turns for the duration, if you can provide 5s of Material per d8 HP or 1 Slot of Items repaired. This Spell can reassemble a broken Item if the pieces of it are held together during the Casting. This Spell also functions as a Life Spell, but only for Artificials.

Mirage — SPELL
Damage Base: -

You create an illusionary Object or effect which fits either within the Area, or on the Target for the duration. The Object isn't tangible form and can't deal damage. However, its appearance, movement, and sound it produces are up to you. If any action is taken to investigate the Object, make a Cast Check to determine the outcome. When you Focus on it, you can change any of these aspects of the illusion.

Moon — SPELL
Damage Base: Cold

The Target sheds Moonlight out to Near for the duration. Shapechangers are Burning (d6) while illuminated by this Moonlight.

Morph — SPELL
Damage Base: -

For the duration, the Target's body is altered in an illusionary manner. This magic is powerful enough to make them seem like a Being of the same Size and Being Type that has the same configuration of limbs and appendages (such as a Human appearing as a Dwarf, but not a horse).

Mute — SPELL
Damage Base: -

Sound can't be heard from the Target for the duration, ending early if you Cast this again.

Crit: Duration is continual.

Polymorph — SPELL
Damage Base: -

The Target becomes a Beast of your choice with HD no higher than your Level for the duration. If the Target is unwilling and its HD are higher than your Level, the Spell fails. During this time, the Target uses:

- The Beast's Speed, Passives, Senses, Armor, Immune, Weak, Actions, and Abilities.
- The Target's HP and, if possible, its Actions and Abilities.

You must spend 1 Mana on your Turns to Focus on this Spell, even for willing Targets.

Portal — SPELL
Damage Base: -

You create a portal on a surface that fits within the Area (minimum 5-foot square), and a second portal of the same size on a surface Near that portal. The portals remain for the duration and can teleport anything smaller than it to an open Close space at the other portal's location. Unsecured Objects don't cost Mana to teleport, but Beings cost 1 Mana. If the Being is unwilling, it also requires a passed Cast Check to teleport it.

Raise — SPELL
Damage Base: -

Corpses in the Area of non-Artifical or Undead Beings with cumulative HD no higher than your Level rise as an Undead under your control for the duration. Afterward, any Undead you raised this way die and can't be raise by this Spell again. You can command your raised Undead when you Focus on this Cast, using your Cast Skill for Checks they make. The Undead you raise this way use their original statblock with the following changes:

- It is an Undead
- It has Darksight, is Immune to Poison, Weak to Silvered Weapons, and can't be Sickened.

Rust — SPELL
Damage Base: Acid

Non-Relic metal Objects within the Area rust for the duration. Each Turn when you Focus on this Spell, roll a d6 for each Item. On a roll of 1, the Item breaks. If the Item that breaks is larger than Medium, this creates a 1-foot square hole that is 1-foot deep in it.

Shade — SPELL
Damage Base: -

The Target is surrounded by magic darkness out to Close for the duration, which snuffs out nonmagic lights.

Shrink — SPELL
Damage Base: -

The Target's size and damage dice are reduced by one size for the duration.

Crit: Duration is 1 minute (no Focus required).

Sleep — SPELL
Damage Base: -

If the Targets have a cumulative HD total equal to (1 + your Level) or lower, they are knocked Unconscious for the duration, ending early if they take damage or are shaken awake.

You can spend Mana to increase your effective Level for the Casting by 1 per Mana spent to do.

Speak — SPELL
Damage Base: -

The Target is able to speak, understand, and be understood by you. If the Target was not previously capable of speech before gaining the ability to from this Spell, it can't speak through this Spell again after the Cast ends.

Sprout — SPELL
Damage Base: Blunt

You create growing plants on the Target, causing Difficult Terrain out to Close from it.

Alternatively, you can cause up to a 5-foot-square patch of plants or fungus to magically grow to optimal harvesting and foraging.

Crit: The Target is Restrained.

Tempo — SPELL
Damage Base: -

The Target's Speed increases or decreases by 5 feet for the duration. The Caster can increase or decrease this amount by 5 feet by spending additional Mana on the Cast for every 1 Mana spent to do so.

Crit: Duration is 1 minute (no Focus required).

Terraform — SPELL
Damage Base: Blunt

You manipulate the loose earth or stone around the Target in the following ways:

Area: You can manipulate terrain in the Area, either causing it to be Difficult Terrain or a Structure that can fit within the area of effect of the Cast for the duration. This magic can't move any terrain that supports an Object.

Being or Object: Close earth or stone is Difficult Terrain for the duration.

Truth — SPELL
Damage Base: -

The Target can't lie for the duration.

Crit: The Target is compelled to answer any questions when asked.

Ward — SPELL
Damage Base: -

If the Target takes damage, make a Cast Check. On a pass, you reduce that damage by d6, and you can spend Mana to reduce it by an additional d6 per Mana spent to do so.

Crit: The Target takes no damage.

Zap — SPELL
Damage Base: Shock

The Target is Dazed for the duration if it can be damaged by shocks.

Crit: The Target is Paralyzed, rather than Dazed, for the duration.

RELICS

The realms contain all manner of enchanters and ancient artifices that lead to the creation of magic items, called Relics. Relics are detailed with a Lore that describes the manner of their creation and whether or not they require the Bonding ritual.

Relic Lore

Relics have a property called their Lore, a summary of the kind of Item it is, and whether or not it is Fabled and therefore truly unique to most worlds.

Fabled

Only one of these exists in the realms, and it has a history with someone or something of legend (such as a warrior revered as a demigod or primal dragon). Kingdoms may very well wage war over the posession of one of these Relics, and they can't be Combined. It typically requires a wish or very specific method to destroy it.

Bound

You must be Bound to some Relics to control their Powers. You do so as a Ritual performed over 10 minutes (one Scene) with the Relic.

Only one Being can be bound to the same Relic, and a Being can only be Bound to 3 Relics at a time.

Consumables

Any Consumable Relic is used up by its use. These grant an immediate or temporary benefit, and are likely 10% as valuable as Relics with permanent Powers.

Cursed Relics

When a Being bonds to a Relic that is cursed, that Relic is permanently Bound to them until the curse is removed. Doing so typically requires a Ritual performed as a Shift by a spellcaster of at least 5th Level.

Crafting Relics

Relics can be Crafted over the course of several Shifts. Doing so requires the time, Materials, and–in the case of some Relics–a specific Material.

Combining Powers

There may be some means for Heroes to combine Relics, typically through a legendary blacksmith or extremely powerful ritual. In these cases, the following rules apply:

- Relics can only be combined with others of the same Type. For example, a Weapon and a Weapon could be combined, but a Weapon and Armor can't.
- Bonuses are not cumulative. For example, combining a +2 Weapon with a +1 Weapon will create a +2 Weapon, not a +3 Weapon.
- Combining can't remove Bound requirement.

Relic Powers

Power	Value	Description
Ace		Enhances a Weapon Property.
Brutal	2000g	Deals an extra damage die from the Brutal Property.
Cleave	2000g	Can deal full damage to two Targets.
Entangle	1000g	Target is considered Vulnerable for ending the Restrained Status.
Keen	2000g	Crit on Attack Checks 2 lower, rather than 1 lower.
Long	1000g	Its Range is 10 feet further, rather than 5 feet further.
Thrown	2000g	Deals an extra damage die when attacking by throwing it.
Bane		Adds an extra damage die based on Being Type.
Niche	500g	Applies to extremely specific Beings, such as Trolls (not all giants).
Specific	2,000g	Applies to a Being subtype, such as giants (not all Cryptids).
General	5,000g	Applies to an entire Being Type, such as Cryptids (not just giants).
Bonus		Grants an indicated bonus to the indicated attributes.
Armor +1	100g	+1 bonus to Armor.
Armor +2	5000g	+2 bonus to Armor.
Armor +3	50000g	+3 bonus to Armor.
Protection +1	1000g	+1 bonus to Saves.
Protection +2	10000g	+2 bonus to Saves.
Protection +3	100000g	+3 bonus to Saves.
Trinket +1	200g	+1 bonus to Spell damage.
Trinket +2	2500g	+2 bonus to Spell damage.
Trinket +3	10000g	+3 bonus to Spell damage.
Weapon +1	100g	+1 bonus to Attack damage.
Weapon +2	1250g	+2 bonus to Attack damage.
Weapon +3	5000g	+3 bonus to Attack damage.
Cursed		If Bound, the Being is permanently Bound until the Curse is removed.
Anger	—	Wearer always fails Saves against Berserk.
Cowardice	—	Wearer always fails Saves against Frightened.
Doom	—	Wearer only regains 1 Hit Point per die used for healing rolls Targeting it.
Gulibility	—	Wearer always fails Saves against Charmed.
Vulnerability -1	—	-1 penalty to Armor.
Vulnerability -2	—	-2 penalty to Armor.
Vulnerability -3	—	-3 penalty to Armor.
Weakness -1	—	-1 penalty to Attack damage.
Weakness -2	—	-2 penalty to Attack damage.
Weakness -3	—	-3 penalty to Attack damage.
Fabled		Unique properties of legend and myth. Always Fabled Lore.
Benediction	50000g	Immediately revived upon death by dropping to 0 HP, once per week.
Blasting	5000g	Can send a beam of magic energy to attack.
Precision	10000g	Once per day, gain Favor on attacks for 1 minute, or until you miss.
Soul Eater	50000g	Those killed by it can't be resurrected unless a wish is granted to do so.
Vicious	25000g	On a Crit, the Target takes extra damage equal to twice its HD.
Vorpal	50000g	Behead Target on Crit if the Target takes the damage.
Wish-Granting	1000000g	Grants a wish, Value is per wish.

Power	Value	Description
Movement		Enhances Move while equipped.
Blinking	2000g	Wearer is under the effects of the Blink Spell.
Climbing	500g	Wearer gains Climb.
Clinging	2500g	Wearer gains Cling.
Displacement	1000g	Sight-based attacks against the Wearer are made as if the attacker is Vulnerable.
Flying	5000g	Wearer gains Fly.
Jumping I	500g	Wearer's horizontal jump distance is multiplied by 2.
Jumping II	2500g	Wearer's horizontal jump distance is multiplied by 3.
Jumping III	12500g	Wearer's horizontal jump distance is multiplied by 4.
Levitation	500g	Wearer is under the effects of the Levitate Spell.
Swiftness I	250g	Wearer gains a bonus +5 feet to Speed.
Swiftness II	1000g	Wearer gains a bonus +10 feet to Speed.
Swiftness III	5000g	Wearer gains a bonus +15 feet to Speed.
Waterwalk	500g	Wearer can walk on liquids.
Webwalk	500g	Wearer ignores Difficult Terrain of webs, and can't be Restrained by them.
Protection		Wearer can't be Hindered on Saves against the Being Type.
Niche	500g	Applies to extremely specific Beings, such as Trolls (not all giants).
Specific	2000g	Applies to a Being subtype, such as giants (not all Cryptids).
General	5000g	Applies to an entire Being Type, such as Cryptids (not just giants).
Resistance		Grants Favor on situational Saves.
Bravery	150g	Grants Favor on Saves against the Frightened Status.
Clarity	150g	Grants Favor on Saves against the Confused Status.
Repulsing	150g	Grants Favor on Saves against the Charmed Status.
Resistance	2500g	Favor on Saves and damage reduction against a damage source (such as fire).
Senses		Grants a Sense while Equipped.
Detection	5000g	Grants All-Sight to see a Being Type (Bound).
Nightvision	100g	Grants Darksight.
Echolocation	250g	Grants Echolocation.
Sense Life	10000g	Senses Small and larger Beings within Far who aren't Artificials or Undead.
Sense Valuables	10000g	Senses gold and gems within Near.
Tremors	1000g	Grants Seismicsense (Bound).
Telepathy	10000g	Grants Telepathy (Bound).
True-Seeing	20000g	Grants All-Sight (Bound).
Stealing		Regains resources on Crit, capped at Target's maximum HP.
Lifesteal	2500g	Bound Wielder regains HP equal to half damage dealt.
Manasteal	5000g	Bound Wielder regains Mana equal to half damage dealt.
Strike		Deals an extra die of damage.
-Strike I	1000g	+d4 damage.
-Strike II	2500g	+d6 damage.
-Strike III	8000g	+d8 damage.
Utility		Magical quirks other than Combat and Mobility.
After-Image I	500g	Wearer can project an illusory duplicate out to Near (Bound).
After-Image II	2500g	Wearer can project an illusory duplicate out to Far (Bound).
Ambassador	1250g	Wielder can speak with certain Beings they normally couldn't otherwise.

Power	Value	Description
Aqua Lung	5000g	Wearer can breathe water.
Darkness I	500g	Darkens non-magical light within Close while Equipped.
Darkness II	1250g	Darkens non-magical light within Near while Equipped.
Darkness III	5000g	Darkens non-magical light within Far while Equipped.
Burning I	4000g	Burning (Cd4) on a hit.
Burning II	15000g	Burning (Cd6) on a hit.
Burning III	64000g	Burning (Cd8) on a hit.
Holding (Rank)	200g	Gives bonus Item Slots (Value is per bonus slot).
Infinite	1000g	Provides an endless amount of a detailed Item that disappears in 1 Round.
Invisibility I	5000g	Skip Move to become Invisible until after it takes an Action.
Invisibility II	50000g	Wearer is Invisible.
Lifesteal I	1000g	Killing a foe with it heals the Wielder for d8 HP.
Lifesteal II	12500g	Killing a foe with it heals the Wielder for 2d8 HP.
Lifesteal III	50000g	Killing a foe with it heals the Wielder for 3d8 HP.
Loyalty	1000g	Magically returns to the Being's hand if thrown to attack (Bound).
Moonlit I	500g	Sheds Moonlight out to Close while Equipped.
Moonlit II	1250g	Sheds Moonlight out to Near while Equipped.
Moonlit III	5000g	Sheds Moonlight out to Far while Equipped.
Store Spell	Special	Reduce Caster's Maximum Mana to store a Casting of a Spell.
Radiant I	2000g	Sheds Sunlight out to Close while Equipped.
Radiant II	5000g	Sheds Sunlight out to Near while Equipped.
Radiant III	20000g	Sheds Sunlight out to Far while Equipped.
Unique	—	These are Powers that provide special interactions that can't be priced.
Warning	7500g	Bound Being can't be surprised, and is awoken if foes are Near.

RELIC LIST

The Relics appear in alphabetical order.

Alchemist's Beaker — RELIC

Lore: Relic Beaker (Bound)

A beaker with three separate layers, each with the following Power:

- **Prima Materia:** When the Ritual to Bond with it is performed, the Being can provide up to three alchemical items and assign them to a layer. The beaker can be used to provide a use of that alchemical item, which replenishes automatically after 1 Day.

Value: 3000g

Armor of Vulnerability — RELIC

Lore: Cursed Relic Armor (Bound)

Cursed Armor that can't be unbonded from except by powers that can remove curses. It bears the following Curse:

- **Vulnerability (Armor):** Does not grant its Armor and instead increases Attack damage taken by the number indicated. Any attempts to identify it only reveals it to be a Relic Armor with the opposite "plus."

Value: 150g (-1), 600g (-2), 2400g (-3)

Bag of Devouring — RELIC

Lore: Relic Bag

A bag that eats anything put inside it after 1 Hour. Small Beings and 1 Slot Items can fit in the bag. Anything devoured this way vanishes from existence.

Bag of Holding — RELIC
Lore: Relic Bag

A bag that contains its own pocket dimension, granting it the following Power:

- **Holding V:** Occupies 1 Inventory Slot, but can hold 5 Slots of Items without counting against the carrier's Inventory Slots.

Value: 1000g

Black Wing — RELIC
Lore: Relic Light Crossbow (Bound)

Crossbow of dark-stained wood, adorned in pitch black feathers. The crossbow grants the user the following powers while equipped:

- **Nightvision:** They have Darksight.

Further, the crossbow can also be activated to grant the following Power for 1 minute:

- **Darkness II:** Darkens non-magical light within Near while Equipped.

Blink Dagger — RELIC
Lore: Relic Dagger (Bound)

Dagger that a Being must Bind themselves to access its Powers, which are as follows:

- **Blinking:** They can use their Action or skip their Move to teleport to the Item if it is within Far.
- **Loyalty:** They can will it to return to their hand (no Action).

Value: 3000g

Boots of Levitation — RELIC
Lore: Relic Boots

The wearer has the following Power:

- **Levitation:** They can Fly up or down, but not laterally, using their Speed.

Value: 500g

Boots of the Hare — RELIC
Lore: Relic Boots

Boots adorned with mithral rabbit filigree. The wearer has the following Powers:

- **Lesser Speed:** Their Speed becomes 30' if it was previously lower.
- **Jumping II:** Their horizontal jump distance is multiplied by 3.

Value: 2500g

Boots of the Spider — RELIC
Lore: Relic Boots

The boots have the following Powers:

- **Clinging:** The wearer has Cling.
- **Webwalking:** The wearer ignores Difficult Terrain made of webs, and can't be Restrained by webs and filament.

Value: 3000g

Broom of Flying — RELIC
Lore: Relic Broom (Bound)

An animated broom with a Fly Speed of 30'. Obeys the commands of the Being Bound to it.

Value: 1000g

Cloak of Displacement — RELIC
Lore: Relic Light Armor

Coat made of the fur of an omlarcat. The wearer has the following Power:

- **Displacement:** Attacks against them based on sight are made as if the attacker is Vulnerable.

Value: 1000g

Cloak of Invisibility — RELIC
Lore: Relic Light Armor (Bound)

A cloak of shimmers that reflects light anomalously. The Bound wearer has the following Power:

- **Invisibility I:** They use their Action or skip their Move to become Invisible until after they take an Action.

Value: 5000g

Cube of Force — RELIC

Lore: Relic Trinket (Cube)

Handheld cube of various magical materials. The cube has 36 Charges, which are refreshed each Day.

Each of the sides can be pressed to activate or deactivate a barrier out to Close from the holder, which has a function that moves with them. When activated, it spends a number of charges based on the side, as shown on the following table, which are also spent each Round while the barrier is active:

Side	Charges	Barrier Function
1	1	Blocks gases and wind.
2	2	Blocks nonliving matter.
3	3	Blocks Beings.
4	4	Blocks magic effects.
5	6	Blocks everything.
6	0	Deactivates the barrier.

The barrier can block other effects by spending 1 Charge per damage die of the effect.

Value: 2000g

Decanter of Endless Water — RELIC

Lore: Relic Vase

A flask that provides an endless supply of water in a manner of the wielder's choice. This can be fresh or salt water, and a command word must be spoken to detail the rate of flow:

Fountain: Medium-sized fountain at 5 gallons per Round.

Geyser: Line out to Near of 30 gallons per Round. Wielder must pass an Endure Save against being Shoved or be knocked Prone.

Stream: Trickle of 1 gallon per Round.

Value: 1000g

Deck of Many Things — RELIC

Lore: Fabled Tarot Card Deck

Deck of 22 cards in a box. Each card depicts an esoteric image and is decorated with filigree of magical glyphs. A Being can draw up to 4 cards from the deck, and is affected by the magic effects of the card. Afterward, those cards return to the deck.

You can use a deck of Tarot cards to represent the Deck, using only the Major Arcana to represent it. Those cards are indicated in parenthesis.

- **Balance (Justice):** Any three Relics of their choice with a bonus increase the bonus by 1.
- **Comet (The World):** By themselves, they must defeat the next Enemy they encounter to gain a Level.
- **Donjon (The Empress):** They drop their inventory, forget how to Cast any Spells, and are teleported to a prison. The deck then disappears and no cards can be drawn.
- **Fates (The Lovers):** They can choose to avoid one siutation or the outcome of a situation at one point in the future.
- **Flames (The Devil):** A powerful Hellspawn takes a dedicated interest in them. It is now their Enemy, and will seek to ruin their life.
- **Fool (The Fool):** They lose 1 Level and draw another card. The Fool disappears forever.
- **Gem (The Wheel of Fortune):** (d66) gems worth 100g each and (d66) pieces of jewelry worth 200g each appear around them.
- **Idiot (Temperance):** Their Reason decreases by d6. If reduced to 0, they die. They can draw another card.
- **Jester (The Hierophant):** They gain 1 Level or draw two cards. The Jester disappears from the deck forever.
- **Key (The High Priestess):** A Fabled Relic of their choice that isn't the Deck of Many Things appears in their hand.
- **Knight (Strength):** You gain the service of an Ally champion, which obeys your commands as a companion.
- **Medusa (The Magician):** They are cursed, causing a -2 penalty to all Saves.
- **Moon (The Moon):** They gain three wishes, which must be made within 10 minutes.
- **Rogue (The Hanged Man):** A friend to them now permanently hates them. This hatred is only revealed at the worst possible time.
- **Ruin (The Tower):** They lose all of their land, possessions, and wealth.
- **Skull (Death):** A **grim reaper** appears and attacks them. If any other Being attempts to help them, another grim reaper appears and attacks that Being.

Grim Reaper
Medium Undead

HP: = 1/2 the summoner's **Speed:** 60' (Fly, Phase)
Zone: Frontline **Morale:** 12 **# Appearing:** Special
Senses: Allsight, Darksight
Armor: 8 [as (+5) Heavy]
Immune: Cold, Fire, Poison, Shock
Weak: Physical from Silvered Weapons
Status Immune: Charm, Confused, Frightened, Paralyzed, Restrained, Sickened

ACTIONS

Scythe [Melee]: 9 (2d8)

ABILITIES

Inevitable: Its attacks can't be Blocked or Dodged.

- **Star (The Star):** A Stat of their choice increases by 1.
- **Sun (The Sun):** They gain 1 Level and one Relic of their choice that isn't a Fabled Relic.
- **Talons (Judgement):** Any Relics owned by them disappear instantly and permanently.
- **Throne (The Emperor):** Their Presence increases to 7 and they become the owner of a keep.
- **Vizier (The Hermit):** They can ask one question of their choice either now or in the future, and are given the most true and thorough answer to that question by the GM.
- **Void (The Chariot):** Their soul is ripped from their body, leaving behind a husk. The soul is trapped in a prison of the GM's choice, and may be saved by questing for it. The deck of many things then disappears and no other cards may be drawn from it.

Value: Priceless

Dyrnwyn — RELIC
Lore: Fabled Relic Longsword

Longsword with a pure white blade and jewel-studded hilt. It has the following Powers:

- **(+2) Weapon:** Deals an extra +2 damage.
- **Evil's Bane:** Deals an extra damage die to Hellspawn and Undead.
- **Silvering:** Attacks with it count as Silvered.
- **Smite I:** Targets that take damage from it are also Burning (Cd4) with holy flame that ignores Immune.

Value: 25000g

Elven Chain — RELIC
Lore: Relic Medium Armor

Mithral Chain Armor that, while Equipped, grants the wearer the following Power:

- **(+1) Armor:** Grants a +1 bonus to Armor.

Value: 2000g

Golden Needle — RELIC
Lore: Relic Sewing Needle (Consumable)

If the tip of the needle is pressed into a petrified Being, the needle melts into the stone and the curse of petrification ends. The needle is irretrievable after use.

Value: 50g

Harpy's Cloak — RELIC
Lore: Relic Light Armor

A cloak of harpy's feathers. It acts as Light Armor and the feathers can be used as Daggers. It has the following Powers:

- **(+1) Armor:** Grants a +1 bonus to Armor.
- **Infinite ((+1) Dagger):** The feathers it creates attack as (+1) Daggers. They become mundane feathers after the attack is made, and the feather grows back instantly.

Value: 1150g

Helm of Telepathy — RELIC
Lore: Relic Helmet (Bound)

Gorgeous helmet which grants the wearer the following Power:

- **Telepathy:** Telepathy (Far), which requires Focus.

Value: 10000g

Loyalty Shield — RELIC
Lore: Fabled Relic Standard Shield (Bound)

Standard Shield that a Being must Bind themselves to to access its Powers, which are as follows:

- **(+1) Shield:** Grants a +1 bonus to Armor.
- **Loyalty:** Can be thrown to attack. It then magically returns to the Wielder's hand after the attack.

Value: 1000g

Magistaff — RELIC

Lore: Relic Staff (Bound)

A 10 minute Ritual can be conducted while it is held by a willing Being that knows a Spell. During the Ritual, that Being chooses a Spell and chooses how they would Cast it. Their Maximum Mana is reduced by the cost it would take to Cast it, which is only restored if the Bond to the magistaff ends.

After the Ritual, the Bound wielder can spend a charge from the staff to Cast that Spell as it was Cast during the Ritual, using a Skill of their choice. The number of Charges corresponds to the rarity of the magistaff, as shown below, and its Countdown die resets at dawn.

Common: Cd4 Charges
Rare: Cd6 Charges
Legendary: Cd8 Charges
Value: Common (5000g), Rare (15000g), Legendary (50000g)

Moonlit Blade — RELIC

Lore: Fabled Relic Greatsword (Bound)

Greatsword that a Being must Bind themselves to to access its Powers, which are as follows:

- **(+3) Weapon:** Deals an extra +3 damage.
- **Blasting:** Can make a Melee attack as an arc of moonlight energy at a Near Target. The Target is then illuminated with moonlight for the Round, can't benefit from being Invisible, and turns to its normal form if it was shapeshifted.
- **Moonlit:** Sheds Moonlight out to Near.

Value: 25000g

Necklace of Adaptation — RELIC

Lore: Relic Necklace

Necklace of heavy chain which grants the wearer the following Powers:

- **Eternal Breath:** They don't need to breathe.
- **Extremes Innured:** They are not affected by extreme pressure or vacuums.

Value: 10000g

Orb of Many Energies — RELIC

Lore: Eccentric Trinket (Orb, Bound)

Roll a d8 to determine its starting color. Each color corresponds to a Spell, which the Bound Being can Cast as long as the orb is that color by spending a Charge.

Whenever you Cast a Spell that corresponds to the orb's current color, roll a d8 to determine its new color.

d8	Color	Spell
1	Red	Burn
2	Orange	Amplify
3	Yellow	Zap
4	Green	Sprout
5	Blue	Freeze
6	Indigo	Ward
7	Violet	Color
8	Special	The orb becomes two colors at once. Roll twice, rerolling 8s. When you Cast a Spell corresponding to either of these colors, you may Cast the Spell corresponding to the other color as a part of the same Action.

The orb has Cd6 Charges. When it runs out of Charges, it dims to a grayish color and can't be used until the next dawn.

Value: 2500g

Peacemaker — RELIC

Lore: Fabled Relic Revolver

Revolver which silvers all bullets fired from it. It has the following Powers:

- **(+2) Weapon:** Deals an extra +2 damage.
- **Silvering:** Attacks with it count as Silvered.
- **Personality:** Will only fire at hostile foes.

Value: 5000g

Philosopher's Stone — RELIC
Lore: Fabled Relic Alchemical Item (Bound)

The philospher's stone is a mystical object made from the essence of creation itself. It can form all materials when used by an alchemist.

While within 1 mile of the stone, the bound Being does not age and can't be Sickened.

The stone is an alchemical item that can be used with the Use Action in the following ways, which consumes the Philosopher's Stone in the process:

- If it touches a corpse, it is revived, and heals, creates, or regenerates their body to its original form if the Fates allow.
- It provides up to 50g of raw materials suitable for making an alchemical item. These raw materials disappear after 1 week of their creation.

Phoenix Down — RELIC
Lore: Relic Furs (Consumable)

This item can be placed on the corpse of a recently deceased Being to return them to life at half HP. The Phoenix Down is consumed in this process.

Material: 50g worth of phoenix's feathers
Powers: Resurrection (one use)
Value: 100g

Pixie Dust — RELIC
Lore: Relic Dandruff (Consumable)

You can Use a single use of pixie dust to sprinkle on a Being, giving it a Fly Speed equal to its Walk Speed for 1 minute.

Value: 10g

Ring of Fire Resistance — RELIC
Lore: Relic Ring

This red ruby ring has the following Powers:

- **Innured to Flame:** The wearer is unharmed by non-magical Fire.
- **Fire Resistance:** The wearer has Favor on Saves against taking Fire-based damage, and reduces the Fire damage they take by 1 per damage die rolled (minimum 1 damage).

Value: 2500g

Spell Book — RELIC
Lore: Relic Book

A spellbook functions as a Trinket and contains the knowledge of how to Cast at least one Spell. The Spell can be Cast from it by the person who created it without issue. Otherwise, it requires the reader to pass an Arcana Check to do so. If the Arcana Check is a 1, the spellbook dissolves.

Value: 25g

Scroll, Enchantment — RELIC
Lore: Relic Parchment (Consumable)

Can be read to grant one Item of the reader's choice that they are touching the Relic Power on the Scroll. The Scroll then vaporizes.

Value: equal to the Value of the Power

Scroll, Spell — RELIC
Lore: Relic Parchment (Consumable)

A Spell Scroll can be read to cast the spell from it as specified. Doing so costs no Mana and causes the Scroll to vaporize.

Value: 5g+5g per Mana that would be required to otherwise Cast the Spell

Scroll, Protection — RELIC
Lore: Eccentric Parchment (Consumable)

A Protection Scroll can be read to create an Aura out to 10' from the reader for 1 Hour that moves with them. Doing so causes the Scroll to vaporize. Those in the Aura have Favor on Saves forced by Beings designated by the scroll's name:

Protection from Evil: Hellspawn, Undead
Protection from Good: Divines, Fae

Value: 10g

Skyhowel — RELIC
Lore: Relic Chain Whip

Chain Whip that crackles with arcs of lightning as it swings. It has the following Powers:

- **(+1) Weapon:** Deals an extra +1 damage.
- **Shocktongue:** Its damage is Shock.
- **Crack the Sky:** (1/Day) Strike the air, causing all Near foes who aren't Immune to Shock to become Dazed (d4 Rounds).

Value: 1600g

Standard of the Herald — RELIC
Lore: Relic Spear (Bound)

Spear with a banneret's standard capable of instilling bravery. It has the following Powers:

- **Warlord's Resolve:** While planted in the ground, Allies within Near have a +1 bonus to Armor, and Favor on Saves against Frightened.
- **Loyalty:** Can be thrown to attack. It then magically returns to the Wielder's hand after the attack.
- **Glamour:** The standard can change to a design of the Bound Being's choice. It never gets dirty.

Sunder — RELIC
Lore: Fabled Relic Warhammer (Bound)

Warhammer that must be Bound to to access its Powers, which are as follows:

- **(+3) Bonus:** Deals an extra +3 damage.
- **Giants Bane:** Deals an extra damage die to giants.
- **Earth Shaker:** (1/Day) Strike the earth to cause all Near foes to be Dazed (d4 Rounds).
- **Loyalty:** Can be thrown to attack. It then magically returns to the Wielder's hand after the attack.
- **Sense Valuables:** Senses gold and gems within Near.
- **Thrown Ace:** Deals an extra damage die with thrown attacks.

Value: 13000g

Sylph Scope — RELIC
Lore: Relic Glasses

A set of glasses that grant the following Powers to those who wear them:

- **Allsight:** Can see Invisible Beings.

Value: 1000g

Undertow — RELIC
Lore: Fabled Relic Trident (Bound)

Trident that must be Bound to to access its Powers, which are as follows:

- **(+3) Weapon:** Deals an extra +3 damage.
- **Aqua Lung:** They can breathe water.
- **Fish Command:** (3 charges) You can Target a Beast with a Swim Speed and spend 1 charge to attempt to cause it to be Charmed for 1 minute, giving you control of it.
- **Marine Ambassador:** They can speak with Beasts with a Swim Speed.
- **Safe Space:** Create an impenetrable barrier out to Close. This barrier has 36 HP, which is regained each day. The barrier ignores the results of damage rolls, and instead only takes 1 damage per die used for the damage. While the barrier has HP, the area within is safe, comfortable, nothing can enter or exit the barrier, and nothing within can be affected by any attacks or magic from outside it. Action to activate or deactivate.
- **Vicious:** On a Crit Attack, the Target takes extra damage equal to (2 × its HD).
- **Warning:** You can't be surprised while conscious, and it awakens you if you are asleep if Enemies are within Near.

Voidedge — RELIC
Lore: Fabled Relic Greatsword (Bound)

Greatsword that a Being must Bind themselves to to access its Powers, which are as follows:

- **(+3) Weapon:** Deals an extra +3 damage.
- **Haste:** (1/Day) For 1 minute, the Wielder's Speed is doubled, they gain Favor on Reflex Saves, and can take a second Action each Round.
- **Lifesteal:** Killing a foe with it heals the Wielder for 4 (d8) HP. If the slain foe is an Artificial or Undead Being, it instead deals 4 (d8) damage to the Wielder.
- **Resolve:** The Wielder is Immune to Charmed and Frightened.
- **Sense Life:** Detects Small and larger living Beings within Far.
- **Soul Eater:** It devours the soul of foes it slays. Those who have their soul eaten can't be resurrected unless a wish is granted to do so.

Vorpal Blade — RELIC
Lore: Fabled Relic Dagger

Dagger with the following Powers:

- **(+3) Weapon:** Deals an extra +3 damage.
- **Vorpal:** Beheads its Target on a Crit if the Target takes the damage.

Value: 55000g

STATBLOCKS

Any Being that isn't one of the Heroes will use a Statblock when needed. This is a summary of its Stats, Traits, and Actions, and will be referenced when in Combat with the party. This chapter begins with a section on how to read the statblocks, interpretting statblocks from other systems for *Vagabond*, and multiple statblocks for common Enemies in pulp fantasy. For readability, statblocks are a quick summary of the numbers needed to run the Being, and aren't a comprehensive detail of everything it can do. When a situation arises that the Statblock doesn't cover, apply common sense within reason.

USING STATBLOCKS

Statblocks are presented from top to bottom in the following order.

Threat Level (TL)

Threat Level is a loose indication of how dangerous it is. Threat Level is roughly equivalent to the same Level it would have as a Hero, and is covered more in-depth later in this chapter.

Hit Dice & Hit Points

A Statblock lists Hit Dice (HD) that determine its maximum points of Hit Points (HP). To determine HP, multiply the HD by 4.5. Small-sized Beings only gain 1 HP per HD.

Boss HP

Heroes do a lot of damage. This is intentional and helps them run through minions in combat. To give boss monsters more "oomph", **feel free to double their HP.**

Speed

The Speed it has and any special Speed Types. Remember that all Beings regain Speed at the end of their Turn.

Zone

A description of how the Being's traits and features dictate where it is intended to fight during combat. Using zones helps the GM position the Enemies during Combat, and describes how the Enemies will act during their turn for Solo and Co-Op play. The GM has the final say in how Enemies act.

Frontline

Most effective offensively within Melee reach of an opposing force, and try to end their turn within reach. If a Being on an opposing force is not within their Reach after they Move, they Rush to a Target.

Midline

Most effective offensively within Melee reach, but try to end their turn out of reach of the opposition's Melee offenses.

Backline

These Beings are most effective offensively within Ranged distance of an opposing force.

Morale

Enemies won't always fight to the death, and may retreat or surrender when combat isn't going their way. Enemies that don't have a Morale value or that are Berserk will always fight to the death. Enemies that have a Morale value indicated in their Statblock make Morale Checks (rolled by the GM) at the start of their turn if one of the following conditions are met:

- Their Leader is defeated.
- They are alone and at half HP or lower.
- Half or more are deafeated.

When Checking Morale, roll 2d6. If the total is equal to or higher its Morale, it fails the Morale Check and retreats.

OPTIONAL: NO MORALE

The GM can choose not to use Morale.

Number Appearing

This number details the average number of these Beings you will often find when randomly encountered.

Senses

Assume that Beings are generally capable with the basic senses unless indicated otherwise in its Abilities. Any special Senses the Being has are indicated in their Statblock.

Armor

How much it reduces attack damage by. For simplicity, if an Enemy has a Shield Equipped, grant it a +1 bonus to Armor.

Further, Armor has a descriptor in [brackets] that describes how the Armor is calculated. This is mostly for ease of conversion should you wish to take a *Vagabond* monster into another system.

ARMOR DESCRIPTORS

By Type	Mitigation
None	- All attacks hit -
as Unarmored	0
as Unarmored plus Shield	1
as Leather	1
as Leather plus Shield	2
as Hide	1
as Hide plus Shield	2
as Chain	2
as Chain plus Shield	3
as Scale	2
as Scale plus Shield	3
as Plate	3
as Plate plus Shield	4
as Splint	3
as Splint plus Shield	4
as (+1) Plate	4
as (+1) Plate plus Shield	5
as (+2) Plate	5
as (+2) Plate plus Shield	6
as (+3) Plate	6
as (+3) Plate plus Shield	7

Status Immunities

Any Statuses it can't be affected by.

Actions

Actions are a list of how it tends to use its Action. These are arranged in order of priority, so you should assume it is always using the top-most Action when available. If that Action is not available, it uses the next Action instead.

Recharge

Anything that calls for a Recharge shows a countdown die which is rolled at the start of its subsequent Turns. Once it uses the Ability or Action, it can't use it again until this countdown die is depleted.

Actions

Enemies are likely using their strongest tactical option. As such, their Actions will be listed under their Stat Array in order of use priority.

Multi-Attack: It can use the indicated Attacks with a single Action.

Melee Attack: Assumes Close (5') Reach unless indicated.

Ranged Attack: Assumes Far Range unless indicated.

Cast: Enemies do not track Mana. Instead, they either have limited uses or Recharges.

OVERSIZED WEAPONS

Weapons created to be wielded by Huge and larger Beings deal additional damage while they wield them. This is generally an additional damage die per size above Medium, and is a factor of that Being's enhanced strength due to its size, not the weapon itself.

Abilities

Abilities that are likely to impact how it acts in Combat.

ON NPCS AND HIRELINGS...

The focus of the action should be on the Heroes. However, some situations may need an NPC or Hireling to join the party. Follow these guidelines when doing so:

NPCs: For non-player characters that are likely to stick around for a while, the Game Master is encouraged to create a Hero Record for that NPC and play cooperatively with the Heroes. Never forget to keep the spotlight on the Heroes rather than this NPC.

Hirelings: While a Hero has a Being under their command, the Hero can skip their Move or use their Action to issue a command for how it should act during the Turn. In these cases, use the Hero's Leadership Skill for any Checks and Saves the Hireling makes that Turn. Otherwise, it is assumed to fail Checks and Saves it makes.

A Hero can have a number of Hirelings under their command equal to (half their Presence).

Companions: Companions can be granted through certain Perks. In these cases, obey the rules detailed in those Perks.

THREAT LEVEL

Threat Level (TL) is a loose measure of the danger posed by a Being. Due to the ever-evolving nature of combat and the risks of chance-based failure, it's essentially impossible to mathematically determine what makes an encounter "perfect and balanced." As such, Threat is used to give an idea of how difficult things are likely to be, rather than how close to the Heroes' Levels they are.

Building Encounters

TL measures an Enemy's level as if it were a Hero. As such, a TL 1 Enemy is likely an average fight for one Level 1 Hero. However, encounter design isn't a perfect science and the dice will always tell their own story. Don't let the dream of a "perfectly-balanced" combat drive you to anxiety in prep. Instead, try to make an interesting and engaging one. A monster fought in a featureless white room is a significantly different encounter than one fought while you scale the side of a cliff or flying on an airship.

ON DETERMINING THREAT LEVEL...

This following header should only concern GMs interested in making their own monsters for Vagabond, and to "show how the sausage is made." It isn't required to run the game.

Determining Threat Level

To determine Threat Level, follow these steps:

1. Multiply its Armor by 2 for '*a*'
2. Divide its HP by 10 to get '*b*'
3. Divide its average Damage per Round by 6 for '*c*'.
4. Add *a* to *b* and divide the result by 4. Add these together.

$$TL = \frac{a+b}{4} + c$$

5. Round this up to the nearest decimal, such as 1.26 rounding up to 1.3, or 1.62 rounding down to 1.6.

The following table gives a rough idea of how these numbers can be interpreted.

Threat Level	- Defense - HD	HP	Armor	Offense DPR
0	1-2	1-9	0	0-2
1	3-4	10-19		3-5
2	5-6	20-29	1	6-8
3	7-8	30-39		9-11
4	9-11	40-49	2	12-14
5	12-13	50-59		15-17
6	14-15	60-69	3	18-20
7	16-17	70-79		21-23
8	18-19	80-89	4	24-26
9	20-22	90-99		27-29
10	23-24	100-109	5	30-32
11	25-26	110-119		33-35
12	27-28	120-129	6	36-38
13	29-31	130-139		39-41
14	32-33	140-149	7	42-44
15	34-35	150-159		45-47
16	36-37	160-169	8	48-50
17	38-39	170-179		51-53
18	40-41	180-189	9	54-56
19	42-43	190-199		57-59
20	44-45	200-209	10	60-62

HUMANLIKE

All are considered Medium Humanlike.

NPC	Passives	Actions/Abilities
Acolyte	**TL:** 1.3 **HD:** 1 (4 HP) **Speed:** 30' **Zone:** Backline **Morale:** 7 **Armor:** 0 [as Unarmored]	**Cure Wounds [Cast, Touch (damaged Ally)] (3/Day):** Regain 3 (d6) HP **Turn Undead [Cast, Aura Near] (2/Day):** Undead Targets are Frightened (Cd4), ignoring Immunity. **Sacred Flame [Cast, Aura Near | Endure]:** 7 (2d6) and Blinded (Cd4) **Mace [Melee Attack]:** 3 (d6)
Apothecary	**TL:** 0.5 **HD:** 1 (4 HP) **Speed:** 30' **Zone:** Backline **Morale:** 7 **Armor:** 0 [as Unarmored]	**Health Potion [Use] (2/Shift):** Regain 4 (d6+1) HP **Panacea [Use] (1/Shift):** Cured of either Blinded or Sickened. **Crossbow [Ranged Attack]:** 2 (d4)
Assassin	**TL:** 2.3 **HD:** 1 (4 HP) **Speed:** 35' **Zone:** Midline **Morale:** 7 **Armor:** 1 [as Leather]	**Flurry [Multi-Attack]:** Two Daggers. **Dagger [Attack]:** 2 (d4) and **Sneak Attack**. **Sneak Attack:** Once per Turn, it deals 2 (d4) additional damage with an attack against a Vulnerable Target. This attack ignores Armor and can explode.
Bandit	**TL:** 1.5 **HD:** 1 (4 HP) **Speed:** 35' **Zone:** Midline **Morale:** 7 **Armor:** 1 [as Leather]	**Weapon [Attack]:** 3 (d6) or (by Weapon)
Bard	**TL:** 1.2 **HD:** 1 (4 HP) **Speed:** 30' **Zone:** Midline **Morale:** 9 **Armor:** 1 [as Leather]	**Inspiring Anthem [Action]:** Grants all of its Allies who can hear it a d4 bonus to their damage rolls and Will Saves for 1 Round. It can't use this Action if it doesn't have a Musical Instrument equipped. **Rapier [Melee Attack]:** 3 (d6)
Berserker	**TL:** 2.8 **HD:** 1 (4 HP) **Speed:** 40' **Zone:** Frontline **Morale:** 8 **Armor:** 1 [as Leather]	**Greataxe [Melee Attack, Cleave]:** 6 (d12) or 13 (2d12!) if this Being is Berserk **Rage:** It goes Berserk when it is attacked or as part of making an Attack. While Berserk by any means, it reduces damage by 1 per damage die.
Brigand	**TL:** 1.7 **HD:** 1 (4 HP) **Speed:** 40' **Zone:** Frontline **Morale:** 12 **Armor:** 2 [as Chain]	**Weapon [Attack]:** 3 (d6) or (by Weapon)
Commoner	**TL:** 0.3 **HD:** 1 (4 HP) **Speed:** 30' **Zone:** Backline **Morale:** 7 **Armor:** 0 [as Unarmored]	**Rock [Melee Attack, Thrown]:** 1

NPC	Passives	Actions/Abilities
Cultist	**TL:** 1.0 **HD:** 1 (4 HP) **Speed:** 30' **Zone:** Midline **Morale:** 12 **Armor:** 1 [as Leather]	**Dagger [Melee Attack]:** 2 (d4) **Zealot:** Can't be Charmed or Frightened.
Gladiator	**TL:** 1.7 **HD:** 2 (9 HP) **Speed:** 30' **Zone:** Frontline **Morale:** 7 **Armor:** 1 [as Leather]	**Weapon [Attack]:** 5 (d8+1) or (by Weapon) **Prowess:** +1 to attack damage it deals (already factored in).
Guard	**TL:** 1.9 **HD:** 2 (9 HP) **Speed:** 30' **Zone:** Frontline **Morale:** 7 **Armor:** 2 [as Chain]	**Weapon [Attack]:** 3 (d6) or (by Weapon)
Knight	**TL:** 2.8 **HD:** 3 (13 HP) **Speed:** 25' **Zone:** Frontline **Morale:** 8 **Armor:** 3 [as Plate]	**Greatsword [Melee Attack]:** 5 (d10) **Rally [Action]:** Grants its Allies who hear it a d4 bonus to their damage rolls and Will Saves for 1 Round. **Leadership:** While it is alive and in sight, its Allies always pass Morale Checks and can't be Frightened.
Mage, Fire	**TL:** 2.3 **HD:** 1 (4 HP) **Speed:** 30' **Zone:** Backline **Morale:** 8 **Armor:** 0 [as Unarmored]	**Fireball [Cast, 20-foot Sphere | Reflex] (1/Day):** 10 (3d6) and Burning (Cd4) **Firebolt [Cast, Remote (Focus) | Reflex]:** 7 (2d6) and Burning (Cd4)
Mage, Frost	**TL:** 1.9 **HD:** 1 (4 HP) **Speed:** 30' **Zone:** Backline **Morale:** 4 **Armor:** 0 [as Unarmored]	**Blizzard [Cast, 20-foot Sphere (Focus) | Endure] (Recharge Cd6):** 10 (3d6) and filling the area with snow (Difficult Terrain). **Ice Knife [Cast, Bolt (Focus) | Reflex]:** 7 (2d6) and its Speed is reduced by half for the duration.
Mage, Shock	**TL:** 1.9 **HD:** 1 (4 HP) **Speed:** 30' **Zone:** Backline **Morale:** 4 **Armor:** 0 [as Unarmored]	**Lightning Bolt [Cast, 30-foot Line | Reflex] (Recharge Cd6):** 10 (3d6) and Dazed (Cd4) **Zap [Cast, Bolt (Focus) | Reflex]:** 7 (2d6) and Dazed for the duration.
Noble	**TL:** 1.2 **HD:** 1 (4 HP) **Speed:** 30' **Zone:** Backline **Morale:** 9 **Armor:** 1 [as Leather]	**Rapier [Attack]:** 3 (d6) **Rally [Action]:** Grants its Allies who hear it a d4 bonus to their damage rolls and Will Saves for 1 Round.

NPC	Passives	Actions/Abilities
Scout	**TL:** 1.4 **HD:** 1 (4 HP) **Speed:** 30' **Zone:** Backline **Morale:** 3 **Armor:** 1 [as Leather]	**Longbow [Ranged Attack]:** 4 (d8) **Dagger [Melee Attack]:** 2 (d4)
Thug	**TL:** 1.5 **HD:** 1 (4 HP) **Speed:** 30' **Zone:** Backline **Morale:** 8 **Armor:** 1 [as Leather]	**Weapon [Attack]:** 3 (d6) or (by Weapon) **Arbalest [Ranged Attack]:** 5 (d10)
Trader	**TL:** 1.2 **HD:** 1 (4 HP) **Speed:** 40' **Zone:** Backline **Morale:** 6 **Armor:** 1 [as Leather]	**Weapon [Attack]:** 3 (d6) or (by Weapon)
Veteran	**TL:** 2.4 **HD:** 2 (9 HP) **Speed:** 25' **Zone:** Frontline **Morale:** 9 **Armor:** 3 [as Plate]	**Weapon [Attack]:** 3 (d6 or (by Weapon)
Warlord	**TL:** 3.0 **HD:** 5 (22 HP) **Speed:** 30' **Zone:** Frontline **Morale:** 10 **Armor:** 3 [as Plate]	**Maul [Melee Attack]:** 5 (d10) **Rally [Action]:** Grants its Allies who hear it a d4 bonus to their damage rolls and Will Saves for 1 Round.

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ARTIFICIALS

Sentient objects whose life was not granted through necromancy are known as artificials. They are always made with purpose, though what this purpose is isn't always known. They may be constructed guardians of sacred sites for long after their masters' passing, magically animated vehicles that work on their own, or even haywire machinations left to serve as chaotic traps in dark dungeon corridors.

Animated Armor — TL: 2.4

Medium Artificial

HD: 2 (9 HP) **Speed:** 30'
Zone: Frontline **Morale:** - **# Appearing:** d4
Armor: 3 [as Plate]
Immune: Poison
Status Immunities: Blinded, Charmed, Fatigued, Frightened, Paralyzed, Sickened, Suffocating

ACTIONS

Weapon [Melee Attack]: 3 (d6) or (by Weapon)

ABILITIES

Antimagic Vulnerability: It is Dazed for Cd4 if affected by the Dispel Spell or other antimagic.
Immutable: It can't be transformed.

Crawling Wall — TL: 6.1

Huge Artificial

A silent, moving wall that catches its prey by crushing it and soaking the pulp through its cracks. They may have arms and a mouth.

HD: 13 (58 HP) **Speed:** 20'
Zone: Frontline **Morale:** - **# Appearing:** 1
Armor: 3 [as Plate]
Immune: Poison
Weak: Blunt
Status Immunities: Paralyzed, Sickened, Suffocating

ACTIONS

Multi-Attack: 1×Grasp and 1×Crush
Grasp [Melee Attack]: 4 (d8) and Restrained
Crush [Rush]: Any Huge or smaller Being in its path is pushed in front of it for the Move. If there is no open space within Close for the Being to go when this happens, it takes 3 (d6) for every 5' of Speed this Being has remaining.
Immutable: It can't be transformed.

Dungeonheart — TL: 1.7

Huge Artificial

The creation of a dungeonheart involves opening a summoning portal within a living troll's heart. The troll must survive the initial process to guarantee its regeneration works. Over time, the troll's blood and tissue seeps through the portal, which spits out all manner of bizarre creatures.

HD: 10 (45 HP) **Speed:** 0'
Zone: - **Morale:** - **# Appearing:** 1
Armor: 1 [as Leather]
Weak: Pierce
Status Immunities: Berserk, Charmed, Confused, Dazed, Frightened, Incapacitated, Suffocating, Unconscious

ACTIONS

Spawn: At the start of its Turn, roll d4. On a roll of 2 to 4, this Being spawns an Ally Being (d6, roll two and take the highest if this Being is at half HP or lower), which appears in the nearest open space:

1. Giant Spider (p. 132)
2. Basilisk (p. 135)
3. Owl Bear (p. 145)
4. Rust Monster (p. 148)
5. Warp Beast (p. 151)
6. Gelatinous Cube (p. 172)

Flying Spellbook — TL: 0.7

Small Artificial

An animated spellbook that flies like a bird, capable of casting the magic written on its pages.

HD: 1 (1 HP) **Speed:** 0' (Fly 30')
Zone: Backline **Morale:** - **# Appearing:** d6
Senses: Blindsight
Armor: 0 [as Unarmored]
Immune: Poison
Weak: Fire
Status Immunities: Sickened, Suffocating

ACTIONS

Freeze [Cast, Remote | Endure] (Recharge Cd4): 3 (d6) and its Speed is reduced by 10 feet (Cd4).
Zap [Cast, Bolt | Reflex] (Recharge Cd4): 3 (d6) and Dazed (Cd4)

ABILITIES

Antimagic Vulnerability: It is Dazed for Cd4 if affected by the Dispel Spell or other antimagic.
Nimble: Attacks against it can't be Favored if it can Move.

Flying Sword
TL: 2.3
Small Artificial

An enchanted sword that dances through the air.

HD: 1 (1 HP) **Speed:** 0' (Fly 50')
Zone: Frontline **Morale:** - **# Appearing:** d4
Senses: Blindsight
Armor: 3 [as Plate]
Immune: Poison
Status Immunities: Charmed, Frightened, Sickened, Suffocating

ACTIONS
Slash [Melee Attack]: 4 (d8)

ABILITIES
Antimagic Vulnerability: It is Dazed (Cd4) if affected by the Dispel Spell or other antimagic.
Nimble: Attacks against it can't be Favored if it can Move.

Joust Guardian
TL: 6.3
Large Artificial

A mechanical warrior from eons past, typically found guarding ruins of fallen advanced societies.

HD: 6 (27 HP) **Speed:** 30'
Zone: Frontline **Morale:** - **# Appearing:** 1
Armor: 3 [as Plate]
Immune: Poison
Status Immunities: Berserk, Charmed, Confused, Fatigued, Frightened, Unconscious, Sickened, Suffocating

ACTIONS
Assault [Multi-Attack]: Lance and Cannon attack.
Lance [Melee Attack, Near]: 13 (2d12)
Cannon [Ranged Attack (Sphere 10 foot)]: 11 (3d6)

ABILITIES
Immutable: It can't be transformed.

Gargoyle
TL: 2.6
Medium Artificial

A flying statue with a demonic appearance.

HD: 4 (18 HP) **Speed:** 15' (Fly 30')
Zone: Frontline **Morale:** 11
Armor: 2 [as Chain]
Immune: Poison, Psychic
Weak: Blunt
Status Immunities: Fatigue, Sickened, Suffocating

ACTIONS
Multi-Attack: 2×Claw and 1×Bite
Bite [Melee Attack]: 3 (d6)
Claw [Melee Attack]: 1 (d3)

ABILITIES
Immutable: It can't be transformed.

Golem, Bone
TL: 4.3
Large Artificial/Undead

A pile of animated bones, given animus as a configuration of corpses rather than a single entity. They typically serve as guardians to tombs.

HD: 8 (36 HP) **Speed:** 30'
Zone: Frontline **Morale:** - **# Appearing:** d2
Senses: Blindsight
Armor: 2 [as Chain]
Immune: Poison; Physical from non-Relics
Weak: Blunt; Silvered Weapons
Status Immunities: Charmed, Fatigued, Paralyzed, Sickened, Suffocating

ACTIONS
Multi-Attack: 4×Cutlass
Cutlass [Melee Attack]: 3 (d6)

ABILITIES
Immutable: It can't be transformed.
Limbs: It is encountered with 5 (d6 + 2) limbs, and loses a limb each time it takes at least 4 damage.
Magic Ward I: Cast Checks that include it as a Target have a d4 penalty.

Golem, Clay
TL: 9.5
Large Artificial

HD: 12 (54 HP) **Speed:** 15'
Zone: Frontline **Morale:** 12 **# Appearing:** 1
Senses: Darksight
Armor: 0 [as Unarmored]
Immune: Poison; Physical from non-Relics
Weak: Adamant Weapons
Status Immunities: Charmed, Fatigued, Paralyzed, Sickened, Suffocating

ACTIONS
Multi-Attack: 2×Slam
Slam [Melee Attack]: 9 (2d8)

ABILITIES
Acid Bather: Acid damage rolls affect it as healing rolls.
Immutable: It can't be transformed.
Magic Ward I: Cast Checks that include it as a Target have a d4 penalty.
Unbaked: If it takes 5 or more Fire damage at once, it is Dazed (Cd4).

Golem, Flesh
TL: 4.7
Large Artificial

A living automoton of stitched-together flesh, given life through electric strikes.

HD: 9 (40 HP) **Speed:** 20'
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Senses: Darksight
Armor: 0 [as Unarmored]
Immune: Cold, Poison, Shock; Physical from non-Relics
Weak: Fire
Status Immunities: Charmed, Fatigued, Paralyzed, Sickened

ACTIONS
Multi-Attack: 2×Slam
Slam [Melee Attack]: 9 (2d8 (+2 if this Being is Berserk))

ABILITIES
Bloodied Rage: At 20 HP or less, it is Berserk.
Flame-Averse: If it can see fire or takes damage from fire, it is Frightened (Cd4).
Shock-Absorber: Shock damage rolls heal it instead.

Golem, Iron
TL: 8.9
Large Artificial

A massive warrior statue of iron or similar metal.

HD: 18 (81 HP) **Speed:** 15'
Zone: Frontline **Morale:** - **# Appearing:** 1
Senses: Darksight
Armor: 5 [as (+2) Plate]
Immune: Fire, Cold, Poison; Physical from non-Relics
Weak: Adamant Weapons
Status Immunities: Charmed, Fatigued, Paralyzed, Sickened, Suffocating

ACTIONS
Multi-Attack: 1×Poison Breath and 1×Greatsword, or 2×Greatsword
Poison Breath [Cast, Close 10' Cube | Endure] (Recharge Cd8): 2 (d4) Fatigue
Greatsword [Melee Attack]: 13 (2d12)

ABILITIES
Fire-Absorber: Fire damage rolls heal it instead.
Immutable: It can't be transformed.
Magic Ward I: Cast Checks that include it as a Target have a d4 penalty.

Golem, Stone
TL: 7.5
Large Artificial

Man-like stone statues, typically used as guardians of tombs and sacred sites.

HD: 13 (58 HP) **Speed:** 30'
Zone: Frontline **Morale:** 11 **# Appearing:** 1
Senses: Darksight
Armor: 3 [as (+1) Chain]
Immune: Poison; Physical from non-Relics
Weak: Adamant Weapons
Status Immunities: Charmed, Fatigued, Paralyzed, Sickened, Suffocating

ACTIONS
Slow Down [Cast, Aura Near | Will] (Recharge Cd4): Dazed (Cd4)
Multi-Attack: 2×Slam
Slam [Melee Attack]: 13 (3d8)

ABILITIES
Immutable: It can't be transformed.
Magic Ward I: Cast Checks that include it as a Target have a d4 penalty.

Homunculus
TL: 0.9
Small Artificial

HD: 1 (1 HP) **Speed:** 10' (Fly 40')
Zone: Midline **Morale:** 3 **# Appearing:** 1
Senses: Darksight, Echolocation
Armor: 0 [as Unarmored]
Immune: Poison
Status Immunities: Charmed, Sickened

ACTIONS
Bite [Melee Attack]: 1 (d3) and (1/Day) pass **[Endure]** or become Sickened (Cd6 Rounds, Unconscious until it takes damage).
Spit Acid [Ranged Attack, Near]: 2 (d4) and Burning (Cd4)

Living Statue, Crystal
TL: 2.6
Medium Artificial

An animated crystal statue, capable of moving and attacking.

HD: 3 (13 HP) **Speed:** 30'
Zone: Frontline **Morale:** 11 **# Appearing:** d4
Armor: 3 [as (+1) Chain]
Immune: Poison
Weak: Blunt
Status Immunities: Blinded, Fatigued, Suffocating, Unconscious

Actions
Weapon [Melee Attack]: 4 (d8) or (by Weapon)

Abilities
Immutable: It can't be transformed.

Living Statue, Iron
TL: 2.7
Medium Artificial

An animated iron statue. Slow, but more sturdy than crystal living statues.

HD: 4 (18 HP) **Speed:** 10'
Zone: Frontline **Morale:** 11 **# Appearing:** d4
Armor: 3 [as Plate]
Immune: Poison
Status Immunities: Blinded, Fatigued, Suffocating, Unconscious

Actions
Weapon [Melee Attack]: 4 (d8) or (by Weapon)

Abilities
Immutable: It can't be transformed.
Iron Absorption: When hit with a metal weapon that isn't a Relic, the attacker must pass **[Will]** or the weapon becomes stuck in this Being's body, and can only be removed if this Being is killed.

Living Statue, Rock
TL: 5.0
Medium Artificial

An animated statue of igneous rock and magma.

HD: 5 (22 HP) **Speed:** 20'
Zone: Frontline **Morale:** 11 **# Appearing:** d4
Armor: 3 [as (+1) Chain]
Immune: Fire, Poison
Weak: Blunt, Cold
Status Immunities: Blinded, Fatigued, Suffocating, Unconscious

Actions
Multi-Attack: 2×Magma Jet
Magma Jet [Ranged Attack]: 7 (2d6) and Burning (Cd6)

Abilities
Immutable: It can't be transformed.



Necrophidius
TL: 2.0
Large Artificial/Undead

Slithering, animated bones with a serpentine form and humanoid head.

HD: 2 (9 HP) **Speed:** 25'
Zone: Frontline **Morale:** - **# Appearing:** 1
Senses: Blindsight
Armor: 2 [as Chain]
Immune: Poison
Weak: Blunt
Status Immunities: Fatigued, Sickened, Suffocating

ACTIONS
Dance of Death [Cast, Remote | Will]: Dazed (Cd4)
Bite [Melee Attack]: 4 (d8) and pass **[Endure]** or become Sickened (Cd4, Paralyzed)

ABILITIES
Immutable: It can't be transformed.

Potead, Small
TL: 1.5
Small Artificial

A living pot, likely once held soup.

HD: 1 (1 HP) **Speed:** 15'
Zone: Frontline **Morale:** 7 **# Appearing:** 2d6
Armor: 2 [as Chain]
Immune: Fire, Poison
Status Immunities: Fatigued, Sickened, Suffocating

ACTIONS
Slam [Melee Attack]: 2 (d4)

ABILITIES
Immutable: It can't be transformed.

Potead, Medium
TL: 2.3
Medium Artificial

A living cauldron, possibly animated by a brew.

HD: 5 (22 HP) **Speed:** 15'
Zone: Frontline **Morale:** 7 **# Appearing:** 2d6
Armor: 2 [as Chain]
Immune: Fire, Poison
Status Immunities: Fatigued, Sickened, Suffocating

ACTIONS
Slam [Melee Attack]: 4 (d8)

ABILITIES
Immutable: It can't be transformed.



Potead, Large
TL: 3.4
Large Artificial

A living planter, it could fit a tree.

HD: 8 (36 HP) **Speed:** 15'
Zone: Frontline **Morale:** 7 **# Appearing:** 2d6
Armor: 2 [as Chain]
Immune: Fire, Poison
Status Immunities: Fatigued, Sickened, Suffocating

ACTIONS
Slam [Melee Attack]: 9 (2d8)

ABILITIES
Immutable: It can't be transformed.

Ripworm
TL: 3.1
Medium Artificial

Tunneling automatons known to wreak havoc on structures by undermining its foundation. They can cut through solid rock and earth with ease.

HD: 4 (18 HP) **Speed:** 20'
Zone: Frontline **Morale:** 10 **# Appearing:** d4
Senses: Seismicsense 60'
Armor: 3 [as Plate]
Immune: Poison
Status Immunities: Fatigued, Sickened, Suffocating

ACTIONS
Ripsaw [Melee Attack]: 7 (2d6)

ABILITIES
Immutable: It can't be transformed.
Tunneller: Can Move through solid rock and earth, leaving a 3-foot tunnel in its path.

Scarecrow
TL: 2.2
Medium Artificial/Undead

A straw effigy meant to deter pests, now being given animus by spirit possession.

HD: 5 (22 HP) **Speed:** 30'
Zone: Frontline **Morale:** 2 **# Appearing:** 1
Senses: Blindsight
Armor: 1 [as Leather]
Immune: Poison
Weak: Fire
Status Immunities: Blinded, Sickened, Suffocating

ACTIONS
Scream [Cast, any Being who can hear it | Will] (Recharge Cd4): Frightened (Cd4, Paralyzed if failed by 5 or more)
Multi-Attack: 2×Claw
Claw [Melee Attack]: 3 (d6)

ABILITIES
Immutable: It can't be transformed.

Stone Colossus
TL: 11.7
Colossal Artificial

Runic titans created by ancient, shockingly-advanced civilizations, colossus are golems that indicate a peoples' arcane advancements far outpaced their desire for diplomacy.

HD: 25 (112 HP) **Speed:** 50'
Zone: Frontline **Morale:** - **# Appearing:** 1
Armor: 6 [as (+3) Plate]
Immune: Fire, Poison
Status Immunities: Berserk, Charmed, Confused, Frightened, Paralyzed, Sickened, Suffocating

ACTIONS
Multi-Attack: 1×Laser and 1×Slam, or 2×Slams
Slam [Melee Attack, Near]: 21 (6d6) and Prone
Laser [Ranged Attack] (Recharge Cd4): 14 (4d6)

ABILITIES
Besieger: Deals double damage to Structures.
Immutable: It can't be transformed.
Magic Ward IV: Cast Checks that include it as a Target have a d10 penalty.
Self-Destruct: If it is at or below half its HP, its core begins self-destructing. This core goes off in 1 minute, and the sonic boom deals 200 damage to everything within 1 mile.

BEASTS

The creatures one would normally see in our mortal realm, as well as their fantastical hybrids, fall under the domain of Beasts.

Alligator/Crocodile — TL: 2.1

Large Beast

An animal with more than 3 letters in its name.

HD: 3 (13 HP) **Speed:** 30' (Swim)
Zone: Frontline **Morale:** 7 **# Appearing:** d8
Armor: 2 [as Chain]

ACTIONS

Bite [Melee Attack]: 4 (d8) and Restrained if the Target is its size or smaller. This attack always hits a Target Restrained by this attack.

ABILITIES

Hold Breath: Can hold its breath for 1 hour.

Alligator/Crocodile, Giant — TL: 5.5

Huge Beast

HD: 15 (67 HP) **Speed:** 30' (Swim)
Zone: Frontline **Morale:** 9 **# Appearing:** 1
Armor: 3 [as Plate]

ACTIONS

Bite [Melee Attack]: 13 (3d8) and Restrained if the Target is its size or smaller. This attack always hits a Target Restrained by this attack.

ABILITIES

Hold Breath: Can hold its breath for 1 hour.

Ant, Giant — TL: 2.9

Medium Beast

The incredibly hardy ant, increased to massive proportions. Their tunnels are the size of mineshafts, and an infestation of giant ants can topple a city.

HD: 2 (9 HP) **Speed:** 60'
Zone: Frontline **Morale:** 7 **# Appearing:** 2d6+2
Armor: 3 [as (+1) Chain]

ACTIONS

Bite [Melee Attack]: 7 (2d6)

Ape — TL: 1.3

Medium Beast

Tropical forest-dwelling apes of intimidating size, strength, and demeanor. Extremely territorial, and will attack any invaders on-sight.

HD: 4 (18 HP) **Speed:** 40' (Climb)
Zone: Frontline **Morale:** 7 **# Appearing:** d4
Armor: 0 [as Unarmored]

ACTIONS

Maul [Multi-Attack]: 2×Claw
Claw [Melee Attack]: 2 (d4)

Ape, Giant — TL: 2.3

Large Beast

Gorillas and the cave-dwelling white apes.

HD: 4 (18 HP) **Speed:** 40' (Climb)
Zone: Frontline **Morale:** 7 **# Appearing:** d4
Armor: 2 [as (+1) Leather]

ACTIONS

Maul [Multi-Attack]: 2×Claw
Claw [Melee Attack]: 2 (d4)

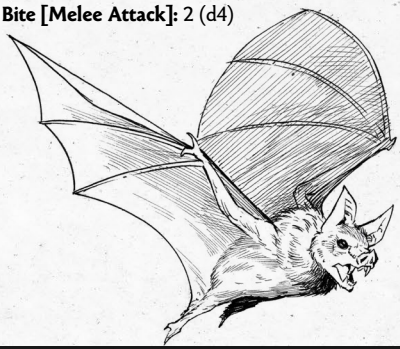
Badger — TL: 0.6

Small Beast

HD: 1 (1 HP) **Speed:** 25'
Zone: Frontline **Morale:** 4 **# Appearing:** d4+1
Armor: 0 [as Unarmored]
Status Immunities: Sickened

ACTIONS

Maul [Multi-Attack]: 2×Claw
Claw [Melee Attack]: 1 (d3)
Bite [Melee Attack]: 2 (d4)



Bat — TL: 0.2

Small Beast

HD: 1 (1 HP) **Speed:** 5' (Fly 30')
Zone: Midline **Morale:** 5 **# Appearing:** 2d20
Senses: Echolocation
Armor: 0 [as Unarmored]

ACTIONS

Bite [Melee Attack]: 1 and pass **[Endure]** or become Sickened (Cd6 days)

ABILITIES

Nimble: Attacks against it can't be Favored if it can Move.

Bat, Giant — TL: 0.5

Medium Beast

HD: 1 (4 HP) **Speed:** 10' (Fly 60')
Zone: Midline **Morale:** 8 **# Appearing:** 2d6
Senses: Echolocation
Armor: 0 [as Unarmored]

ACTIONS

Bite [Melee Attack]: 2 (d4) and pass **[Endure]** or become Sickened (Cd6 days)

ABILITIES

Nimble: Attacks against it can't be Favored if it can Move.

Bear — TL: 2.5
Medium Beast

HD: 5 (22 HP) **Speed:** 40' (Climb)
Zone: Frontline **Morale:** 8 **# Appearing:** d4+1
Armor: 1 [as Leather]

ACTIONS
Maul [Multi-Attack]: Two Claws and a Bite. If both Claws hit the same Target, the Bite can automatically hit that Target.
Claws [Melee Attack]: 3 (d6)
Bite [Melee Attack]: 4 (d8)

ABILITIES
Dense Muscled: Grapples and Shoves as Large.

Bee, Giant — TL: 0.9
Small Beast

Roughly 1 foot in length, these giant bees are extremely territorial, but otherwise non-aggressive.

HD: 1 (1 HP) **Speed:** 10' (Fly 50')
Zone: Midline **Morale:** 9 **# Appearing:** 2d6
Armor: 0 [as Unarmored]

ACTIONS
Sting [Melee Attack]: 5 (2d4)

Beetle, Bombardier — TL: 2.0
Small Beast

A 3-foot long beetle with powerful mandibles that is capable of emiting noxious fumes that burns flesh.

HD: 2 (2 HP) **Speed:** 40'
Zone: Frontline **Morale:** 8 **# Appearing:** 2d6
Armor: 1 [as Leather]

ACTIONS
Noxious Gas [Attack, Cone 10' | Endure] (Recharge Cd6): 7 (2d6), half on pass and not a Crit.
Bite [Melee Attack]: 3 (d6)

Beetle, Giant Fire — TL: 1.7
Small Beast

Cat-sized beetles that illuminate dark, cavernous areas with the glowing glands across their bodies.

HD: 2 (2 HP) **Speed:** 40'
Zone: Frontline **Morale:** 3 **# Appearing:** 2d6
Armor: 1 [as Leather]

ACTIONS
Bite [Melee Attack]: 5 (2d4)

ABILITIES
Bioluminescent: Sheds Light out to Near.
Soft Underbelly: Its Armor is 0 while it is Prone.



Beetle, Giant Tiger — TL: 3.0
Medium Beast

Giant beetles with tiger-striped carapace. Their mandibles are strong enough to crush bone.

HD: 3 (13 HP) **Speed:** 50'
Zone: Frontline **Morale:** 9 **# Appearing:** 2d6
Armor: 3 [as Plate]

ACTIONS
Bite [Melee Attack]: 7 (2d6)

ABILITIES
Soft Underbelly: Its Armor is 0 while it is Prone.

Boar — TL: 2.7
Medium Beast

More often found in forested areas. The boar is a feral pig with a notorious temper.

HD: 3 (13 HP) **Speed:** 50'
Zone: Frontline **Morale:** 9 **# Appearing:** 1d6
Armor: 1 [as Leather]

ACTIONS
Tusk [Melee Attack]: 5 (2d4)

ABILITIES
Relentless: Once per Day, if it is reduced to 0 HP, it instead regains d4 HP.

Boar, Giant — TL: 3.1
Large Beast

Cow-sized boars known to give chase until they-or their target-dies of exhaustion.

HD: 8 (36 HP) **Speed:** 40'
Zone: Frontline **Morale:** 11 **# Appearing:** 1
Armor: 2 [as (+1) Leather]

ACTIONS
Tusk [Melee Attack]: 7 (2d6)

ABILITIES
Relentless: Once per Day, if it is reduced to 0 HP, it instead regains 2d4 HP.

Cat
Small Beast — **TL:** 0.2

HD: 1 (1 HP) **Speed:** 40' (Climb)
Zone: Midline **Morale:** 2 **# Appearing:** 2d6
Senses: Darksight
Armor: 0 [as Unarmored]

Actions
Claw [Melee Attack]: 1

Abilities
Righting Reflex: It doesn't take falling damage from falling 40' or less.



Cat, Great
Medium Beast — **TL:** 3.2

All manner of lions, tigers, and panthers.

HD: 5 (22 HP) **Speed:** 50'
Zone: Frontline **Morale:** 9 **# Appearing:** d4
Armor: 1 [as Leather]

Actions
Multi-Attack: 2×Claw and 1×Bite
Bite [Melee Attack]: 5 (d10)
Claws [Melee Attack]: 3 (d6)

Abilities
Dense Muscled: Grapples and Shoves as Large.
Pack Hunter: Targets within 5 feet of one of this Being's Allies are Vulnerable to its attacks.
Pounce: If it moves at least 20' before an attack on the same Turn, the Target is also knocked Prone.

Cattle
Large Beast — **TL:** 1.4

Cows, bison, aurochs, and other large bovine.

HD: 4 (18 HP) **Speed:** 25'
Zone: Frontline **Morale:** 2 **# Appearing:** 2d6
Armor: 1 [as Leather]

Actions
Horn [Melee Attack]: 2 (d4)



Centipede, Giant
Small Beast — **TL:** 0.1

HD: 2 (2 HP) **Speed:** 20' (Climb)
Zone: Frontline **Morale:** 7 **# Appearing:** 2d4
Armor: 0 [as Unarmored]

Actions
Bite [Melee Attack]: Pass **[Endure]** or become Sickened (Cd4, Paralyzed)

Chicken
Small Beast — **TL:** 0.2

HD: 1 (1 HP) **Speed:** 30'
Zone: Frontline **Morale:** 2 **# Appearing:** 3d8
Armor: 0 [as Unarmored]

Actions
Beak [Melee Attack]: 1

Abilities
Flutter: It can't support itself in the air while flying at the end its Turn, but it does not take damage from falling if the distance was 30' or less.

Crab, Giant
Medium Beast — **TL:** 4.2

HD: 3 (13 HP) **Speed:** 20'
Zone: Frontline **Morale:** 12 **# Appearing:** d6
Armor: 3 [as Plate]

Actions
Multi-Attack: 2×Pincer
Pincer [Melee Attack]: 7 (2d6)

Abilities
Amphibious: It can breathe air and water.
On-Sight: Is Berserk, considers all Beings Enemies.

Crayfish, Giant
Large Beast — **TL:** 4.6

HD: 5 (22 HP) **Speed:** 25' (Swim)
Zone: Frontline **Morale:** 8 **# Appearing:** d6
Armor: 2 [as Chain]

Actions
Snip-Snip [Multi-Attack]: 2×Claw
Claw [Melee Attack]: 9 (2d8) and Restrained if smaller.

Abilities
Amphibious: It can breathe air and water.

Deer
Medium Beast — **TL:** 0.5

HD: 1 (4 HP) **Speed:** 50'
Zone: Midline **Morale:** 3 **# Appearing:** d6
Armor: 0 [as Unarmored]

Actions
Hooves [Melee Attack]: 2 (d4)

Dog
TL: 0.2/0.5
(Small/Medium) Beast

HD: 1/1 (1/4 HP) **Speed:** 30'/40'
Zone: Frontline **Morale:** 3/7 **# Appearing:** 2d6
Armor: 0 [as Unarmored]

ACTIONS
Bite [Melee Attack]: 1/2 (1/d4)

ABILITIES
Pack Hunter: Targets within 5 feet of one of this Being's Allies are Vulnerable to its attacks.

Electric Eel
TL: 1.3
Medium Beast

HD: 1 (4 HP) **Speed:** 0' (Swim 30')
Zone: Frontline **Morale:** 3 **# Appearing:** 2d6
Armor: 0 [as Unarmored]

ACTIONS
Shock [Attack, Aura Close | Endure]: 7 (2d6), Paralyzed (Cd4) if failed by 5 or more.
Bite [Attack]: 2 (d4)

ABILITIES
Aquatic: Can only breathe water.

Elephant
TL: 5.0
Huge Beast

HD: 9 (40 HP) **Speed:** 40'
Zone: Frontline **Morale:** 8 **# Appearing:** d20
Armor: 2 [as Chain]

ACTIONS
Trample [Melee Attack] (Recharge Cd4): 18 (4d8)
Tusk [Melee Attack]: 7 (2d4)

ABILITIES
Charger: If it Moves at least 20' in a straight line before making a Tusk Attack, the damage is doubled.

Frog/Toad
TL: 0.1
Small Beast

HD: 1 (1 HP) **Speed:** 20' (Climb, Cling, Swim)
Zone: Midline **Morale:** 2 **# Appearing:** 2d6
Armor: 0 [as Unarmored]

ACTIONS
Bite [Melee Attack]: 0

ABILITIES
Amphibious: Can breathe air or water.

Frog/Toad, Giant
TL: 0.9
Medium Beast

HD: 2 (9 HP) **Speed:** 20' (Climb, Cling, Swim)
Zone: Midline **Morale:** 6 **# Appearing:** d6
Armor: 0 [as Unarmored]

ACTIONS
Multi-Attack: 1×Tongue and 1×Bite
Bite [Melee Attack]: 3 (d6)
Tongue [Melee Attack, Near (Medium or smaller Being)]: Restrained and pulled Close

ABILITIES
Amphibious: Can breathe air or water.

Hawk
TL: 0.2
Small Beast

HD: 1 (1 HP) **Speed:** 5' (Fly 30')
Zone: Midline **Morale:** 6 **# Appearing:** d6
Senses: Darksight
Armor: 0 [as Unarmored]

ACTIONS
Talon [Melee Attack]: 1

ABILITIES
Nimble: Attacks against it can't be Favored if it can Move.

Hippopotamus
TL: 3.1
Large Beast

HD: 8 (36 HP) **Speed:** 20' (Swim 40')
Zone: Frontline **Morale:** 9 **# Appearing:** 1
Armor: 2 [as Chain]

ACTIONS
Bite [Melee Attack]: 7 (2d6) and Restrained if it is smaller. This always hits a Target Restrained this way.

ABILITIES
Aggressor: The first time it Moves at least 10 feet toward an Enemy on a Turn, it regains that Speed.

Hippopotamus, Behemoth
TL: 4.9
Huge Beast

Massive hippos, big enough for micro-ecosystems to develop on their backs. Uncontrollably territorial.

HD: 10 (45 HP) **Speed:** 30' (Swim 40')
Zone: Frontline **Morale:** 9 **# Appearing:** 1
Armor: 3 [as Plate]

ACTIONS
Bite [Melee Attack]: 13 (3d8) and Restrained if it is smaller. This always hits a Target Restrained this way.

ABILITIES
Aggressor: The first time it Moves at least 10 feet toward an Enemy on a Turn, it regains that Speed.

Horse, Draft
TL: 1.3
Large Beast

HD: 3 (13 HP) **Speed:** 30'
Zone: Frontline **Morale:** 5 **# Appearing:** 1
Armor: 1 [as Leather]

ACTIONS
Hoof [Melee Attack]: 2 (d4)

Horse, Riding
TL: 1.6
Large Beast

HD: 2 (9 HP) **Speed:** 80'
Zone: Midline **Morale:** 7 **# Appearing:** 1
Armor: 1 [as Leather]

ACTIONS
Multi-Attack: 2×Hoof
Hoof [Melee Attack]: 2 (d4)

Horse, War
TL: 2.0
Large Beast

HD: 3 (13 HP) **Speed:** 40'
Zone: Midline **Morale:** 9 **# Appearing:** 1
Armor: 1 [as Leather]

ACTIONS
Multi-Attack: 2×Hoof
Hoof [Melee Attack]: 3 (d6)

Leech, Giant
TL: 1.0
Medium Beast

Massive blood-sucking parasites that latch onto their prey and drain their vitals.

HD: 1 (4 HP) **Speed:** 10' (Swim 20')
Zone: Frontline **Morale:** 7 **# Appearing:** 3d6
Armor:

ACTIONS
Drain [Melee Attack, Restrained Being]: 2 (d4) healing this Being for the damage
Latch [Melee Attack]: 2 (d4) and Restrained if Medium or smaller

ABILITIES
Amphibious: Can breathe air or water.
Blood Sense: It can sense Beings missing any HP within 1 mile as if by Blindsight and deals an extra die of damage to them.



Lizard, Giant Draco
TL: 2.4
Large Beast

Massive lizards that glide in desert canyons and have a taste for human flesh.

HD: 4 (18 HP) **Speed:** 40' (70' with Glide)
Zone: Frontline **Morale:** 7 **# Appearing:** d8
Senses: Darksight
Armor: 2 [as Chain]

ACTIONS
Bite [Melee Attack]: 5 (d10)

Lizard, Giant Gecko
TL: 1.9
Large Beast

Overgrown reptiles, often used as mounts.

HD: 3 (13 HP) **Speed:** 40' (Climb)
Zone: Frontline **Morale:** 10 **# Appearing:** 2d6
Senses: Darksight
Armor: 1 [as Leather]

ACTIONS
Bite [Melee Attack]: 4 (d8)

Mantis, Giant
TL: 4.3
Large Beast

HD: 10 (45 HP) **Speed:** 20' (Cling, Fly 40')
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Senses: Darksight
Armor: 4 [as (+1) Plate]

ACTIONS
Multi-Attack: 2×Claw, Restrained if smaller and hit by both
Claw [Melee Attack]: 3 (d6)

Mastodon
TL: 8.3
Huge Beast

Both the woolly and imperial mammoths roam arctic and subtropic lands.

HD: 13 (58 HP) **Speed:** 40'
Zone: Frontline **Morale:** 4 **# Appearing:** d4
Armor: 3 [as Plate]

ACTIONS
Multi-Attack: 1×Tusk and 1×Stomp
Stomp [Melee Attack]: 18 (4d8)
Tusk [Melee Attack]: 7 (2d6)

ABILITIES
Charger: Tusks deal double damage that Turn if it Moves at least 20' before the attack.

Octopus, Giant
TL: 4.8
Large Beast

Cephalopods capable of taking down small boats.

HD: 8 (36 HP) **Speed:** 10' (Swim 30')
Zone: Frontline **Morale:** 7 **# Appearing:** 1
Senses: Darksight
Armor: 1 [as Leather]

ACTIONS
Multi-Attack: 1×Tentacle per **Tentacle** it has.
Beak [Melee Attack]: 3 (d6)
Tentacle [Melee Attack, Near]: 2 (d4) and Restrained if Medium or smaller

ABILITIES
Amphibious: It can breathe air or water.
Ink Cloud: If it retreats, the surrounding 20' of water becomes obscured by ink for 1 minute.
Tentacles: Starts with 8. Targetting a Tentacle causes a -3 penalty to the Attack Check, but severs it if at least 6 damage is dealt with the attack.

Owl
TL: 0.2
Small Beast

HD: 1 (1 HP) **Speed:** 5' (Fly 60')
Zone: Midline **Morale:** 6 **# Appearing:** 1
Senses: Darksight
Armor: 0 [as Unarmored]

ACTIONS
Talon [Melee Attack]: 1

ABILITIES
Nimble: Attacks against it can't be Favored if it can Move.



Phorusrhacos
TL: 3.3
Large Beast

Flightless, aggressive birds of impressive stature.

HD: 7 (31 HP) **Speed:** 45'
Zone: Frontline **Morale:** 8 **# Appearing:** 2d6
Armor: 1 [as Leather]

ACTIONS
Multi-Attack: 2×Claw and 1×Beak
Beak [Melee Attack]: 7 (2d6)
Claw [Melee Attack]: 2 (d4)

Pteranodon
TL: 1.2
Medium Beast

Flying dinosaurs that resemble birds with fanged maws.

HD: 1 (4 HP) **Speed:** 10' (Fly 60')
Zone: Midline **Morale:** 5 **# Appearing:** d12
Armor: 1 [as Leather]

ACTIONS
Beak [Melee Attack]: 3 (d6)

Quetzalcoatlus
TL: 2.6
Huge Beast

HD: 3 (13 HP) **Speed:** 10' (Fly 60')
Zone: Midline **Morale:** 7 **# Appearing:** d3
Armor: 1 [as Leather]

ACTIONS
Beak [Melee Attack]: 10 (3d6)

Rabbit — TL: 0.2
Small Beast

HD: 1 (1 HP) **Speed:** 45'
Zone: Backline **Morale:** 1 **# Appearing:** 2d6
Armor: 0 [as Unarmored]

ACTIONS
Bite [Melee Attack]: 1

ABILITIES
Nimble: Attacks against it can't be Favored if it can Move.

Rat — TL: 0.2
Small Beast

HD: 1 (1 HP) **Speed:** 30'
Zone: Midline **Morale:** 3 **# Appearing:** 3d6
Senses: Darksight
Armor: 0 [as Unarmored]

ACTIONS
Bite [Melee Attack]: 1 and Sickened (Cd6 Days).

ABILITIES
Nimble: Attacks against it can't be Favored if it can Move.
Pack Hunter: Targets within 5 feet of one of this Being's Allies are Vulnerable to its attacks.

Rat, Giant — TL: 1.1
Medium Beast

HD: 1 (4 HP) **Speed:** 30'
Zone: Midline **Morale:** 3 **# Appearing:** 2d6
Senses: Darksight
Armor: 0 [as Unarmored]

ACTIONS
Bite [Melee Attack]: 1 (d3) and pass **[Endure]** or become Sickened (Cd6 days)

ABILITIES
Nimble: Attacks against it can't be Favored if it can Move.
Pack Hunter: Targets within 5 feet of one of this Being's Allies are Vulnerable to its attacks.

Rhinoceros — TL: 3.6
Large Beast

HD: 8 (36 HP) **Speed:** 40'
Zone: Frontline **Morale:** 6 **# Appearing:** d12
Armor: 2 [as Chain]

ACTIONS
Horn [Melee Attack]: 5 (2d4)
Stomp [Melee Attack]: 9 (2d8)

ABILITIES
Rampant: If it Moves at least 20' in a straight line, it can automatically make one Horn Attack against anything in its path for the rest of the Turn (no Action).

Sabre-tooth Tiger — TL: 3.9
Large Beast

HD: 8 (36 HP) **Speed:** 50'
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Armor: 2 [as Chain]

ACTIONS
Maul [Multi-Attack]: 2×Claw and 1×Bite
Bite [Melee Attack]: 9 (2d8)
Claws [Melee Attack]: 4 (d8)

ABILITIES
Pack Hunter: Targets within 5 feet of one of this Being's Allies are Vulnerable to its attacks.
Pounce: If it moves at least 20' before an attack on the same Turn, the Target is also knocked Prone.

Scorpion, Giant — TL: 4.2
Large Beast

Scorpions roughly the size of a cow. Extremely aggressive predators that kill on-sight.

HD: 4 (18 HP) **Speed:** 30' (Climb 10')
Zone: Frontline **Morale:** 11 **# Appearing:** d6
Armor: 3 [as (+1) Chain]

ACTIONS
Pin [Multi-Attack]: 2×Claw and 1×Sting
Sting [Melee Attack]: 2 (d4) and pass **[Endure]** against Sickened or gain 1 Fatigue
Claw [Melee Attack]: 5 (d10) and Restrained if its the second of this Being's Claw to hit it this Turn

Shark, Great White — TL: 3.8
Huge Beast

HD: 8 (36 HP) **Speed:** 0' (Swim 60')
Zone: Frontline **Morale:** 7 **# Appearing:** 3d4
Armor: 2 [as Chain]

ACTIONS
Bite [Melee Attack]: 11 (2d10) and Restrained if smaller

ABILITIES
Aquatic: Can only breathe water.
Blood Sense: It can sense Beings that are missing any HP within 1 mile as if by Blindsight.

Shark, Megalodon — TL: 7.4
Giant Beast

HD: 20 (90 HP) **Speed:** 0' (Swim 60')
Zone: Frontline **Morale:** 11 **# Appearing:** 1
Armor: 3 [as (+1) Chain]

ACTIONS
Bite [Melee Attack]: 22 (4d10) and Restrained if smaller

ABILITIES
Aquatic: Can only breathe water.
Blood Sense: It can sense Beings that are missing any HP within 1 mile as if by Blindsight, and its attacks deal an extra die of damage to them.



Slug, Giant — TL: 4.2
Giant Beast

HD: 12 (54 HP) **Speed:** 10' (Cling)
Zone: Midline **Morale:** 7 **# Appearing:** 1
Armor: 1 [as Unarmored plus Shield]
Immune: Blunt from non-Relics

ACTIONS
Acid Spit [Ranged Attack, Near] (Recharge Cd4): 10 (3d6) and Burning (Cd6)
Bite [Melee Attack]: 7 (2d6)

Snake, Cobra — TL: 1.5
Medium Beast

Venomous snakes that can deliver their venom through bites or by spitting.

HD: 1 (4 HP) **Speed:** 20'
Zone: Midline **Morale:** 7 **# Appearing:** 1
Armor: 1 [as Leather]

ACTIONS
Venom Spit [Ranged Attack, Near] (Recharge Cd4): 0 and, if failed by 5 or more, Blinded
Bite [Melee Attack]: 1 (d3) and pass **[Endure]** or become Sickened (Cd6 damage each minute)

Snake, Pit Viper — TL: 1.8
Medium Beast

Other venomous snakes who only deliver their venom through bites.

HD: 2 (9 HP) **Speed:** 20'
Zone: Midline **Morale:** 7 **# Appearing:** d6
Armor: 1 [as Leather]

ACTIONS
Bite [Melee Attack]: 2 (d4) and pass **[Endure]** or become Sickened (Cd6 damage each minute)

Snake, Giant Poisonous — TL: 2.7
Large Beast

Over-sized versions of the deadly cobra and viper.

HD: 6 (27 HP) **Speed:** 40'
Zone: Midline **Morale:** 9 **# Appearing:** 1
Armor: 1 [as Leather]

ACTIONS
Bite [Melee Attack]: 9 (2d8) and pass **[Endure]** or become Sickened (Cd6 damage each Minute).

Snake, Giant Constrictor — TL: 3.4
Huge Beast

All manner of giant constricting snakes like boas and pythons. Always kills its prey by crushing it.

HD: 7 (31 HP) **Speed:** 20'
Zone: Midline **Morale:** 7 **# Appearing:** 1
Armor: 1 [as Leather]

ACTIONS
Multi-Attack: 1×Bite and 1×Constrict
Bite [Melee Attack, Restrained Target]: 3 (d6)
Constrict [Grapple]: 9 (2d8) and Restrained

Spider, Giant Black Widow — TL: 2.0
Medium Beast

Man-sized venomous spiders distinguished by their red hourglass mark.

HD: 3 (13 HP) **Speed:** 40' (Cling)
Zone: Frontline **Morale:** 8 **# Appearing:** d3
Senses: Darksight
Armor: 1 [as Leather]

ACTIONS
Bite [Melee Attack]: 7 (2d6) and pass **[Endure]** or become Sickened (Cd4, +1 Fatigue each Round).

ABILITIES
Webs: Its web is an Object with 4 HP and Armor: 5.
Web Walker: It can sense any Being on the same web as it as if by Blindsight, and is not impeded by web as Difficult Terrain.

Spider, Giant Crab — TL: 1.5
Medium Beast

Man-sized venomous spiders with the ability to blend into their environment like a chameleon.

HD: 2 (9 HP) **Speed:** 40' (Cling)
Zone: Frontline **Morale:** 7 **# Appearing:** d4
Senses: Darksight
Armor: 1 [as Leather]

Actions
Bite [Melee Attack]: 4 (d8) and pass **[Endure]** with a +2 bonus or become Sickened (Cd4, +1 Fatigue each Round).

Spider, Giant Tarantella — TL: 2.2
Medium Beast

Man-sized venomous spiders with the ability to blend into their environment like a chameleon.

HD: 4 (18 HP) **Speed:** 40' (Climb, Cling)
Zone: Frontline **Morale:** 8 **# Appearing:** 1
Senses: Darksight
Armor: 2 [as Chain]

Actions
Bite [Melee Attack]: 4 (d8) and pass **[Endure]** or become Sickened (Cd4, Vulnerable and must skip its Move to dance in place causing a -4 penalty to Attack Checks and giving them +1 Fatigue each Round. Anyone who witnesses this dancing must pass **[Will]** or also become Charmed this way for (Cd4)).

Spider, Giant — TL: 2.0
Large Beast

Oversized arachnids that can spin and shoot webs.

HD: 6 (27 HP) **Speed:** 35' (Climb, Cling)
Zone: Backline **Morale:** 8 **# Appearing:** d3
Senses: Darksight
Armor: 1 [as Leather]

Actions
Web Shot [Ranged Attack] (Recharge Cd4): Restrained by **Webs**.
Bite [Melee Attack]: 4 (d8) and pass **[Endure]** against Sickened or take another 4 (d8) damage and be Sickened (Cd8, Paralyzed).

Abilities
Webs: Its web is an Object with 4 HP and Armor: 1.
Web Walker: It can sense any Being on the same web as it as if by Blindsight, and is not impeded by web as Difficult Terrain.

Thunderfoot — TL: 10.5
Colossal Beast

HD: 35 (157 HP) **Speed:** 30'
Zone: Frontline **Morale:** 9 **# Appearing:** d12
Armor: 4 [as (+3) Leather]

Actions
Stomp [Melee Attack]: 25 (4d10+3)
Tail [Melee Attack]: 22 (5d8) and shoved Prone 30' away

Triceratops — TL: 4.5
Large Beast

HD: 11 (49 HP) **Speed:** 30'
Zone: Frontline **Morale:** 8 **# Appearing:** d4
Armor: 3 [as Chain plus Shield]

Actions
Horn [Melee Attack]: 10 (3d6)
Stomp [Melee Attack]: 10 (3d6)

Abilities
Rampant: If it Moves at least 20' in a straight line, it can automatically make one Horn Attack against anything in its path for the rest of the Turn (no Action).

Tyrannosaurus Rex — TL: 6.8
Huge Beast

The tyrant lizard that dominates regions that have been "lost to time." Its massive jaws are nearly unstoppable by man.

HD: 20 (90 HP) **Speed:** 50'
Zone: Frontline **Morale:** 11 **# Appearing:** 1
Armor: 2 [as Chain]

Actions
Bite [Melee Attack]: 21 (6d6) and Restrained

Velociraptor — TL: 1.4
Small Beast

A vicious reptilian carnivore from the lost world. It walks upright, and moves with blinding speed.

HD: 3 (12 HP) **Speed:** 45'
Zone: Frontline **Morale:** 10 **# Appearing:** 2d6
Armor: 1 [as Leather]

Actions
Bite [Melee Attack]: 3 (d6)

Abilities
Pack Hunter: Targets within 5 feet of one of this Being's Allies are Vulnerable to its attacks.



Weasel, Giant
TL: 1.2
Medium Beast

Giant weasels are ferocious subterranean mammals that gnomes and other smaller cave dwellers train as hunting animals and mounts.

HD: 3 (12 HP) **Speed:** 40'
Zone: Frontline **Morale:** 9 **# Appearing:** d8
Armor: 1 [as Leather]

ACTIONS
Drain [Action, a Restrained Being]: 5 (2d6)
Bite [Melee Attack]: 2 (d4) and Restrained.

ABILITIES
Pack Hunter: Targets within 5 feet of one of this Being's Allies are Vulnerable to its attacks.

Whale, Blue
TL: 8.7
Colossal Beast

HD: 15 (67 HP) **Speed:** 0' (Swim 60')
Zone: Frontline **Morale:** 7 **# Appearing:** 1
Senses: Echolocation
Armor: 1 [as Leather]

ACTIONS
Slam [Melee Attack]: 39 (6d12)

ABILITIES
Hold Breath: Can hold its breath for up to two hours.

Whale, Killer
TL: 3.1
Colossal Beast

HD: 6 (27 HP) **Speed:** 0' (Swim 80')
Zone: Frontline **Morale:** 7 **# Appearing:** d6
Senses: Echolocation
Armor: 1 [as Leather]

ACTIONS
Bite [Melee Attack]: 11 (2d10) and Restrained if smaller

ABILITIES
Hold Breath: Can hold its breath for up to two hours.

Wolf
TL: 0.9
Medium Beast

HD: 2 (9 HP) **Speed:** 40'
Zone: Frontline **Morale:** 7 **# Appearing:** 2d6
Armor: 1 [as Leather]

ACTIONS
Bite [Melee Attack]: 3 (d6)

ABILITIES
Pack Hunter: Targets within 5 feet of one of this Being's Allies are Vulnerable to its attacks.
Pounce: If it moves at least 20' before an attack on the same Turn, the Target is also knocked Prone if it is Medium or smaller.

Wolf, Dire
TL: 1.9
Large Beast

Overgrown wolf variants. Often the alpha of packs of dozens of wolves.

HD: 5 (22 HP) **Speed:** 50'
Zone: Frontline **Morale:** 9 **# Appearing:** d4
Armor: 1 [as Leather]

ACTIONS
Bite [Melee Attack]: 5 (2d4)

ABILITIES
Pack Hunter: Targets within 5 feet of one of this Being's Allies are Vulnerable to its attacks.
Pounce: If it moves at least 20' before an attack on the same Turn, the Target is also knocked Prone if it is Large or smaller.

Wolf, Winter
TL: 4.2
Large Beast

The white coated winter wolves are revered as guardian spirits of the tundra.

HD: 6 (27 HP) **Speed:** 50'
Zone: Frontline **Morale:** 9 **# Appearing:** d4
Armor: 2 [as (+1) Leather]
Immune: Cold
Weak: Fire

ACTIONS
Frost Breath [Cast, Close Aura] (Recharge Cd4): 15 (6d4)
Bite [Melee Attack]: 7 (2d6)

ABILITIES
Pack Hunter: Targets within 5 feet of one of this Being's Allies are Vulnerable to its attacks.
Pounce: If it moves at least 20' before an attack on the same Turn, the Target is also knocked Prone if it is Large or smaller.

CRYPTIDS

Odd, often magical creatures that inspire folklore, are usually intelligent, and maybe cultured in their own right. There may also be magic influencing their biology, such as a curse causing a werewolf to shapeshift.

Achaierai

TL: 3.3

Large Cryptid

15 feet tall, four-legged avians incapable of flight. They appear to be a head on four chicken legs, with the wings only serving to help with balance.

HD: 4 (18 HP) **Speed:** 30'
Zone: Frontline **Morale:** 5 **# Appearing:** d6
Senses: Darksight
Armor: 1 [as Leather]

ACTIONS

Smoky Escape [Rush, when Fleeing]: Fills a 10-foot sphere with black smoke. Other Beings in the area must pass **[Endure]** or take 7 (2d6).
Multi-Attack: 2×Talons and 1×Beak
Beak [Melee Attack]: 5 (d10)
Talon [Melee Attack]: 4 (d8)

Agropelter

TL: 1.5

Medium Cryptid

A spindly, rubbery-limbed primate, known to attack from treetops. They have a particular distaste of woodcutters and, as the stories go, if you find a dead lumberjack with a log nearby, beware of agropelters in the area.

HD: 2 (9 HP) **Speed:** 30' (Climb)
Zone: Backline **Morale:** 5 **# Appearing:** d6
Armor: 1 [as Leather]

ACTIONS

Log Throw [Ranged Attack, Near]: 4 (d8)
Claw [Melee Attack]: 2 (d4)

Almiraj

TL: 1.0

Small Cryptid (Beast)

A rabbit with a unicorn-like horn.

HD: 1 (1 HP) **Speed:** 45'
Zone: Backline **Morale:** 1 **# Appearing:** 2d6
Armor: 1 [as Leather]

ACTIONS

Gore [Melee Attack]: 2 (d4)

ABILITIES

Nimble: Attacks against it can't be Favored if it can Move.



Amikuk

TL: 3.6

Large Cryptid

A pale, fleshy horror that lurks in the shallows of frozen waters. It hunts by wrapping around boats and dragging the passengers underwater.

HD: 4 (18 HP) **Speed:** 30' (Climb)
Zone: Backline **Morale:** 5 **# Appearing:** 1
Armor: 1 [as Leather]
Immune: Cold

ACTIONS

Drown [Melee Attack, while submerged]: Restrained and pulled Close
Multi-Attack: 2×Claw and 1×Bite
Claw [Melee Attack, Near]: 3 (d6)
Bite [Melee Attack]: 9 (2d8)

ABILITIES

Amphibious: Breathes air and water.

Amphiptere

TL: 1.9

Medium Cryptid (Wyrm)

A winged serpent of moderate size that shoots fire.

HD: 3 (13 HP) **Speed:** 5' (Fly 30')
Zone: Midline **Morale:** 7 **# Appearing:** d6
Senses: Darksight
Armor: 1 [as Leather]
Immune: Fire

ACTIONS

Fireball [Ranged Attack] (Recharge Cd4): 3 (d6) and Burning (Cd4)
Bite [Melee Attack]: 4 (d8)



Ankheg — TL: 5.1
Large Cryptid

Horse-sized, acid-spewing antlions that typically make their nests deep underground.

HD: 5 (22 HP) **Speed:** 40'
Zone: Frontline **Morale:** 5 **# Appearing:** d6
Senses: Darksight, Seismicsense
Armor: 3 [as Chain plus Shield]

ACTIONS
Acid Spray [Ranged Attack, Near] (1/Day): 18 (4d8) and Burning (Cd4)
Bite [Melee Attack]: 10 (3d6) and Burning (Cd4)

ABILITIES
Soft Underbelly: Its Armor is 0 while it is Prone.
Tunneler: It can Move at full Speed through solid earth and stone by digging.

Aurumvorax — TL: 6.3
Small Cryptid

The eight-legged golden gorger is a vicious gold-furred honeybadger-like creature with an appetite for metal.

HD: 6 (6 HP) **Speed:** 15'
Zone: Frontline **Morale:** 12 **# Appearing:** 1
Senses: Darksight, Seismicsense 60 feet
Armor: 3 [as (+2) Leather]
Immune: Fire, Poison
Status Immune: Sickened

ACTIONS
Multi-Attack [a Restrained Being]: 8×Claw
Claw [Melee Attack]: 3 (d6)
Jaw Lock [Melee Attack]: 5 (2d4) and Restrained until this Being dies.

Basilisk — TL: 3.1
Medium Cryptid (Wyrm)

Reptilian horrors with the ability to turn flesh to stone with a mere gaze.

HD: 6 (27 HP) **Speed:** 20'
Zone: Midline **Morale:** 8 **# Appearing:** d4
Senses: Darksight
Armor: 3 [as (+1) Chain]

ACTIONS
Glare [Cast, a Being looking at it | Endure] (Recharge Cd4): Cursed (turned to stone until this Being dies)
Bite [Melee Attack]: 5 (d10) and pass an **[Endure]** Save or be Cursed (turned to stone until this Being dies)

Bugbear — TL: 1.6
Medium Cryptid

Long-limbed, tall goblinoids with bear-like fur.

HD: 3 (13 HP) **Speed:** 30'
Zone: Frontline **Morale:** 9 **# Appearing:** d6
Senses: Darksight
Armor: 1 [as Leather]

ACTIONS
Morningstar [Melee Attack, 10']: 4 (d8)

ABILITIES
Ambusher: If it attacks a Being that has not acted in the Combat, it deals an extra die of damage.





Bulette — TL: 10.9
Large Cryptid

Armored land sharks that rip through the earth.

HD: 9 (40 HP) **Speed:** 40'
Zone: Frontline **Morale:** 7 **# Appearing:** d2
Senses: Seismicsense (Far)
Armor: 4 [as (+1) Plate]

ACTIONS
Multi-Attack: 2×Claw and 1×Bite
Bite [Melee Attack]: 26 (4d12)
Claw [Melee Attack]: 10 (3d6)

ABILITIES
Soft Underbelly: Its Armor is 0 while it is Prone.

Carbuncle — TL: 1.6
Small Cryptid

A green, armadillo-like creature with a gorgeous ruby on its head. These rubies are worth roughly 800g, but the carbuncle is easily scared to death. If it dies, its body and the ruby dissolves into dust.

HD: 1 (1 HP) **Speed:** 10'
Zone: Backline **Morale:** 1 **# Appearing:** 1
Senses: Darksight
Armor: 3 [as (+2) Hide]

ABILITIES
Scare to Death: If it fails a Morale Check or becomes Frightened, it dies.
Shattering Death: When it dies, it shatters to dust.

Carcass Crawler — TL: 2.2
Large Cryptid

A scavenger worm that dwells in dark cavern passages. It feasts on any carcass it can find.

HD: 3 (13 HP) **Speed:** 40' (Cling)
Zone: Frontline **Morale:** 9 **# Appearing:** d4
Senses: Darksight
Armor: 1 [as Leather]

ACTIONS
Multi-Attack: 1×Tentacle and 1×Bite
Bite [Melee Attack, a Paralyzed Target]: 3 (d6)
Tentacle [Melee Attack]: 4 (d8) and pass **[Endure]** or become Sickened (Cd6, Paralyzed)

ABILITIES
Soft Underbelly: Its Armor is 0 while it is Prone.

Catoblepas — TL: 5.7
Large Cryptid

The loathsome bog cow. It is a disgusting smelling, bovine-like wanderer of the bog capable of shooting lasers from its eyes and loosing a noxious gas from its gullet.

HD: 7 (24 HP) **Speed:** 20'
Zone: Frontline **Morale:** 8 **# Appearing:** d3
Armor: 1 [as Leather]

ACTIONS
Multi-Attack: 1×Tail and 1×Death Ray
Death Ray [Cast, Remote | Endure] (Recharge Cd4): 24 (8d6) and +1 Fatigue
Tail [Melee Attack]: 3 (d6) and pass an **[Endure]** Save or knocked Prone and be Dazed for 1 Round.

ABILITIES
Stench: Non-Catoblepas Beings that have to breathe are Sickened (Hinder on all Checks) while Near it.

Cave Fisher — TL: 2.5
Medium Cryptid

Massive, pale arachnids that lurk in dank tunnels. They use filament like trapwire to ensnare their prey.

HD: 3 (13 HP) **Speed:** 30' (Cling)
Zone: Backline **Morale:** 6 **# Appearing:** d4
Senses: Darksight
Armor: 1 [as Leather]

ACTIONS
Multi-Attack: 1×Fish and 1×Claw, or 2×Claw
Claw [Melee Attack]: 5 (2d4)
Fish [Ranged Attack]: Restrained by **Filament** and pulled Close.

ABILITIES
Filament: As rope with 1 HD (4 HP)



Chimera
TL: 7.0
Large Cryptid

The arcane fusion of a lion, goat, and dragon.

HD: 9 (40 HP) **Speed:** 10' (Fly 30')
Zone: Frontline **Morale:** 9 **# Appearing:** d2
Armor: 3 [as (+1) Chain]

ACTIONS

Multi-Attack: 2×Claw, 1×Horn, 1×Lion's Bite, and 1×Breath or 1×Dragon's Bite
Claw [Melee Attack]: 3 (d6)
Horn [Melee Attack]: 5 (2d4)
Lion's Bite [Melee Attack]: 4 (d8)
Breath [Cast, 10'×60' Line] (Recharge Cd6): 10 (3d6)
Dragon's Bite [Melee Attack]: (3d4)

Choker
TL: 1.3
Medium Cryptid

A vicious, solitary goblin-like creature with a remarkable grip and penchant for strangling its prey. They tend to ambush their victims from treetops.

HD: 3 (13 HP) **Speed:** 20' (Climb)
Zone: Frontline **Morale:** 7 **# Appearing:** d4
Senses: Darksight
Armor: 1 [as Leather]

ACTIONS

Choke [Melee Attack]: 2 (d4) and Restrained (Suffocating)

Cockatrice
TL: 1.7
Medium Cryptid (Wyrm)

Born from an egg laid by a rooster and brooded by an adder, the cockatrice is a cursed wyrm famous for the petrifying bite.

HD: 5 (22 HP) **Speed:** 30' (Fly 60')
Zone: Frontline **Morale:** 7 **# Appearing:** d4
Senses: Darksight
Armor: 1 [as Leather]

ACTIONS

Beak [Melee Attack]: 3 (d6) and pass **[Endure]** or be Cursed (turned to stone for 1 Day)

Darkmantle
TL: 0.7
Medium Cryptid

A floating, squid-like haunt of deep caverns.

HD: 1 (4 HP) **Speed:** 5' (Fly 30')
Zone: Frontline **Morale:** 8 **# Appearing:** d4
Senses: Echolocation
Armor: 0 [as Unarmored]

ACTIONS

Cloak of Darkness [Cast, Near Aura]: Extinguishes all light sources, and the Area becomes magic darkness. If the light source was Magic, it is dispelled.
Bite [Melee Attack]: 3 (d6)

Dobar-Chŭ — TL: 5.8

Large Cryptid

The "water devil" is a semi-aquatic mammal that appears to be a huge otter

HD: 6 (27 HP) **Speed:** 30' (Swim 40')
Zone: Frontline **Morale:** 9 **# Appearing:** d3
Armor: 2 [as Chain]
Weak: Shock

Actions

Multi-Attack: 2×Claw and 1×Bite
Claw [Melee Attack]: 7 (2d6)
Bite [Melee Attack]: 10 (3d6)

Dragon, Ancient — TL: 12.2

Giant Cryptid (Wyrm)

The awesome, flying, scaled terrors of myth.

HD: 30 (135 HP) **Speed:** 40' (Fly 80')
Zone: Frontline **Morale:** 11 **# Appearing:** 1
Senses: Blindsight
Armor: 7 [as (+3) Plate and Shield]
Immune: See table below; Physical from non-Relics and Relic Weapons weaker than (+2)
Status Immunity: Berserk, Charmed, Confused, Frightened

Actions

Breath Attack [Attack | Half damage on a pass] (Recharge Cd4): Take an Action to begin this Attack, which occurs on this Being's next Turn. See [Breath Attack] column below.
Multi-Attack: 2×Claw and 1×Bite
Bite [Melee Attack]: 13 (2d12)
Claw [Melee Attack]: 6 (d10+1)
Tail [Melee Attack 10']: 6 (d12) and shoved 30' away and Prone

Abilities

Immutable: It can't be transformed.
Magic Ward IV: Cast Checks that include it as a Target have a d10 penalty.
Terror II: Enemies that can see it for the first time and at the start of their Turns thereafter must pass **[Will]** or be Frightened (Cd6 Rounds).

Type	Breath Attack	Immune
Red	**[Far Cone | Endure or Reflex]:** 28 (8d6), and Burning (Cd6) if failed	Fire
Blue	**[Far Line | Endure or Reflex]:** 26 (4d12), and Dazed (Cd6) if failed	Shock
Green	**[Near Aura | Endure]:** 21 (6d6), and Sickened (Cd6 dmg) if failed	Poison
White	**[Far Cone | Endure or Reflex]:** 21 (6d6), and Dazed (Cd6 Speed reduced by 20') if failed	Cold
Black	**[Far Line, 10' wide | Endure or Reflex]:** 14 (4d6), and Burning (Cd6) if failed	Acid

Dragon, Elder — TL: 8.7

Huge Cryptid (Wyrm)

HD: 20 (90 HP) **Speed:** 40' (Fly 80')
Zone: Frontline **Morale:** 11 **# Appearing:** 1
Senses: Blindsight
Armor: 5 [as (+1) Plate and Shield]
Immune: See table below; Physical from non-Relics
Status Immunity: Berserk, Charmed, Confused, Frightened

Actions

Breath Attack [Attack | Half damage on a pass] (Recharge Cd4): Take an Action to begin this Attack, which occurs on this Being's next Turn. See [Breath Attack] column below.
Multi-Attack: 2×Claw and 1×Bite
Bite [Melee Attack]: 11 (2d10)
Claw [Melee Attack]: 4 (d8)
Tail [Melee Attack 10']: 5 (d10) and shoved Prone 20' away

Abilities

Immutable: It can't be transformed.
Magic Ward III: Cast Checks that include it as a Target have a d8 penalty.
Terror I: Enemies that can see it for the first time and at the start of their Turns thereafter must pass **[Will]** or be Frightened (Cd4).

Type	Breath Attack	Immune
Red	**[Far Cone | Endure or Reflex]:** 21 (6d6), and Burning (Cd4) if failed	Fire
Blue	**[Far Line | Endure or Reflex]:** 19 (3d12), and Dazed (Cd4) if failed	Shock
Green	**[Near Aura | Endure]:** 14 (4d6), and Sickened (Cd4 dmg) if failed	Poison
White	**[Far Cone | Endure or Reflex]:** 14 (4d6), and Dazed (Cd4 Speed reduced by 15') if failed	Cold
Black	**[Far Line, 10' wide | Endure or Reflex]:** 10 (3d6), and Burning (Cd4) if failed	Acid

This version of the Dragon is inspired by Skerples' from *The Monster Overhaul*.



Dragon, Young — TL: 5.3

Large Cryptid (Wyrm)

HD: 10 (45 HP) **Speed:** 40' (Fly 80')
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Senses: Blindsight
Armor: 3 [as Plate]
Immune: See table below; Physical from non-Relics
Status Immunity: Berserk, Charmed, Confused, Frightened

ACTIONS

Breath Attack [Attack | Half damage on a pass] (Recharge Cd6): Take an Action to begin this Attack, which occurs on this Being's next Turn. See [Breath Attack] column below.
Multi-Attack: 2×Claw and 1×Bite
Bite [Melee Attack]: 9 (2d8)
Claw [Melee Attack]: 3 (d6)
Tail [Melee Attack]: 5 (d8) and shoved Prone 10' away

ABILITIES

Immutable: It can't be transformed.
Magic Ward II: Cast Checks that include it as a Target have a d6 penalty.

Type	Breath Attack	Immune
Red	**[Near Cone | Endure or Reflex]:** 14 (4d6), and Burning (Cd4) if failed	Fire
Blue	**[Far Line | Endure or Reflex]:** 13 (2d12), and Dazed (Cd4) if failed	Shock
Green	**[15' Aura | Endure]:** 10 (3d6), and Sickened (Cd4 dmg) if failed	Poison
White	**[Near Cone | Endure or Reflex]:** 10 (3d6), and Dazed (Cd4, Speed reduced by 15') if failed	Cold
Black	**[Far Line, 5' wide | Endure or Reflex]:** 7 (2d6) and Burning (Cd4) if failed	Acid

Dragon, Hatchling — TL: 3.2

Medium Cryptid (Wyrm)

HD: 5 (22 HP) **Speed:** 30' (Fly 60')
Zone: Frontline **Morale:** 8 **# Appearing:** 1
Senses: Blindsight
Armor: 2 [as Chain]
Immune: See table below

ACTIONS

Breath Attack [Attack | Half damage on a pass] (Recharge Cd6): Take an Action to begin this Attack, which occurs on this Being's next Turn. See [Breath Attack] column below.
Multi-Attack: 2×Claw and 1×Bite
Bite [Melee Attack]: 4 (d8)
Claw [Melee Attack]: 2 (d4)

Type	Breath Attack	Immune
Red	**[Near Cone | Endure or Reflex]:** 7 (2d6), and Burning (Cd4) if failed	Fire
Blue	**[Near Line | Endure or Reflex]:** 13 (2d12), and Dazed (Cd4) if failed	Shock
Green	**[Close Aura | Endure]:** 10 (3d6), and Sickened (Cd4 dmg) if failed	Poison
White	**[Near Cone | Endure or Reflex]:** 10 (3d6), and Dazed (Cd4, Speed reduced by 15') if failed	Cold
Black	**[Near Line, 5' wide | Endure or Reflex]:** 3 (d6) and Burning (Cd4) if failed	Acid

Dragon Turtle
TL: 10.6
Colossal Cryptid

HD: 30 (135 HP) **Speed:** 10' (Swim 30')
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Senses: Darksight
Armor: 5 [as (+2) Plate]
Immune: Fire

ACTIONS

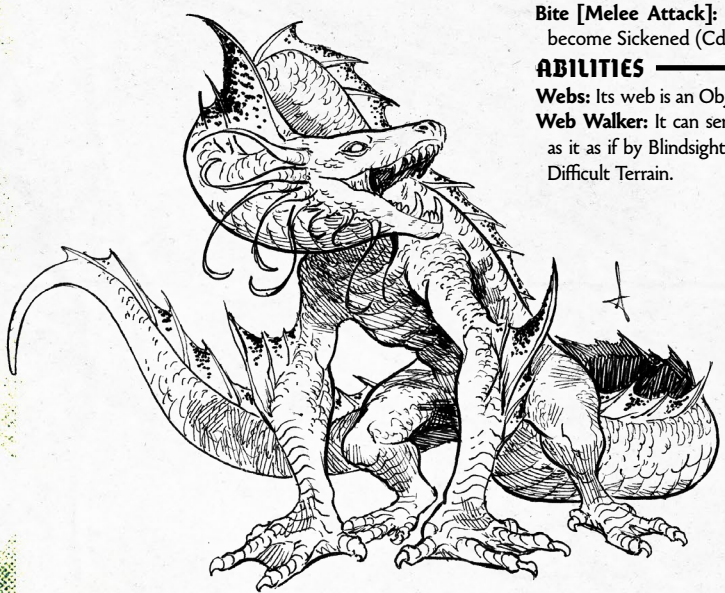
Multi-Attack: 2×Claw and 1×Steam Breath or 1×Bite
Steam Breath [Attack; Far Cone | Endure or Reflex] (Recharge Cd6): 28 (8d6), and Burning (Cd6) if failed
Claw [Melee Attack]: 7 (2d6)
Bite [Melee Attack]: 18 (4d8)

Drake
TL: 3.5
Medium Cryptid (Wyrm)

HD: 7 (31 HP) **Speed:** 30'
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Senses: Darksight
Armor: 3 [as (+1) Chain]

ACTIONS

Multi-Attack: 2×Claw and 1×Bite
Bite [Melee Attack]: 4 (d8)
Claw [Melee Attack]: 3 (d6)





Ettercap
TL: 2.1
Medium Cryptid

Humanoid spidermen.

HD: 4 (18 HP) **Speed:** 40' (Cling)
Zone: Frontline **Morale:** 10 **# Appearing:** d6
Senses: Darksight
Armor: 1 [as Leather]

ACTIONS

Bite [Melee Attack]: 7 (2d6) and pass **[Endure]** or become Sickened (Cd4, +1 Fatigue each Round).

ABILITIES

Webs: Its web is an Object with 4 HP and Armor: 5.
Web Walker: It can sense any Being on the same web as it as if by Blindsight, and is not impeded by web as Difficult Terrain.

Flail Snail — TL: 6.2
Huge Cryptid (Beast)

HD: 4 (18 HP) **Speed:** 10' (Cling)
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Armor: 4 [as (+1) Plate]
Immune: Fire, Poison

Actions
Multi-Attack: 5×Flail
Flail [Melee Attack]: 4 (d8)

Abilities
Flails: Starts with 5 Flails. Targetting a Flail causes a -4 penalty to the Attack Check, but severs it if at least 4 damage is dealt with the attack.
Reflective Shell: When Targeted with a Spell, roll d6. On a 1, the Spell is reflected back at its source. On a 2 or 3, the Spell is dispelled. On a 4 to 6, the Spell works as normal.

Froghemoth — TL: 7.8
Huge Cryptid

20 foot tall mix of frog, octopus, and hate.

HD: 16 (72 HP) **Speed:** 30' (Swim 60')
Zone: Frontline **Morale:** 9 **# Appearing:** 1
Senses: Darksight
Armor: 3 [as (+2) Leather]
Immune: Fire, Shock

Actions
Bite [Melee Attack]: 16 (3d10)
Multi-Attack: 2×Tentacle
Tentacle [Melee Attack, Near]: 13 (3d8) and Restrained if smaller. It can't Restrain more than one Target at a time with the same Tentacle.
Tongue [Melee Attack, Near]: Restrained if smaller. If Restrained, it is pulled to Close, and this Being can make a Bite Attack against it.

Abilities
Tentacles: Starts with 4 Tentacles. Targetting one causes a -4 penalty to the Attack Check, but severs it if at least 15 damage is dealt with the attack.

Giant — TL: 3.9
Huge Cryptid

HD: 8 (36 HP) **Speed:** 40'
Zone: Frontline **Morale:** 9 **# Appearing:** d4
Armor: 1 [as Leather]

Actions
Greatclub [Melee Attack, 10']: 9 (2d8)
Rock [Ranged Attack]: 9 (2d6)

Type	Changes
Cyclops	**One-Eyed:** Attacks as if Vulnerable against Targets further than Near.
Hill	—
Stone	**Armor:** 3 [as (+1) Chain]

Goblin — TL: 1.2
Medium Cryptid

HD: 1 (4 HP) **Speed:** 30'
Zone: Backline **Morale:** 7 **# Appearing:** 2d6
Senses: Darksight
Armor: 1 [as Leather]

Actions
Determined by type on table below.

Abilities
Sun-Averse: Is Vulnerable while in Sunlight

Type	Actions
Archer	**Shortbow [Ranged Attack]:** 3 (d6)
Mage	**Apoplex [Cast, Remote | Will] (3/Day):** Berserk (Cd4) **Flare [Cast, 10' Sphere | Reflex] (3/Day):** 7 (2d6) **Staff [Melee Attack]:** 2 (d4)
Warrior	**Dagger [Melee Attack,** Thrown]: 2 (d4)

Gremlin — TL: 0.5
Small Cryptid/Fae

Tiny, goblinoid fae that are associated with sudden misfortunes and calamity.

HD: 1 (1 HP) **Speed:** 10' (Fly 30')
Zone: Midline **Morale:** 2 **# Appearing:** d6
Senses: Darksight
Armor: 0 [as Unarmored]
Immune: Physical from non-Relics

Actions
Sabotage [Cast, a non-Relic Item in Near \| Wielder's Endure] (1/Day): Breaks into materials.
Bite [Melee Attack]: 2 (d4)

Abilities
Doom Magnet: Near Enemies can't gain Favor.
Magic Resistance I: If Targeted with Magic, roll a d4. On a roll of 1, it ignores the effect.



Griffon
TL: 3.7
Large Cryptid

Hybrid creatures with an eagle's head, wings, and forelegs, and hind-quarters of a lion.

HD: 7 (31 HP) **Speed:** 30' (Fly 80')
Zone: Frontline **Morale:** 8 **# Appearing:** d4
Armor: 2 [as Chain]
Weak: Shock

Actions
Multi-Attack: 2×Claw and 1×Beak
Beak [Melee Attack]: 9 (2d8)
Claw [Melee Attack]: 2 (d4)

Jarjacha
TL: 0.8
Large Cryptid

A towering, nocturnal creature with glowing, green eyes, the body of an alpaca, and an almost owl-like face without a beak.

HD: 3 (13 HP) **Speed:** 40'
Zone: Backline **Morale:** 7 **# Appearing:** 1
Armor: 0 [as Unarmored]

Actions
Glare [Cast, a Humanlike that can see it | Will] (Recharge Cd8): Gains 3 (d4+1) Fatigue.
Stomp [Melee Attack]: 2 (d4)



Harpy
TL: 1.5
Medium Cryptid

Hatched on the highest peaks of the land, harpies are a people with the wings and talons of predatory raptor birds.

HD: 3 (13 HP) **Speed:** 10' (Fly 30')
Zone: Frontline **Morale:** 2 **# Appearing:** 2d6
Armor: 1 [as Leather]

Actions
Enthralling Song [Cast, all that hear it (Focus) | Will] (Recharge Cd6): Charmed (Cd4) and must Move toward this Being.
Claws [Melee Attack]: 3 (d6)
Weapon [Attack]: 3 (d6) or (by Weapon)

Hippocampus
TL: 2.1
Large Cryptid

A sea-horse, in the more literal sense.

HD: 4 (18 HP) **Speed:** 30' (Fly, Swim)
Zone: Frontline **Morale:** 8 **# Appearing:** 2d4
Armor: 1 [as Leather]
Weak: Shock

Actions
Multi-Attack: 2×Hoof
Hoof [Melee Attack]: 3 (d6)

Hippogriff
TL: 3.1
Large Cryptid

Smaller, griffon-like creatures with the hind quarters of horses rather than lions.

HD: 4 (18 HP) **Speed:** 25' (Fly 60')
Zone: Frontline **Morale:** 8 **# Appearing:** 2d8
Armor: 1 [as Leather]
Weak: Shock

Actions
Multi-Attack: 2×Claws and 1×Beak
Beak [Melee Attack]: 5 (d10)
Claw [Melee Attack]: 3 (d6)

Hobgoblin
TL: 1.4
Medium Cryptid

Taller goblins with refined tactical minds from years of combat.

HD: 2 (9 HP) **Speed:** 30'
Zone: Frontline **Morale:** 9 **# Appearing:** 1
Armor: 2 [as Leather plus Shield]

ACTIONS
Weapon [Attack]: 3 (d6) or (by Weapon)

ABILITIES
Tactical: Targets Save against its attacks as if Vulnerable if at least one of this Being's Allies are within 5 feet of the Target.



Hodag
TL: 3.1
Medium Cryptid

A fearsome creature with a monkey-like head, gruesome claws and fangs, spikes along its back, and a mix of alligator scales and damp green fur. They're known to have a taste for small dogs.

HD: 3 (13 HP) **Speed:** 30' (Climb)
Zone: Frontline **Morale:** 10 **# Appearing:** d4
Armor: 2 [as Chain]
Immune: Fire, Poison
Weak: Acid

ACTIONS
Fire Breath [Cast, Near Cone | Reflex or Endure]: 10 (3d6)
Spike [Melee Attack]: 4 (d8)
Bite [Melee Attack]: 2 (d6)

ABILITIES
Bloodlust: If it is missing at least half its HP, it is Berserk. Whenever it is Berserk, it can make 2 Attacks on its Turn instead of 1.
Lemoniphobic: Frightened (Cd4) after seeing a lemon.
Stench: All Near non-hodags that have to breathe are Sickened (while Near this Being).

Hydra
TL: 9.5
Giant Cryptid (Wyrm)

A multi-headed drake with incredible regenerative properties.

HD: 10 (45 HP) **Speed:** 25'
Zone: Frontline **Morale:** 8
Appearing: 1
Senses: Darksight
Armor: 2 [as Chain]

ACTIONS
Multi-Attack: 1×Bite per Head (**Multi-Headed**)
Bite [Melee Attack, Near]: 5 (d10) and Restrained if smaller.

ABILITIES
Multi-Headed: It starts with 8 (d8+4) Heads. Targetting an area that could behead it causes a -3 penalty to the Check, but severs it if at least 10 damage is dealt in a single damage instance.
Hydra Regrowth: Regains 9 HP at the start of its Turns. If it is missing one of its heads when this happens, two Heads sprout. This Ability doesn't work if it took damage from Fire since its last Turn.



Kobold
TL: 1.2

Medium Cryptid (Wyrm)

HD: 1 (4 HP) **Speed:** 35'
Zone: Midline **Morale:** 4 **# Appearing:** 2d6
Senses: Darksight
Armor: 1 [as Leather]

ACTIONS

Weapon [Attack]: 3 (d6) or (by Weapon)

ABILITIES

Pack Instincts: If one of its Allies is within 5 feet of a Target of this Being's Attack, that Target is Vulnerable against the Attack.

Type	Changes
Normal	**Sling [Ranged Attack]:** 2 (d4) **Dagger [Melee Attack, Thrown]:** 2 (d4)
Alchemist	**Alchemist's Fire [Melee Attack, Thrown] (5/Day):** 3 (d6) and Burning (Cd6) **Dagger [Melee Attack, Thrown]:** 2 (d4)
Warrior	**Armor:** 2 [as Leather plus Shield] **Spear [Melee Attack,** Thrown]: 3 (d6)

Kraken
TL: 22.3

Colossal Cryptid

These oceanic horrors are their own force of nature. Krakens are capable of sinking ships in an instant, calling down storms, and impacting entire ecosystems of an ocean body.

HD: 20 (89 HP) **Speed:** 20' (Swim 60')
Zone: Frontline **Morale:** 11 **# Appearing:** 1
Armor: 4 [as (+1) Plate]
Immune: Cold, Shock

ACTIONS

Lightning Bolt [Cast, 2 (d4) 120' Lines | Reflex] (Recharge Cd4): 21 (6d6)
Multi-Attack: 1×Tentacle per (**Tentacles**)
Tentacle [Grapple]: 13 (3d8) and Restrained if smaller

ABILITIES

Tentacles: Starts with 8. Targetting one causes a -4 penalty to the Check, but severs it if at least 16 damage is dealt.

Lindworm
TL: 5.7

Huge Cryptid

A serpent with a set of forelegs, and an acidic spit known to also poison those it touches.

HD: 7 (31 HP) **Speed:** 30'
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Senses: Allsight
Armor: 3 [as Plate]
Immune: Acid, Fire, Poison

ACTIONS

Multi-Attack: 2×Claws and 1×Bite
Bite [Melee Attack]: 13 (3d8)
Claw [Melee Attack]: 7 (2d6)
Caustic Venom [Ranged Attack] (Recharge Cd4): 7 (2d6), and Burning (Cd6) and Sickened (Cd4 damage)

ABILITIES

Regenerate I: Regains 9 (2d8) HP on its Turns.

Manticore
TL: 3.8

Large Cryptid

Flying, quilled hybrids of a lion and bat, with a scorpion tail.

HD: 6 (27 HP) **Speed:** 30' (Fly 50')
Zone: Midline **Morale:** 9 **# Appearing:** d4
Senses: Darksight
Armor: 2 [as (+1) Leather]

ACTIONS

Multi-Attack 1 (1/Day): 3 (d6)×Tail Spike
Multi-Attack 2: 2×Claws and 1×Bite
Bite [Melee Attack]: 5 (2d4)
Claws [Melee Attack]: 2 (d4)
Tail Spike [Ranged Attack]: 3 (d6)

Medusa
TL: 1.1

Medium Cryptid

A snake-like human with feminine features, living snakes for hair, and its petrifying glare.

HD: 4 (18 HP) **Speed:** 30'
Zone: Backline **Morale:** 8 **# Appearing:** d4
Armor: 0 [as Unarmored]
Weak: Fire

ACTIONS

Snakebite [Melee Attack] (Recharge Cd4): 3 (d6) and pass **[Endure]** or be Sickened (drops to 0 HP).
Claw [Melee Attack]: 2 (d4)

ABILITIES

Petrifying Visage: Beings that look at it for the first time on their Turns must pass **[Endure]** against Sickened or take 1 Fatigue. A Being with 3 or more Fatigue that gains another Fatigue this way is cursed (petrified as a stone statue until this medusa dies).



Mimic — TL: 2.6
Medium Cryptid

Tends to shapeshift into chests, chairs, and doors, lying in wait for undiscerning prey. Some adventurers tell tales of intelligent mimics that have helped them on their journey.

HD: 5 (22 HP) **Speed:** 10'
Zone: Frontline **Morale:** 9 **# Appearing:** 1
Senses: Darksight
Armor: 1 [as Leather]

Actions
Bite [Melee Attack]: 9 (2d8) and Restrained if smaller
Mimic [Action (Focus)]: It takes on the appearance of an Object that is its size or smaller for the Duration.
Pseudopod [Melee Attack]: 7 (3d4)

Abilities
Adhere: Hinders Checks to end being Restrained by it.

Minotaur — TL: 3.9
Large Cryptid

Terrifying bull-like humanoids of gigantic stature and power. Usually found wandering labyrinths.

HD: 6 (27 HP) **Speed:** 40'
Zone: Frontline **Morale:** 12 **# Appearing:** d6
Senses: Allsight (only in labyrinth)
Armor: 2 [as Chain]

Actions
Multi-Attack: 1×Gore and 1×Greataxe
Gore [Melee Attack]: 7 (3d4) and Prone if failed by 10 or more.
Greataxe [Melee Attack, Cleave]: 5 (d10) or half to two Targets

Nymit — TL: 1.9
Medium Cryptid

Underground-dwelling creatures with rocklike skin, large eyes and massive noses, resembling gnomes.

HD: 2 (9 HP) **Speed:** 30'
Zone: Frontline **Morale:** 3 **# Appearing:** d6
Armor: 2 [as Chain]
Weak: Blunt

Actions
Pick [Melee Attack]: 3 (d6)

Abilities
Befuddling Defense: When it takes damage, all Near Enemies must pass **[Will]** or become Confused (Cd4 or until damaged).

Ogre — TL: 2.4
Medium Cryptid

Terrifying mutant brutes that often dwell in caves.

HD: 4 (18 HP) **Speed:** 30'
Zone: Frontline **Morale:** 9 **# Appearing:** 2d6
Senses: Darksight
Armor: 2 [as Chain]

Actions
Greatclub [Melee Attack]: 5 (d10)

Abilities
Hulking: Counts as Large for Grapples and Shoves.

Orc — TL: 1.5
Medium Cryptid

HD: 2 (8 HP) **Speed:** 40'
Zone: Frontline **Morale:** 8 **# Appearing:** 2d4
Senses: Darksight
Armor: 1 [as Leather]

Actions
Weapon [Attack]: 4 (d8) or (by Weapon).

Abilities
Hulking: Counts as Large for Grapples and Shoves.

Owl Bear — TL: 4.6
Large Cryptid (Beast)

Monsters with the head of an owl and body of a bear. Often found in forests and caves.

HD: 5 (22 HP) **Speed:** 40' (Climb)
Zone: Frontline **Morale:** 10 **# Appearing:** 2d4
Senses: Darksight
Armor: 2 [as Chain]

Actions
Multi-Attack: 2×Claw and 1×Beak. If both Claws hit, it takes an extra 9 (2d8)
Beak [Melee Attack]: 4 (d8)
Claw [Melee Attack]: 4 (d8)

Peryton
TL: 3.2
Medium Cryptid (Beast)

Flying elks with the souls of killers. Upon their creation, the peryton casts the shadow of a man. Only after murdering a human and devouring its heart does this shadow take its expected shape.

HD: 4 (18 HP) **Speed:** 40' (Fly 60')
Zone: Frontline **Morale:** 9 **# Appearing:** 2d4
Armor: 2 [as (+1) Leather]
Immune: Physical from non-Relics

ACTIONS
Horn [Melee Attack]: 7 (2d6)

ABILITIES
Dive Bomb: If it flies at least 20 feet toward a Target before making an attack, the attack deals an extra die of damage.

Piercer
TL: 3.6
Medium Cryptid

Ambush predators that resemble stalactites. They drop on unsuspecting creatures in the dark.

HD: 3 (13 HP) **Speed:** 5' (Cling)
Zone: Frontline **Morale:** 12 **# Appearing:** 3d6
Senses: Darksight
Armor: 3 [as Plate]

ACTIONS
Drop [Melee Attack]: 10 (3d6)

ABILITIES
Falling Ambush: Does not take falling damage from heights of 30' or shorter.

Pseudodragon
TL: 0.8
Small Cryptid (Wyrm)

These small dragons often serve as familiars for mages, as they are drawn to growing magic power.

HD: 2 (2 HP) **Speed:** 10' (Fly 30')
Zone: Midline **Morale:** 7 **# Appearing:** d6
Senses: Darksight, Telepathy (Near)
Armor: 1 [as Leather]
Weak: Shock

ACTIONS
Stinger [Melee Attack] (1/Day): 1 (d3) and pass **[Endure]** or become Sickened (Cd4, Unconscious)
Bite [Melee Attack]: 1 (d3)

ABILITIES
Magic Ward I: Cast Checks that include it as a Target have a d4 penalty.

Purple Worm
TL: 5.5
Colossal Cryptid (Wyrm)

Titanic worms with vicious teeth and a deadly stinger.

HD: 15 (67 HP) **Speed:** 20'
Zone: Frontline **Morale:** 10 **# Appearing:** d2
Senses: Blindsight, Seismicsense 60'
Armor: 3 [as (+1) Chain]

ACTIONS
Multi-Attack: 1×Bite and 1×Sting
Bite [Melee Attack, Cleave]: 9 (2d8) or half to all Targets Close to its mouth.
Sting [Melee Attack, Near its tail]: 4 (d8) and pass **[Endure]** or become Sickened (+1 Fatigue for Cd12).

ABILITIES
Sand Swimmer: Can Move through sand and earth using its Speed.



Questing Beast
TL: 4.8
Large Cryptid (Beast)

A chimeric feline with a snake's head, a cheetah's body, and hooved hindquarters like a deer. Sounds like a pack of beagles on the hunt.

HD: 8 (36 HP) **Speed:** 60'
Zone: Frontline **Morale:** 9 **# Appearing:** 1
Senses: Darksight
Armor: 2 [as Chain]

ACTIONS
Multi-Attack: 2×Claw and Bite
Bite [Melee Attack]: 6 (d12) and pass **[Endure]** or become Sickened (Cd6 damage)
Claw [Melee Attack]: 3 (d6)

Rhagodessa
TL: 3.0
Large Cryptid (Beast)

In the deepest caves, the 10-legged rhagodessa hunts. These massive camel spider-like creatures have yellow markings all over their brown bodies, and are known to devour human flesh.

HD: 4 (20 HP) **Speed:** 50' (Cling)
Zone: Frontline **Morale:** 9 **# Appearing:** d6
Senses: Darksight
Armor: 2 [as Chain]

ACTIONS
Multi-Attack: 1×Sucker and 1×Bite
Bite [Melee Attack]: 9 (2d8)
Sucker [Melee Attack]: Restrained

Roc
TL: 11.4
Colossal Cryptid (Beast)

Birds of legend, rocs are known to prey on elephants, and have the power to sink ships.

HD: 36 (162 HP) **Speed:** 20' (Fly 160')
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Senses: Allsight, Darksight
Armor: 4 [as (+1) Plate]

ACTIONS
Multi-Attack: 2×Claw and 1×Beak
Beak [Melee Attack]: 28 (8d6)
Claw [Melee Attack, Near]: 10 (3d6) and Restrained if it's this Being's second Claw attack to hit it this Turn.

ABILITIES
Dive Bomb: If it flies at least 20' toward a Target before making an attack, the attack deals double damage.

Roper
TL: 5.8
Large Cryptid

Tentacled creatures that are indistinguishable from stalagmites or stalagtites.

HD: 12 (54 HP) **Speed:** 10' (Climb, Cling)
Zone: Frontline **Morale:** 2 **# Appearing:** d3
Senses: Darksight
Armor: 3 [as Plate]
Weak: Blunt
Immune: Cold, Shock

ACTIONS
Multi-Attack: 1×Tendril per (**Tendrils**) and 1×Bite
Bite [Melee Attack]: 17 (5d6)
Tendril [Grapple, Far]: Restrained and pulled Close

ABILITIES
Tendrils: Starts with 6. Targetting one causes a -4 penalty to the Check, but severs it if at least 4 damage is dealt.

Rot Grub
TL: 0.7
Small Cryptid

Maggots that burrow under flesh, quickly devouring prey alive.

HD: 1 (1 HP) **Speed:** 5'
Zone: Frontline **Morale:** 12 **# Appearing:** 5d4
Senses: Darksight
Armor: 0 [as Unarmored]
Weak: Fire

ABILITIES
Flesh Burrow: This Being burrows itself into flesh that comes into contact with it, causing that Being to become Sickened (3 (d6) damage each Round).
Parasite: If this Being or any Being it is burrowing into takes Fire damage or is the Target of an effect that ends the Sickened Status, this Being dies instantly.

Rumptifusel
TL: 1.7
Medium Cryptid

Vicious, opportunistic hunter covered in mink-like fur. It resembles a rug, bedroll, or blanket, but its underside contains hundreds of tiny, sucker-like mouths.

HD: 3 (13 HP) **Speed:** 15' (Climb)
Zone: Frontline **Morale:** 3 **# Appearing:** d4
Senses: Darksight
Armor: 1 [as Leather]
Weak: Poison

ACTIONS
Multi-Attack: 2×Drain, or 1×Cloak and 1×Drain
Drain [Melee Attack, Restrained Target]: 2 (d4) and this Being is healed for the damage dealt
Cloak [Melee Attack]: Restrained

ABILITIES
Cloaking: While it has a Target Restrained, any damage dealt to it is halved and also dealt to the Target.

Rust Monster
TL: 2.7
Medium Cryptid

Insectoids known to destroy any metal.

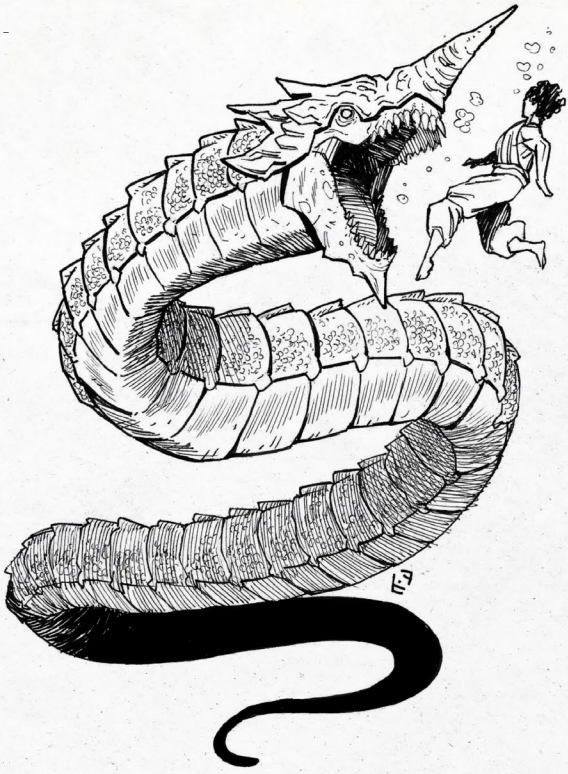
HD: 5 (22 HP) **Speed:** 15'
Zone: Frontline **Morale:** 7 **# Appearing:** d2
Senses: Darksight
Armor: 4 [as Plate plus Shield]

ACTIONS

Antenna [Cast, Touch (metal Object)]: Rust Touch
Bite [Melee Attack]: 3 (d6)

ABILITIES

Rust Touch: Non-Relic metal Items that make contact with it corrode. When this happens, roll a d6 for each Item. On a roll of 1, the Item breaks. If the Item that breaks is larger than Medium, this destroys a 1-foot square hole that is 1-foot deep in it.



Sea Lion
TL: 4.1
Large Cryptid

A lion with the hind quarters of a shark or similar fish, and the ferocity of both.

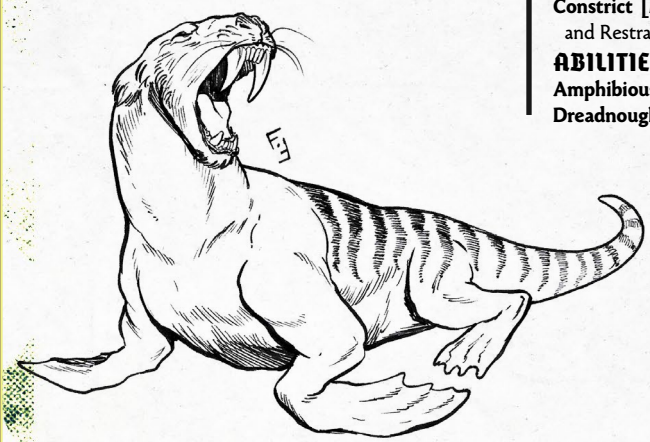
HD: 6 (27 HP) **Speed:** 10' (Swim 40'.)
Zone: Frontline **Morale:** 11 **# Appearing:** d4
Armor: 2 [as Chain]
Weak: Poison, Shock

ACTIONS

Multi-Attack: 2×Claws and 1×Bite
Bite [Melee Attack]: 7 (2d6)
Claw [Melee Attack]: 3 (d6)

ABILITIES

Amphibious: It can breathe air and water.
Pack Hunter: Targets within 5 feet of one of this Being's Allies are Vulnerable to its attacks.
Pounce: If it moves at least 20' immediately before hitting with an attack on the same Turn, the Target is also knocked Prone.



Sea Serpent
TL: 6.2
Huge Cryptid (Wyrm)

HD: 14 (63 HP) **Speed:** 0' (Swim 80')
Zone: Frontline **Morale:** 9 **# Appearing:** 1
Senses: Darksight
Armor: 2 [as Chain]
Immune: Cold, Shock

ACTIONS

Multi-Attack: 1×Bite or 1×Constrict
Bite [Melee Attack]: 10 (3d6) and Restrained if smaller
Constrict [Melee Attack, Near Vessel]: 11 (2d10) and Restrained

ABILITIES

Amphibious: It can breathe air and water.
Dreadnought: Deals double damage to vehicles.

Skeljaskrimsli — TL: 6.3
Large Cryptid

An armored aquatic creature that resembles a bear. When they feed in the water, the act of opening their mouth can create small whirlpool.

HD: 10 (45 HP) **Speed:** 20' (Swim)
Zone: Frontline **Morale:** 9 **# Appearing:** 1
Armor: 5 [as (+2) Plate]
Weak: Poison, Shock

Actions
Multi-Attack: 2×Claws and 1×Bite
Bite [Melee Attack]: 7 (2d6)
Claw [Melee Attack]: 4 (d8)
Slam [Melee Attack]: 7 (2d6) and Prone if this Being moved at least 20 feet straight toward the Target before the attack.

Abilities
Amphibious: It can breathe air and water.
Dreadnought: Deals double damage to vehicles.

Snakeman — TL: 3.2
Medium Cryptid

Jungle-dwelling snake people who are known to capture and sacrifice others to their demonic master.

HD: 6 (27 HP) **Speed:** 30'
Zone: Frontline **Morale:** 8 **# Appearing:** 1
Senses: Darksight
Armor: 2 [as Chain]
Immune: Poison
Status Immunity: Sickened

Actions
Multi-Attack: 1×Bite and 1×Weapon
Bite [Melee Attack]: 5 (d10) and pass **[Endure]** or be Sickened (Cd4, +1 Fatigue each Round)
Weapon [Melee Attack]: 3 (d6) or (by Weapon)

Abilities
Magic Ward II: Cast Checks that include it as a Target have a d6 penalty.



Snallygaster — TL: 4.4
Large Cryptid (Wyrm)

A one-eyed chimeria with a taste for booze. Other than its reptilian tail and claws, it otherwise resembles a plucked chicken... and there's an array of octopus-like tentacles writhing from its beak.

HD: 10 (45 HP) **Speed:** 20' (Fly 40')
Zone: Frontline **Morale:** 3 **# Appearing:** 1
Senses: Darksight
Armor: 2 [as (+1) Leather]
Weak: Shock

Actions
Multi-Attack: 2×Talons and 1×Drain, or 2×Drain
Drain [Action, Restrained Being | Endure]: 5 (2d4) HP is drained from the Target
Talon [Melee Attack]: 7 (2d6) and Restrained if its this Being's second Talon to hit it this Turn

Abilities
Booze Hound: It takes half damage from poison-based damage and can sense alcohol within 1 mile as if by All-Sight. It doesn't flee if it is sensing alcohol, except by its Divine-Averse Ability.
Divine-Averse: It makes Morale Checks if it can see a divine trinket.

Stirge — TL: 1.2
Small Cryptid

A blood-sucking pest that resembles a fleshy mosquito. They attack by latching onto a victim and penetrating their tissue with a barbed proboscis.

HD: 1 (1 HP) **Speed:** 5' (Fly 40')
Zone: Frontline **Morale:** 4 **# Appearing:** 3d6
Armor: 1 [as Leather]

Actions
Beak [Melee Attack]: 1 (d3) and Restrained (d4 damage each Round while Restrained this way)

Abilities
Leech: Its Max HP increases by the amount of damage it deals with its Beak, which also heals it for the same amount. Max HP gained this way is lost after 1 minute.
Latcher: Checks to end being Restrained by its Beak have a -3 penalty.


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Tarrasque
TL: 24.7
Colossal Cryptid

A four-legged reptile of gargantuan proportions. It slumbers for centuries, then awakes to eat for weeks before returning to its sleep. During this time, it leaves destruction in its wake.

HD: 36 (162 HP) **Speed:** 120' (Swim)
Zone: Frontline **Morale:** 9 **# Appearing:** Unique
Senses: Darksight
Armor: 10 [as (+3) Plate plus (+3) Shield]
Immune: Cold, Fire, Shock; Physical from non-Relics
Status Immunity: Charmed, Confused, Frightened, Paralyzed, Sickened, Suffocating

Actions
Multi-Attack: 2×Claw, 1×Horn, 1×Bite, and 1×Tail
Claw [Melee Attack, Near]: 18 (4d8)
Horns [Melee Attack]: 16 (3d10)
Bite [Melee Attack]: 27 (5d10) and the Target loses a limb of its choice if failed by 10 or more
Tail [Melee Attack, Near]: 13 (3d8) and shoved Prone

Abilities
Charge: If it Moves at least 30 feet in a straight line then makes a Horn Attack on the same Turn, that attack deals double damage.
Legendary: Cast Checks Targeting it have a d12 penalty.
Mythic: It doesn't die unless a wish is granted to do so.
Reflective Carapace: When Targeted with a Spell, roll d6. On a 1, the Spell is reflected back at its source. On a 2 or 3, the Spell is dispelled. On a 4 to 6, the Spell works as normal.
Regenerate II: Regains 9 (2d8) HP on each of its Turns.

Troglodyte
TL: 2.9
Medium Cryptid

Reptilian humanoids that inhabit subterranean areas. Extremely hostile to any surface dwellers.

HD: 2 (9 HP) **Speed:** 40'
Zone: Frontline **Morale:** 9 **# Appearing:** 3d6
Senses: Darksight
Armor: 2 [as Chain]
Immune: Poison
Status Immunity: Sickened

Actions
Multi-Attack: 2×Claw and 1×Bite
Claws [Melee Attack]: 2 (d4)
Bite [Melee Attack]: 5 (2d4)

Abilities
Chameleon Skin: Detect Checks to find it based on sight are Hindered.
Stench [Aura Near]: At the start of each of this Being's Turns, pass **[Endure]** or be Sickened (-2 to Attack Checks while in the Area). On a pass, it is immune to this Ability for 1 day.
Sun-Averse: Is Blinded (Cd4) by Sunlight.

Troll
TL: 3.9
Large Cryptid

Twisted, green giants with long appendages and wart-covered skin. Their incredible regenerative power makes them a horrifying threat, but they never go out in daylight.

HD: 7 (31 HP) **Speed:** 40'
Zone: Frontline **Morale:** 10 **# Appearing:** d4
Armor: 2 [as Chain]
Weak: Acid, Fire

Actions
Multi-Attack: 2×Claws and 1×Bite
Bite [Melee Attack]: 5 (d10)
Claw [Melee Attack 10']: 3 (d6)

Abilities
Lesser Regenerate I: Regains 4 (d8) HP on each of its Turns unless it took damage it was Weak to in the last Round. It can't be reduced below 1 HP except by damage it is Weak to.
Sunlight Aversion: The troll's Armor from [Natural] and Trollish Regeneration trait are suspended while it is in sunlight, and it is Burning (d6). If the troll dies within sunlight, it is turned to stone.

Warp Beast
TL: 3.4
Large Cryptid (Beast)

Panther-like beasts with a bizarre array of tentacles, and a natural displacement magic caused by molecular vibrations in its fur.

HD: 6 (27 HP) **Speed:** 40'
Zone: Frontline **Morale:** 9 **# Appearing:** 2d4
Senses: Darksight
Armor: 2 [as Chain]

Actions
Multi-Attack: 2×Tentacle
Tentacle [Melee Attack 10']: 5 (2d4)

Abilities
Displacement I: Attack and Cast Checks that directly Target it have a d4 penalty.

Wererat
TL: 2.0
Medium Cryptid (Shapechanger)

A half-rat, half-human monster that haunts sewers and abandoned ruins.

HD: 3 (13 HP) **Speed:** 40'
Zone: Frontline **Morale:** 7 **# Appearing:** 1
Senses: Darksight
Armor: 1 [as Leather]
Immune: Physical
Weak: Silvered Weapons

ACTIONS
Multi-Attack: 1×Cutlass and 1×Bite
Bite [Melee Attack]: 3 (d6) and pass **[Will]** or be cursed with Wererat Lycanthropy.
Weapon [Melee Attack]: 3 (d6) or (by Weapon)

ABILITIES
Shapechanger: This is a form that a Humanlike cursed with lycanthropy can become when the curse takes hold. They revert automatically if they die.

Werewolf
TL: 2.9
Medium Cryptid (Shapechanger)

A half-wolf, half-humanlike monster with a taste for blood. They usually only transform under a full moon and return to their normal form in sunlight.

HD: 4 (18 HP) **Speed:** 40'
Zone: Frontline **Morale:** 9 **# Appearing:** 1
Senses: Darksight
Armor: 2 [as Chain]
Immune: Physical
Weak: Fire, Silvered Weapons

ACTIONS
Multi-Attack: 2×Claw and 1×Bite
Bite [Melee Attack, a Restrained Target]: 3 (d6) and pass **[Will]** or be cursed with Werewolf Lycanthropy.
Claws [Melee Attack]: 2 (d4)

ABILITIES
Bloodthirst: It is Berserk and Beings at or below half HP make Checks against it as if Vulnerable.
Shapechanger: This is a form that a Humanlike cursed with lycanthropy can become when the curse takes hold. They revert automatically if they die.

Werewolf, Dire
TL: 5.3
Large Cryptid (Shapechanger)

Werewolves that live longer in their lycanthopic form than they have as a person lose themselves to the curse, becoming a dire and losing their humanity.

HD: 8 (36 HP) **Speed:** 50'
Zone: Frontline **Morale:** 11 **# Appearing:** 1
Senses: Darksight
Armor: 3 [as (+1) Chain]
Immune: Physical
Weak: Fire, Silvered Weapons

ACTIONS
Multi-Attack: 2×Claws and 1×Bite
Bite [Melee Attack]: 7 (2d6) and pass **[Will]** or be cursed with Werewolf Lycanthropy.
Claws [Melee Attack]: 5 (2d4)

ABILITIES
Bloodthirst: It is Berserk and Beings at or below half HP make Checks against it as if Vulnerable.

Wyvern
TL: 5.8
Huge Cryptid (Wyrm)

A lesser wyrm with a scorpion-like stinger for a tail.

HD: 14 (64 HP) **Speed:** 30' (Fly 60')
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Armor: 3 [as Plate]
Weak: Shock

ACTIONS
Multi-Attack: 1×Stinger and 1×Bite; or 2×Claw and 1×Bite
Stinger [Melee Attack] (Recharge Cd4): 3 (d6) and Sickened (Cd4, +1 Fatigue each Round)
Claw [Melee Attack]: 3 (d6)
Bite [Melee Attack]: 9 (2d8)

Yeti
TL: 3.5
Large Cryptid

Fuzzy, ape-like flesheaters that occupy the most extreme arctic areas. Their white fur and icy pale blue eyes embody wintry terror.

HD: 5 (22 HP) **Speed:** 40' (Climb)
Zone: Frontline **Morale:** 9 **# Appearing:** 1
Senses: Darksight
Armor: 2 [as Chain]
Immune: Cold
Weak: Fire

ACTIONS
Multi-Attack: 2×Claw
Claw [Melee Attack]: 3 (d6) plus 9 (2d8) if failed by 5 or more
Terror Glare [Cast, Sight | Will] (1/Day): Frightened (Cd4, Paralyzed)

FAE

Fae embody the natural world, themselves adapting characteristics of their domain. In kind, the environment also begins evolving in their presence, with some fae hightening its splendor, and others evoking terror. In areas where benevolent fae reside, some say you can hear the wind sing the songs of creation. However, this wind can turn to a black howl of hate at the fickle whims of these creatures.

Finding yourself in a fae's domain without the permission of a fae is no easy task. Intention itself seems to keep mortals out of those realms, leading many to believe only those of pure innocence to the point of naivety can find themselves within a domain. You don't find the wilds of the fae, *they find you*.

Beisht Kione Dhoo — TL: 6.6

Huge Fae (Wyrm)

A bane of pirates, the serpentine beisht kione is a horrifying fae of the sea. Its jaws and mouth match the length of its nearly equine mane, and it can open these jaws to swallow most small boats whole. Stories say, if treasure is ever lost overboard, it now belongs to the beisht, as attempts to dredge it up will incur its greedy wrath.

HD: 13 (58 HP) **Speed:** 5' (Swim 50')
Zone: Frontline **Morale:** 11 **# Appearing:** 1
Senses: Darksight
Armor: 3 [as Plate]
Immune: Cold
Weak: Cold Iron Weapons

ACTIONS

Multi-Attack: 1×Bite and 1×Slam
Bite [Melee Attack]: 10 (3d6) and Restrained if it is Large or smaller. If this Being has a Target this way, it can only Bite the Restrained Target.
Slam [Melee Attack]: 11 (2d10) and shoved Prone if Large or smaller than this Being.

ABILITIES

Amphibious: Breathes air and water.
Dreadnought: Deals double damage to vehicles.
Terror III: Enemies that can see it for the first time and at the start of their Turns must pass a **[Will]** Save or be Frightened (until they pass this Check on a subsequent Turn, or for Cd8 Rounds afterwards).

Blink Dog — TL: 2.1

Medium Fae (Beast)

HD: 4 (18 HP) **Speed:** 40' (Phase)
Zone: Midline **Morale:** 6 **# Appearing:** d6
Armor: 2 [as Chain]
Weak: Cold Iron Weapons

ACTIONS

Bite [Melee Attack]: 3 (d6)

ABILITIES

Blink: It can use its Speed to magically teleport itself anywhere within the used Speed.

Brollachan — TL: 2.2

Large Fae

A formless, writhing mass of dark black smoke. Its only distinguishing characteristic is a pair of bright red eyes in the center of the mass.

HD: 6 (27 HP) **Speed:** 20' (Fly)
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Armor: 4 [as Plate plus Shield]
Weak: Cold Iron Weapons
Status Immunities: Berserk, Blinded, Charmed, Confused, Frightened, Prone, Restrained

ACTIONS

Tendril [Melee Attack, Near]: 9 (2d8)

ABILITIES

Engulfer: Other Beings in its space are Burning (2d6).
Formless: It can Move into space occupied by Beings.
Maddening I: Enemies that can hear it for the first time and at the start of their Turns must pass a **[Will]** Save or be Confused (until they pass this Check on a subsequent Turn, or for Cd4 Rounds afterwards).

Brownie — TL: 2.0

Small Fae

HD: 1 (1 HP) **Speed:** 40'
Zone: Backline **Morale:** 7 **# Appearing:** 2d6+1
Armor: 3 [as Plate]
Weak: Cold Iron Weapons

ACTIONS

Dagger [Melee Attack]: 2 (d4)
Dancing Lights [Cast, Remote]: Causes dancing lights of any shape no larger than Medium within Near
Dimension Door [Cast, Self] (1/Day): Teleports to an open Area it is aware of within 360'

ABILITIES

Ambush Innured: It can't be surprised, and can take an Action and Move before the first Turn of Combat.
Magic Ward I: Cast Checks that include it as a Target have a d4 penalty.



Carcolh
TL: 7.1

Huge Fae (Wyrm)

A snail-like serpent that usually resides in gardens of splendor and crystal caves. Their mouths are lined with draconic fangs, and their head is crowned with multiple hairy tentacles.

HD: 15 (67 HP) **Speed:** 20' (Climb, Cling)
Zone: Frontline **Morale:** 11 **# Appearing:** 1
Senses: Seismicsense
Armor: 4 [as (+1) Plate]
Weak: Cold Iron Weapons

Actions

Multi-Attack: 1×Tentacle per (**Tentacles**) and 1×Bite
Bite [Melee Attack]: 16 (3d10) and Burning (Cd6)
Tentacle [Grapple, Near]: Restrained and pulled Close.

Abilities

Magic Ward II: Cast Checks that include it as a Target have a d6 penalty.
Tentacles: Starts with 6 Tentacles. Targetting a Tentacle causes a -4 penalty to the Attack Check, but severs it if at least 16 damage is dealt with the attack.

Doppelgänger
TL: 2.6

Medium Fae (Shapechanger)

HD: 4 (18 HP) **Speed:** 30'
Zone: Frontline **Morale:** 10 **# Appearing:** d6
Armor: 2 [as Chain]
Weak: Cold Iron Weapons
Status Immunities: Charmed, Unconscious

Actions

Shapechange [Cast, Self (Focus)] (1/Minute): Appears to be a Being of humanoid form it has seen.
Bite [Melee Attack]: 6 (d12)

Abilities

Doppelgang: Enemy Abilities treat this Being as an Ally while they are convinced it is an Ally.

Hag, Green
TL: 4.0

Medium Fae (Shapechanger)

Ugly humanoid fae known to blur the lines between undeath and the fairy courts. Known to pull itself and its victims into invisibility to brutalize them.

HD: 9 (40 HP) **Speed:** 30'
Zone: Frontline **Morale:** 4 **# Appearing:** 1
Senses: Allsight, Darksight
Armor: 3 [as (+1) Chain]
Weak: Cold Iron Weapons

Actions

Multi-Attack: 2×Claw
Claw [Melee Attack]: 4 (d8) and Restrained if it's this Being's second Claw to hit it this Turn
Shapeshift [Cast, Self (Focus)]: Takes on the appearance of a Medium Humanlike.

Abilities

Amphibious: It can breathe air and water.
Fade Out: When it Moves, it turns itself and anything it is carrying Invisible for the duration (Focus). If it has a Being Restrained, it turns them Invisible for the duration as well.
Magic Ward II: Cast Checks that include it as a Target have a d6 penalty.
Terror I: Enemies that can see it for the first time and at the start of their Turns must pass **[Will]** or be Frightened (Cd4).

Hag, Grove

TL: 9.7

Medium Fae (Shapechanger)

Nightmarish brutes of crones that reside in swamps and dead woods. They are known for devouring humans with their iron claws and teeth.

HD: 8 (36 HP) **Speed:** 50' (Cling)
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Senses: Allsight, Darksight
Armor: 4 [as (+1) Plate]
Weak: Cold Iron Weapons

Actions

Multi-Attack: 2×Claw and 1×Bite. A Being hit by all three is Restrained and takes 18 (4d8) damage at the start of this Being's Turns.
Bite [Melee Attack]: 7 (d8+3)
Claw [Melee Attack]: 7 (d8+3)
Shapeshift [Cast, Self] (Focus): Takes on the appearance of a Medium Humanlike.

Abilities

Blair Omniscience: It is always aware of any Beings within the woodland it claims as its domain.
Magic Ward I: Cast Checks that include it as a Target have a d4 penalty.
Terror I: Enemies that can see it for the first time and at the start of their Turns must pass a **[Will]** Save or be Frightened until they pass this Check on a subsequent Turn, or for Cd4 Rounds afterwards.

Hag, Sea

TL: 3.6

Medium Fae

Ugly humanoid fae with a bloated, rotting corpse-like appearance. It tries to drag victims below the water to drown them.

HD: 3 (13 HP) **Speed:** 30' (Swim)
Zone: Midline **Morale:** 4 **# Appearing:** d4
Armor: 2 [as (+1) Leather]
Weak: Shock; Cold Iron Weapons

Actions

Death Glare [Cast, Sight (a Frightened Being) | Will] (3/Day): 13 (3d8) and +2 (d4) Fatigue
Claw [Melee Attack]: 3 (d6)

Abilities

Amphibious: It can breathe air and water.
Magic Ward I: Cast Checks that include it as a Target have a d4 penalty.
Terror I: Enemies that can see it for the first time and at the start of their Turns must pass a **[Will]** Save or be Frightened until they pass this Check on a subsequent Turn, or for Cd4 Rounds afterwards.



Mermaid

TL: 2.0

Medium Fae

Half-human half-piscine fae who are venerated by all creatures of the sea. Their enrapturing beauty captivates all, notably the horrors of the sea that serve mermaids without question.

HD: 3 (13 HP) **Speed:** 10' (Swim 40')
Zone: Backline **Morale:** 2 **# Appearing:** 1
Armor: 2 [as (+1) Leather]
Immune: Cold, Shock
Weak: Cold Iron Weapons

Actions

Call Terror [Cast] (1/Day): Terror-Bound Being arrives in Cd4.
Enchanting Song [Cast (Focus)]: Enchanting Song
Trident [Melee Attack]: 3 (d6)
Storm Bringer [Cast] (1/Day): A storm stirs out to 1 mile from it, and lasts for Cd4 hours.

Abilities

Amphibious: Breathes air and water.
Magic Ward I: Cast Checks that include it as a Target have a d4 penalty.
Enchanting Song: Enemies that can hear it for the first time and at the start of their Turns must pass **[Will]** or be Charmed (Cd4). While Charmed this way, they can only Move directly toward this Being.
Immortal of the Sea: It can't be reduced below 1 HP while it is even partially submerged in a body of water.
Terror-Bound: It is bound to a terror of the sea, such as a beisht kione dhoo, kraken, or sea serpent.

Nymph
Medium Fae — **TL: 0.3**

The source of "Lady of the Lake" stories, nymphs are feminine spirits of freshwater.

HD: 2 (9 HP) **Speed:** 30', (Swim 60')
Zone: Frontline **Morale:** 4 **# Appearing:** d4
Armor: 0 [as Unarmored]
Weak: Cold Iron Weapons

Actions

Nymph's Kiss [Cast, Touch | Will]: Cursed (Cd8 Rounds, immediately suffocating and can only breathe water).

Abilities

Amphibious: Can breathe air or water.
Magic Ward I: Cast Checks that include it as a Target have a d4 penalty.

Pixie
Small Fae — **TL: 2.0**

HD: 1 (1 HP) **Speed:** 30' (Fly 60')
Zone: Backline **Morale:** 7 **# Appearing:** 2d4
Senses: Telepathy (Near)
Armor: 3 [as Plate]
Weak: Cold Iron Weapons

Actions

Dagger [Melee Attack]: 2 (d4)

Abilities

Magic Ward I: Cast Checks that include it as a Target have a d4 penalty.
Major Invisibility: It can magically become Invisible during its Turn (No Action, requires Focus).
Pixie Dust [Item]: It can produce one dose of Pixie Dust once per Day, which gives a Medium or smaller Being Fly for 1 Hour.



Satyr
Medium Fae — **TL: 2.3**

HD: 4 (18 HP) **Speed:** 35'
Zone: Frontline **Morale:** 9 **# Appearing:** 2d4
Armor: 2 [as Chain]
Weak: Cold Iron Weapons

Actions

Sleep [Cast, Beings who hear it] (1/Day): Unconscious (Cd6 or until awoken)
Charm [Cast, Beings who hear it | Will] (1/Day): Charmed (until this Being drops Focus). Those Charmed this way must Move toward this Being and use their Action to obey its commands.
Horns [Melee Attack]: 5 (2d4)
Fear [Cast, Beings who hear it | Will] (1/Day): Frightened (Cd4)

Abilities

Magic Ward I: Cast Checks that include it as a Target have a d4 penalty.
Panpipes [Item]: It casn't use Sleep, Charm, or Fear without its panpipes.

Unicorn — TL: 4.2

Large Fae (Divine)

HD: 4 (18 HP) **Speed:** 80'
Zone: Midline **Morale:** 7 **# Appearing:** 1
Senses: Allsight, Telepathy (Far)
Armor: 3 [as (+1) Chain]
Weak: Cold Iron Weapons
Status Immunities: Charmed, Confused, Frightened

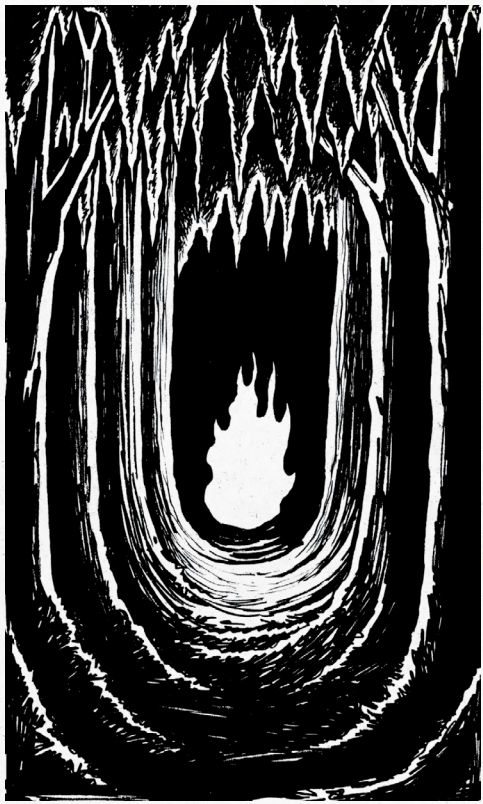
Actions

Heal [Cast, Touch] (1/Day): Regains 7 (2d6) HP and removes the Blinded, Confused, Paralyzed, or Sickened Status
Multi-Attack: 2×Hoof and 1×Horn
Hoof [Melee Attack]: 4 (d8)
Horn [Melee Attack]: 4 (d8)
Teleport [Cast] (1/Day): Teleports itself and any Being mounting it up to Far

Abilities

Magic Ward III: Cast Checks that include it as a Target have a d8 penalty.
Regenerate I: Regains 4 (d8) HP on each of its Turns.





Will o' Wisp — TL: 3.6

Small Fae

Chaotic spirit motes that dwell in swamps. They can sent a burst of spiritual energy that zaps the essence from a mortal.

HD: 6 (27 HP) **Speed:** 0' (Fly 50', Phase)
Zone: Backline **Morale:** 11 **# Appearing:** d6
Senses: Darksight
Armor: 4 [as (+1) Plate]
Immune: Physical
Weak: Cold Iron Weapons
Status Immunities: Charmed, Fatigue, Paralyzed, Prone, Restrained, Sickened, Suffocating

Actions

Life Zap [Cast, Touch | Endure]: 5 (d10), healing this Being for the damage dealt
Dissipate [Cast, Self (Focus)]: Invisible for the duration.

Abilities

Wyrd Ward: Cast Checks Targeting it are Hindered, as are attacks made with Magically-enhanced Weapons.
Illuminating: Sheds Light out to 30 feet.

OUTERS

Beings who are truly alien to the mortal realm or whose intrinsic nature aligns them with forces of good or evil. Their essence is typically tied to either an aligned plane (such as Hellspawn and negative planes or Divines and positive planes), or they are the eldritch horrors from the incomprehensible beyond.

Agnar

TL: 3.9

Huge Outer (Beyonder)

A jungle-dwelling monstrosity with a spherical torso and maw that surrounds its entire body. This sphere of horror is mounted atop four elephant-like legs, Its teeth enclose a donut-shaped gullet that forces any prey-paste through its abominable form.

HD: 10 (45 HP) **Speed:** 30'
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Armor: 2 [as Chain]
Weak: Fire

ACTIONS

Spin-Thrash (it can only use this Action while at or below half HP) [Cast, Aura Near | Endure] (3/Day): 9 (2d8), deals half on a pass and heals this Being for the damage roll.

Chomp [Melee Attack, Cleave]: 10 (3d6) and Restrained

ABILITIES

Flame Anger: If it takes Fire damage or sees open flame, it goes Berserk (Cd4).

Lockjaw: Hinders Checks to end being Restrained by it.

Leap: If it uses its Move to Jump, any Being within 5 feet when it lands must pass a **[Reflex]** Save or take 10 (3d6) and be shoved Prone.

The Agnar was originally created by Hankerin Ferinale for *Index Card RPG*.

Angel

TL: 10.5

Huge Outer (Divine)

HD: 12 (54 HP) **Speed:** 40' (Fly 80')
Zone: Midline **Morale:** 11 **# Appearing:** 1
Senses: Allsight, Telepathy
Armor: 6 [as (+3) Plate; **Divine Armor**]
Immune: Poison; Physical from non-Relics and Relic Weapons weaker than (+2)
Status Immunities: Berserk, Blindness, Confused, Fatigued, Frightened, Paralyzed, Sickened, Suffocating

ACTIONS

Dominator [2 Actions as below (re-roll duplicates)]:

1 **(+3) Flaming Sword [Melee Attack]:** 17 (4d6+3) and Burning (Cd6)
2 **Burning Slash [Melee Attack, Near Cone | Half damage on a pass]:** 13 (3d6+3) and Burning (Cd6)
3 **Banish [Remote | Will]:** It is returned to its normal realm of existence, or ends another Being's possession of the Target.
4 **Command [Cast, Far Aura]:** 4 (d6+1) or obey the command issued by this Being.
5 **Heal [Cast, Touch]:** If it is a mortal Being, its HP is restored to maximum, and is cured of the Blinded, Paralyzed, or Sickened Status.
6 **Radiance [Cast, Far Aura]:** The area within the Aura is Sunlight, which moves with this Being.



ABILITIES

Fall from Grace: If it ever acts against divine ordainment, it loses **Grace**, Fly Speed, All-Sight, Immune, and Status Immunities.

Grace: It can't be reduced below 1 HP. If its body is destroyed, it immediately appears in its plane of origin at full HP.

Illuminator: Sheds Sunlight in Near.

Magic Ward III: Cast Checks that include it as a Target have a d8 penalty.

Flaming Sword [Relic; (+3) Silvered Greatsword]: Has the Loyalty Power.

Byakhee — TL: 10.5
Huge Outer (Beyonder, Wyrm)

A grey alien dragon from beyond the stars. It can fly at the speed of light.

HD: 15 (67 HP) **Speed:** 60' (Fly 180')
Zone: Midline **Morale:** 10 **# Appearing:** 1
Senses: Darksight, Telepathy
Armor: 5 [as (+2) Plate]
Status Immunities: Suffocating

ACTIONS
Multi-Attack: 2×Claw and 1×Bite
Bite [Melee Attack]: 10 (3d6) and pass **[Endure]** or Sickened (Cd6 per Round, Dazed for Cd4 after the Status ends).
Claw [Melee Attack 10']: 13 (3d8)

ABILITIES
Instant Transmission (Recharge Cd10 days): If it is in space, it can use its Action to teleport itself and any Beings in physical contact with it at lightspeed to anywhere within the nearby star system.
Interstellar: It can freely move in the vacuum of space.

Chort — TL: 5.0
Medium Outer (Hellspawn)

Goat-like bipedal demons, and sons of Chernobog.

HD: 7 (31 HP) **Speed:** 30'
Zone: Frontline **Morale:** 11 **# Appearing:** d4
Senses: Allsight, Blindsight
Armor: 3 [as (+1) Chain]
Immune: Fire, Poison; Physical from non-Relics
Status Immunities: Fatigued, Frightened

ACTIONS
Multi-Attack: 2×Claw and 1×Headbutt
(+1) Claw [Melee Attack]: 3 (d4+1)
Headbutt [Melee Attack]: 9 (2d8)

ABILITIES
Magic Ward II: Cast Checks that include it as a Target have a d6 penalty.

Cloaker — TL: 2.6
Large Outer (Beyonder)

A flying manta ray with a taste for flesh.

HD: 6 (27 HP) **Speed:** 0' (Fly 30')
Zone: Frontline **Morale:** 7 **# Appearing:** d4
Senses: Darksight
Armor: 2 [as Chain]

ACTIONS
Multi-Attack: 1×Cloak and 2×Bite
Cloak [Melee Attack]: Restrained
Bite [Melee Attack]: 2 (d4)

ABILITIES
Cloaking: While it has a Target Restrained, attack damage dealt to it is halved and also dealt to the Target.



Couatl — TL: 3.8
Medium Outer (Divine)

A celestial, winged serpent commonly worshipped as a deity of medicinal care.

HD: 9 (40 HP) **Speed:** 20' (Fly 60')
Zone: Backline **Morale:** 9 **# Appearing:** d4
Senses: All-Sight, Telepathy 120'
Armor: 3 [as (+1) Chain]
Status Immunities: Berserk, Blindness, Confused, Fatigued, Frightened, Paralyzed, Sickened, Suffocating

ACTIONS
Bite [Melee Attack]: 2 (d4) and Sickened (Cd4, Unconscious and +1 Fatigue each Round). If failed by 5 or more, it is also Restrained (5 (2d4) each Round)
Restoration [Cast, Touch]: Regain 10 (3d6) HP
Shapechange [Cast, Self] (Focus): Polymorphs into a Medium or smaller Being. It uses its own Statblock.

Deep One — TL: 2.5
Medium Outer (Beyonder)

Fish-like humanoids known to venerate anything they can find a reason to worship.

HD: 3 (13 HP) **Speed:** 30' (Swim)
Zone: Midline **Morale:** 8 **# Appearing:** 2d12
Senses: Darksight
Armor: 2 [as Chain]
Immune: Poison
Status Immune: Charmed, Paralyzed, Unconscious

ACTIONS
Multi-Attack: 2×Claw
Claw [Melee Attack]: 3 (d6)
Weapon [Melee Attack]: 3 (d6) or (by Weapon)

ABILITIES
Amphibious: Can breathe air and water.
Sunblinded: Blinded by Sunlight.

Demon Ray — TL: 2.4

Medium Outer (Beyonder)

Vampiric manta rays with razor sharp teeth and a remarkable bite force.

HD: 1 (4 HP) **Speed:** 0' (Swim 30')
Zone: Midline **Morale:** 10 **# Appearing:** 2d6
Senses: Darksight
Armor: 2 [as Chain]

Actions

Bite [Melee Attack]: 7 (3d4)
Leech [Cast, Remote | Endure]: 3 (d6) and Sickened (Cd6, any healing that affects it heals this Being instead)

Abilities

Amphibious: Can breathe air and water.
Sunblinded: Blinded by Sunlight.

Dethbat — TL: 1.0

Small Outer (Hellspawn)

Infernal bats with human faces and grotesque tongues that drag below them as they fly.

HD: 1 (1 HP) **Speed:** 5' (Fly 30')
Zone: Midline **Morale:** 3 **# Appearing:** 2d6
Senses: Darksight
Armor: 1 [as Leather]
Immune: Fire, Physical, Poison
Weak: Silvered Weapons
Status Immunities: Sickened

Actions

Kiss [Melee Attack, a Paralyzed Enemy | Will]: **Dethbat's Curse** (Continual, until removed)
Shriek [All Near non-Dethbats that hear it | Will]: Frightened (Cd4, Paralyzed)
Bite [Melee Attack]: 2 (d4)

Abilities

Dethbat's Curse [Curse]: Every hour while cursed and not in Sunlight, the victim rolls a d6, progressing the curse by 1 stage on a roll of 1:

1. Their hair falls out.
2. Their ears transform into wings and their teeth become fangs.
3. They gain 1 Fatigue. If they die due to this, their head rips from their body and becomes a Dethbat.

Dimension Ripper — TL: 6.3

Large Outer

Boogies capable of dimensional travel at-will, dimension rippers are many-mouthed, pale horrors who were cheats and double-talkers in life.

HD: 10 (45 HP) **Speed:** 35'
Zone: Frontline **Morale:** 5 **# Appearing:** 1
Senses: Darksight, Telepathy
Armor: 3 [as (+2) Leather]
Immune: Cold, Fire, Physical, Poison
Weak: Silvered Weapons
Status Immunities: Sickened

Actions

Temporal Lock [Cast, Sight | Will] (Recharge Cd4): Paralyzed (Cd4)
Multi-Attack: 2×Claw and 1×Bite
(+1) Bite [Melee Attack]: 5 (d8+1)
(+1) Claw [Melee Attack]: 8 (2d6+1)

Abilities

Maddening I: Enemies that can hear it for the first time and at the start of their Turns must pass **[Will]** or be Confused (Cd4).
Terror I: Enemies that can see it for the first time and at the start of their Turns must pass **[Will]** or be Frightened (Cd4).

False Hydra — TL: 3.1

Medium Outer (Beyonder)

Multi-headed, anti-memetic horrors of flesh.

HD: 6 (27 HP) **Speed:** 25'
Zone: Frontline **Morale:** 4 **# Appearing:** 1
Senses: Darksight
Armor: 3 [as (+2) Leather]
Status Immunities: Charmed, Confused

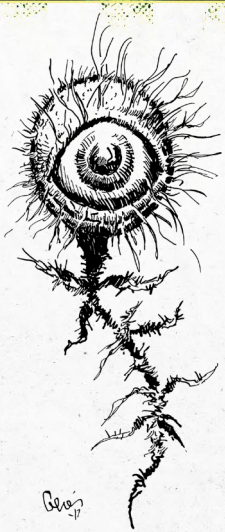
Actions

Multi-Attack: 1×Bite for each Head (Multiple Heads)
Bite [Melee Attack, Near]: 5 (d10)
Song of Discord [Action, 5-mile Aura (only those who can hear it) | Will] (Focus): Charmed (until the song ends, it acts as if it can't see or hear this Being and creates false memories of illogical events).

Abilities

Tunneler: Can Move through loose earth using its Speed.
Multiple Heads: It starts with one head, but grows another as it consumes humanoid Beings. Each time it grows a new head, it gains 3 HD (13 HP), and its stats change as shown below:

# Consumed	Heads	Size	TL
3	2	Medium	4.1
6	3	Large	5.6
9	4	Large	6.9
15	5	Huge	8.2
24	6	Huge	9.4



Floating Eye — TL: 0.1
Small Outer

A single eye around 2 feet in height, typically with bat-like wings.

HD: 1 (1 HP) **Speed:** 0' (Fly 30')
Zone: Backline **Morale:** 7 **# Appearing:** 2d6
Senses: Darksight, Telepathy
Armor: 0 [as Unarmored]
Weak: Acid, Pierce
Status Immunities: Prone

Actions
Glare [Cast, 30-foot Cone] (1/Day): Transformed into a stone statue (Cd6)
Muddle [Cast, 30-foot Cone] (Recharge Cd4): Confused (Cd4, or until this Being dies)
Enrage [Cast, 30-foot Cone] (Recharge Cd4): Berserk (Cd4, or until this Being dies)

Abilities
Antimagical Cone: No Cast Check in a 30-foot cone originating from its central eye passes.
Ocular: Checks to make it Blinded are Favored.

Gibbering Mouther — TL: 4.0
Medium Outer (Beyonder)

HD: 4 (18 HP) **Speed:** 30 ft (Climb, Swim)
Zone: Frontline **Morale:** 8 **# Appearing:** 1
Armor: 4 [as (+1) Plate]

Actions
Frenzy [Multi-Attack]: 2×Bite
Bite [Melee Attack]: 4 (d8) and Medium or smaller Targets must pass **[Endure]** or be knocked Prone
Babble [Action, Aura Near | Will]: Confused (Cd4)
Spit [Ranged Attack, Near | Endure]: Blinded (Cd4)

Abilities
Eldritch Ground: The Close ground around it is Difficult Terrain made of gummy, warped flesh.

Hellhound — TL: 4.3
Medium Outer (Hellspawn)

These fire-breathing, monstrous hounds are the guard dogs to more powerful hellspawn. Wild hellhounds can be found near areas where they slipped through some rift between planes.

HD: 4 (18 HP) **Speed:** 40'
Zone: Midline **Morale:** 8 **# Appearing:** d4
Senses: Darksight
Armor: 3 [as (+1) Chain]
Immune: Fire, Poison
Weak: Cold; Physical from Silvered Weapons

Actions
Hellfire [Cast, Cone 15' | Reflex] (Recharge Cd6): 10 (3d6) and Burning (Cd6)
Bite [Melee Attack]: 3 (d6)

Imp — TL: 2.0
Small Outer (Hellspawn)

Owl-sized devils who often form their pacts by volunteering as familiars for diabolic mages.

HD: 2 (2 HP) **Speed:** 10' (Fly 40')
Zone: Frontline **Morale:** 2 **# Appearing:** 1
Senses: Darksight
Armor: 3 [as Plate]
Immune: Fire, Poison
Weak: Silvered Weapons
Status Immunities: Sickened

Actions
Sting [Melee Attack]: 2 (d4) and pass **[Endure]** or Sickened (Cd4, Unconscious)

Abilities
Magic Ward I: Cast Checks that include it as a Target have a d4 penalty.

Nightmare — TL: 5.6
Large Outer (Hellspawn)

Black, semi-skeletal hell horses with manes of fire.

HD: 6 (27 HP) **Speed:** 50' (Fly)
Zone: Frontline **Morale:** 7 **# Appearing:** 1
Senses: Darksight
Armor: 5 [as (+2) Plate]
Immune: Fire, Poison
Weak: Silvered Weapons

Actions
Stampede [Multi-Attack]: 1×Bite and 1×Stomp
Bite [Melee Attack]: 5 (2d4)
Stomp [Melee Attack]: 3 (d6) plus 3 (d6 if Prone)) and Burning (Cd4)

Abilities
Fire Rider: Allies mounted on it are Immune to Fire.
Illuminating: Sheds Light out to Near.



Ogler — TL: 11.2

Large Outer (Beyonder)

Greedy, pompous creatures out-of-touch with reality by nature. They are always driven insane by arrogance and the insatiable desire to rule over all. They are known to claim the works of their subjects as their own, enforce overreaching taxes, and trick others into outrageous deals.

HD: 12 (54 HP) **Speed:** 0' (Fly 20')
Zone: Backline **Morale:** 12 **# Appearing:** 1
Senses: Darksight, Telepathy (Far)
Armor: 4 [as (+1) Plate]

Actions

Multi-Cast: 3 (d6)×Eyebeam and 1×Bite
Eyebeam [Cast, Remote]: Roll d8 for each:
1 **Charm [Will]:** Charmed (Cd4, or until damaged)
2 **Sleep [Will]:** Unconscious (Cd6, or woken up)
3 **Kinesis [Endure]:** Restrained (1 Round)
4 **Petrify [Will]:** Transformed into a stone statue
5 **Death [Near Only | Endure]:** 14 (4d6)
6 **Fear [Will]:** Frightened (Cd4)
7 **Slow [Will]:** Speed reduced to 10' for (Cd4)
8 **Paralysis [Endure]:** Paralyzed (Cd4)

Bite [Melee Attack]: 5 (2d4)

Abilities

Antimagical Cone: Cast Checks in a Far Cone from its central eye always fail, and any magic effect in the Cone is suspended while in the cone.
Mind of Madness: It can Cast while Berserk.

Oni — TL: 7.9

Large Outer (Hellspawn)

HD: 8 (36 HP) **Speed:** 30' (Fly)
Zone: Backline **Morale:** 11 **# Appearing:** 1
Senses: Darksight
Armor: 2 [as Chain]

Actions

Cone of Cold [Cast, 60' Cone | Endure] (1/Day): 36 (8d8)
Charm Person [Cast, a Remote Humanlike | Will] (1/Day, Focus): Charmed
Darkness [Cast, 20' Sphere]: The Area becomes magical darkness, and snuffs out any light sources.
Sleep [Cast, 20' Sphere | Endure] (1/Day): Unconscious (Cd4, or woken up)
Gaseous Form [Cast, Touch | Endure] (1/Day): Turns into an incorporeal cloud of gas for the duration.
Multi-Attack: 2×Claw
Claw [Melee Attack]: 6 (d8+2)
Invisibility [Cast, Touch | Will] (Focus): Turns Invisible for the duration.

Abilities

Regenerate II: Regains 9 (2d8) HP on its Turns.

Otyugh — TL: 4.6

Large Outer (Beyonder)

The loathsome dung-eaters that inhabit city sewers. They stamp around on three clawed legs, and use a set of tentacles to grasp prey, with a forehead tentacle used to see.

HD: 6 (27 HP) **Speed:** 30'
Zone: Frontline **Morale:** 8 **# Appearing:** 1
Senses: Telepathy (Far)
Armor: 3 [as (+1) Chain]
Immune: Poison
Status Immunities: Sickened, Suffocating

Actions

Multi-Attack: 2×Tentacle and 1×Bite
Bite [Melee Attack]: 5 (d10) and pass **[Endure]** or become Sickened (until cured, **Otyugh Disease**)
Tentacle [Melee Attack]: 4 (d8) and Restrained. If the Target is already Restrained this way, it is instead slammed into something and takes 7 (2d6) and must pass an **[Endure]** Save or be Dazed for 1 Round.

Abilities

Otyugh Disease: Beings that aren't otyughs that are Sickened this way must pass an an **[Endure]** Save every day or lose 3 (d6) from their Max HP. This reduction to their Max HP lasts while they are Sickened by this disease.

Phoenix — TL: 10.5

Giant Outer (Divine)

HD: 20 (90 HP) **Speed:** 50' (Fly 150')
Zone: Backline **Morale:** 10 **# Appearing:** 1
Senses: Allsight
Armor: 5 [as (+3) Chain]
Immune: Fire; Physical from non-Relics
Status Immunities: Charmed, Confused, Paralyzed, Restrained, Sickened, Suffocating

Actions

Resurrect [Cast, the corpse of an Ally it is Touching] (1/Day): Revived at Full HP with 0 Fatigue
Multi-Attack: 2×Talon and 1×Beak
Talon [Melee Attack]: 7 (2d6)
Beak [Melee Attack]: 14 (4d6)

Abilities

Fiery Revival (1/Day): If it dies, a ball of fire erupts out from it as a Near Aura. All within must pass a **[Reflex]** Save or take 55 (d10×10) and be Burning (Cd6). This fire is divine, and ignores Immune to Fire. This Being is than revived in 1 Round at full HP. It will always try to flee until this Ability refreshes.
Illuminator: Sheds Sunlight in Near.
Living Fire: Close Beings are Burning (2d6)
Magic Ward II: Cast Checks that include it as a Target have a d6 penalty.
Phoenix Down [Item; Value 2500g]: Extremely magical Material. Can Use to revive a dead Being whose corpse the down is placed on at full HP. This does not work on Undead.



Pit Fiend — TL: 7.9

Large Outer (Hellspawn)

HD: 13 (58 HP) **Speed:** 30' (Fly 60')
Zone: Frontline **Morale:** 12 **# Appearing:** 1
Senses: Allsight, Darksight, Telepathy
Armor: 5 [as (+3) Plate]
Immune: Fire, Poison; Physical from non-Relics and Relic Weapons weaker than (+2)
Status Immunities: Sickened

Actions

Symbol of Pain [Cast, Aura Far | Will] (1/Day): Cursed (2d10 Rounds, -4 penalty to Attack Checks and a -2 to **[Reflex]** Saves)
Fireball [Cast, 20' Sphere | Reflex] (Recharge Cd4): 21 (6d6) and Burning (Cd4)
Multi-Attack: 1×Pit Mace, 1×Bite, and 1×Tail
Bite [Melee Attack]: 10 (3d6) and pass **[Endure]** with a -1 penalty or become Sickened (Cd6 damage)
(+2) Mace [Melee Attack]: 5 (d6+2) and Burning (Cd6)
Wall of Fire [Cast, Line | Reflex] (3/Day, Focus): Burning (2d6)
Hold [Cast, Remote | Endure] (Recharge Cd4): Paralyzed (Cd4)
Tail [Melee Attack]: 5 (2d4) and Restrained, taking 5 (2d4) at the start of this Being's Turns while Restrained this way

Abilities

Supreme Hellspawn: Regains 13 HP each Round.
Magic Ward III: Cast Checks that include it as a Target have a d8 penalty.
Regenerate II: Regains 9 (2d8) HP on each of its Turns.
Terror II: Enemies that can see it for the first time and at the start of their Turns thereafter must pass **[Will]** or be Frightened (Cd6 Rounds).



Sphinx

TL: 5.7

Large Outer (Beyonder)

Monsters with human faces, lion bodies, and the wings of eagles. Known to trade in knowledge and poetry, making riddles a valuable commodity to these creatures.

HD: 12 (54 HP) **Speed:** 60' (Fly 120')
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Senses: Allsight, Telepathy (Far)
Armor: 4 [as (+1) Plate]
Immune: Physical from non-Relics
Status Immunities: Berserk, Charmed, Confused, Frightened, Suffocating

Actions

Multi-Attack: 2×Claw and either 1×Roar or 1×Cast of its choice
Roar [Action, all Beings who hear it | Will] (2/Day): Frightened (Cd4, and Dazed if within Near)
Claw [Melee Attack]: 7 (2d6)
Dispel Magic [Cast, Remote | Will] (2/Day): A magic effect of its choice is dispelled or suspended for 2d6 hours if it is a Curse or Relic Power

Abilities

Future Sight: Hinders Saves against its Attacks.
Magic Ward II: Cast Checks that include it as a Target have a d6 penalty.

Sphinx, Archon

TL: 12.6

Huge Outer (Beyonder)

The highest of all sphinxes, the Archonsphinx is an alien mastermind and reality bender.

HD: 24 (108 HP) **Speed:** 60' (Fly 160')
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Senses: Allsight, Telepathy (Far)
Armor: 6 [as (+3) Plate]
Immune: Physical from Weapons weaker than (+2) Relics
Status Immunities: Berserk, Charmed, Confused, Frightened, Suffocating

Actions

Multi-Attack: 2×Claw and 1×Cast of its choice
Claw [Melee Attack]: 14 (4d6)
Arcane Wing [Cast, 2×Remote | Reflex]: 27 (5d10)
Reality Warp [Cast, Near Cone | Endure]: Roll d4;
1 **Gate [Endure]:** Pulled Close to this Being
2 **Riddle [Will]:** Dazed (Cd4)
3 **Time Lock [Endure]:** Paralyzed (Cd4)
4 **Unmake [Reflex]:** 13 (3d8)

Banish [Cast, Remote (Focus) | Will] (Focus): Incapacitated (Cd4, sent to a pocket dimension)
Dispel Magic [Cast, Remote | Will] (3/Day): A magic effect of its choice is dispelled or suspended for 2d6 hours if it is a Curse or Relic Power

Abilities

Future Sight: Hinders Saves against its Attacks.
Magic Ward III: Cast Checks that include it as a Target have a d8 penalty.
Metalepsis (1/Day): This Being gains the approximate answer to a question it asks itself.
Teleporting (Recharge Cd4): It can use its Move to teleport to an open space it can see.



Stolas
TL: 11.2

Giant Outer (Hellspawn)

Stolas daemons are the astronomers of hell, appearing as massive owls whose eyes scintillate with a cosmic sprawl. They are created from the deceased souls of philosophers who valued reason and pragmatism over humanity and ethics, and stolas are extreme utilitarians in their slaughter.

HD: 27 (121 HP) **Speed:** 40' (Cling; Fly 160')
Zone: Frontline **Morale:** 11 **# Appearing:** 1
Senses: Darksight, Telepathy (Far)
Armor: 7 [as (+4) Plate]
Immune: Fire, Poison; Physical from non-Relics

Actions

Peer Beyond [Cast, 30' Cone | Will] (Recharge Cd4): 21 (6d6) and Dazed (Cd6 Rounds)
Multi-Attack: 2×Claw and 1×Beak
Beak [Melee Attack]: 14 (4d6)
Claw [Melee Attack]: 13 (3d8) and Restrained if failed by 5 or more.

Abilities

Magic Ward IV: Cast Checks that include it as a Target have a d10 penalty.
Regenerate III: Regains 13 (3d8) HP on each of its Turns.

Thoom
TL: 2.2

Medium Outer (Beyonder)

A land-walking octopus creature able to launch calcified projectiles like cannonballs. Distinguishes itself with its massive eyes and 4 tentacles, rather than the standard 8 of an octopus.

HD: 2 (9 HP) **Speed:** 25' (Swim)
Zone: Backline **Morale:** 4 **# Appearing:** d4
Senses: Darksight
Armor: 1 [as Leather]

Actions

Multi-Attack: 2×Tentacle and 1×Cannon
Cannon [Ranged Attack]: 3 (d6)
Tentacle [Melee Attack]: 2 (d4)

Abilities

Amphibious: Breathes air and water.
Tentacle: Starts with 4. Targetting one causes a -1 penalty to the Check, but severs it if at least 2 damage is dealt.

Thulhan
TL: 3.8

Medium Outer (Beyonder)

Humanoid aliens with cephalopod-like heads. Their tentacled faces hide a skull-piercing mouth that bores a hole into its victim's skull and drains its brain.

HD: 8 (36 HP) **Speed:** 30'
Zone: Midline **Morale:** 4 **# Appearing:** d4
Senses: Darksight, Telepathy (Far)
Armor: 3 [as (+1) Chain]

Actions

Multi-Attack: 4×Tentacle and 1×Flay
Flay [Melee Attack, Paralyzed Target]: 5 (d8+1) Fatigue. If it dies to Fatigue this way, its brain is extracted.
Mind Blast [Cast, Cone Far | Will] (Recharge Cd4): 10 (3d6) and Paralyzed (1 Round)
Tentacle [Melee Attack, Paralyzed Target]: 2 (d4) and Restrained if Medium or smaller

Abilities

Levitation (Focus): It has Fly.
Magic Ward II: Cast Checks that include it as a Target have a d6 penalty.

Vigzud
TL: 3.5
Medium Outer (Beyonder)

A bearded, panther-like creature with the eyes of a spider.

HD: 5 (22 HP) **Speed:** 30' (Climb, Cling)
Zone: Midline **Morale:** 4 **# Appearing:** d2
Senses: Darksight
Armor: 2 [as Chain]
Immune: Poison
Status Immunities: Berserk, Frightened, Sickened

ACTIONS

Web [Ranged Attack] (Recharge Cd4): Restrained by **Web**
Multi-Attack: 2×Claw and 1×Bite
Bite [Melee Attack]: 4 (d8) and pass **[Will]** or become Sickened (Cd4, Berserk).
Claw [Melee Attack]: 3 (d6)

ABILITIES

Bloodlust: Beings at or below half HP are Vulnerable to its attacks.
Pouncer: If it moves at least 20 feet before making an Attack on the same Turn, the Target is shoved Prone if it is this Being's size or smaller.
Web-Walk: Its Move is not impeded by webbing.
Web: Its web is an Object with 5 HP and Armor 1. The webs are Difficult Terrain as a surface, and cause a Target to be Restrained if hit with a Web Spit Attack from the Vigzud.

The Vigzud was originally created by Amanda Lee Frank.

Viper Tree
TL: 3.2
Large Outer (Hellspawn, Plant)

In the twisted chaos of Hell, viper trees thrive. Easily mistaken for beech trees.

HD: 9 (40 HP) **Speed:** 0
Zone: Front **Morale:** - **# Appearing:** 2d10
Armor: 2 [Bark]
Immune: Acid, Cold, Poison
Weak: Fire, damage from axes

ACTIONS

Bite [Melee Attack, Near]: 7 (2d6) and pass **[Endure]** with a -3 penalty or be Sickened (Cd4, Paralyzed).

Viskyd
TL: 1.2
Small Outer (Hellspawn)

Lesser demons known to be extremely sticky, flammable, and disposable.

HD: 1 (1 HP) **Speed:** 10' (Fly 20')
Zone: Frontline **Morale:** 12 **# Appearing:** 3d8
Senses: Darksight
Armor: 1 [as Leather]
Immune: Fire, Poison
Weak: Cold, Silvered Weapons
Status Immunities: Berserk, Charmed, Fatigued, Sickened

ACTIONS

Pop [Action (Cd4 after having a Being Restrained), Aura Near | Reflex]: 3 (d6). Further, all Close Viskyd Allies also Pop
Bite [Melee Attack]: 2 (d4) and Restrained if Medium or smaller

ABILITIES

Amorphous: It can enter the space of other Beings and openings as small as 1 inch without squeezing.
Magic Ward I: Cast Checks that include it as a Target have a d4 penalty.
Sticky: Hinders attempts to end being Restrained by it. Beings that make physical contact with it must pass **[Endure]** or be Restrained.

Wolf in Sheep's Clothing
TL: 2.4
Medium Outer (Beyonder)

A predatory alien fungus that hunts by attracting prey with a small, furry growth that mimcs a rabbit, squirrel, or similar small mammal. The creature itself resembles a tree stump with multiple root-like limbs and fungal eyestalks.

HD: 9 (40 HP) **Speed:** 5'
Zone: Frontline **Morale:** 8 **# Appearing:** 1
Armor: 1 [as Leather]
Weak: Fire

ACTIONS

Bite [Melee Attack]: 5 (2d4)
Tentacle [Melee Attack, Near]: 2 (d4)

Zotz, Demon

TL: 9.2

Huge Outer (Hellspawn)

Massive bats out of hell.

HD: 14 (63 HP) **Speed:** 20' (Fly 80')
Zone: Frontline **Morale:** 11 **# Appearing:** d4
Senses: Echolocation
Armor: 4 [as (+1) Plate]
Immune: Poison; Physical from non-Relics
Status Immunities: Fatigued, Frightened

ACTIONS

Shriek [Action, Far Aura | Will] (Recharge Cd4): Frightened (Cd6, it can't hear)
Multi-Attack: 2×Claw and 1×Bite
(+2) Claw [Melee Attack]: 9 (2d6+2)
(+2) Bite [Melee Attack]: 15 (3d8+2) and this Being is healed for the damage dealt

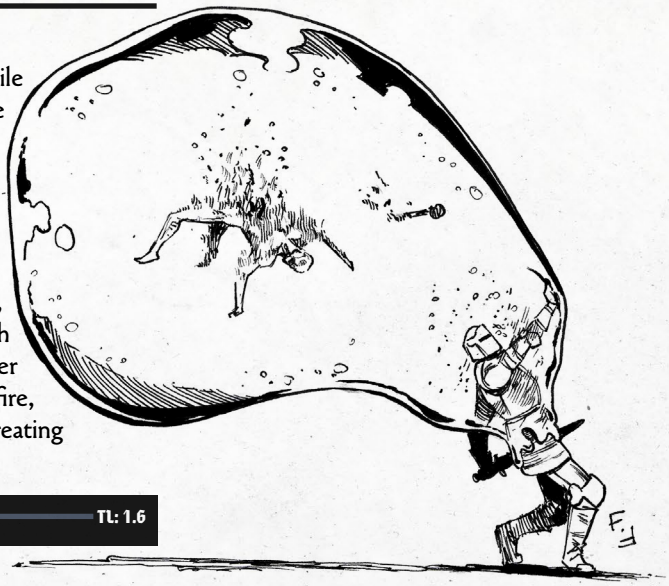
ABILITIES

Avatar of Death: No Being within Near can be revived.
Magic Ward II: Cast Checks that include it as a Target have a d6 penalty.
Nimble: Attacks against it can't be Favored if it can Move.



PRIMORDIALS

After the Spark of Creation, while the gods began performing the Melody of Time, the first of its audience members were Primordial creatures of pure elemental potential. It is theoried that all material came from these primal elementals, but there are some Beings with much closer ties to them. Over time, the energy of air, earth, fire, and water swirled together, creating the Primordial descendants.



Air Bubble — TL: 1.6

Large Primordial (Slime)

Floating masses of highly acrid air.

HD: 6 (27 HP) **Speed:** 0' (Fly 20')
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Senses: Blindsense
Armor: 0 [as Unarmored]
Immune: Acid, Blunt, Slash
Status Immunities: Blinded, Charmed, Fatigue, Prone, Suffocating

ACTIONS

Engulf [Melee Attack]: Restrained

ABILITIES

Seep: It can enter the space of other Beings and openings as small as 1 inch without squeezing.
Engulfer: Beings that share its space are Burning (2d4).
Sticky: Hinders attempts to end being Restrained by it. Beings that make physical contact with it must pass **[Endure]** or be Restrained.

Assassin Vine — TL: 2.0

Large Primordial (Plant)

A mass of somewhat ambulatory vines that feeds on blood and carrion.

HD: 4 (18 HP) **Speed:** 5'
Zone: Frontline **Morale:** 12 **# Appearing:** d4
Senses: Blindsight
Armor: 0 [as Unarmored]
Weak: Fire, Poison, Slash
Status Immunities: Sickened

ACTIONS

Constrain [Melee Attack, Restrained Target]: 9 (2d8)
Vine [Melee Attack, Near]: 4 (d8) and Restrained

Black Pudding — TL: 8.2

Large Primordial (Slime)

This tar-like mass of ooze lurks in the darkness with a singular goal, consume.

HD: 10 (45 HP) **Speed:** 20' (Cling)
Zone: Frontline **Morale:** 12 **# Appearing:** 1
Senses: Blindsense
Armor: 2 [as (+1) Leather]
Immune: Acid, Blunt, Cold, Shock, Slash
Weak: Fire
Status Immunities: Blinded, Charmed, Fatigue, Frightened, Prone

ACTIONS

Pseudopod [Melee Attack]: 13 (3d8) and Restrained

ABILITIES

Pudding Nature: Is Dazed (1 Round) after being subjected to Cold.
Seep: It can enter the space of other Beings and openings as small as 1 inch without squeezing.
Engulfer: Beings that share a space with it are Burning 13 (3d8).
Pudding Split: If it is larger than Small when subjected to Shock or Slash, it splits into two Black Puddings with half its current HP, round up, and are one size smaller. These deal 1 less d8 with its Pseudopod Action and Engulfer Ability.
Sticky: Hinders attempts to end being Restrained by it. Beings that make physical contact with it must pass **[Endure]** or be Restrained.

Efreeti — TL: 5.7
Large Primordial (Djinn)

HD: 10 (45 HP) **Speed:** 30' (Fly 80')
Zone: Frontline **Morale:** 11 **# Appearing:** 1
Senses: Darksight
Armor: 3 [as Plate]
Immune: Fire

ACTIONS
Wall of Fire [Cast, 60' Line | Reflex] (3/Day, Focus): Burning (d6, while in the flames). It takes this damage the first time it enters the flames while it isn't Burning as well.
Conjure Object [Cast, Remote | Reflex] (3/Day): An Object no larger than 10'×10' is created. Objects made this way composed of metal or stone disappear after one day.
Multi-Attack: 2×Fist
Fist [Melee Attack]: 9 (2d8)
Invisibility [Cast, Touch | Will] (Focus): Turns Invisible for the duration.

ABILITIES
Regenerate II: Regains 9 (2d8) HP on each of its Turns.

Elemental, Lesser Air — TL: 3.9
Medium Primordial

HD: 8 (36 HP) **Speed:** 0' (Fly 40')
Zone: Midline **Morale:** 10 **# Appearing:** 1
Senses: Blindsense
Armor: 3 [as Plate]
Immune: Poison, Shock; Physical from non-Relics
Status Immunities: Fatigued, Prone, Restrained, Sickened, Suffocating

ACTIONS
Gust [Ranged Attack]: 4 (d8) plus 4 (d8) if flying

ABILITIES
Living Gale: Gusts surround it out to Near, Hindering Enemy Ranged Attacks Targeting those within.
Seep: It can enter the space of other Beings and openings as small as 1 inch without squeezing.

Elemental, Air — TL: 5.6
Large Primordial

HD: 12 (54 HP) **Speed:** 0' (Fly 80')
Zone: Midline **Morale:** 10 **# Appearing:** 1
Senses: Blindsense
Armor: 4 [as (+1) Plate]
Immune: Poison, Shock; Physical from non-Relics
Status Immunities: Fatigued, Prone, Restrained, Sickened, Suffocating

ACTIONS
Gust [Ranged Attack]: 9 (2d8) plus 4 (d8) if flying

ABILITIES
Living Gale: Gusts surround it out to Near, Hindering Enemy Ranged Attacks Targeting those within.
Seep: It can enter the space of other Beings and openings as small as 1 inch without squeezing.



Elemental, Greater Air — TL: 7.3
Huge Primordial

HD: 16 (72 HP) **Speed:** 0' (Fly 120')
Zone: Midline **Morale:** 10 **# Appearing:** 1
Senses: Blindsense
Armor: 5 [as (+2) Plate]
Immune: Poison, Shock; Physical from non-Relics
Status Immunities: Fatigued, Prone, Restrained, Sickened, Suffocating

ACTIONS
Gust [Ranged Attack]: 13 (3d8) plus 4 (d8) if flying

ABILITIES
Living Gale: Gusts surround it out to Near, Hindering Enemy Ranged Attacks Targeting those within.
Seep: It can enter the space of other Beings and openings as small as 1 inch without squeezing.

Elemental, Lesser Earth — TL: 3.9
Medium Primordial

HD: 8 (36 HP) **Speed:** 20'
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Senses: Seismicsense
Armor: 3 [as Plate]
Immune: Poison, Shock
Weak: Blunt
Status Immunities: Fatigued, Sickened, Suffocating

ACTIONS
Strike [Melee Attack]: 4 (d8) plus 4 (d8) if on the ground

ABILITIES
Burrower: It ignored Difficult Terrain of sand, stone, and earth, and it can Move by quickly burrowing in them. However, it can't cross water deeper than its height.

Elemental, Earth — TL: 5.6
Large Primordial

HD: 12 (54 HP) **Speed:** 30'
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Senses: Seismicsense
Armor: 4 [as (+1) Plate]
Immune: Poison, Shock
Weak: Blunt
Status Immunities: Fatigued, Sickened, Suffocating

ACTIONS
Strike [Melee Attack]: 9 (2d8) plus 4 (d8) if on the ground

ABILITIES
Burrower: It ignored Difficult Terrain of sand, stone, and earth, and it can Move by quickly burrowing in them. However, it can't cross water deeper than its height.

Elemental, Greater Earth — TL: 7.3
Huge Primordial

HD: 16 (72 HP) **Speed:** 40'
Zone: Frontline **Morale:** 10 **# Appearing:** 1
Senses: Seismicsense
Armor: 5 [as (+2) Plate]
Immune: Poison, Shock
Weak: Blunt
Status Immunities: Fatigued, Sickened, Suffocating

ACTIONS
Strike [Melee Attack]: 13 (3d8) plus 4 (d8) if on the ground

ABILITIES
Burrower: It ignored Difficult Terrain of sand, stone, and earth, and it can Move by quickly burrowing in them. However, it can't cross water deeper than its height.

Elemental, Lesser Fire — TL: 3.6
Medium Primordial

HD: 8 (36 HP) **Speed:** 0' (Fly 30')
Zone: Midline **Morale:** 10 **# Appearing:** 1
Senses: Blindsense
Armor: 3 [as Plate]
Immune: Fire, Poison; Physical from non-Relics
Status Immunities: Fatigued, Prone, Sickened, Suffocating, Restrained

ACTIONS
Flame [Ranged Attack]: 4 (d8) and Burning (Cd4)

ABILITIES
Living Fire: Close Beings are Burning (d6).
Illuminating: Sheds Light out to Near.
Seep: It can enter the space of other Beings and openings as small as 1 inch without squeezing.

Elemental, Fire — TL: 5.9
Large Primordial

HD: 12 (54 HP) **Speed:** 0' (Fly 40')
Zone: Midline **Morale:** 10 **# Appearing:** 1
Senses: Blindsense
Armor: 4 [as (+1) Armor]
Immune: Fire, Poison; Physical from non-Relics
Status Immunities: Fatigued, Prone, Restrained, Sickened, Suffocating

ACTIONS
Flame [Ranged Attack]: 9 (2d8) and Burning (Cd6)

ABILITIES
Living Fire: Close Beings are Burning (d8).
Illuminating: Sheds Light out to Near.
Seep: It can enter the space of other Beings and openings as small as 1 inch without squeezing.

Elemental, Greater Fire — TL: 8.3
Huge Primordial

HD: 16 (72 HP) **Speed:** 0' (Fly 50')
Zone: Midline **Morale:** 10 **# Appearing:** 1
Senses: Blindsense
Armor: 5 [as (+2) Armor]
Immune: Fire, Poison; Physical from non-Relics
Status Immunities: Fatigued, Prone, Restrained, Sickened, Suffocating

ACTIONS
Flame [Ranged Attack]: 13 (3d8) and Burning (Cd8)

ABILITIES
Living Fire: Close Beings are Burning (d10).
Illuminating: Sheds Light out to Near.
Seep: It can enter the space of other Beings and openings as small as 1 inch without squeezing.



Elemental, Lesser Water
TL: 3.9
Medium Primordial

HD: 8 (36 HP) **Speed:** 0' (Swim 30')
Zone: Midline **Morale:** 10 **# Appearing:** 1
Senses: Blindsense
Armor: 3 [as Plate]
Immune: Acid, Poison; Physical from non-Relics
Weak: Shock
Status Immunities: Fatigued, Prone, Sickened, Suffocating, Restrained

ACTIONS
Strike [Melee Attack]: 4 (d8) plus 4 (d8) if in water

ABILITIES
Waterbound: Must stay Near a body of water.

Elemental, Water
TL: 5.6
Large Primordial

HD: 12 (54 HP) **Speed:** 0' (Swim 40')
Zone: Midline **Morale:** 10 **# Appearing:** 1
Senses: Blindsense
Armor: 4 [as (+1) Plate]
Immune: Acid, Poison; Physical from non-Relics
Status Immunities: Fatigued, Prone, Restrained, Sickened, Suffocating

ACTIONS
Strike [Melee Attack]: 9 (2d8) plus 4 (d8) if in water

ABILITIES
Waterbound: Must stay Near a body of water.

Elemental, Greater Water
TL: 7.3
Huge Primordial

HD: 16 (72 HP) **Speed:** 0' (Swim 50')
Zone: Midline **Morale:** 10 **# Appearing:** 1
Senses: Blindsense
Armor: 5 [as (+2) Plate]
Immune: Acid, Poison; Physical from non-Relics
Status Immunities: Fatigued, Prone, Restrained, Sickened, Suffocating

ACTIONS
Strike [Melee Attack]: 13 (3d8) plus 4 (d8) if in water

ABILITIES
Waterbound: Must stay Near a body of water.

Firebat
TL: 1.0
Small Primordial

A bat-like creature of pure elemental fire. It latches onto its target with its fangs to hold it in place while it burns them alive.

HD: 1 (1 HP) **Speed:** 40' (Fly)
Zone: Midline **Morale:** 4 **# Appearing:** 2d6
Senses: Darksight
Armor: 1 [as Leather]
Immune: Fire, Poison
Weak: Cold
Status Immunities: Fatigued, Sickened

ACTIONS
Bite [Melee Attack]: Restrained

ABILITIES
Living Fire: Close Beings are Burning (d4). It is Burning (d8) while in water.
Illuminating: Sheds Light out to Near.





Gelatinous Cube

TL: 1.3

Large Primordial (Slime)

A mostly transparent cube of slime that lurks in passageways, attempting to trap unaware delvers.

HD: 4 (18 HP) **Speed:** 10'
Zone: Frontline **Morale:** 12 **# Appearing:** 1
Senses: Blindsense
Armor: 0 [as Unarmored]
Immune: Acid, Cold, Shock
Status Immunities: Blinded, Charmed, Fatigue, Frightened, Prone, Suffocating

Actions

Engulf [Melee Attack]: Restrained

Abilities

Amorphous: It can enter the space of other Beings and openings as small as 1 inch without squeezing.
Engulfer: Beings that share its space are Burning (2d4).
Sticky: Hinders attempts to end being Restrained by it. Beings that make physical contact with it must pass **[Endure]** or be Restrained.

Grasping Goo

TL: 0.7

Small Primordial (Slime)

An otherwise immobile pile of sludge. It only attacks when another creature moves within reach of its pseudopods.

HD: 1 (1 HP) **Speed:** 5'
Zone: Frontline **Morale:** 12 **# Appearing:** d4
Senses: Blindsense
Armor: 0 [as Unarmored]
Immune: Acid
Weak: Fire
Status Immunities: Blinded, Fatigue, Prone

Actions

Pseudopod [Melee Attack]: Restrained, **Corroding**, and Burning (d6) while Restrained

Abilities

Amorphous: It can Move into occupied space as small as 1 inch without squeezing.
Freeze Susceptability: It is Dazed (1 Round) after being harmed by cold.
Corroding: Non-Relic metal Items that make contact with it corrode. When this happens, roll a d6 for each Item. On a roll of 1, the Item breaks. If the Item that breaks is larger than Medium, this destroys a 1-foot square hole that is 1-foot deep in it.
Sticky: Hinders attempts to end being Restrained by it. Beings that make physical contact with it must pass **[Endure]** or be Restrained.

Green Slime
TL: 1.0

Medium Primordial (Slime)

HD: 2 (9 HP) **Speed:** 0' (Cling)
Zone: Frontline **Morale:** 12 **# Appearing:** 1
Senses: Blindsense
Armor: 0 [as Unarmored]
Immune: Acid, Poison
Weak: Cold, Fire
Status Immunities: Blinded, Fatigue, Prone, Sickened

ABILITIES

Amorphous: It can Move into occupied space as small as 1 inch without squeezing.
Consume [Endure]: Beings in its space are Burning (2d8). A Being that dies this way is dissolved, and becomes another green slime.
Living Sick: Sunlight and any effect that ends the Sickened Status or kills bacteria kills this Being.

Grey Ooze
TL: 1.9

Medium Primordial (Slime)

This mass of ooze looks like liquid stone, allowing it to perfectly camoflague with gray rock walls.

HD: 3 (13 HP) **Speed:** 5'
Zone: Frontline **Morale:** 12 **# Appearing:** d3
Senses: Blindsense
Armor: 0 [as Unarmored]
Immune: Acid, Cold, Fire
Weak: Shock
Status Immunities: Blinded, Charmed, Fatigue, Frightened, Prone

ACTIONS

Pseudopod [Melee Attack]: 9 (2d8) and **Corroding**

ABILITIES

Amorphous: It can Move into occupied space as small as 1 inch without squeezing.
Corroding: Non-Relic metal Items that make contact with it corrode. When this happens, roll a d6 for each Item. On a roll of 1, the Item breaks. If the Item that breaks is larger than Medium, this destroys a 1-foot square hole that is 1-foot deep in it.



Hydrangean
TL: 2.0

Medium Prmordial (Plant)

Sharp-toothed carnivorous plants, with multiple serpentine petioles atop a digestive pitcher.

HD: 2 (9 HP) **Speed:** 5'
Zone: Frontline **Morale:** 8 **# Appearing:** d6
Armor: 1 [as Leather]
Weak: Fire, Poison, Slash

ACTIONS

Multi-Attack: 1×Bite per head (Multi-Headed)
Bite [Melee Attack, Near]: 2 (d4)

ABILITIES

Multi-Headed: It starts with 3 Heads. Targetting an area that could behead it causes a -3 penalty to the Check, but severs it if at least 2 damage is dealt in a single damage instance.
Hydra Regrowth: Regains 4 HP at the start of its Turns. If it is missing one of its heads when this happens, two Heads sprout. This Ability doesn't work if it took damage from fire since its last Turn.

Invisible Stalker
TL: 4.1

Medium Primordial

A relentless hunter of living air, capable of directly locating any scent that lingers in the winds.

HD: 8 (36 HP) **Speed:** 40'
Zone: Frontline **Morale:** 12 **# Appearing:** d4
Senses: Blindsense
Armor: 3 [as Plate]
Immune: Poison
Status Immunities: Fatigued, Paralyzed, Prone, Restrained, Sickened, Suffocating, Unconscious

ACTIONS

Blow [Melee Attack]: 10 (4d4)

ABILITIES

Invisible: All Beings that can't detect invisibility act as Blinded when Targeting this Being and defending against its attacks.

Kelpie — TL: 2.4
Medium Primordial (Shapechanger)

Intelligent, aquatic plant life that normally only appear as lumps of wet kelp. It can change its form to that of a horse or beautiful woman.

HD: 5 (22 HP) **Speed:** 30' (Swim)
Zone: Backline **Morale:** 4 **# Appearing:** d4
Armor: 2 [as Chain]
Weak: Shock

ACTIONS
Entangle [Grapple, an Enemy in Water]: Restrained
Enlure [Cast, Sight | Will (-2 penalty)] (1/Day): Charmed (Cd6, it must Move closer to this Being)

ABILITIES
Amphibious: It can breathe air and water.
Shapechange: It can skip its Move to turn into a green woman, or an aquatic horse (use the hippocampus statblock). It maintains its HP in these forms.

Ooze, Blood — TL: 1.7
Medium Primordial (Slime)

HD: 5 (22 HP) **Speed:** 10' (Cling)
Zone: Frontline **Morale:** 12 **# Appearing:** 1
Senses: Blindsense
Armor: 1 [as Leather]
Immune: Acid, Pierce
Status Immunities: Blinded, Charmed, Fatigue, Frightened, Prone

ACTIONS
Pseudopod [Melee Attack]: 7 (2d6), and this Being is healed for the damage dealt

ABILITIES
Amorphous: It can Move into occupied space as small as 1 inch without squeezing.

Ooze, Ectoplasmic — TL: 1.7
Medium Primordial (Slime, Undead)

HD: 5 (22 HP) **Speed:** 10' (Cling, Phase)
Zone: Frontline **Morale:** 12 **# Appearing:** 1
Senses: Blindsense
Armor: 1 [as Leather]
Immune: Acid, Cold, Poison; Physical from non-Relics
Status Immunities: Blinded, Charmed, Fatigue, Frightened, Prone

ACTIONS
Pseudopod [Melee Attack]: 7 (2d6), and pass **[Endure]** or +1 Fatigue

ABILITIES
Amorphous: It can Move into occupied space as small as 1 inch without squeezing.

Ooze, Quicksilver — TL: 1.7
Medium Primordial (Slime)

HD: 5 (22 HP) **Speed:** 10' (Cling)
Zone: Frontline **Morale:** 12 **# Appearing:** 1
Senses: Blindsense
Armor: 1 [as Leather]
Immune: Magic, Pierce, Slash
Status Immunities: Blinded, Charmed, Fatigue, Frightened, Prone

ACTIONS
Pseudopod [Melee Attack]: 7 (2d6)

ABILITIES
Amorphous: It can Move into occupied space as small as 1 inch without squeezing.
Mercurial Reflection: Spells that Target it are reflected at a different randomly-determined Target.

Ochre Jelly — TL: 1.7
Medium Primordial (Slime)

HD: 5 (22 HP) **Speed:** 10' (Cling)
Zone: Frontline **Morale:** 12 **# Appearing:** 1
Senses: Blindsense
Armor: 0 [as Unarmored]
Immune: Acid, Pierce, Shock
Status Immunities: Blinded, Charmed, Fatigue, Frightened, Prone

ACTIONS
Pseudopod [Melee Attack]: 7 (2d6)

ABILITIES
Amorphous: It can Move into occupied space as small as 1 inch without squeezing.
Pudding Split: If it is larger than Small and subjected to Shock or Slash, it splits into two Ochre Jellies that have half its current HP, round up, and are one size smaller. Their Pseudopod attacks deal 3 (d6) instead.

Shambling Mound — TL: 5.5
Large Primordial (Plant)

When lightning strikes a bog, it may spark life to make a shambling mound: an ambulatory plant brute.

HD: 9 (40 HP) **Speed:** 20' (Swim)
Zone: Frontline **Morale:** 12 **# Appearing:** d4
Armor: 3 [as Plate]
Senses: Blindsight
Immune: Cold, Fire

ACTIONS
Multi-Attack: 2×Slam
Slam [Melee Attack]: 9 (2d8) and Restrained and Suffocating if it's this Being's second Slam attack to hit it this Turn, and the Target is this Being's size or smaller

ABILITIES
Amphibious: It can breathe air and water.
Shock-Absorb: It treats all Shock damage as healing.

Magmot
TL: 6.4
Large Primordial

Rocken worms of lava, whose bodies glow white hot like molten steel.

HD: 3 (12 HP) **Speed:** 10'
Zone: Frontline **Morale:** 9 **# Appearing:** d2
Armor: 3 [as Plate]
Immune: Fire
Weak: Cold

ACTIONS
Multi-Attack: 2×Slams
Slam [Melee Attack]: 7 (2d6) and pass **[Endure]** or become Burning (Cd4)

ABILITIES
Burrow Burst: If it breaches the ground after moving at least 20' on the same Turn, its first Slam deals 18 (4d8) instead.
Tunneler: It can Move by burrowing in the ground at 30' per Round.

Treant
TL: 5.3
Huge Primordial (Plant)

HD: 8 (36 HP) **Speed:** 20'
Zone: Frontline **Morale:** 9 **# Appearing:** d8
Armor: 4 [as (+1) Plate]
Weak: Fire, Poison; Damage from axes

ACTIONS
Animate Trees [Cast, a tree in Far] (Focus): The tree acts as a Treant, though it has a Speed of 10' and doesn't have this Animate Trees Action.
Multi-Attack: 2×Slams
Slam [Melee Attack]: 7 (2d6)

Triffid
TL: 1.6
Medium Primordial (Plant)

Moving, human-sized plants that can launch a poisonous whorl from a cup atop their stem.

HD: 2 (9 HP) **Speed:** 10'
Zone: Midline **Morale:** 4 **# Appearing:** 2d6
Senses: Echolocation
Armor: 1 [as Leather]
Weak: Fire, Poison

ACTIONS
Whorl [Melee Attack, Near]: 2 (d4) and Sickened (Cd4 damage)

ABILITIES
Blinded: Blinded without its Echolocation.

Violet Fungus
TL: 1.7
Medium Primordial (Plant)

An otherwise inoccuous mushroom that releases poisonous spores and its viney, mycelium tendrils when disturbed.

HD: 3 (13 HP) **Speed:** 5'
Zone: Frontline **Morale:** 12 **# Appearing:** d4
Senses: Blindsight, Telepathy (Far, mushrooms only)
Armor: 1 [as Leather]
Immune: Poison
Weak: Fire
Status Immunities: Sickened

ACTIONS
Multi-Attack: 2×Tendril
Tendril [Melee Attack]: 5 (2d4) and pass **[Endure]** or become Sickened (Cd8, +1 Fatigue each Round)

Vortex
TL: 2.9
Medium Primordial

A living whirlwind. Its true body is a small sphere that flutters in the center of the whirlwind.

HD: 2 (9 HP) **Speed:** 40' (Fly)
Zone: Frontline **Morale:** 12 **# Appearing:** d8
Senses: Blindsense
Armor: 3 [as Plate]
Immune: Poison, Shock; Physical from non-Relics
Status Immunities: Fatigued, Prone, Restrained, Sickened, Sufffocating

ABILITIES
Living Gale: Gusts surround it out to Near, Hindering Enemy Ranged Attacks Targeting those within.
Whirlwind: Medium or smaller Close Beings must pass **[Endure]** against being Restrained at the start of their Turns or be thrown 25 (d10×5) feet in the air.

Yellow Mould
TL: 0.9
Large Primordial (Plant)

A spore-producing fungus that thrives in dank environments. This mould emits a cloud of toxic spores that cause near immediate suffocation.

HD: 2 (9 HP) **Speed:** 0'
Zone: - **Morale:** 12 **# Appearing:** d4
Senses: Blindsight, Telepathy (fungus only)
Armor: 0 [as Unarmored]
Immune: Acid, Cold, Shock, Poison, Physical
Weak: Fire
Status Immunities: Berserk, Charmed, Confused, Fatigue, Frightened, Prone, Restrained, Sickened, Suffocating, Unconscious

ABILITIES
Spore Cloud [When Touched, Aura Close | Endure]: 3 (d6) and pass **[Endure]** or become Sickened (Cd8, +1 Fatigue each Round).

UNDEAD

When a being dies and its soul or corpse remain animated, it becomes an undead. These creatures may remain animated through magical means, but are most-often the result of powerful curses. Generally, undead don't need to breathe, eat, drink, or sleep.

Banshee

TL: 3.6

Medium Undead

The feminine spirit of an evil elf, known to kill with its scream. Often has a sort of guardianship over fae creatures.

HD: 7 (31 HP) **Speed:** 0' (Fly 40', Phase)
Zone: Midline **Morale:** 12 **# Appearing:** 1
Senses: All-Sight
Armor: 4 [as (+1) Plate]
Immune: Cold, Poison, Shock; Physical from non-Relics
Weak: Silvered Weapons
Status Immunities: Charmed, Fatigue, Frightened, Paralyzed, Prone, Restrained, Sickened, Suffocating

ACTIONS

Wail [Action while in darkness, all Near who hear it | Will] (1/Day): Frightened (Cd4) or immediate death if failed by 5 or more
Chill Touch [Melee Attack]: 4 (d8)

ABILITIES

Nightwalker: Can't Move or Target over lines of salt or in areas illuminated by Sunlight. It is Incapacitated and Burning (d8) while in Sunlight.
Terror II [Enemies' first time seeing it and on their Turns | Will]: Frightened until they pass this Check on a subsequent Turn, or for Cd6 after.

Carrion Clump

TL: 0.9

Medium Undead

A writhing mass of fetid bones, tissue, and viscera.

HD: 2 (9 HP) **Speed:** 10'
Zone: Frontline **Morale:** 12 **# Appearing:** d6
Senses: Blindsight
Armor: 1 [as Leather]
Immune: Poison
Weak: Acid; Silvered Weapons
Status Immunities: Charmed, Fatigued, Sickened, Suffocating

ACTIONS

Viscera Sling [Ranged Attack]: 3 (d6) and pass **[Endure]** or become Sickened (Cd6, stinks and can't speak from retching).



Church Grim

TL: 4.6

Medium Undead (Beast)

An animal buried in the walls of a church, and brought back to life as a guardian of the building.

HD: 4 (18 HP) **Speed:** 40'
Zone: Frontline **Morale:** 12 **# Appearing:** 1
Senses: Darksight
Armor: 2 [as Chain]
Immune: Physical from non-Relics
Weak: Silvered Weapons
Status Immunities: Charmed, Fatigued, Sickened, Suffocating

ACTIONS

Multi-Attack: 2×Claws and 1×Bite
Bite [Melee Attack]: 4 (d8)
Claws [Melee Attack]: 3 (d6)

ABILITIES

Bloodthirst: It is Berserk and Beings at or below half HP make Checks against it as if Vulnerable.
Grim Resurrection: It dies instantly if its original corpse is destroyed. If it drops to 0 HP and its original corpse is not destroyed, it vanishes in a puff of smoke and reapparates in its church of origin in the next Scene at full HP.



Crawling Claw — TL: 1.0
Small Undead

A necromantically-animated humanoid hand.

HD: 2 (2 HP) **Speed:** 25'
Zone: Frontline **Morale:** 12 **# Appearing:** d20
Senses: Blindsight
Armor: 1 [as Leather]
Immune: Poison
Weak: Silvered Weapons
Status Immunities: Charmed, Fatigued, Sickened, Suffocating

ACTIONS
Claw [Melee Attack]: 2 (d4)

Death Knight — TL: 9.6
Medium Undead

An oathbroken knight, their soul corrupted by necromantic manipulation.

HD: 11 (49 HP) **Speed:** 25'
Zone: Frontline **Morale:** 12 **# Appearing:** 1
Senses: Allsight, Darksight
Armor: 4 [as (+2) Chain]
Immune: Fire, Poison; Physical from non-Relics, unless the weapon is silvered
Status Immunities: Fatigued, Frightened, Sickened, Suffocating

ACTIONS
Stun [Cast, all who hear it | Will] (1/Day): Paralyzed (Cd6 Rounds)
Multi-Attack: 3×(+2) Longsword
(+2) Longsword [Melee Attack]: 6 (d8+2)
Hellfire [Cast, 20-foot Sphere | Reflex] (1/Day): 35 (10d6) and Burning (Cd6)

ABILITIES
Fear Aura [Aura Near | Will]: Frightened until they pass this Check on a subsequent Turn, or Cd6 after.
Dispel: It can skip its Move to end a Spell affecting it.
Zombie: It can't be reduced below 1 HP unless damaged by a Crit, damage it is Weak to, or while in Sunlight.

Ghost — TL: 3.8
Medium Undead

The spirit of someone who died under extremely tragic or harrowing circumstances.

HD: 10 (45 HP) **Speed:** 0' (Fly 40', Phase)
Zone: Frontline **Morale:** 12 **# Appearing:** 1
Senses: Darksight
Armor: 4 [as (+1) Plate]
Immune: Acid, Cold, Fire, Poison, Shock; Physical from non-Relics
Weak: Silvered Weapons
Status Immunities: Charmed, Fatigue, Paralyzed, Prone, Restrained, Sickened, Suffocating

ACTIONS
Chill Touch [Cast, Touch | Endure]: 3 (d6) and +1 Fatigue
Posession [Cast, Remote | Will] (Recharge Cd6): This Being gains control of the Target while it is alive, unless forced out by an effect that turns Undead or dispells magic

ABILITIES
Aging Terror II [Enemies' first time seeing it and on their Turns | Will]: Frightened (Cd6) and aged 10 (d20) years.
Nightwalker: Can't Move or Target over lines of salt or in areas illuminated by Sunlight. It is Incapacitated and Burning (d8) while in Sunlight.



Ghoul — TL: 2.0
Medium Undead

A frenzied zombie with hate for all things living.

HD: 2 (9 HP) **Speed:** 30'
Zone: Frontline **Morale:** 12 **# Appearing:** 2d6
Senses: Darksight
Armor: 1 [as Leather]
Immune: Poison
Weak: Physical from Silvered Weapons
Status Immunities: Charmed, Frightened, Sickened, Suffocating

ACTIONS
Multi-Attack: 2×Claws and 1×Bite
Bite [Melee Attack]: 2 (d4) and pass **[Endure]** or be Paralyzed (Cd4)
Claw [Melee Attack]: 2 (d4) and pass **[Endure]** or be Paralyzed (Cd4)

ABILITIES
Zombie: It can't be reduced below 1 HP unless damaged by a Crit, damage it is Weak to, or while in Sunlight.

Lich — TL: 8.5
Medium Undead

Undead wizards who give themselves over to necromancy and study the arcane for eternity.

HD: 11 (49 HP) **Speed:** 20' (Fly 60')
Zone: Frontline **Morale:** 8 **# Appearing:** 1
Senses: All-Sight
Armor: 4 [as (+1) Plate]
Immune: Poison; Physical from non-Relics
Status Immunities: Berserk, Charmed, Confused, Fatigued, Frightened, Paralyzed, Sickened, Suffocating, Unconscious

ACTIONS
Dominator [2 Actions as below (d6 to determine)]:
1. **Anti-Life Drain [Cast, Remote | Endure]**: 10 (3d6) and this Being is healed equal to the damage
2. **Disintegrate [Cast, Remote | Endure] (Recharge Cd4)**: 21 (6d6) and disintegrated if killed this way
3. **Raise [Cast, a corpse in Far]**: Raised as a Zombie under this Being's control
4. **Death Touch [Cast, Remote | Endure]**: 5 (d10) and Paralyzed (Cd6)
5. **Fear [Cast, Aura Far | Will]**: Frightened (Cd4)
6. **Life Disruption [Cast, Aura Near | Endure]**: 10 (3d6, half on pass) and +1 Fatigue

ABILITIES
Fear Aura [Aura Near | Will]: Frightened until they pass this Check on a subsequent Turn, or Cd6 after.
Indomitable: It can't be transformed.
Grim Harvester: Whenever a Being dies within Far, this Being regains HP equal to that Being's HD or Level.
Magic Ward V: Cast Checks that include it as a Target have a d12 penalty.
Soul Jar: It can't die if it has a Soul Jar intact.

Mummy — TL: 2.8
Medium Undead

Undead humanoid wrapped in enchanted bandages.

HD: 6 (27 HP) **Speed:** 25'
Zone: Midline **Morale:** 12 **# Appearing:** 2d4
Senses: Darksight
Armor: 3 [as Plate]
Immune: Poison; Physical from non-Relics
Weak: Fire; Silvered Weapons
Status Immunities: Berserk, Charmed, Confused, Fatigue, Frightened, Sickened, Suffocating

ACTIONS
Glare [Cast, Sight | Will] (Recharge Cd4): Frightened (Cd4, Paralyzed)
Cursed Touch [Melee Attack]: 3 (d6) and pass an **[Endure]** Save or be Cursed (can't regain HP or remove Fatigue, and it loses 3 (d6) HP every day)

ABILITIES
Magic Ward I: Cast Checks that include it as a Target have a d4 penalty.
Doom Magnet: Near Enemies can't gain Favor.
Zombie: It can't be reduced below 1 HP unless damaged by a Crit, damage it is Weak to, or while in Sunlight.

Mummy Lord — TL: 7.0
Medium Undead

HD: 13 (58 HP) Spd: 30'
Zone: Backline **Morale:** 12 **# Appearing:** 1
Senses: Darksight
Armor: 4 [as (+1) Plate]
Immune: Poison; Physical from non-Relics
Weak: Fire; Silvered Weapons
Status Immunities: Berserk, Charmed, Confused, Fatigue, Frightened, Sickened, Suffocating

ACTIONS
Glare [Cast, Sight | Will] (Recharge Cd4): Frightened (Cd4, Paralyzed)
Cursed Touch [Melee Attack]: 10 (3d6) and pass an **[Endure]** Save or be Cursed (can't regain HP, and it loses 10 (3d6) HP every day)

ABILITIES
Magic Ward II: Cast Checks that include it as a Target have a d6 penalty.
Doom Magnet: Near Enemies can't gain Favor.
Zombie: It can't be reduced below 1 HP unless damaged by a Crit, damage it is Weak to, or while in Sunlight.

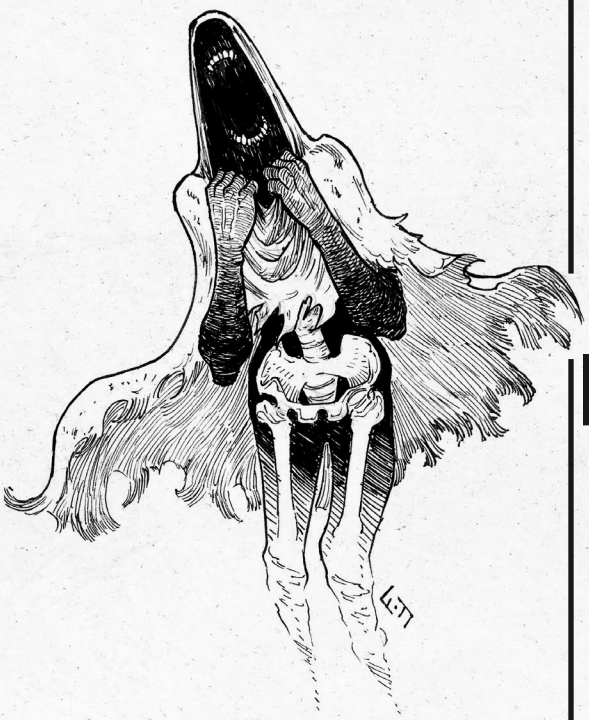
Shadow — TL: 1.6
Medium Undead

An animus of pure vomit darkness and anti-life.

HD: 2 (9 HP) **Speed:** 30' (Phase)
Zone: Frontline **Morale:** 12 **# Appearing:** 2d6
Senses: Darksight
Armor: 1 [as Leather]
Immune: Poison; Physical from non-Relics
Weak: Silvered Weapons
Status Immunities: Charmed, Fatigue, Frightened, Paralyzed, Prone, Restrained, Sickened, Suffocating, Unconscious

ACTIONS
Life Drain [Melee Attack]: 5 (2d4) and pass **[Endure]** or +1 Fatigue. If this kills it, it rises as a Shadow.

ABILITIES
Nightwalker: Can't Move or Target over lines of salt or in areas illuminated by Sunlight. It is Incapacitated and Burning (d8) while in Sunlight.
Shadow Stealth: It is Invisible in the Dark.



Skeleton — TL: 1.2
Medium Undead

HD: 1 (4 HP) **Speed:** 30'
Zone: Midline **Morale:** 12 **# Appearing:** d6
Armor: 1 [as Leather]
Immune: Pierce, Poison, Slash
Weak: Blunt; Silvered Weapons
Status Immunities: Fatigued, Sickened, Suffocating, Unconscious

ACTIONS
Weapon [Melee Attack]: 3 (d6) or (by Weapon)

ABILITIES
Nightwalker: Can't Move or Target over lines of salt or in areas illuminated by Sunlight. It is Incapacitated and Burning (d8) while in Sunlight.

Skeleton, Blazing Bones — TL: 1.6
Medium Undead

A charred skeleton which burns with an eternal flame for as long as the skeleton has animus. Something seems to keep them in constant pain, as they never stop screaming.

HD: 1 (4 HP) **Speed:** 30'
Zone: Frontline **Morale:** 12 **# Appearing:** 1
Armor: 1 [as Leather]
Immune: Fire, Pierce, Poison, Slash
Weak: Blunt; Silvered Weapons
Status Immunities: Fatigue, Sickened, Suffocating

ACTIONS
Hurl Fire [Cast, Bolt | Reflex]: 3 (d6) and Burning (Cd4)
Grapple [Melee Attack]: Restrained

ABILITIES
Flame Aura: Close Beings are Burning (d6).

Skeleton, Giant — TL: 4.7
Huge Undead

HD: 6 (27 HP) **Speed:** 30'
Zone: Frontline **Morale:** 12 **# Appearing:** 1
Armor: 2 [as Chain]
Immune: Pierce, Poison, Slash
Weak: Blunt; Silvered Weapons
Status Immunities: Fatigued, Sickened, Suffocating, Unconscious

ACTIONS
Multi-Attack: 2×Colossal Sword or Weapon
Colossal Sword [Melee Attack]: 9 (2d8)
Weapon [Melee Attack]: 7 (2d6) or (by Weapon)

ABILITIES
Nightwalker: Can't Move or Target over lines of salt or in areas illuminated by Sunlight. It is Incapacitated and Burning (d8) while in Sunlight.

Vampire
TL: 6.7

Medium Undead (Shapechanger)

Blood-sucking, intelligent undead who bear the curse of vampirism.

HD: 8 (36 HP) **Speed:** 35' (Fly 30')
Zone: Midline **Morale:** 12 **# Appearing:** d4
Senses: Darksight, Telepathy
Armor: 4 [as (+1) Plate]
Immune: Cold, Poison; Physical from non-Relics
Weak: Silvered Weapons, Wood Weapons
Status Immunities: Charmed, Fatigue, Paralyzed, Sickened, Suffocating

ACTIONS

Enthrall [Cast, all Beings that can see it | Will] (Recharge Cd6): Target is Charmed (Cd6) and must do all it can to defend this Being. A Target that passes the Save is immune to this for 1 Day.
Multi-Attack: 2×Claws and 1×Bite
Bite [Melee Attack]: 7 (2d6) and this Being is healed for the damage dealt. A Being that takes damage from this attack must pass **[Endure]** or be Cursed with Vampirism.
Claw [Melee Attack]: 7 (3d4)

ABILITIES

Magic Ward II: Cast Checks that include it as a Target have a d6 penalty.
Shapeshift: It can use its Action to change into a bat, owl, rat, or wolf. It typically does so to retreat.
Sunlight Hypersensitivity: It is Burning (d8) while illuminated by Sunlight.
Vampiric: It regenerates 3 HP at the start of its Turn unless it is in Sunlight. If it is killed, it reforms in its resting place after 1 Day unless either:

- A wooden stake is stabbed through its heart.
- It dies in Sunlight or while doused in holy water.
- It consumes garlic.

Wight
TL: 2.2

Medium Undead

Life-draining spirits in the body of a dead humanoid.

HD: 4 (18 HP) **Speed:** 25'
Zone: Frontline **Morale:** 12 **# Appearing:** 2d8
Senses: Darksight
Armor: 2 [as Chain]
Immune: Poison; Physical from non-Relics
Weak: Silvered Weapons
Status Immunities: Berserk, Charmed, Confused, Fatigued, Frightened, Sickened, Suffocating

ACTIONS

Energy Drain [Cast, Touch | Reflex]: 3 (d6) and +1 Fatigue, healing this Being for the damage dealt
Longsword [Melee Attack]: 4 (d8)

ABILITIES

Nightwalker: Can't Move or Target over lines of salt or in areas illuminated by Sunlight. It is Incapacitated and Burning (d8) while in Sunlight.

Wraith
TL: 2.7

Medium Undead

Wispy shades of pure malice and anti-life. Where it moves, blight follows.

HD: 5 (22 HP) **Speed:** 30' (Phase)
Zone: Frontline **Morale:** 12 **# Appearing:** 2d6
Senses: Darksight
Armor: 3 [as Plate]
Immune: Physical
Weak: Silvered Weapons
Status Immunities: Charmed, Fatigue, Frightened, Paralyzed, Prone, Restrained, Sickened, Suffocating

ACTIONS

Energy Drain [Cast, Touch]: 3 (d6), which also reduces its Maximum HP until it spends 1 Shift in Sunlight

ABILITIES

Nightwalker: Can't Move or Target over lines of salt or in areas illuminated by Sunlight. It is Incapacitated and Burning (d8) while in Sunlight.
Incorporeal: It can Move into occupied space.
Shadow Stealth: It is Invisible in the Dark.

Zombie — TL: 0.9
Medium Undead

HD: 2 (9 HP) **Speed:** 20'
Zone: Frontline **Morale:** 12 **# Appearing:** 3d8
Senses: Darksight
Armor: 0 [as Unarmored]
Immune: Poison
Weak: Silvered Weapons
Status Immunities: Berserk, Charmed, Confused, Fatigued, Frightened, Sickened, Suffocating

ACTIONS
Bite [Melee Attack]: 3 (d6)

ABILITIES
Nightwalker: Can't Move or Target over lines of salt or in areas illuminated by Sunlight. It is Incapacitated and Burning (d8) while in Sunlight.
Zombie: It can't be reduced below 1 HP unless damaged by a Crit, damage it is Weak to, or while in Sunlight.

Zombie, Boomer — TL: 2.0
Medium Undead

HD: 3 (13 HP) **Speed:** 20'
Zone: Frontline **Morale:** 12 **# Appearing:** d8
Senses: Darksight
Armor: 0 [as Unarmored]
Immune: Poison
Weak: Silvered Weapons
Status Immunities: Berserk, Charmed, Confused, Fatigued, Frightened, Sickened, Suffocating

ACTIONS
Boom [Action, Aura Near | Reflex]: 7 (2d6) and pass **[Endure]** or Sickened (Cd4 damage). This Being dies.

ABILITIES
Nightwalker: Can't Move or Target over lines of salt or in areas illuminated by Sunlight. It is Incapacitated and Burning (d8) while in Sunlight.
Zombie: It can't be reduced below 1 HP unless damaged by a Crit, damage it is Weak to, or while in Sunlight.

Zombie, Drowner — TL: 0.9
Medium Undead

Corpses are at risk of becoming drowners if they are tossed to the sea, being reanimated by some unknown forces that lurk in the depths.

HD: 2 (9 HP) **Speed:** 20' (Swim)
Zone: Frontline **Morale:** 12 **# Appearing:** 3d8
Senses: Darksight
Armor: 0 [as Unarmored]
Immune: Poison
Weak: Shock; Silvered Weapons
Status Immunities: Berserk, Charmed, Confused, Fatigued, Frightened, Sickened, Suffocating

ACTIONS
Bite [Melee Attack, a Restrained Being]: 3 (d6)
Grasp [Melee Attack]: Restrained

ABILITIES
Zombie: It can't be reduced below 1 HP unless dealt by a Crit, damage it is Weak to, or while in Sunlight.

Zombie Dragon — TL: 9.1
Giant Undead (Cryptid, Wyrm)

The animated husk of a living myth, dripping with rot and misery.

HD: 25 (112 HP) **Speed:** 30' (Fly 60')
Zone: Frontline **Morale:** 12 **# Appearing:** 1
Senses: Blindsight
Armor: 3 [as (+2) Leather]
Immune: Cold, Poison; Physical from non-Relics
Weak: Silvered Weapons
Status Immunities: Berserk, Charmed, Confused, Fatigued, Frightened, Sickened, Suffocating

ACTIONS
Multi-Attack: 2×Claw, 1×Bite, and 1×Gore Spray
Gore Spray [Attack, Far Cone] (Recharge Cd4): 7 (2d6) and Sickened (Cd6)
Bite [Melee Attack]: 9 (2d8)
(+1) Claw [Melee Attack]: 4 (d6+1)

ABILITIES
Grim Harvester: Whenever a Being dies within Far, this Being regains HP equal to that Being's HD or Level.
Terror III [Enemies' first time seeing it and on their Turns | Will]: Frightened until they pass this Save on a subsequent Turn, or for Cd8 after.
Zombie: It can't be reduced below 1 HP unless dealt by a Crit, damage it is Weak to, or while in Sunlight.

STRUCTURE

Separate "beats" of adventures, where Heroes complete heroic deeds are Quests. Quests are a means of the Heroes proving themselves, and generally follow a loose "path" from beginning to end.

Vagabond's Quest Structure is organized for accessibility and sight-readability. If a GM is doing preparation for the Quest, an understanding of this structure helps to lower the time and stress, and allows them to focus more on worldbuilding around it.

OVERVIEW

The Overview should serve as a summary of the main Hook, Stakes, and anything the GM needs to know to run the Quest.

Hook

What "hooks" your players to the Quest. The Hook sets up the Stakes and should be able to pique the players' curiosity. This is usually always an NPC Inquiry or Instant Action:

NPC Inquiry: Someone requires the Heroes.
- A villager cries out for help
- A questing guild's notice board
- A bounty is issued for a wanted criminal

Instant Action: Action starts with the Heroes.
- Raiders pillage the town
- A meteor falls from the sky
- A pirate ship flies overhead
- Their bed is actually a mimic

Stakes

A Quest that requires the Heroes' attention needs Stakes. There should be results that develop and involve time-sensitive elements.

MONSTER TYPE

d6	Being Type	d6	Being Type
1	Cryptid	4	Primordial
2	Fae	5	Undead
3	Outer	6	Wyrm

HOOKS

d66	Hook	d66	Hook
11	**Defend:** Keep an event safe from attack	41	**Fetch:** Retrieve secret information
12	**Defend:** Keep a faction safe from attack	42	**Fetch:** Retrieve an item(s)
13	**Defend:** Keep an item safe from attack	43	**Fetch:** Capture a dangerous monster
14	**Defend:** Keep a location safe from attack	44	**Fetch:** Rescue an endangered monster
15	**Defend:** Keep a monster safe from attack	45	**Fetch:** Capture a dangerous person
16	**Defend:** Keep a person safe from attack	46	**Fetch:** Rescue an endangered person
21	**Kill:** Get rid of a faction	51	**Investigate:** Look into an anomaly
22	**Kill:** Destroy information	52	**Investigate:** Look into a suspicious event
23	**Kill:** Destroy an item(s)	53	**Investigate:** Look into a suspicious faction
24	**Kill:** Destroy a location	54	**Investigate:** Look into a suspicious item
25	**Kill:** Get rid of a monster	55	**Investigate:** Look into a suspicious location
26	**Kill:** Get rid of a person	56	**Investigate:** Look into a suspicious person
31	**Escort:** Take a faction somewhere else	61	**Prevent:** Stop a dangerous anomaly
32	**Escort:** Take information somewhere else	62	**Prevent:** Stop the spread of information
33	**Escort:** Take an item(s) somewhere else	63	**Prevent:** Stop a questionable conjuration
34	**Escort:** Take a monster somewhere else	64	**Prevent:** Stop a sinister plan
35	**Escort:** Take a person somewhere else	65	**Prevent:** Stop a dark ritual
36	**Escort:** Take an anomaly somewhere else	66	**Prevent:** Stop a hostile take-over

PREPARATION

Preparation is typically a Shift or two to prepare for the Quest ahead by shopping and gathering information.

Supply

The party should be given a chance to supply for the journey ahead. Generally, you can assume a town can supply anything from the Gear chapter.

Rumors

A mix of at least 6 Rumors spread about the Quest. You can do a mix of true and false rumors, but generally they should point the players in the direction of something helpful in the Quest, such as a hidden room or a monster's weakness.

TRAVEL

Moving from the area of the Hook to the Crawl. Depending on the distance, this may require Travel (p. 18). It's recommended you make Travel no further than a distance that can be traversed in d6 Shifts (1 to 3 days), unless the party has an easy means of getting there faster.

Random Encounters

During Travel, you will generally check for Random Encounters once every Shift and when the party is looking for trouble. The danger of an area may call for more or less frequent checks.

CRAWL

Explore the "proving ground", a dungeonous location to test heroism. You can use the Locations table on the following page to determine where the Crawl will be. Feel free to take the Location idea and expand on it with a weird characteristic, such as "floating ruins", a "glass fortress", or a "giant's workshop."

5-ROOM DUNGEON STRUCTURE

A tried-and-true principle behind dungeon design is the 5-room dungeon model, created by Johnn Four. This does not need to be a literal "5-room" dungeon, as these are better understood as plot points to structure your dungeon around.

Room 1 [Guardian]: A challenge barring entry.
Room 2 [Interaction]: A challenge which can't conventionally be solved by brute force. Rogues want to pick locks and steal, Wizards want to uncover magic knowledge, and Bards want to exercise their silver tongues.
Room 3 [Setback]: A trick or similar setback that impedes the Heroes' progress.
Room 4 [Climax]: The major confrontation.
Room 5 [Revelation]: The aftermath.

Random Encounters

During Delves, you will generally check for Random Encounters once every Scene (10 minutes) and when the party does something that could attract attention. The danger of an area may call for more or less frequent checks.

Path

While tracking your Crawl progress, it can be helpful to track the Areas you have previously explored. Most Quests will indicate an Area number, which you can write down as you move through the Crawl.

Room & Key

When reading a Crawl written for *Vagabond*, you will see Areas formatted with Key symbols in the following way.

X. Area Name

Descriptive text to help the GM goes here. The room key symbols appear below, always in the following order:

- • **Miscellaneous:** Details to note but that aren't mechanically significant.
- **Vision:** Assume the area is illuminated unless otherwise indicated here.
- **Hazard, Terrain, Traps:** Environment dangers and their source.
- **Magic:** Magical effects and their source.
- **NPC:** Non-player character in the area.
- **Encounter:** Encounters that occur the first time the Heroes enter the area.
- **Items:** Items found in the area.
- **Area Transitions:** The arrow points in the direction of the new Area.
- **Elevation:** Something like stairs or an elevator that can take the party up or down (indicated by the arrow's direction).
- **Secret:** A Secret that can be revealed.

CONFRONTATION

Dealing with the source of conflict for the Quest. These are-more often than not-grandiose fights with significant threats. The Quest Hook table can help to determine what the Confrontation is.

CRAWL LOCATIONS

d66	Location	d66	Location
1 1	Dungeon	4 1	Town
2	Cavern	2	Temple
3	Tower	3	Arena
4	Mine	4	Festival
5	Ruins	5	Sewers
6	Boneyard	6	Tavern
2 1	Forest	5 1	Palace
2	Garden	2	Fortress
3	Swamp	3	Castle
4	Ship	4	Armory
5	Canyon	5	Theater
6	Volcano	6	Lighthouse
3 1	Tomb	6 1	Laboratory
2	Crypt	2	Library
3	Battlefield	3	Museum
4	Corpse	4	Observatory
5	Prison	5	Workshop
6	Undercity	6	Vault

CRAWL ODDITY

d66	Oddity	d66	Oddity
1 1	Forgotten	4 1	Windy
2	Cursed	2	Stormy
3	Profane	3	Frozen
4	Infested	4	Scorched
5	Haunted	5	Misty
6	Hallowed	6	Flooded
2 1	Crystal	5 1	Psychedelic
2	Overgrown	2	Screaming
3	Illusory	3	Singing
4	Floating	4	Gigantic
5	Clockwork	5	Floating
6	Ancient	6	Subterranean
3 1	Living	6 1	Mutated
2	Gooey	2	Shadow
3	Glowing	3	Otherworldly
4	Mirrored	4	Rotten
5	Bleeding	5	Prophetic
6	Mistbegotten	6	Timeless

AFTERMATH

Traveling back to the Quest-giver, and seeing the results of the Quest. This stage allows the party to gain their rewards, rest up, and make plans for the future.

Sample Quest Outline

1. **Hook:** A king implores the party to save the princess trapped in a castle, locked away by an evil warlock.
   Stakes: The warlock is conducting a ritual to summon the snake demon Ssisserack.
2. **Preparation:** The party spends their time looking into the warlock's history, his last known location, and buying goods for the journey ahead.
   Rumor: The party Cleric hears the warlock was thought to be dead ages ago, and crafts holy water thinking they're dealing with undead.
3. **Travel:** The party travels to the kingdom's edge, encountering bone snakes and skeleton marauders along the way. They find a necropolis has spawned around an ancient burial mound.
4. **Crawl:** The party uncovers a pit in the mound, spewing forth hellspawns and undead minions.
5. **Confrontation:** The party discovers the warlock, now a skeletal mage of undeath. He is halfway through his ritual, and just needs to plunge the Blade of Soulthirst into the heart of the princess to open a hellish portal.
6. **Resolution:** The party defeats the undead warlock and returns the princess, or the princess is sacrificed, opening the summoning gate; the Age of Snakes is upon us.

RANDOM LOOT

d66	Loot
1 1	**Axe (d6)** **1 - 2** Handaxe **3 - 4** Battleaxe **5** Halberd **6** Greataxe
1 2	**Bow (d4)** **1 - 3** Shortbow **4** Longbow
1 3	**Brawling (d4)** **1 - 2** Caestus **3** Gauntlet **4** Katar
1 4	**Armor:** Light Armor
1 5	**Coins:** (d100) silver
1 6	**Coins:** (d100) silver
2 1	**Crossbow (d4)** **1 - 2** Hand crossbow **3 - 4** Light crossbow
2 2	**Firearm (d6)** **1 - 3** Handgun **4** Rifle **5 - 6** Shotgun
2 3	**Hammer (d10)** **1 - 3** Club **4** Flail **5** Greatclub **6** L. hammer **7** Mace **8** Maul **9** Morningstar **0** Warhammer
2 4	**Bottle (d4)** **1** Poison, basic **2 - 3** Empty **4** Potion, Healing 1
2 5	**Armor:** Medium Armor
2 6	**Coins:** (d100) silver
3 1	**Polearm (d10)** **1 - 3** Javelin **4 - 6** Spear **7 - 8** Staff **9 - 0** Poleblade
3 2	**Shield (d4)** **1** Buckler **2 - 4** Standard shield
3 3	**Sword (d10)** **1 - 3** Dagger **4 - 5** Shortsword **6 - 7** Longsword **8** Greatsword
3 4	**Arcane Trinket:** roll for Trinket
3 5	**Divine Trinket:** roll for Trinket
3 6	**Coins:** (d10) gold
4 1	**Instrument (d10)** **1** Accordion **2** Bagpipes **3** Drum **4** Flute **5** Harp **6** Lute **7** Lyre **8** Sacbut **9** Shawm **0** Trumpet
4 2	**Book (d10)** **1 - 7** Blank & writing ink **8 - 9** Sheet music **0** Spellbook & enchanted ink
4 3	**Alcohol (d10)** **1 - 7** Beer, gallon & tankard **8 - 9** Wine, bottle (common) **0** Wine, bottle (fine) & goblet
4 4	**Food (d10)** **1 - 7** (d6) rations **8 - 9** salt, 1 lb. bag **0** spice, 1 lb. bag (exotic)
4 5	**Item:** Spyglass or Compass
4 6	**Armor:** Heavy Armor
5 1	**Clothing (d6)** **1 - 5** Clothing, common **6** Clothing, formal
5 2	**Games & Toys (d10)** **1** p. card deck **2** t. card deck **3** dice set **4** doll **5** marbles, bag **6** juggling balls **7** kicksack **8** noisemaker **9** basic toy **0** (d6) firecrackers
5 3	**Item:** Grappling hook
5 4	**Occult Trinket:** roll for Trinket
5 5	**Primal Trinket:** roll for Trinket
5 6	**Coins:** (2d10) gold
6 1	**Relic:** +1 Enchantment Scroll
6 2	**Jewelry (Circlet, d4)** **1 - 3** Brass **4 - 5** Silver **6** Gold
6 3	**Item:** (d4) Torches
6 4	**Coins:** (d10) gold
6 5	**Jewelry (Ring, d4)** **1 - 3** Basic ring **4** Signet ring
6 6	**Coins:** (5d10) gold

QUEST: RUINOUS LEAGUE

A Procedurally-Generated Solo/Co-Op Crawl for 1st to 4th-Level Heroes

INSPIRATIONS

- **David Hoskins, Johan Nohr, Pelle Nilsson.** *Dark Fort.* 2018, Ockult Örtmästare Games.
- **Zeekerss.** *Lethal Company.* 2023, Zeekerss.

In ages past, a leyline carved its way through the cliffsides 8 miles south of Llerirell, marked by a set of ancient ruins. This hotspot of natural mana spawns forth an ever-shifting dungeon full of twisted monsters every day, with a new layout that grows within the cliff.

The ruins are something of a tourist attraction for daring adventurers hoping to test their mettle against the anomaly. Not only do the ruins shift daily, anything that enters the dungeon and dies is seemingly resurrected at a shrine built in Llerirell. Adventurers can find work delving the ruins to find loot, but must take caution, as the dungeon is only open for 6 hours each day before imploding.

The ruins are filled with dangers, including traps and stashes of the mage's plunders. Will you answer the call to adventure?!?

HOOK & PLAY

Your objective is to bring back as much loot as possible, and potentially eliminate the horror that resides within the ever-changing ruins.

Progress Clock

Track time in the dungeon on six 6-segment Progress Clocks. Each Scene adds a segment to the clock, and the dungeon collapses once all have filled, killing outsiders within.

Dying in the Dungeon

Any Beings foreign to the dungeon are resurrected in Llerirell at the next dawn. They gain the benefits of a Rest and don't gain Fatigue from dying this way.

General Interactions

Backtrack: Continue checking for Random Encounters, but don't advance the Progress Clock by moving this way.

Doors: The doors are wood (8 HP, Armor: 1 [as Wood]). Each attempt to damage a door advances the Progress Clock by 1.

Tracking: You can attempt to find Enemies by making a Survival Check during a Scene. If you pass, you discover tracks leading towards your next unexplored area. You know there is an Enounter and can surprise those Enemies.

CRAWL

To begin, draw a stairway leading down to the ruins and a 20-by-20 foot square room with 3 doors in any direction.

Unexplored Areas

Follow these steps when moving to new areas:

1. Roll Elements (Shape & Doors). Doors face any direction of your choice. Be sure to map the environment.
2. Roll to determine Encounters.
3. If no Encounter occurs, roll Event.

ELEMENTS

d6	Shape	d6	Doors
1	Cross	1	None
2	Corridor	2	One (Locked)
3	Square	3 - 4	One
4	Circular	5	Two (One Locked)
5 - 6	Rectangle	6	Two

Encounters

Determine Random Encounters by rolling a number of d6s equal to 1 + the number of filled Progress Clocks. An Encounter Occurs on a roll of 1 on any of the dice.

ENCOUNTER

xd6	Encounter
1 - 2	d6 Poteads (5) (p. 122)
3 - 4	d2 Rust Monsters (p. 148)
5 - 6	d4 Goblin Warriors (p. 141); Goblin Mage
7 - 8	Bugbear (p. 135); d4 Goblin Warriors
9 - 10	d4 Skeletons (p. 179)
11	d2 Amphipteres (p. 134)
12	Grey Ooze (p. 173)
13	d6 Floating Eye (p. 161)
14 - 15	d2 Ochre Jellies (p. 174)
16 - 17	Owl Bear (p. 145)
18+	**See:** Confrontation (next page)

EVENT

2d6	Event
2 - 4	**Trap!** Roll on the Trap table.
5 - 7	**Encounter!** Roll Encounter, these Enemies are distracted.
8 - 9	**Sale!** A peddler selling items, buying items at half their value. Roll Wares for their store.
10	**Respite!** You can take one Breather here without advancing the Progress Clock. Casters regain all Mana as well. After, this becomes a standard room.
11	**Container!** Roll Container (1/6 it's locked)
12	**Dead Peddler!** Same as 9, but the peddler is dead. Their Wares are on the ground.

TRAPS

d4	Trap
1	**Acid!** Pass **(Reflex)** or either be splashed with acid (d6), or lose a piece of Equipment.
2	**Pitfall!** Pass **(Detect)** or fall (d6×5)' in a pit.
3	**Explosion!** Pass **(Reflex)** or be blasted with fire for (2d6).
4	**Poison Gas!** Pass **(Endure)** or become Sickened (Cd4 each Round).

WARES

2d6	Wares
2-5	· materials (1 s per unit) · rope · torch
6-8	2 - 5, and: · lockpick · d4 Random Loot
9-11	2 - 8, and: · healing draught
12	2 - 11, and: · +1 longsword (1; 100g)

CONTAINER

2d6	Contains...
2	**Encounter!** The container is a mimic!
3 - 4	**Trap!** Roll Trap.
5	Roll Random Loot (p. 186)
6 - 8	2d6 g, d6 rations
9	d6 g, a dagger, light armor
10	3d6 g and a (+1) enchant scroll
11	Jade amulet worth 50g
12	Diamond worth 100g

Confrontation

The Final Room

The door opens to reveal a chamber lined with grotesque tissue and a massive, glowing heart. As it beats, you see a surge of arcane energy from a crack in the floor below as a leyline feeds into the heart.

Encounter: 1 dungeonheart

Leyline: Grants Favor to Cast Checks in the area and those with Mana regain 1 Mana at the start of their Turns.

Resolution

When the dungeonheart is destroyed, the ruins freeze in their current form and the cycle of shifting ends. The town of Llerirell likely has mixed reactions to this happening, but the Heroes will most surely go down as legends for toppling such a renowned delve.

ONLY FLIP THIS PAGE WHEN YOU MOVE ONTO THE CONFRONTATION

Appendix A: TERMINOLOGY

The following terms are used throughout the book to describe how the game is played.

ability (n): any actable mechanic of a Being.
acting (v): using a Move or Action on a Turn.
ally (n): a Being who is friendly to the subject.
ancestry (n): a species of Beings able to be taken as a Hero option for Traits.
being (n): anything with sentience.
being type (adj): A classification for Beings as a description of their biology, essence, and nature. The following Being Types are used:

- **Artificials** are sentient Objects.
- **Beasts** are animals that aren't Humanlike.
- **Cryptids** are bizarre monsters who often birth myths and shape folklore.
- **Fae** are supernatural forest spirits, hags, and sprites.
- **Humanlike** are humanoids of similar biology to humans.
- **Outers** are extraplanar creatures such as beyonders, divines, and hellspawn.
- **Primordials** are elementals, plant-like, and ooze creatures.
- **Undead** are cursed to undeath, such as zombies, vampires, and skeletons.

bonus (n): a positive modifier to a roll, with a minimum of 0.
class (n): an archetype which grants Features.
crit (n): an unmodified d20 roll of 20.
enemy (n): a Being who is hostile to the subject.
explodes (v): use the result on the die and roll it an additional time, adding the new result to the previous.
feature (n): an ability granted through a Class or Perk.
hero (n): a player's character.
item (n): an Object that can be lifted and carried by a Medium-sized humanoid.
mount (n): a Being ridden by another Being.
non-player character/NPC (n): any character not controlled by a player.
off-turn (n): the Turns of opposing forces to the subject. For example, any Enemy Turns would be "off-turn" to a Hero.
object (n): something without sentience.
penalty (n): a negative modifier on a roll, with a maximum of 0.
provoked (adj): a response forced by another's Action.
quest (n): a playable story for the Heroes.
resolves (v): once an action impacts the story. For example, a damage roll resolves when the damage is dealt.
result (n): the value of a roll once all dice used for the roll have been added together.
round (n): 10 seconds of time.
scene (n): a sequence of actions in the narrative encompassing roughly 10 minutes.
shift (n): a 6 Hour span of time.
structure (n): construction of Objects large enough to house or support Beings.
target (n): Something subjected to an Action.
trait (n): an Ability granted through an Ancestry, typically always describes something biological about the Being.
turn (n): when a Group is allowed to act during Combat.
unsecured (adj): the Object isn't Equipped or fastened to a Structure.
vehicle (n): a mobile, mountable Object.

Appendix B: GUIDELINES

When playing, there may be ways that the rules could be interpreted that wind up resulting in odd interactions. A situation may come up where the rules as they appear aren't clear in a ruling. In these cases, the "spirit" of the game should take precedent over how it potentially could function as it was not intended to.

Rule Interpretations

The following guidelines should help convey what we mean by the "spirit" of the game.

Rulings Over Rules

What's provided here is a toolkit for pulp fantasy storytelling, rather than a set of rules that must always be obeyed. If confusion ever occurs over an interaction, or if the game stalls for longer than 10 seconds, make a judgment call and keep the game moving.

Hierarchy of Specificity

There are "general rules" for how the game is played, and "specific rules" that bend and break general rules. **If a specific rule contradicts a general rule, obey the specific rule.**

Work Together

Players are expected to want to play a Hero in a cooperative game. Keep the story moving and avoid arguing and argument-provoking.

No System Canon

The system is a toolkit for any fantasy world. **Canon only exists within that realm.** Anything the rulebook hints at is for inspiration.

Non-Adversarial

There is no "winning" *Vagabond*. The objective is to tell a story. The GM presents players with challenges. The GM has the final say in what happens for the Story.

"Yes, And"-Forward Design

Vagabond tries to award as many narrative ideas as possible, with Abilities designed to say "Yes" more than "No." If a player comes up with an idea for why a thing they have should reasonably work, *the system tries to allow it to happen*.

Player Choice

Mechanics granted to or caused by a Hero state either directly or indirectly that a choice must be made (such as, "You gain Training with a Skill"). **These choices are always made by the player.**

TRDSIC

Coined by Chris "Treantmonk" Honkala, TRDSIC is short for "The Rules Don't Say I Can't." In short, it's when the rules aren't being interpreted for what is written, but rather for what *isn't* written. There are an infinite number of things the rules don't say you can do. It's against the spirit of the game to assume that text not accounting for them means that the misinterpretation works.

On the Math

When making any calculations, be sure to follow these general guidelines.

Round Down

Unless told to round up, **assume any division rounds down to the nearest whole number.**

Follow PEMDAS/BODMAS

When a calculation requires more than one type of operation, follow the standard order of operations:

1. Parenthesis/Brackets
2. Exponents/Orders
3. Multiplication/Division
4. Addition
5. Subtraction

GUIDED

While in Guided play, keep the following guidelines in mind for Players and Game Masters.

Players

Ask Questions

The GM is there to present situations to pique curiosities, adapt, and improvise in a manner that the Solo experience can't copy. The easiest way to sell yourself on Guided experience is to ask the GM questions.

Low Interpretation

Checks give specific "pass" or "fail" answers. GMs should not ask for Checks to gauge success, or that don't have risk to failure. "No" is not a consequence, but "I failed to pick the lock, and my lockpick clanged against the floor and alerted the guards." is.

No Takesies-Backsies

The GM has the task of keeping the story going in a reasonable manner and hopefully not disrupt cohession. As such, after the GM describes the result of any actions, **it's bad form for any player to argue outcomes with the GM, no matter how undesirable.**

Game Masters

Clear Communication of Risk

Much of play will take place in the "theater of the mind." In these situations, it is the GM's job to try and clearly convey elements of the scene as they have envisioned in their mind. **The GM should make it clear that consequences may occur as a result of risky action.**

For example: choosing to make a risky jump may result in falling from a great height. A player may not be aware of the distance of the gap or height of the fall the GM has in mind, so the GM should make this risk apparent. This doesn't mean the GM needs to describe every single detail of the environment to its finest detail, but enough to outline the danger of a Scene. A brief overview is absolutely reasonable, and the Players' engagement with the fine details can serve as prompts for the fine details.

Talk to the PCs, Not the Players

GMs will get more roleplay engagement from players by calling them by their character's names, rather than their real-life names. This is a subconscious way to get your players involved and bought into the world, and all it takes is consciously reminding yourself.

Enemy vs Enemy

No rolls are used for Enemy vs Enemy interactions, you are the master of the world. **Push in favor of the Heroes**.

Don't Over-Prep

Some GMs love to prepare for sessions, but most people don't have eight hours to prepare for three to four hours of play. We try to encourage a prep time of no more than half the time you intend to play. If you anticipate a four hour session, try to keep your prep down to two hours.

Review the PCs, anticipate what events are likely to occur during the session, familiarize yourself with the location and factions, then try to take it easy. *Vagabond* runs in such a way where you can anticipate a dungeon crawl covering about 10 to 20 rooms in a two to three hour session.

Too much prep is the easiest way to experience GM burnout, where you are so creatively tapped you can't bring yourself to run the game.

Don't Get Attached to Enemies

Enemies in *Vagabond* are meant to be wailed on by the Heroes. Players are encouraged to be high action Heroes, and the GM's role is to arbitrate the game. A GM needs to be an impartial mediator of the rules, period.

Game Master Player Characters

Trying to Mary Sue an NPC into being the main character of the story is a recipe for a terrible time at the table. Your players don't care about how cool your NPCs are, they care about how cool their Heroes are.

On "Railroading"

This isn't Zelda. The "boss key" is a great bottleneck for video game dungeons that can anticipate the sequence you will progress down to beat it. However, the beauty of tabletop roleplaying games is the infinite choices players have in solving situations. Something that immediately makes players feel that they've lost agency in a dungeon is to hear about a problem, and being told their idea for a solution isn't allowed.

The best way to avoid this kind of situation is to not create knowledge or make items that are required to progress the Quest, and try to build your dungeon as if it could be entered from any room and still function.

- That boss door with the big golden lock that opens with the key five rooms to the west? **The Rogue will try and pick it.**
- The ledge keeping the tantalizing treasure chest out of reach? **The Fighter just chugged a Potion of Gigantism.**

The best dungeons don't try to solve the problem for the players, they present an interesting enough problem for the players to want to find a solution to. This is one of the key tenants of Old School Renaissance style adventure writing, and it's ultimately a much more freeing space to write from.

SOLO/CO-OP

While in Solo/Co-Op play, use these guidelines to help the story emerge. You can do so with a written module, or with the procedures provided herein.

Your Fun is How You Make It!

Vagabond is designed to allow you to tackle situations as you would like to, with the rules serving as a guide for how you make that fun. If you want to play a fantasy pop-star that recruits an army of goblins to turn them against the dungeon boss, that is just as valid as a brutal monster slayer hacking their way through that same dungeon. If you want to roll up a 10th Level Hero and solo your way through a Quest made for 1st Level Heroes, that's also fine!

You are given a toolkit here for solo play, but these rules are less flexible in games run by a GM.

SOLO INTEGRITY

Group play allows the GM to hide characteristics like Armor, Immune, and Status Immunities from the Players. Unfortunately, this isn't feasible or practical in solo play. You are assumed to take on the adventure as a Hero, which comes with its risks, including being potentially unprepared for the dangers that you may face. There may be times where retreat is your best option, but it's entirely fair to believe your Hero knows certain things about Enemies you face.

Appendix C: COMPATIBILITY

There are many B/X-derivative tabletop role-playing game supplements which are system-agnostic, or that were specifically tested with *Vagabond*. Those are detailed in this section, but generally any material that uses the classic Basic/Expert dragon game as a foundation for its damage structure should work with *Vagabond* without major interpretations required by the Game Master. The following supplements have been specifically approved for compatibility:

- ***Aberrant Reflections.*** *directsun*. 2022, Directsun Games.
- ***Adventure Anthology 1.*** *Multiple Creators*. 2022, Necrotic Gnome & Exalted Funeral.
- ***Adventure Anthology 2.*** *Multiple Creators*. 2023, Necrotic Gnome & Exalted Funeral.
- ***Ashweld.*** *Alex Coggon, Charles Ferguson-Avery*. 2021, Feral Indie Studio.
- ***Ave Nox.*** *Charles Ferguson-Avery*. 2023, Feral Indie Studio.
- ***Batrachian Swamps.*** *Micah Anderson, Nate Treme*. 2022, Spear Witch.
- ***The Black Wyrm of Brandonsford.*** *Chance Dudinack*. 2020.
- ***Bottled Sea.*** *Adriana Oliveira, Andre Novoa, Kevin Cannon*. 2023, Games Omnivorous.
- ***Dogtooth Valley.*** *Nate Treme*. 2021, Highland Paranormal Society.
- ***Flik Silverpen's Guide to Dragon Town and the Darkness Below.*** *JP Coovert*. 2024.
- ***The Gardens of Ynn.*** *Emmy Allen*. 2020, Dying Stylishly Games.
- ***Halls of the Blood King.*** *Diogo Nogueria*. 2021, Necrotic Gnome & Exalted Funeral.
- ***Hexcrawl Toolbox.*** *Adriana Oliveira, Andre Novoa, Kevin Cannon*. 2023, Games Omnivorous.
- ***Hexpedition: Jaws of the King.*** *Ben Buckner*. 2020, Buckstar Games.
- ***The Hole in the Oak.*** *Gavin Norman*. 2019, Necrotic Gnome & Exalted Funeral.
- ***Horrendous Hounds of Hendenburgh.*** *Liam Pádraig Ó Cuilleanáin*. 2024, The Merry Mushmen.
- ***In the Shadow of Tower Silveraxe.*** *Jacob Fleming*. 2020, Gelatinous Cubism Press.
- ***The Incandescent Grottoes.*** *Gavin Norman*. 2021, Necrotic Gnome & Exalted Funeral.
- ***Into the Wyrd & Wild.*** *Charles Ferguson-Avery*. 2020, Feral Indie Studio.
- ***Isle of Ixx.*** *skullfungus*. 2022, Games Omnivorous and Stockholm Kartell.
- ***The Isle of the Plangent Mage.*** *Donn Stroud*. 2021, Necrotic Gnome & Exalted Funeral.
- ***The Lost Halls.*** *Nate Treme*. 2021, Highland Paranormal Society.
- ***The Lost Isle.*** *Nate Treme*. 2019, Highland Paranormal Society.
- ***Magical Industrial Revolution.*** *Skerples*. 2020, Coins and Scrolls.
- ***Nightmare over Ragged Hollow.*** *Joseph R Lewis*. 2023, The Merry Mushmen.
- ***The Painted Wastelands.*** *Tim Molloy, Chris Willet*. 2024, Agamemnon Press.
- ***Raiding the Obsidian Keep.*** *Joseph R Lewis*. 2024, The Merry Mushmen.
- ***The Scourge of the Northland.*** *Jacob Fleming*. 2023, Gelatinous Cubism Press.
- ***Season of the Moth.*** *Michele Henry, Charles Ferguson-Avery*. 2021, Feral Indie Studio.
- ***Snail Fancy.*** *Alex Coggon, Charles Ferguson-Avery*. 2022, Feral Indie Studio.
- ***Temple of 1000 Swords.*** *Brad Kerr*. 2021.
- ***The Stygian Library.*** *Emmy Allen*. 2018, Soul Muppet Publishing.
- ***Through the Valley of the Manticore.*** *Jacob Fleming*. 2022, Gelatinous Cubism Press.
- ***Undying Sands.*** *Adriana Oliveira, Andre Novoa, Kevin Cannon*. 2023, Games Omnivorous.
- ***Vast in the Dark.*** *Charles Ferguson-Avery*. 2022, Feral Indie Studios.
- ***The Waking of Willowby Hall.*** *Ben Milton*. 2021, Swordfish Islands.
- ***Witchtomb.*** *Nate Treme*. 2022, Highland Paranormal Society.

CONVERSIONS

When converting B/X-derivative material to *Vagabond*, keep these guidelines in mind.

No "Save or Die"

Vagabond discourages insta-death mechanics that can spring up on Heroes without warning. When presented with a "Save or Die" mechanic in a B/X-derivative material, allow the Hero subjected to it to instead take 1 Fatigue.

Economy

Vagabond uses the Silver Standard for determining the value of Items. As such, the currencies break down as follows:

EXCHANGE RATE			
Currency	Abbr.	per (s)	(s) per
Copper	(c)	100	1/100
Silver	(s)	1	1
Gold	(g)	1/100	100

Gold Standard Conversion

Some tabletop games use the Gold Standard. Should you want to convert from Gold Standard to Silver Standard, use the following table:

GOLD STANDARD CONVERSIONS	
Gold Standard	Silver Standard
1 copper	1 copper
1 silver	1 silver/100 copper
1 gold	10 silver
10 gold	1 gold

Should you think of something you want to purchase or craft that isn't accounted for in the rules, you can estimate the value by converting the real-world price into silver at 1s per $1 USD.

Armor/Armor Class

Armor is handled as Damage Mitigation (Mit.) in *Vagabond*. To determine Armor Class for other systems, use the following table. The equation to *Vagabond* from Ascending AC is ((AC - 9) / 2.2), round down.

Armor

By Type	Mit.	DRD	AAC	DAC	Shield +2
None			- All attacks hit -		
as Unarmored	0	0	10	9	10+DEX
as Unarmored plus Shield	1	1	11	8	12+DEX
as Leather	1	d2	12	7	11+DEX
as Leather plus Shield	2	d2+1	13	6	13+DEX
as Hide	1	d2	13	6	12+DEX (max +2)
as Hide plus Shield	2	d2+1	14	5	14+DEX (max +2)
as Chain	2	d4	14	5	13+DEX (max +2)
as Chain plus Shield	3	d4+1	15	4	15+DEX (max +2)
as Scale	2	d4	15	4	14+DEX (max +2)
as Scale plus Shield	3	d4+1	16	3	16+DEX (max +2)
as Plate	3	d6	16	3	18 (STR 15 req.)
as Plate plus Shield	4	d6+1	17	2	20 (STR 15 req.)
as Splint	3	d6	17	2	17 (STR 15 req.)
as Splint plus Shield	4	d6+1	18	1	19 (STR 17 req.)
as (+1) Plate	4	d6+1	17	2	19 (STR 15 req.)
as (+1) Plate plus Shield	5	d6+2	18	1	21 (STR 15 req.)
as (+2) Plate	5	d6+2	18	1	20 (STR 15 req.)
as (+2) Plate plus Shield	6	d6+3	19	0	20 (STR 15 req.)
as (+3) Plate	6	d6+3	19	0	21 (STR 15 req.)
as (+3) Plate plus Shield	7	d6+4	20	-1	22 (STR 15 req.)

Hit Points

Old School: Roll a number of d8s equal to its HD, or use the assumed HP.

Contemporary: Use the assumed HP and add the HD number to it. For example, an HD: 4 (18 HP) Being would have 18 + 4 = 22 HP.

d20 Rolls

In games where GM-controlled characters roll Checks and Saves, add their HD count to their d20 roll if they are good with the Check.

Save DCs: Use 16 for forced Save DCs.

Attacks & Spells

Roll High: Result = d20 + HD

THAC0: THAC0 = 20 - HD

Damage

Old School: No change.

Contemporary: Damage + HD

Saving Throws

HD	Old School			Contemporary		
	E	R	W	E	R	W
1-3	13	15	16	+6	+4	+3
4-6	11	13	14	+8	+6	+5
7-9	9	10	12	+10	+8	+7
10-12	7	8	10	+12	+10	+9
13-15	5	5	8	+14	+12	+11
16-18	3	3	6	+16	+14	+13
19-21	2	2	4	+18	+16	+15
22+	2	2	2	+18	+18	+17

You can use the following guideline to interpret how Reflex, Endure, or Will Saves should be interpreted:

Reflex: Breath, Dexterity, Agility

Endure: Death, Poison, Constitution, Fortitude, Toughness

Will: Magic, Charm, Wisdom

Determining Damage Dice

Weapons start as a d6 damage die. Properties and Grip change their size:

Decrease (Minimum 1): Finesse, Fist Grip, Long, Ranged, Shield, Thrown, Cheap (<5s)

Increase (Maximum d12): Brutal, Keen, 2H Grip, Near, 3 Slots

Some weapons break convention and don't follow these guidelines, but never to grant more power.

Appendix D: BACKERS

0neo13
1timegig
Aaron Brooks
Aaron Morgan
Aaron Porter
Aaron Thomas
aaronsegman
Abdul Hadi Sid Ahmed
Abjak180
Abrahm Simons
Adam Long
Adam Obert
Adam Rosenbaum
Adam Wiseman
Adan
Adrian Czajkowski
Adrián Garcia
Aharon Almog
AJ Pickett
Ajay Sandhu
AL Lajeunesse
Alan Brenik
Alan F Mikles
Alan Tew
Aleix
Alessandro Poli
Alex Brosnan
alex gaynor
Alex Gaynor
Alex Moreno
Alex Naber
Alex Reustle
Alex Rice
Alex Shee
Alex Suarez
Alex Troesch
alexander demianiw
Alexander Kergozou
Alexander Rigler
Alexander S.
Alexander Sh.
Alexandra Aleck
Alexandros
Alexis Hunter
Alexis Renaud
AlexR
Alice Quinn Rose
Alicia Stevens
Alissa Scire
Alvaro Alemany
Alyaska Funder
Amanda
Amanda Siskind
Ambra Scarlett
AmlStrange
Amonost
Anais Bir
Andre
Andrew Bawiec
Andrew Bedwell
Andrew Benfante
Andrew Blake Dunn
Andrew C
Andrew Cordell
Andrew Gutierrez
Andrew Mcbriarty
Andrew Schur
Andrew Shopland
Andy Buell
Angello Ramirez Gonzales
Angus Hughes
Anna Dragon
Anthony Cage
Anthony Cook
Anthony D Moi
Anthony Jay Dobisky
Anthony Mirto
Antoine Labissiere
Arcus "Qedhup" Masmeyer
Aric Wilson
Arkelstorp Ikea
Armin Mobasseri
ArmorClassHero
Arnold Ian Santiago
Artenair
Asher Jayson
Ashiq Azeez
Ashleigh Peacock
Ashley Keep
Ashley Wright
Aurelien Oudin
Austin
Awesome_Soul
Awkward Butters
Axiom Delver
b rad
baba
Bailey Nichols
Bartstib
Bchaps
Beakerhyde
Ben Kobs
Ben Richardson
Ben Saylor
Ben Sherman
Ben Steffen
Ben Temple
Benedict Hall
Benjamin Cote
Benjamin Danforth
Benjamin David Spiegel
Benjamin Diaz
Benjamin Homan
Benjamin Huffman
Benjamin Husic
Benjamin M Steffen
Benton E Little
Bernardo Silva
Beth Alexandra Allen
Bethan Lloyd-Wiggins
Bianca Esteban
Bill Landry
binz jean francois
Birk Ross
Bjørn Eyd Andresen
Bkbaba1669
BKBW
Blackfang08
Blake Rice
Blaž Fabijan
blood_jester
Blue Thumbnail
Boaty
Bob Bersch
Bob World Builder
Bottlecap
Braden Barker
Brandon
Brandon Milledge
Bremen
Bren Rowe
Brendan Lazio
Brendan Wong
Brennan
Brent May
Brett Abbott
Brian Chapman
Brian Chapman
Brian Delaney
Brian Goza
Brian Smith
Brian Webb
Brian Wildsmith
BrokenDistance
Brotherwise Games
Bruce A Moser
Bruce B
Bruno Durin
Bryan John Gray
Bryan Lavoie
Bryan Young
Bryce Anderson
Bryce Young
Burt D Silva
Butt Thunderson
C.J. Hare
Caleb Bickel
Caleb Bickel
Cameron Bradley
Cameron Lopiano-Hastey
Cameron Pearce
Cameron Russell
Cameron Sime
CardiacKangaroo
Cas Meeuwissen
Casey Hunter
Cason clark
Cassini2k4
Cayde Tesna
Cerveau23
CGoody
Chad Hanson
Chakkrapong Khamlor
Chance
Charles Allen
Charles di Castiglione
Charles Prause III
Charlie Gardner
Charlie Gardner
Chase Krieg
Chase Lindberg
Chatterjee Aiton
Chaz Hodge
CheccoTCM
Chi-Fu Chou
Chris Broskett
Chris Calilung
Chris Geringer
Chris Mihatsch
Chris Procopio
Chris Sewell
Chris Volts
Chris Williams
Christian Blake Bowers
Christian Denton
Christian Pereira
christoffer keefe
Christopher Allen Bicknell
Christopher Brown
Christopher Burnham
Christopher Fong
Christopher Honkala
Christopher Lin
Christopher Martin
Christopher Poznich
christopher r griffin
Christopher Wilkinson
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Cistern
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Clayton Hale
Clifford Holloway
Clinton Ballard
ClockwiseCreator
Cody
Cole Bouchard
Colin Lanie

Colin walsh
Connor Neidig
Cooper Hammond
Corinne Brown-Esqueda
Cory Anderson
Cory Waldron
CyanCybershock
D Cody Gaines
Dakota Russell
Dalton Moore
Damian Young
Dan Feizet
Dan Weiss
Daniel "Nanolathe" Steel
Daniel de Oliveira Vianna
Daniel Fernández García
Daniel Gordon
Daniel Hedgecock
Daniel McCormack
Daniel Mitchell
Daniel O'Brien
daniel palmer
Daniel Rush
Daniel Sedlak
Daniel shokl
Danilo Sebastian Allasia
Danny Mendoza
Dante S
Darkwing
Davedave000
Davey Rivers
David Beedy
David George Couzens
David Goodwin
David Holley
David Horth
David M.
David Moreau
David Morgan
David Osborne
David Sarachman
David Vitorino
David Wofford
De Leener
DeathMetalMilkMan
Deen Naji
Demyr
Dennis Scalf
Derek Branim
Derek Broughten
Derrick J Michelson
Devin Redd
Diego "Hyodorio" Benavente
Diego Benavente
Dirk Benjamin Johnson
DiscourseMinis
DKN
Dogu Snacks
Dom Hero Ellis
Dominic Richard
DonationBox
Donovan
Dorothy McComb
Doug Cheesman
Doug Riechel
Douglas Bellah
Dragon Pulp (ButtFace12)
DrawfulDM
Drew Steetz
Drew Stover
Drew Underwood
Drgnlrd
DrunkenPossum
Dungeoneer's Pack
Dustin
Dustin Showtime Dunbar
Dustin Swede
Dylan Bickhart
Dylan Kearney
Dylan Sommers
Dylan Vogt
Ebest
Edward Chusid
Ektoras Alexandrou
Eldritch Elli
Elfleader
Elijah B. Gist
Eliott Norbut
Elissa Boyle
Elmemester Aumar
Ember Wickham
Emily Shank
Enrique Esparza
Enrique Esparza
Envoy
Eric An
Eric Bard
Eric Chon
Eric Coates
Eric Forsberg
Eric Mains
Eric Pratt
Eric Ramos
Eric Vansingel
Erik Cunningham
Erik Grimm
Erik Salholm
Erin Williams
Error screen
Ethan 'Rascal' Reardon
Eugene Osei-kuffour
Evan Croshaw
Evan Daniels
Evan Diaz
Evanthegreat
Evelyn Meehl
Evelyn Myree
Exarkfr
ExpCake
Fabricio Garcia Silva
Fahad Mustafa
Feathoron
Fedor Seredin
Felix Rakow
Feuille
Fil Kearney
Florence Freimuth
François-Olivier Nolet
Frank
Frank Carr
Frederick Pitts
Fredrick
Friday Strout
Froggknight
Gabriel
Gabriel Doering
Gabriel Robinette
Gabriel Seller
Gage Zielinski
Gareth Kensak
Garrett Bass
Gary Mountford
Gav.EXE
Gegout thierry
Gelopsys
Gelopsys
Geo K
Geoffrey Riutta
George Guillermo Ibarra
George Matter
Georgios Pardalidis
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Gigapoki Papipoki
Gilgamike
Ginolhac
Gleb Goncharenko
GoblinPink
Goofie
Gorgoth the Warmage
gorignak
Graeme Davey
Grant Farley
Grant Goad
Graylion
Greg Jones
Greg Leatherman
Greg M
Greg Moss
greyborn2
Greywill
Griffin Smith
Gubler Games
Guillaume Bonnet
Gumie Bear
Guolfo
Gus
Håkan F Randahl
Harry1863
HashtagFarmlife
Hayden
Hayley Aston
Heath Robinson
Heliomachit
Henning Burghoff
Henrique Jucá
Henry Mayfield
Henry McCormick
Henry Tremains
HermitMonk
Hiski Huovila
Hoerbi
Hoploo
Ian Gray
Ian Marotta
Ian Padilla
Ian Roberts
Ian Whitt
Ignacio
Ilán
Informateur
Insanity Broken
insert name
Isaac haworth
Isaac Nielson
Isaac Williams
itay keren
ItoSora
Iván González García
J Glidewell
J Kennedy
Jaakko Heinonen
Jaakko Räkköläinen
Jack Pribble
Jack Weighill
Jack Weighill (Dice Average RPG)
Jacob C
Jacob Johnson
Jacob Terrence Behnke
Jacob Tyler
Jacqueline Zawyrucha
Jaden Barber
Jadyn Morgan
Jaime Rivera
Jake
Jake Colstad
Jake Donerkiel
Jake Gordon
Jalor
Jamal L Wilkins
James Backer
James Baker
James Burke
James Christian Lloyd
James Deming
James Dezomits
James Dillaplain
James Duclos
James Hall

James Keller
James Libengood
James Melzer
James Tejeda
James Vance
Jan Colpaert
Jan Stals
Jared A Skowron
Jared Gagot
Jarik Young
Jarik Young (Skurken Varg)
Jarrod Kelly
Jason Bean
Jason Breti
Jason Coleman
Jason Dennis
Jason Kwock
Jason Smith
Jason Turner
Jasonomicon
Javier A. Flores Sárraga
Jay Kaye
Jayson
Jeff Bagel
Jeff Bowes
Jeff Harden
Jeff Threatt
Jeff Wain
Jeffery Burton
Jeffery Carter
Jeffrey Hansen
Jens Stegemann
Jensen Bruns
Jérémie Caufour
jeremy
Jeremy Aurik
Jeremy Kear
Jeromy Hunt
Jessica Fox
Jessie Wayne Glidewell
Jessy L Maldonado
Jessy Maldonado
Jesus Eduardo Sanchez
Jesus Eduardo Sanchez
JKcorellia
Joao Duarte
Jochen Wesp
John McManis
John Paul Luchenski
John Thro
Johnny Doe
Jon Finn
Jon Hemphill
Jon McDonald
Jon Munarriz Senosiain
Jon Terry
Jon Urness
Jonathan Levi Herring
Jonathan Ly Davis
Jonathan McDonald
Jonathan Put
Jonathan Reece
Jonathan Schafer
Jonathan Zucker
JonathanTurpin
JonathanZ
Jono Casuyon
Jora
Jordan Fang
Jordan P
Joren Hannes
Josaphat Valdivia
Jose Gutierrez
Jose Soler Martinez
Joseph Muench
Joseph Vargas
Josh
Josh B
Josh Stacy
Joshua Alkema
Joshua Barry
Joshua Betts
Joshua Korpi
Joshua Mallette
Joshua McDermott
Joshua Pacheco
Joshua Stare
Josiah Ambrose
Josiah Steel
Josiah Voorhees
JP Coovert
JP Jennings
JR Lonergan
JShark13
jstrunk20
Juan Pablo Villaseñor Méndez
Julian Garcia
Jun Bai
Justin
Justin BABONNEAU
Justin Belanger
Justin Harris
Kadin Riggs
Kaed
Kage no Mikoto
Kaiden
Kaliphas
Kaloyan Nikolaev Zehirev
Kalu Obi Ekeh
Kamil Piechowicz
Kamish Bhai
Karl Tore Karlsen
Karren H Watson
Katie Applebee
Katie Hartell
kayne turbide- white
kaz
Keegan Deputy
Keenan Kellough
Keith Lucas
Kelly Grisom
Kelly Stokes-Sanders
Ken Hicks Jr
Kenneth Carroll
Kenton Wise
Ketrone Sampson
Kevin Bender
Kevin Guisasola
Kevin Herold
Kevin Hobart
Kévin lefevre
Kevin McAdoo
Kevin McAdoo
Kevin Morrell
Kevin Mulder
Kevin the Bear
Kevin Victor
Keylnk
Keylnk (Ray)
KFR
KickOverlord
Kielhaul
Killitar Smile
Kimo Abreu
King Wedgie
King Yejob
Kinga Podlaszewska
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Kinski
Krisztián Reizinger
Krodnil
Krootan
Kyle Caldwell
Kyle Clark
Kyle Gibson
Kyle Manley
Kyle Shaffer
Kyle Wagner
Larry Curtis
Lars Shakya Buch-Jepsen
Laudig
Lauren Williams
Lawrence Moore
Leandre Begin
Leandro Trillo
Leberus
Leif Lovlin
Leila
Lennart Jürgens
Leo Garvey
Leslie Saunders
Levi Dube
Liam
Lilly Aguilar
Lilly Soryu
Linnéa
Logan Long
Loopysuvivalist
LoRen Seagrave
Lorenzo
Loris La Notte
Louis Coombs
Louis Lamia
Low Rosario
Lucas
Lucas Anderson
Lucas Graton
Lucas Simmons
Lucas Skrdlant
Luis Aliaga
Luis Moore
Luiz Otávio Orzari
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Lukas Feinweber
Lukas Zarychta
Luke Gottzmann
Luke Parker
Luke Turnbull
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Madison J Young
Makki
Malachi
Malachi Yeh
Mallory Glover
Maniacal Gentleman
Manuel Martinez
Mara Smith
Marc Marshall
Marc Murdoch
Marc Ye
Marcel de Jong
Marco Ornelas-Mendoza
Marcus
Maris Bassan
Marius Smit
Mark Cox-Palmer
Mark Daniel III
Mark Eyestone
Mark Kernow
Mark Rummel
Mark Shocklee
Mark Stannard
Martijn
Martin Chodorek
Martin Sheridan
Marty Martinez
Mason Armstrong
Matěj Novotný
Mateo Aristizabal
Mateo Erazo
Mathieu Choupaut Ferreira
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Matt Cook
Matt Snyder
MattDGarcia
Matteo Quercia

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Matthew Brown
Matthew Coates Jr
Matthew Johnson
Matthew Kelly
Matthew Lougheed
Matthew Nichols
Matthew Rudolph
Matthias H
mattia facchin
mattis
MattMaker
Max Blaschke
Maxence Navas
Maximilian Lyon
Mazin Marwan
Meat_spawn
MeKo
MeowyVibes
Micah R Maloney
Michael Bailey
Michael Cook
Michael G. Palmer
Michael Harrel
Michael Joseph Litzau Jr
Michael Miller (The Arcane Gearsmith)
Michael R. Underwood
Michael Rehe
Michael Rose
Michael Ruiz
Mike Rice
Mikko Määttänen
Mildra The Monk
MisterPyramid
Molly Hutton
Momo Knight
Monika MHz
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Monroe Rodriguez
Monte Young
Mortimorti3459
MrSatterday
MrSatterday
MrShish101
musicalreader
Nagelfar
Nash Elders
Nat Rennalls
Nate Ng
Nath Graas
Nathan Matthews
Nathan McLeod-Hughes
Nathan Whitsel
Nathaniel Polley
Navaro25
Navarre Fletcher
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Nebilim
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Nicholas Roth
Nicholas Snouwaert
Nick "Nkromancer" Novak
nick dienel
Nick Enquist
Nick Wallace
Nicolas Desjardins
Nicolas Leydet
Nicole Miller
Nicole Oweger
Nightharrow
Nikki Bloom
Nils Nicolai
Nino
Noah Dye
Noah K
Noah McCammon
Nojoromo
Nolan VanDerWerff
Nora Tretau
Nox
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Okra
Olivier Robineau
Olle Björck
Olna Jenn Smith
Onslaught Six
Orange
Orange_Pancake
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Owen Anderson
P. Chennete
Pablo Dapena
packsccr
Pal Hargitai
Panat Taranat
Panicked Pike
Pantelis Kosmidis
Patrick
Patrick Gober
Patrick Lye
Patrick Miller
Patrick Morrissey
Patrick Sanchez
Patrick Stevens
Pau Lopez-Grado Vela
Paul Ali
Paul Bunuan
Paul Martin Böer
Paul Schulze
Paul Sheppard
Pearse
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PepperShark
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Pete Kuhlmann
Peter Guenther
Peter McNamara
Peter N. Trinh
Peter Terry
Petros Chrysafis
Phil Barrett
Philip L Flanigan
Philip St Onge
Phillip Di Maio
Pierce
Piero Di Giovacchino
pierrefmk
Piotr
PJ Farr
Qedhup
Qiqiw
Quotesoup
R.B. Bo
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RadiantRobert
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Rafael Gamba
Rafael Oliveira Bezerra
Rafael Veloz
Rage&Glitter
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Ramir Lear
RandomManGaming
Raphael Bischhofberger
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Raymond Burt
Raymond Meeks
Raynier Asuncion
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RedCup217
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Rene Gutierrez
Reyhan Hoq
Rhyyth
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Riccardo Campagnaro
Rich Spainhour
Richard d Lauderdale
Richard Johnson
Richard Quiner
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Rico james
Riley Crabtree
Riley Donaldson
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Ryan McWilliams
Ryan Patterson
Rylan Ingram
Sable Phoenix
Saku Tiihonen
Salem Al-Arrak
Sam Fernandez
Sam Kassem
Sam Landstrom
Sam lane
Sam Prieto
Samantha Landstrom
Sammguy
Samo Zorec
Samuel Guikema-Bode
Samuel Hjerppe
Samuel J. Hagadorn
Samuel Rodriguez
Samuel Soda
Samuel Wight
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Sarah_E_Bruce
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Shaun Vienings
Shawn Posthumus
Shawn Young
Shelby D. White
Shroombo
Simon Henzschel
Simon Pearson
Simone Bruno
Skull God Projects
Skyler Ellis
SoulofTerra
Sri Puranam
Stacie Winters
Stacy Forsythe
Stafan Lynch
Ste
Stella Kosmistr
Steph "Galen" De Jauregui
Stephen Beauvais
Stephen Dorsey
Stephen Esdale
Stephen Harris
Stephen Kretsinger
Stephen Palmer
Stephen Roberts
Sterling
Steve C
Steve Fawkner
Steve Martin
Steve Rothenberg
Steven Kei Kenobi
Steven Locke
Strider Toll
Strix (Mike)
Superflame Sf
SuperHammer
Surfal
Swicegood
TA Wagoner
Tabor McLaughlin
Tadhg Christiana
TalesofArcanaRPG
Tanner Cornejo
Tanner McEveety
Tatzer
Teal
Teancum Horning
Ted Freed
Ted Martin
Ted Philip Bell
Terry Gamel
The Arcane Gearsmith
The Arcane Library
The Creative Fund by BackerKit
themostchill
ThenumberQ
Theodore Freed
Theodore Jay Miller
Thijs Vogel
Thomas Baxter
Thomas Belanger
Thomas Duncan
Thomas Gunnarson
Thomas Heinig
Thomas J Belanger
Thomas Leon Freed
Thomas T Adkins
Thomas White
Thomas Zitkevitz
Tillerz
Tim Czarnecki
Tim Honer
Tim Peterson
Timipher Christithy Whittlemore
Timothy Baker
Timothy Bruning
Timothy Karr
TinCan Whiplash
Todd Starbuck
Toffee Bear
Tom Clarke
Tom Desorgher
Tomi Suomi
Tommy Cowan
Tony Sladky
Topher Howard
Tori
Torn
Travis H.
Trey McLemore
Trickstersholic
Trip Space-Parasite
Tseyer
ttyybb
Tuomas Lempiäinen
Turksnocone
Tuyen Mai
Twin Steel
Tyler
Tyler Emery
Tyler Robinson
Tyler Welch
Tyreana
Tyson Dau
Tyson Joyce
Undead Raccoon
Val Voisin
Valentin Deguilhem
VanitasTheHunter
Varaldar
Vasilie Crisan
Veradux
VertexArtist
Victor Haerinck Jr
Victoria Brower
Vincent Allocco
vincent furstenberger
Vladrynne
Volodymyr Borysov
Waco F Glennon
Wade Kenny
Wally DM
Wayne Peacock
WDFlyer
William Alan
William Ausband
William G Russell
William Harshman
William Kulich
William Lynch
William Milliron
William Swengel
William With This Effin' GM Games
Wilson Stacy
Wyatt Canady
Xaja
Yago Sánchez
Yann Lachance Cantarella
Yannick de Jong
Yegor Myronenko
YS
Yueff
Yurii
zach haas
Zach Kosidowski
Zach McCartney
Zach Nash
Zach Pip Longoria
Zachariah Louis
Zachary
Zachary Cook
Zachary Norton
Zachary Woolfolk
Zack Perham
Zackary Bonin
Zebadiah McNeil
Zenon Garnett
ZerothLaw
Zipperon Disney
Zoe Knight
Zongyuan Yue
Zubin Madon
Zweihander RPG
Þórhallur Óskar

Thank you to the hundreds of supporters who helped make *Vagabond* a reality.

Hero Record

VAGABOND

PULP FANTASY ROLEPLAYING GAME

Name | Size | Being Type

Ancestry | Level | Class | XP

STATS

MIGHT

DEXTERITY

AWARENESS

REASON

PRESENCE

LUCK

HIT POINTS

Current

Max

At 0 HP, you die.

ARMOR

Reduces Attack damage taken.

FATIGUE: ____

Each Fatigue takes up one of your Inventory Slots.
3 Fatigue: You can't Rush
5 Fatigue: You die

SPEED

Speed Bonus

____ Crawl Speed

____ Travel Speed

Current Luck

SAVES

____ **Reflex** [DEX + AWR]
Avoid area effects and attacks

____ **Endure** [MIT + MIT]
Withstand poison and death

____ **Will** [RSN + PRS]
Resist curses and enthrallment

SKILLS

d20 Roll equal to or above the Difficulty to Pass the Check.

____ **Arcana** [RSN]
Magic knowledge & esoteric sense

____ **Brawl** [MIT]
Physical prowess & brute force

____ **Craft** [RSN]
Artisanal talent & value perception

____ **Detect** [AWR]
Perceptive deduction & reflex

____ **Finesse** [DEX]
Physical coordination & talent

____ **Influence** [PRS]
Social talent & soul force

____ **Leadership** [PRS]
Social prowess & diplomacy

____ **Medicine** [RSN]
Clinical knowledge & talent

____ **Mysticism** [AWR]
Supernatural knowledge & rites

____ **Performance** [PRS]
Social chicanery & cultural talent

____ **Sneak** [DEX]
Physical concealment & chicanery

____ **Survival** [AWR]
Natural knowledge & adaptability

ATTACKS

____ **Melee** [MIT]

____ **Brawl** [MIT]

____ **Ranged** [AWR]

____ **Finesse** [DEX]

Weapon	Grip	Damage	Properties

INVENTORY

Item | Slots

G | S | C

WEALTH

Occupied | Max | Bonus

ITEM SLOTS [8 + Might]

ABILITIES

MAGIC

Current | Max | Casting Max

MANA

VAGABOND
Pulp Fantasy Roleplaying Game

Quest: _____

Progress Clock: ⊕ ⊕ ⊕ ⊕ ⊕ ⊕

Travel Map

VAGABOND
Pulp Fantasy Roleplaying Game

Solo Quest Sheet

Quest: _____

Progress Clock: ⊛ ⊛ ⊛ ⊛ ⊛ ⊛

Path: _____

_____

_____

Dungeon Map



PAPER D20

4	6	15	13	1	8	7	10	19	14	3	12	5	2	18	20	11	16	17	9
9	15	4	2	10	17	16	19	8	3	12	1	14	11	7	13	20	5	6	18
17	11	1	4	18	9	10	7	2	13	20	5	14	15	19	3	6	12	13	8
16	2	11	9	17	4	3	6	20	10	19	15	12	13	14	18	7	8	1	5
11	17	4	2	1	3	18	17	8	5	14	13	16	9	7	2	10	15	6	12
20	14	5	7	16	12	13	1	15	6	17	8	17	18	2	10	9	4	3	11
18	4	13	11	19	6	5	8	17	16	1	10	3	20	9	2	12	14	15	7
2	8	17	15	3	10	9	12	16	4	5	14	7	1	20	6	13	18	19	11
5	1	10	8	6	3	20	19	14	9	2	7	15	17	16	13	18	11	12	4
12	16	9	1	11	4	5	2	17	12	9	6	7	10	16	18	8	14	15	3
3	20	12	10	18	15	10	7	16	11	14	9	2	5	15	17	8	13	14	20
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10	9	12	16	4	5	14	7	1	8	17	6	1	17	17	12	20	4	11	9
5	14	13	16	9	7	2	10	15	6	12	5	4	9	18	13	5	9	4	7

PAPER D6

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2	6	5	4	3	3	5	4	3	5	3	6	4	3	5	4	6	2	5	2
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3	3	2	2	1	1	6	6	6	5	1	2	1	5	2	3	1	5	4	5
5	1	5	2	3	2	2	4	1	2	1	5	5	4	3	5	3	5	4	3
2	3	3	3	1	5	5	3	1	5	2	2	3	4	3	6	1	2	6	3
6	2	1	5	4	6	4	6	3	3	3	2	1	6	4	4	2	1	1	2
4	3	2	4	2	3	3	1	1	6	1	1	5	3	4	4	2	2	3	3
2	2	6	6	3	6	3	1	6	6	6	6	2	3	2	2	4	3	4	2
2	1	3	2	3	1	3	6	1	1	3	3	4	5	5	2	5	1	1	6
6	3	4	4	4	4	6	2	1	4	4	2	5	6	4	4	3	1	2	6
4	6	5	6	2	3	2	3	5	4	4	4	4	1	4	6	1	2	5	5
1	2	5	2	6	2	4	3	5	3	3	5	1	6	6	2	6	5	2	4
2	1	2	6	6	6	4	2	3	1	4	5	1	6	1	2	5	5	5	2
4	3	4	5	5	3	1	1	4	6	5	5	3	4	3	3	5	5	6	6
1	3	1	4	5	5	3	5	1	6	3	2	2	6	6	5	4	4	4	1
6	6	1	6	1	5	5	2	4	3	3	6	2	1	1	5	1	3	2	1
1	3	4	6	5	6	5	3	2	1	3	2	2	2	4	5	3	6	5	4

Time

The following Terms are used for in-game time:

Term	Approx. Time	Example Tasks
Round	10 Seconds	Move and take an Action.
Minute	6 Rounds	Fight, pick a lock.
Scene	10 Minutes	Search a room, a Breather.
Hour	6 Scenes	Burn out a torch, research.
Shift	6 Hours	Travel, Craft, Rest.
Day	4 Shifts	Recover from Fatigue.

Distance

Distance details how far something is from you.

Distance	Distance from You
Close	Within 5 ft. of you.
Near	Between 5 to 30 ft. from you.
Far	Beyond 30 ft away from you, in sight.

Rest

Rests require a Shift of light to no activity. You gain the benefits of the Rest if you are fed and rested, which restores your HP, Luck, and Mana to max. If your HP is already at max, the Rest instead removes 1 Fatigue.

Breather

Once per Shift, you can eat a Ration and drink some water to regain HP equal to your Might.

Equipment

Your Inventory Slots indicate the amount of Items you can carry, your number of which is equal to (8 + Might). If your Inventory Slots are full, you can't take the Rush Action. The number of Slots an Item occupies follows these general guidelines:

Slots	Description
0	1 to 10 of this only occupies 1 Slot.
1	It can be carried in one hand.
2	It requires two hands to carry.
3	It requires two hands to carry, and is heavy.

Coins don't count as Items for the purposes of Item Slots. *Loot to your heart's content.*

A worn set of clothing doesn't count against your Slots (Armor isn't considered clothing).

Armor

Type	Rating	Value	Slots	Might
Light	1	50s	2	3
Medium	2	1g	2	4
Heavy	3	2g	3	5

Armor grants you its Armor Rating if yours was previously lower. If your Might is not at least equal to the score shown, you are Restrained by wearing it.

Light: Leather, hide, padded.
Medium: Chain, scale.
Heavy: Plate, splint.

Equipping Armor

Equipping or unequipping Armor requires a Scene (10 minutes) to complete.

Weapons

Property	Description
Brawl	Attacks with Brawl, can Grapple/Shove.
Brutal	Crits deal 1 extra damage die.
Cleave	Can deal half damage to two Targets.
Entangle	Can Grapple.
Finesse	Can attack with Finesse.
Keen	Crit on Attack Checks 1 lower.
Long	Its Range is 5 feet further.
Near	Can only Target up to Near.
Ranged	Attacks with Ranged. Attacking a Close Target Hinders the Check.
Shield	Ignores Hinder from Blocking Ranged Attacks. Can Shove.
Thrown	Can throw attack up to Near, or Far with Hinder.

Grip	Description
1H	**One-Handed:** Requires one hand to use.
2H	**Two-Handed:** Requires two hands to use.
F	**Fist:** Your hands are open while using it.
V	**Versatile:** Counts as 1H, but its damage die is one size larger if held 2H.

Dual-Wielding

While you have two weapons equipped, you can skip your Move to make an attack with the off-hand Weapon.

STATUSES

Statuses may occur as a result of magic, features, attacks, or other effects.

Berserk — STATUS

It can't Focus, and it can only Attack, Move, and Rush. It doesn't make Morale Checks, and it can't be Frightened.

Blinded — STATUS

It can't see and is Vulnerable.

Burning — STATUS

A die roll indicates damage it takes at the start of its Turns, unless an appropriate action is taken to end it (such as dousing fire).

Charmed — STATUS

It can't willingly attack the charmer.

Confused — STATUS

Its Checks and Saves have Hinder, and Saves against its Actions have Favor.

Dazed — STATUS

It can't Focus or Move unless it uses an Action to do so.

Fatigued — STATUS

Fatigue is measured from 0 to 5. With 1 or more Fatigue, the following rules apply:

- Each Fatigue occupies an Item Slot.
- At 3 or more Fatigue, it can't Rush.
- At 5 Fatigue, it dies.

Frightened — STATUS

It has a -2 penalty to damage it deals.

Incapacitated — STATUS

The following rules apply:

- It can't Focus or use its Actions or Move.
- It fails all Might and Dexterity Checks.
- It is Vulnerable.

Invisible — STATUS

It can't be seen by normal senses and those that can't see it (p. 9) act as Blinded for Checks and Saves involving it.

Paralyzed — STATUS

It is Incapacitated and its Speed is 0.

Prone — STATUS

You can either drop or stand from Prone by using 10 feet of Speed. While Prone, the following rules apply:

- It can only move by crawling (2 feet of Speed for 1 foot of movement) and it can't Rush.
- It is Vulnerable for the purposes of Melee Attacks and Dodge Checks.

Restrained — STATUS

It is Vulnerable, and its Speed is 0.

Sickened — STATUS

The following rules apply:

- It has a -2 penalty to any healing it receives.
- Additional effects may be indicated in parenthesis, which apply while it is Sickened.

Suffocating — STATUS

Beings that aren't immune to Suffocating begin doing so after not breathing for 1 Minute.

Heroes: Each Round while Suffocating, roll a d8. If the result is equal to or greater than their Might, they gain 1 Fatigue.

Enemies: Each Round while Suffocating, they gain 1 Fatigue.

Unconscious — STATUS

The following rules apply:

- It is Blinded, Incapacitated, and Prone.
- Close Attacks Targeting it always Crit.

Vulnerable — STATUS

Its Attack Checks, and Saves against Attacks have Hinder. Attacks against it have Favor.

Ages 12+

Time 1-4 Hours

Players 1-6

This game also requires:
A set of polyhedral RPG dice.
A pencil and character sheet or VTT tool.

CORE RULEBOOK

CORE RULEBOOK

Drawing inspiration from Medieval romance stories, dungeon synth, and all dungeoncrawlers to come before it, Vagabond is a tabletop roleplaying game that blends old school practicality and modern TTRPG character expression. It also takes inspiration from modern Pulp Fantasy influence, with the potential for a Goblin Gunslinger to be delving a mummy's tomb alongside a Dwarf Witch in search of Excalibur.

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