NO MORE HEROES

The ENNIE award-winning fantasy horror game ZWEIHÄNDER is back in a new edition!

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Your broken heroes will navigate political machinations, conjure forbidden magic, and battle horrifying creatures from beyond the grave.

ZWEIHÄNDER

REFORGED EDITION

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ZWEIHÄNDER Reforged Edition is backward compatible with adventures from the original edition, including those created by Andrews McMeel Publishing and Grim & Perilous Studios.

DANIEL D. FOX

REFORGED EDITION

ZWEIHÄNDER

CORE RULEBOOK

ZWEIHÄNDER

REFORGED EDITION

ZWEIHÄNDER

REFORGED EDITION

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When I was young, I thought my father would be the hardest thing to survive.

He was a battle-worn mercenary and everything I swore I would never become. After his sword ran my mother through, I dedicated my life to killing him. Never once did I dare to think there was more to his story. I was there. I saw the light leave her eyes and the dark hunger in his face when he drunkenly stumbled from our house and disappeared from my life.

When I grew older, I felt I was finally ready to gut him, to deliver the justice that he so rightfully deserved. But when I tracked him down, he was not the man I remembered. I saw the remains of who he was, those shreds of humanity he had clung to, gone. Years of fighting had turned him into less of a man and more of a monster, hardened by violence.

My anger boiled, and our blades met. He turned my attacks away as a parent would overpower a child playing at war. He was a honed weapon, and I was still the unrefined knife.

In our battle, I slipped, and his sword found purchase. There was a crimson blossom, then white-hot searing pain.

"Lior, my light . . . I am so sorry," he bade.

He stared into my eyes, whispering his apologies as if I could forgive him.

I should have died that day. But I didn't.

Whatever vile deal he had struck that had kept him alive for so long was laid bare and offered to me. I could die, sink into the unknowable void. Or I could take the pain and turn it into something more. My need for revenge made the choice easy, and I awoke in the mud, just like he had years ago.

Afterward, things started happening I couldn't explain—monsters from the depths of my imagination manifested, wanton cultists beckoned me to their realms, and phantoms of those I'd killed followed in my wake. I was marked. Turning back the tide of the dark wasn't a calling. It was the cost of having a pulse.

The next time I found my father was many years later. I found a man broken by the world's soft decay, like a rotten tooth infecting a body.

I stilled my knife. By that time, after the blood of hundreds was on my hands, I knew that letting Danziger live was the greater punishment.

That was the moment I realized I would eventually face the same fate. To lose my humanity. To become hollowed out, just like him. Father and daughter, united in our bloodshed. United in our darkness.

– Lior Eckhardt, mercenary & survivor

The characters, situations, and world of **ZWEIHÄNDER** *are a work of fiction. This game was designed and produced by a team with diverse beliefs, experiences, and identities.*

Creator & Lead Designer: Daniel D. Fox

Narrative Designers: Anna Goldberg, Kate Bullock

Rules Developers: Adam J. Rose, Nick O'Hare, Zac Goins

Lior's Story Writer: Kate Bullock

The Chateau Writers: Lauri Maijala, Will Tramp

Additional Writers: Danny Lee Grimes, Eric Alsandor, Mariusz Malinowski, Patrick Rehse, Sean Van Damme, Steve Hamilton, Will Tramp, Zac Goins

Managing Editor: Joshua Peterson

Copy Editors: Jason Singleton, Michael Wert

Art Director & Interior Illustrator: Dejan Mandic

Graphic Designer & Layout Artist: Eric Alsandor "Spider00x"

Cover Illustrator: Yorgos Cotronis

Senior Producer: Travis O'Brien

Executive Producer: Jared Nielsen

Reforged Edition Playtesters: Aaron Rose, Aaron Spiegel, Aimee Watson, Bill Deeds, Burkhart James Hahn, Cassie Hoppas, Chuck Kranz, Colin Kelly, Collin M. Edwards, Craig Taylor, Daniel Atherton, Dan Parnell, Dave Hardin, David Derdiger, Eddie Crane, Gabriella Sudbeck, Ian M.F. Johnson, Irene D. B., Jake Lanza, Jake Linderman, James Introcaso, Jason Birch, Jason Singleton, J. Devyn Arnold, J.F. Amprimoz, Jeremy Jones, Jesse T. Truong, Jonathan Pruitt, Jonathan Russell, Kathleen Nelson, Kay Peek, Kendra Peek, Ken Duquet, Laura Grant, Lydia Gschosmann, Matt Fulbright, Matt Peters, Matthew Pook, Mike "MUUUKE!" Bossaller, Nathaniel de Leon, Nic Bocarro, Peige Turner, Pip Elliott, Rich McGhee, Rob Sather, Ryan Verniere, Sarah Duggan, Sarah Tramp, Sonya Andrews, Steven Hamilton, Steven Schwartz, Steve Williams, Tanner Yea, Tim Cohron, Tom Grant, Tyler Thompson, Velvet Divine, Walter Fulbright, Will Tramp, William Harder, Zac Goins, ZWEIHANDER Discord community.

Dedicated to Ali, Jack, Charlie, and Mum

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Chapter 1:
Welcome to Zweihänder

ZWEIHÄNDER is a cooperative role-playing game set in a gothic horror fantasy world. It is a game of gallows humor, social intrigue, mystery, superstition, and vendettas meted out using iron, blackpowder, and sorcery.

What is REFORGED?

The **Reforged Edition** is an evolution of the original **Revised Core Rulebook** and **Starter Kit**. It isn't a new edition but a remaster, applying everything we've learned over the last six years of gameplay. It encompasses numerous changes that incorporate the feedback we've received from playtesters and the community. It provides a host of all-new character options and further refinements to the system.

Chiefly, this book is backward compatible with the original game line. We've provided conversion advice in **Chapter 11: Game Mastery** so you can bring your entire **ZWEIHÄNDER** library up to speed with this book.

A Morally Gray World

This game is one of brutality, ruthlessness, comeuppance, and superstition. But it isn't based on the traditional dichotomy of good versus evil. Instead, it is a game of moral nuance, cast in shades of gray between rare extremes of black and white.

This world is one where the upright perishes while the unjust lingers. Society stands on the edge of both

existential and literal collapse. Order tends to prevail over anarchy, but the cost is high. While a brighter tomorrow exists, it is only for a vaunted few.

Humanity & The Forgotten

ZWEIHÄNDER is humanocentric; thus, humans are the default ancestry in the game, and everyone speaks their shared tongue. However, you can also play one of the Forgotten: ancestries with unusual history and ambitions, such as the enigmatic masked siabra, living statues of pure innocence called the awakened, and the woodwose, dwellers of the under-root.

Survivors, Not Adventurers

It's assumed that your player characters, called survivors, were ordinary people who never strayed far from their place of birth. Eventually, they confronted their own death and survived. But they didn't escape without a scar–one that could be physical, emotional, or spiritual. This led to an all-new outlook on life.

Following this life-altering experience, your survivor carries a memento of that near-fatal moment. Leaving practically everything behind, your survivor banded together with others who'd faced a brush with death. Their lives are now filled with introspection, epiphany, and catharsis.

Yet these survivors aren't wide-eyed neophytes or people destined for greatness. Instead, they are ordinary people who live in a world of fear and fight for their convictions.

Superstition & Stratification

An ever-present fear of the unknown compels the social classes that dominate traditional society. Superstition reigns supreme. Peoples' perceptions of the supernatural world around them are just as crucial as the diseases that ravage the countryside.

Most people live a staid and fearful existence. Aristocrats enjoy endless privilege, while the lowborn struggle to make ends meet. Sandwiched in between are commoners, who neither the aristocracy nor the lowborn appreciate.

Occultism & Heresy

Ordinary people have little, if any, understanding of magic's inner workings. In fact, many have an irrational fear of it. Those who call themselves clerics or wizards are often venal charlatans consumed by delusions of grandeur.

Though the gods are distant and uncaring, their fickle gifts are sometimes bestowed upon a vexing few. Those the gods reject steal power from a place beyond reckoning called the Ethereal Veil. True sorcerers are

either worshiped by the ignorant, publicly castigated by the fearful, or marked for death by the church.

No More Heroes

This isn't a game of zero to hero, but *zero to one*.

It's not a story about how your survivors will change the world–instead, the world will change them. This is a personal story about how survivors struggle to retain their sense of self as they root around in the filth. There are no happy endings or heroes, only people trying to survive.

Stakes & Tragedy

Monsters aren't the only danger; people can be equally monstrous. Villagers can readily drag a tuned-up knight off their steed and beat them to a bloody pulp. And, in this game, there is no remedy to reattach an arm hacked off by a peasant's sickle. There is no godly boon to wipe away the shock of a friend being torn to pieces by a raving mob. No prayers can revive the dead from the Well of Souls.

In **ZWEIHÄNDER**, health doesn't miraculously recover overnight. Naps don't heal stab wounds. Diseases are a real threat. People must eat, recover from their illnesses, and take time to care for their wounds. But some scars–both physical and spiritual–are just too deep to mend.

Violence & Opportunity

In a dark fantasy world, death means something. However, mercy and sacrifice are more meaningful. Your survivor stands against society's disillusionment, pessimism, and depravity.

Given these considerations, it is easy to believe that nihilism guides your survivor's journey. They've grown resilient against the horrors most are so terribly susceptible to. It makes them some of the only people capable of standing against the darkness.

Tragic Flaw & Inner Strength

Your survivor will uncover profound mysteries, reveal double dealings, and expose wickedness at its very core.

Will they rise above the brutality or become what they despise? The conflict between your Inner Strength and Tragic Flaw is at the heart of these stories.

In their search for the truth about themselves and the world around them, survivors often jump into horrific situations that will test their resolve. Every trial gradually erodes the foundation of who they are while desensitizing them. Too many brushes with gray decision-making and terrifying monsters can affect a survivor's capacity for clear, rational thought. They will either adapt to it or surrender to the darkness.

Bonds With Other Survivors

Despite its entropic grasp, the survivor's psychological struggle is vital to the story. It drives many of the underlying themes of this game and promotes a concrete reason for survivors to band together and rage against the dying of the light. Their bonds inform how they survive in a world poised against them.

Hope is often a pale glimmer, and even a significant victory is just a footnote in history. Don't let this discourage you, though–what survivors do together in the present matters most.

Mature Themes & Open Communication

The game will sometimes pit your survivors against enemies who use heinous, prejudicial, and other vile acts to justify their ends. Your survivors will fight against these institutions with all their might, just as we must confront prejudice in real life.

Open communication is essential. If you need clarification about the story or feel uncomfortable with its content, call for a quick "time-out." The game will be paused, and everyone will address concerns together before resuming.

Reading This Book

Most rules are written in the second person, i.e., speaking to you, the player, implying you are role-playing a survivor. Unless explicitly stated otherwise, rules that apply to you also apply to both survivors and the creatures the game master controls.

Throughout the book, we use the singular "they" and its inflected forms–them and their–for non-specific or unknown genders. Play examples will reference the pronoun appropriate to the player's or survivor's identity.

Capitalized words in **Bold** are terms relevant to gameplay, and when **underlined and bold**, they're chapter references. Sepia boxes are for everyone to read, call-out boxes are tips for the game master, and gray boxes are for gameplay examples.

ZWEIHÄNDER awaits, and your survivor's fate hangs in the balance! We can't wait to hear how it turns out. Come share your experiences on our Discord at https://discord.gg/Zweihander

Our Themes & Inspirations

Dark Fantasy: Kentaro Miura's *Berserk*
Ethical Dilemma: *The Witcher*
Folk Horror: *The VVitch*
Folk Tales: *Grimms' Fairy Tales*
Gothic Horror: *Bloodborne*
High Action: *Brotherhood of the Wolf*
Historic Accounts: Thirty Years' War
Medieval Mystery: *Black Death*
Mercenary Stories: *The Black Company*
Occult Magic: *Vagrant Story*
Politicking: *Tactics Ogre*
Profession-based System: *WFRP*
Psychoactive Journeys: *A Field in England*
Renaissance *RPG: Maelstrom*
Soap Operas: *Game of Thrones*
Supernatural Threats: *Castlevania*

Chapter 2:
Learn to Play

The golden rule for **ZWEIHÄNDER** is this: keep the game moving forward! If you forgot a rule, ignore it and look it up later. If a rule gets in the way of having fun, work together to create a house rule for your table.

How Gameplay Works

The game uses an intuitive percentile dice (D100) system. Rolls and bookkeeping that don't keep the action moving forward should be ignored. Complexity is layered in slowly, and rules can be easily ignored in favor of telling a compelling story.

When you and some friends sit down to play a game, it's called a session. They tend to last from 1 to 3 hours in the real world. You'll need anywhere from two to six friends to play a session, but it can also be played one-on-one.

Your player characters, called survivors, are the focus of the session and central to the story. The rules are designed to present you with meaningful choices. Words can be just as dangerous as weapons, so use both to your advantage.

Every session will include one or more challenges guided by a storyteller/rules referee called the Game Master (GM). Your sessions move in a free-flowing conversation, scene-by-scene, like a television show. And whenever a critical situation arises with uncertain outcomes, the GM will have you use dice to determine what happens.

In each scene, you'll participate in the five pillars of gameplay, with each requiring your wits, words, and weapons to survive. You'll often talk in-character in narrative time, a free-flowing back-and-forth form of storytelling called **narrative scenes**. When narrative scenes become tense, you will use **intrigue scenes**. When a scene leads to you trying to escape or if an enemy runs away, you will switch to a **chase scene**. You'll use **travel scenes** for long periods of travel across the wilderness. However, whenever you battle against foes to further the story, you'll move into structured time for a **fight scene**. These scenes frequently cross over with one another.

Multiple scenes strung together make up an adventure, and they can transpire over hours, days, weeks, months, or years of in-game time (the passage of time from your survivor's perspective). Time in-game moves in flux with the story, sometimes moment-by-moment, other times fast-forwarded and even backward for flashback scenes as needed. A series of adventures is called a **campaign**, where your survivors will change and grow with the travails they face.

Unlike board games, the only way to "win" is to have a good time. Together, you'll go on perilous undertakings. Your survivor will win hearts and minds by being bold in the face of danger. They'll undergo personal trials and take on indelible scars. But the stories you tell and the memories you make with one another will allow everyone to win.

Role-Playing A Survivor

You and your friends play characters called **survivors**. They were once normal, everyday people (as normal as you could be in a medieval-inspired, dark fantasy world). But they faced their death and somehow survived, forever changed by their experience. Your survivor finds themselves among others who've also lived to tell the tale and have embarked on a new path.

Your survivors are the story's main characters. You'll role-play as if you are them: acting, feeling, and thinking like them. This also means you're responsible for highlighting their strengths and weaknesses while playing to the relationships they've built with other survivors.

Survivors are damaged people looking for answers. Their methods and views are likely very different from yours, but they are still a person with feelings, hopes, and dreams.

Reward Points

In some tabletop role-playing games, killing fantastical monsters and plundering dungeons are the typical ways to improve characters. However, ZWEIHÄNDER rewards players for role-playing their survivor's personality traits in tense situations.

At the end of every session, you will gain anywhere from 5 to 15 Reward Points (called **RP**), a form of metacurrency you will spend to Unlock your survivor's abilities. Spending RP is fully covered in Chapter 4: Professions.

Being The Game Master

One of your friends (or maybe even you!) will take on the challenging role of the Game Master (the GM). A GM is the lead storyteller, conjuring up an adventure's dark horrors and unusual mysteries.

You'll control other friends and enemies the survivors interact with and the monsters they fight.

Survivors, Creatures, Allies & Foes

Survivors are always player characters, while others controlled by the GM are called non-player characters (NPCs) or creatures. An ally is any NPC or creature willing to participate in your cause; a foe is the opposite. For purposes of interpreting game rules, you are considered to be your own ally.

This game accommodates a playstyle where role-playing drives the story, but you and the players are partners in telling the story. When the survivors face a challenge, a GM calls for players to roll dice to see what happens. Skip the mundane parts of the adventure, focusing on action, intrigue, and mystery.

Finally, you're the rules referee, making final game mechanic decisions. Making rulings is far more important than mastering the rules. Focus on moving the story forward if the session slows to a crawl.

> **GM Tip: The Adventure Begins!**
> The Reforged Edition contains an adventure called The Chateau. The Starter Kit includes the Secrets of Swanzi adventure. You can also head directly into the campaign Eternal Night Of Lockwood! Find more third-party and fan-made adventures for **ZWEIHÄNDER** at DriveThruRPG.

What To Expect

A session tends to work like this:

Step 1: The GM sets the scene by describing what your survivors see and experience. A scene is drawn from a written undertaking or campaign but may also be a story of their devising. It'll play towards your survivor's senses and present story hooks for them to follow up on. In the included adventure, The Chateau, the GM will likely read the boxed text aloud to set the scene.

Step 2: You will interact with other players and friendly or unfriendly creatures in the scene, saying how your survivor reacts to what they discover. In a free-flowing conversation, you'll ask the GM questions about your survivor's surroundings and situations. The GM will ask you to write down on index cards the names of people you meet, new places you uncover, and essential things you discover (called **People/Places/Things Cards**). A GM will call for dice rolls when activities have potential risks.

Step 3: The GM describes how the world reacts to your choices and narrates the outcome. Every survivor is an individual with different agendas and interests. A GM sometimes asks you to talk specifically about what your survivor is doing and how they feel, and other times, they ask how you as a group will proceed.

Step 4: If a scene erupts into a fight, you'll use Chapter 7: Fight Scenes to drive the drama. Using the abilities from your survivor sheet (in the **Appendix**), the GM pits you against both mundane and terrifying monsters. A fight usually ends in retreat, surrender, or death.

Step 5: Scenes don't always have to culminate in a fight scene; some may break into a chase, investigation, tense negotiation, or even travel scenes. You'll use **Chapter 9: Narrative Tools** during those scenes. When other kinds of scenes come to a close, the GM moves players back to the first step, and so on. Fluidity is critical, so these steps should change and flow with the story as needed.

Acting & Narrating

Some players act out their survivor's actions using improv in the first person. Others prefer to narrate their actions, explaining them in the third person.

> **Tim (as Natasha Steeples), Acting:** *With her crossbow, I say, "Lay down your arms, or die in obscurity!"*
>
> **Tim (as Natasha Steeples), Narrating:** *Natasha loads her crossbow and says something menacing that will scare the cutthroats into dropping their weapons!*

Flashback Scenes

With GM approval, players can set scenes to flesh out their survivor's backstory.

Adam (as Lyndon Geneveux): *I want to set a scene that happened in the past where he could have extracted the name of the cutthroat's leader. I want it to give me an upper hand in this situation.*

GM: *Yep! Okay, so we cut away to Lyndon. He's at a winesink with one of his goons and is deep in his cups. Adam, what would you suggest happens in this scene?*

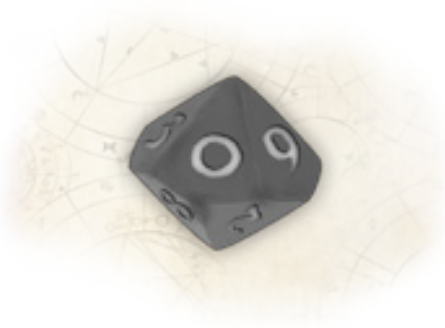
Special Dice

Six-sided Die (D6): These are typically used for inflicting Damage with Combat-based Skill Tests. You'll generate results from 1 to 6. **Rolling high on a D6 is good!**

When dealing Damage, if you roll face "6", it "**explodes**." Roll another 1D6 and add it to the total. There is no cap to the number of face "6s" you can explode.

Ten-sided Die (D10): These are used for rolling Initiative and Peril, falling, fire, and Damage with spells. Always treat face "0" as a value of 10 unless rolling percentile dice. **Rolling high on D10 is good**!

When dealing Damage and Peril, if you roll face "0" (treated as a value of 10), it **"explodes."** Roll another 1D10 and add it to the total. There is no cap to the number of face "10s" you can explode.



Percentile Dice (D100): These are a pair of differently-colored 10-sided dice. One die is the tens die, and the other differently-colored die is the ones die. **Rolling low on D100 is good!**

Rolling D100 is how you determine whether you succeed at doing things in the game. You'll generate results ranging from 1% to 100%.

Reading Unusual Dice Results

- Face "6" on tens and face "9" on ones = **69%**
- Face "9" on tens and face "6" on ones = **96%**
- Face "0" on tens and face "0" on ones = **100%**
- Face "0" on tens and face "1" on ones = **1%**
- Face "1" on tens and face "0" on ones = **10%**

Primary Attributes

Primary Attributes represent all creatures' raw physical, mental, and social capabilities. They range in numeric values between 32% to 65%. The higher the value, the more likely you will succeed in your actions.

Agility is your speed, dexterity, and physical readiness.

Brawn is your durability, endurance, and physical prowess.

Combat is your ability to use weapons.

Fellowship is your charisma, likability, and social savvy.

Intelligence is your ability to learn and study facts.

Perception is your senses and ability to react.

Willpower is your mental resolve and ability for magic.

Skills & Tests

Sooner or later, a decisive situation will arise, a point of no return that a conversation alone cannot fix. Then it's time to break out D100 to roll a Skill Test! Simply describe an action you want to take, and the GM will tell you which Skill to Test. Ranks in a Skill, combined with its related Primary Attribute, determine the number you need to roll under.

Skills Descriptions

Combined with your Primary Attributes, Skills determine how effectively you can perform specific actions in the game. Each Skill Rank confers a +10% cumulative bonus to use a Skill (to a maximum of three Ranks or +30%). However, you don't need Ranks to try Testing a Skill.

Every Skill below is listed by its proper name. The related Primary Attribute follows, briefly describing how it can be used. Talk with the GM if you want to use a Skill differently.

Athletics

(Brawn-based): Participating in feats of strength. It reflects your ability to climb surfaces and ropes, tread water and swim without tiring, propel vessels while rowing, overpower others in contests of strength, and push heavy objects.

Awareness

(Perception-based): Noticing minute details and sounds, eavesdropping, lipreading, and spotting snares designed to trap or kill. You'll also use it to gather information through the five senses. For understanding motives or using memory, use Insight.

> **GM Tip: Don't Roll to Find Clues**
> If players describe that they are searching an area with Awareness, never have them roll dice to find clues or traps. Let them discover it freely. Awareness Tests are to deduce how to interpret them.

Blackpowder

(Combat-based): Wielding weapons that utilize alchemical substances as a propellant. It allows you to safely handle small and large quantities of blackpowder while knowing how to load and adequately fire them. This covers both one- and two-handed blackpowder weapons.

Coordination
(Agility-based): Being dexterous, maintaining balance, and moving gracefully. This Skill can help you escape restraints, avoid falling debris, manipulate objects delicately, and stay on your feet.

Craft
(Willpower-based): Create useful supplies, such as blackpowder, laudanum, and weapons. You can also use it to jury-rig items, counterfeit money, falsify writing, and create false works of art. Learn more in Chapter 6: Equipment.

Disguise
(Fellowship-based): Acting as another social class and hiding your identity from others. The more you know about the people or person you're trying to hide from or mimic, the more effective your disguise is. Disguise is for hiding physical appearance. For hiding intentions and motives, use Guile.

Folklore
(Intelligence-based): Knowing the histories and notable people of the world confers an understanding of other cultures. It is also the practice of worshiping the principal gods of the known world. For deeper knowledge about the higher mysteries of magic, use Occultism.

Gamble
(Intelligence-based): Fixing fights and playing parlor games such as cards, darts, and dice. You can use it to spot common mistakes, assess risky maneuvers, and prey upon your opponents' weaknesses. It's also used to cheat at games of chance.

Guile
(Fellowship-based): Using bluster and underhandedness to get what you want. You can manipulate others' feelings and hide emotions or motives. It's also used to play word games, use irony, and engage in political machinations. To inspire others, use Persuasion.

Handling
(Brawn-based): Domesticating, riding, and training of common animals. You can also sail water vessels, from large ships to small rowboats. It also represents your ability to drive stagecoaches and other vehicles. Finally, it covers animal care and maintenance of vehicles and vessels.

Insight
(Perception-based): Remembering events and sensing underlying intentions. It relies on hearing and vision to assess each participant's part in a conversation and deduce tone and intent from the written word. It also allows for quick estimation. For your normal five senses, use Awareness.

Leechcraft
(Intelligence-based): Understanding the spiritual workings of the body and how the wounded can be treated by paying heed to the temperaments. It is used to Bind Wounds to heal Damage and treat Afflictions, Diseases, and Injuries with Chirurgery. Learn more in Chapter 8: Healing & Hazards.

Layman's View of Medicine
Modern ideas about germs and bacteria are unknown. Sickness is attributed to excess humours (bodily fluids), miasma (bad air), and the influence of evil spirits.

Melee
(Combat-based): Wielding makeshift and other handheld weapons. It allows you to identify other melee weapons and make simple repairs. It also allows you to cobble together new makeshift weapons from new and used materials.

Occultism
(Willpower-based): Channeling the divine magic of a deity from the Well of Souls and weaving the strands of the arcane from beyond the Ethereal Veil. It can identify strange symbols, interpret omens, and form pacts with entities from the Vault of Night. Learn more in Chapter 10: The Grimoire.

Persuasion
(Fellowship-based): Change attitudes, beliefs, or emotions and haggle over prices. You can also use wit to entertain, write poetry, and provide leadership. Use Guile for lies, false accounts, or con games. Use Toughness to intimidate someone.

Ranged
(Combat-based): Wielding weapons used at a distance. This includes shooting bows, targeting with arbalests, and throwing weapons. It also allows you to perform general repairs on them. For firearms, use Blackpowder.

Resolve
(Willpower-based): Keeping calm under pressure. It allows you to steel your mind, focusing on your inner strength to resist mental Peril. You can also extract answers from an unwilling subject through interrogation using physical and psychological torture.

Stealth
(Agility-based): Using concealment in the wilderness, hiding in crowds, and causing distractions to move about without being seen or heard. You can also lay in wait to ambush others. Stalking someone in a group, hiding caches of loot, or hiding horses and vehicles are also part of this Skill.

Survival
(Perception-based): Determining routes using landmarks and the stars. You know about local flora and fauna and can live off the land, hunt, and forage for food. It also confers street knowledge and how to navigate safely through local gangs and politics.

Thievery
(Agility-based): You can perform sleight of hand and pick pockets. You can bypass locked doors and chests without a key, and disable security contrivances, elaborate traps, or palm objects using simple misdirection. To sneak, use Stealth, and for lies, use Guile.

Toughness
(Brawn-based): Leaning on your stamina to overcome fatigue or physicality to intimidate. It reflects the ability to undergo exposure to the elements, resist physical Peril, and hold your breath underwater. To resist horrific situations, use Resolve.

Rolling A Skill Test

Step 1: Before stating an action you wish to take, determine how stressed and tired your survivor is by looking at the Peril Condition Track. It represents the hardship your survivor has endured between periods of rest. The value ranges from no penalty to -20%.

> **Example:** *In the middle of a fight with a watchman, Sarah's survivor, Suspirianci, wants to rig a lantern with a charge of blackpowder to explode. She is currently at -5% to Skill Tests on the Peril Condition Track, so Suspirianci begins with a -5%.*

Step 2: State an action your survivor will take, and the GM will declare the Difficulty Rating of the Test and the Skill you need to roll for. Difficulty Rating imparts additional ease or hardship to a Test. Most are treated as (Normal +/-0%). But sometimes, the GM will assign hardship or ease (**Difficulty Rating**) due to external factors:

- **Easy:** +20% to Skill Tests
- **Normal:** +/-0% to Skill Tests
- **Hard:** -20% to Skill Tests

> **Example:** *The GM tells Suspirianci to roll a Hard Blackpowder Test. She is suffering a -5% on Skill Tests from the Peril Condition Track, and the Test is (Hard -20%), making it a -25%.*

Step 3: Find the Skill on your survivor sheet and count the Skill Ranks you've unlocked. Each Rank adds +10%. You can still try a Test even if you don't have Ranks in a Skill.

Example: *Suspirianci is at -5% from the Peril Condition Track, and the Difficulty Rating is (Hard -20%). Since she has three Skill Ranks in Blackpowder (+30%), she'd have a +5%.*

Step 4: Find the Primary Attribute value related to the Skill and add it to this value. Primary Attributes represent your raw mental, physical, and spiritual capabilities. Every Skill is related to one Primary Attribute, with a value ranging from 32% to 65%.

Example: *Suspirianci is at -5% from the Peril Condition Track, and the Difficulty Rating is (Hard -20%), but she has three Skill Ranks in Blackpowder (+30%) for a total adjustment of +5%. Blackpowder is related to her Combat value of 59%, so she'd have 64%.*

Step 5: Grab D100, call out to the GM what your total chance is, and roll the dice. Your total chance cannot exceed 99% and cannot be less than 1%. If the results are equal to or less than your total chance, you **succeed** at the Test. If the results exceed the total chance, you **fail** the Test. If the dice show matching numbers (such as a "4" and "4"), you generate either a Critical Success or Critical Failure.

Example: *Suspirianci has a 64% chance on her Blackpowder Test. She rolled 46%, so she succeeded!*

Success & Failure

The context of the scene or the GM will interpret what happens whenever you **succeed on a Skill Test**. However, something goes wrong whenever you **fail on a Skill Test**. Finally, you can choose to automatically fail a Test at any time (such as having your survivor become Drunk).

Crit Success & Crit Failure

Sometimes, when you roll a D100, the first number on the tens die matches the ones die (such as rolling a face "3" on your tens die and a face "3" on your ones die). This results one of two outcomes:

Critical Success: You achieved what you wanted in a daring way! In addition to succeeding on your Test, you trigger other special effects tied to fight actions, spells, Talents, or a narrative benefit. However, you cannot re-roll a Critical Success using Fortune Coins or Talents.

Example: *Suspirianci has a 64% chance on her Blackpowder Test. To Critically Succeed, she'd have to roll a 55%, 44%, 33%, 22%, or 11%.*

Critical Failure: You messed up in a memorable way! In addition to failing your Test, you trigger other special effects tied to fight actions, spells, and Talents or a narrative drawback. However, you cannot re-roll a Critical Failure using Fortune Coins or Talents.

Example: *Suspirianci has a 64% chance on her Blackpowder Test. To Critically Fail, she'd have to roll a 66%, 77%, 88%, or 99%.*

Rolling 01 Or 100

A result of 1% (faces "0" and "1") is always treated as a Critical Success, and a result of 100% (faces "0" and "0") is always treated as a Critical Failure.

Help Die

You can help other survivors with their Skill Tests. Some weapons and Talents can also contribute. To assist on a Test, you must have at least one Skill Rank in the Skill being Tested. Hand a 1D10 **Help Die** to the player you're assisting.

Unlike regular Tests, you will roll 2D10. Pick the better result (usually, the lower number) for your tens die. Then, assess the ones die by rolling a separate 1D10 to determine the outcome. Calculate your final result to see if you succeeded or failed the Test. You can only use one **Help Die** on a Test.

Example: *Lyndon has a Skill Rank in Blackpowder and offers to help Suspirianci concoct her Blackpowder explosive device. Suspirianci rolls 2D10 and produces a result of "9" and "5". She picks the result of "5" for the tens die, then rolls a final 1D10 and comes up with a "3". This produces a calculated result of 53%.*

Hindrance Die

In certain situations, you may suffer a **Hindrance Die**. It works nearly the same as above, but instead of rolling 2D10 for your tens die value and choosing the better result, pick the worst one. You can only suffer 1 Hindrance Die on a Test.

Edge Cases: If you are faced with a situation where you gain a Help Die but suffer a Hindrance Die, they cancel each other out.

Fail Forward

Sometimes, a failed Test doesn't always mean total failure. For example, when you're sneaking, a GM may ask for a Stealth Test. The circumstances may be so much in your favor that failing the Test won't reveal your location, but it might alert guards to the presence of an intruder.

Instead of outright failing your Test on a failure, the GM will declare that it's a **Fail Forward** Skill Test (e.g., roll a Fail Forward Athletics Test to climb). Failure would result in suffering 1D10+1, 2D10+2, or 3D10+3 Peril, based on the relative challenge and conditions of the Test a GM assigns. However, Critical Failures still have tragic results (such as falling while climbing).

Flip To Succeed

In exceptional cases, you will **Flip To Succeed** in the dice results. Roll your ones and tens dice together, but don't designate which die is which. Instead, compare both outcomes and pick the most favorable result.

Example: *What if Suspirianci could Flip To Succeed in Blackpowder Tests? If she'd rolled 95%, Suspirianci would "flip" the dice, treating it as 59% instead (the better result).*

Flip To Fail

Sometimes, you will be asked to **Flip To Fail** the dice results. Roll your ones and tens dice together, but don't designate which die is which. Instead, compare both outcomes and pick the worst result.

Example: *What if Suspirianci was in a situation that called for her to Flip To Fail on Blackpowder Tests? If she'd rolled 18%, Suspirianci would "flip" the dice, treating it as 81% instead (the worse result).*

Edge Cases: You cannot flip the results of 1% or 100%. Furthermore, if you Flip To Succeed and the situation calls for Flip To Fail, they cancel each other out.

Opposed Tests

When the GM calls for an **Opposed Test** (such as cheating while gambling, capturing a foe during a chase scene, or an Intrigue Check during an intrigue scene), you and the opposing party will Test a Skill against one another. Whoever succeeds in their Test and rolls the highest wins the Opposed Test (the "blackjack" method). Critical Successes immediately win, whereas Critical Failures immediately lose.

Example: *Lyndon Geneveux is playing a game of chance against the infamous Madame Vouvray. To beat her, the GM asks for a (Hard -20%) Opposed Gamble Test. Lyndon has a 36% to succeed and rolls a 35%. Madame Vouvray has a 48% chance to succeed and rolls a 34%. Lyndon won the Opposed Test because he succeeded in his Gamble Test and rolled the highest.*

Narrate The Outcome

Remember: everyone is telling a shared story. Rolling Skill Tests represents a pivotal moment–begin by outlining your desired outcome so everyone understands the stakes. After rolling the dice, interpret the result and narrate the events. Explain your survivor's actions, speech, and thoughts.

Exceptions-Based Mechanics

This is a game of exception-based rules, and effects don't stack. If a fight action, effect, spell, or Talent makes an exception to a core rule, the exception takes precedence. The GM always decides on edge cases.

Size & Time

Personal height and weight are measured in size. Most animals are Small. Humans are Medium, while elephants are Large. Giraffes that wander distant vistas are Huge, whereas the behemoths of the sea hunted for their blubber are Gargantuan.

Building height is measured in storeys. A storey is roughly 15 feet. A tower's height is typically 3 storeys, a castle keep is usually 9 stories, and the stars in the Vault of Night are impossible to measure.

Localized Distances Are Abstracted. In terms of distances, use abstracted terms like Close (up to 5 feet), Near (up to 30 feet), Far (up to 60 feet), and Too Far (beyond 60 feet). This matters the most during combat.

One week is seven days, 28 days is a month, and 336 days are in a calendar year. Human cultures call the days Firstday, Seconday, Thirdday, etc. The months are the Lairs of the Zodiac, named after the 12 constellations that rise closest to the northern star. People mark each of the four festivals as the turn of spring, summer, autumn, and winter. Heavenly bodies make one cycle around the world in one year.

Fortune & Misfortune Coins

When a situation or the dice don't work in your favor, you can call upon a dramatic resource to even the odds with Fortune Coins. Once a session formally starts, players can spend 1 **Fortune Coin** from a shared pool to gain any of these benefits:

Spending Fortune Coins

Change a D6: When you or someone else rolls 1D6, spend 1 Fortune Coin to treat the result as face "6". However, you cannot spend more than 1 Fortune Coin to change multiple dice into their highest value on the same Turn.

"Edit" the Situation: Suggest a momentary Edit to a situation for the player's advantage or the GM's disadvantage. An Edit allows a player to temporarily take control of the narrative at the GM's discretion. For example, you could find a desperately needed dose of laudanum to heal with. The "rule of cool" follows with Edits; players should try over-the-top, dramatic actions that fit into the story. However, Edits won't prevent you from Afflictions, Injuries, Malignancies, or Scars.

Gain an Action Point: In a fight scene, spend 1 Fortune Coin to gain 1 Action Point (AP) to use immediately. There is no limit to the number of Fortune Coins you can spend to gain AP on the same Turn. AP are found in Chapter 7: Fight Scenes.

Reduce Damage or Peril: Immediately after suffering Damage or Peril, spend 1 Fortune Coin and roll 1D10. Reduce the Damage or Peril you suffered by the value you rolled. If you roll face "10", roll another 1D10 and add it to the total. There is no cap to the number of face "10s" you can roll. However, you cannot spend more than 1 Fortune Coin to reduce it further on the same Turn.

Re-roll a Skill Test: Immediately after you roll a D100, spend 1 Fortune Coin to re-roll it, but you must accept the results. You cannot spend a Fortune Coin to re-roll a Critical Failure.

Fortune Begets Misfortune

Whenever a player uses a Fortune Coin, it immediately converts into a **Misfortune Coin** and goes into the GM's Misfortune Pool.

The GM may use Misfortune Coins to take advantage of the above benefits for NPCs and creatures they control. Once a GM spends a Misfortune Coin, it transfers back into the players' Fortune Pool as a Fortune Coin.

Resetting Fortune & Misfortune

When the session ends, all Fortune and Misfortune Coins are set aside, and the ritual to determine the Fortune and Misfortune Pools begins anew next season.

Gameplay Rituals

When you start or end a ZWEIHÄNDER session, follow these rituals to bookend it:

Starting A Session

All players roll Initiative. The GM needs a formal structure to control the flow, and this game uses an **Always On Initiative** approach. Each player rolls 2D10 and adds it to their survivor's Initiative Modifier (2D10+Initiative Modifier). One player records the results, highest to lowest, on a piece of paper or a marker board called the Initiative Ladder, which is visible to everyone. Fortune and Misfortune Coins cannot be used to modify Initiative.

Set Fortune & Misfortune Session: As a session begins, every player rolls 1D6. For every die that lands on faces "1 to 5", put 1 Fortune Coin into a shared bowl in front of players (the **Fortune Pool**). If it lands on face "6", put 1 Misfortune Coin into a bowl for the GM (the **Misfortune Pool**). The GM then puts 1 free Misfortune Coin into the Misfortune Pool.

Players participate in "Previously on . . ." The GM will kick off a reminder of the last session. Then, players will recap what happened and review their People/Places/Things Cards. Did they make new allies or enemies? Did your survivors unearth a deadly secret? Did any uncomfortable content come up from a previous session you want to omit from future ones? Were there any house rules you wanted to introduce or change?

Ending A Session

At the end of every session, the GM will ask players 3 questions about the session. Based on the answers, you will individually record Reward Points (RP) earned for that session. RP should be spent before a session begins or at the very end of it to Unlock new abilities, as found in Chapter 4: Professions.

The Three Questions

Did you show up to the session? **5 RP**
Did you call upon one of your Tragic Flaws **5 RP**
Did you call upon one of your Inner Strengths **5 RP**

The players talk about the session and spend RP. Guided by the GM, each player goes around the table to briefly chat about how the story impacted their survivor. Did the story lead to new understandings? Did any uncomfortable content come up during the session that they want to omit from future ones? Were there any house rules you wanted to introduce or change? Spend any RP to Unlock abilities.

Finally, plan for the next time you'll gather for the next session!

Chapter 3:
Your Lifepath

Players and the GM should be in the same space to create their survivors. Guided by the GM using Session Zero from **Chapter 11: Game Mastery** you'll spend an hour setting the tone and taking the dice for a test drive.

ZWEIHÄNDER provides the rules of gameplay; worldbuilding is the responsibility of the GM. However, nine fundamental truths will inform your mindset around creating your survivor.

Every player should meet and work together to create their survivors. Print out a survivor sheet for each player from the Appendix or download it from DriveThruRPG. Everyone will also need a D100, several index cards or scratch paper, 2 paper clips, and a pencil. Set aside an hour to create your survivors.

Before creating your survivors, take turns reading The Nine Truths aloud.

The First Truth: In the world you know, it is a time in which humanity abounds. Retribution and violence are hallmarks of the world you live in–the stench of venality wafts from every cobbled street and gloomy hillside. You know little of the place beyond where you were raised but have grown accustomed to this harsh reality.

The Second Truth: Elves and other ancestries of the dawn age are mostly extinct. Collectively, these folk are called the Forgotten. Their species come from civilizations that fell long ago and are more extraordinary than humans. The Forgotten have only recently resurfaced in the modern world and seek a place to belong. These outcasts should make great allies if you can earn their trust. Your survivor may even be one of the Forgotten ancestries.

The Third Truth: Cultural identity binds communities together as feudal bastions against the unknown. However, these ties can also construct walls between groups or sow discord from within. Prejudice sometimes manifests between the haves and the have-nots. In your case, it is related to the envy of your betters (or their envy of you).

The Fourth Truth: You pay healthy respect to superstitions and the deities but fear their influence over the future. The three principal gods of humankind are the Learner, the Martyr, and the Steward. Some pray to the Custodian, a dying god who stands at the threshold of the Well of Souls. They even beseech forbidden entities, like the Crouching One, for vengeance. But all recognize the Nightfather's influence over fortune and misfortune. Heed the gods and their warnings.

The Fifth Truth: You accept that the delicate equilibrium of black and yellow bile, blood, and phlegm forms the cornerstone of medicine. To address disease, it is customary to partake in peculiar potions, engage in bizarre rituals, and give homage to rustic barber surgeons who are treated as well as the village parson. You pay "tithe" to these surgeons to treat your maladies and wounds, spiritual or otherwise.

The Sixth Truth: You know that people who practice the "higher mysteries" of magic have either negotiated part of their soul with a godhead or stolen their power. The interwoven threads of the Ethereal Veil keep unfettered magic from seeping into the living world. If you practice magic, your spells must be hidden from the naïve, as they fear it, and from other sorcerers, who seek to steal its secrets from you.

The Seventh Truth: Whether young or old, human or elf, a peasant or a sellsword, you have spent years in your Profession. Your life, shaped by your upbringing, has been relatively conventional. Staying close to your birthplace, you've established strong connections within the community where your skills and trade thrive. But something terrible happened in your recent past.

The Eighth Truth: You faced your doom and died, but somehow reawoke three days later . . . and a new path has been laid before you. This extraordinary experience pulled you away from the life and community you knew and set you down a newer, darker path. You have found other survivors who also faced a near-death experience. Drawn together as a bulwark against the world's cruelty, your stories will be filled with discovery, pain, and catharsis.

The Ninth Truth: As you embark on this new journey, you will encounter situations that challenge your morals and beliefs. Will you rage against the dying of the light as a glimmer of hope? Will you struggle in the morass of compromise? Or will you simply embrace these dark times for opportunistic ends? The answer is not simple but defines what it means to be a survivor.

Lifepath Overview

Your survivor is a mosaic of a strange but compelling mix of traits that may seem at odds as you move through the survivor creation process. Diversity is a strength, and differences between your survivors will create memorable, lasting stories.

Randomly Generated Lifepath

If you are a first-time player of **ZWEIHÄNDER**, we strongly encourage you to randomly generate your survivor, so you can experience how a lifepath system works. If you prefer a more customized build, choose what works best to fit the vision for your survivor:

Step 1: Tier & Ancestry

Step 2: Appearance

Step 3: Attributes

Step 4: Social Class

Step 5: Upbringing

Step 6: Profession

Step 7: Damage & Peril Condition Tracks

Step 8: Initiative Modifier

Step 9: Age

Step 10: Brush With Death

Step 11: First Scar

Step 12: Memento

Step 13: Tragic Flaw & Inner Strength

Step 14: Name & Bond

Step 15: Profession Details & Skills

Step 16: General Talents

Step 17: Weapons & Supplies

Step 18: For Spellcasters

Step 19: Scar Effects & Finalize

Your Birth

Your lot has already been decided by the Nightfather, favoring no person over another.

Step 1: Tier & Ancestry

In **ZWEIHÄNDER**, there are three levels of play called **Tiers**. Each represents your survivor's collective experiences over the course of the story. There are three Tiers: Basic, Intermediate, and Advanced. You begin gameplay in Basic Tier. Learn more in **Chapter 4: Professions**.

Mark on the second page of your survivor sheet that you are in Basic Tier.

ZWEIHÄNDER is humanocentric and cosmopolitan; thus, humans are the default ancestry, and everyone speaks their shared tongue. However, you can also play any of the Forgotten ancestries, those of unique historical and cultural traditions.

Languages: If you are human, you speak Auld (the common tongue) and a cultural tongue your GM will help you define. If you are one of the Forgotten, you know your ancestral tongue and Auld. Learning new languages is handled by the Multilingual Talent in **Chapter 5: General Talents**.

Ancestral Talents: People are individuals but share a uniquely grouped set of traditions passed down from generation to generation. These Ancestral Talents illustrate regional and cultural diversity within their own kind while expressing the differences between the other ancestries. As humanity is the most abundant ancestry in the world, they possess the most significant range of Ancestral Traits.

As time progresses, you will learn more about your ancestry and their place in the world. For now, you will Unlock 1 Ancestral Talent in the Basic Tier and can Unlock new ones at the Intermediate and Advanced Tiers.

Either choose human or roll a D100 to determine your ancestry, then write it on the first page of your survivor sheet. Write your languages down on the second page of your survivor sheet. Roll a D100 on its related table to Unlock 1 Ancestral Talent. Write its name and effects on the second page of your sheet.

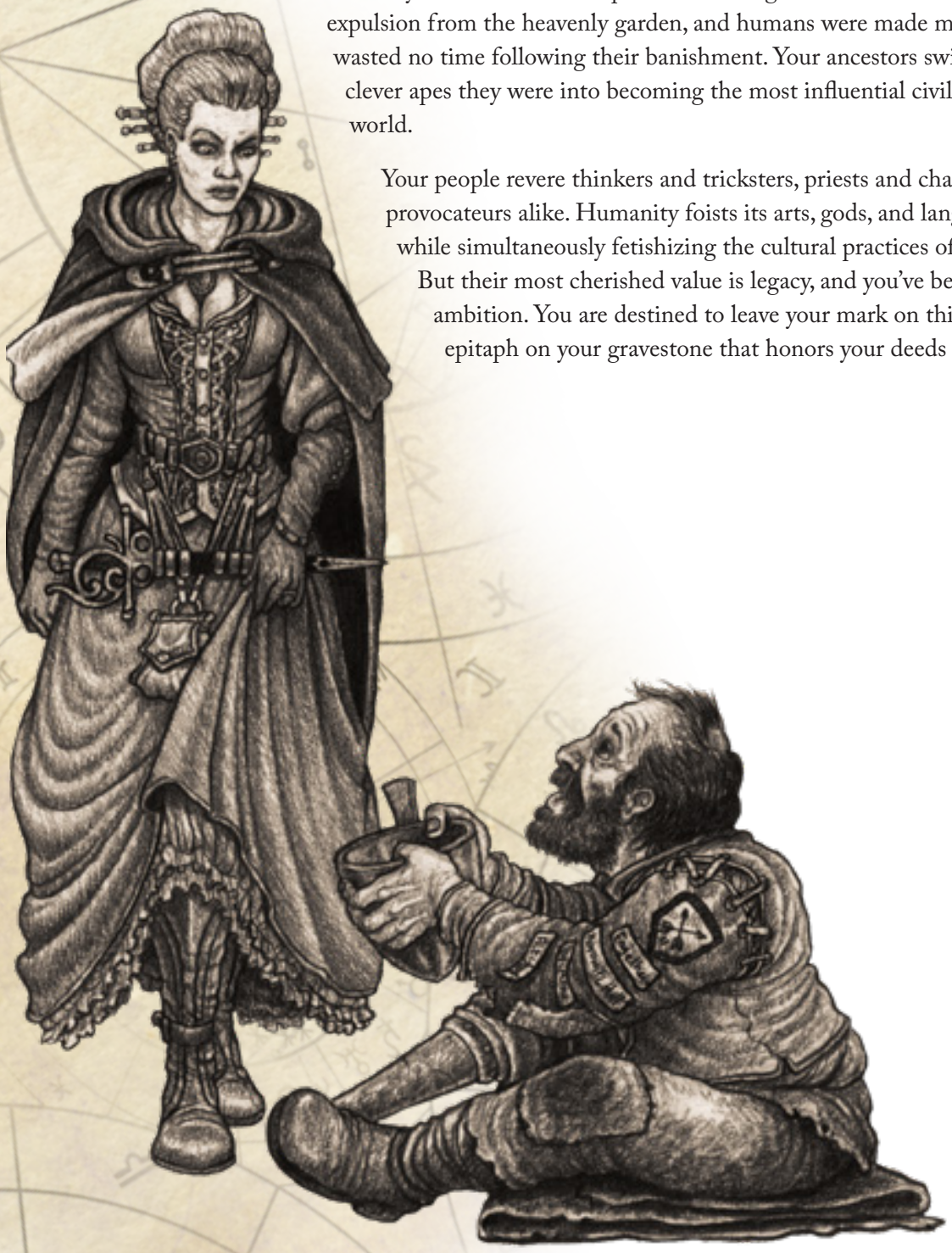
D100	Ancestry
1 to 2	**Awakened**
3 to 4	**Dhampyr**
5 to 6	**Dwarf**
7 to 8	**Elf**
9 to 10	**Fane**
11 to 12	**Firbolg**
13 to 14	**Gargoyle**
15 to 16	**Grendel**
17 to 86	**Human**
87 to 88	**Midfolk**
89 to 90	**Selkie**
91 to 92	**Siabra**
93 to 94	**Tattertail**
95 to 96	**Ubasti**
97 to 98	**Vargr**
99 to 100	**Woodwose**

Human

Languages: Auld & cultural tongue

During the dawn era, your forebears' vainglorious nature brought about a time of suffering when they tried to exert their power over the gods but failed. This arrogance led to expulsion from the heavenly garden, and humans were made mortal. However, they wasted no time following their banishment. Your ancestors swiftly evolved from the clever apes they were into becoming the most influential civilization in the known world.

Your people revere thinkers and tricksters, priests and charlatans, politicians and provocateurs alike. Humanity foists its arts, gods, and languages upon each other while simultaneously fetishizing the cultural practices of others it assimilates. But their most cherished value is legacy, and you've been taught to nurture ambition. You are destined to leave your mark on this world. If not? An epitaph on your gravestone that honors your deeds in life will suffice.



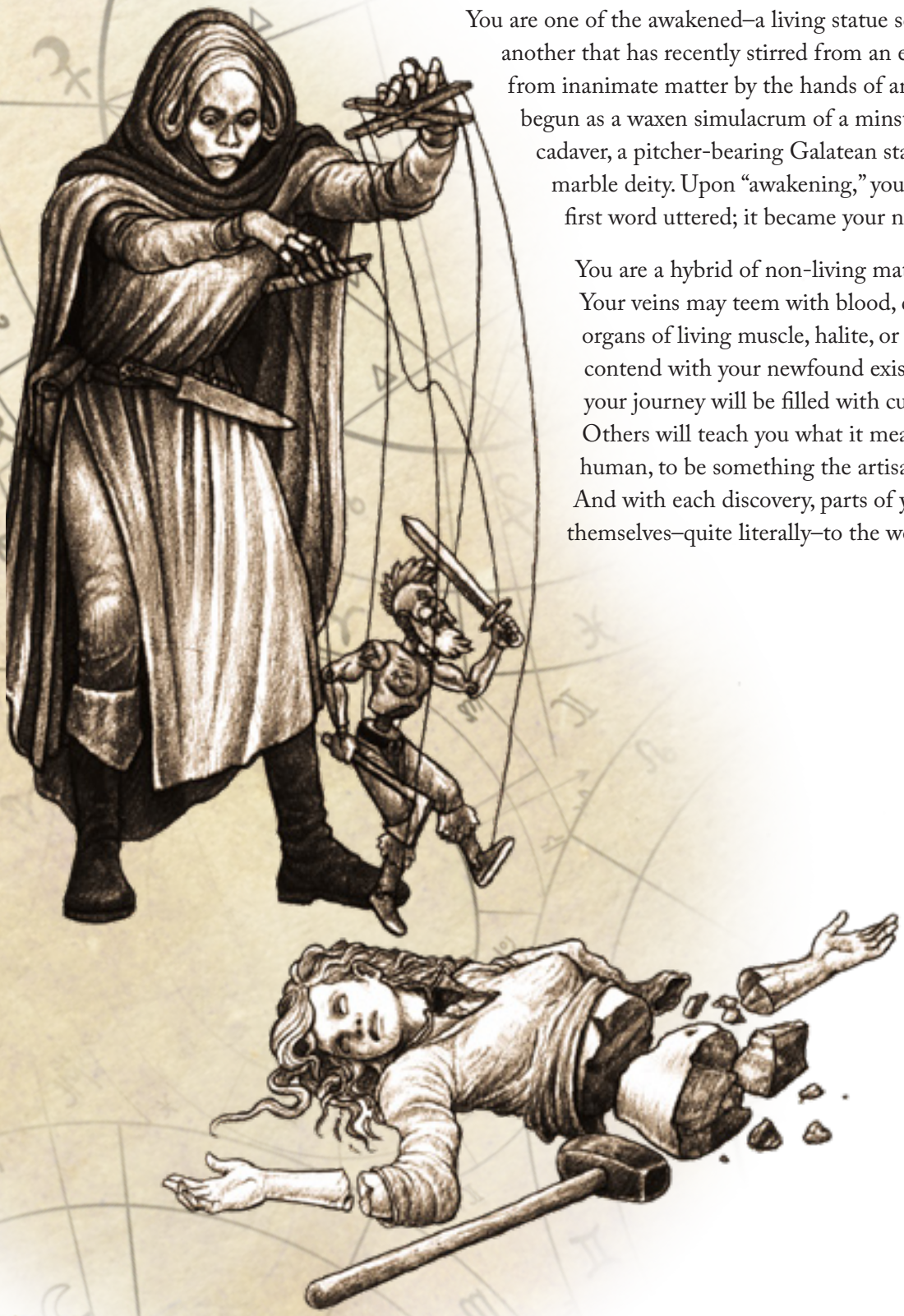
D100	Human Ancestral Talent	Effect
1 to 2	**Adventurous Spirit**	At the start of a session, flip a coin. If it lands on heads, move one step up the Damage Condition Track.
3 to 4	**Ancestral Spellcraft**	Choose 1 Petty Spell from Folk Magic. You can Critically Succeed to cast it. This is usable once per day.
5 to 6	**Auspicious Birth**	Permanently increase your lowest Primary Attribute to 50%.
7 to 8	**Birds of a Feather**	You add a cumulative +1 to your Initiative Modifier for every survivor in a fight scene.
9 to 10	**Blood Bond**	Choose one survivor now. When they move one or more steps down the Peril Condition Track, you can suffer in their stead as they ignore it.
11 to 12	**Child of Fortune**	At the start of a session, flip a coin. If it lands on heads, move 1 Misfortune Coin into the players' Fortune Pool.
13 to 14	**Child of the Demiurge**	Animalian and Primeval creatures suffer a Hindrance Die to attack you.
15 to 16	**Consult the Gods**	Spend 2 Fortune Coins and 1 hour in prayer to request guidance from the GM, who may provide an enigmatic clue, a vision, or divine wisdom. You can do this once a day.
17 to 18	**Corrupted Soul**	When you suffer an Affliction, roll 1D6. If it lands on face "6", optionally ignore it, but you gain 1 Corruption.
19 to 20	**Cradled by Fortune**	When you spend a Fortune Coin to re-roll a Skill Test and succeed, put it back into the Fortune Pool.
21 to 22	**Custodian's Usher**	When you move a creature to Dying!, take a Misfortune Coin from the GM and put it into the players' Fortune Pool.
23 to 24	**Danger Sense**	Creatures cannot take advantage of a Surprise Turn against you.
25 to 26	**Derring-do**	When you or your allies roll a Critical Success with D100 in a fight scene, gain 1 Action Point.
27 to 28	**Devil's Advocate**	Beyonder and Corrupted creatures suffer a Hindrance Die to attack you.
29 to 30	**Dimsight**	You can see in the dark above ground, provided you are not Close to a light source.
31 to 32	**Distant Lineage**	Choose an Ancestral Talent from a different ancestry.
33 to 34	**Do As I Do**	At the start of a session, select one Talent you've learned. Your Bonded survivor can take advantage of it as if they had the Talent themselves.
35 to 36	**Esoteric Memory**	You Flip To Succeed on Insight Tests to recall a detail or fact. When you succeed, move one step up the Peril Condition Track.

D100	Human Ancestral Talent	Effect
37 to 38	**Favored by the Nightfather**	When you spend a Fortune Coin to re-roll a Skill Test but fail, put it back into the player's Fortune Pool.
39 to 40	**Final Countdown**	When you are moved to Dying!, gain 3 Action Points and use them now. If you bring that same creature to Dying!, move to Grievously Wounded instead and ignore the Injury you would have gotten.
41 to 42	**Forged in Battle**	When calculating Damage, add the number of Skill Ranks you have in its related Skill (+1 for 1 Rank, +2 for 2 Ranks, +3 for 3 Ranks) for total Damage.
43 to 44	**Fortune's Wheel**	Anytime you generate a Critical Failure from rolling D100, add 1 Fortune Coin to the Fortune Pool. Once used, the coin is discarded.
45 to 46	**Grim Resolve**	After suffering Melee Damage, spend 2 Fortune Coins to completely ignore it. You can do this once a day.
47 to 48	**Grotto Sense**	You can see in the dark below ground, provided you can smell.
49 to 50	**Herald of the Crouching One**	Whenever you choose to kill a creature when they're Dying!, move one step up the Peril Condition Track.
51 to 52	**High Piety**	Permanently reduce the Damage you suffer from Beyonders and Supernatural creatures by -3.
53 to 54	**I Get By**	You can always provide yourself with food and water to live on in urban areas.
55 to 56	**Jack of All Trades**	When using a Skill you don't possess Skill Ranks in, add +5%.
57 to 58	**Justice Nevermore**	You cannot be restrained by manacles or rope, nor can you be Grabbed during a fight scene.
59 to 60	**Learner's Arbiter**	When you interact with non-hostile creatures using Persuasion, gain a Help Die.
61 to 62	**Leviathan's Mettle**	You can use multiple smelling salts a day without suffering the negative effects.
63 to 64	**MacGyver**	You can construct any tool that isn't a weapon with materials on hand without fail. After using the tool, roll 1D6. On a face "6", it is destroyed.
65 to 66	**Martyr's Progeny**	When you move down the Damage Condition Track from magic, you move one less step down (to a minimum of 1).
67 to 68	**Miraculous Healing**	Whenever you awaken from 6 consecutive hours of sleep, move one step up the Damage Condition Track. You can do this once every day.
69 to 70	**Mountain Among Men**	Permanently adjust your [BB] by +1, and two-handed Melee weapons can be used as a one-handed weapon instead.
71 to 72	**My Fate Is Sealed**	When you gain a Scar, flip a coin. If it lands on heads, ignore it.

D100	Human Ancestral Talent	Effect
73 to 74	**Natural Selection**	Permanently adjust one Primary Attribute to 55%.
75 to 76	**One Foot in the Grave**	After suffering Peril, spend 2 Fortune Coins to completely ignore it.
77 to 78	**Preternatural Instinct**	Permanently reduce Move Action cost by -1 Action Point (to a minimum of 1 AP).
79 to 80	**Rogue Scholar**	When another survivor fails an Intelligence-based Skill Test, you may re-roll for them using your abilities without spending a Fortune Coin (but they must accept the outcome).
81 to 82	**Scion of the Chain Breaker**	When you suffer from a magic effect, spend 2 Fortune Coins to completely ignore it. You can do this once a day.
83 to 84	**Seemingly Harmless**	In a fight scene, creatures will not target you with Attack Actions or Special Actions on their first Turn.
85 to 86	**Servant of the Steward**	When you aren't Stressed, Frightened, or Terrified, add +2 to Peril Thresholds.
87 to 88	**Seventh Sense**	You Flip To Succeed on Awareness Tests to find hidden creatures. When you succeed, move one step up the Peril Condition Track.
89 to 90	**Shadow Dancer**	With a successful Stealth Test, you can disappear entirely from sight, even in front of onlookers. Use 2 Action Points in a fight scene to do so.
91 to 92	**Sterner Stuff**	When you suffer an Injury, take another Turn.
93 to 94	**Survival of the Fittest**	When you fail a Resolve Test to resist becoming Stressed, Frightened, or Terrified, temporarily increase your Peril Threshold by +3 while in the vicinity of what provoked it.
95 to 96	**Touch of Brimstone**	Permanently reduce falling, fire, and magic Damage by -3.
97 to 98	**Twist of Fate**	When a Fortune or Misfortune Coin is about to be spent, you (as the player) call out, "The Nightfather intervenes!" The effect doesn't occur, and the coin is permanently discarded from both pools until the next game session.
99 to 100	**Winter King's Embrace**	Gain +5% to attack with Melee weapons and +1 Damage.

Awakened

Languages: Auld and any other ancestral tongue



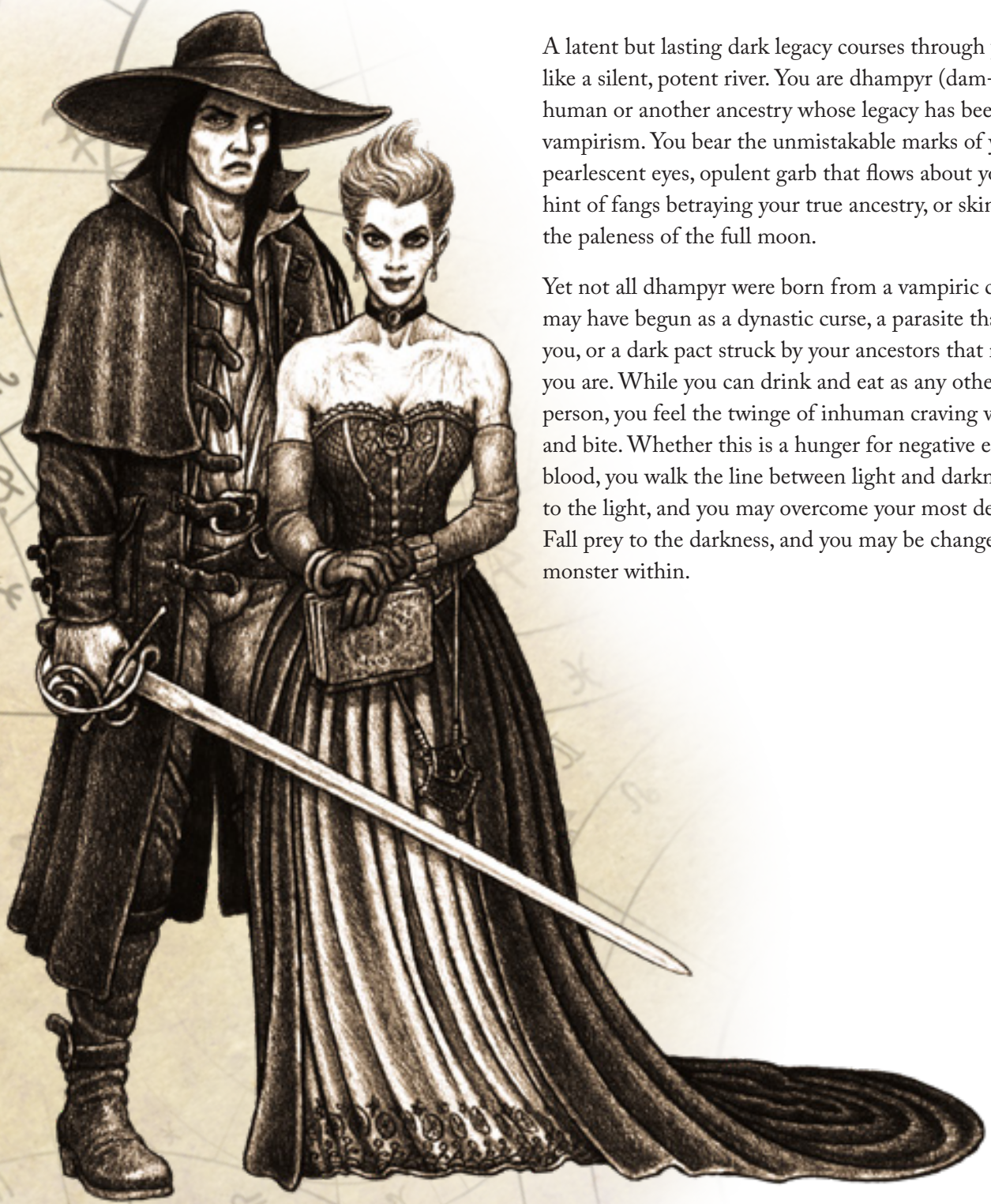
You are one of the awakened–a living statue sculpted in the image of another that has recently stirred from an eternal slumber. Crafted from inanimate matter by the hands of an artisan, you could have begun as a waxen simulacrum of a minstrel, a vivisectionist's cadaver, a pitcher-bearing Galatean statue, or an outstretched marble deity. Upon "awakening," your creator's name was the first word uttered; it became your namesake.

You are a hybrid of non-living material and mortal flesh. Your veins may teem with blood, quicksilver, or salt, with organs of living muscle, halite, or clockwork. As you contend with your newfound existence, it is doubtless that your journey will be filled with curiosity and catharsis. Others will teach you what it means to be alive, to be human, to be something the artisan never intended. And with each discovery, parts of yourself will reveal themselves–quite literally–to the world.

D100	Awakened Ancestral Talent	Effect
1 to 8	**Body of Bronze**	You can withdraw your heart from your body for [WB] hours before suffering 3D10+3 Peril every minute after that. The heart casts light as a lantern.
9 to 16	**Clay Construct**	You don't suffer the ill effects of Peril until you are at -15% To Skill Tests or Exhausted! on the Peril Condition Track.
17 to 25	**Clockwork Innards**	Once per session, you can choose to Critically Succeed at any one Skill Test.
26 to 33	**Iron Giant**	Add 1D6 to all Damage, but creatures gain a Help Die to attack you.
34 to 41	**Living Sculpture**	With a successful Resolve or Toughness Test, you remain perfectly still, resembling a lifelike sculpture. When you succeed, add +3 to Damage Thresholds until you move again. If you do so during a fight scene, you must use 1 Action Point. You can do so for [WB] minutes at a time.
42 to 49	**Magical Machine**	You Flip To Succeed on Resolve Tests to resist spells. When you succeed, move one step up the Peril Condition Track.
50 to 58	**Marble Beauty**	Spend 1 Fortune Coin to force a creature to resist with an Awareness Test. If they fail, they're Awestruck. While Awestruck, they cannot initiate violence toward you until you initiate violence toward them or their allies.
59 to 67	**Quicksilver Innards**	When you are Stressed, temporarily add +5% to all Primary Attributes for 1 hour. If Frightened, for 2 hours. If Terrified, for 3 hours. These effects aren't cumulative.
68 to 76	**Reanimated Cadaver**	When you are moved to Dying!, gain 3 Action Points and use them now. If you bring that same creature to Dying!, move to Grievously Wounded instead and ignore the Injury you would have gotten.
77 to 85	**Scarecrow**	You can withdraw your brain from your body for [WB] hours before suffering 3D10+3 Peril every minute after that. The brain casts Total Darkness around you like a lantern. You can see perfectly in it.
86 to 92	**Steam-powered**	When you are at -5% To Skill Tests on the Peril Condition Track, increase your Initiative Modifier by +1. If at -10%, add +2. If at -15%, add +3. These effects aren't cumulative.
93 to 100	**Wooden Warrior**	You cannot be Disarmed or knocked Prone.

Dhampyr

Languages: Auld and any other ancestral tongue



A latent but lasting dark legacy courses through your veins like a silent, potent river. You are dhampyr (dam-peer), a half-human or another ancestry whose legacy has been tainted with vampirism. You bear the unmistakable marks of your heritage: pearlescent eyes, opulent garb that flows about you, perhaps the hint of fangs betraying your true ancestry, or skin that echoes the paleness of the full moon.

Yet not all dhampyr were born from a vampiric coupling. It may have begun as a dynastic curse, a parasite that lives inside you, or a dark pact struck by your ancestors that made you who you are. While you can drink and eat as any other ordinary person, you feel the twinge of inhuman craving with every sip and bite. Whether this is a hunger for negative emotions or blood, you walk the line between light and darkness. Stay true to the light, and you may overcome your most destructive self. Fall prey to the darkness, and you may be changed into the monster within.

D100	Dhampyr Ancestral Talent	Effect
1 to 8	**Aura of Fear**	Whenever you roll a Critical Success with a Skill Test, one creature becomes Stressed.
9 to 16	**Bloodline Resilience**	You are immune to Diseases and Poisons.
17 to 25	**Ethereal Projection**	Spend 1 Fortune Coin and 6 consecutive hours sleeping, then roll an Insight Test to speak with a Corrupted or Humanoid creature through their dreams. If you know their true name, gain a Help Die. You can hold an hour-long conversation with them.
26 to 33	**Feast of Darkness**	Once a session, spend 1 Fortune Coin to move three steps up the Damage or Peril Condition Track.
34 to 41	**Inhuman Strength**	Permanently adjust your [BB] by +1, and two-handed Melee weapons can be used as a one-handed weapon instead.
42 to 49	**Midnight Child**	During nighttime hours, you never suffer Peril. During daytime hours, when moving down the Peril Condition Track, you move down one additional step.
50 to 58	**Otherworldly Voice**	When you succeed at using Taunt in a fight scene or Toughness to intimidate a creature, they also suffer 1D10+[BB] Peril.
59 to 67	**Penumbran Origin**	You can sense the presence of Supernatural creatures within sight. Alternatively, roll an Insight Test to find Supernatural creatures within a mile of you.
68 to 76	**Preternatural Reflexes**	When spending a Fortune Coin to reduce Damage from a Melee weapon, roll to Rally allies or Taunt creatures for 0 Action Points.
77 to 85	**Twilight Vision**	You can see in the dark above ground, provided you are not Close to a light source.
86 to 92	**Vampiric Allure**	Roll a Guile Test to captivate a Corrupted or Humanoid creature. If it's a Humanoid, gain a Help Die. You can compel them to carry out one command, barring that it doesn't require them to bring harm to themselves. This is usable once per day.
93 to 100	**Whispers of the Night**	You can speak a myriad of languages associated with owls and night birds. You also have one of these creatures as a companion (*small animal* with the Minion Template from **Chapter 12: Bestiary**). Spend 1 Fortune Coin to see through their eyes for 10 minutes. Should it ever suffer Damage, they flee and return to you a day later.

Dwarf

Languages: Delve and Auld

Forged from the world's essences, dwarves possess a chthonic and ever-changing spirit, with plaited hair and beards that trail in their wake. This has led to ridiculous stories about your people, such as how the clans are ruled by half-naked, woad-covered warriors with orange-dyed hair and two axes to grind. While not inherently warlike, this does touch on one of the dwarves' peculiar practices: their lists of grudges.

Your dark-eyed brethren brook no tolerance for foolishness, and neither do you. Each dwarf carries their own list. Once a grievance is recorded, they pursue its settlement with stubborn determination. Once reconciled, they burn the paper and use its ashes to tattoo themselves. This unwavering determination and stubbornness is what led you to a near-death experience. Your ancestral grievances must be set aside if you wish to flourish. As a hammer shapes iron into a sword, your newfound destiny is yours to reforge.

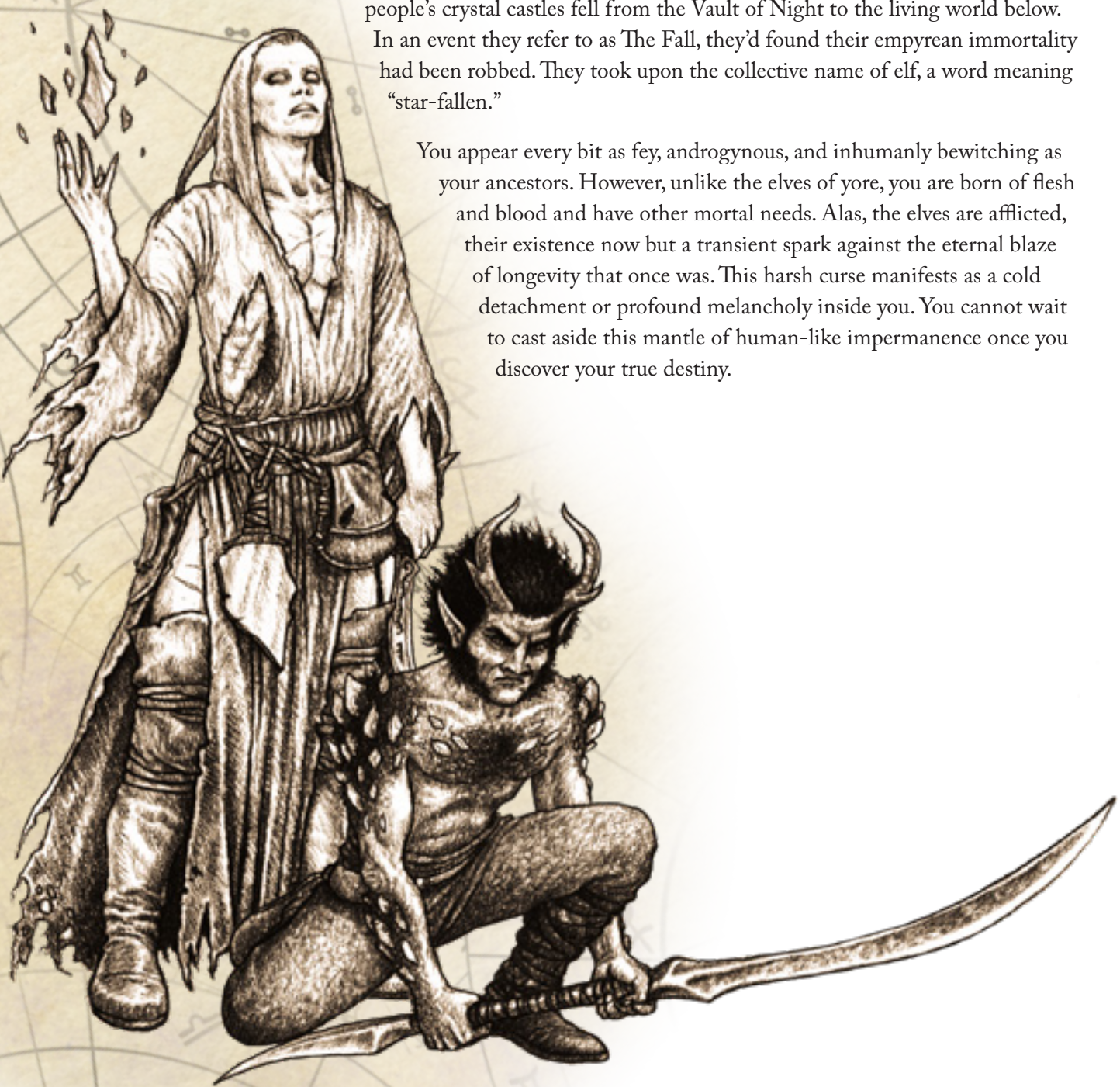
D100	Dwarf Ancestral Talent	Effect
1 to 8	**Cavesight**	You can see in the dark below ground, provided you can hear.
9 to 16	**Children of the Earth**	You cannot be Disarmed or knocked Prone.
17 to 25	**Combat Prowess**	Permanently adjust your [CB] by +1. You are also immune to the Weaken fight action.
26 to 33	**Consume Alcohol**	While Drunk, you never suffer from its negative effects.
34 to 41	**Dwarven Warfare**	When wielding 2 one-handed weapons, gain a Help Die to Attack Actions.
42 to 49	**Grudgebearer**	When you roll faces "5 to 6" on a Damage die with Melee weapons, roll another 1D6 and add it to the total.
50 to 58	**Ironclad**	When wearing armor, adjust your Peril Thresholds by +2.
59 to 67	**Runemarked Glory**	Creatures cannot Critically Succeed in casting spells at you, treating it as a normal success instead. Failed spells cast against you are treated as Critical Failures instead.
68 to 76	**Stentorian Voice**	Reference [FB] or [BB] to determine how many people you influence with Fellowship-based Skills. You are also immune to the Taunt fight action.
77 to 85	**Stoneheaded**	You're immune to mind control magic and can see through illusions.
86 to 92	**Strength of the Mountain**	You can carry up to 6 weapons and 6 tools (instead of the normal limitation of 3).
93 to 100	**Unbent & Unbroken**	While wearing armor or wielding a weapon or shield, it cannot be destroyed by normal means.

Elf

Languages: Empyrean and Auld

Long ago, majestic beings of light and shadow escaped the elemental prisons within the Vault of Night. Their transcendent, genderless forms occupied an enigmatic form of existence, where reproduction is a matter of Etheric mysticism rather than physicality. As the stars were remade in the first cataclysm, your people's crystal castles fell from the Vault of Night to the living world below. In an event they refer to as The Fall, they'd found their empyrean immortality had been robbed. They took upon the collective name of elf, a word meaning "star-fallen."

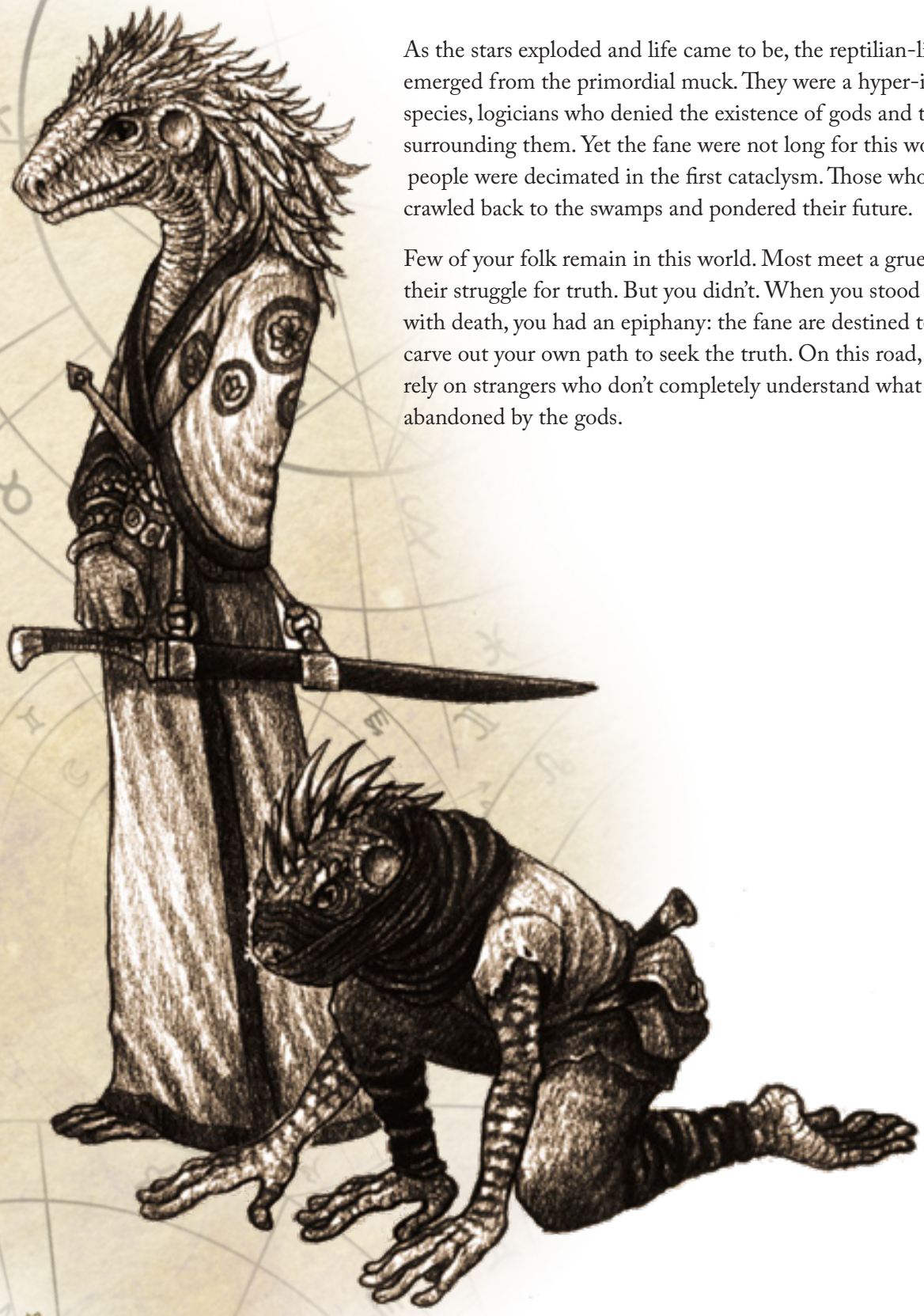
You appear every bit as fey, androgynous, and inhumanly bewitching as your ancestors. However, unlike the elves of yore, you are born of flesh and blood and have other mortal needs. Alas, the elves are afflicted, their existence now but a transient spark against the eternal blaze of longevity that once was. This harsh curse manifests as a cold detachment or profound melancholy inside you. You cannot wait to cast aside this mantle of human-like impermanence once you discover your true destiny.



D100	Elf Ancestral Talent	Effect
1 to 8	**Ageless Knowledge**	Reference Occultism or Resolve to resist magical effects.
9 to 16	**Deadly Aim**	Permanently adjust your [AB] by +1. Reduce the Action Points to Load Blackpowder and Ranged weapons by -1 Action Point (to a minimum of 1 AP).
17 to 25	**Fey Treachery**	When you first deal Damage against a creature in a fight scene, add 1D6 Damage. You can take advantage of this by switching between multiple creatures.
26 to 33	**Hand of the Veil**	Any weapon you hold is treated as magically enhanced for the purpose of hitting creatures that can only be affected by spells or weapons imbued with magic.
34 to 41	**Immortal Blessing**	After 1 day of sleep, move one step up the Damage Condition Track.
42 to 49	**Lament of the Ages**	When a fight scene begins, select one creature. They temporarily reduce the Damage they do to you by your [FB] until the end of the fight.
50 to 58	**Meditative State**	You only need 3 consecutive hours of sleep to restore your Peril Condition Track. In addition, you are always restored to Fine, even in unsafe places.
59 to 67	**Mistwalker**	When moving through urban areas, you leave no trace of your passing and cannot be found with magic or Skills.
68 to 76	**Nature's Own**	When moving through rural areas, you leave no trace of your passing and cannot be found with magic or Skills.
77 to 85	**Nighteyes**	You can see in the dark above ground, provided there is starlight or moonlight in the sky.
86 to 92	**Way of the Bow**	When you roll faces "5 to 6" on a Damage die with Ranged weapons, roll another 1D6 and add it to the total.
93 to 100	**Wyrdsight**	You Flip To Succeed on Insight Tests to sense the presence of magic. When you succeed, move one step up the Peril Condition Track.

Fane

Languages: Saurian and Auld



As the stars exploded and life came to be, the reptilian-like fane (feign) emerged from the primordial muck. They were a hyper-intelligent species, logicians who denied the existence of gods and the miracles surrounding them. Yet the fane were not long for this world, as your people were decimated in the first cataclysm. Those who remained crawled back to the swamps and pondered their future.

Few of your folk remain in this world. Most meet a gruesome end in their struggle for truth. But you didn't. When you stood face-to-face with death, you had an epiphany: the fane are destined to die out. You'll carve out your own path to seek the truth. On this road, you'll need to rely on strangers who don't completely understand what it means to be abandoned by the gods.

D100	Fane Ancestral Talent	Effect
1 to 8	**Amphibious Ancestry**	You can see and breathe underwater, provided you are below its surface.
9 to 16	**Blend In**	With a successful Stealth Test, you can disappear entirely from sight, even in front of onlookers. Use 2 Action Points in a fight scene to do so.
17 to 25	**Half-beast**	You're immune to mind control magic and can see through illusions.
26 to 33	**Cut & Run**	When you are moved to Dying!, alternatively break off your tail and move back to Alive. It takes a month for the tail to grow back.
34 to 41	**Hide of Scales**	When unarmored, add +2 to Damage Thresholds.
42 to 49	**Liquid Poise**	Reference [AB] or [PB] for your Initiative Modifier. You also cannot be Grabbed in a fight scene.
50 to 58	**Monstrous Leap**	You can leap up to 1 storey without fail and can drop 2 storeys without suffering falling Damage.
59 to 67	**Nimble Undulation**	Permanently reduce Move Action cost by -1 Action Point (to a minimum of 1 AP).
68 to 76	**Razor-sharp Claws**	Gain +5% to attack with Melee weapons and +1 Damage.
77 to 85	**Serpentine Fangs**	When you Critically Succeed with fight actions, you inject one dose of snake venom into a creature Close by.
86 to 92	**Third Eye**	You can see in the dark below ground, providing you can hear.
93 to 100	**Tongue of Snakes**	You can speak a myriad of languages associated with amphibians, reptiles, and snakes. You also have one of these creatures as a companion (*small animal* with the Minion Template from **Chapter 12: Bestiary**). Spend 1 Fortune Coin to see through their eyes for 10 minutes. Should it ever suffer Damage, they flee and return to you a day later.

Firbolg

Languages: Auld and any other ancestral tongue

"Fomorian" is a name used in storybooks to describe befuddled, corrupted brutes who ate humans. Damn the stories, though, that's not you! You come from a sturdy stock of people called the firbolg (fear-bolg), and just like your ancestors, you have wide shoulders and gravitate toward big stories and larger-than-life experiences. Bright clothing, a celebratory attitude, and crude humor are your hallmarks.

Possessed with insatiable wanderlust, you gravitate towards those who show an inkling of this same spirit for adventure. Despite your strong sense of independence, you have little tolerance for dishonesty. When truth and honor are withheld, you tend to lash out at its perpetrators. Violently. But your fate is not sealed, nor is that of your friends. You'll smash destiny in the face with your own face if need be!

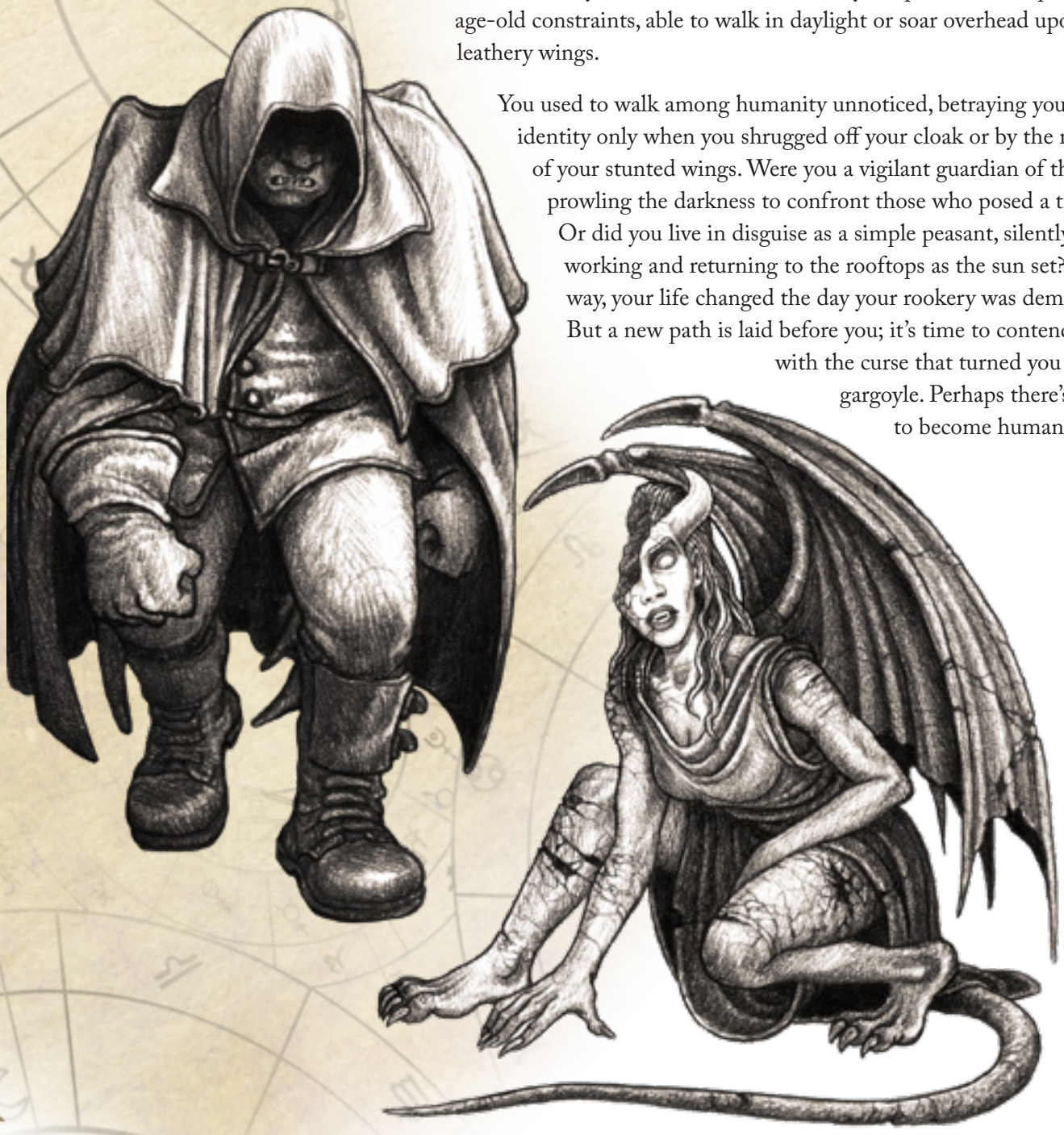
D100	Firbolg Ancestral Talent	Effect
1 to 8	**Big Folk**	Permanently adjust your [BB] by +1, and two-handed Melee weapons can be used as a one-handed weapon instead.
9 to 16	**Broad-bellied**	When you aren't Starving, add +2 to Peril Thresholds.
17 to 25	**Camaraderie**	You add a cumulative +1 to your Initiative Modifier for every survivor in a fight scene.
26 to 33	**Calloused Body**	Reference [CB] or [BB] to determine Melee Damage. You are also immune to the Taunt fight action.
34 to 41	**Fomorian Curse**	When you suffer an Injury, roll 1D6. If it lands on face "6", ignore it but you gain 1 Corruption.
42 to 49	**Frightening Bellow**	When you succeed at Toughness Tests to intimidate a creature, they also suffer 1D10+[BB] Peril.
50 to 58	**Hunger Pangs**	When you succeed at a Resolve Test to resist becoming Stressed, Frightened, or Terrified, move one step up the Peril Condition Track.
59 to 67	**Leathery Skin**	When unarmored, add +2 to Damage Thresholds. You also ignore the Unarmored Quality when not wearing armor.
68 to 76	**Mighty Thews**	Gain +5% to attack with Melee weapons and +1 Damage.
77 to 85	**Overwhelming Grip**	When you succeed at Grabbing a creature in a fight scene, they are also knocked Prone.
86 to 92	**Rotgut Spray**	Use 1 Action Point in a fight scene to inflict 1D10+[BB] fire Damage against a creature Close by you, but you become Drunk.
93 to 100	**Vigorous Metabolism**	You are immune to Diseases and Poisons.

Gargoyle

Languages: Auld and any other ancestral tongue

Stone towers and cathedrals are decorated with silent, looming grotesques and chimeras of limestone. Some whisper that these statues were once human, turned to stone for their sins. Unfortunately, you are one of these cursed beings. Not every gargoyle is hewn from the same slab. Some of your kin turn to stone as they sleep. Others escaped these age-old constraints, able to walk in daylight or soar overhead upon leathery wings.

You used to walk among humanity unnoticed, betraying your identity only when you shrugged off your cloak or by the rustling of your stunted wings. Were you a vigilant guardian of the city, prowling the darkness to confront those who posed a threat? Or did you live in disguise as a simple peasant, silently working and returning to the rooftops as the sun set? Either way, your life changed the day your rookery was demolished. But a new path is laid before you; it's time to contend with the curse that turned you into a gargoyle. Perhaps there's a way to become human again.



D100	Gargoyle Ancestral Talent	Effect
1 to 8	**Chimeric Facade**	You never grow hungry and only need to sleep for 3 hours to recover your Peril Condition Track to Fine. However, you cannot use laudanum or smelling salts, and a healer must substitute Craft to move you up the Damage & Peril Condition Tracks.
9 to 16	**Crumbling Grotesque**	When you suffer an Injury, roll 1D6. If it lands on face "6", ignore it but you gain 1 Corruption.
17 to 25	**Dark Flight**	Spend 1 Fortune Coin to fly for up to 1 hour. If you suffer Damage or Peril during this time, you must succeed on a Resolve Test, or you fall.
26 to 33	**Ethereal Innards**	You always succeed on Skill Tests to resist Peril caused by physical activities.
34 to 41	**Fend off Evil**	Corrupted and Supernatural creatures suffer a Hindrance Die to attack you.
42 to 49	**Fleshcage**	During the daytime, you can change your form between a gargoyle and a human. However, you revert to your gargoyle form when night falls.
50 to 58	**Horrific Claws**	Gain +5% to attack with Melee weapons and +1 Damage.
59 to 67	**Limestone Body**	When rolling D100 to determine which Affliction you suffer, roll three times and choose the preferred result.
68 to 76	**Mind's Eye**	You're immune to mind control magic and can see through illusions.
77 to 85	**Monstrous Body**	Permanently adjust your [BB] by +1, and two-handed Melee weapons can be used as a one-handed weapon instead.
86 to 92	**Rooftop Prowler**	Permanently reduce falling, fire, and magic Damage by -3.
93 to 100	**Turn to Stone**	Spend 1 Fortune Coin to turn entirely to stone, in a hibernative state, for up to 6 hours. You cannot be harmed by normal weapons during this time, and move one step up the Peril Condition Track for every hour you're in this state.

Grendel

Languages: Bray and Auld

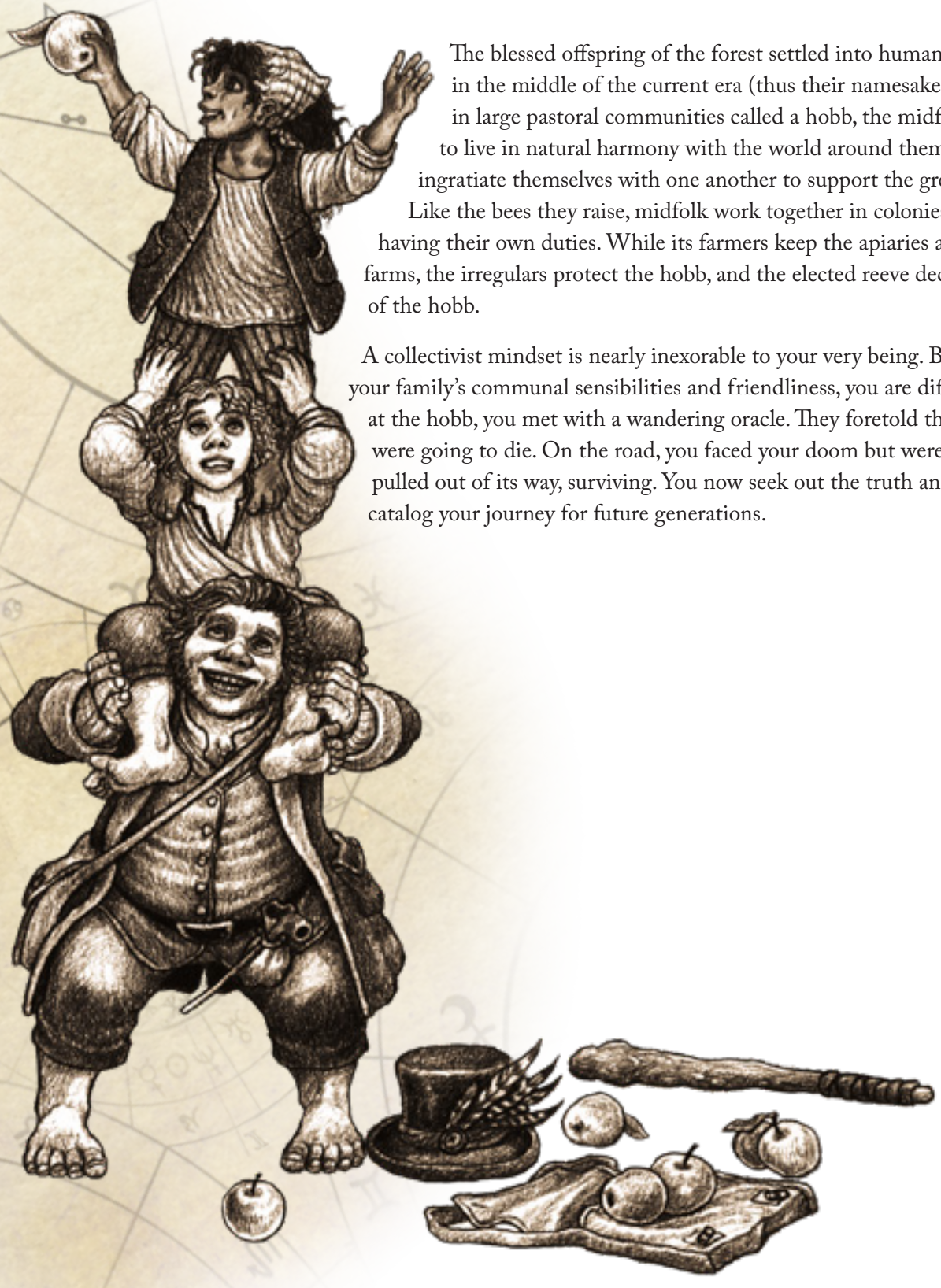
Yours are a satyr-like people who straddle the line between a cult of personality and a force of jackanapes. Eeking out an existence on the fringes of society, your people revel in vice and ritual. Living in communes called a "wild hunt," they attract like-minded folk who escaped the trappings of civilized life. The wild hunt is constantly in a belladonic haze. And it's because of their blissful ignorance that you left.

In the depths of a hallucination, you saw your own death. You engaged in a psychic battle with your shadow self, barely surviving. But the grendel of the commune either didn't believe you or couldn't understand its meaning. In those same visions, you saw others who had to confront their own doom. These companions can help you navigate the dark reveries. With them, it is time to form a new wild hunt: one that'll take on the world.

D100	Grendel Ancestral Talent	Effect
1 to 8	**Animal Magnetism**	Animalian and Humanoid creatures suffer a Hindrance Die to attack you.
9 to 16	**Calming Disposition**	Whenever other allies can see you, they gain +1 to Damage and a Help Die to resist the effects of becoming Stressed, Frightened, and Terrified.
17 to 25	**Half-Beast**	Permanently reduce Move Action cost by -1 Action Point (to a minimum of 1 AP).
26 to 33	**Lamb to the Slaughter**	When you move a creature to Dying!, take advantage of an Opportunity for 0 Action Points.
34 to 41	**Mender's Hands**	Gain a Help Die when you roll Leechcraft Tests. In addition, you move a creature one additional step up the Damage Condition Track when Binding Wounds.
42 to 49	**Musky Odor**	When you deal Damage with a Melee weapon, and the creature moves two or more steps down the Damage Condition Track, they begin their next Turn with 1 less AP.
50 to 58	**Nature's Wisdom**	When you fail an Awareness or Handling Test, you may re-roll it but must accept the results. Ignore Peril Condition Track penalties associated with these two Skills.
59 to 67	**One With Nature**	You always succeed on Skill Tests to resist Peril caused by physical activities.
68 to 76	**Rear Up**	When you deal Damage with a Melee weapon, and the creature moves two or more steps down the Damage Condition Track, they are knocked Prone.
77 to 85	**Urban Ways**	You Flip To Succeed on Stealth Tests in urban areas. When you succeed, move one step up the Peril Condition Track.
86 to 92	**War Bray**	When you Taunt in a fight scene, creatures also reduce their Initiative by -3.
93 to 100	**Way of the Wild**	You Flip To Succeed on Stealth Tests in rural areas. When you succeed, move one step up the Peril Condition Track.

Midfolk

Languages: Hobb-talk and Auld



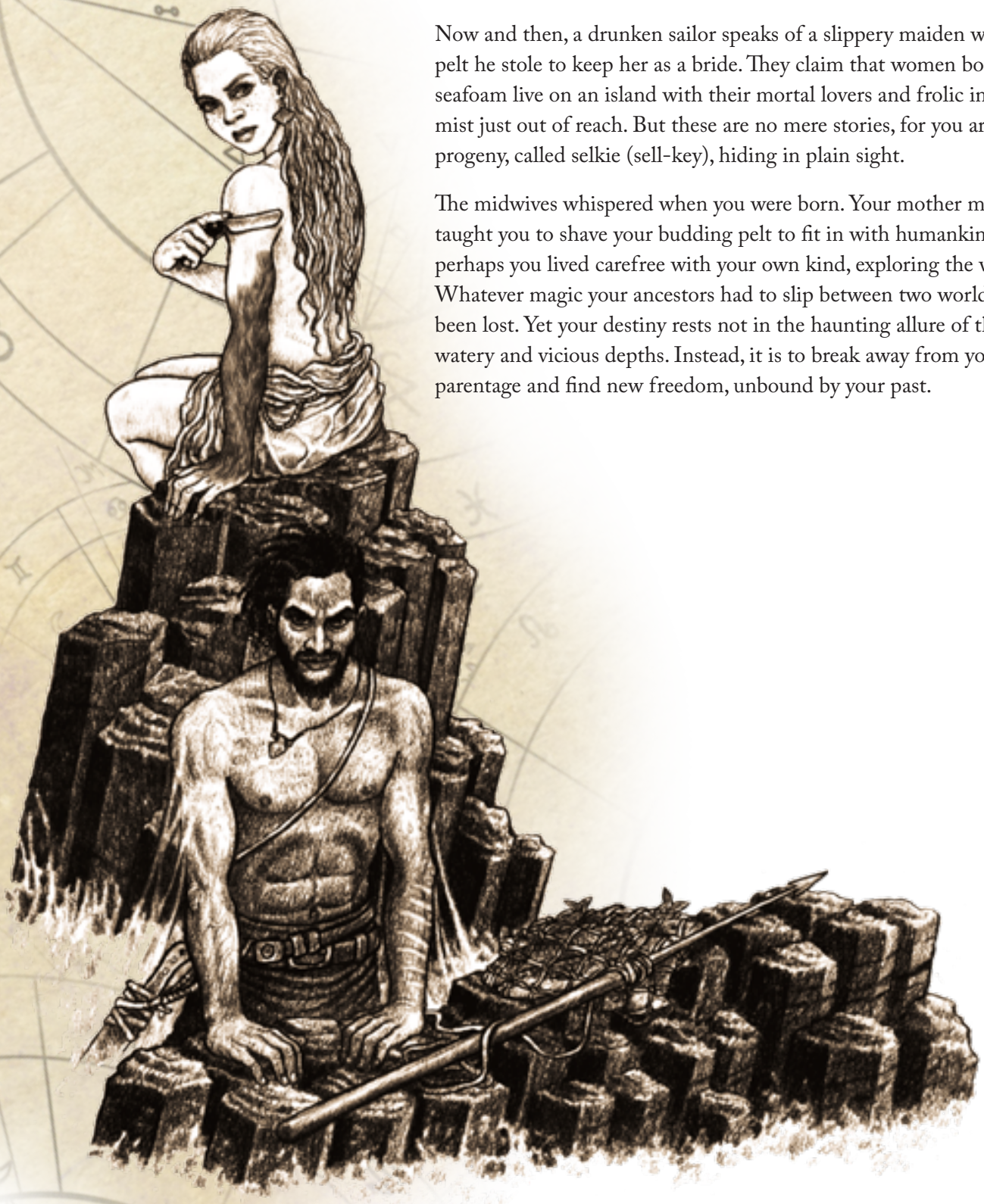
The blessed offspring of the forest settled into human society in the middle of the current era (thus their namesake). Living in large pastoral communities called a hobb, the midfolk strive to live in natural harmony with the world around them. They ingratiate themselves with one another to support the greater good. Like the bees they raise, midfolk work together in colonies, each having their own duties. While its farmers keep the apiaries and the farms, the irregulars protect the hobb, and the elected reeve decides the fate of the hobb.

A collectivist mindset is nearly inexorable to your very being. But for all of your family's communal sensibilities and friendliness, you are different. Back at the hobb, you met with a wandering oracle. They foretold the way you were going to die. On the road, you faced your doom but were somehow pulled out of its way, surviving. You now seek out the truth and will catalog your journey for future generations.

D100	Midfolk Ancestral Talent	Effect
1 to 8	**Bend Like a Reed**	Reference [BB] or [FB] to determine your Damage Thresholds. You are also immune to the Taunt fight action.
9 to 16	**Cat-like Reflexes**	Once per session, you can completely ignore one instance of falling Damage.
17 to 25	**Chaos is a Ladder**	Whenever you or another survivor you can see Critically Fails a Skill Test in a fight scene, gain 1 Action Point that must be spent now.
26 to 33	**Craven**	When creatures use Attack Actions with weapons against you, they must roll twice, taking the worst result.
34 to 41	**Deep Sleeper**	You only need 3 consecutive hours of sleep to restore your Peril Condition Track. In addition, you are always restored to Fine, even in unsafe places.
42 to 49	**Farsight**	You never suffer penalties to your Skills at Far distances, and gain a Help Die.
50 to 58	**Fieldwarden**	Gain +5% to attack with Ranged weapons and +1 Damage.
59 to 67	**Fleet-footed**	Permanently reduce Move Action cost by -1 Action Point (to a minimum of 1 AP).
68 to 76	**Humble Beginnings**	When you fail a Folklore or Handling Test, you may re-roll it but must accept the results. Ignore Peril Condition Track penalties associated with these two Skills.
77 to 85	**Low Blow**	When you deal Damage with a Melee weapon, and the creature moves two or more steps down the Damage Condition Track, they are knocked Prone.
86 to 92	**Rational Mind**	You're immune to mind control magic and can see through illusions.
93 to 100	**Well-fed**	You can always find food and water to survive in rural areas.

Selkie

Languages: Auld and any other ancestral tongue



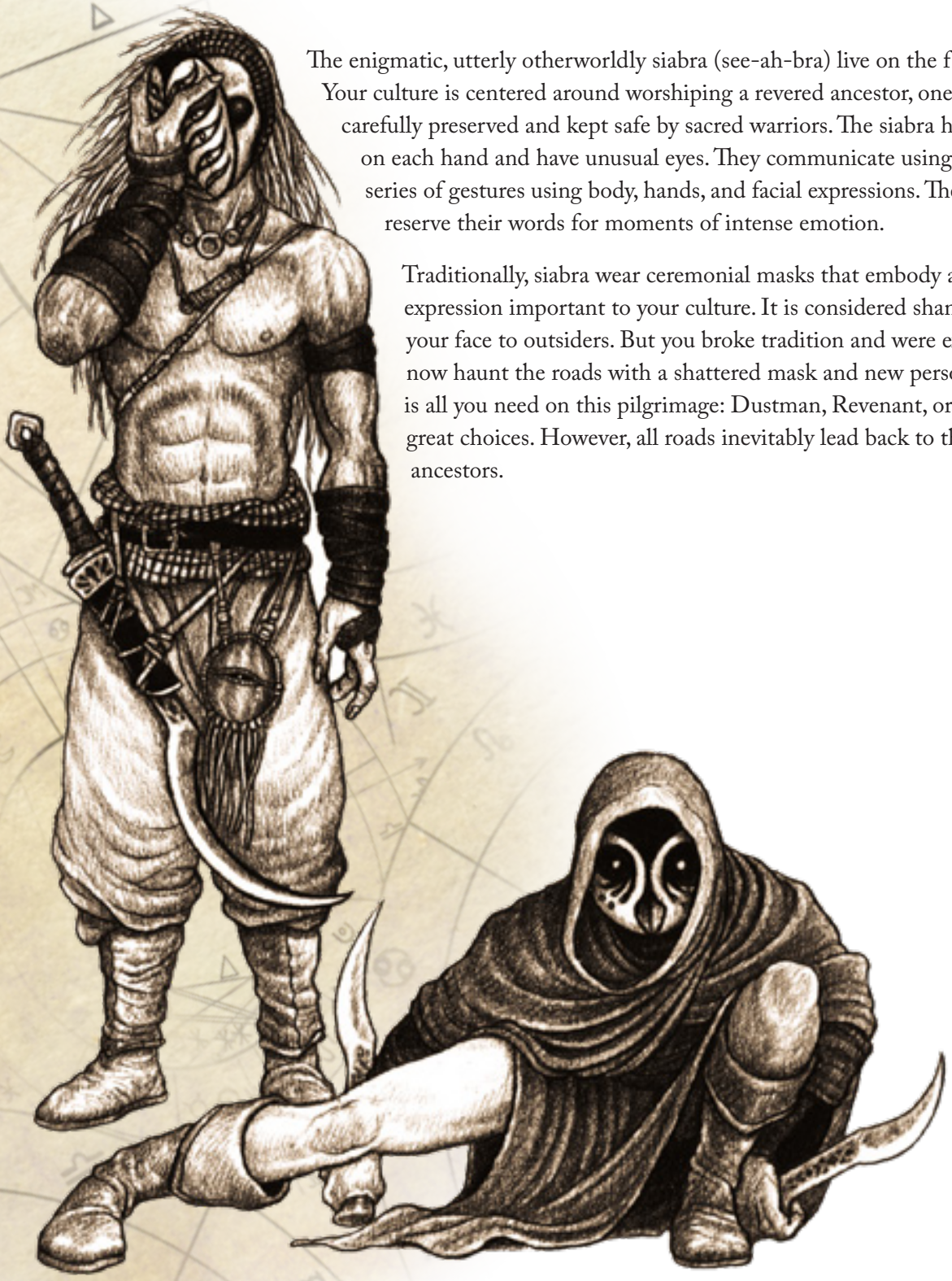
Now and then, a drunken sailor speaks of a slippery maiden whose pelt he stole to keep her as a bride. They claim that women born from seafoam live on an island with their mortal lovers and frolic in the mist just out of reach. But these are no mere stories, for you are their progeny, called selkie (sell-key), hiding in plain sight.

The midwives whispered when you were born. Your mother may have taught you to shave your budding pelt to fit in with humankind, or perhaps you lived carefree with your own kind, exploring the waves. Whatever magic your ancestors had to slip between two worlds has been lost. Yet your destiny rests not in the haunting allure of the sea's watery and vicious depths. Instead, it is to break away from your parentage and find new freedom, unbound by your past.

D100	Selkie Ancestral Talent	Effect
1 to 8	**Born from Salt**	When you would gain a Scar, flip a coin. If it lands on heads, ignore it.
9 to 16	**Brineheart**	You ignore the effects of all mental-based Peril. When using Fellowship or Willpower-based Skills, ignore the negative effects of your Peril Condition Track.
17 to 25	**Child of the Foam**	You Flip To Succeed Persuasion Tests to interact with aquatic creatures. You also never fail Skill Tests to swim or hold your breath.
26 to 33	**Deepblood**	When immersed in water, you can change your form into a seal or selkie. However, you revert to your selkie form when on dry land.
34 to 41	**Empathic Bond**	Spend 1 Fortune Coin and 1 hour to move [FB] allies one step up the Peril Condition Track.
42 to 49	**Eyes of the Underdepths**	You can see in the dark below water, provided you are immersed in it.
50 to 58	**Friend to Animals**	You can speak a myriad of languages associated with marine birds and seals. You also have one of these creatures as a companion (*small animal* with the Minion Template from **Chapter 12: Bestiary**). Spend 1 Fortune Coin to see through their eyes for 10 minutes. Should it ever suffer Damage, they flee and return to you one day later.
59 to 67	**Saltborne**	Adjust your Peril Thresholds by +3, but this does not stack with other Talents.
68 to 76	**Seal Skin**	Permanently add +1 to all Damage Thresholds.
77 to 85	**Silken Voice**	You Flip To Succeed Persuasion Tests to charm Corrupted and Humanoid creatures. You can also perfectly mimic the voice of any sea animal you've met.
86 to 92	**Song of the Sea**	Spend 1 minute to sing the Song of the Sea. You and all allies who can hear you move a number of steps up the Peril Condition Track equal to [FB]. This is usable once a day.
93 to 100	**Well-dipper**	Spend 1 hour and roll an Insight Test to speak to any body of water that must be deeper than your waist. The water will answer any questions posed truthfully. The spirit will answer 6 general questions about its history, length, or use, such as those who've passed along it, forded it, and otherwise. Answers are always framed as yes/no, with one splash for "yes" and two for "no."

Siabra

Languages: Stillsign and Auld



The enigmatic, utterly otherworldly siabra (see-ah-bra) live on the fringes of society. Your culture is centered around worshiping a revered ancestor, one who has been carefully preserved and kept safe by sacred warriors. The siabra have three fingers on each hand and have unusual eyes. They communicate using "stillsign," a series of gestures using body, hands, and facial expressions. The siabra carefully reserve their words for moments of intense emotion.

Traditionally, siabra wear ceremonial masks that embody a single expression important to your culture. It is considered shameful to reveal your face to outsiders. But you broke tradition and were exiled for it. You now haunt the roads with a shattered mask and new persona. A new name is all you need on this pilgrimage: Dustman, Revenant, or Silencio are great choices. However, all roads inevitably lead back to the will of your ancestors.

D100	Siabra Ancestral Talent	Effect
1 to 8	**Mask of Apprehension**	Reduce all Peril you suffer by -3.
9 to 16	**Mask of Contempt**	Select one creature who can see you in a fight scene. They Flip To Fail attacks against you until they are defeated. You can select another creature once the current one is defeated.
17 to 25	**Mask of Delight**	When a fight scene begins, you always benefit from a Surprise Turn.
26 to 33	**Mask of Fear**	Select one creature who can see you in a fight scene. They become Frightened. You can select another creature once the current one is defeated.
34 to 41	**Mask of Fury**	When you roll faces "5 to 6" on a Damage die with Ranged weapons, roll another 1D6 and add it to the total.
42 to 49	**Mask of Guilt**	You are immune to Diseases and Poisons.
50 to 58	**Mask of Intrigue**	Once per session, force a creature to resist with an Awareness Test. If they fail, the creature drops to the bottom of the Initiative Ladder and loses 2 Action Points on their next Turn.
59 to 67	**Mask of Influence**	After suffering Peril, all other survivors who can see you move one step up the Peril Condition Track. This is usable once per day.
68 to 76	**Mask of Revulsion**	When a creature first moves Close by you, they must succeed on a Resolve Test or Flip To Fail their next Skill Test against you.
77 to 85	**Mask of Sabotage**	When you roll faces "5 to 6" on a Damage die with Melee weapons, roll another 1D6 and add it to the total.
86 to 92	**Mask of Shame**	You Flip To Succeed on Awareness Tests to find hidden creatures. When you succeed, move one step up the Peril Condition Track.
93 to 100	**Mask of Sorrow**	When a creature first moves Close by you, it must succeed on a Resolve Test or move one step down the Peril Condition Track. This can be used on multiple creatures.

Tattertail

Languages: Chitterchat and Auld

Contrasting with the widespread belief of your kind being an unkempt, rat-like people, you and your kin are meticulously well-groomed and carry a noble bearing. Tattertail society operates within a complex, feudal framework upheld by a system of dynastic marriages and internal power struggles. A mark of your aristocratic status is the ceremonial removal of one's tail upon adulthood, in a rite known as the Shearing. Those who retain their tails are viewed as crude and defying norms.

Despite the stories, your dwellings are not in nests of the sewers but rather in lofty, forgotten towers and dilapidated estates. It is from these heights where Tattertail society masterminds their rise to power, subtly bending humans to their will as unseen rulers and influential figures. However, when diplomacy fails, Tattertail assassins step in to ensure that the desires of the elite are realized. Few as your people may be, you have broken free of these machinations of the Tattertail to make your own future. You will not be trapped by this orchestration of violence.

D100	Tattertail Ancestral Talent	Effect
1 to 8	**Cloak & Dagger**	Gain +5% to attack with Melee weapons and +1 Damage.
9 to 16	**Dynastic Scion**	Increase any two Secondary Attribute Modifiers by +1.
17 to 25	**Nose for Danger**	You Flip To Succeed on Awareness Tests to find hidden creatures. When you succeed, move one step up the Peril Condition Track.
26 to 33	**Prehensile Tail**	You don't have to use Action Points to swap tools or weapons in a fight scene. You can carry 1 additional weapon or tool.
34 to 41	**Servile Appearance**	In a fight scene, creatures will not target you with Stunts or Special Actions on their first Turn.
42 to 49	**Shadow Diplomacy**	You Flip To Succeed on Guile Tests for acts of diplomacy. When you succeed, move one step up the Peril Condition Track.
50 to 58	**Skitter Away**	When you move to Exhausted!, flip a coin. If it lands on heads, move to -15% To Skill Tests instead.
59 to 67	**Slim Wrists**	You cannot be restrained by manacles or rope, nor can you be Grabbed during a fight scene.
68 to 76	**Slow Mutation**	When you suffer an Affliction, roll 1D6. If it lands on face "6", ignore it but you gain 1 Corruption.
77 to 85	**Upper Crust**	Reference [BB] or [FB] to determine your Damage Thresholds. You are also immune to the Taunt fight action.
86 to 92	**Web of Intrigue**	You're immune to mind control magic and know when a Corrupted or Humanoid creature is lying.
93 to 100	**Whiskersight**	You can see in the dark above ground, provided you can smell.

Ubasti

Languages: Auld and any other ancestral tongue

There was once a place of golden oceans of sand. Its oasis people worshiped a pantheon of animalian gods and were ruled by priest-kings. But they desired nothing more than to be revered as deities themselves. So, in their hubris, they created your ancestors: clever, human-like, feline people called ubasti (ooo-bah-stee). This rebellious act led to a war that bathed the realm in a deluge of fire, turning seas of sand into black glass. The ubasti disappeared into the annals of history.

While the ubasti inevitably met their doom, you escaped with your first life. Reborn on strange shores in the modern age, new-found humanity awoke inside you. You are plagued with strange visions of the past, delivered by your makers, that say the undying priest-kings will never be satisfied until your spirit is extinguished. Pray for mercy or be prepared for death, as their headsmen will be waiting at the crossroads to collect your remaining eight lives.

D100	Ubasti Ancestral Talent	Effect
1 to 8	**Blue-blooded**	Gain +5% to attack with Ranged weapons and +1 Damage.
9 to 16	**Cat Scratch Fever**	When you move a creature down the Damage Condition Track, it suffers 1D10+[FB] Peril.
17 to 25	**Feline Orientation**	Treat falling Damage as Peril instead.
26 to 33	**Hunter & Prey**	Choose one of these environments: rural or urban. When in your environment, gain an additional 1D10 to your Initiative rolls.
34 to 41	**Jinx**	Creatures cannot spend Misfortune Coins to re-roll Skill Tests against you.
42 to 49	**Mind Power**	You're immune to mind control magic and can see through illusions.
50 to 58	**Nine Lives**	When you move to Dying!, flip a coin. If it lands on heads, move to Grievously Wounded instead.
59 to 67	**Saber-toothed**	Gain +5% to attack with Melee weapons and +1 Damage.
68 to 76	**Sight Beyond Sight**	You don't suffer Hindrance Dice for attacking at Far distances or in Dim Light.
77 to 85	**Survival Instincts**	You always find enough food and water to survive on your own.
86 to 92	**Thunder Cat**	When you Charge, you cannot be targeted by Blackpowder or Ranged weapons until the start of your next Turn.
93 to 100	**Without Bounds**	You can leap up to 1 storey without fail, and can drop 2 storeys without suffering falling Damage.

Vargr

Languages: Aroo and Auld

In the untamed wilds of the first era, your lineage was born from the union of humankind and wolf-gods. The vargr (var-gur) are hirsute children of the forest. Your people forged a life of solitude, away from the scornful eyes of civilization, embracing the savage beauty of their nature. But human fear led to the near-extinction of your kind.

As one of the last surviving vargr, you are a living testament to the resilience of your wolven people. In your heart burns the spirit of your ancestors, a flame that guides you through the darkest nights. Though few still live, your kin are bound by an unspoken pact of loyalty and survival, thriving on the fringes of society. The world sees you as an outsider and a creature of superstition and sanguinity. Your journey to find your fate will teach you to embrace your unique heritage in a world reluctant to accept you.

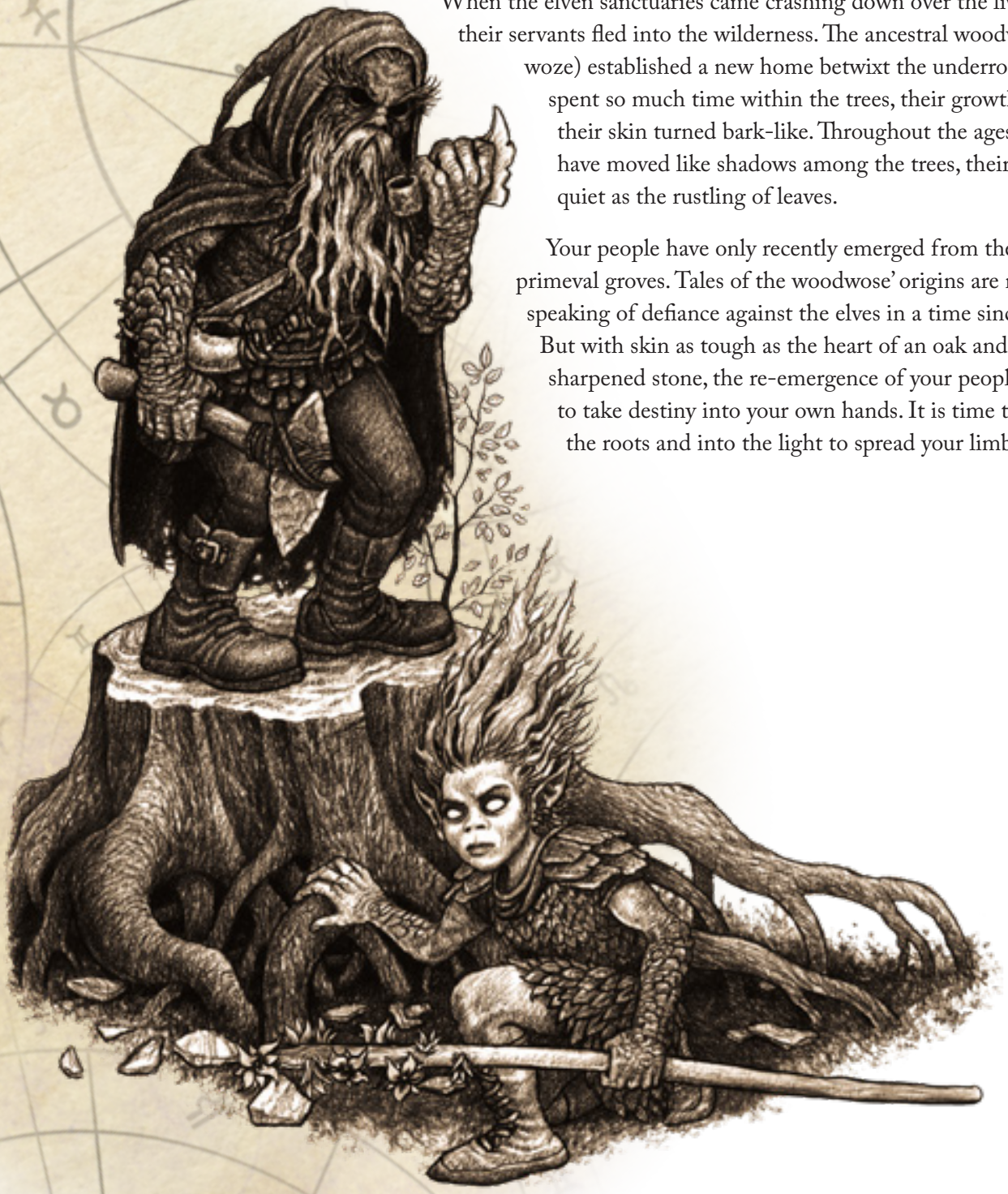
D100	Vargr Ancestral Talent	Effect
1 to 8	**Apex Predator**	Animalian and Humanoid creatures suffer a Hindrance Die to attack you.
9 to 16	**Bare Your Teeth**	When you successfully use Taunt against creatures, they also become Stressed.
17 to 25	**Feral Intuition**	When a fight scene begins, you always benefit from a Surprise Turn.
26 to 33	**Howl to the Ancestors**	When a Fortune or Misfortune Coin is about to be spent, you (as the player) howl aloud. The effect doesn't occur, and the coin is permanently discarded from both pools until the next game session.
34 to 41	**Leader of the Pack**	When you successfully use Rally, [FB] allies add +2 Damage until the end of the fight.
42 to 49	**Lick Your Wounds**	Once a session, spend 1 Fortune Coin to move three steps up the Damage or Peril Condition Track.
50 to 58	**Lone Wolf**	At the end of a fight, move one step up the Damage & Peril Condition Tracks.
59 to 67	**Moonlight Eyes**	You can see in the dark above ground, provided the moon or stars aren't hidden.
68 to 76	**Pack Hunter**	Whenever other allies can see you, everyone gains +1 to Damage, and a Help Die to resist the effects of spells and Stunts.
77 to 85	**Shadow's Own**	You Flip To Succeed on Stealth Tests in rural areas. When you succeed, move one step up the Peril Condition Track.
86 to 92	**Warg-blooded**	When you are Seriously Wounded, Grievously Wounded, or Dying!, add +3 to Damage Thresholds.
93 to 100	**Wilder's Embrace**	Move one step up the Damage Condition Track upon awakening after 1 day of sleep.

Woodwose

Languages: Empyrean and Auld

When the elven sanctuaries came crashing down over the living world, their servants fled into the wilderness. The ancestral woodwose (wood-woze) established a new home betwixt the underroot. Having spent so much time within the trees, their growth stunted, and their skin turned bark-like. Throughout the ages, your kin have moved like shadows among the trees, their existence as quiet as the rustling of leaves.

Your people have only recently emerged from the reaches of primeval groves. Tales of the woodwose' origins are many, often speaking of defiance against the elves in a time since forgotten. But with skin as tough as the heart of an oak and a will of sharpened stone, the re-emergence of your people compels you to take destiny into your own hands. It is time to step out of the roots and into the light to spread your limbs.



D100	Woodwose Ancestral Talent	Effect
1 to 8	**Bloody Glee**	When you move a creature to Dying!, take a Misfortune Coin from the GM and put it into the player's Fortune Pool.
9 to 16	**Cragborn Intuition**	When you deal Damage with a weapon, gain 1 Action Point to use on any Move Action on the same Turn.
17 to 25	**Denizen of the Root**	Spend 1 Fortune Coin to turn entirely to bark, in a hibernative state, for up to 6 hours. You cannot be harmed by normal weapons during this time, and move one step up the Peril Condition Track for every hour you're in this state.
26 to 33	**Escape Artist**	You Flip To Succeed on Coordination Tests to avoid being restrained and Grabbed. When you succeed, move one step up the Peril Condition Track.
34 to 41	**Roll With It**	When rolling D100 to determine which Injury you suffer, roll three times and choose the preferred result.
42 to 49	**Rule of Three**	When you spend a Fortune Coin to re-roll a Skill Test and fail, roll one more time (but must accept the results).
50 to 58	**Sharp Practice**	You Flip To succeed on Guile Tests to tell lies. When you succeed, move one step up the Peril Condition Track.
59 to 67	**Skeleton Key**	Providing you can narratively justify it, you can substitute any Primary Attribute instead of another when making a Skill Test.
68 to 76	**Squatling**	Creatures Flip To Fail to use Ranged weapons against you.
77 to 85	**Tirade of Misery**	When you Taunt against creatures in a fight scene, they also reduce their Initiative by -3.
86 to 92	**Tunnel Vision**	You can see in the dark below ground, provided you are able to use your hands freely.
93 to 100	**Underfoot**	Permanently adjust your [AB] by +1. You also cannot be Blinded in a fight scene.

Step 2: Appearance

ZWEIHÄNDER is populated by a diverse, rich panoply of people of different body types, ethnicities, and identities. These markers have zero bearing on game mechanics and story. Forgotten ancestries may also have very different considerations for appearances. If the results don't align with how you see your survivor, change them as you wish or create your own descriptors.

Pick a gender that best describes your survivor's identity. Then, roll a D100 to determine your build and a distinguishing mark. Write all these values on the first page of your survivor sheet.

D100	Build
1 to 15	**Frail**
16 to 30	**Slender**
31 to 70	**Average**
71 to 85	**Athletic**
86 to 100	**Stout**

D100	Distinguishing Mark	D100	Distinguishing Mark
1 to 3	Albino complexion with jet-black hair	51 to 53	Metal plate on my skull that bulges out at times
4 to 7	Blackpowder shot wound on my face	54 to 56	Near imperceptible glowing symbol in the center of my forehead
8 to 11	Bloodshot eyes that sometimes weep blood	57 to 59	Perfect teeth encrusted with tiny jewels
12 to 14	Brands on my wrists from heresy	60 to 62	Piercing blue eyes that chill others to the bone
15 to 17	Calloused hands with knuckles covered in scars	63 to 65	Prominent blue veins
18 to 20	Colored glass eye that I can change out	66 to 68	Scar in the shape of a star across my face
21 to 23	Dark purple birthmarks	69 to 71	Severely burned skin, revealing bone below
24 to 26	Deep crescent scar across my face	72 to 74	Shock of white hair that stands up
27 to 29	Different-colored eyes that shift in daylight	75 to 77	Six-fingered hand that I constantly flex
30 to 32	Distinct vitiligo complexion that marks me as a rare beauty	78 to 80	Strangely shimmering hair that moves with an unseen wind
33 to 35	Fierce undercut with a tattooed head	81 to 83	Streaks of colored hair that draw others to touch it
36 to 38	Freckles that form a strange pattern on my face	84 to 86	Tattoo-covered body from head to toe
39 to 41	Glasgow smile that ripples up to my cheeks	87 to 89	Thousand-yard stare that could pierce a mountain
42 to 44	Gold-capped teeth	90 to 93	Three vertical red brands on my chin
45 to 47	Intricate braid that holds small charms	94 to 97	Two missing fingers replaced with silver and gold prostheses
48 to 50	Lichtenberg scar across my body	98 to 100	Well-manicured appearance and pleasant smell

Your Life

You spent a good part of your life toiling away. It may not have been peaceful, but it made you a living.

Step 3: Attributes

Attributes represent all creatures' raw physical, mental, and social capabilities.

Primary Attributes

At this stage of creation, they range in numeric values between 32% to 50%. Your Profession will further adjust these values. The higher the value, the more likely you will succeed at Skill Tests:

Agility is your speed, dexterity, and physical readiness.

Brawn is your durability, endurance, and physical prowess.

Combat is your ability to use ranged and melee weapons.

Fellowship is your charisma, likability, and social savvy.

Intelligence is your ability to learn and study facts.

Perception is your senses and ability to react.

Willpower is your mental resolve and ability for magic.

Decide as a group which of one of these two approaches everyone will use to generate Primary Attributes. Then, write these values on the first page of your survivor sheet.

Randomized Attributes: *Roll 2D10, add the two values together and then add 30 to determine the final sum. That means if your dice land on faces "9" and "8", you'll end up with 47% (9+8+30). Generate seven values and assign them however you like to your Primary Attributes.*

Standard Array: *Assign these values however you like across the seven Primary Attributes: 50%, 45%, 45%, 40%, 40%, 40%, and 35%.*

Secondary Attributes

Your Secondary Attribute values equal the tens digit of the related Primary Attribute plus any Secondary Attribute Modifiers your Profession confers to you. Each is abbreviated throughout the book:

Agility Bonus [AB] affects some weapon Damage and chase scenes.

Brawn Bonus [BB] affects Damage Thresholds and some weapon Damage.

Combat Bonus [CB] affects most Blackpowder, Melee & Ranged Damage.

Fellowship Bonus [FB] affects how many people you influence and magic.

Intelligence Bonus [IB] affects healing and total supplies you can carry.

Perception Bonus [PB] affects Initiative Modifier and miscellaneous modifiers.

Willpower Bonus [WB] affects Peril Thresholds, crafting, and modifiers for magic.

For example, if you had a 42% Agility and a Secondary Attribute Modifier of +1 [AB], you'd have a 5 Agility Bonus [AB] (4+1).

Derive these values based on your Primary Attribute now on the first page of your survivor sheet.

Step 4: Social Class

Despite your ancestry, the caste you were born into informs your speech patterns, mannerisms, and style. It also determines how many silver pieces you begin gameplay with.

Social Class Benefits & Drawbacks

When attempting to interact with a creature of your same Social Class using Fellowship-based Skills, gain a Help Die. When using social Skills to interact with others of a different Social Class, you suffer a Hindrance Die.

If you are one of the Forgotten ancestries, assume that you are Lowborn in human society and have a different Social Class when among your own ancestry. Work with the GM on any exceptions in their campaign world.

Roll a D100 to determine your Social Class, and write it on the first page of your survivor sheet. Write your starting silver pieces on the second page.

D100	Social Class	Starting Silver Pieces
1 to 50	**Lowborn**	11 silver pieces
51 to 90	**Commoner**	22 silver pieces
91 to 100	**Aristocract**	33 silver pieces

Lowborn: Your days were spent working from sun up to sun down. You likely worked six days a week, with only special holy days providing respite. You lived in constant deference, humble in spirit but hearty in lifeblood for what meager riches your family could afford.

Commoner: You grew up among a family that broke free from the feudal order, a member of a burgeoning middle class. The rise of commercial growth in townships and cities gave you the freedom the lowborn lacked: the ability to forge your own life without the protection of the aristocracy.

Aristocrat: You were born within a family whose name is traced back to old nobility. Your life has afforded you many luxuries. Patronage, big responsibilities, and social networking define the differences between your family and the nouveau riche. Your pedigree and social refinement often inspire resentment and discomfort.

Step 5: Upbringing

Nature versus nurture is an age-old debate, but there is little doubt that the conditions you were raised in set you on a path. An Upbringing determines your starting Profession choices.

Roll a D100 to determine your Upbringing and write it on the first page of your survivor sheet.

Some survivors will also get a suit of armor; write it down on the second page. Next to it, write its Armor Damage Threshold Modifier, as you'll need it when extrapolating your Damage Thresholds later.

D100	Upbringing	Armor	Armor Damage Threshold Modifer
1 to 14	**Academic**	NONE	NONE
15 to 29	**Cultured**	Quilted armor	+1
30 to 43	**Forsaken**	Hide armor	+1
44 to 56	**Industrious**	Leather armor	+2
57 to 70	**Militant**	Brigandine armor	+3
71 to 85	**Opportunistic**	Quilted armor	+1
86 to 100	**Reverent**	NONE	NONE

Academic: You were raised to be an avid reader, learning that knowledge is the ultimate weapon. Whether taught by schoolmarms or nascent arcanists, you were taught to stay curious.

Cultured: From penny theaters to penny dreadfuls, you were raised in cultures other than your own since birth. Taught the values of expression, you take immense pride in your abilities.

Forsaken: You were raised outside of common society and have had little chance to integrate until now. Maybe you grew up on the streets, among wolves, or are the last scion of a noble house.

Industrious: You were raised in a family of laborers. Whether crofters or servants, your family forced you to work to put food on the table.

Militant: You were raised in a family where discipline ruled your life, as it meant the difference between survival and death. Your ancestors met their doom at the end of a sword instead of in a sickbed.

Opportunistic: You were raised to take advantage of every situation and have had to be underhanded to get what you want.

Reverent: You were raised to celebrate the gods. Rituals are a part of life, and you have lived by the holy works. Or, maybe you were an orphan who listened to the doomsayers on street corners.

Step 6: Profession

Professions are the hallmark of **ZWEIHÄNDER**, representing people from different walks of life. It imparts several abilities to you, including a unique Professional Talent. This will be one of the most important steps in the process, so follow every instruction below. Profession choices are tied directly to your Upbringing.

Referencing your survivor's Upbringing, roll a D100 three times on its related table below to generate 3 different Professions. Read the brief descriptions of each, choose the most intriguing one, and write your Profession's name on the first page of your survivor sheet. If your Profession has a plus sign (+) by it, you can use spells. Mark a plus sign beside your Profession.

At this point, you may be compelled to change your Primary Attributes. Revisit this option at Step 19: Finalize Sheet.

Your Profession also begins with 2 tools of their trade.

Academic Professions

D100	Profession	Brief Description	Tool	Tool
1 to 6	**Actor**	Magician of the stage, captivating audiences with costumes and wit.	makeup kit	scripts
7 to 13	**Antiquarian**	Devoted seeker of knowledge, history, and hidden truths.	artifact catalog	magnifying glass
14 to 20	**Apothecary**	Blending archaic remedies to make potions and poisons.	herb jars	mortar & pestle
21 to 27	**Arbiter**	Devoted to order, wielding both sword and justice with unyielding resolve.	gavel	law book
28 to 34	**Diabolist +**	Dabbler in dark arts, seeking primordial knowledge and facing condemnation.	grimoire	occult tools
35 to 40	**Engineer**	Master builder and inventor, transforming materials into structures and siege engines.	measurement tools	schematics
41 to 46	**Envoy**	Diplomatic deal broker, turning rivalries into cooperation.	diplomatic seals	letters of marque
47 to 52	**Etherealist +**	Weaver of spells from the Ethereal Veil, believing in mortal control over magic.	astral charts	grimoire
53 to 58	**Informer**	Sly gatherer and seller of secrets, indispensable yet untrusted.	decryption book	disguise kit
59 to 65	**Investigator**	Analyzes criminal activity, linking clues in a "mind palace" to reconstruct narratives.	casebook	magnifying glass
66 to 72	**Messenger**	Courier who navigates obstacles to deliver information.	sealed letters	weatherproof scroll case
73 to 79	**Pamphleteer**	Disseminator of printed materials, shaping public knowledge and challenging authority.	broadsheets	sling bag
80 to 86	**Scribe**	Skilled in translation in a world reliant on the written word.	glasses	writing kit
87 to 93	**Theologian +**	Scholar of divine mysteries, exploring faith's depths and its implications on society.	grimoire	holy book
94 to 100	**Wand Wizard +**	Master of arcane arts, wielding wands to channel spells with precision and power.	grimoire	heavy robes

Cultured Professions

D100	Profession	Brief Description	Tool	Tool
1 to 6	**Astrologer +**	Interprets celestial bodies, divines the future, and seeks lost heavenly knowledge.	grimoire	star charts
7 to 13	**Bailiff**	Collects tolls, enforces local government, and faces resentment and displacement.	badge of office	legal writs
14 to 20	**Basebrawler**	Athletic competitor in a violent medieval game, combining physicality and teamwork.	balls & bases in sack	team tabard
21 to 27	**Bravo**	Flamboyant fencer, walking a fine line between fame and infamy.	fancy cape	Venetian mask
28 to 34	**Cadet**	Military student mastering warcraft, tactics, and leadership, aspiring to glory.	military uniform	training manual
35 to 40	**Camp Follower**	Supports armies through various roles and surviving through adaptability.	cooking pot	healing herbs
41 to 46	**Chef**	Culinary artist, wielding knives with skill and sometimes fighting with them.	kitchen utensils	recipe book
47 to 52	**Courtier**	Political schemer, using insight and flattery to manipulate and ascend.	etiquette guide	intricate fan
53 to 58	**Entertainer**	Brings joy through performance and walks a line between fame and danger.	book of poetry	musical instrument
59 to 65	**Explorer**	Adventurous diplomatic rogue, seeking new lands for glory, facing dangers with luck.	astrolabe	map
66 to 72	**Fop**	Charismatic social butterfly, living lavishly while hiding a loner's melancholy.	elegant cane	polished codpiece
73 to 79	**Freebooter**	Robin Hood-esque hero, stealing from the rich, fighting with charm and flourish.	heavy boots	old maps of lost treasures
80 to 86	**Minstrel**	Adept storyteller and jack of all trades, captivating with tales.	musical instrument	songbook
87 to 93	**Provocateur**	Mystery and spycraft, adept in social infiltration and seduction.	disguise kit	book of contacts
94 to 100	**Valet**	Master of discretion and social maneuvering and skilled in subtle intrigue.	ledger	tailoring kit

Forsaken Professions

D100	Profession	Brief Description	Tool	Tool
1 to 6	**Beggar**	Lives in poverty, relying on quick judgments for survival.	false appendage	tattered cup
7 to 13	**Blasphemer**	Denies the gods' dominion, finding strength and freedom in defiance.	book of blasphemies	forbidden texts
14 to 20	**Con Artist**	Master forger, creating perfect counterfeits for profit, living a life of secrecy.	disguise kit	forged documents
21 to 27	**Courtesan**	Uses allure to gain wealth and information, capable of influencing high society.	elegant robes	perfume
28 to 34	**Footpad**	Solves disputes with violence, enforcing will with intimidation or brute force.	crowbar	dark cloak
35 to 40	**Gong Farmer**	Deals with waste and vermin, seen as an omen of plague.	mask	shovel
41 to 46	**Guttersnipe**	A street-smart rogue engaging in petty theft, skilled in urban survival.	coin clippers	street map
47 to 52	**Hedgewise +**	Wields ancient magic without formal training, living in fear of persecution.	grimoire	herbs
53 to 58	**Mortician**	Specialist in death rituals, burying the dead, navigating the delicate trade of mortality.	death records	embalming tools
59 to 65	**Old Believer+**	A hedge wizard blending ancient wisdom, herbs, and magic into remedies.	grimoire	religious icons
66 to 72	**Pit Fighter**	Gladiator who thrives on spectacle and violence.	fighting pit maps	polished codpiece
73 to 79	**Pugilist**	Bare-knuckle fighter, embracing brutality of pugilism for survival and pride.	training manual	trophies
80 to 86	**Rake**	Fallen aristocrat, mingling with society's dregs, leveraging charm and wit.	blackmail material	book of secrets
87 to 93	**Vagabond**	Wanders the road and urban areas relying on trickery and know-how to get by.	backpack	tent
94 to 100	**Wrestler**	Athlete-performer, captivating audiences with costumes, wit, and daring stunts.	costume	training oil

Industrious Professions

D100	Profession	Brief Description	Tool	Tool
1 to 6	**Animal Tamer**	Solitary living, taming creatures from pigeons to bears.	animal treats	whistle
7 to 13	**Artisan**	Skilled crafter producing civilization's essentials, honing their trade.	artisan tools	paper & charcoal
14 to 20	**Barber Surgeon**	Essential medical figure, performing surgery with a blend of skill and messiness.	barber's razors	chirurgery tools
21 to 27	**Bounty Hunter**	Ruthless tracker of the wanted, lives between lawfulness and solitude.	book of laws	manacles
28 to 34	**Cheapjack**	Traveling peddler selling shoddy goods with sleazy charm, thriving on deceit.	haggler's guide	merchandise backpack
35 to 40	**Coachee**	Skilled driver, delivering people and goods against all odds.	route maps	stovepipe hat & storm cloak
41 to 46	**Gamekeeper**	Survivalist, protector of woodlands, living in solitude with a bond to nature.	snares	wildlife guide
47 to 52	**Jailer**	Guardian of prisoners, enduring their pleas, skilled in interrogation.	skeleton keys	torturer's kit
53 to 58	**Laborer**	Engages in hard work, often overlooked but crucial to society.	massive jug	thick leather gloves
59 to 65	**Nomad**	Lives a transient life, adapting to environments, valuing freedom and family.	tent	traveling cloak
66 to 72	**Peasant**	Hardworking field worker, sustainer of families through relentless labor.	pocket prayer book	seed pouch
73 to 79	**Sailor**	Adventurous seafarer, braving vast oceans, living with freedom and peril.	compass	sextant
80 to 86	**Servant**	Invisible laborer in aristocratic service, privy to secrets, enduring long hours.	book of gossip	uniform
87 to 93	**Stevedore**	Dockworker, enduring physically demanding tasks and protecting cargo.	endless bottle of booze	loading hook
94 to 100	**Trapper**	Fur and pelt hunter, setting traps in solitude, trading in luxury and game.	skinning blade	traps

Militant Professions

D100	Profession	Brief Description	Tool	Tool
1 to 6	**Berserker**	Fierce warrior channeling rage into prowess, terrifying enemies with ferocity.	heavy animal furs	war paint
7 to 13	**Dragoon**	Mounted soldier skilled in rapid strikes, blending cavalry and infantry tactics.	horse tack	spurs
14 to 20	**Foot Soldier**	Backbone of armies, disciplined and versatile, excelling in formation.	battle standard	tabard
21 to 27	**Hedge Knight**	Wandering knight, upholding chivalry and seeking honor through deeds.	book of chivalry	horse tack
28 to 34	**Hireling**	Mercenary for hire, offering specialized skills for temporary service.	contracts	travel bags
35 to 40	**Irregular**	Unconventional soldier, employing guerrilla tactics and surprise.	camouflage kit	guerrilla warfare manual
41 to 46	**Marine**	Elite soldier specializing in naval boarding actions and warfare, fiercely loyal.	belaying pin	naval codebook
47 to 52	**Nightwatcher**	Guardian of the night, vigilant against unseen threats after dark.	lantern on pole	rain cloak
53 to 58	**Officer**	Vital logistician, managing supplies and equipment, ensuring readiness.	log book	scales
59 to 65	**Outrider**	Scout and messenger, excelling in reconnaissance and rapid communication.	horse tack	telescope
66 to 72	**Reeve**	Local official overseeing justice, bridging the community and the ruling authority.	badge of office	land registries
73 to 79	**Rune Warrior +**	Warrior wielding enchanted runes, blending physical with mystical.	grimoire	runestones
80 to 86	**Sellsword**	Mercenary motivated by coin, loyalty bound to the highest bidder.	contracts	heavy coin purse
87 to 93	**Slayer**	Hunter of creatures, fearless in the pursuit of monsters.	creature bait	creature bestiary
94 to 100	**Squire**	Apprentice to a knight, learning the ways of chivalry, combat, and noble service.	polishing kit	squire's handbook

Opportunistic Professions

D100	Profession	Brief Description	Tool	Tool
1 to 6	**Anarchist**	Champion of change, using anarchy to shake foundations and revel in chaos.	fire starting tools	propaganda posters
7 to 13	**Bonepicker**	Scavenger of belongings, turning tragedy and forgotten remains into personal gain.	bone tools	scavenging bag
14 to 20	**Buccaneer**	Sea-bound raider thriving on plunder, camaraderie, and open waves.	chest w/ backstraps	pirate flag
21 to 27	**Burglar**	Master of stealth and theft, excelling in the art of acquiring wealth undetected.	crowbar	grappling hook w/ rope
28 to 34	**Charlatan**	Master deceiver employing disguises and smooth talk to swindle and manipulate.	disguise kit	mesmerist's pendulum
35 to 40	**Fence**	Criminal underworld broker, dealing in stolen goods with a life of secrecy.	book of prices	secret ledger
41 to 46	**Fugitive**	On the run, living a life marked by brief freedoms and constant survival.	disguise kit	map of safe houses
47 to 52	**Gambler**	Dashing charmer betting on life's fortunes, always playing for high stakes.	loaded deck of cards	loaded dice
53 to 58	**Graverobber**	Exploiter of the dead, braving supernatural dangers for macabre trade.	lantern	shovel
59 to 65	**Jester**	Court's provocateur, wielding satire as a weapon, entertaining and offensive.	book of japes	juggling bag
66 to 72	**Quacksalver**	Peddler of false cures, exploiting the desperate with dubious remedies.	potion bottles	quack medicine book
73 to 79	**Racketeer**	Manipulator, leveraging criminal enterprises for protection and profit.	crowbar	protection racket ledger
80 to 86	**Rustler**	Cattle thief living on the fringe, challenging the law and rustling livestock for profit.	branding iron	telescope
87 to 93	**Smuggler**	Master of clandestine trade, moving forbidden or taxed goods past authorities.	false documents	hidden pockets in clothes
94 to 100	**Vigilante**	Shadowy avenger meting out justice where the law fails, shielded by anonymity.	belt-pouches	costume

Reverent Professions

D100	Profession	Brief Description	Tool	Tool
1 to 6	**Adherent +**	Devoted follower of a faith or ideology, spreading beliefs through example.	grimoire	prayer beads
7 to 13	**Apostle**	Fledgling warrior-priest inspiring devotion through violence.	holy book	holy wine & wafers
14 to 20	**Chosen +**	Believed to be selected by a higher power for a great purpose or mission.	amulet	grimoire
21 to 27	**Cultist +**	Member of an illegal group with extreme devotion to a forbidden cause or entity.	grimoire	ritual knife
28 to 34	**Doomsayer**	Proclaims impending disaster, warning others of future calamities.	book of heresies	self-flagellation tools
35 to 40	**Friar**	Religious monks committed to community service, prayer, and spreading faith.	brewing kit	holy book
41 to 46	**Hermit**	Lives in solitude, seeking enlightenment or escape from societal norms.	diaries	meditation mat
47 to 52	**Minister**	Clergy member providing spiritual guidance and performing sacred rites.	Roman collar	sermon book
53 to 58	**Monk**	Lives in a monastic order, dedicated to prayer, work, and study.	book of chants	meditation beads
59 to 65	**Sin Eater +**	Absorbs others' sins through ritual, cleanses souls through personal sacrifice.	grimoire	ritual bowl
66 to 72	**Skald**	Poet and historian, preserving and recounting the lore and legends.	musical instrument	war paint
73 to 79	**Spiritualist +**	Communicates with spirits, seeking to bridge the mortal world and the afterlife.	grimoire	spirit board
80 to 86	**Warrior-Pilgrim**	Travels to sacred sites seeking enlightenment or fulfillment of a vow.	pocket prayer book	sacrificial bowl
87 to 93	**Witch +**	Often misunderstood magician, harnessing natural energies.	grimoire	magical tools
94 to 100	**Witness +**	Observes and testifies to miracles with a religious or moral imperative.	grimoire	holy texts

Step 7: Damage & Peril Condition Tracks

Damage comes from being hurt by weapons, falling, fire, acid, and other situations. **Peril** is a concept that represents mental agony and physical fatigue.

Suffering Damage

When this happens, you move one or more steps down the **Damage Condition Track**. When you are healed, move up it instead.

Damage Condition Track

Alive: You have old scars, stitches, and sutures. This is the default "unharmed" condition.

Lightly Wounded: You have cuts or light bruising with mild pains.

Moderately Wounded: You have deep bruises, cuts, or lesions.

Seriously Wounded: Your body is covered in deep bruises or cuts.

Grievously Wounded: Your clothing is soiled in blood and sweat.

Dying!: When you first reach this state, you suffer an Injury. If you are suffering from 4 or more Injuries or Afflictions (or a combination thereof) and the duration isn't up, you are slain unless you take on a permanent Scar.

Your survivor begins at Alive; place a paperclip over it on the front of your survivor sheet.

Suffering Peril

When this happens, you move one or more steps down the **Peril Condition Track**. When you sleep, move up it instead.

Peril Condition Track

Fine: You're the very picture of health! This is the default "unhindered" condition.

Imperiled: You're operating under minimal strain.

-5% To Skill Tests: Your blood is running hot, and you have labored breathing.

-10% To Skill Tests: Your body gives way to tiredness and you can barely think straight.

-15% To Skill Tests: You toil with every step you take, and your vision is blurred.

Exhausted! -20% To Skill Tests. When you first reach this state, you suffer an Affliction. If you are suffering from 4 or more Afflictions or Injuries (or a combination thereof) and the duration isn't up, you are slain unless you take on a permanent Scar. Learn more in Chapter 8: Healing & Hazards.

Your survivor begins at Fine; place a paperclip over it on the front of your survivor sheet.

Calculating Damage Thresholds

Calculate your BASE Damage Threshold by adding [BB] + your armor's Damage Threshold Modifier. Calculate all other Damage Thresholds as BASE + 6, BASE + 12, BASE + 18. For instance, if your [BB] is 5, your Damage Thresholds would be 5 / 11 / 17 / 23. Write these values on the first page of your survivor sheet.

Calculating Peril Thresholds

Calculate your BASE Peril Threshold by adding [WB] + 3. Calculate all other Peril Thresholds as BASE + 6, BASE + 12, BASE + 18. For instance, if your [WB] is 7, your Peril Thresholds would be 10 / 16 / 22 / 28.

Write these values on the first page of your survivor sheet.

Step 8: Initiative Modifier

Your **Initiative Modifier** is added to a die roll to determine the order of actions in scenes.

Determine your Initiative Modifier by adding 3+[PB], and write it on the second page of your survivor sheet.

Your Survival

Your old life is over, and you were irrevocably changed when you faced death and somehow managed to survive.

Step 9: Age

Roll a D100 to determine your current age. These broad descriptions are inclusive of human and Forgotten ancestries, but feel free to determine specific age if you feel it necessary. Write it on the first page of your survivor sheet.

D100	Age
1 to 10	**Young**
11 to 70	**Adult**
71 to 90	**Middle-aged**
91 to 100	**Old**

Step 10: Brush With Death

Less than a year ago, you either died and returned to life or you had a near-death experience. This moment shaped the life you live now: you're a survivor.

Your **Brush With Death** allows you to explore emotions and complexities not often addressed in other role-playing games. Utilized thoughtfully, it will make your experience with **ZWEIHÄNDER** a profound one for you and the other players. Your survivor may have other Brushes With Death as the story progresses.

Consider first whether your survivor had their own Brush With Death or if the entire group had the same Brush With Death that brought them together. Once decided, go to the next page and roll a D100 to determine the Brush With Death. Alternatively, you can create a new one.

If your group decides their survivors faced the same Brush With Death, work with the other players to find a suitable one.

Write it on the first page of your survivor sheet.

D100	Brush With Death
1 to 2	A chair eerily swayed at the top of the stairs, and as I sat in it, it pitched me over the edge.
3 to 4	A decrepit stagecoach made me its unwilling passenger on a journey to the underworld.
5 to 6	A dim light from a dead end revealed a lurking menace beyond.
7 to 8	A haunting melody by the lake lured me into a watery grave.
9 to 10	A haunting tune lulled me into a deep sleep from which I almost didn't awaken.
11 to 12	A night of carousing led to a fatal ambush that killed my friends while I survived.
13 to 14	A pedlar's strange artifact sealed my fate with a single touch.
15 to 16	A venomous bloom emitted a belladonna haze, putting me into a deep coma.
17 to 18	A whisper from my family's crypt nearly bound my soul to its residents.
19 to 20	An errant stroke of a stranger's pen released toxic ink, marking my last word.
21 to 22	An old bell tower had remained silent for years, but its sudden toll sent me over the edge.
23 to 24	An old trunk beckoned; upon opening it, it swallowed me into its emptiness.
25 to 26	An unexpected chime at the witching hour announced a dark presence at my door.
27 to 28	As a candle's flame flickered, a whisper warned me of a conflagration that nearly burned me alive.
29 to 30	As a windmill's gears spun up, an unseen force pushed me into its grinding mechanism.
31 to 32	As I clasped my grandmother's brooch, my vision was flooded from her tormented past.
33 to 34	As I investigated an unmarked grave, a pair of rotting hands pulled me into the soil beneath.
35 to 36	As I walked out my front door, I didn't see the shovel aimed at my head.
37 to 38	As the snare tightened around my leg and the world went dark, I knew I had made a mistake.
39 to 40	As the war hammer met my skull, I was startled by the lack of flesh on the hand that swung it.
41 to 42	Between the walls, footsteps echoed . . . someone was following, and they meant ill intent.
43 to 44	Crossing an old bridge at dusk, I emerged into a mist-shrouded realm of horror.
45 to 46	Curiosity got the better of me when a trap sealed my fate in the castle's dungeon.
47 to 48	Every uneven tick of the clock was a missed heartbeat, its off-beat rhythm sealing my fate.
49 to 50	Eyes from a painting of a ghoulish hellscape drew me into its frame of horror.

D100	Brush With Death
51 to 52	Footprints from another age led me to fall into a deep cavern.
53 to 54	I know hunger and desperation drove them to feast upon my flesh.
55 to 56	I ran towards the sound of a crying baby, but it wasn't a child I found at the path's end.
57 to 58	I should have paid closer attention when my father taught me how to properly fell a tree.
59 to 60	I thought cheating at dice was a petty crime, but they proved me wrong.
61 to 62	I thought it an exaggeration to die of fright until I saw the unknown malignant face in my mirror.
63 to 64	I told them everything I knew, but they still pushed my bound and weighted body from the ship.
65 to 66	I was quite pleased with the newly found silken scarf until it tightened around my neck.
67 to 68	Leaning over the village well, a pair of rotten arms and wet, dark hair engulfed me in their grasp.
69 to 70	My own shadow came to life and hunted me down in the forest.
71 to 72	My shouted blasphemy was answered by the devout with cudgels and fists.
73 to 74	Shapes moved behind a curtain, and curiosity got the better of me as I fell through the glass.
75 to 76	The aroma of a seemingly innocent pastry concealed its secret ingredient: poison.
77 to 78	The blade slid into my gut, but the look of satisfaction in my friend's eyes surprised me the most.
79 to 80	The haunting aria of a troop of actors drew me into a grim tour of their theater.
81 to 82	The light drew our ship in, leading us to crash onto unknown shores.
83 to 84	The rain-slick tiles on the roof proved to be my undoing.
85 to 86	The voices lied when they told me my offered blood would be returned to me with great power.
87 to 88	The warnings that I should not travel in the winter storm had not been an exaggeration.
89 to 90	Trying on a seemingly benign shoe, it took me on a strange journey in its long-dead owner's life.
91 to 92	Upon robbing a crypt, its guardian spirit marked me as its successor.
93 to 94	What I thought was a single leech was instead a writhing mass I didn't imagine possible.
95 to 96	When I opened the forbidden grimoire, it had a single name written on all its pages: my own.
97 to 98	While mesmerized by the flames of a campfire, I was robbed by highwaymen and left for dead.
99 to 100	Whilst wandering through an overgrown menagerie, plants with a sanguine thirst ensnared me.

Step 11: First Scar

Although you persevered your Brush With Death, you were left with a physical impairment, emotional trauma, or a spiritual wound. This is your **First Scar**, and each represents a journey of healing, struggle, and change.

Roll a D100 to determine your First Scar. You will determine your Scar's effects in the Appendix

D100	Scar	D100	Scar	D100	Scar
1	Afraid of Shadows	17	Erratic Pulse	33	Haunted Gaze
2	Bad-blooded	18	Eternal Insomnia	34	Haunted Memories
3	Bad Stomach	19	Facial Scar	35	Head Trauma
4	Blighted Sight	20	Fading Voice	36	Heatstroke Trauma
5	Blunted Intellect	21	Failing Heart	37	Hobbled Leg
6	Brain Trauma	22	False Nose	38	Hole in Skull
7	Brittle Bones	23	Far-sighted	39	Hollow Trances
8	Burn Scars	24	Fear of Mirrors	40	Horrific Scarring
9	Cabin Fever	25	Flashbacks	41	Ice in My Veins
10	Choleric Temperament	26	Flock of Death	42	Iron Hand
11	Chronic Vomit	27	Frail-blooded	43	Iron-hearted
12	Combat Anxiety	28	Frostbite Scars	44	Jittery Nerves
13	Dark Passenger	29	Gambler's Lament	45	King's Disease
14	Distant Heart	30	Gnarled Hand	46	Lead-footed
15	Echoing Tinnitus	31	Hard of Hearing	47	Leg Harness
16	End of Line	32	Haunted by Your Past	48	Lethargic Mind

D100	Scar	D100	Scar	D100	Scar
49	Lily-livered	67	Ominous Whispers	85	Split Face
50	Lingering Disease	68	Ongoing Distress	86	Sticky Fingers
51	Lost Senses	69	Painful Memories	87	Sunlight Aversion
52	Mark of Shame	70	Panic-stricken	88	Swill Belly
53	Melancholic Temperament	71	Persecution Complex	89	Tormented Sleep
54	Metal Jaw	72	Phantom Limb	90	Trembling Hands
55	Metal Plate	73	Phlegmatic Temperament	91	Troubled Soul
56	Milky Eye	74	Plagued by Nightmares	92	Tunnel Vision
57	Missing Eye	75	Poor Constitution	93	Twisted Spine
58	Muted Pain	76	Pyrophobia	94	Unsettling Aura
59	Ne'er-Do-Well	77	Raspy Breath	95	Unsteady Gait
60	Near-sighted	78	Ruptured Eardrum	96	Weak Grip
61	Nerve Damage	79	Sanguine Temperament	97	Weak Lungs
62	Night Blindness	80	Severed Fingers	98	Weight of the World
63	Night Fright	81	Shattered Rib	99	Withering Mind
64	Nightfather's Due	82	Shattered Vertebrae	100	Xenophobic Tension
65	Nightmare Disorder	83	Skull Plate		
66	Old War Wound	84	Sluggish Pace		

Step 12: Memento

A **Memento** of that perilous moment accompanies you everywhere you go. As a tangible fragment of your Brush With Death, this object is laden with symbolic weight.

Whether it is a cherished cameo, the emblematic ring of your once-great house, a half-broken toy, or a military accolade from a time you'd rather forget, your Memento is a constant companion, reminding you of your resilience and the ephemeral nature of life.

Benefits of Your Memento

When you're in a scene related to your Brush With Death, hold the Memento to ignore all Peril Condition Track penalties. These benefits last until you escape or defeat the situation.

Consider both your Brush With Death and Scar. What would this Memento look like? Write it on the second page of your survivor sheet under Small Objects. Learn more about Small Objects in Chapter 6: Equipment.

Step 13: Tragic Flaw & Inner Strength

In the wake of your death, you developed two distinctive and wildly different traits. Your Tragic Flaw and Inner Strength serve as role-playing tools

Tragic Flaw

Inner turmoil, doubt, and raw emotions are characterized by your **Tragic Flaw**. It is a dark reflection that came from your Brush With Death and often hinders your personal growth or relationships. Recognizing and addressing these imperfections is a key part of your story.

Benefits of Your Tragic Flaw

Call upon your Tragic Flaw in a scene when it makes sense for the narrative, and you will gain additional Reward Points at the end of the session. If you face death again, you will gain another Tragic Flaw. Reward Points are spent on Unlocking new abilities, covered in **Chapter 4: Professions**.

Roll a D100 to determine three Tragic Flaws and choose the one that sounds most appealing. Alternatively, create a new one. Write one of them on the first page of your survivor sheet.

D100	Tragic Flaw	D100	Tragic Flaw	D100	Tragic Flaw
1 to 2	Bitter Isolation	37 to 38	Fragile Honor	73 to 74	Ravenous Hunger
3 to 4	Blinding Zealotry	39 to 40	Grimly Determined	75 to 76	Relentless Persecution
5 to 6	Boundless Wrath	41 to 42	Haunting Regret	77 to 78	Ruthless Ambition
7 to 8	Burden of Command	43 to 44	Highly Doubtful	79 to 80	Sacrificial Lamb
9 to 10	Callous Disregard	45 to 46	Impetuous Wrath	81 to 82	Shadowed Past
11 to 12	Catastrophic Failure	47 to 48	Inescapable Despair	83 to 84	Spectral Fear
13 to 14	Completely Obedient	49 to 50	Inexorable Decline	85 to 86	Stubborn Ways
15 to 16	Corrosive Jealousy	51 to 52	Infernal Pactmaker	87 to 88	Twisted Loyalty
17 to 18	Crippling Guilt	53 to 54	Insatiable Greed	89 to 90	Unattainable Redemption
19 to 20	Curse of Birth	55 to 56	Insidious Deception	91 to 92	Unbridled Desire
21 to 22	Debilitating Fear	57 to 58	Ironclad Vows	93 to 94	Unfettered Ambition
23 to 24	Deep Loneliness	59 to 60	Malignant Envy	95 to 96	Unspeakable Secrets
25 to 26	Destructive Obsession	61 to 62	Merciless Justice	97 to 98	Unyielding Abandon
27 to 28	Doomed Love	63 to 64	Morbid Fascination	99 to 100	Vengeful Spirit
29 to 30	Emotionally Detached	65 to 66	Mortal Enmity		
31 to 32	Eternal Mourning	67 to 68	Obsessive Fixation		
33 to 34	Forbidden Knowledge	69 to 70	Overbearing Hubris		
35 to 36	Forlorn Hope	71 to 72	Perilous Mindset		

Inner Strength

Your **Inner Strength** is your resilience against life's adversities. This defines you as more than a survivor–it transforms you into a symbol of hope and perseverance. Embracing it is key to your personal growth, giving depth to your narrative and presenting opportunities for the GM to craft challenges that highlight it.

Benefits of Your Inner Strength

Call upon your Inner Strength in a scene when it makes sense for the narrative, and you will gain additional Reward Points at the end of the session. If you face death again, you will gain another Inner Strength.

Reward Points are spent on Unlocking new abilities, covered in **Chapter 4: Professions**.

Roll a D100 to determine three Inner Strengths and choose the one that sounds most appealing. Alternatively, create a new one. Write one of them on the first page of your survivor sheet.

D100	Inner Strength	D100	Inner Strength	D100	Inner Strength
1 to 2	Adaptable Nature	37 to 38	Heroic Sacrifice	73 to 74	Radiant Hope
3 to 4	Artistic Talent	39 to 40	Humility	75 to 76	Relentless Perseverance
5 to 6	Astute Insight	41 to 42	Indomitable Spirit	77 to 78	Resilient Mind
7 to 8	Benevolent Spirit	43 to 44	Infallible Memory	79 to 80	Resolute Calm
9 to 10	Boundless Creativity	45 to 46	Infectious Enthusiasm	81 to 82	Steadfast Loyalty
11 to 12	Boundless Optimism	47 to 48	Innate Wisdom	83 to 84	Strategic Mind
13 to 14	Compassionate Soul	49 to 50	Inspirational Presence	85 to 86	Strong Sense of Justice
15 to 16	Creative Genius	51 to 52	Intrepid Explorer	87 to 88	Unassailable Honor
17 to 18	Dauntless Bravery	53 to 54	Intuitive Understanding	89 to 90	Unbreakable Resolve
19 to 20	Deep Empathy	55 to 56	Iron Will	91 to 92	Unflagging Energy
21 to 22	Deep Compassion	57 to 58	Keen Intellect	93 to 94	Unshakeable Faith
23 to 24	Eloquent Speaker	59 to 60	Loyal Friend	95 to 96	Unwavering Courage
25 to 26	Empathetic Heart	61 to 62	Moral Integrity	97 to 98	Unyielding Integrity
27 to 28	Enduring Patience	63 to 64	Mystical Connection	99 to 100	Visionary Idealist
29 to 30	Fearless Adventurer	65 to 66	Natural Leader		
31 to 32	Fierce Protector	67 to 68	Noble Purpose		
33 to 34	Genuine Kindness	69 to 70	Protective Instinct		
35 to 36	Healing Touch	71 to 72	Quiet Confidence		

Step 14: Name & Bond Talent

There aren't any strict naming conventions you need to follow. When in doubt, select something evocative that rolls off the tongue easily. Colorful names like Ser Sebastian Bastian, Danziger Eckhardt, Calliope DuVrey, and Blixa Killbride have a distinctive ring, ones that aren't easily forgotten.

Once decided, sign your survivor's full name on the first page of your survivor sheet.

Form One Bond

Strange and inexplicable forces drew you together with other survivors. It often appears as a hollow ringing in one's ears, the hackles rising on the back of the neck, or a sense of déjà vu when you first meet another survivor. But among the survivors in your party, two of you share a singular, almost supernatural **Bond Talent** with one another. Your Bond with them may be that of friendly rivals, former enemies, kinsfolk, lovers, fellow orphans, as a student and teacher, or something else.

Bonded Talents are always cooperatively used, so you and the other player must agree when the Bond is activated during gameplay. If your Bonded survivor is ever retired, form a new one with another survivor.

Pick one other survivor. One of you must roll D100 on the following table to determine a unique Bond you and the other survivor share from the table below. Write the name of the survivor and the Bond Talent on the second page of your survivor sheet.

In cases with an uneven number of players, 3 survivors share the same one or every survivor playing can share the same one. For one-on-one play, assume that the survivor has an NPC they share a Bond Talent with.

D100	Bond Talent	Effect
1 to 5	**Blood Oath**	At any time, you can move one step up the Damage Condition Track, but your Bonded survivor must move one step down. You must be able to see one another to use this.
6 to 10	**Bound by Magic**	When you fail to cast a spell, your Bonded survivor who can see you may re-roll Occultism using their abilities, but you must accept the results of the re-roll.
11 to 15	**Comrade in Arms**	While Close by your Bonded survivor, add +1 to Damage and Peril you inflict. You must be able to see one another to use this.
16 to 20	**Dream-linked**	You can ask the GM to gain a clue about solving a mystery or challenge inspired by a shared dream with your Bonded survivor. This is usable once per session.
21 to 25	**Fated to Meet**	Swap places on the Initiative Ladder anytime, or give up your Turn to your Bonded survivor during a fight scene. You must be able to see one another to use this.
26 to 30	**Fellow Orphans**	During a fight scene, instead of Banking Action Points, you can give them to your Bonded survivor. You must be able to see one another to use this.
31 to 35	**Former Enemies**	When Close by your Bonded survivor and they move two or more steps down the Damage Condition Track, roll a Coordination Test. If successful, they move down one less step.
36 to 40	**Friendly Rivals**	As a fight scene begins, place a D6 in front of you on face "1". Add this as a cumulative value to Damage and Peril you and your Bonded survivor both inflict. Every Round thereafter, incrementally move it to its next face (e.g., 1, 2, 3, 4, 5, and capping out at 6). Should either of you fail to inflict Damage or Peril in a single Round, reset it to face "1" and start the process over.
41 to 45	**Keepers of a Secret**	You and your Bonded survivor can speak using an empathic language like telepathy. You must be able to see one another to use this.
46 to 50	**Kinsfolk**	Whenever your Bonded survivor is surrounded or Surprised, you move Close by them. You must be able to see one another to use this.
51 to 55	**Linked by Prophecy**	Whenever your Bonded survivor is moved to Dying! or Exhausted! during a fight scene, you gain 3 Action Points that must be spent now. You must be able to see one another to use this.
56 to 60	**Old Flame**	During a fight scene, if your Bonded survivor fails an Attack Action, you Flip To Succeed on your next Attack Action against the same creature. You must be able to see one another to use this.
61 to 65	**On the Run Together**	Providing you and your Bonded survivor can see one another, Flip To Succeed Stealth Tests. You must be able to see one another to use this.
66 to 70	**Protector & Charge**	During a fight scene, when your Bonded survivor is Close by you and fails to resist an effect, you can attempt to resist for them (but they must accept the results of the re-roll).

D100	Bond Talent	Effect
71 to 75	**Reincarnated Souls**	When you are Close to one another, add your Bonded survivor's Skill Ranks to your own Skill Tests. You cannot exceed 3 Skill Ranks.
76 to 80	**Spirit Keepers**	Both you and your Bonded survivor treat their weapons as if they have the Blessed Quality. You must be able to see one another to use this.
81 to 85	**Star-crossed Lovers**	At any time, you can move one step up the Peril Condition Track, while your Bonded survivor will move one step down. You must be able to see one another to use this.
86 to 90	**Student & Teacher**	Choose who is the student and who is the teacher. Whenever the teacher Critically Succeeds a Skill Test, the student moves to Fine on the Peril Condition Track. Whenever the student Critically Fails a Skill Test, the teacher moves to Fine on the Peril Condition Track. You must be able to see one another to use this.
91 to 95	**Tragic Survivors**	When you fail to resist becoming Stressed, Frightened, or Terrified, your Bonded survivor who can see you may re-roll Resolve using their abilities, but you must accept the results of the re-roll.
96 to 100	**Twin Stars**	Whenever your Bonded survivor rolls a Critical Success on a D100 with an Attack Action, you Bank 1 Action Point.

Step 15: Profession Details & Skills

Bookmark this page and flip to Chapter 4: Professions. Write down your Profession Ability Table on an index card. As you go through this process, you will Unlock abilities that are a part of your Profession.

Mark that you have already Unlocked your Ancestral Talent by filling in the circle on the index card.

Unlock all 6 Skill Ranks by circling the +10% in your Skills on the first page of your survivor sheet. Mark that you have Unlocked all 6 Skill Ranks on the index card.

Step 16: General Talents

Bookmark this page and flip to Chapter 5: General Talents. Referencing your Profession Ability Table from the index card, you will now Unlock 1 General Talent and carry over your General Talent's name and effects on the second page. Mark that you have Unlocked it on the index card.

For Spellcasters: If your Profession had a plus sign (+) beside it, you must Unlock Arcane, Chaos, Divine, or Folk Magic as your first General Talent. Sometimes, you will be given a choice as to which Talent you'll Unlock. Read the Talent to yourself, as you have some additional work to do in Step 18: For Spellcasters.

Step 17: Weapons & Supplies

Decide whether you want a Melee or Ranged weapon, then roll D100 on the table below to determine one you begin gameplay with.

Then, if you have a Skill Rank in Blackpowder, Melee, or Ranged, roll for additional weapons. For example, if you have a Skill Rank in Melee and Blackpowder, you gain 1 Melee and 1 Blackpowder weapon.

Bookmark this page and flip to Chapter 6: Equipment. Write each weapon and its stats on its own index card, and record them into your weapon slots on the second page.

You also gain the following: 1 Supply Rating of laudanum & smelling salts. If you have a Blackpowder and/or a Ranged weapon, you also get 2 Supply Ratings in ammunition. Write all your supplies on the second page of your survivor sheet. Read the entry about abstracted encumbrance and Supply Rating.

D100	Melee Weapon
1 to 4	Basebrawl Mace
5 to 7	Battle Axe
8 to 10	Blackjack
11 to 13	Bohemian Earspoon
14 to 16	Bollock Dagger
17 to 19	Broadsword
20 to 22	Bullwhip
23 to 25	Court Sword
26 to 28	Cudgel
29 to 31	Dirk
32 to 34	Estoc
35 to 37	Firehardened Spear
38 to 40	Flanged Mace
41 to 43	Garrote
44 to 46	Knuckleduster
47 to 49	Main Gauche
50 to 52	Military Lance
53 to 55	Misericorde
56 to 58	Morgenstern
59 to 61	Mortuary Sword
62 to 64	Pike
65 to 67	Pole Cleaver
68 to 70	Rapier
71 to 73	Sabre
74 to 76	Shiv
77 to 79	Sickle
80 to 82	Splitting Maul
83 to 85	Staff
86 to 88	Stiletto
89 to 91	Threshing Flail
92 to 94	War Hammer
95 to 97	Woodsman's Axe
98 to 100	Zweihänder

D100	Ranged Weapon
1 to 10	Arbalest Crossbow
11 to 20	Bolas
21 to 30	Composite Bow
31 to 40	Hunting Bow
41 to 45	Javelin
46 to 55	Light Crossbow
56 to 65	Longbow
66 to 75	Shepherd's Sling
76 to 85	Throwing Axe
86 to 100	Throwing Knife

D100	Blackpowder Weapon
1 to 20	Arquebus
21 to 40	Blunderbuss
41 to 60	Dueling Pistol
61 to 80	Flintlock Pistol
81 to 100	Turnout Pistol

Step 18: For Spellcasters

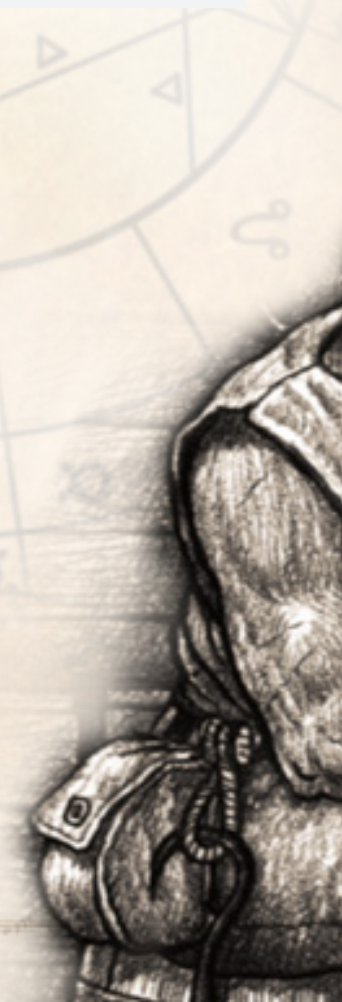
Bookmark this page and flip to Chapter 10: The Grimoire to Starting Spells. Determine the spells you begin gameplay with based on your Thread of Arcane Magic, Beyonder of Chaos Magic, Deity of Divine Magic, or spells for Folk Magic. Write each spell on its own index card.

Step 19: Scar Effects & Finalize

Find Scars in the Appendix, and write down its effects on the second page of your survivor sheet.

Were there any steps you missed? Did you want to redistribute your Primary Attributes in consideration of your Profession or change your Tragic Flaw or Inner Strength? Talk with the GM if you want to alter your survivor further.

Once complete, it's time to play your first session of ZWEIHÄNDER!



Villian Afoot
Wanted
Back Workers UNITE!!!

Chapter 4: Professions

Professions are the hallmark of **ZWEIHÄNDER**, representing people from diverse walks of life. At the end of every session, the GM asks players three questions. Based on the answers, players record the Reward Points (RP) earned for that session individually.

- Did you show up to the session? 5 RP
- Did you call upon one of your Tragic Flaws at least once? 5 RP
- Did you call upon one of your Inner Strengths at least once? 5 RP

You spend RP to **Unlock** new abilities for your current Profession Ability Table in the Basic Tier. You'll eventually move into a second Profession in the Intermediate Tier and a third in Advanced.

All abilities are cumulative, so you don't lose knowledge of them when moving into a new Tier and Profession. Each Tier represents a new story arc. They reflect your survivor's journey and who they are becoming, as opposed to who they were. Take under consideration the story and experiences your survivor has gone through as you select new Professions at each Tier.

Basic Tier

You begin gameplay in Basic Tier. You previously Unlocked 1 Ancestral Talent, 1 Professional Talent, 1 General Talent, and all 6 Skill Ranks from your Profession Ability Table during **Chapter 3: Your Lifepath**.

Completing Basic Tier

Unlock the rest of your abilities from the Profession Ability Table in any order you desire. Each costs 10 RP:

- Unlock the remaining 2 General Talents.
- Unlock the +5% Primary Attribute Adjustment.
- Unlock all 6 Secondary Attribute Modifiers.

Intermediate Tier

This is the next phase of your story. Choose a second Profession, write down the Profession Ability Table on a new index card, and Unlock its Professional Talent for 20 RP.

Completing Intermediate Tier

Unlock all of your abilities in any order you desire. Each costs 20 RP:

- Unlock all 6 Skill Ranks.
- Unlock 1 new Ancestral Talent.
- Unlock the +5% Primary Attribute Adjustment.
- Unlock all 6 Secondary Attribute Modifiers.
- Unlock all 3 General Talents. If these match the ones you already have, work with your GM to find alternative selections.

Advanced Tier

This is the final arc of your story. Choose a third Profession, write down the Profession Ability Table on a new index card, and unlock its Professional Talent for 30 RP.

Completing Advanced Tier

Unlock all of your abilities in any order you desire. Each costs 30 RP:

- Unlock all 6 Skill Ranks.
- Unlock 1 new Ancestral Talent.
- Unlock the +5% Primary Attribute Adjustment.
- Unlock all 6 Secondary Attribute Modifiers.
- Unlock all 3 General Talents. If these match the ones you already have, work with your GM to find alternative selections.

Remaining In Your Profession

Instead of moving into a new Profession at Intermediate and Advanced Tiers, you can opt to remain in your current one. To represent this transition, craft a new name for your Profession (such as an Etherealist becoming a Necromancer, a Burglar becoming a Jackdaw, or a Hedge Knight becoming a Blackguard).

When remaining in your Profession, you'll spend RP to Unlock the same 6 Skill Ranks, 6 Secondary Attribute Modifiers, and the +5% Primary Attribute Adjustment as your current Profession. Then, choose 1 new Ancestral Talent, and 3 new General Talents. Finally, work with the GM to create a new Professional Talent or simply pick one from other existing Professions.

Customized Profession

If it makes sense for your survivor's story, a GM may allow you to replace an existing Skill with a different Skill, select a different Secondary Attribute Modifier, or another Primary Attribute Adjustment that's not on your Profession Ability Table. These updates cost an additional 10 RP.

However, you cannot Unlock the same Skill Rank more than once per Tier. You also cannot Unlock the same Secondary Attribute Modifier more than twice per Tier.

GM Tip: Variant Rule—Unlock Without Tracking RP

Some gaming groups may find it easier to do away with tracking Reward Points. With this option, you can allow players to Unlock anything on their Profession Ability Table at the end of the session.

All Professions

Ancestral Talent: You will Unlock 1 Ancestral Talent in Basic, Intermediate, and Advanced Tiers. The Talent is listed on the same page as your Profession. They are found in Chapter 3: Your Lifepath

General Talent: Professions teach 3 different General Talents. These are abilities that are shared among Professions. For some spellcasting Professions, you will be given a choice as to which Talent you'll Unlock. They are found in Chapter 5: General Talents.

Primary Attribute Adjustment: Permanently adjust your Primary Attribute by +5%. If the tens value changes (such as moving from 55% to 60%), adjust your Secondary Attribute as well.

Professional Talent: Each Profession has one unique ability that distinguishes them from one another. This Talent is enumerated above the Profession Ability Table with its proper name and effect.

Secondary Attribute Modifier: Add these to the tens digit of your Primary Attributes to adjust your Secondary Attributes. For instance, if you have a 53% Combat and +1 [CB], your Secondary Attribute is [CB] 6. These are cumulative.

Skill Rank: Each confers a cumulative +10% to the related Skill Test.

Actor

"Who needs performers in times such as these?" they ask. It's preposterous! You are more needed than ever. Whether you hail from the fixed stage of the city or have honed your performances on cold winter nights at the pageant wagon, an Actor is a performer who deserves the community's esteem. Your abilities as a dancer, singer, and thespian are made evident as the curtains part and the stage candles burn. You are a magician, able to enrapture an audience with charm, costumes, and your wits.

But as the curtains close and the ghostlight flickers, you remove the itchy wig, flea-ridden costume, and caked-on makeup. You know the sun will eventually set over the stage. You've decided that's when you'll strike out for a better fortune on the road. There's always a need for someone clever among outcasts. Perhaps they, too, could learn a lesson in culture. But when push comes to shove, you will do whatever you can to ensure your survival by sharp words or a sharp knife.

Method Acting

Effect: You Flip To Succeed Disguise Tests to act as someone else. If you succeed, treat it as a Critical Success. You also perfectly mimic the voice of anyone you've met.

Profession Ability Table

Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Disguise**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Primary Attribute Adjustment	**Fellowship +5%**	O	General Talent	**Long-winded**	O
Professional Talent	**Method Acting**	O	General Talent	**Mental Fortitude**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Social Mobility**	O

Adherent

You belong to an ancient order that embraces asceticism, a path of education and prayer. You most likely spent your days cloistered in a convent dedicated to years of religious devotion and worship. Such cloisters are self-sufficient: you grow your own food, make your own clothes, and offer hospitality and medical treatment to travelers. Or, you might have become an itinerant priest, accepting alms in return for educating everyday folk or providing midwifery and animal husbandry.

Removal from the world for so long can leave you naive to charlatans and thieves. Each holy order is different, but all advocate charity, peace, and temperance while renouncing greed, luxury, and violence. A rare few profess aberrant views, worshiping darker beings with profane names best left unspoken. Such Adherents take great measures to hide their heretical forms of worship from the prying eyes of others.

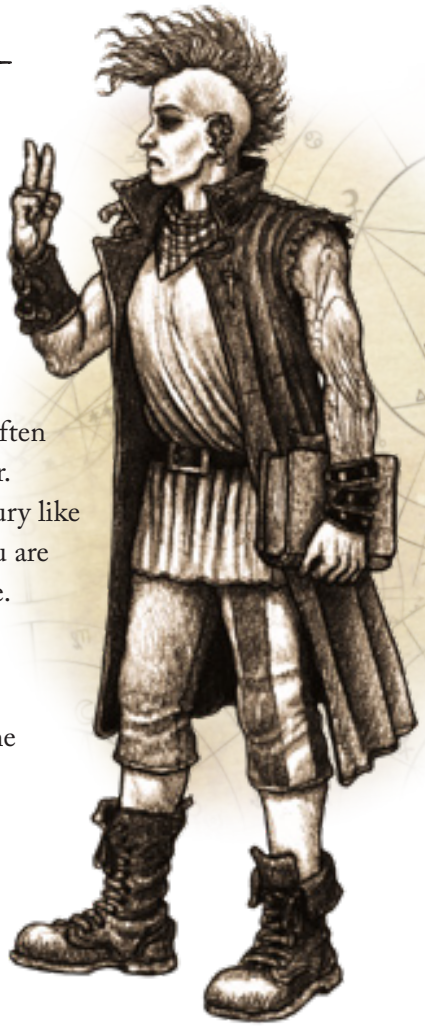
Turn The Other Cheek

Effect: Corrupted and Humanoid creatures Flip To Fail Tests when attacking you unless you've already attacked them. If they fail, treat it as a Critical Failure.

Profession Ability Table

Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Leechcraft**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Occultism**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Divine Magic**	O
Professional Talent	**Turn The Other Cheek**	O	General Talent	**Folk Magic**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Multilingual**	O

Anarchist



Fire bombs ignite town hall; nobles are pelted with rotten fruit; the tax on beer is lowered, and you stand in the shadows, laughing. Whether organizing rallies and protests in public or authoring pamphlets tarnishing a noble's reputation in private, you live to enact change through anarchy. Maybe you truly believe in the causes you extol; maybe you're just a chaotic nihilist. No one can doubt your commitment to the cause, though, even if you find yourself richly rewarded once the old order crumbles.

Anarchists are not immune to their own tricks. For every five revolutions that go right, one goes wrong, and you end up on the run from powerful enemies. You've often assumed the guise of a nameless person, the perfect alibi for an exiled rabble-rouser. Sometimes, however, your lies and triumphs come back to bite you. Hell hath no fury like a foppish nobleman scorned or a dictator toppled. If the mighty have their way, you are likely to find yourself back in the public forum, this time for a flogging . . . or worse.

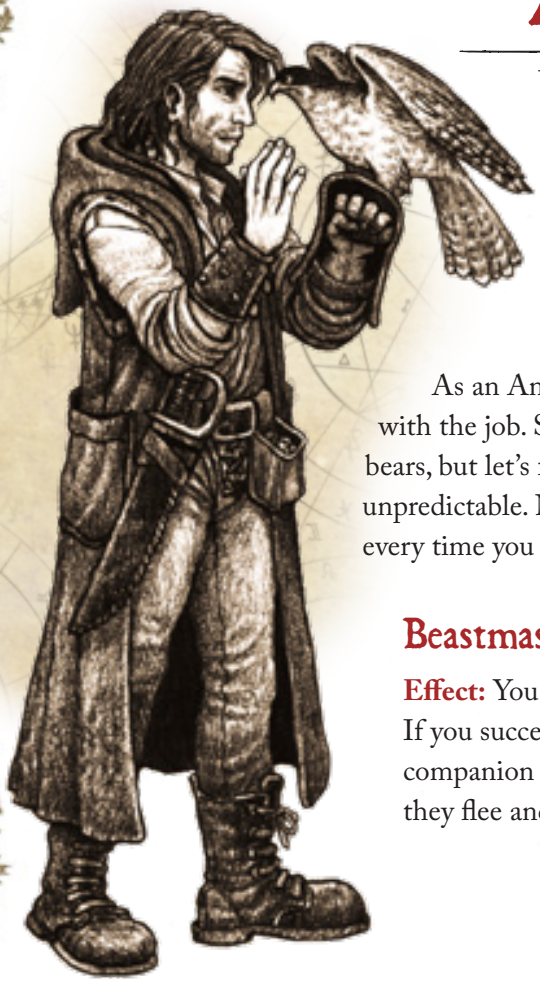
Rabble-rousing

Effect: When you fail Guile or Ranged Tests, you may re-roll it but must accept the results. Ignore Peril Condition Track penalties associated with these two Skills.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Forked Tongue**	O
Professional Talent	**Rabble-rousing**	O	General Talent	**Impervious Mind**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Long-winded**	O

Animal Tamer



Whether you are a wrangler, rustler, or even a seller of horseflesh, as an Animal Tamer you tend to live a solitary life with the creatures you handle. Brusque at times, even boorish, you typically carry the stench of the pen, replete with dung between your cleats and straw matted within your hide leggings. The lowliest of tamers train pigeons, ferrets, and cats. Middling ones breed hunting raptors and war dogs. Rarest are those who break, dominate, and train bears.

As an Animal Tamer who's been around the block, you know the risks that come with the job. Sure, you've got the guts to handle anything from pesky pigeons to ferocious bears, but let's face it**:** these creatures aren't your friends. They're wild at heart and unpredictable. No amount of training can scrub that wild streak clean. It's a game of chance every time you reach your hand out to feed the wild beasts you tame.

Beastmaster

Effect: You Flip To Succeed Handling Tests to tame Animalian and Primeval creatures. If you succeed, treat it as a Critical Success. You also have one of these allies as a companion (*man-eater* from **Chapter 12: Bestiary**). Should it ever be moved to Dying!, they flee and return to you a day later.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Brawn +5%**	O	General Talent	**Carousing**	O
Professional Talent	**Beastmaster**	O	General Talent	**Clinch Fighter**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Gallows Humor**	O

Antiquarian

From the bustling academies of the great cities to the loremasters who gather the young around a fire, no society lacks people who have a thirst for knowledge. As an Antiquarian, you dedicate yourself to the joys and challenges of higher learning. History, heritage, philosophy, and other pursuits are your passions. For every question you answer, two more arise. Your studies become a journey unto themselves as you embark along a path to seek the truth of the world around you.

When on break from studies or even given obscure assignments by your lecturers, you venture into the wilds and forbidden places in search of lost knowledge. There is a reason society supports people like you who undertake such journeys–knowledge is power. Some of you will be called to advise those in power or to teach and mold the next generation. The accompanying temptations can distract even the most rigid Antiquarian. Right or wrong, more than one Antiquarian has been branded a heretic for looking into things mankind was not meant to know.

Field Of Study

Effect: After successfully researching an ancestry, creature, or subculture, record what type it was (e.g., ancient civilization, elf, orxish society, siabran death rituals). Whenever interacting with or researching about them in the future, gain a Help Die to related Skill Tests.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Thievery**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Incredible Numeration**	O
Professional Talent	**Field Of Study**	O	General Talent	**Mental Fortitude**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Secret Signs**	O

Apostle

Your experience with the divine blessings of the gods is a pivotal force, arguably the sole beacon against doubts of their existence. Yet, not all priests harness or yearn for such holy might. You are an Apostle, a novice in the service of faith. Full clergy rank remains a distant goal. Your background is diverse: you could be a child or adult, impoverished or affluent, commoner or noble. While priests work within the church, you seek your flock outside of it, welcoming others into the fold in distant and lost communities.

The persistent urge to prove your worth, both to the faith and the world at large, gnaws at you. Desperation to ascend the ecclesiastical ladder might drive you to extremes, such as usurping small parishes or enforcing your beliefs through intimidation and manipulation, even resorting to "peaceful enforcement" in communities that reject your guidance.

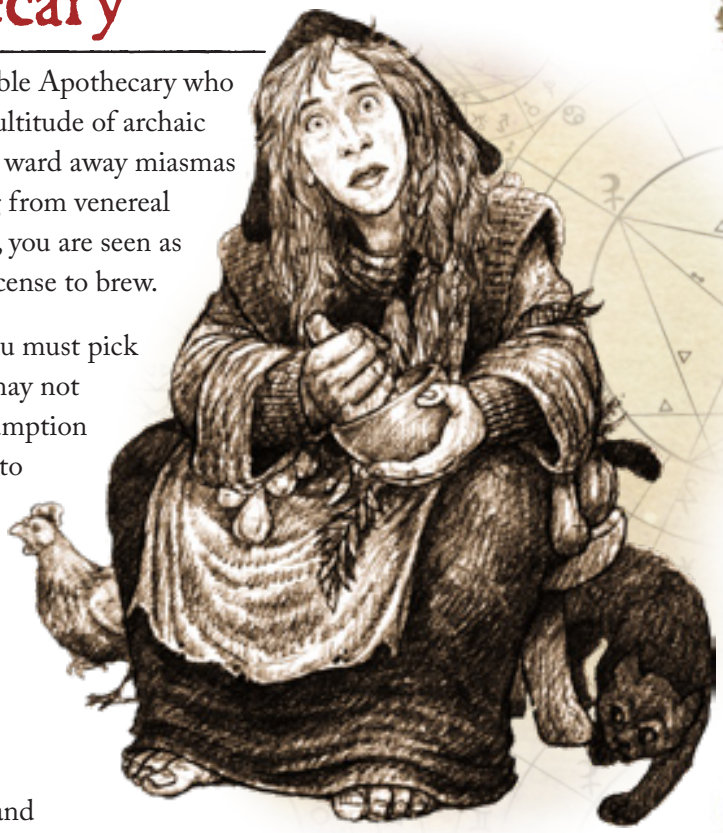
By Hook Or By Crook

Effect: When you move a Corrupted or Humanoid creature down the Damage Condition Track with a Melee weapon, they move an equal number of steps down the Peril Condition Track.

Profession Ability Table

Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Leechcraft**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Intelligence +5%**	O	General Talent	**Beatdown**	O
Professional Talent	**By Hook Or By Crook**	O	General Talent	**Carousing**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Rural Sensibility**	O

Apothecary



Whilst Barber Surgeons seek to cure the ailing, it is the humble Apothecary who brews the medicine. You apply your knowledge to create a multitude of archaic remedies. These drugs treat infections with solutions of wine, ward away miasmas and "unhealthy fogs" with pastes, and reduce pain originating from venereal disease or even a skinned knee with simple unguents. Indeed, you are seen as equally important as the village Barber Surgeon but with a license to brew.

Often, ingredients will be too risky for others to gather, so you must pick up your flasks and set out in search of them. Of course, you may not even be a humanitarian. Some of you create opiates for consumption by those who can afford it, working with criminal syndicates to dispense your drugs. But never double-cross or underpay an Apothecary, as academicians agree there's a thin line between medicine and poison. Any sort of medicine you can render into a large enough dose can turn into concentrated death.

Nostrum Remedium

Effect: You Flip To Succeed Craft Tests to create Medicine and Poisons. If you succeed, treat it as a Critical Success. When you craft them, you create three times the Supply Rating you intended to create.

Profession Ability Table

Skill Rank	**Blackpowder**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Craft**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Craft Specialization**	O
Professional Talent	**Nostrum Remedium**	O	General Talent	**Determination**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Nerves Of Steel**	O

Arbiter

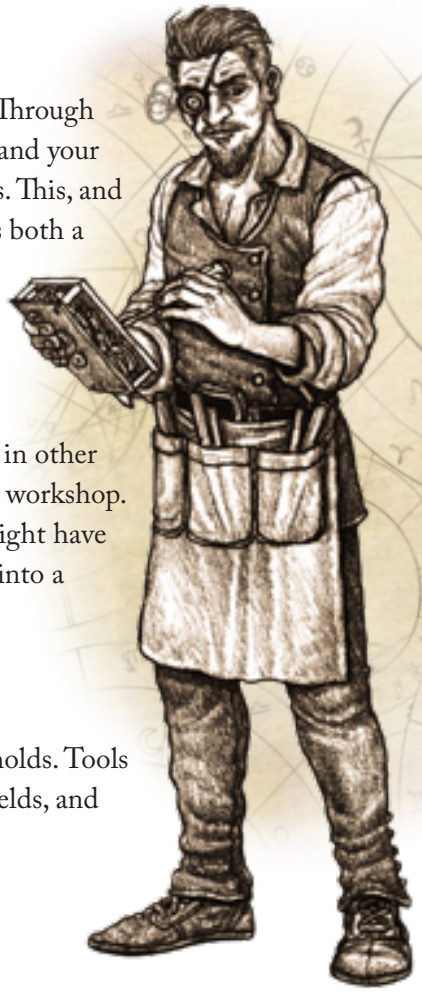
In a world teetering on the brink of chaos, your unyielding spirit is a bulwark to hold back the tide of anarchy. You have devoted your life to the noblest of pursuits: the execution of law. For years, you apprenticed under a seasoned lawyer, mastering your craft. You also spent time as a fencer, learning how to swing the sword. Now, your sole purpose is to ensure that justice is accessible to all. It is your sworn duty to aid those in need, irrespective of their guilt or innocence. You are driven to uphold the law for each client, undeterred by their resentments or society's judgment of you.

With sword in hand and the weight of justice on your shoulders, you know that the outbreak of war would render the law powerless, surrendering the realms to the brutalities of unchecked power. Your resolve is ironclad, fueled by the ominous

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Determination**	O
Professional Talent	**Air Of Authority**	O	General Talent	**Indifference**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Two-weapon Fighting**	O

Artisan



Butcher, baker, or candlestick maker, Artisans produce the trappings of civilized life. Through years of training and practice, you hone your skills until your hands move by instinct and your eyes spot imperfections, exhibiting a precision and expertise unmatched by your peers. This, and membership in a guild, is what sets you apart from the common Laborer. The guild is both a fraternal society and a closed shop, keeping the integrity of your trade by preserving more advanced techniques for members only.

While some Artisans run their own businesses, most are subject to your guild's statutes and bylaws. A rare few venture out to perform dangerous tasks, as most Artisans aren't cut out for a life on the road. Instead, you tend to help your neighbors in other ways. A local brewmaster might host secret meetings of revolutionaries beneath their workshop. Others might craft black market weaponry for a fence to sell off. The local butcher might have darker purposes, believing that vagrants better serve society fed to pigs or ground up into a warm meat pie.

Maker's Mark

Effect: Weapons you make add +1 to Damage, and armor adds +1 to Damage Thresholds. Tools you create lend a Help Die to Skill Tests where the tool may be useful. All armor, shields, and weapons you make automatically gain the Castleforged Quality.

Profession Ability Table

Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Craft**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Craft Specialization**	O
Professional Talent	**Maker's Mark**	O	General Talent	**Determination**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Long-winded**	O

Astrologer

While everyone else simply gazes up at the same night sky and stares in awe at the majesty of the stars, Astrologers make the heavens their bread-and-butter. You not only mark the passage of the stars, the sun, the moon, and other celestial bodies, but you also assign important meaning to them. The movement of tides, divine providence, and even the future can all be divined through your erudite interpretation of these pinpricks of light. You are not just speaking hearsay; the heavens are indeed magical, and the year of your birth has just as much effect on your life as your profession will.

Astrologers often claim that ancient civilizations had greater knowledge of the heavens and the soul, so you are prepared to explore abandoned libraries or dark crypts in search of charts of heavenly bodies long lost to time. Highly intelligent and inquisitive, you may jump to conclusions and apply meaning to things without meaning. More often than not, an Astrologer's love for magic and the heavens becomes their undoing.

See The Future

Effect: Spend 1 minute and roll an Occultism Test to determine the future of another creature or yourself. If you have oracular tools such as cards, runestones, or tea leaves, gain a Help Die. If successful, either you or they can ignore the effects of one Misfortune Coin used against you in the future. Survivors can only take advantage of See The Future once until the Misfortune Coin is used against them.

Profession Ability Table

Skill Rank	**Disguise**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Occultism**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Arcane Magic or Chaos Magic**	O
Professional Talent	**See The Future**	O	General Talent	**Folk Magic**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Ethereal Alignment**	O

Bailiff

Everyone locks their doors when the Bailiff comes to collect. Your main job is to guard the various major roadways that cross the lands. Roads are expensive to build and maintain, so you are employed by the local government to collect tolls from those who use them. You also undertake other bureaucratic tasks in the towns where you are appointed: tax collector, debt collector, and local government strong-arm. You tend to wear many hats, and townspeople hate them all.

Whether it is because belligerent peasants have driven you out of town, you embezzled the taxes from your lord, or the local government no longer needs your services, you often find yourself forced out onto the road in search of another post or, hopefully, something better. You are often seen as no more than a pampered official, and considering your varied responsibilities, you occasionally need to fend for yourself. Bailiffs often quest to return to a lord's good graces, to obtain a needed employer, or simply to engage in exploitation and thuggery.

Pay The Piper

Effect: When you fail Awareness or Persuasion Tests, you may re-roll it but must accept the results. Ignore Peril Condition Track penalties associated with these two Skills.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Impervious Mind**	O
Professional Talent	**Pay The Piper**	O	General Talent	**Menacing Demeanor**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Meeting Of The Minds**	O

Barber Surgeon

No one is more important to the health of a small town or the soldiers' camp than a solid, experienced Barber Surgeon. Trained in the razor–both to groom the flea-ridden heads of travelers and to perform base acts of healing–you are the medical care that the poor and the burgeoning middle classes can hope for. You groom and shave folks during the best of times while you sew and stitch the wounded in the worst of times. Treatment of bunions, toothaches, and the like fills the times in between.

Bleeding, leechcraft, and expression of the humours are intrinsic to your trade. Your surgeries tend to be a messy act, as yours is a rough trade. Thus, you frequently appear to a patient as a butcher to a side of beef; imperfect, sanguine, and (sometimes) willing to sell body parts and organs to nefarious practitioners of magic. Anyone unfortunate enough to rely on your handiwork in times of duress will likely become a field of scars. As they say, a Barber Surgeon for a toothache, a plague doctor for a rotting, mutated hand.

Pliers, Scalpel & Bonesaw

Effect: You can Bind Wounds on a creature twice a day to move up the Damage Condition Track (instead of the normal one time). You also never have to roll Supply Checks for bandages.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Leechcraft**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Primary Attribute Adjustment	**Intelligence +5%**	O	General Talent	**Determination**	O
Professional Talent	**Pliers, Scalpel & Bonesaw**	O	General Talent	**Indifference**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Knifework**	O

Basebrawler

Your life, though it may be filled with pain, misery, and death, still allows for moments of distraction, such as the game of "basebrawl." Aristocrats and occasional dandies partake in this gallant pastime, played by two teams of nine, each taking turns attacking and defending a green meadow informally known as a diamond. The heart of the game lies in a running duel. You attempt to strike a ball of stitched horsehide back at the person who flung it, run the diamond, and continue to bat away the ball as the opposite team attempts to "stone" you with it.

Hitter Type

Effect: Gain a basebrawl mace. Every time you Unlock this Talent, learn 1 type:

- **Choke-up:** Add the Punishing and Reach Qualities to a basebrawl mace.
- **Contact:** You Flip To Succeed Melee Tests to attack with a basebrawl mace. When you deal Damage, spend 1 Action Point as the foe is Disarmed.
- **Lead-off:** Anytime you deal Damage with a basebrawl mace, gain a cumulative +3% with Combat-based Skills until the end of a fight.
- **Power:** Whenever a foe misses you with Ranged weapons, roll a Melee Attack with a basebrawl mace for 1 Action Point. If successful, you "hit" the ammo back at another Close/Near creature, as they suffer Damage instead.
- **Pull:** Whenever you deal Melee Damage with a basebrawl mace, they are Weakened.
- **Switch:** You can use a basebrawl mace as a two-handed Ranged weapon using the Melee Skill. It costs 1 Action Point to Load with a distance of Near/Far.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Beatdown**	O
Professional Talent	**Hitter Type**	O	General Talent	**Determination**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Sprint**	O

Beggar

The rich get richer, and the poor get poorer in these trying times, and you know firsthand just how poor the poor can get. City marketplaces are crowded with Beggars, largely ignored by the wealthy unless it's to toss you a few coins. Your snap judgments about people mean the difference between a full belly and a swift kick to the ribs. It doesn't matter how you wound up here: debilitating sickness, terrible war wounds, or just plain bad luck, but here you are, digging through rubbish piles for enough scraps to keep you alive.

Despite all this, you remain stalwart and strangely optimistic that your fortunes will improve. Exchanging the beggar's bowl for the cutpurse's shiv or the mercenary's spear is dangerous but infinitely preferable to slogging through muddy streets, eating dead rats. What else can you do when you live in a cruel, uncaring world? You cling to hope and the promise of escape where you can get it. Anything is better than succumbing to despair, sobbing in alleyways, and jumping at your own shadow.

Beggar's Bowl

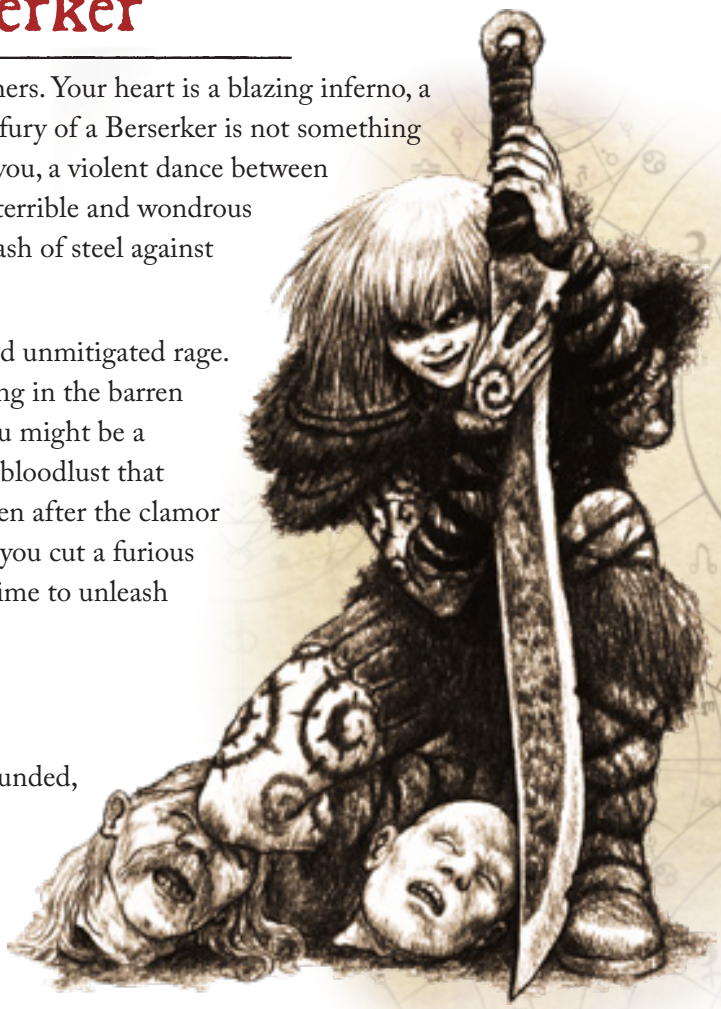
Effect: When you fail Guile or Thievery Tests, you may re-roll it but must accept the results. Ignore Peril Condition Track penalties associated with these two Skills.

Profession Ability Table

Skill Rank	**Disguise**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Thievery**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Agility +5%**	O	General Talent	**Forked Tongue**	O
Professional Talent	**Beggar's Bowl**	O	General Talent	**Streetwise**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Supernatural Paranoia**	O

Berserker

The spark of life kindles the hearts of some and engulfs others. Your heart is a blazing inferno, a furnace of wrath you unleash upon your foes in battle. The fury of a Berserker is not something you learned; it is an extension of something raging within you, a violent dance between agony and ecstasy. You charge into the fray without fear, a terrible and wondrous sight to behold. Nothing satisfies your bloodlust but the clash of steel against steel, the iron taste of blood in your mouth.



Yours is an existence of sanguine intensity, fiery passion, and unmitigated rage. How do you access this blood rage? Perhaps your upbringing in the barren wilds connects you to the primal spirit of the world. Or, you might be a red cap mushroom-eater, consuming these fungi to induce bloodlust that darkens your vision and twitches your muscles into life. Even after the clamor of the battlefield falls silent, save for the cackling of crows, you cut a furious and imposing figure, never hesitating when next it comes time to unleash bloodshed.

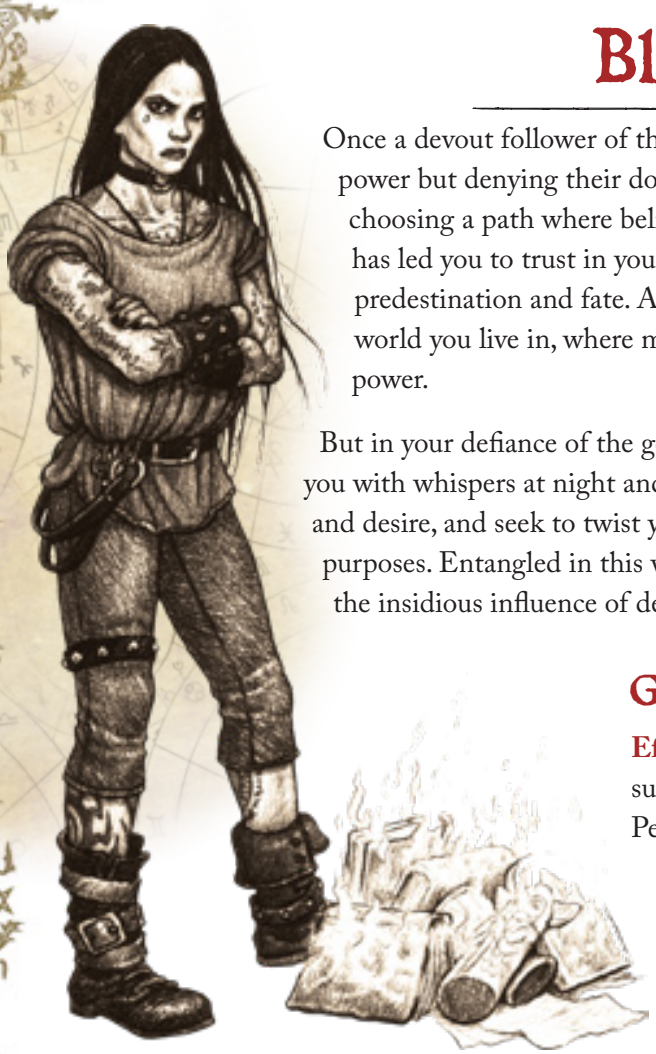
Battle Frenzy

Effect: When you are Seriously Wounded, Grievously Wounded, or Dying!, add 1D6 to Melee Damage while automatically succeeding in Resolve Tests. However, you cannot use Reactions during this time or spend Fortune Coins to reduce Damage or Peril.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Brawn +5%**	O	General Talent	**Gatecrasher**	O
Professional Talent	**Battle Frenzy**	O	General Talent	**Nerves Of Steel**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Run Amok**	O

Blasphemer



Once a devout follower of the gods, you now stand in defiance against them, recognizing their power but denying their dominion over your future. You've broken the chains of devotion, choosing a path where belief in oneself supersedes the will of the gods. This excommunication has led you to trust in your own wisdom and strength, finding freedom in rejecting predestination and fate. A newfound independence shapes your understanding of the grim world you live in, where mankind's determination and intellect are the true architects of power.

But in your defiance of the gods, evil sees an opportunity. Its demons may begin to tempt you with whispers at night and in your darkest moments. They are masters of exploiting doubt and desire, and seek to twist your rejection of the divine into a tool for their own malevolent purposes. Entangled in this web of manipulation, your autonomy is compromised, replaced by the insidious influence of demons from the Vault of Night.

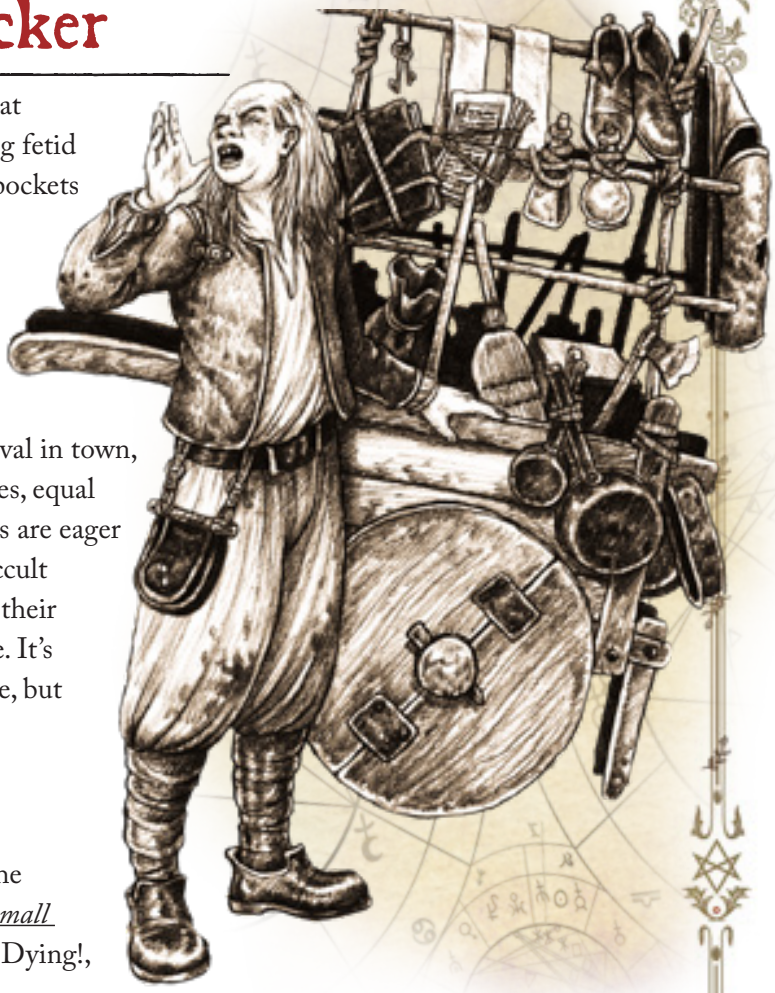
Godless Conviction

Effect: You Flip To Succeed Skill Tests to resist all magic. If you succeed, treat it as a Critical Success. You also automatically resist Petty Spells cast by those who use Divine Magic.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Craft**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Craft Specialization**	O
Professional Talent	**Godless Conviction**	O	General Talent	**Impervious Mind**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Indifference**	O

Bonepicker



A dead man's trash is a Bonepicker's treasure, and you are adept at salvaging treasures from castoffs. You spend your days scavenging fetid battlefields for anything of value, and your keen eye keeps your pockets lined and your belly full. Some claim you rob the dead on the battlefield, rifling through their pockets for anything of value to resell. However, your cooing words and easy swagger quickly smooth over any prying questions about the origin of your wares.

The rhythmic clunking of your overflowing cart signals your arrival in town, as does the line of peasants ready to rummage through your wares, equal parts trash and petty knick-knacks. Your more gullible customers are eager to part with their coin in exchange for supposed cure-alls and occult antiques. Easy enough when most of your clientele barely know their numbers and letters, let alone a raw deal staring them in the face. It's precarious doing business one step ahead of the hangman's noose, but you've cheated customers before . . . why not cheat death?

Bag Of Curiosities

Effect: You can carry 18 different types of Supplies, instead of the normal 6. You also get a cart, and have a mule as a companion (*small animal* from **Chapter 12: Bestiary**). Should it ever be moved to Dying!, they flee and return to you a day later.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Thievery**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Agility +5%**	O	General Talent	**Incredible Numeration**	O
Professional Talent	**Bag Of Curiosities**	O	General Talent	**Larceny**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Rural Sensibility**	O

Bounty Hunter

Calculating, cold, and ruthless, no other profession is so greatly feared as the Bounty Hunter. You track down the wanted for a living, no matter the circumstances. Typically, the city watch issues bounties, but aristocrats offer them too, often promising big rewards. Naturally, this promise of wealth attracts numerous amateurs. Some even manage to track down minor criminals or pickpockets. But yours is a purer trade, trafficked with blackpowder, crossbow, and steel.

Unfortunately, a life surrounded by the lawless is also one of depressing solitude. Your mind often wanders to dark places as you contemplate your role in the world. After all, if fools and the rich can get away with their crimes, why can't a Bounty Hunter? You may turn to banditry under other names in lean months and take up your old career in better times. Clever ones, such as yourself, may sometimes work with wanted people, arresting them, claiming the reward, and then springing them from jail only to arrest them again and again.

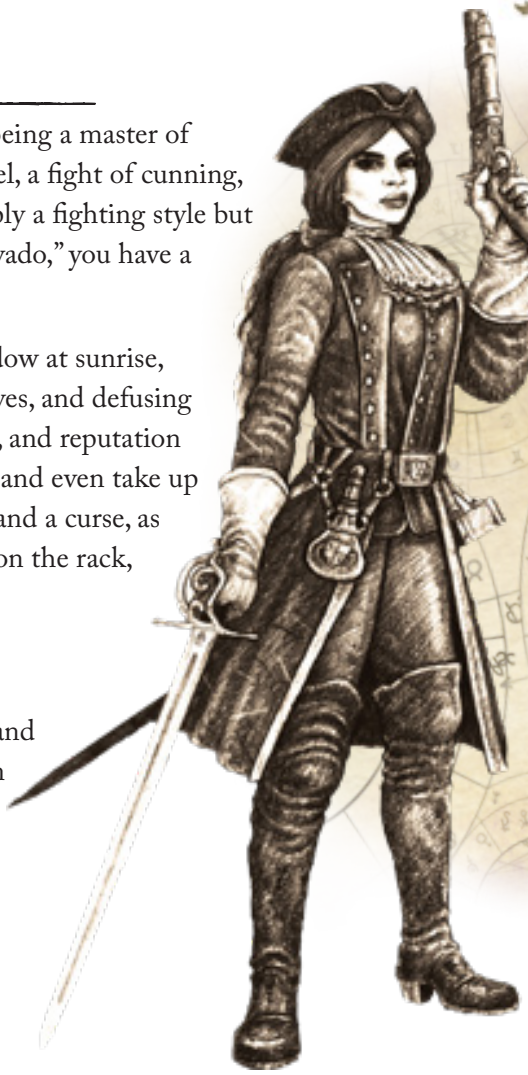
For A Few Silvers More

Effect: On your first Turn during a fight scene, your first weapon Attack automatically hits and adds 1D6 Damage.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Blackpowder**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Gruesome Shot**	O
Professional Talent	**For A Few Silvers More**	O	General Talent	**No Mercy**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Take Them Down**	O

Bravo



With a confident swagger and a wry quip, the Bravo prides themselves on being a master of swords with flamboyant clothes. You find no greater joy than that of the duel, a fight of cunning, speed, and trickery between two opponents. However, the Bravo is not simply a fighting style but an attitude. Cocksure and confident to a fault, brimming with a titular "bravado," you have a mind as sharp as the weapons you wield.

Your charm takes you far, bedding folks with ease, only to escape out a window at sunrise, winning hands of cards with a smile and perhaps an extra card up your sleeves, and defusing fights with a quip. But eventually, you will have to protect your honor, word, and reputation with a duel. Social shame may have forced you to move from town to town and even take up the mantle of a hired fencer. Unfortunately, your braggadocio is both a gift and a curse, as your big mouth and larger-than-life attitude can easily leave you in chains, on the rack, or buried in an early grave.

Parry & Riposte

Effect: After a creature rolls Melee weapon Damage against you, roll 1D6 and reduce the Damage suffered by that amount. You can then optionally roll an Opportunity Attack. You must be using a one-handed Melee weapon.

Profession Ability Table

Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Agility +5%**	O	General Talent	**Fencer's Panache**	O
Professional Talent	**Parry & Riposte**	O	General Talent	**Handspring**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Kidney Blow**	O

Buccaneer

A belly full of fish, a hold full of rum, and a nose full of salty air is all you need in life. You might be a ship-born soldier who plunders other ships while protecting your own. You might be a pirate prowling the trade routes for booty or an explorer seeking profits in new lands. But nothing stands between you and your money, and you've got the steel and blackpowder to make good on your greed. Despite your hardened exterior, you are joyful and boisterous among your fellows, and your crew is like family.

A shipwreck or deal gone wrong can leave you stranded without coin, crew, or home. Though you're better skilled at sea than on land, you are nevertheless cunning and intimidating wherever you go. After all, you've sailed through hurricanes and spent your life with the toughest of the tough. You'll dispatch any enemy and conquer any danger thrown your way. But beware, your bull-headedness could one day get your ship broken apart on the shoals or your bloated corpse washed up on a foreign beach.

Salty Dog

Effect: After you deal Damage with a Melee weapon, roll another Attack for 1 Action Point with a Blackpowder weapon without Loading. You also reduce the Action Points needed to Load Blackpowder weapons by 1 Action Point.

Profession Ability Table

Skill Rank	**Blackpowder**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Appalling Mien**	O
Professional Talent	**Salty Dog**	O	General Talent	**Gallows Humor**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Old Salt**	O

Burglar

There's no better bargain than the one that costs nothing. From shaving coins to cutting purse strings, you've mastered the art of getting something for nothing. You are no mere thug or ruffian but a true professional who gets what you need, your mark none the wiser. You might be a simple cutpurse, or you could embrace the riskier (and more lucrative) crimes of breaking and entering or robbery at knifepoint. You're always looking for your next big score, dreaming of the mythical heist that will set you up for life.

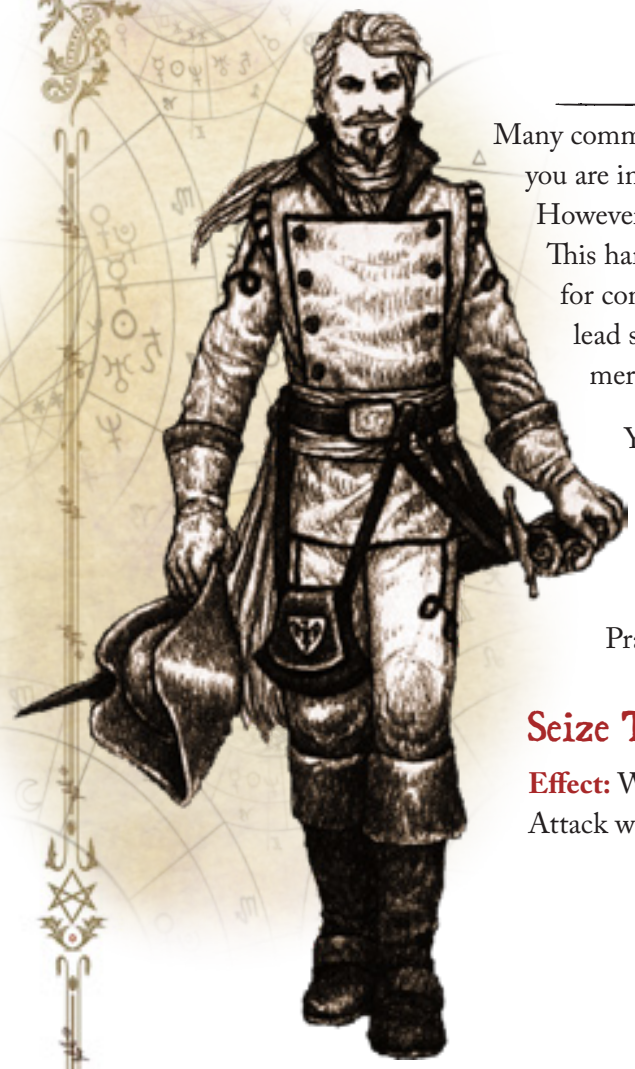
You're ingenious, opportunistic, and well-connected. You know however large your dreams, your success is tied to your contacts. There may be honor among thieves, but they make fickle friends. You've been crossed before, and you've done your fair share of betraying. Still, anything is better than getting caught. A five-finger discount could cost you a whole hand or worse. But, when lives are on the line, who better to disarm a trap or filch a rare jewel than a professional like yourself?

Nimble Fingers

Effect: You Flip To Succeed Thievery Tests to deal with locks. If you succeed, treat it as a Critical Success. You also drastically reduce the time to use Thievery, taking 0 Action Points in a fight scene.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Thievery**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Agility +5%**	O	General Talent	**Holdout**	O
Professional Talent	**Nimble Fingers**	O	General Talent	**Housebreaker**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Larceny**	O



Cadet

Many commanders and generals begin their journey in military academies. As a Cadet, you are immersed in tactics, leadership, and knowledge about the theater of war. However, you remain under the strict rule of authoritarian sergeants and instructors. This harsh training weeds out the weak, shaping people into strong soldiers fit for command. While you may not be highly experienced in war, you can adeptly lead small units and employ strategies recognized by seasoned soldiers and mercenaries.

You desire more real battle experience to hone your strategies and leadership. Exposure to violence will toughen you up, yet it can also break you. The intense demands of your superiors, extreme physical training, and rigorous academics can overwhelm you. Many mentally frail Cadets whisper drill commands in their sleep, possessed by a desire for ritualistic bloodshed. Pray you do not succumb to the same.

Seize The Opportunity

Effect: Whenever an ally misses a Melee Attack, optionally roll an Opportunity Attack with any weapon against the same creature without Loading.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Blackpowder**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Determination**	O
Professional Talent	**Seize The Opportunity**	O	General Talent	**Military Formation**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Siegecraft**	O

Camp Follower

In your time as a Camp Follower, you've seen the same scene play out time and again. Commanders draw their battle lines, the blood-red mist and blackpowder smoke clears, and the survivors on both sides march to the next battle, with the ever-present Camp Followers trailing behind them. You might be the child, parent, or spouse of someone on the battlefield, either living or fallen.

You work alongside the army, doing every job from cooking and tailoring to horseshoeing and sutlery. But Camp Followers can get too bound up in soldiers' lives, crossing boundaries and getting pulled into their dramas, or worse, providing intelligence to an opposing side when slighted. Though you rarely fight, you see just as much bloodshed, brutality, and death as any soldier.

Feast Or Famine

Effect: Spend 1 hour and roll a Survival Test to prepare a meal. If you are currently traveling, gain a Help Die. You and a number of allies equal to [FB] move one step up the Damage & Peril Condition Tracks after eating. This can be used once a day.

Profession Ability Table

Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Leechcraft**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Brawn +5%**	O	General Talent	**Carousing**	O
Professional Talent	**Feast Or Famine**	O	General Talent	**Sprint**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Strong Jaw**	O

Charlatan

The Charlatan's tools are as varied as the disguises they wear into a new town. You are a master of deception, both in word and action, from shell games and parlor tricks to blatant false promises. Your love of disguises and falsehoods is supported by a bag containing fake signet rings, forged letters, makeup kits, mesmerist's pendumlums, wigs, and other baubles. Should your disguise fail, only your venomous words can prevent you from being thrown into the dungeon.

You likely see life on the road as the chance to practice the art of deception on a grander scale. After all, what bigger mark to trick out of their valuables, material or otherwise, than employers? "Eat the rich," as they say! Yet, your cocksure style and social trickery do not always work, and make you vulnerable. You know of others like you who have been influenced by whispering malignancies. Such is a cruel irony that they cannot tell who they are anymore.

Confidence Trick

Effect: You Flip To Succeed Guile Tests to trick others. If you succeed, treat it as a Critical Success. Multiply your [FB] by 3 to determine how many people you affect with Guile Tests.

Profession Ability Table

Skill Rank	**Disguise**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Fellowship +5%**	O	General Talent	**Forked Tongue**	O
Professional Talent	**Confidence Trick**	O	General Talent	**Holdout**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Social Mobility**	O

Cheapjack

You are a traveling peddler of the disreputable sort, traversing muddy roads between towns with a cart full of shoddy goods and your ingratiating, and sleazy, charm. You're a hawker and hustler who sells low-quality wares to squeeze as much profit as possible from your targets at festivals and markets. In and among the rusted swords and fool's gold, there may be a few genuine articles; regardless, those in the know tend to stay away from your ramshackle cart.

Your origins are as shady as your business model**:** you may have been roped in by organized crime or victimized by an unfair justice system. You could also just be as rotten on the inside as your fake lead coins painted gold. Though you thrive on half-truths, your lies and selfish tendencies can't fool everyone for long. You don't hesitate to leave others in the lurch if it means preserving your own survival. Ultimately, people are just another set of worthless trinkets to you**:** tools to be used, and then disposed of.

Grease The Wheels

Effect: When you fail Folklore or Guile Tests, you may re-roll it but must accept the results. Ignore Peril Condition Track penalties associated with these two Skills.

Profession Ability Table

Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Fellowship +5%**	O	General Talent	**Forked Tongue**	O
Professional Talent	**Grease The Wheels**	O	General Talent	**Incredible Numeration**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Larceny**	O

Chef

Your life has been a continuous journey within the confines of the kitchen. Mastering the blade with the skill of a seasoned soldier, you've dedicated yourself to the art of feeding people. A Chef's passion lies in creating meals that offer a moment of joy; a glimmer of happiness in the otherwise grim world. At the very least, you ensure that those you serve retire with a satisfied, full belly. But this craft is not just a job for you; it's a means to bring contentment, to fill the void with flavors and warmth.

The village, once a place of learning and growth, now seems too small, unable to further enrich your culinary expertise. The time has come to venture out to join a band of travelers who could benefit from your prowess in navigating both pot and fire. You recognize the value you bring; your skills extend well beyond the kitchen. If necessary, your butcher's cleaver can be a tool of defense, as lethal as any sword. After all, in the end, we are all just meat.

Culinary Arts

Effect: Spend 1 hour and roll a Survival Test to prepare a meal. If you have expensive or rare ingredients, gain a Help Die. You and a number of allies equal to [FB] add +1 to Damage & Peril Thresholds after eating until sleeping. This can be used once a day.

Profession Ability Table

Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Fellowship +5%**	O	General Talent	**Carousing**	O
Professional Talent	**Culinary Arts**	O	General Talent	**Knifework**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Mental Fortitude**	O

Chosen

The gods demand obedience through their tenets of faith. Yet, no priest has ever had their prayers truly answered. None, save for you. Your benedictions are returned in the form of miracles, as the gods use you as their Chosen vessel of divine might. In exchange for such gifts, yours is a life of reverence and ceaseless devotion. But the gods are fickle and demand strict adherence to their commandments . . . or else.

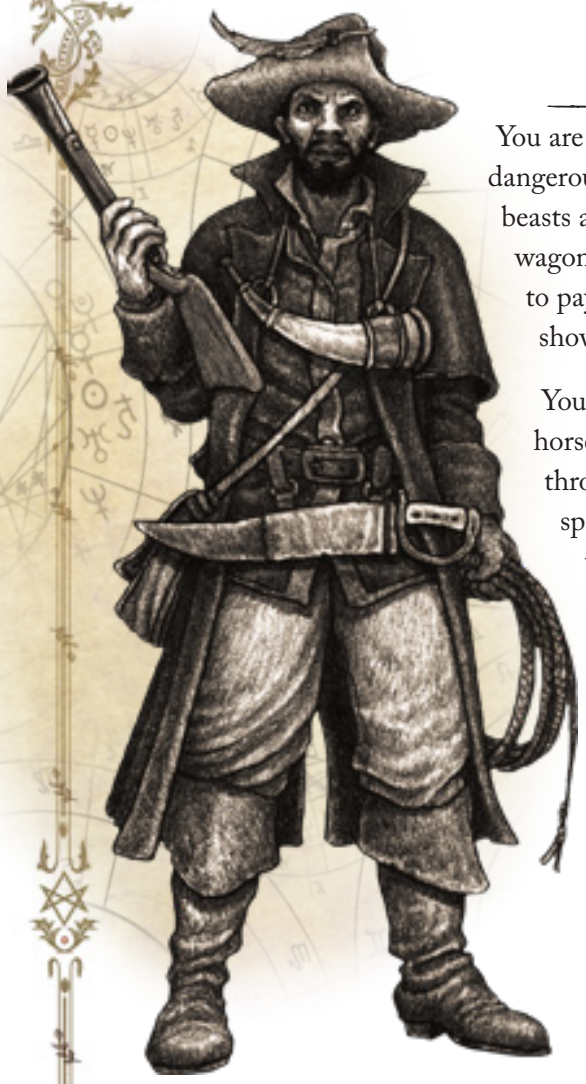
You draw magic from the same wellspring where all gods derive power: the Well of Souls. But what do you do when your god doesn't answer your prayers? The answers may surprise you, for elder gods will appease such supplications. But be warned: your god may punish you for transgressions against their will. Worse still, you could become a cat's paw of a devilish Beyonder, spreading their infernal works through you.

Spiritual Defense

Effect: Permanently modify your Damage Thresholds by the number of Scars you have (e.g., 2 Scars equals +2 to Damage Thresholds). You cannot wear armor with the Heavy Quality while taking advantage of Spiritual Defense.

Profession Ability Table

Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Leechcraft**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Occultism**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Chaos Magic or Divine Magic**	O
Professional Talent	**Spiritual Defense**	O	General Talent	**Die Hard**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Folk Magic**	O



Coachee

You are a skilled driver and survivalist who makes your living conveying people along dangerous roads via the stagecoach and wagon. Travel is long and arduous, full of savage beasts and foul weather. You know how to navigate the perils of rockslides and broken wagon wheels, as well as how to gain the trust of horses and other animals. In addition to paying passengers, you haul foodstuffs, carry mail, and even transport traveling shows up and down the muddy roads.

You know every trail and shortcut, and even on a moonless night, you steer your horses in the right direction. You meet passenger deadlines and deliver packages through rain, sleet, and bandit raids in the night. For the latter situation, if the speed of your horses isn't enough to deter marauders, then a weapon will do the trick. It's a hard life, exposed to the elements in the driver's seat of a stagecoach, but you're assured a warm welcome and a hearty, if humble, meal in exchange for news of the world wherever you go.

Four-In-Hand

Effect: You Flip To Succeed Handling Tests to drive vehicles. If you succeed, treat it as a Critical Success. You also get a stagecoach, and have a horse as a companion (*large animal* from **Chapter 12: Bestiary**). Should it ever be moved to Dying!, they flee and return to you a day later.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Blackpowder**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Azimuth**	O
Professional Talent	**Four-In-Hand**	O	General Talent	**Mounted Defense**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Saddle-born**	O

Con Artist

Imitation, as the sincerest form of flattery, implies that you deeply care for those you deceive. You blend the roles of an academician and a forger, expertly counterfeiting seals, signatures, specie, and more. While any petty thief can fake a signature or clip a coin, you treat forgery as an art, creating masterpieces nearly identical to the originals, ones that withstand official inspection. Your knack for creating something from nothing means your "masterpieces" are pure profit despite being worthless.

Forgery is akin to treason, often leading to brutal punishments like being boiled alive or suffering molten metal torture. You must operate in secret, as once discovered, the overwhelming evidence leaves little hope for a fair trial. Thus, you adopt an adventurous lifestyle, both to stay out of sight and to learn new techniques from around the world. Yet, the constant stress leads to doubt about the truth of the world around you. It starts by questioning the authenticity of a coin and escalates to paranoid delusions about the nature of reality itself.

Second-oldest Profession

Effect: You Flip To Succeed Craft Tests to create forgeries or fake items. If you succeed, treat it as a Critical Success. These same items always sell at full price.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Craft**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Primary Attribute Adjustment	**Fellowship +5%**	O	General Talent	**Craft Specialization**	O
Professional Talent	**Second-oldest Profession**	O	General Talent	**Incredible Numeration**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Larceny**	O

Courtesan

People like you are considered professional paramours and mistresses, accompanying widows and dandies, laughing at their jokes, and making them appear less detestable. You understand the power of your physicality, which not only brings wealth and fine clothes but also valuable information. Your role in pillow talk and proximity to influential figures makes you a great ally, capable of toppling baronesses and knights with just a rumor.

Moving effortlessly in social circles, Courtesans don't face the same stigma as brothel workers. But you're not immune to tragedy. Powerful figures can silence you through court orders or even assassination. If you escape such fates, your status plummets, labeled as a liar and manipulator, and your aspirations for justice or to shame a despot are dashed if your secrets are exposed. Fallen Courtesans seek to repair their reputation, sometimes finding "aid" from corruptive sources who offer Faustian bargains to those willing to trade their souls for restoration.

Deadly Beauty

Effect: Spend 1 hour and roll a Persuasion Test to engage in romance. If it's an improper or secret trist, gain a Help Die. If successful, either you or they gain 1 free, personal Fortune Coin to be spent at any time. Once spent, the coin is discarded and the Trait can be used again.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Leechcraft**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Fellowship +5%**	O	General Talent	**Carousing**	O
Professional Talent	**Deadly Beauty**	O	General Talent	**Forked Tongue**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Social Mobility**	O

Courtier

You are a master of intrigue driven by intense political ambition. Your uncanny ability to bend the ears of powerful people has earned you the trust of barons, dukes, and kings. Haunting administrative halls, banquets, salons, and soirées, you plot and scheme to raise your rank and fill your coffers. Since you've spent most of your life rubbing elbows with aristocrats and blue-bloods, you know all the proper forms and courtesies, and you use them to climb the upper echelons of society.

Your strength as a Courtier lies in your insight and adaptability. Flattery, pretty words, and platitudes are your hallmarks, the shield you use to protect yourself. Your words cut deeper than any sword, parrying your rivals' verbal blows and schemes. However, a life of decadence eats away at your humanity, and you tend to see everyone as a potential enemy to be ruined. When intrigue fails, a stiletto in the dark or a goblet laced with poison will do just as well.

Machiavellian Intrigue

Effect: When you fail Guile or Persuasion Tests, you may re-roll it but must accept the results. Ignore Peril Condition Track penalties associated with these two Skills.

Profession Ability Table

Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Fellowship +5%**	O	General Talent	**Forked Tongue**	O
Professional Talent	**Machiavellian Intrigue**	O	General Talent	**Holdout**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Silver Tongue**	O

Cultist

It should be no surprise to you that there are aristocrats, commoners, and the learned who seek power beyond their ossified positions in society. Perhaps you joined a fraternal club at university, found a musty tome in the family library, followed family traditions, listened to the folklore of old, or were simply bored. Inducted into dark societies, you practice rites of ages past, use sex magic, and make strange sacrifices, all with one aim: to make demons from the Vault of Night kneel before you. And over time, you can learn to command a sliver of the same divine "grace" as worshipers of state-sanctioned religions and employ the darkest of magics.

Every Cultist knows they run the risk of losing their very soul in exchange for power. Such a yearning is never easy; it must be practiced secretly. It explains why so many band together in secret clubs to practice their faith together–safety in numbers. Your desire for dark knowledge means you also take up arms with others because survivors are more likely to uncover baleful knowledge and artifacts than anyone else. Of course, this knowledge claws at the minds of the impressionable, and many are locked away in dungeons.

Cult Of Personality

Effect: Spend 1 minute and roll an Occultism Test to hypnotize a Corrupted or Humanoid creature. If it's another survivor, gain a Help Die. You can either implant or remove a single memory from them. This can be used once a day.

Profession Ability Table

Skill Rank	**Disguise**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Occultism**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Blood Sacrifice**	O
Professional Talent	**Cult Of Personality**	O	General Talent	**Chaos Magic or Divine Magic**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Folk Magic**	O

Diabolist

Some call you a devil worshiper–mistaking your primordial knowledge for deals with unspeakable dark power. Other practitioners of magic are reclusive and hide their magical secrets. But not you. You walk boldly in the world, unflinching in the face of condemnation, knowing the small minds of those around you could never comprehend what you have come to know. Your charm and wit make you the life of a party, and the dark truths you keep tucked away make you enigmatic.

But beneath the veneer of the clever interloper lies desperation and the hunger for more. Though your studies pull you deep into the unknown, the need for notoriety keeps you hounding every social event and party. Afraid of being deemed insignificant, you latch on to every powerful person you find, using pleasant words to become a weight attached to their coattails.

Flesh & Blood

Effect: You gain a grimoire with the Ritual of Bind A Familiar from **Chapter 10: The Grimoire**. You also automatically succeed at casting any spell, even after failing to cast it, but move one step down the Damage Condition Track for Petty Spells, two steps for Lesser Spells, and three steps for Greater Spells. To Critically Succeed, double the number of steps you go down from above.

Profession Ability Table

Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Occultism**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Arcane Magic or Chaos Magic**	O
Professional Talent	**Flesh & Blood**	O	General Talent	**Folk Magic**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Forked Tongue**	O

Doomsayer

Your religious devotion borders on the fanatical. You were born into sin, and you seek absolution through physical purification. This takes the form of ritual floggings, often with a cat-o-nine-tails, but other punishments involve starvation, ritual burning, marking of the flesh, and even mutilation. You wear your scars with pride, for they are physical proof of your devotion and love for your god. Your body is a temple, a solemn place of suffering that does not deserve divine grace.

You travel around cities and towns to spread the word of your faith, teaching others to cleanse themselves with pain. The constant physical punishment makes you resistant to hardship–your own and that of others–and your devotion sometimes drives you to acts of well-intentioned sadism. Not every encounter with your fellow travelers ends well, for you are filled with righteous anger and ready to lead them all to a quick death to see your ends achieved.

The End Is Nigh

Effect: Adjust your Damage Threshold by +3, but you cannot be restored to Alive on the Damage Condition Track.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Brawn +5%**	O	General Talent	**Hard To Kill**	O
Professional Talent	**The End Is Nigh**	O	General Talent	**Impervious Mind**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Run Amok**	O

Dragoon

Most of an army's cavalry consists of Dragoons, armed with lance, blunderbuss, and hammer. Despite technological advances in warfare, your majestic horse remains the most reliable means of bringing force to bear. On horseback, you cut through ranks of Irregulars like cheesecloth. On foot, you are a deadly and effective skirmisher. Maneuvering your mount as an extension of your own body, you can single-handedly turn the tide of a battle. You share an almost supernatural bond with your steed; eating, fighting, and training together. You place a trust in your mount that you rarely put in others.

For most Dragoons, the excitement of the battlefield is too precious to give up. If you do leave, it's likely because you lost your animal companion, were discharged from service, or fled the battlefield in disgrace. Without your trusty steed, you wander, an unchained dog of war haunting the battlefield. You might return to civilian life or continue to indulge your predilection towards violence, butchering all who cross your path.

Here Comes The Cavalry

Effect: When you fail Blackpowder or Handling Tests, you may re-roll it but must accept the results. Ignore Peril Condition Track penalties associated with these two Skills. You also have a horse as a companion (*large animal* from **Chapter 12: Bestiary**). Should it ever be moved to Dying!, they flee and return to you a day later.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Blackpowder**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Mounted Combatant**	O
Professional Talent	**Here Comes the Cavalry**	O	General Talent	**Mounted Defense**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Saddle-born**	O

Engineer

Soaring towers, flying buttresses, quaint storefronts, and deep mines: if there's something to build, you are there, tools in hand. You're experienced with all types of construction and materials, from classic stone and wood to steel and steam-powered machines. Besides building structures, Engineers also serve in most standing armies. Whether constructing siege towers, repairing cannons, or packing gunpowder into enemy fortifications, you are a terror on the modern battlefield.

You are dedicated and intelligent, able to calculate trajectories and angles with a mere glance. You know the strengths and weaknesses of your inventions, knowledge which might be catastrophic–or lucrative–if revealed. You love the challenge of finding the keystones to old temples and figuring out the perfect path to tunnel beneath an enemy lair. The world around you is a giant puzzle, and you can take it apart and reassemble it with ease. Likewise, you know that even the mightiest tower is only as strong as its foundation, and who better than yourself to send it toppling down?

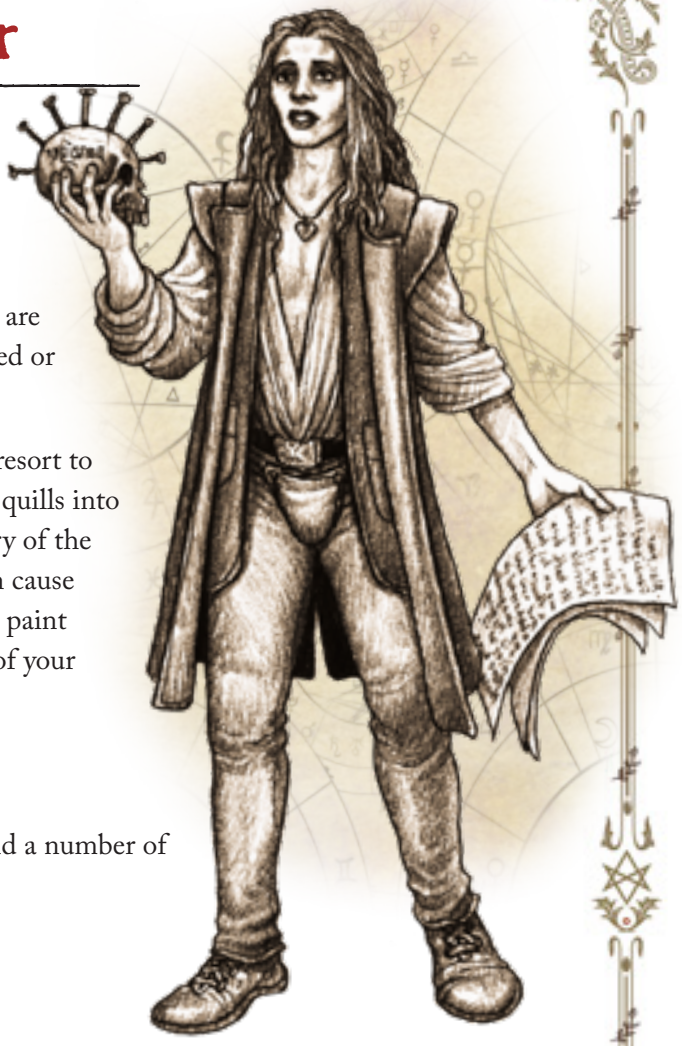
Eureka!

Effect: You Flip To Succeed Skill Tests to create and destroy fortifications. If you succeed, treat it as a Critical Success. You also always succeed at finding construction materials to build with.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Blackpowder**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Craft**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Craft Specialization**	O
Professional Talent	**Eureka!**	O	General Talent	**Mine Craft**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Siegecraft**	O

Entertainer



When the nights draw in and the shadows lengthen, folk leave behind their daily drudgery and go looking for excitement, levity, and wonder, all of which you can provide. Whether you're an acrobat or actor, playwright or puppeteer, you live for the performance. Your antics delight the masses, and your courtly manners attract wealthy patrons to keep you well-dressed and fed. No matter what specialty, you are charismatic, intelligent, and often, a little underhanded. You may be hated or adored; it matters little, for both paths can lead to fame.

Unless you've been lucky enough to secure a patron, you might need to resort to other means of paying your bills. Some of your ilk have sharpened their quills into swords, taking up a life of crypt-delving and bloodshed. You remain wary of the things they've seen. One too many run-ins with flesh-eating horrors can cause you to jump at shadows. Before you realize it, your medium is no longer paint but blood, and your worst critic is the new mouth growing in the palm of your hand.

The Show Must Go On

Effect: When another survivor moves to Dying! in a fight scene, you and a number of allies equal to [FB] move one step up the Peril Condition Track.

Profession Ability Table

Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Disguise**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Primary Attribute Adjustment	**Fellowship +5%**	O	General Talent	**Silver Tongue**	O
Professional Talent	**The Show Must Go On**	O	General Talent	**Social Mobility**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Two-weapon Fighting**	O

Envoy

Great guilds, nobles, and rulers appear to hold all the power, but you are the one who binds these struggling empires and countries together. Your diplomacy is efficient, objective, and no-nonsense. You find greater use for courtesy than charm. You're a master deal broker who can turn a heated rivalry into friendly cooperation. You strive to find a deal that best serves everyone. Sometimes, this requires you to apply additional pressure–literal or figurative–but you almost always walk away from the negotiating table with a freshly signed treaty and a wry smirk on your face.

When a deal goes wrong, or peace cannot be brokered, it is you who takes the fall, not the parties you represent. A disgraced envoy is never without work for long. You can spin gold out of iron with your sharp tongue, steely gaze, and stalwart attitude. With no overlord to serve, you can finally focus on cutting the best deal for yourself. This can lead you down the bloody path of the Faustian bargain, where new alliances are forged in brimstone and mayhem.

Don't Kill The Messenger

Effect: Whenever you are moved to Dying!, you move to Fine on the Peril Condition Track. Whenever you are first moved to Exhausted!, take a free Turn during a fight scene.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Fellowship +5%**	O	General Talent	**Long-winded**	O
Professional Talent	**Don't Kill The Messenger**	O	General Talent	**Meeting Of The Minds**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Multilingual**	O

Etherealist

You believe that mortal resolve–and not godly oversight–can be used to control magic. Gifted with special sight, you can detect where the threads of the Ethereal Veil are frayed. Drawing the cords into the Material Realm, you "weave" it into spells. But your arcane practices can put you at odds with the Chosen: prophets of the divine. You certainly don't deny the existence of the gods, instead believing that mortals are masters of their own destiny.

While perilous situations will inevitably put your magic into the spotlight, Etherealists must practice secretly, as people love nothing more than seeing a heretic burned at the stake. This does not mean that you never enjoy the goodwill of the people, though you must earn it. But if it's not the risk of pitchforks and pyres, it's the imminent danger that demons from the Vault of Night pose. The seduction of black magic can damn your soul.

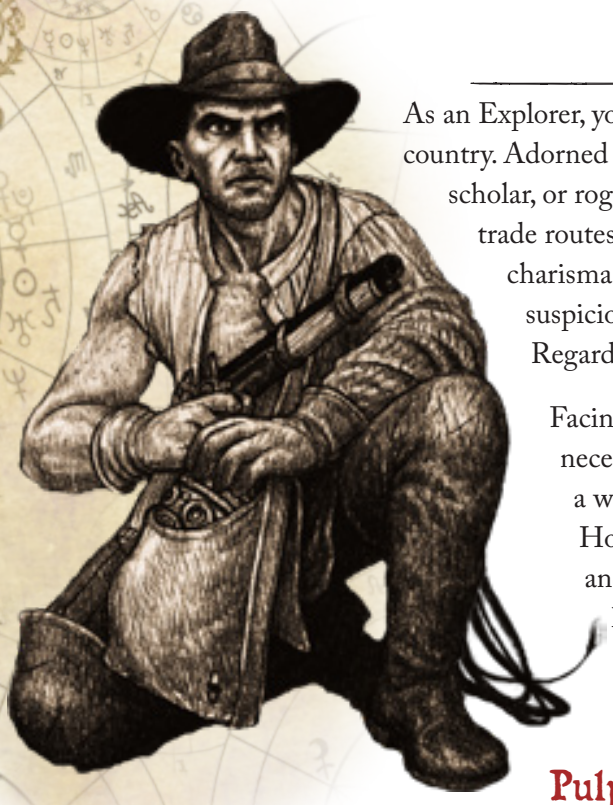
Stitch By Stitch

Effect: When you fail Insight or Occultism Tests, you may re-roll it but must accept the results. Ignore Peril Condition Track penalties associated with these two Skills.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Occultism**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Arcane Magic**	O
Professional Talent	**Stitch By Stitch**	O	General Talent	**Ethereal Alignment**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Folk Magic**	O

Explorer



As an Explorer, you embark on bold journeys to make a name for yourself and your country. Adorned with a trademark "explorer's hat," you are often a wealthy diplomat, scholar, or rogue adventurer with royal authorization to discover new lands, establish trade routes, and experience different cultures. Your great navigational skills and charisma enable you to organize grand expeditions, boost morale, and win over suspicious local or foreign rulers with metaphorical and literal olive branches. Regardless of your sponsor's identity, your primary drive is fame and glory.

Facing immense dangers, you seem to carry luck with you, though not necessarily for those under your command. Be it through a witty remark, a whip's crack, or sheer fortune, you manage to escape perilous situations. However, you tend to be erratic and dogmatic, viewing your possessions and discoveries as divine rights, considering yourself superior. The urge to know more hounds you, and you may one day venture too far, go too deep, seek too much, and lose yourself in your hunt for the next great discovery.

Pulp Hero

Effect: When you fail Awareness or Blackpowder Tests, you may re-roll it but must accept the results. Ignore Peril Condition Track penalties associated with these two Skills.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Blackpowder**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Azimuth**	O
Professional Talent	**Pulp Hero**	O	General Talent	**Mental Fortitude**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Silver Tongue**	O

Fence

Navigating the criminal underworld is a treacherous affair, where a wrong word or misplaced glance can lead to dire consequences. This treacherous landscape gives rise to the Fence, the ultimate middleman. Your primary role is to buy and sell illegal goods, shielding underworld activities from official scrutiny. You also act as a communicator for criminal leaders, handling messages or distributing more nefarious tasks. You're known for your charisma and extreme evasiveness, treating everyone as an "associate" or an "employer."

Many Fences roam in search of better opportunities or to evade the law. Your defense lies not in combat but in your ability to influence and strike deals. Yet, the life of a Fence is lonely; to thrive and stay safe, you must distance yourself from others, often using aliases. Trust is a luxury you can't afford, and many Fences find themselves alone, either abandoned in a ditch or prison, shouting into a void that reflects the isolation of their existence.

Thief's Pawn

Effect: You Flip To Succeed Guile Tests to buy and resell equipment on the black market. If you succeed, treat it as a Critical Success. Increase the cost of equipment you sell by your [FB] while reducing the cost of equipment purchased by your [FB].

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Fellowship +5%**	O	General Talent	**Forked Tongue**	O
Professional Talent	**Thief's Pawn**	O	General Talent	**Incredible Numeration**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Larceny**	O

Foot Soldier

You are a professional soldier who makes their living by fighting. While you are not a mercenary, you have the discipline and training to attack and fight as commanded. Standing armies are a rarity as they are extremely expensive to maintain, and national borders are stable enough not to need constant displays of force. When the horns of war sound, you report to your lord to serve as a loyal soldier.

During peacetime, you serve in town or city garrisons or as a caravan guard. When the call comes, you will readily muster, wage war, and take home gold and plunder. If you ever tire of guard duty, your skills ensure you have options aplenty. You can plunder lost tombs and dark wildernesses for fortune and glory, sell your services as a mercenary, or turn to brigandage and robbery. Your savagery can often get the better of you. Forged and tempered in the flames of war, you know little else than slaughter. It only takes a small push to send you from bridled violence into all-out destruction.

Raise My Shield

Effect: Gain a wooden shield, and add the Protective Quality to any shield you wield. After a creature rolls Blackpowder or Ranged weapon Damage against you or an ally that's Close by you, roll 1D6 and reduce the Damage suffered by that amount. You must be using a shield.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Gatecrasher**	O
Professional Talent	**Raise My Shield**	O	General Talent	**Shield Slam**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Sword & Board**	O

Footpad

Some disputes can't be solved with words. And you tend to solve them with shattered teeth and broken legs. Whether you're a street tough stalking city alleys or a rural outlaw holding up caravans, you invoke fear wherever you go. Violence is an art form you use to keep others in line. You do not fight with chivalry and honor but with bricks and broken bottles. You have no qualms about using violence to enforce your boss's will, but if you can do it with a veiled threat or an implied consequence, your task is easier, and nobody has to get hurt.

Within your criminal organization, you fight tooth and nail to remain the top dog. Anything less, and you'd lose respect. It's a precarious life when loyalties are fickle, and you'll take your allegiances with a knife and club. An underling unwilling to cheat, kill, lie, and steal for you is weak and untrustworthy, and you're better off without them. You'll do whatever it takes to stay alive in the gutter instead of dead in a ditch.

Sneak Attack

Effect: When attacking during a Surprise Turn, add 2D6 Damage instead of the normal 1D6. When attacking creatures that are backed into a corner or surrounded, add 1D6 Damage.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Beatdown**	O
Professional Talent	**Sneak Attack**	O	General Talent	**Cheap Shot**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Sprint**	O

Fop

Some people possess a certain *je ne sais quoi*, a particular charm and affectation for magnificence. Witty, handsome, and larger than life, you are a welcome addition to any social circle. Your escapades are just a little dangerous, a quality many admirers find highly attractive. This suits you just fine, as you prefer company who stand in adoration of your stories. Your debonair lifestyle can be expensive, so you frequently attach yourself to someone rich. You provide the glamor, they provide your stylish lifestyle. You take your liquor strong, your horses fast, and your nights lively and riotous.

Despite your jaunty appearance and devil-may-care attitude, you're a loner at heart. When the party dies down, you retreat to your home without companionship, save melancholy. You wipe off your makeup, unbuckle corsets, and shuck off fashionable shoes. Beneath the fake eyelashes and rouge, you're an ordinary person, riding on everyone else's coattails.

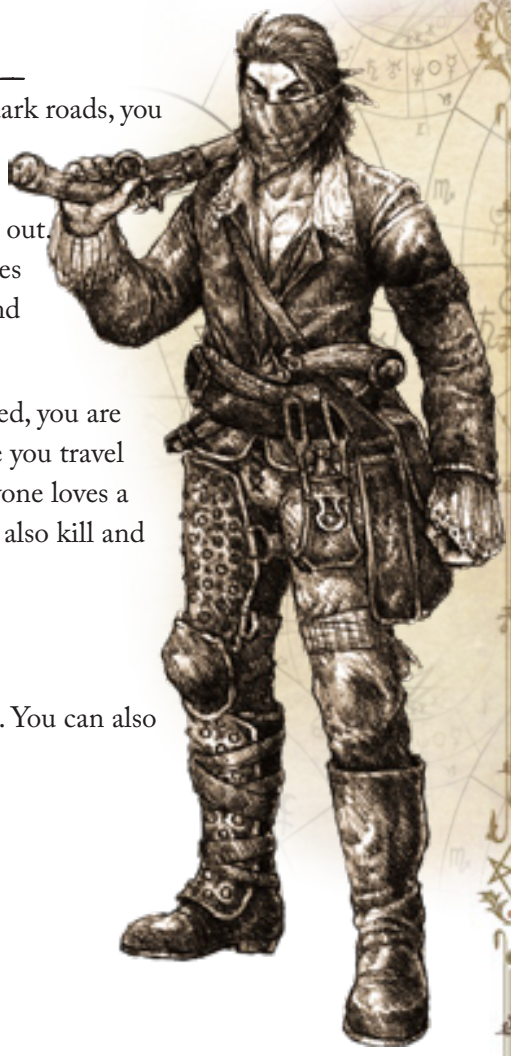
Favored By Fortune

Effect: You never suffer the ill effects of Critically Failed Skill Tests. When a session begins, add 1 free Fortune Coin to the Fortune Pool. Once used, the coin is discarded.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Forked Tongue**	O
Professional Talent	**Favored By Fortune**	O	General Talent	**Impervious Mind**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Long-winded**	O

Freebooter



You are a folk hero, champion of the downtrodden in dark times. Striking along dark roads, you ambush unwary travelers, steal their wealth and goods, and then distribute them among the smallfolk. Brash, boisterous, yet extremely charismatic, you very rarely harm your victims except for rustling the odd bodice or causing a monocle to pop out. Regardless, the aristocracy despises you despite the commoners' love. Furious reeves and incompetent counts hunt you to no avail, often making fools of themselves and bolstering your reputation and charm in the process.

Should your smallfolk be threatened, your friends captured, or your home destroyed, you are ready with pistols drawn. Your fighting abilities and rakish wit are a boon to those you travel with, though your notoriety will rarely win you favors from the ruling class. Everyone loves a rebel, and if you succumb to temptation, you will not only steal from the rich, but also kill and usurp them.

Stand & Deliver

Effect: At your option, substitute Persuasion instead of Melee for Attack Actions. You can also reference [FB] in place of [AB] or [CB] for Damage.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Disguise**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Fellowship +5%**	O	General Talent	**Saddle-born**	O
Professional Talent	**Stand & Deliver**	O	General Talent	**Silver Tongue**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Take Them Down**	O

Friar

Rising to religious leadership without divine intervention, Friars like you are humble attendants who care for congregations or monasteries small and large. You find yourself educating monastics within cloisters, serving as deacons in rural churches, or fulfilling other roles too demanding for an abbot. Sociable and connected to your community, you offer charity, healing, and aid that higher authorities might not reach.

Eventually, you may step out from your church as an itinerant priest, spreading your god's word to small villages or converting heathens in uncharted lands. In your humility, you've learned self-reliance, facing dangers that daunt the common folk. Your faith is a constant trial on your journeys. Some dangers strengthen your belief in a divine plan, while others shake your faith, making you question a god who allows such horrors. This struggle with faith and the indifference of the gods might explain why Friars like you are becoming increasingly rare.

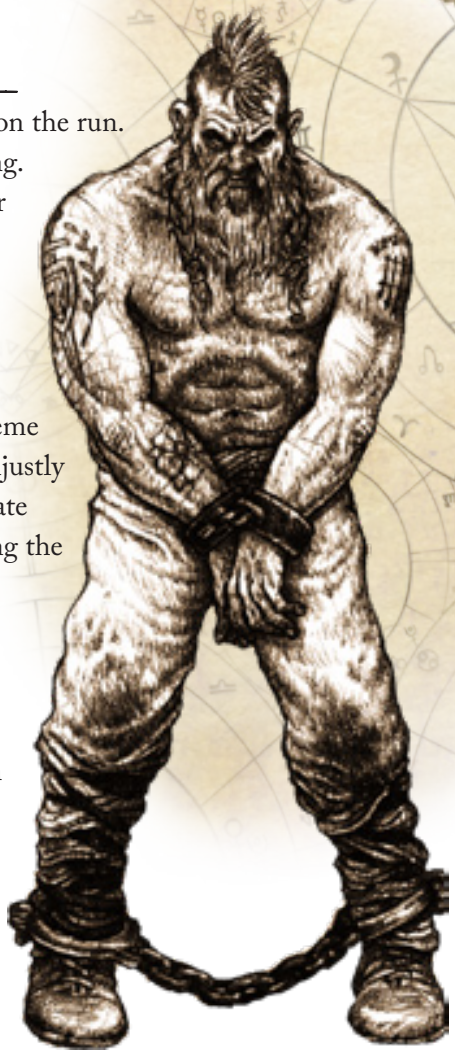
Avowed

Effect: When moving down the Damage Condition Track, you move down one less step. You cannot gain these benefits when in armor that has the Heavy Quality.

Profession Ability Table

Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Leechcraft**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Intelligence +5%**	O	General Talent	**Azimuth**	O
Professional Talent	**Avowed**	O	General Talent	**Impervious Mind**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Long-winded**	O

Fugitive



Facing an exploitative justice system, you find yourself trapped in a cycle of being on the run. You'll likely never break this cycle, while others seek escape and turn to adventuring. As a Fugitive, you're not the cunning rogue or the dashing swashbuckler but rather the firebug, peddler, grifter, or rebel, resigned to a life punctuated by short-lived freedom. While severe sentences are rare, brief detentions often suffice, and the worst offenders face harsher fates: deep dungeon confinement, forced military service, or even exile.

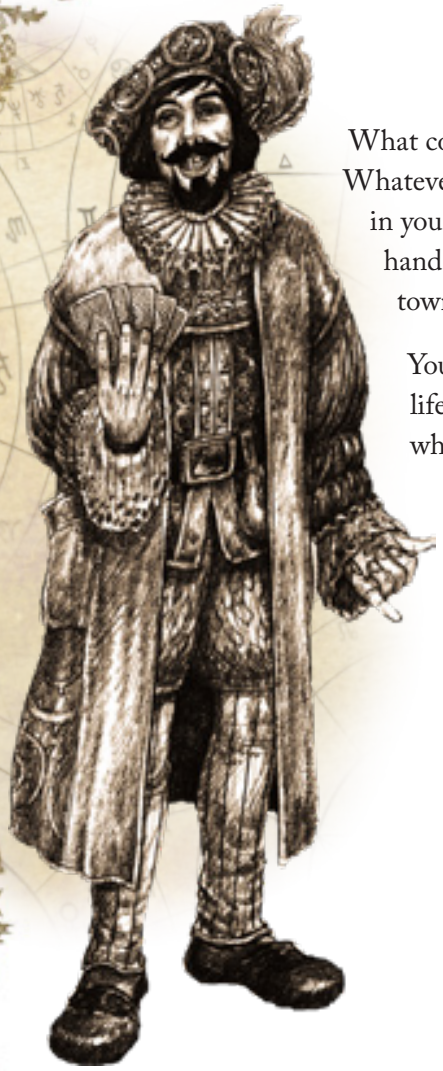
A life of crime hardens many Fugitives, making them ruthless and capable of extreme violence for survival and the protection of those few they trust. While some are unjustly imprisoned, many are there rightfully. Once free, you or others like you might satiate deep-rooted bloodlust or primal urges by preying on the unsuspecting, perpetuating the cycle of violence and survival in the unforgiving world of the criminal.

Stunning Blow

Effect: When you miss with a Stunt, you deal 1D10+[BB] Peril against the same creature. When you Streetfight and deal Peril, they also begin their next Turn with 1 less AP.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Brawn +5%**	O	General Talent	**Beatdown**	O
Professional Talent	**Stunning Blow**	O	General Talent	**Holdout**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Light Sleeper**	O



Gambler

What compels you to win? Is it arrogance? Ego? The need to be respected or feared? Whatever it is, you feel it deeply and refuse to play a game where the odds are not stacked in your favor, nor one without stakes. You are regarded as dashing and carefree, made handsome by the life of leisure afforded by abdicating responsibility. You blow through town like a brisk wind, ready to swipe your next fortune from more strangers.

You play fast and loose in all things. You even see wandering as the ultimate wager–a lifetime of riches and fortune bet against violent death. You throw everything to the wheel of chance, going where life takes you and leaving anyone of importance lost in the lurch. Underneath this carefree veneer lies a sinister secret: your constant travels and rootlessness are also a desperate attempt to stay ahead of your creditors, baying for your silver, sometimes even your blood.

Luck Of The Draw

Effect: When you spend Fortune Coins to re-roll a Skill Test, you may Critically Succeed without rolling. But when you do so, move one step down the Peril Condition Track.

Profession Ability Table

Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Thievery**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Fellowship +5%**	O	General Talent	**Holdout**	O
Professional Talent	**Luck Of The Draw**	O	General Talent	**Incredible Numeration**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Meeting Of The Minds**	O

Gamekeeper

You are the stuff of children's bedtime stories: mysterious folk who have heard the call of the wild, given up their civilized lives, and gone to dwell with the animals. As a wilderness survivalist, you eat, sleep, and bathe with the animals. You're a loner when it comes to other people, but you're in tune with the natural world like no other. You live by yourself, perhaps in a cave or run-down shack, tending to your beloved creatures. You might stay secluded as a hermit or work to protect royal woods and maintain the sanctity of holy mountains.

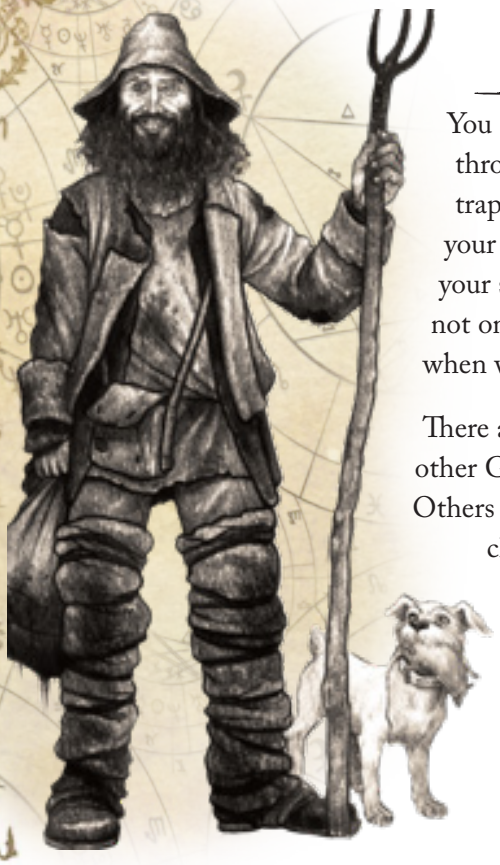
Solitary you may be, but you won't hesitate to turn your hunter's bow upon those who threaten your woodlands or the wilderness. Animals are ferocious, yes, but rarely disciplined enough to approach most humans. Your animals rely on your understanding of human nature to protect them from poachers and shady collectors. You treat your animals like family, and you will fight alongside them to protect and preserve your home.

Warden Of The Wild

Effect: When you fail Handling or Ranged Tests, you may re-roll it but must accept the results. Ignore Peril Condition Track penalties associated with these two Skills.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Azimuth**	O
Professional Talent	**Warden Of The Wild**	O	General Talent	**Instincts**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Rural Sensibility**	O



Gong Farmer

You traverse from one village to another, enduring the unpleasant task of wading through streams of human waste and debris. In cramped, infested spaces, you set traps for rodents, moles, snakes, and other pests. A faithful and fierce dog is always by your side, helping to root out the vermin. When the plague sweeps through the land, your skills are in high demand and accumulate a significant sum of money. Yet, you're not one to indulge in extravagance. Instead, you squirrel away your earnings for times when vermin are scarce, and you're relegated to scraping chamber pots and cesspits.

There are murmurs about the odd, crude chalk marks you leave near vermin nests for other Gong Farmers, believed by some to be offerings to a demon of filth and decay. Others whisper tales reminiscent of the Pied Piper, a figure rumored to have led rats and children to the chattering embrace of the Vault of Night. You meet these rumors with a somber smile, leaving those around you to ponder if there's a shred of truth to the tales.

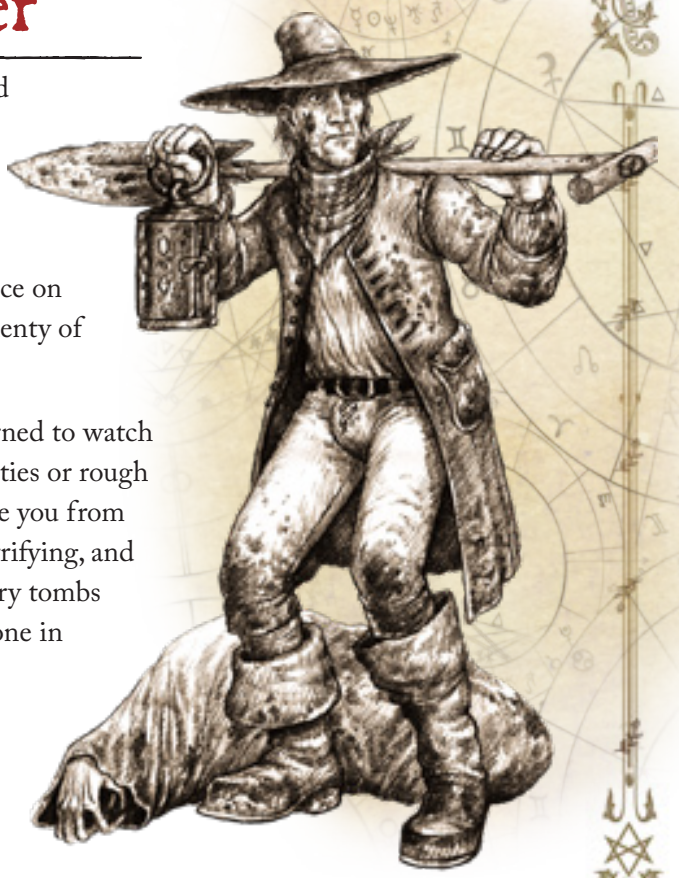
Gutterspeak

Effect: You can speak a myriad of languages associated with vermin and small dogs. You also have one of these creatures as a companion (*small animal* with the Minion Template from **Chapter 12: Bestiary**). Spend 1 Fortune Coin to see through their eyes for 10 minutes. Should it ever suffer Damage, they flee and return to you a day later. You are also immune to 3 Diseases**:** Infected Wounds, Smog Sickness, and Typhoid Fever.

Profession Ability Table

Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Brawn +5%**	O	General Talent	**Gallows Humor**	O
Professional Talent	**Gutterspeak**	O	General Talent	**Instincts**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Streetwise**	O

Graverobber



Death comes for us all, and what with the current plagues of disease and warfare, you've got your hands full exhuming the recently deceased. Any great disaster means your business is booming. You sneak out under cover of darkness to snatch your wares for a variety of customers: sawbones, academics, and even sorcerers who wish to study the dead without risking public taboo. You've gathered enough experience on the job to spot the roving lanterns of the city watch, and you've made plenty of headlong dives into open graves to escape their notice.

Ghosts and spirits are common interruptions on the job, and you've learned to watch out for stirrings of the undead. Though you're prepared to evade authorities or rough up competitors, no amount of holy water and protective charms can save you from the icy terror of a supernatural encounter. The living dead are savage, terrifying, and nigh unstoppable. You've seen them drag other graverobbers into the very tombs they were pillaging. Whatever happens, you're determined not to die alone in someone else's grave.

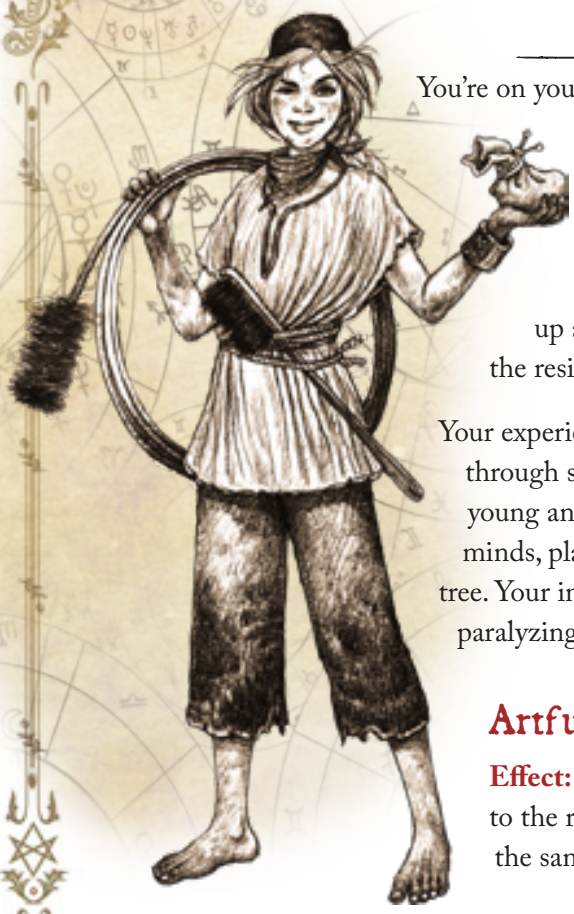
I Sell The Dead

Effect: You are immune to becoming Stressed, Frightened, and Terrified by Supernatural creatures. You are also immune to 3 Diseases: Black Pox, Leprosy, and Necrotic Rot.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Thievery**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Agility +5%**	O	General Talent	**Gallows Humor**	O
Professional Talent	**I Sell The Dead**	O	General Talent	**Larceny**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Long-winded**	O

Guttersnipe



You're on your own in this world: your home broken, your family lost to war and disease. You've made your way in and out of disgusting and cruel orphanages, taking instantly to life on the street. You're no skulker or sneak; you conduct your petty crimes in broad daylight. You may disguise yourself as a chimney sweep, coal deliverer, or parcel runner in order to case your next heist. With such easy, trusting access to people's homes and purses, it's hard not to pick up a few coins, jewels, or delicacies. Leaving cupboards and cabinets bare while the residents are out is your trademark.

Your experience in ducking through alleyways, crawling up chimneys, and swimming through sewers has given you many useful skills, savory and otherwise. But it is also the young and impoverished who are the most tragic. Demons love to manipulate tender minds, planting the seeds of destruction early to germinate into a terrible fruit-bearing tree. Your innocence and nerves are easily replaced by vacant stares, shaky hands, and paralyzing nightmares.

Artful Dodger

Effect: When spending 1 Fortune Coin to reduce Damage in a fight scene, add +3 to the result. You then automatically steal an unattended tool, weapon, or object from the same creature.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Thievery**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Agility +5%**	O	General Talent	**Handspring**	O
Professional Talent	**Artful Dodger**	O	General Talent	**Sprint**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Streetwise**	O

Hedge Knight

Arm-strong, but penny-poor, you have little to your name save your martial prowess and a pair of well-worn spurs. Most Hedge Knights are little more than upjumped mercenaries, constantly on the move in search of a new patron. With no lands or lord to serve, you lay your head down each night "beneath the hedge," sleeping under the stars. You might crop up in tournaments as a black knight, using your air of mystery to dominate the field while currying favor with local lords. Or you might be a disgraced Squire who never completed your training.

Your wanderings bring you into contact with folk respectable knights would never meet. Unencumbered by the politics of a formal order, you see yourself as the true embodiment of the knightly code. You might scoff at useless titles and ideals, taking what you want by force instead. Banditry among Hedge Knights is not uncommon, and you walk a fine line between might and right.

Issue Challenge

Effect: Use 1 Action Point to Issue Challenge to a Corrupted or Humanoid creature during a fight scene. They cannot Move away once you're standing Close by them, and you add +3 Damage against them. Once they're moved to Dying!, choose a new creature. You also have a horse as a companion (*large animal* from **Chapter 12: Bestiary**). Should it ever be moved to Dying!, they flee and return to you a day later.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Mounted Combatant**	O
Professional Talent	**Issue Challenge**	O	General Talent	**Mounted Defense**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Impenetrable Wall**	O

Hedgewise

You are a practitioner of the ancient arts. Drawing your power from old rituals, inner will, and a bit of luck, you exhibit an uncanny mastery over spells great and small. Lacking the formal training of other practitioners, your magic is hard-won and covert. Most Hedgewise discover their power at a very young age, using simple parlor tricks to impress others. As you mature in age, so do your powers, as does the allure of greater mastery over your strange abilities.

Once your powers mature, you are strong enough to attract the attention of inquisitors. Lacking any official sanctions, you must operate in secret, eternally fearful of an investigation. Regarded as a mere conjurer of cheap tricks by students of the arcane, and treated as a witch by worshippers of the divine, your days are spent in isolation or on the road. No matter how careful you are, your displays of magic invariably invite unwanted attention, but your thirst for knowledge wins out over your fear of being burned at the stake.

Traditional Medicine

Effect: When you successfully use Leechcraft on a creature, they move an equal number of steps up the Peril Condition Track. You also never have to roll Supply Checks for laudanum.

Profession Ability Table

Skill Rank	**Craft**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Leechcraft**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Occultism**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Intelligence +5%**	O	General Talent	**Craft Specialization**	O
Professional Talent	**Traditional Medicine**	O	General Talent	**Folk Magic**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Supernatural Paranoia**	O

Hermit

Though almost everyone believes in some sort of god or divinity, nobody believes that you can survive on faith alone. Not so for the Hermit. As a religious anchorite, you spend months, even years, in the wilderness, isolated from civilization, willingly sacrificing everything to become closer to your god. Here you subsist on bugs and dew; time spent hunting or eating is time wasted not meditating.

When you achieve enlightenment (though few reach this point), you feel exalted and jubilant, even invincible, now that your god's divine mantle has been draped over your shoulders. Some take to wandering to preach the word of this achievement. But not everyone appreciates a religious follower who exalts the virtues of meditation. Whether it be jealousy, doubt, or just pure hatred of civilized religion, blasphemous creatures immensely enjoy breaking a Hermit's faith. Holding strong could cause you to gasp your last breath.

Sacred Mantra

Effect: Spend 1 hour and roll a Resolve Test to enter a trance. If under the effects of Poison or other drugs, gain a Help Die. If successful, you expel all Diseases and Poisons from your system and move one step up the Peril Condition Track. This is usable once per week.

Profession Ability Table

Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Clinch Fighter**	O
Professional Talent	**Sacred Mantra**	O	General Talent	**Determination**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Impervious Mind**	O

Hireling

You might find yourself looking up to every grizzled soldier or erudite sage you admire, often in adoration, and sometimes in envy. You might even decide to aid your heroes, becoming what is known as a Hireling. You're an attendant, a military auxiliary aspiring to be like your leader. Whether weak and dreaming of knighthood, or a devout follower of a priestly figure, you are ready to endure much for prestige and coin.

Hirelings are often treated as disposable. Yet this doesn't deter you; it drives you forward, proving loyalty through survival. Oblivious and vapid you may be, but also loyal, willful, and helpful. Many have sacrificed themselves for their patrons, cast in a nobler light through their glorious death. The saddest scenario is when a bright-eyed Hireling follows a cruel leader, enduring insults and dangers. This bitterness may climax dramatically, often with your leader's mysterious demise and their treasure conspicuously missing, with you nowhere to be found.

Fair Share

Effect: When you successfully use Persuasion to bargain for pay, increase it by three times your [FB]. You also gain 2 additional weapon and tool slots.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Indifference**	O
Professional Talent	**Fair Share**	O	General Talent	**Light Sleeper**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Strong Jaw**	O

Informer

Information is always at a premium. Sizable libraries are scarce, court intrigues are obfuscated by the common people, and even basic education is difficult to obtain. That's where you come in. You deal in cold hard facts, secrets, and juicy rumors. Whether an aristocrat wants to confirm rumors of an assassination plot, a gang member wants to know when the next gin shipment is passing through, or a guildmaster needs to confirm the private records of a rival guild, you supply the information.

Though nearly everyone finds you useful, no one wholly trusts you. You will readily take payment from a customer, then turn around and sell those same secrets to another. This is just part of the job, and your clients know it's the cost of doing business with you. Despite your slyness and double-crossing tendencies, you are a necessary evil in the great game of politics.

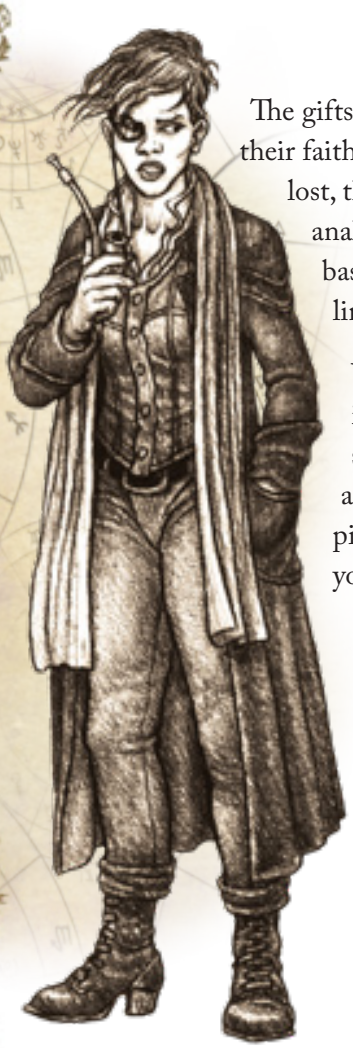
Shadow Brokering

Effect: You Flip To Succeed Persuasion Tests to procure and sell information. If you succeed, treat it as a Critical Success. You also never fail Skill Tests to be caught in a lie.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Disguise**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Primary Attribute Adjustment	**Fellowship +5%**	O	General Talent	**Knifework**	O
Professional Talent	**Shadow Brokering**	O	General Talent	**Secret Signs**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Streetwise**	O

Investigator



The gifts of memory and the histories were seen as a great blessing, but no longer. Today, folk put their faith in the editor of the weekly broadsheets and penny dreadfuls to entertain. The gift is not lost, though, as you are an Investigator. You're a master of details, making your livelihood by analyzing criminal and infernal activity. Though the devil is in the details, yours is a science, based on speculation rather than fact. You are, almost impossibly, preternaturally, keen, able to link together wildly unrelated clues to create a consistent narrative.

Your investigations sometimes lead you afar, tracking your quarry over land and sea. By imbibing hallucinogens, little truths begin to reveal themselves. In this extradimensional space you call the "mind palace," you willingly take on a curse of hyper-reality to plot out and reconstruct details both gruesome and seemingly mundane. This bizarre, obsessive piecing together of information means that you often recreate the horrors of a scene within your mind's eye, giving you a front seat to its attendant's pain.

Mind Palace

Effect: Spend 1 hour and roll an Insight Test to enter a deep trance in your Mind Palace. If under the effects of Poison or other drugs, gain a Help Die. If successful, you can ask the GM to give you [WB] clues from your investigations that you overlooked or haven't considered. It also provides you a Help Die for all Skill Tests related to the situation until you sleep. This is usable once per week.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Impervious Mind**	O
Professional Talent	**Mind Palace**	O	General Talent	**Indifference**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Secret Signs**	O

Irregular

You're no professional soldier; you fight to protect your home and livelihood. When the call comes, you leave your shop, forge, or field and march to war. Your training and equipment vary depending on where you live. Wealthy states equip you with armor, weapons, and proper training, while poorer states send you to war with thick furs, a few rusted pikes, and some harvesting scythes. Either way, you fight to defend your home, but you have a tendency to break under pressure.

Being an Irregular is rarely a permanent profession and there is little to be gained, but you use your minor combat experience as a spur to search for glory. Unfortunately, where a Foot Soldier yearns for action, you long for the comforts of home. A half-submerged temple teeming with sirens is no place for a potter who barely knows how to swing a sword. The smallest minds break the fastest, and though you tell yourself to be brave and strong, you'll just as likely end up gibbering in a corner of a damned ruin.

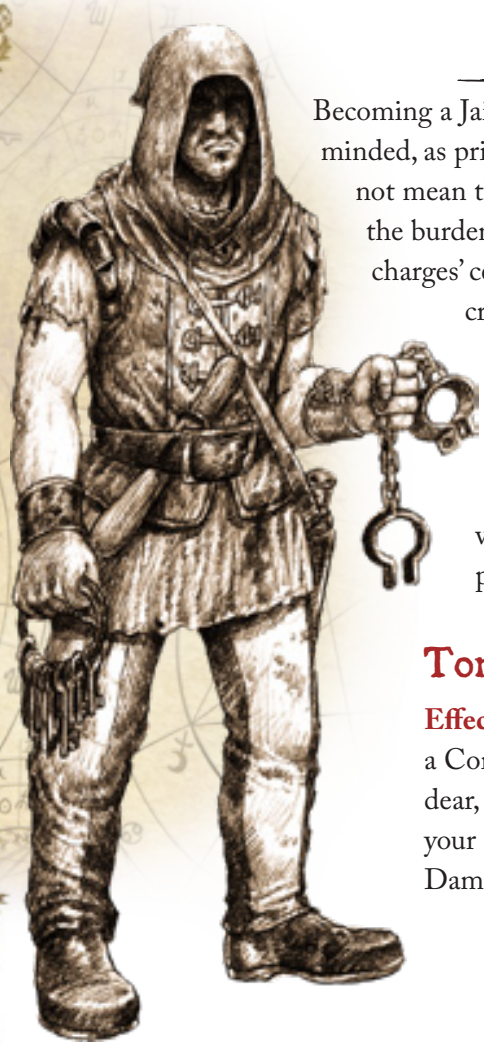
Guerrilla Warfare

Effect: You never open up Opportunities with your actions and can Charge through occupied spaces without needing to roll a Skill Test. You also can Weaken creatures with Blackpowder and Ranged weapons.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Craft**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Craft Specialization**	O
Professional Talent	**Guerrilla Warfare**	O	General Talent	**Instincts**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Sprint**	O

Jailer



Becoming a Jailer is rarely a career anyone aspires to. It is lonely work suitable for the strong-minded, as prisoners' cries and pleas are your only companion through long nights. This does not mean that you cannot feel compassion for your prisoners, but you've grown to withstand the burden. Your job is dark and thankless, your quarters only marginally better than your charges' cells with ratty beds. You may have acquired this position as a pardon for your crimes if you pledge your loyalty to your new employer and serve in their dungeon.

You rarely venture into the light, but you do find work when others are in need of interrogation, intimidation, or beating, yet lack the necessary skills. Some clients live for the pain and anguish you inflict. To them, the sound of bones cracking and minds breaking brings sadistic pleasure. You are well versed in these skills, but it takes a certain kind of person to actually enjoy the process. These Jailers are oftentimes the better-paid, but cruelest, prison guards.

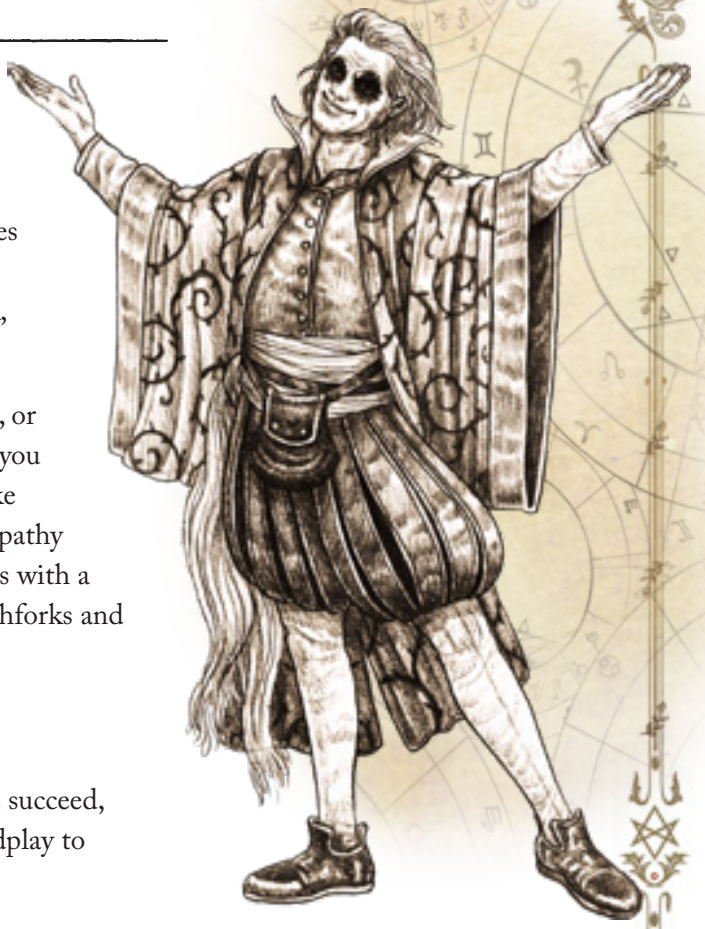
Torturous Ways

Effect: Spend 1 hour and roll a Resolve Test to physically or psychologically torture a Corrupted or Humanoid creature. If you have a small object or person they hold dear, gain a Help Die. If successful, the creature will reveal a number of truths equal to your [FB]. When you deal Damage against Corrupted or Humanoid creatures, add +1 Damage for each Skill Rank you have in Resolve.

Profession Ability Table

Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Leechcraft**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Indifference**	O
Professional Talent	**Torturous Ways**	O	General Talent	**Knifework**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**No Mercy**	O

Jester



Free speech is a rarity in an age when even a rumor about a baroness can land you in jail, or worse. But as a Jester, you have free reign to say what you like. You can mock a wigged and powdered aristocrat to their face with impunity, a privilege only the most powerful enjoy. As a joker and crass comedian, you frolic and jape, insulting dignitaries and making up crude lies on the fly, all of which the nobles find rib-tickling hilarious. You are rarely unable to "dim the lamp," so to speak, over your mocking personality.

You likely left court because your usual japes became boring and stale, or your jokes insulted the wrong person. It's not your charm that makes you irresistible, but your clever, furtive nature and biting sarcasm that make you a lovable japester. For this reason, few outside the court have sympathy for your trade. Your biting critique and commentary win you no favors with a bored and surly mob, but a well-placed fart joke will stave off the pitchforks and torches for now.

Banter & Jibe

Effect: You Flip To Succeed Coordination Tests for acrobatics. If you succeed, treat it as a Critical Success. You also never fail Skill Tests to use wordplay to lighten or darken the mood.

Profession Ability Table

Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Thievery**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Fellowship +5%**	O	General Talent	**Forked Tongue**	O
Professional Talent	**Banter & Jibe**	O	General Talent	**Gallows Humor**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Handspring**	O

Laborer

Despicable, backbreaking, and often thankless work is your lot in life. Dung collecting, lamp lighting, chimney sweeping, mining, and fishing**:** all earn you rough hands and a bent back. Few songs are written about the noble carpenter who slaved for weeks to finish a nobleman's wooden throne or the gong farmer who scraped the privy's pipes for days following a week-long Dionysian feast. You move between jobs often, taking up any new trade that taps into your ability to endure physical labor.

The world outside your hovel is a dangerous and frightening place, one you are ill-prepared for. Encounters with monsters and demons often mark your labor's end, but should you survive, you become a plague rat. On returning home, you spread it throughout your community like a sickness. After all, your labors keep the wheels of society turning, which affords you access to locales both high and low. You are the beating heart of the city, and if your heart turns dark, the people will doubtlessly follow.

Sturdy Build

Effect: You ignore the effects of all physical-based Peril. When using Brawn-based Skills, ignore the negative effects of your Peril Condition Track.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Brawn +5%**	O	General Talent	**Carousing**	O
Professional Talent	**Sturdy Build**	O	General Talent	**Nerves Of Steel**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Strong Jaw**	O

Marine

You're an instrument for violence forged from a desperate need for structure and wielded with precision. But you're no common soldier, nor a money-hungry mercenary. You're so much more and your patron knows that. Hired to be part of elite special forces, you focus on a life on the water, deployed for "special services." As much a competent killer as other soldiers, you're also an infiltrator and able to end a life without a sound.

But the life of living in the shadows is a lonesome one, and it is only a matter of time before you give yourself to the job. It will swallow you if you let it. Soon, the job will be what you crave. Soon, every obstacle you face will be solved with a blade or musket. Soon, the person you see in the mirror will be nothing but a cold-hearted killer with more money than a noble but no purpose besides the kill.

Covert Operations

Effect: When you fail Melee or Stealth Tests, you may re-roll it but must accept the results. Ignore Peril Condition Track penalties associated with these two Skills.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Disguise**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Thievery**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Rural Sensibility**	O
Professional Talent	**Covert Operations**	O	General Talent	**Social Mobility**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Streetwise**	O

Messenger

In a world fraught with communication errors due to the distances between settlements and numerous obstacles like unscrupulous politicians and roving armies, you step in as the Messenger. Your job is to ensure crucial information is delivered on time, navigating a path fraught with uncertainty. You might be a town crier warning of an impending attack, a runner between underground citadels, or an officer on a stallion delivering parcels and letters. If the roads of the realm are the veins, you are its lifeblood, committed to your duty regardless of rain, sleet, or snow.

You are cunning and agile, always ready to adapt swiftly to changing circumstances. Yet your role is narrowly defined; you only deliver messages without influencing policy. This makes you a prime target for enemies, as disrupting communication can lead to a nation's downfall. Haunted by the fear that any delay in your delivery might have catastrophic consequences, you must remain ever vigilant. However, despite your caution and importance, you face the same vulnerabilities as anyone else, a stark reminder of the perilous nature of your profession.

Lickety Split

Effect: Gain a Help Die when navigating into charted and uncharted areas. You also reduce Move Action cost by -1 Action Point (to a minimum of 1 Action Point).

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Agility +5%**	O	General Talent	**Long-winded**	O
Professional Talent	**Lickety Split**	O	General Talent	**Saddle-born**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Secret Signs**	O

Minister

In a world of endless suffering, you play the role of spiritual advisor, confidante, and leader. Your testimony brings hope to the weak, despair to the unfaithful, joy to the pious, and penitence to the sinner. You stand behind the altar, spouting the word of the gods and beseeching blessings from on high. Through your intercession, the people are saved. You may not settle for one flock but travel to god-forsaken lands, preaching the gospel and saving heathens from themselves. Such priests are rarely greeted with open arms, but you have no doubt you will persuade them.

Your position of moral authority gives you an almost unprecedented ability to mislead, manipulate, and extort your congregations. Your mind may be weakened into believing everything is divine will, a charge no one can disprove. Woe to you when the people forsake their gods! As their earthly proxy, you will be the first to fall.

Let Us Pray

Effect: Spend 1 hour and roll a Persuasion Test to conduct a sermon. If in a church, gain a Help Die. You and a number of allies equal to [FB] Flip To Succeed all Resolve Tests for 6 hours.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Leechcraft**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Impervious Mind**	O
Professional Talent	**Let Us Pray**	O	General Talent	**Mental Fortitude**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Silver Tongue**	O

Minstrel

You are an adept storyteller, spinning tall tales and captivating audiences with your words. Your role is to be a student of the world, constantly seeking new experiences. Your attention span might be short, but your zest for life is boundless. Rather than specializing in any one field, you pride yourself on being a professional amateur, always ready to add your voice to any conversation with a well-timed anecdote or seemingly informed opinion. Your stories, often outrageous, make you a sought-after guest, always ready to entertain with your whimsical narratives.

However, your words and life are all a lie. You're known to be quite the freeloader, often found lounging in someone else's home, having depleted their pantry or taken their horse for a spontaneous adventure. You charm and sponge off others, shirking responsibilities and obligations. Once you've exhausted the host's generosity, you're off to find the next unsuspecting "friend." Your gift for gab, as useful as it is in storytelling, doesn't always help when you're left to face the harsher realities of the world alone, highlighting the precarious balance between your artistry and the practicalities of life.

Teller Of Tales

Effect: You Flip To Succeed Persuasion Tests to spin a tale. If you succeed, treat it as a Critical Success. You also never have to pay to drink and eat for free in urban areas.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Thievery**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Carousing**	O
Professional Talent	**Teller Of Tales**	O	General Talent	**Forked Tongue**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Mental Fortitude**	O

Monk

You are a divine librarian dedicated to studying the world's mysteries, great and small. This practice is integral to your faith as you spend your days illuminating manuscripts, recording decrees, analyzing hymns, and advising those curious about the divine powers. Nearly every religion has at least a small cadre of Monks specializing in particular aspects of their faith. There is little material reward in being one, but you are among the most educated and nuanced academics in the world, and you enjoy a wealth of knowledge.

You might one day pack up your quills and scrolls and leave your cloister, searching for hidden knowledge or relics of a forgotten time. Though ill-suited for the battlefield, you can decipher ancient runes or parlay with priests. Your travels could turn you radical, practicing a fringe religion the civilized world no longer follows. You differ from other priests in your subtlety and accept similarities between different faiths. This ecumenism sometimes puts you at odds with the clergy, leaving you vulnerable to the whispers of dark gods.

Learned Devotee

Effect: You can speak every language associated with Humanoid creatures. You can also roll an Insight Test to sense other living creatures' feelings.

Profession Ability Table

Skill Rank	**Craft**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Craft Specialization**	O
Professional Talent	**Learned Devotee**	O	General Talent	**Impervious Mind**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Nerves Of Steel**	O

Mortician

You find yourself deeply immersed in the rituals and necessities of death, a role shaped by the era's evolving understanding of the four bodily humours. Your work primarily involves the handling and burial of corpses, legally allowed to dissect only those condemned by the executioner. Far from possessing any mystical powers over the dead, your role is viewed with a mix of respect and suspicion, as you navigate the trade of dealing with the deceased. Your occupation is one of somber and pragmatic necessity.

However, when plague or disease reduces the number of bodies needing your services, you find yourself transitioning from the quietude of the post-mortem slab to the clamor of battlefields. Accustomed to the labor of digging graves, you find flesh gives as easily as soil, both intended for the grave. However, your unpracticed skills and wild swings may lead you to a premature demise. Thus, the cycle repeats itself: you, once a dealer in death, return to the earth, only to be unceremoniously exhumed by Graverobbers.

Necrotic Knowledge

Effect: If you successfully use Chirurgery on a creature suffering from 4 or more Injuries or Afflictions, they don't gain a Scar upon awakening but do gain 1 Corruption. Whenever you move a creature to Dying!, you move one step up the Peril Condition Track.

Profession Ability Table

Skill Rank	**Disguise**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Leechcraft**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Intelligence +5%**	O	General Talent	**Gallows Humor**	O
Professional Talent	**Necrotic Knowledge**	O	General Talent	**Indifference**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Light Sleeper**	O

Nightwatcher

From the poorest rural hamlets to the largest of cities, you are trusted to keep a keen eye out for trouble. Trained to repel unwanted elements, to rally to the hue and cry, and to act quickly when danger is detected, you patrol amongst the people and stand alone against the night. Trusted to keep the dark things out of settlements and to act as society's moral backbone, you are a part of an elite force. While Nightwatchers have a knack for stretching out their numbers and warning against the largest threats, even you cannot prepare for every eventuality that may befall a city's walls.

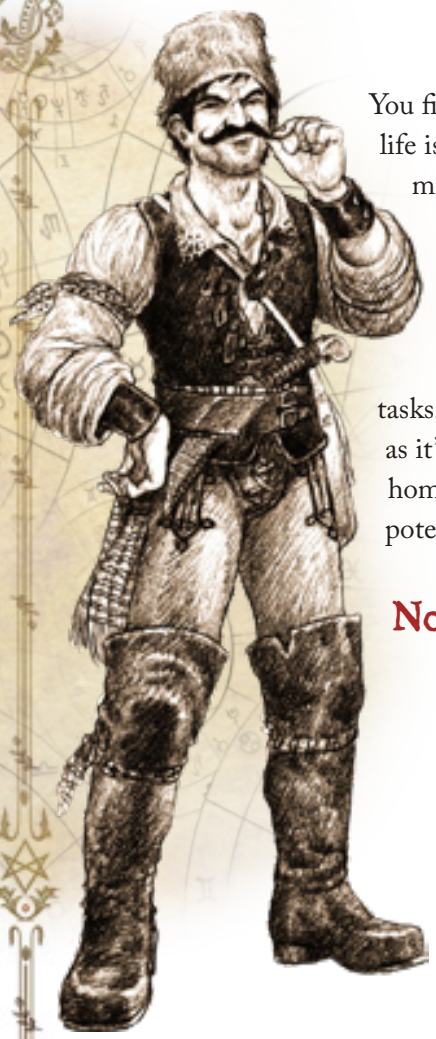
You are seen as pillars of law and order, but not all of you stand so tall. Rough pleasures come with rough work, so you visit brothels and gambling dens to indulge in your vices. This can lead to being blackmailed or bribed with a few farthings, and the bribes can be even bigger when you have to look the other way as an aristocrat hurriedly exits! Greasing the palms of these petty sentinels is part and parcel to the stench of evil that passes in and out of the city gates.

Hue & Cry

Effect: When rolling Initiative, roll 3D10 instead of the normal 2D10. You are also never Surprised.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Eagle Eyes**	O
Professional Talent	**Hue & Cry**	O	General Talent	**Light Sleeper**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Quickload**	O



Nomad

You find yourself as a Nomad, traversing large, unsettled lands from deserts to tundras. Your life isn't a profession but more so a way of living, moving with your people to follow herds, migrate, or escape oppression. You're adept at handling environmental hardships, from long treks through wastelands to defending against roving armies and wild beasts. You are resilient and close with your found family, as each member's survival is crucial to the caravan's overall well-being.

Your livelihood primarily comes from livestock, itinerant workmanship, or other eclectic tasks. While many Nomads adapt to an adventurer's life, leaving your people is challenging, as it's synonymous with leaving your entire life and family. This absence often leads to homesickness and a longing for older bonds. This loneliness and paranoia can burden you, potentially leading to solitary wanderings and a tragic end.

Nomadic Lifestyle

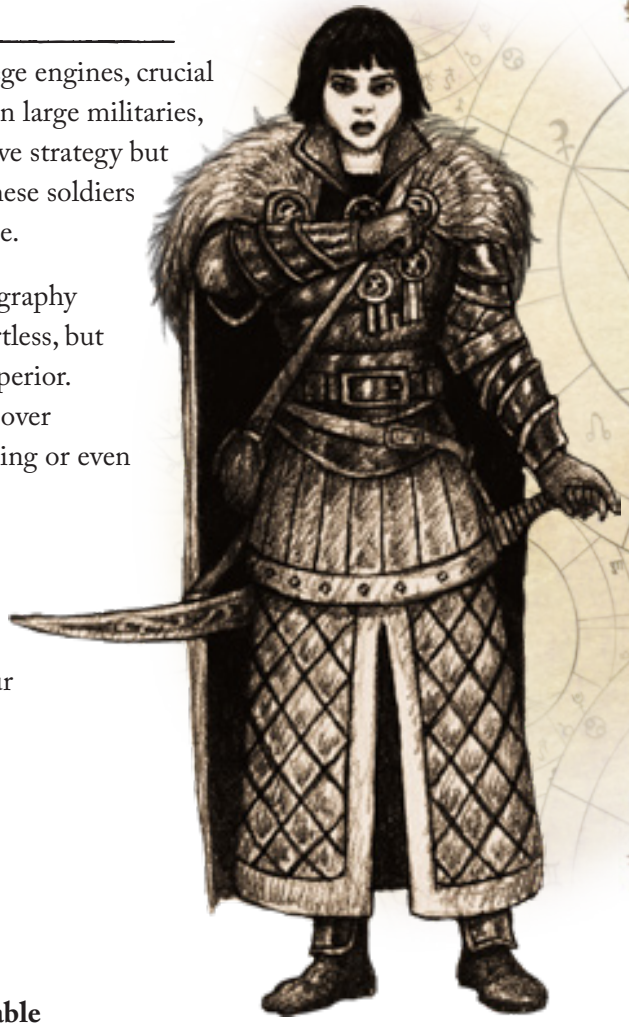
Effect: Every time you Unlock this Talent, adopt 1 lifestyle**:**

- **Northerner:** When dressed appropriately, ignore the effects of Damage & Peril as it relates to cold. You also add +1 Damage to Ranged weapons.
- **Midlander:** When dressed appropriately, ignore the effects of Damage & Peril as it relates to sleep. You also add +1 Damage to Blackpowder weapons.
- **Southerner:** When dressed appropriately, ignore the effects of Damage & Peril as it relates to heat. You also add +1 Damage to Melee weapons.

Profession Ability Table

Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Brawn +5%**	O	General Talent	**Azimuth**	O
Professional Talent	**Nomadic Lifestyle**	O	General Talent	**Light Sleeper**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Long-winded**	O

Officer



You play a vital role as an Officer, supporting soldiers, cavalry, and siege engines, crucial for an army that marches on its stomach. As an educated individual in large militaries, martial vessels, or mercenary groups, your responsibility doesn't involve strategy but the orchestration of logistics. Your role is crucial for the survival of these soldiers and sailors, a fact you take great pride in, sometimes seen as arrogance.

Eventually, you might leave military life, applying your skills in cartography and logistics to the public. You make challenging journeys seem effortless, but this dependency can inflate your ego, leading you to believe you're superior. This arrogance can cause rifts within the group, resulting in conflicts over misunderstood instructions or refusal to consider others' views, straining or even breaking bonds with other survivors.

Call To Arms

Effect: Reference your [CB] for Supply Rating limits instead of the normal [IB]. Once per day, spend 1 Fortune Coin to increase your Supply Rating of one type of ammunition by 1.

Profession Ability Table

Skill Rank	**Blackpowder**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Incredible Numeration**	O
Professional Talent	**Call To Arms**	O	General Talent	**Quickload**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Siegecraft**	O

Old Believer

You are a pharmacologist who creates poultices and infusions from the plants and "little magics" of the wilds. You typically live in a rural village that still practices the old ways, serving as an advisor and occasional apothecary. Some of your remedies are nothing more than placebos–love potions, potency supplements, and the like–but every once in a while, you tap into some of the world's ambient magic and produce a tincture or ointment that is purely supernatural.

As new empires annex the wilderness, ancient villages are subject to the indoctrination of new faiths. You may find yourself no longer welcome in your home, or at risk of imprisonment. You could give up and assimilate, or leave in search of herbs and new places to practice your faith. Your skills in medicine and survival are a boon to any traveler in the wilderness, but you have a dire secret, one that you are not even aware of. If you look hard enough, you can find indisputable links between the power of the old ways and the taint of demons.

White Sorcery

Effect: You gain a grimoire with the Ritual of Imbue A Talisman from Chapter 10: The Grimoire. You also Flip To Succeed Craft Tests to create Medicine and Poisons. If you succeed, treat it as a Critical Success. When you craft them, they take on the effects of two different Medicines or Poisons (such as a poultice that confers the effects of both laudanum and smelling salts).

Profession Ability Table

Skill Rank	**Craft**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Leechcraft**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Occultism**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Intelligence +5%**	O	General Talent	**Craft Specialization**	O
Professional Talent	**White Sorcery**	O	General Talent	**Folk Magic**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Secret Signs**	O

Outrider

You are a hardy individualist, spending your days as the forward for armies, always scouting for hazards and ambushes. You ride miles ahead of the main column, resourceful and courageous, master of the wilderness and your mount. Many of the rank and file see you as a coward, the first to run from battle, but countless Outriders have died so their companies might live. You often carry signals with you to alert your allies, either small flutes or blackpowder-fueled flares of different colors to provide different warnings.

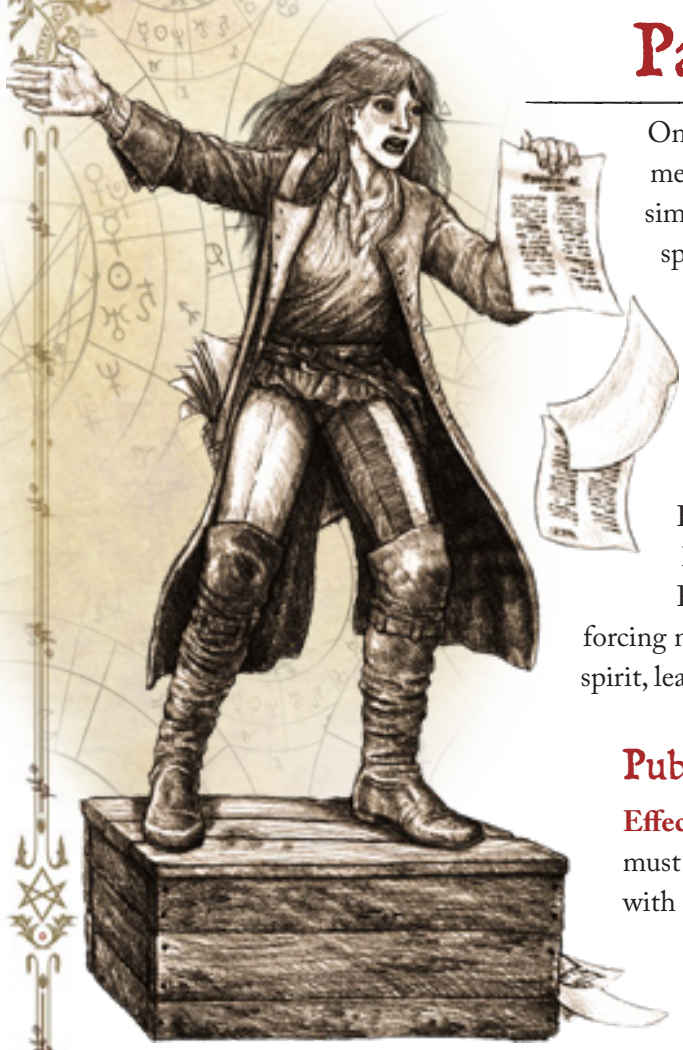
Journeying, travel, and exploration are second nature to you. Your skills in navigation, weaponry, stealth, and survival can lead a lost group out of the most dangerous situations. Not all Outriders strike out on their own willingly; you could have been discharged from service, fled the battlefield in disgrace, or lost your animal companion. Your life is often lonely, and the long distances and hours separated from your battle group feel isolating. It is when you feel at your most forsaken that servants of evil strike, subtly affirming your insignificance.

Situational Awareness

Effect: When you fail Awareness or Stealth Tests, you may re-roll it but must accept the results. Ignore Peril Condition Track penalties associated with these two Skills. You also have a horse as a companion (*large animal* from **Chapter 12: Bestiary**). Should it ever be moved to Dying!, they flee and return to you a day later.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Instincts**	O
Professional Talent	**Situational Awareness**	O	General Talent	**Rural Sensibility**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Saddle-born**	O



Pamphleteer

One of the most significant inventions in recent years is not the mechanical clock, microscope, or even blackpowder, but something far simpler: movable type. The printing press has transformed storytelling, spreading knowledge and allowing education for even the poorest.

As a Pamphleteer operating these presses, you disseminate printed materials, ranging from leaflets and religious tracts to written notices. Your role is crucial in spreading news and ideas, often inaccessible to the common folk, making you a champion of their rights and knowledge.

However, this role often marks you as a threat to those in power, like clergy and kings, who have long controlled public knowledge. Publishing controversial rhetoric can lead to dire consequences, forcing many Pamphleteers to flee towns. Yet, this fuels your independent spirit, leading you to publish works of sedition and alternative thinking.

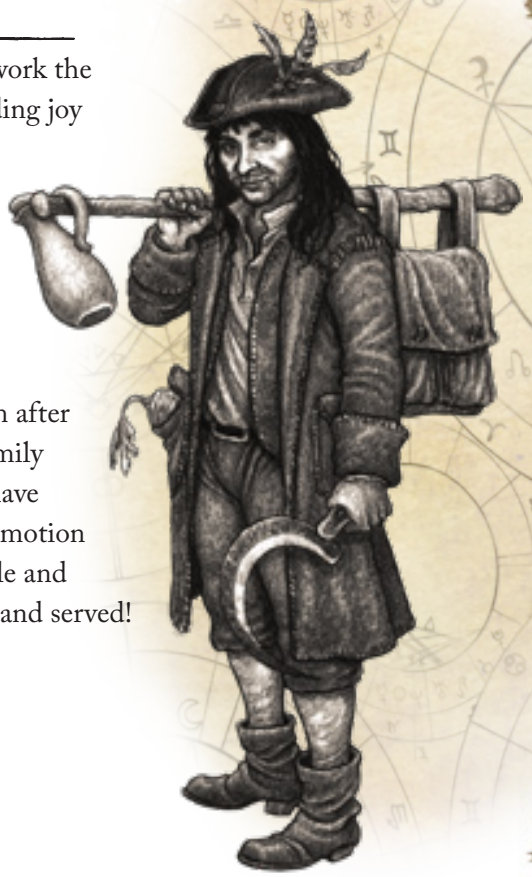
Public Pronouncements

Effect: When you fail Folklore or Persuasion Tests, you may re-roll it but must accept the results. Ignore Peril Condition Track penalties associated with these two Skills.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Carousing**	O
Professional Talent	**Public Pronouncements**	O	General Talent	**Incredible Numeration**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Mental Fortitude**	O

Peasant



Not all heroes are knights or wizards. The real ones are people like you, who work the fields and provide food for your families and lieges. You are hardworking, finding joy in the repetition of plowing, sowing, and harvesting your fields, tending and slaughtering your herds, gathering nuts and berries from common land, then selling your wares and repeating the process the following year. Your life is simple, if not easy, and your labors determine whether your family survives the next winter.

However, you might despise this life and want more than another season of drudgery, perhaps aspiring to become a folk hero. You may have left your farm after suffering spoiled crops from one year to the next, helplessly watching your family succumb to hunger and disease. To make matters worse, you see others who have more than you despite not working as hard. Your heart, so quick to stir with emotion at tales of valorous deeds, is just as quickly inflamed to rage. Armed with sickle and hammer, you rally to strike off the head of the very lord you've previously fed and served!

Salt Of The Earth

Effect: Add +3 to Peril Threshold and +1 to Damage Threshold.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Craft**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Brawn +5%**	O	General Talent	**Craft Specialization**	O
Professional Talent	**Salt of The Earth**	O	General Talent	**Rural Sensibility**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Secret Signs**	O

Pit Fighter

You do not spill blood on the battlefield, but before the braying of crowds in acts of spectacle and butchery. In the simplest fights, two people enter, and one person leaves, but some arenas increase the stakes by placing traps to pin the unwary, or holding fights against beasts or nameless, terrible creatures of darkness. Regarded as little more than a butcher or sadist, you are quick, adaptable, and skilled in a variety of fighting styles. Formidable no matter your weapon, your deadly showmanship drives crowds into an uproar as they scream for your victim's blood.

Whether you're a criminal fighting for the right to stay alive or a mercenary who gets a cut of the proceeds from the betting circuit, your ruthlessness is without question. Each vicious act eats away at your humanity. You may find fame in the fighting pits, but rarely friendship. If you've lasted this long, you've seen many comrades die horrible deaths, and it's best not to get attached.

Blood & Sand

Effect: Once a fight scene, spend 1 Fortune Coin to move three steps up the Damage Condition Track.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Brawn +5%**	O	General Talent	**Hard To Kill**	O
Professional Talent	**Blood & Sand**	O	General Talent	**Indifference**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**No Mercy**	O

Provocateur

In courtly games of prestige and power, at masquerades and salons, in gambling halls and drug dens, there is one figure everyone must watch and listen for: you. Mysterious and manipulative, you are capable of infiltrating any social circle, extracting information, and even dispatching foes with elegant efficiency. You combine seductive charm, worldly knowledge, and secret motives in a deadly, yet attractive package. Many a lord or lady has been found with their pantaloons down–both figuratively and literally–as a result of your schemes.

Your guile, proficiency with disguise, and knack at parlaying grant you advantages in both the slimiest of dens and the most gilded of halls. Of course, your overconfidence and brazen attitude can just as easily land you in hot water, whether that ends up with you bare-knuckle brawling in an alligator pit or chasing a wagon down a crowded street. Trouble is always at your heels, while dark whispers seek to lure you towards your doom.

Shaken Not Stirred

Effect: When you fail Gamble or Guile Tests, you may re-roll it but must accept the results. Ignore Peril Condition Track penalties associated with these two Skills.

Profession Ability Table

Skill Rank	**Disguise**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Fellowship +5%**	O	General Talent	**Holdout**	O
Professional Talent	**Shaken Not Stirred**	O	General Talent	**Impervious Mind**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Social Mobility**	O

Pugilist

You win fights with bare fists, strong will, and iron nerves. Maybe you make your living as a prizefighter, living off hefty purses. Or you are a washed-up has-been, fighting in back alleys for a handful of silver. Regardless, pugilism is a sport where sacrifice is vital. Regulated matches leave fighters looking slightly better than pounded beef, while amateur bouts can end with one or both participants dead. You've had your fair share of lingering pains, blackouts, and confusion; pugilism is a sport of sacrifice.

Aggression is your forte and livelihood, which has kept you alive, yet prevents you from improving your station and adopting a more genteel calling. You can no more change your nature than a charging bull. Many friends or business associates have fallen bloody prey to some Pugilist's attempt to disprove this, a grim end for even the mightiest. All that's left for you is the fight, and you are willing to bring it on until your bitter end comes.

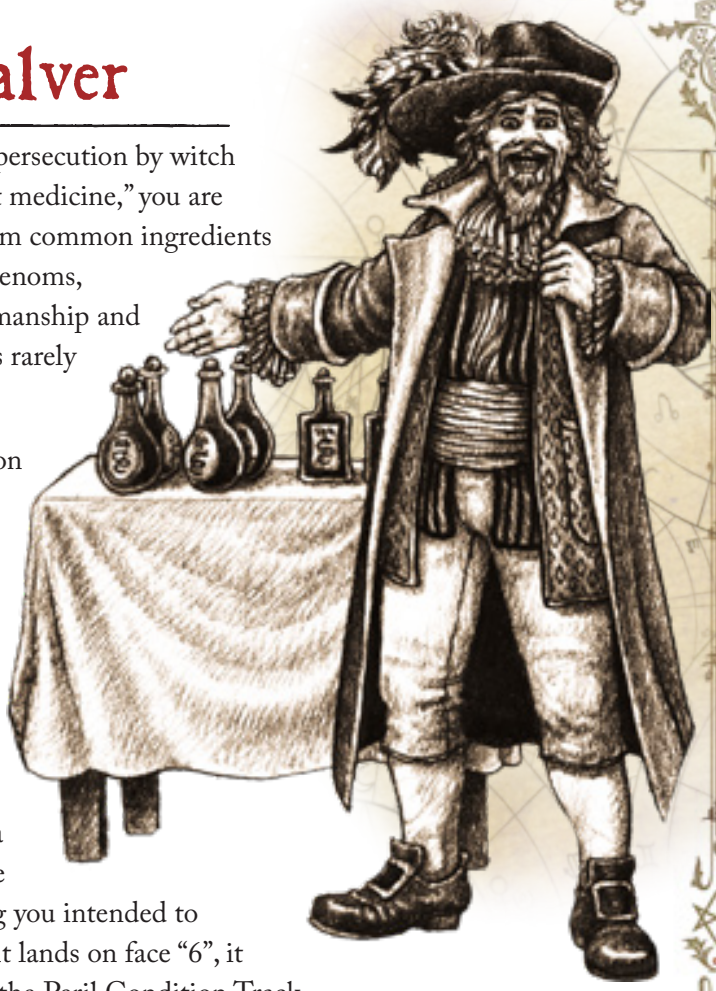
Mortal Combat

Effect: At your option, deal Damage or Peril with Pummeling weapons. You also ignore the negative effects of a weapon's Pummeling Quality. When inflicting Peril, you can spend Fortune Coins to change a D10 to face "10" (like changing D6 in **Chapter 2: Learn To Play**).

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Brawn +5%**	O	General Talent	**Beatdown**	O
Professional Talent	**Mortal Combat**	O	General Talent	**Clinch Fighter**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Ground & Pound**	O

Quacksalver



When illness or fatigue strikes and the local Old Believer faces persecution by witch hunters, the naive turn to people like you. As a master of "patent medicine," you are essentially a skilled con artist. You concoct dubious remedies from common ingredients like beef fat, turpentine, and pepper, mixing them with various venoms, claiming they can cure any ailment. With your persuasive showmanship and eloquence, you make sales that enrich you, though your products rarely deliver the promised results.

Once you are exposed as a fraud, you usually face swift retribution from the community, leading you to adopt a nomadic lifestyle filled with deceit and schemes. This path of loneliness and lies drives you to darker ventures. Seeking vindication, you fall into selling illicit drugs and exotic, untested cure-alls, claimed to be from distant lands. These substances create dependency among the afflicted, who return repeatedly for their fix.

Cure-all

Effect: You don't need to spend money to use Craft to concoct a "cure-all." When you craft them, declare what Medicine they are intended to emulate, as you create three times the Supply Rating you intended to create. However, once consumed, the creature must roll 1D6. If it lands on face "6", it either has the opposite effect or they move down three steps on the Peril Condition Track.

Profession Ability Table

Skill Rank	**Craft**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Thievery**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Craft Specialization**	O
Professional Talent	**Cure-all**	O	General Talent	**Forked Tongue**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Gallows Humor**	O

Racketeer

Yours is the silhouette every shopkeeper dreads. Done out in cheap finery, you knock at doors collecting a modest fee from honest business owners. They grumble under their breath that it's extortion, but you insist you're just protecting the community. If your vigilance keeps your pockets lined, all the better. Most of your ilk run solo operations, backed by a small gang, but you could also work collecting rent for landlords or taxes for noble folk. You leave violence as a last resort against the uncooperative, mouthy, and fair-minded. Still, you've broken more than a few bones over the years when someone failed to cough up their protection money.

Though you think of yourself as a master of business acumen, suave and respected, the truth is you're nothing more than a two-bit thug. You rankle at talk of tenants organizing, of the poor unwashed hordes revolting against their betters. You're far from wealthy, but at least you're better than those flea-bitten paupers. You've got to maintain that authority and remind them you're in control of their wretched circumstances.

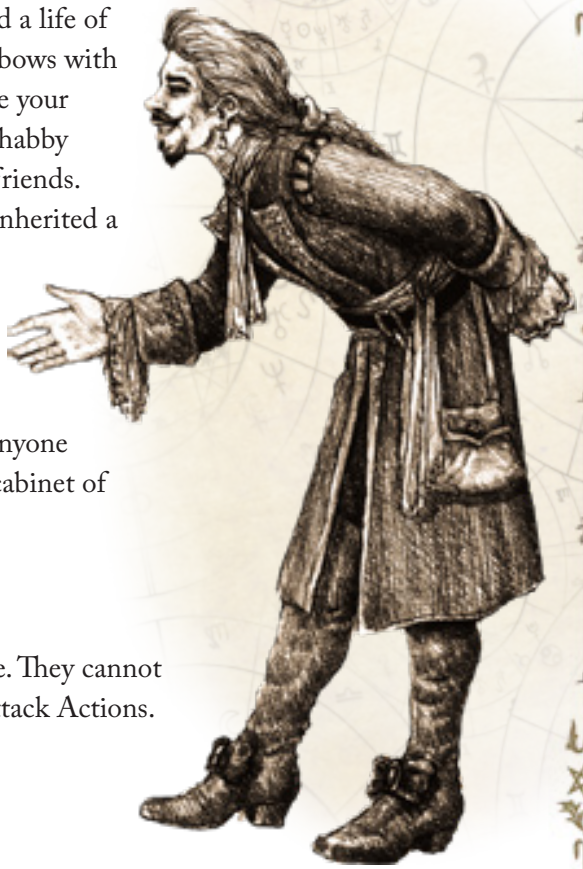
Intimidation Tactics

Effect: When you deal Damage from a Melee weapon against Corrupted or Humanoid creatures, they will Retreat on their next Turn. Creatures can only be affected by Intimidation Tactics once per fight scene.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Brawn +5%**	O	General Talent	**Incredible Numeration**	O
Professional Talent	**Intimidation Tactics**	O	General Talent	**Indifference**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Menacing Demeanor**	O

Rake



You know more than most how hard a fall from grace stings. You once lived a life of wealth and leisure, if not one of great status, but no longer. Now you rub elbows with gutter trash, salty dogs, and scurrilous cads, forced to live in ignominy while your former peers sneer at you. The only thing you detest more than your now-shabby finery and the poor surrounding you are your rich and fashionable former friends. You can tell by their pitying smiles that you disgust them, and even if you inherited a fortune overnight, you could never rise to their social level again.

Outcast from poor and rich alike, you've found your niche on the margins of society, brawling, gambling, and tossing out quips as easily as uppercuts. You can ingratiate yourself into nearly any social circle, and people flit towards you like moths to a flame. Like a flame, you singe anyone who gets close enough to see what you truly are: a sham, a fraud, a gilded cabinet of curiosities with a rotten heart at its center.

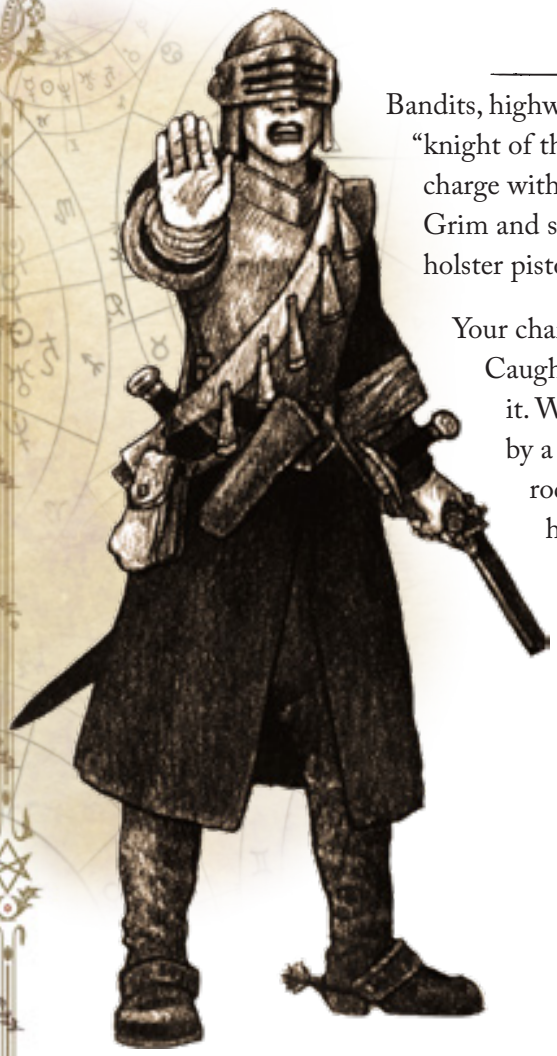
Provoke Ire

Effect: Use 1 Action Point to Provoke Ire in a creature during a fight scene. They cannot resist your Stunts or spend Fortune Coins to reduce Damage from your Attack Actions. Once they're moved to Dying!, choose a new creature.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Primary Attribute Adjustment	**Intelligence +5%**	O	General Talent	**Carousing**	O
Professional Talent	**Provoke Ire**	O	General Talent	**Forked Tongue**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Holdout**	O

Reeve



Bandits, highwaymen, and worse plague the paths between cities. Thus, the Reeve is a "knight of the road," charged with keeping it safe from brigands. You carry out your charge with brutal efficiency, scrutinizing every passerby for signs of nefarious activity. Grim and stony-faced, you go about your sworn duty. But all of this is a front. When you holster pistols, you're almost an entirely different person.

Your charge requires you to do some not-so-good things to not-so-good people. Caught in a vicious cycle and haunted by your past, you will eventually have to face it. Was it a false arrest, a murder, or the failure to carry out a brutal order given by a cruel baron? You decide. All of this has set you back on the roads you once rode, and duty may invariably come back to bite you. Hard. Because if evil's dark hand doesn't drag you down first, your old enemies will.

I Am The Law

Effect: You Flip To Succeed Toughness Tests to intimidate Corrupted and Humanoid creatures. If you succeed, treat it as a Critical Success. When you do, the creature cannot use fight actions on their next Turn, stopped dead in their tracks.

Profession Ability Table

Skill Rank	**Blackpowder**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Menacing Demeanor**	O
Professional Talent	**I Am The Law**	O	General Talent	**Shoot From The Hip**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Take Them Down**	O

Rune Warrior

In the shadowed corners of the world, there is a place where iron and magic collide. Your existence as a Rune Warrior is a rare confluence of swordplay and arcana, drawing upon the latent energies of the Ethereal Veil. In one hand, a weapon; in the other, tendrils of magic that writhe across your weapon. In a fight, you are deliberate, each movement a ballet of grace and lethality, every blow a fusion of steel and magic. You are not merely a warrior, but also a pilferer of forbidden magic. The path of a Rune Warrior is dangerous and will bring you into contact with numerous threats who wish to steal your secrets.

Your life is one of relentless pursuit of knowledge and mastery. The secrets you unearth are precious, often gleaned from lost texts or enigmatic teachings, safeguarded against a world fraught with horror. The path you walk, one where magic is rare and must be carefully hidden against witch hunters, is singular. It is a manifestation of visible force and covert sorcery, teetering on the edge of a knife between power and the dangers of the Ethereal Veil's disturbing embrace. If magic or the terrors of the world don't consume you first, that is.

Betwixt Two Worlds

Effect: At your option, substitute Occultism for any Combat-based Skill when attacking with weapons. You also don't need materials to cast Folk Magic when wielding a weapon. Finally, you add the Elemental Quality to weapons you wield.

Profession Ability Table

Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Occultism**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Arcane Magic**	O
Professional Talent	**Betwixt Two Worlds**	O	General Talent	**Folk Magic**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Winds Of Change**	O

Rustler

You thrive in the lucrative industry of horseflesh and livestock, vital for products like leather, meat, and bone. Operating often in groups, you find ample opportunity in lands with vast prairies and distant settlements. Selling the stolen livestock is typically easy, as the original ownership is hard to trace in remote markets, allowing you to pocket profits without much suspicion. Sometimes, your motivation isn't greed but desperation, stealing to feed starving villages or appease tyrants, always concealing your identity with a neckerchief.

Your knowledge of the land rivals any hunter's, and your animal handling skills are persuasive. However, the solitary nature of your work, the desolate wilderness, and the constant threat of punishment can push you to the brink. Some Rustlers become heartless and cruel, joining the worst of humanity. You might find yourself rounding up animals for grim purposes, inflicting pain and misery as you lead them to their sacrificial end.

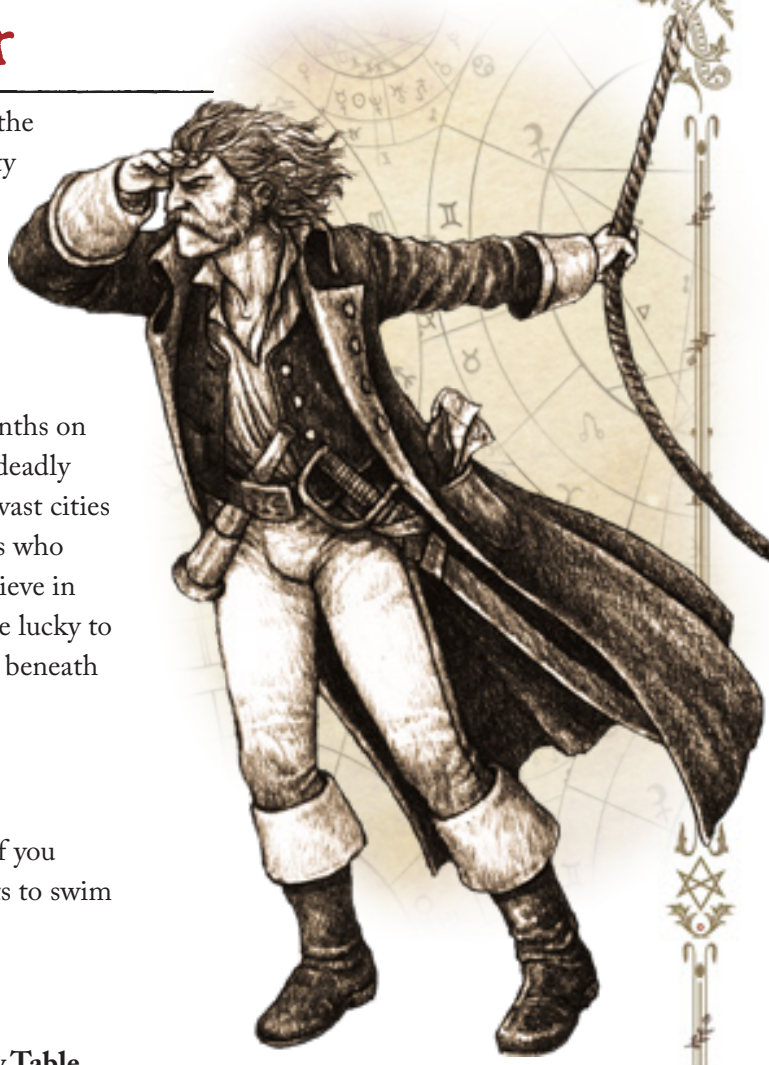
Rawhide

Effect: You Flip To Succeed Handling Tests to tame Animalian ceatures. If you succeed, treat it as a Critical Success. You also have a horse as a companion (*large animal* from **Chapter 12: Bestiary**). Should it ever be moved to Dying!, they flee and return to you a day later.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Brawn +5%**	O	General Talent	**Instincts**	O
Professional Talent	**Rawhide**	O	General Talent	**Rural Sensibility**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Saddle-born**	O

Sailor



You make your living on the water as a Sailor, always longing for the familiar feeling of the bottomless depths beneath your feet, of salty winds in billowing sails. You live an independent life, free from any laws save kinship with your fellow sailors. Broken hearts, bastard children, and debts in every port mean little to you when you are a thousand miles away from the coast, mighty leviathans swimming alongside your ship's keel.

Some of your kind take this love of the sea too far. Sailing for months on end, out of sight of land, or navigating through endless mazes of deadly rivers, can drive you to drink or mutiny. You've heard whispers of vast cities beneath the waves, flesh-eating mermaids, and bloodthirsty beasts who slaughter whole ships. Many a hapless Boatswain has come to believe in such tales, chasing them to their deaths in the briny deep. You'd be lucky to escape such a drowning. Best to keep a vessel of wood and canvas beneath you and the fathoms below.

Batten Down The Hatches

Effect: You Flip To Succeed Handling Tests to pilot watercraft. If you succeed, treat it as a Critical Success. You also never fail Skill Tests to swim or hold your breath.

Profession Ability Table

Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Agility +5%**	O	General Talent	**Azimuth**	O
Professional Talent	**Batten Down The Hatches**	O	General Talent	**Carousing**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Old Salt**	O

Scribe

You are a professional reader and writer, skilled in copying plain text and elaborate calligraphy. You can translate languages, send messages for those who cannot read or write themselves, and draft laws that shape the lives of everyone around you. Since print technology remains in its infancy, most people access the written word through you. Though you'd rarely admit it, the fate of thousands rests in your capable, ink-stained hands.

Despite your hunched posture, squinting eyes, and relatively solitary existence, you are respected and in high demand, sometimes for less than scrupulous tasks. You'd be lying if you said you hadn't made a little extra money by writing fake pardons, copying an aristocrat's signature, or spreading false information and propaganda. Such talents can land you in trouble, as many Scribes with broken and worthless hands can attest, but it's the price of doing business. You must take care not to get caught. Though your pen is mighty, a sword can still silence you with a quick thrust in the dark.

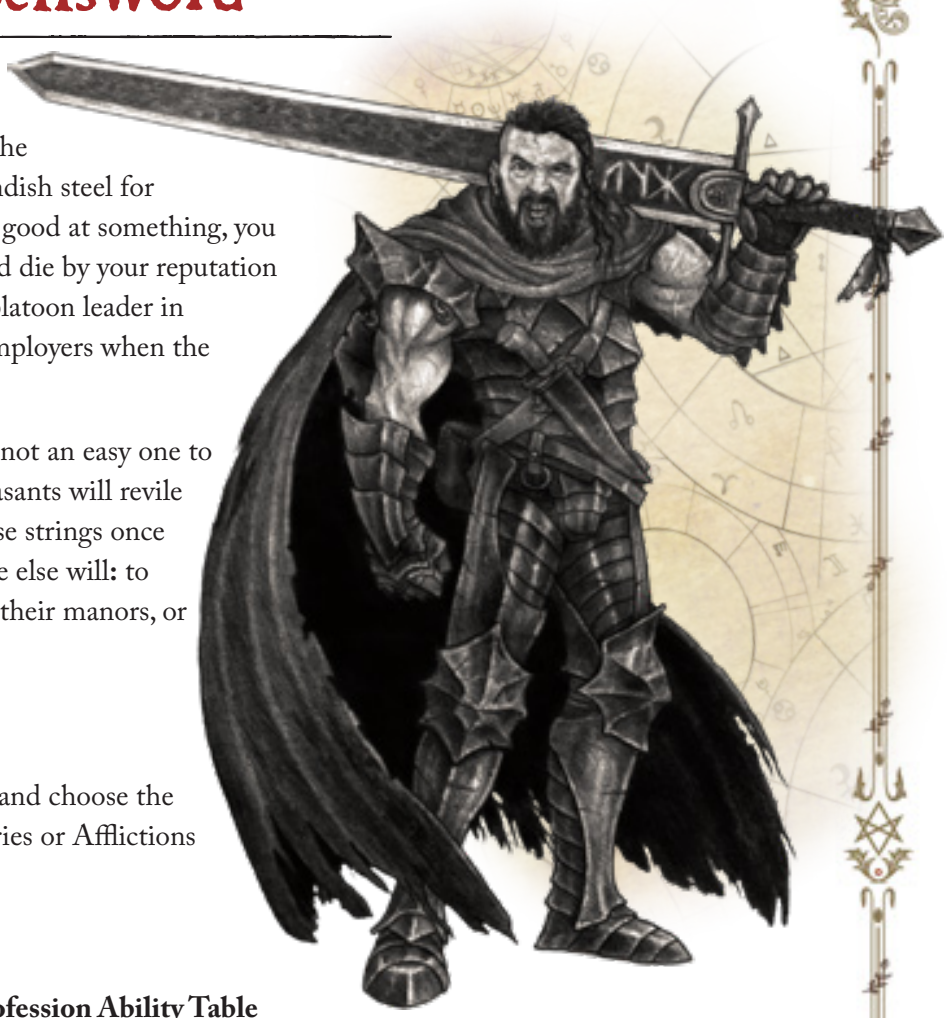
Scrivener's Speed

Effect: You Flip To Succeed Insight Tests to recall and research information. If you succeed, treat it as a Critical Success. You can also use any Special Action once during your Turn in a fight scene for 0 Action Points.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Determination**	O
Professional Talent	**Scrivener's Speed**	O	General Talent	**Incredible Numeration**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Multilingual**	O

Sellsword



When battle looms near, an average person will ask what they're fighting for. Their queen? Their god? Their country? Whatever they decide, the Sellsword knows it to be a lie. So instead, you brandish steel for the cash it'll put in your pocket. After all, if you're good at something, you should never do it for free. That means you live and die by your reputation and results. This sometimes means you serve as a platoon leader in understaffed armies or garrisons, move between employers when the plunder dries up, or simply wait for the next war.

Your reputation means far more than skill, but it's not an easy one to uphold. Actual soldiers will doubt your loyalty. Peasants will revile you for your brutality. Lords will tighten their purse strings once the battle is over. So you take contracts that no one else will: to put down a peasant revolt, evict blue-bloods from their manors, or ransack a shopkeeper's premises for a rival guild.

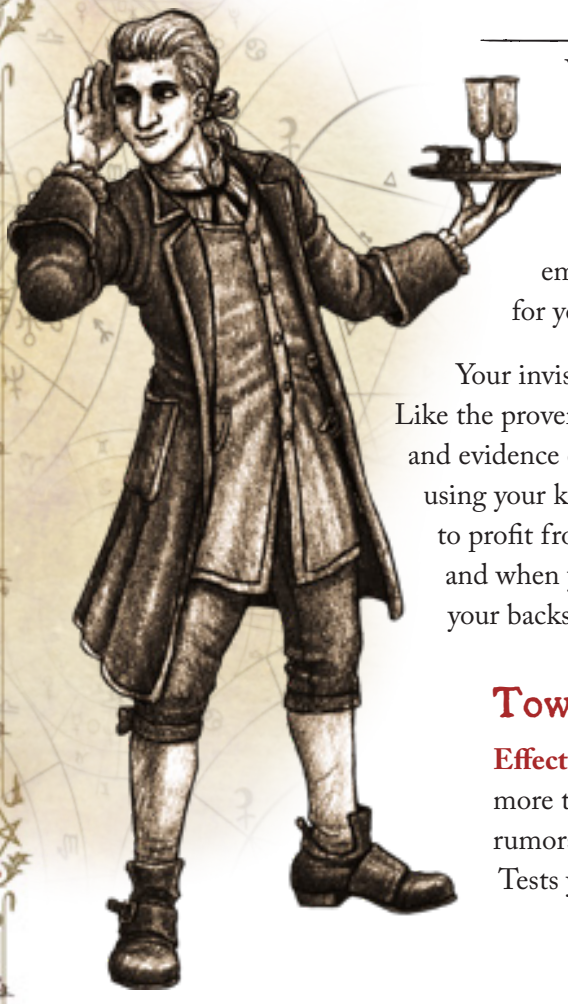
Tough As Nails

Effect: When rolling for Injuries, roll three times and choose the least harmful one. You can also suffer up to 8 Injuries or Afflictions (or a combination thereof) before gaining a Scar.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Blackpowder**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Indifference**	O
Professional Talent	**Tough As Nails**	O	General Talent	**Nerves Of Steel**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Second Skin**	O

Servant



You are a part of the anonymous, invisible corps of those who work in service to aristocrats. For those with lean prospects, or those shut out of learning a trade and joining a guild, a life of servitude is the only way to avoid sleeping on the street. Your hours are long and exhausting, punctuated with brief moments of respite and small gifts from your employers. Everyday life would grind to a halt without your labor, yet it is rare for you to receive thanks or commendation. Your job is essential, but you are not.

Your invisibility provides you with a rare entry into the world of secrets and mystery. Like the proverbial fly, you are privy to secrets best left unsaid, acts of heinous violence, and evidence of indiscretions. You can find a way to turn this to your advantage, either using your knowledge to ingratiate yourself further into your employer's good graces or to profit from their dirty laundry. You must always be careful, however, to mind where and when you deploy this knowledge. Your betters won't hesitate to throw you out on your backside if you embarrass them.

Town Gossip

Effect: Spend 1 hour and roll an Insight Test to interact with locals. If you spend more than 10 silver pieces during this time, gain a Help Die. If successful, you sow rumors among the populace, granting a Help Die to all Fellowship-based Skill Tests you and other survivors use on them.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Carousing**	O
Professional Talent	**Town Gossip**	O	General Talent	**Mental Fortitude**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Silver Tongue**	O

Sin Eater

People are born into sin–there is no innocence in your eyes. You hold that humanity is inherently cursed with a dark spirit. You see yourself as an aid in this process, sacrificing parts of your soul by eating the faults of all sinners to free them from eternal torment. When you absorb their misdeeds, they become a part of you, remembered with clarity, and something for which you will be held to account when you stand before the Custodian's threshold. You acknowledge that you are now damned yourself. But this is what you are willing to take on as an act of love for others.

An ancient force has recently grown more foul, threatening to spiral out of control. Every sin committed opens the rift wider until the world is drowned in a river of darkness. This malevolence has the capacity to think, feel, and hate and seeks to envelop the world in hatred and fear. This conviction makes your mission feel even more crucial. Pray and hope that you don't fall victim to it, for a demon loves nothing more than to turn a Sin Eater into its plaything.

Eat Your Burden

Effect: Spend 1 hour and roll a Resolve Test to pray over another. If you are Alive, gain a Help Die. If successful, you expel all Diseases and Poisons from them, and they remove 1 Corruption. However, you move one step down the Peril Condition Track for each effect or Corruption you remove. This is usable once per week.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Leechcraft**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Occultism**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Intelligence +5%**	O	General Talent	**Divine Magic**	O
Professional Talent	**Eat Your Burden**	O	General Talent	**Folk Magic**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Strong Jaw**	O

Skald

On the battlefield, amidst the chaos of battle, you play a crucial role in maintaining the morale of your fellow soldiers. Your task is to focus them through music and chants. Unlike civilian entertainers, Skalds are part of the military, trained specifically to inspire the troops with various tools like drums and flutes, or through intimidating chants and songs of valor. You might even sing scriptures and divine providence.

Off the battlefield, you bring cheer to the troops, performing songs of victory and love to help them forget their sorrows and losses. Regardless of the size or type of military unit you perform for, your role remains the same. In many lands, armies often recruit younglings as drummers and fifers, drawn by patriotism and adventurism. Many lose their minds or are captured and turned into soldiers, returning home as hollow-eyed shells of their former selves, their innocence lost to the brutal realities of war. Perhaps that is how you survived your brush with death.

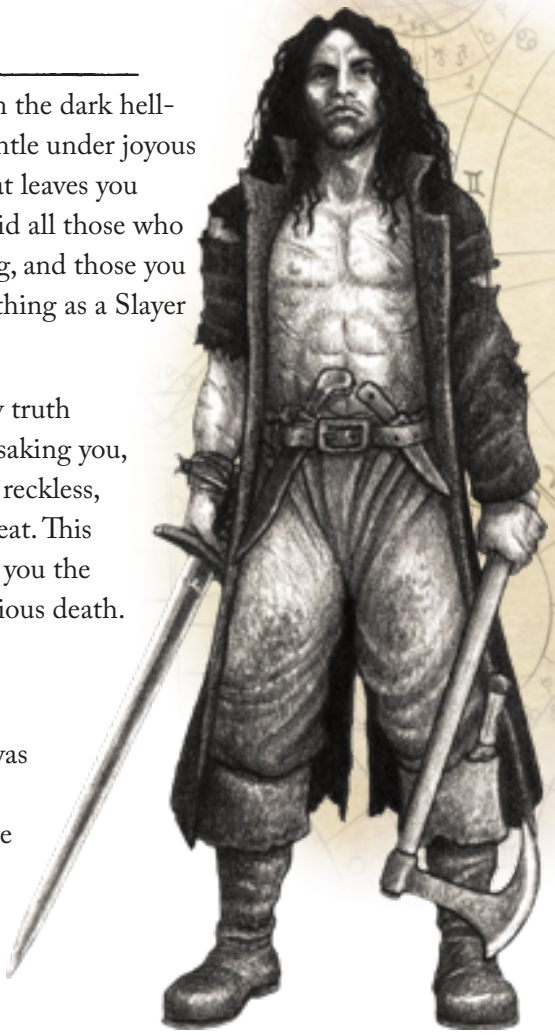
Battle Theme

Effect: Use 1 Action Point to activate Battle Theme during a fight scene. Until the end of the fight, you and all allies who can hear you move a number of steps up the Peril Condition Track equal to +1 step for each Skill Rank you have in Persuasion. This happens at the start of your Turns.

Profession Ability Table

Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Intelligence +5%**	O	General Talent	**Carousing**	O
Professional Talent	**Battle Theme**	O	General Talent	**Mental Fortitude**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Nerves Of Steel**	O

Slayer



You are a Slayer, and you have dedicated your life to hunting creatures in the dark hell-bent on destroying everything in their path. You do not take up this mantle under joyous circumstances. It begins in blood, with a mind-shattering experience that leaves you destined for a life of pain and, ultimately, a bloody demise. You vow to aid all those who need monsters slain. You survive your greatest battles unseen and unsung, and those you protect often treat you with suspicion and ingratitude. There is no such thing as a Slayer bad at their job: you are either good, or you're dead.

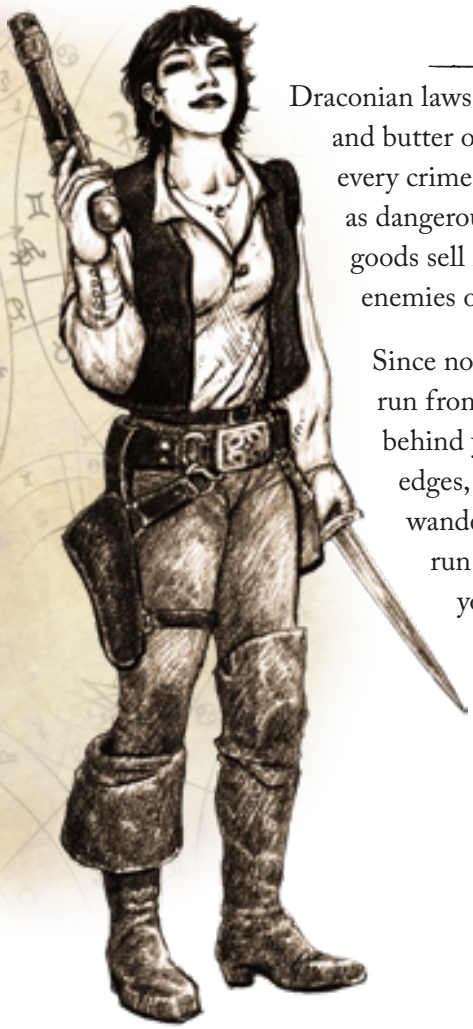
Your path takes you into the dark corners of the world, where every ugly truth goes to hide. You might become misanthropic, cursing the world for forsaking you, its protector. You've had a few close calls, which can lead you to become reckless, seeking out peril after peril until, finally, you meet a horror you can't defeat. This path towards doom may be a blessing in disguise, for it will either bring you the recognition you crave or fulfill your destructive impulses with a vainglorious death.

Slayer Of Monsters

Effect: After defeating a non-Humanoid creature, record what type it was (e.g., gryphon, jabberwock, goblin, etc). Whenever facing the same type of creatures in the future, add 1D6 Damage you deal to them, and ignore becoming Stressed, Frightened, and Terrified by them.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Brawn +5%**	O	General Talent	**Die Hard**	O
Professional Talent	**Slayer Of Monsters**	O	General Talent	**Sprint**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Two-weapon Fighting**	O



Smuggler

Draconian laws, social taboos, and xenophobia are a boon to some, but they are the bread and butter of the ever-elusive Smuggler. No matter where you go, you know practically every crime syndicate and seedy tavern. You may traffick in illegal and stolen wares, such as dangerous animals, illicit arms, and poisons, but never people. After all, black market goods sell for high profits! If your negotiation skills and rapier wit cannot convince your enemies otherwise, your expert driving skills let you outrun them.

Since not every deal goes down the way it should, this means that you may be on the run from your past. There are skeletons in the closet and ghosts of the dead lurking behind your shoulders. When on empty stretches of the road, your nerves fray at the edges, letting irrational thoughts cloud your mind. In those moments, your mind wanders, filled with doubt and paranoia. Worry tends to fester, putting you on the run from whatever sort of villain you may concoct in your head or the real ones on your heels.

First Blood

Effect: When a fight scene begins, take a free Turn before anyone else.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Blackpowder**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Perception +5%**	O	General Talent	**Larceny**	O
Professional Talent	**First Blood**	O	General Talent	**Light Sleeper**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Streetwise**	O

Spiritualist

You possess the rare gift of sight beyond sight. Ghosts of the dead exist everywhere, and you see them regularly. There are those of animals and plants, ones of the wind, and an infinite number of others in the mountains, the rivers, and the flames. You pay reverence to these invisible forces as you can commune with them–and they, in turn, interact with you. Most are benevolent, natural parts of your world, but there are also darker spirits. In your world, they are just as "natural" to your world as harmless ones are.

Yet, the tribulations of these current times are undeniable. You seek little counsel from wandering travelers, for the ancient oaks and stones murmur to you of an impending storm. Perhaps there is truth in both good and evil, yet greater quandaries loom. The specters of the dead constantly haunt your sleep, and a number have breached the barrier from the Well of Souls into the realms around you. When in the quiet moments, between wakefulness and sleep, they speak of a nameless, dark being; a revelation that freezes your very soul.

Clairvoyance

Effect: You can speak a myriad of languages associated with ghosts and the undead. You also have one of these creatures as a companion (*phantom* with the Minion Template from **Chapter 12: Bestiary**). Spend 1 Fortune Coin to see through their eyes for 10 minutes. Should it ever suffer Damage, they flee and return to you a day later.

Profession Ability Table

Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Occultism**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Arcane Magic or Chaos Magic**	O
Professional Talent	**Clairvoyance**	O	General Talent	**Determination**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Folk Magic**	O

Squire

You are a Squire, a servant to a mentor knight, in training to become a knight yourself. You spend hours developing your martial and scholarly skills, performing rote tasks to instill strict discipline. You care for your knight's horse, clean and maintain their arms and armor, and even fight alongside your patron in battle. Many Squires like yourself are born of noble parentage, though it is not unheard of to find lowborn or bastard Squires serving lowlier knights. You value strength in numbers over personal might, as you were taught in the academy.

The mechanisms of war changed little; however, they've marked you for life. Each battle takes its toll on you in the form of lost companions and shattered sanity. Your chivalric ideals give way to the selfish instinct to survive at all costs. The most murderous and sanguine of warlords began as Squires, and with enough training, you will one day be just as deadly. Only time will tell if you are able to hold fast to your code of honor, or if you succumb to your basest instincts of cruelty and brutality.

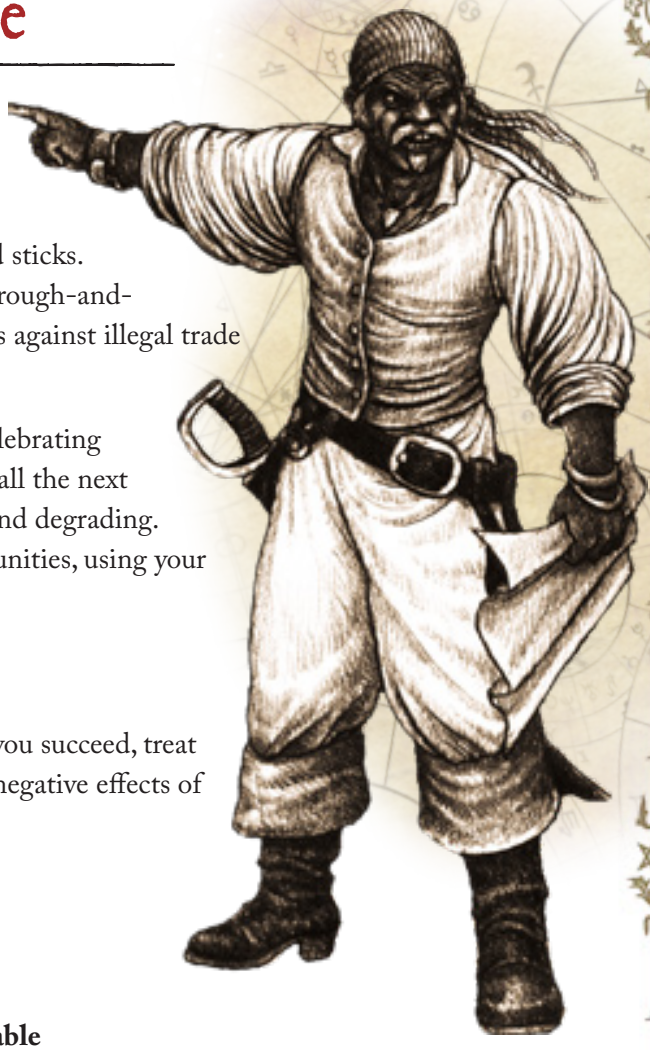
Mettle & Steel

Effect: You can use any Combat-based Skill to resist Stunts and spells. When you successfully resist, Bank 1 Action Point to use on your next Turn.

Profession Ability Table

Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Blackpowder**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Fencer's Panache**	O
Professional Talent	**Mettle & Steel**	O	General Talent	**Quickload**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Silver Tongue**	O

Stevedore



As a Stevedore, you bear the weight of ships' cargo on your back. More than just petty laborers, you are part of the medieval dock worker gangs, spending your days on the wharfs, hauling cargo, cleaning fish, repairing ships, and running small boats as necessary. You fiercely protect your docks from rival gangs with both words and sticks. The work is physically and mentally demanding, requiring you to be rough-and-tumble. Besides labor, you're also responsible for safeguarding cargoes against illegal trade and smugglers.

After a hard day's work, you're known in every riverside tavern for celebrating with your hard-earned silver before sleeping deeply, only to repeat it all the next day. The routine of work, drink, and work can become monotonous and degrading. Seeking faster cash and more rest, you might leave for riskier opportunities, using your physicality as a brute or handler.

Wharf Rat

Effect: You Flip To Succeed Athletics Tests to do physical labor. If you succeed, treat it as a Critical Success. When using Agility-based Skills, ignore the negative effects of your Peril Condition Track.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Brawn +5%**	O	General Talent	**Carousing**	O
Professional Talent	**Wharf Rat**	O	General Talent	**Menacing Demeanor**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Multilingual**	O

Theologian

Your pursuit is not of earthly or heavenly conflicts but of forbidden deities called Beyonders and other mysteries from the Vault of Night. Your days are immersed in forbidden grimoires, pouring through them to unravel the sacred truths and heretical secrets hidden within. You engage in fervent debates, challenging and being challenged by others in your quest for understanding. Yet, this profound knowledge also makes you a target for those who seek to manipulate or undermine your faith.

Temptations are ever-present, with the Beyonders seeking to turn you into their earthly plaything. These dark beings whisper of power beyond mortal comprehension, luring you further away from the light. Should you succumb, you risk not only your soul but also becoming a conduit for these fiends to spread their malevolence. The balance you must maintain is delicate–pursuing enlightenment while guarding against those who seek to pervert your quest into a tool for darkness.

Counselor Of Souls

Effect: Spend 1 hour and roll an Insight Test to provide spiritual guidance to yourself or someone else. If in a place of quietude, gain a Help Die. If successful, either you or they gain 1 free, personal Fortune Coin to be spent at any time. Once spent, the coin is discarded and the Trait can be used again.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Occultism**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Chaos Magic or Divine Magic**	O
Professional Talent	**Counselor Of Souls**	O	General Talent	**Folk Magic**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Light Sleeper**	O

Trapper

You are a Trapper, a fur and pelt hunter, connoisseur of mink, marten, and more. Instead of ruining perfectly good furs with guns or blades, you set traps and then dispatch quarry with a slice across the jugular. You make your living off killing "necessary" game, for a quality wolf fur-lined coat could be all that stands between you and freezing to death. If you're looking to earn some extra coin, you might trade in luxury furs such as mink or fox, reserved for the elite. Only the bravest hunt dangerous, even illegal, game, though the rewards are great.

Despite your labors to clothe and provide for others, you've made some enemies along the trap line. You're subject to the ire of other rangers, nature-loving types, and even your fellow trappers, out competing for the best furs. You travel frequently in isolation, following migratory patterns or delving into lost ruins and caves to find game. You're adept at not only making and laying your own traps but also spotting and disarming others. Maybe you've even set some snares or poison traps for the heels of your rivals. You're as fierce and ruthless as the game you hunt.

Avoid Traps

Effect: You Flip To Succeed Thievery Tests to create and disable traps. If you succeed, treat it as a Critical Success. You always avoid the negative effects of man-made traps.

Profession Ability Table

Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Thievery**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Agility +5%**	O	General Talent	**Azimuth**	O
Professional Talent	**Avoid Traps**	O	General Talent	**Rural Sensibility**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Take Them Down**	O

Vagabond

You were born a rambler, a wanderer, and storyteller. Your weather-beaten face and worn boots find more solace out on the open road than settled down in the cities and towns between. A rolling stone gathers no moss, and you are a perfectly polished pebble. You live at the whim of your wanderlust, hopping on ships or tagging along with wagons to see what the world has to offer. Often strange and aloof, you tend to pick up little stories and mannerisms from your travels, giving you an air of worldliness and independence.

Though you're used to roughing it, you'd be a fool to delve into tombs or walk alone into badlands, which is why when nothing else will slake your wanderlust, that's exactly where you go. Pushing the limits of survival like this makes you no stranger to tragedy, and you've lost traveling companions and friends. At times, having nowhere to call your own gnaws at your soul. You've been chased out of town before because folk there didn't consider you "respectable," and though you'd never show it, it stings like frostbite, and turns your heart to ice.

Aimless Drifter

Effect: When you fail a Folklore or Survival Test, you may re-roll it but must accept the results. Ignore Peril Condition Track penalties associated with these two Skills.

Profession Ability Table

Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Thievery**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Agility +5%**	O	General Talent	**Azimuth**	O
Professional Talent	**Aimless Drifter**	O	General Talent	**Rural Sensibility**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Wordly**	O

Valet

You may sleep below stairs with scullery maids, but as a Valet, you are worth far more than a simple household servant. You've trained for years at a prestigious academy, mastering the intricacies of manners, courtly traditions, and social maneuvering. You are just as much a figurehead as the manor lord, and you take great care to make sure everyone minds your status. You are quick with advice and discretion, often anticipating your employer's needs before they even voice them aloud. You're closer to them than even your own family, if you knew them at all.

Sometimes, your discretion is not enough to protect you. Whether you're ousted from your post by a new upstart lordling or dismissed in favor of someone more youthful and handsome, at least you keep your rarefied knowledge intact. You are ill-suited to a life of poverty, which is why you'll sell those secrets to the highest bidder. You're not above spying on conversations and intercepting letters, pulling at threads of intrigue until the whole web is yours. Be careful whom you trust. When the stench of betrayal wafts from every corner of the manor, your reputation is first in the line of fire.

Poise & Posture

Effect: You can lend Help Dice to others' Skill Tests despite not having a Rank in the same Skill. When helping, you give them 2 Help Dice instead of the normal 1.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Gamble**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Intelligence +5%**	O	General Talent	**Meeting Of The Minds**	O
Professional Talent	**Poise & Posture**	O	General Talent	**Multilingual**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Silver Tongue**	O

Vigilante

You are a hero of the people, handing out justice when the law fails to, writing wrongs and tipping the scales in favor of the righteous. You work under cover of darkness, creating an alter ego to protect your identity and those close to you. A few famous vigilantes from history include "Guido Fox" and "Robin Hood." Of course, no sobriquet is complete without its accompanying disguise. You've tailored colored calicoes and fine fabrics into a wardrobe worthy of a caped crusade. You use all your wiles to thwart the authorities and make sure ordinary people get to live safer, more peaceful lives.

The pressures of a double life take their toll, however unwavering your ideals. After meting out so many beatings and slayings, you dread the day you begin to crave violence for its own sake, or when your knack for mayhem and murder turns you into a sadistic killer. You've heard the stories of such flawed heroes, whose evil deeds earned them a place among the great villains of history. Your drive for justice will eventually draw you into a confrontation with this darkness. You don't want to think about what happens if you lean too far into that darker nature.

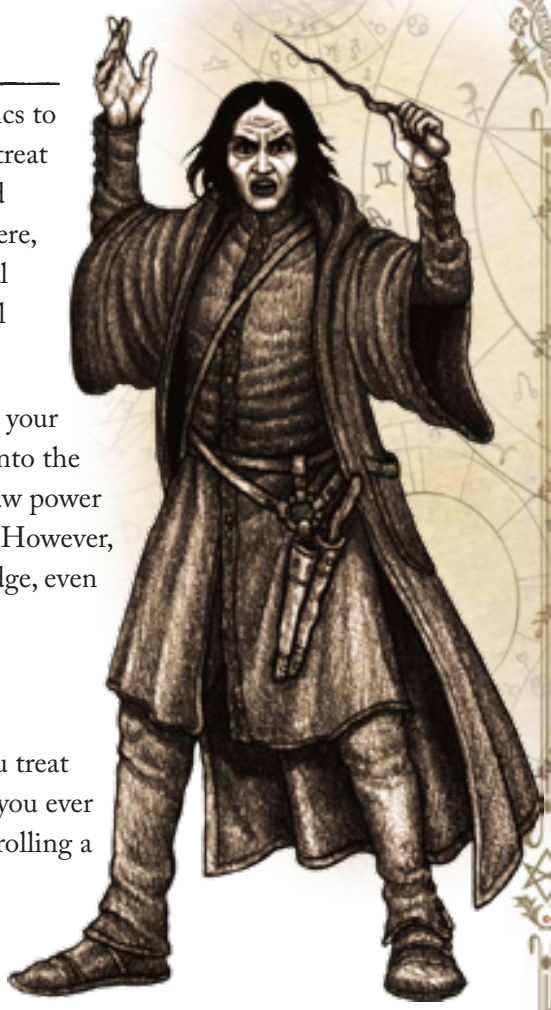
Alter Ego

Effect: Create a second survivor sheet with an Academic, Cultured, or Industrious Profession that doesn't use magic or have any Skill Ranks in Combat-based Skills. That is now your alter ego; the person you pretend to be. You can switch between survivor sheets at any time by spending 1 hour to prepare. Ancestry, Ancestral Traits, Scars, Afflictions, and Malignancies are shared between your survivor sheets, but Skills, spells, and Talents are not. When you spend RP, Unlock an ability on both sheets.

Profession Ability Table

Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Disguise**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Ranged**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Stealth**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Primary Attribute Adjustment	**Combat +5%**	O	General Talent	**Indifference**	O
Professional Talent	**Alter Ego**	O	General Talent	**Knifework**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Menacing Demeanor**	O

Wand Wizard



Although magic permeates the world, most see its wielders as dangerous heretics to be strung up or burned at the stake. To hide from rampant superstition, you retreat to society's periphery, where you can study in secret. You and your fellow Wand Wizards band together in grand schools of magic and the study of alchemy. Here, your selection of wands is used to orchestrate the conduit between the Material Realm and the Veil, reshaping the raw stuff of chaos into orderly, mathematical conclusions.

But catastrophe is never far away when you draw forth from the Veil. Weaving your wand incorrectly or intoning words in the wrong order allows it to seep forth into the Material Realm, corrupting both you and your surroundings. The promise of raw power affects even the most steely-minded Wand Wizard, driving them towards evil. However, these terrifying moments of unbridled power are the price you pay for knowledge, even if it costs your very soul.

Etheric Tempo

Effect: You gain a wand (from **Chapter 6: Equipment**). When wielding it, you treat successful Occultism Tests to cast Petty Spells as Critical Successes instead. If you ever lose it or it gets destroyed, you can craft a new one by gathering materials and rolling a successful Occultism Test.

Profession Ability Table

Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Craft**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Leechcraft**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Occultism**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Arcane Magic**	O
Professional Talent	**Etheric Tempo**	O	General Talent	**Craft Specialization**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Folk Magic**	O

Warrior-Pilgrim

Yours is a life of absolute devotion to your faith. You are a religious wanderer, moving from village to village and visiting holy shrines. Whether in the deepest reaches of old ruins or great city temples, you seek out miracles, relics, and saints you can hold dear in your soul. Although sometimes denounced as a fanatic, you know within your heart of hearts that you are the closest of all mankind to the gods. This belief keeps you stalwart in the face of evil, unlike the faithless, who easily fall prey to it.

If you need more than faith for protection, you take up the spear as a cudgel or fall in with a band of other survivors. Your religious self-sufficiency means you have skills useful in the wilderness, in healing, and in social situations, so you are a welcome traveling companion. While you are a bulwark of your faith, demons love picking at your insecurities, feeding on your self-doubt, and replacing your once beloved gods with new lords of blood, decay, and perversion.

Road To Enlightenment

Effect: Every time a creature causes you to suffer an Injury or Affliction, permanently increase your Primary Attributes by +1%. You also gain a firehardened spear and wooden shield.

Profession Ability Table

Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Leechcraft**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Melee**	O	Secondary Attribute Modifier	**+1 [CB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Impervious Mind**	O
Professional Talent	**Road To Enlightenment**	O	General Talent	**Mental Fortitude**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Take Them Down**	O

Witch

Whether you learned the craft from your ancestors or from others in your community, it has always been a part of you. It may have started with divination or herbalism, helping sick animals, meddling with love lives, or brewing poisons for revenge, but whatever it was, once you learned it you never could leave it. You spend your time honing your craft and mastering the magic that runs through your veins.

But you know the truth about magic: there is no light or dark magic. There is only you and the power and what you choose to do with it. The further you lean into the craft, the more truth is revealed to you and you become an instrument of creation and destruction, dealing life and death in equal measure. You come to rely on your powers to fix the world around you so often, that you will one day find you are nothing without it.

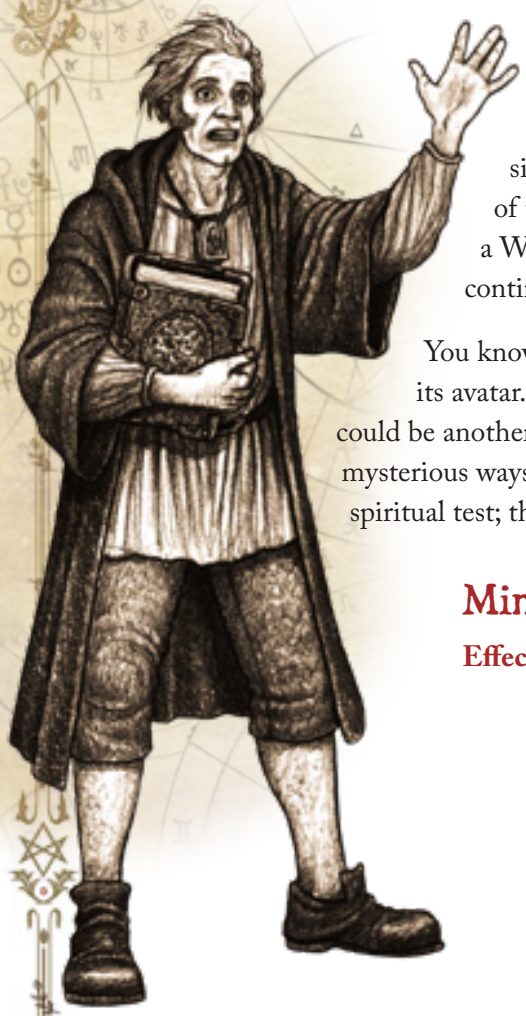
Witch's Brew

Effect: You gain a grimoire with the Ritual of Brew An Elixir from **Chapter 10: The Grimoire**. You also Flip To Succeed Occultism Tests to Brew An Elixir. If you succeed, treat it as a Critical Success. The Elixir takes on two different effects instead of one, and extends their duration to 2 days instead of the normal 1 day.

Profession Ability Table

Skill Rank	**Craft**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Leechcraft**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Occultism**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Survival**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Primary Attribute Adjustment	**Intelligence +5%**	O	General Talent	**Craft Specialization**	O
Professional Talent	**Witch's Brew**	O	General Talent	**Folk Magic**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Supernatural Paranoia**	O

Witness



People honor many exceptional and influential figures of yesteryear. These revered few are sometimes called guardian spirits and tutelary deities. But to you, they are simply referred to as saints. These quasi-mythical beings have taken upon a worship of their own, venerated for their earthly deeds after passing into the Well of Souls. As a Witness, you have inherited the hagiography of one of these saints. And in return for continuing to eulogize their legend, you've developed inexplicable powers.

You know that the saint will eventually return, and is actively seeking out a vessel to become its avatar. Your second mission is to seek out other potentates of magical might. They could be another saint in the making, and you a confessor to their miracles. But the gods work in mysterious ways. Your life's duty may be one of preparation, to become the avatar yourself! This is a spiritual test; the result could be your canonization or ex-communication.

Minor Miracle

Effect: Treat successful Occultism Tests to cast Petty Spells as a Critical Success instead.

Profession Ability Table

Skill Rank	**Awareness**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Folklore**	O	Secondary Attribute Modifier	**+1 [IB]**	O
Skill Rank	**Handling**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Insight**	O	Secondary Attribute Modifier	**+1 [PB]**	O
Skill Rank	**Occultism**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Primary Attribute Adjustment	**Willpower +5%**	O	General Talent	**Chaos Magic or Divine Magic**	O
Professional Talent	**Minor Miracle**	O	General Talent	**Folk Magic**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Impervious Mind**	O

Wrestler

As gladiatorial combat becomes seen as barbaric in this cultured age, sports like basebrawl gain appeal as entertainment. Esteemed sports like strapping or wrestling, involving grappling and leverage, are popular with both commoners and nobility. Yet, their subtleties are hard to observe. To solve this, traveling shows and carnivals add theatricality to the entertainment sport of wrestling. As a Wrestler, you are one part athlete and one part performer. You don interesting pseudonyms and colorful costumes, performing bold maneuvers that captivate crowds.

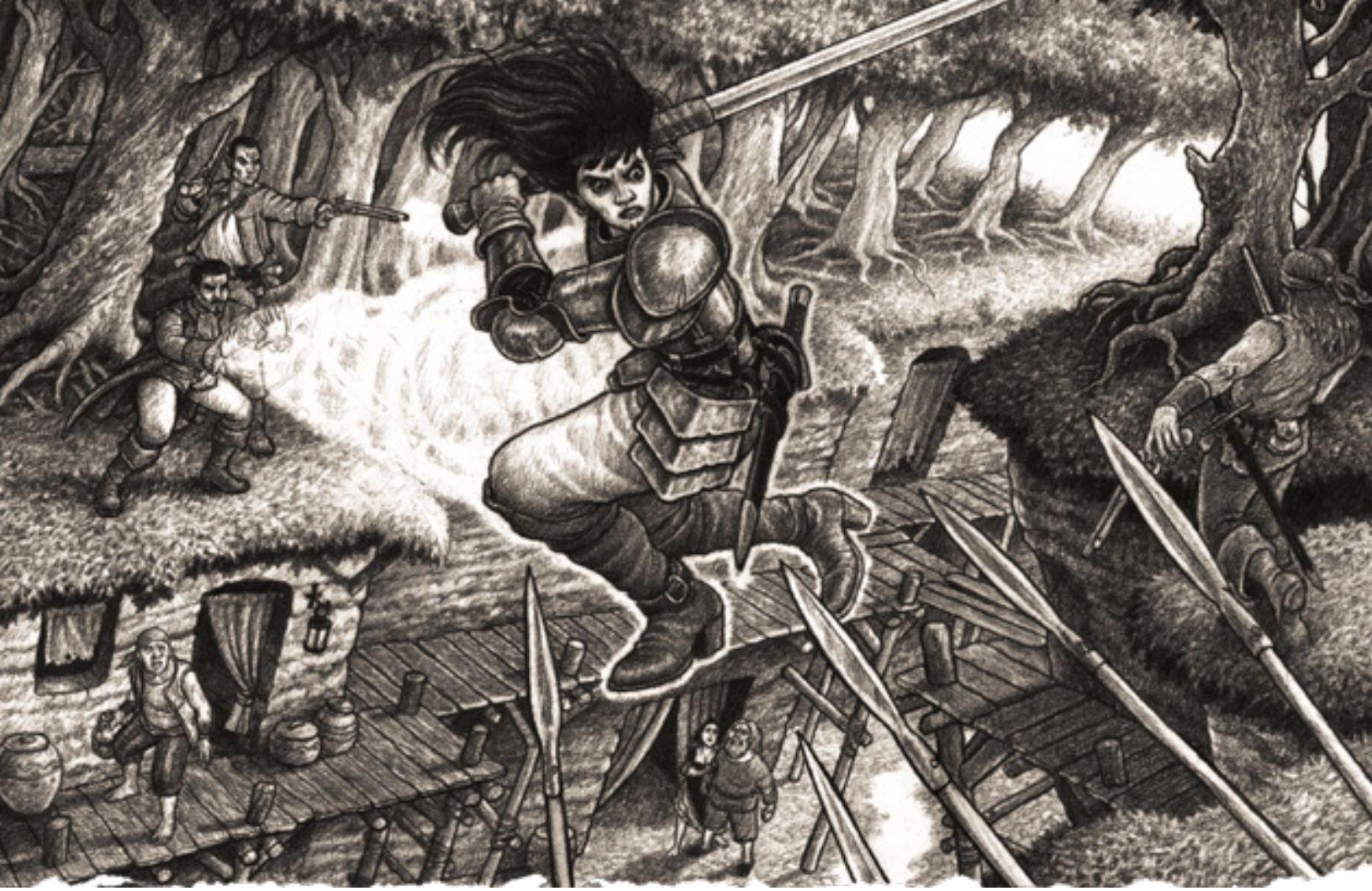
Wrestling Style

Effect: Every time you Unlock this Talent, learn 1 style:

- **Brawler:** When you Streetfight, gain the Adaptable and Distracting Qualities.
- **High Flyer:** Permanently reduce Move Action cost by -1 Action Point (to a minimum of 1 Action Point). You also succeed in any Test to jump.
- **Opportunistic:** When you miss with an Attack Action, roll an Opportunity Attack with Grab or Streetfight for 0 Action Points.
- **Powerhouse:** When you suffer Damage or Peril from Adaptable or Pummeling weapons, you move one less step down the Damage or Peril Condition Track.
- **Sadistic:** For every step down the Damage Condition Track you are from Alive, add a cumulative +3% to all Skill Tests you use in a fight scene. If you are suffering from an Injury, turn it into +6% instead.
- **Technician:** When a creature fails to use a Stunt against you, use any Stunt against them for 0 Action Points. They Flip To Fail to resist its effects.

Profession Ability Table

Skill Rank	**Athletics**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Skill Rank	**Coordination**	O	Secondary Attribute Modifier	**+1 [AB]**	O
Skill Rank	**Guile**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Persuasion**	O	Secondary Attribute Modifier	**+1 [FB]**	O
Skill Rank	**Resolve**	O	Secondary Attribute Modifier	**+1 [WB]**	O
Skill Rank	**Toughness**	O	Secondary Attribute Modifier	**+1 [BB]**	O
Primary Attribute Adjustment	**Brawn +5%**	O	General Talent	**Forked Tongue**	O
Professional Talent	**Wrestling Style**	O	General Talent	**Gallows Humor**	O
Ancestral Talent	**Based on your Ancestry every Tier**	O	General Talent	**Silver Tongue**	O



Chapter 5:
General Talents

Unless specified otherwise, General Talents usually don't require the expenditure of Action Points (AP hereafter) to use.

Skills define what your survivor knows: wielding a sword, talking past a village guard, casting magic, etc. General Talents illustrate a particular knack or unique ability you've learned.

Unless specified otherwise, General Talents usually don't require the expenditure of Action Points (AP hereafter) to use. The GM will decide which takes precedence when they overlap with another ability.

You can generally Unlock the same Talent only once across all Tiers of gameplay unless its effects have the words "Every time you Unlock this Talent." Finally, you can choose not to use a Talent.

Abjurer's Touch

Effect: Once a day, you can touch another creature to remove 1 Corruption from them. You must then succeed in an Occultism Test, or else you gain the Corruption yourself. However, this Talent does not remove permanent Corruption, nor does it reverse the effects of Malignancies.

Appalling Mien

Effect: After you successfully Taunt Corrupted or Humanoid creatures, choose one of them. They Flip To Fail their next Skill Test.

Arcane Magic

Effect: Randomly determine one Thread from Arcane Magic in **Chapter 10: The Grimoire**. Select one of your Thread's Disciplines as an additional Inner Strength. When casting spells from your Thread, ignore your Peril Condition Track penalties. Based on the number of Ranks in Occultism you have Unlocked, the following occurs:

- **1 Rank:** Learn 3 Petty Spells from your Thread.
- **2 Ranks:** Learn 3 Lesser Spells from your Thread.
- **3 Ranks:** Learn 3 Greater Spells from your Thread.

Azimuth

Effect: When navigating above ground, gain a Help Die. You also always know true north when you can see the sky.

Beatdown

Effect: When you Critically Succeed in dealing Damage with Melee weapons, the creature is also knocked Prone.

Blood Sacrifice

Effect: Spend 1 hour to either ritually sacrifice a creature the GM approves of or move yourself one step down the Damage Condition Track. At any time after the sacrifice is made, you can either automatically succeed at casting a Petty Spell or force a creature to automatically fail to resist a Petty Spell. You can move two steps down for Lesser Spells or three steps down for Greater Spells. Once used, you can make another sacrifice to gain the benefits again.

Carousing

Effect: When you get Drunk, choose to be a friendly drunk or a mean drunk. When you're friendly, you succeed on your next Persuasion Test. When you're mean, you succeed on your next Athletics Test.

Chaos Magic

Effect: Randomly determine one Beyonder from Chaos Magic in **Chapter 10: The Grimoire**. Select one of your Beyonder's Desires as an additional Inner Strength. When casting spells from your Beyonder, ignore your Peril Condition Track penalties. Based on the number of Ranks in Occultism you have Unlocked, the following occurs:

- **1 Rank:** Learn 3 Petty Spells from your Beyonder.
- **2 Ranks:** Learn 3 Lesser Spells from your Beyonder.
- **3 Ranks:** Learn 3 Greater Spells from your Beyonder.

Cheap Shot

Effect: When you move a creature down the Damage Condition Track with a Melee weapon, they begin their next Turn with -1 Action Point.

Clinch Fighter

Effect: Creatures Flip To Fail to resist your Blind and Grab attempts. When you successfully Blind or Grab a creature, it also suffers 1D10+1 Peril.

Craft Specialization

Effect: Every time you Unlock this Talent, choose 2 specializations for your Craft Skill. It takes half the time to craft equipment from your specializations.

Determination

Effect: When you spend three times the normal amount of time to complete a task, gain a Help Die.

Die Hard

Effect: Reduce the duration of your Injuries by 3 days.

Divine Magic

Effect: Randomly determine one Deity from Divine Magic in **Chapter 10: The Grimoire**. Select one of your Deity's Commandments as an additional Inner Strength. When casting spells from your Deity, ignore your Peril Condition Track penalties. Based on the number of Ranks in Occultism you have Unlocked, the following occurs:

- **1 Rank:** Learn 3 Petty Spells from your Deity.
- **2 Ranks:** Learn 3 Lesser Spells from your Deity.
- **3 Ranks:** Learn 3 Greater Spells from your Deity.

Eagle Eyes

Effect: You never suffer penalties when attacking creatures with Blackpowder or Ranged weapons where allies could be affected.

Ethereal Alignment

Effect: When you roll a Critical Success with an Occultism Test, move one step up the Peril Condition Track.

Fencer's Panache

Effect: Any time you Aim and then deal Melee Damage with a one-handed weapon, the creature must resist being Disarmed.

Folk Magic

Effect: Based on the number of Ranks in Occultism you have Unlocked, the following occurs:

- **1 Rank:** Learn 6 Petty Spells from Folk Magic.
- **2 Ranks:** Learn 6 Petty Spells from Folk Magic.
- **3 Ranks:** Learn 6 Petty Spells from Folk Magic.

Forked Tongue

Effect: When deceiving someone of a Social Class other than your own, gain a Help Die (and ignore the normal Hindrance Die).

Gallows Humor

Effect: When making Resolve Tests to resist becoming Stressed, Frightened, or Terrified, add your Skill Ranks in Guile.

Gangster Grip

Effect: When you Aim and Attack with a Blackpowder weapon on the same Turn, add +3 Damage.

Gatecrasher

Effect: When you Aim and Attack with a Melee weapon on the same Turn, add +3 Damage.

Ground & Pound

Effect: When you successfully Grab a Corrupted or Humanoid creature, you knock them Prone.

Gruesome Shot

Effect: When you Aim and Attack with a Ranged weapon on the same Turn, add +3 Damage.

Handspring

Effect: You don't have to use Action Points to stand up from Prone on your Turn.

Hard To Kill

Effect: When you are Dying! or Exhausted!, temporarily add +3 to Damage & Peril Thresholds.

Higher Mysteries

Effect: You always avoid the Critical Failure effects of Petty Spells. When you normally lose Focus on all spells from suffering Damage, select one spell as you keep Focus on it.

Holdout

Effect: Treat up to three weapons with the Concealed Quality as small objects (instead of the normal one weapon).

Housebreaker

Effect: When trying to open locks, gain a Help Die.

Impenetrable Wall

Effect: When you are outnumbered or surrounded, creatures do not gain any additional benefits.

Impervious Mind

Effect: When moving down the Peril Condition Track from a failed Resolve Test, you move down one less step.

Example: *Lior suffered 21 Peril, which normally would move her three steps down on the Peril Condition Track. However, because of Impervious Mind, she only moves two steps.*

Indifference

Effect: You never become Stressed.

Incredible Numeration

Effect: When attempting to count or cheat, gain a Help Die.

Instincts

Effect: You ignore the penalizing effects for Skill Tests made in Dim Light and add a +1 Initiative Modifier.

Kidney Blow

Effect: When you knock creatures Prone, they begin their next Turn with -1 Action Point.

Knifework

Effect: Any time you Aim and then deal Melee Damage with a one-handed weapon, the creature must use 1 additional Action Point for their next Move Action.

Larceny

Effect: When you attempt to fence black market goods, gain a Help Die.

Left-handed Path

Effect: Whenever you gain Corruption, reduce the amount you gain by one (to a minimum of 1).

Light Sleeper

Effect: You only need to sleep 3 consecutive hours to completely heal your Peril Condition Track.

Long-winded

Effect: When moving down the Peril Condition Track from a failed Toughness Test, you move down one less step.

Example: *Parson Sterling suffered 13 Peril, which normally would move them one step down on the Peril Condition Track. However, because of Long-winded, they don't move down any steps.*

Meeting Of The Minds

Effect: When attempting to bring social compromise, gain a Help Die.

Menacing Demeanor

Effect: Once a fight scene, when you successfully Taunt creatures, they suffer 1D10+[BB] Peril.

Mental Fortitude

Effect: Reduce the duration of your Afflictions by 3 days.

Military Formation

Effect: When you successfully Rally, you and [FB] allies gain +3 Initiative Modifier until the end of the fight scene.

Mine Craft

Effect: When navigating underground, gain a Help Die. You also always know true north when you have light.

Mounted Combatant

Effect: When attacking creatures on the ground while you are flying, mounted on a horse, or a vehicle, add 1D10 to Melee Damage instead of the normal 1D6.

Mounted Defense

Effect: While flying, mounted on a horse, or a vehicle, add +1 to your Damage and Peril Thresholds.

Multilingual

Effect: Every time you Unlock this Talent, you learn 2 new languages.

Nerves Of Steel

Effect: When resting in unsafe places, you always recover your Peril Condition Track to Fine.

No Mercy

Effect: When you deal enough Damage to move a creature three or more steps down the Damage Condition Track, they are moved to Dying! instead.

Old Salt

Effect: When attempting to pilot watercraft, gain a Help Die.

Quickload

Effect: Reduce the number of Action Points to Load Blackpowder and Ranged weapons by -1 Action Point.

Run Amok

Effect: When you Charge, gain a Help Die to your next Melee Attack or Stunt on the same Turn.

Rural Sensibility

Effect: When attempting to hide in rural areas or find specific herbs, gain a Help Die.

Saddle-born

Effect: While flying, mounted, or riding a vehicle, ignore the effects of Rough Terrain in a fight scene.

Second Skin

Effect: Ignore the Heavy Quality of all armor.

Secret Signs

Effect: When attempting to understand secret symbols, gain a Help Die.

Shield Slam

Effect: When you miss an Attack Action with a Melee weapon, you push the creature away from Close to Nearby. You must be using a shield.

Shoot From The Hip

Effect: You can use one-handed Blackpowder weapons for Opportunity Attacks without Loading.

Siegecraft

Effect: When using Blackpowder weapons or war machines, gain a Help Die.

Silver Tongue

Effect: When charming someone of a Social Class other

than your own, gain a Help Die (and ignore the normal Hindrance Die).

Social Mobility

Effect: When masquerading as a Social Class other than your own, gain a Help Die to related Skill Tests.

Sprint

Effect: Reduce all Move Actions by -1 Action Point (to a minimum of 1).

Streetwise

Effect: When attempting to hide in urban areas or find specific urban locations, gain a Help Die.

Strong Jaw

Effect: When resisting Stunts, gain a Help Die.

Supernatural Paranoia

Effect: When Stressed, Frightened, or Terrified, temporarily add +3 to your Initiative value and add a Help Die to resist horror.

Sword & Board

Effect: Whenever you miss a Melee Attack, automatically deal 1D10+[CB] Peril with your shield against the same creature.

Take Them Down

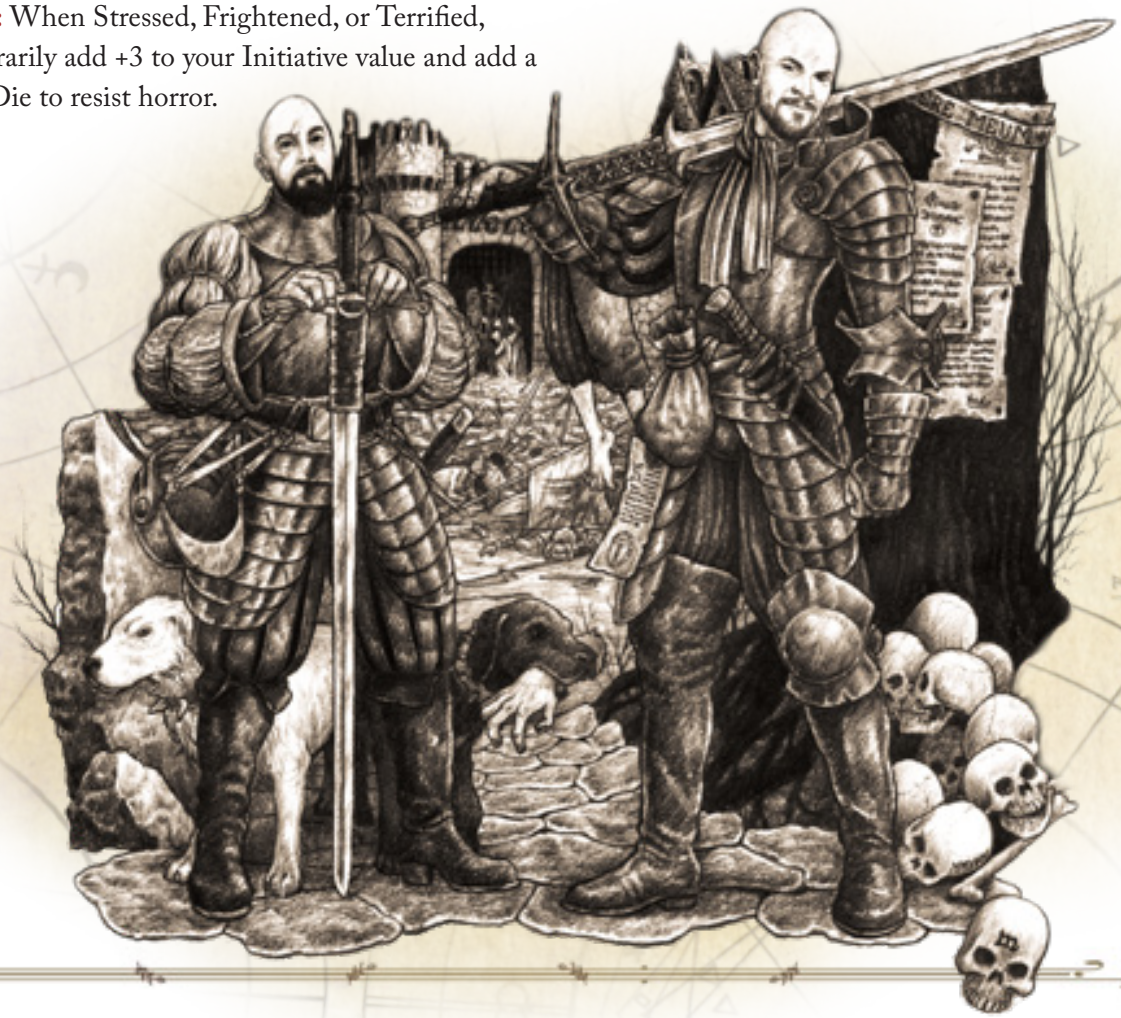
Effect: Use any weapon to Blind, Disarm, and Shove a Close or Nearby creature in a fight scene. Substitute the related Combat-based Skill instead of the normal Skill used for these Stunts.

Two-weapon Fighting

Effect: When wielding 2 one-handed weapons, add +2 Damage or Peril based on the weapon type.

Winds Of Change

Effect: Reduce the cost to Cast spells during a fight scene by 1 Action Point (to a minimum of 1 AP). You can use Petty Spells for Opportunity Attacks.



Chapter 6:
Equipment

Currency falls into several types of coinage but is rolled up into a single denomination: silver pieces (SP). They are engraved with the profile of the dead priest, king, or figurehead who minted them.

Wealth & Wages: Among the lowborn, trade thrives on the barter system, where the essentials of life and the fruits of labor become their currency. Dues to commoners are often paid in trade goods and coins. Nobility, however, plays a different game, as their wealth is often entangled in land, rights, and power. If and when coins change hands among them, they rely on trade bars.

The most common Professions, such as Laborer or Peasant, pay around 3 SP daily, with a poor meal for one already calculated into the wage. Specialized work, like being a Preacher or Sellsword, can pay as high as 15 SP daily with a good meal.

Old Coinage Vs. New

If using coinage from previous editions, simply convert all gold crowns into 1 SP. Prices are relatively the same in Reforged.

GM Tip: Variant Rule—Lifestyle

Social Class may play a more prominent role in your campaign world, requiring survivors to spend their hard-earned silver to maintain their lifestyle. The easiest way to treat this is to have survivors spend at least 1/3rd of their wages on extravagances befitting their Social Class. If they cannot do so over 7 days, they move into a lower Social Class until they can afford to do so again (such as a commoner becoming lowborn or an aristocrat becoming a commoner). They can recover their Social Class by spending money on their extravagances over the days they missed, on top of their normal wages.

Conversely, spending more on extravagances doesn't allow a survivor to move up in Social Class without major changes to the narrative. This reflects the unfair world that **ZWEIHÄNDER** exemplifies.

Barter & Reselling

Brand-new goods and services are exchanged at a 1:1 ratio. Scavenged goods are resold or traded at 50% of their listed price unless you successfully haggle using Persuasion. Stolen and other black market goods are sold at 10% of their listed price unless you successfully haggle using Guile. If successful, increase or decrease the resale price by a number of SP equal to your [FB] (to a minimum of 1 SP).

Plentiful Vs. Scarce

When purchasing equipment, the GM dictates whether goods are plentiful (normally priced) or scarce (two times the standard price).

Abstract Encumbrance

ZWEIHÄNDER uses an abstract encumbrance system to simplify tracking. It focuses on the primary equipment you carry while abstracting supplies you'll use most often.

Armor & Clothing: You can wear 1 set of armor and clothing. However, you must meet the minimum [BB] requirements for the armor you wear or suffer the penalties (outlined later in this chapter). If you are unarmored and suffer Damage, you always move at least one step down the Damage Condition Track. Creatures with natural armor don't suffer this penalty.

Silver Pieces (SP): You can carry up to 1,000 SP. Additional coins must be stored inside a tool, such as a backpack.

Small Objects: Anything easily held in your hand is a small object. This includes baubles, mementos, necklaces, rings, spell materials that aren't expendable as supplies, and the like. You can carry up to 10 small objects.

Supplies: Equipment you'll often use, such as arrows, food, laudanum, lockpicks, oil, and the like, are treated as supplies. You can carry up to 6 different types of supplies.

Tools: Tools are specialized instruments designed for various purposes, including books, chirurgery instruments, quivers, and other equipment listed in this chapter. You can carry up to 3 tools.

Weapons: These include crossbows, blackpowder pistols, swords, shields, and improvised weapons. You can carry up to 3 weapons.

Carrying More Weapons & Large Objects

For every additional weapon or tool, your Initiative Bonus is reduced by a cumulative -1. Objects that take two hands to carry, such as an extra set of armor, a powder keg, a stolen painting, a treasure chest, or the like, reduce your Initiative Bonus by a cumulative -3. Should your Initiative Bonus reach zero, you cannot carry it.

Supply Rating

Supplies are abstracted into a Supply Rating. Supply Rating represents the drama of running out of things when you most need them without requiring additional bookkeeping. While you can carry up to 6 different kinds of supplies, you can carry a maximum Supply Rating of any one supply equal to [IB]. This represents how well you can "pack things" on yourself. After a supply is used, roll a 1D6 Supply Check. If it lands on face "6," reduce the Supply Rating by -1.

Example: *Lior has 6 [IB]. She decided to stock up on the following supplies:*

- *Crossbow bolts (Supply Rating 6)*
- *Laudanum (Supply Rating 3)*

Lior fires a crossbow bolt at a creature. Rolling a Supply Check, it lands on face "6." She reduces her Supply Rating from 6 to 5. Later, she administers a dose of laudanum to another survivor. She rolls 1D6. Fortunately, it doesn't land on face "6," so her Supply Rating remains at 3.

Common Supplies & Ammo

Common Supplies & Ammo	Price Per 1 Supply Rating
Arrows	3 SP
Bandages	5 SP
Blackpowder Shot	17 SP
Blessed Bolts (Blessed Quality)	25 SP
Bolts	5 SP
Bottle of Leeches	10 SP
Candles	1 SP
Holy Water	25 SP
Laudanum	25 SP
Lockpicks	25 SP
Matches	2 SP
Oil	5 SP
Provisions	4 SP
Redcap Mushrooms	25 SP
Rushlight	FREE
Sling Stones	FREE
Smelling Salts	25 SP
Tincture	25 SP
Torches	1 SP

Abstract Distance

You typically need to be able to see a creature, place, or object to attack or cast a spell on it. Distance is always relative to where you are in the scene, where you want to move to, and who you want to use your weapon or spell against. Consider these as distances between places on the battlefield and less about the number of feet or squares on a grid. Anything outside of these distances is too far away to affect.

In terms of distances, use abstracted terms like Close (up to 5 feet), Near (up to 30 feet), Far (up to 60 feet), and Too Far (beyond 60 feet)

Far Distance Penalty: You suffer a Hindrance Die when attacking and casting spells on creatures Far away from you.

> **GM Tip: Battle Maps**
> Does the group prefer grid-based gameplay? Close is when creatures are adjacent or 1 square away, Near is 2 to 6 squares, and Far is 7 or more squares away on the grid.

All Equipment

Damage Threshold Mod: For armor, add this value to your Damage Thresholds to calculate your Damage Thresholds.

Ammo (Load): You must have at least 1 Supply Rating of ammo to Load your weapon. The Action Point (AP) cost is listed in parentheses. You always begin a fight scene with your weapon Loaded.

Distance: Weapons generally have distinct distances at which they can be used. Learn more in **Chapter 7: Fight Scenes** to understand how they relate to attacking.

Damage: Add the dice value and the Secondary Attribute noted in this formula together to determine total weapon Damage. When you roll face "6" on a Damage die, roll another 1D6 Damage. There is no cap to the number of face "6s" you can roll. If Damage is NONE or SPECIAL, refer to its Qualities. Some weapons deal Peril instead.

Qualities: These are additive or penalizing traits that equipment confers. Qualities are found later in this chapter, and their benefits are only granted when the weapon or shield is armed and armor is worn.

[BB] Requirement: For armor, this is the minimum required value in your [BB] to wear it. For every point lower than the value, reduce its Damage Threshold Mod by -1 (to a minimum of 1).

Price: This is the normal cost of the weapon in SP when plentiful. If scarce, they cost two times the list price.

Armor

Clothing

Clothing provides no protection. If you are unarmored and suffer Damage, you always move at least one step down the Damage Condition Track. Creatures with natural armor don't suffer this penalty. Clothing costs vary, and can be found later in this chapter.

Hide Armor

This armor is made from animal pelts, common in colder climes. Its protection comes mainly from the sheer amount of hair and layering of fur.

DTh Mod	Qualities	[BB] Requirement	Price
1	None	2 [BB] or higher	48 SP

Quilted Armor

Cheap and easy to wear, this is standard equipment for penny-poor soldiers. Those who die wearing this armor often look like gutted rag dolls.

DTh Mod	Qualities	[BB] Requirement	Price
1	None	2 [BB] or higher	160 SP

Leather Armor

This is the standard armor for well-paid mercenaries. The type of leather depends on where it was sourced, but most are boiled and hardened cowhide.

DTh Mod	Qualities	[BB] Requirement	Price
2	None	3 [BB] or higher	283 SP

Brigandine Armor

Cloth on the outside, metal plates on the inside. Worn often by traveling aristocrats, this studded or banded leather offers protection while reflecting the latest in fashion.

DTh Mod	Qualities	[BB] Requirement	Price
3	Heavy	4 [BB] or higher	357 SP

Mail Armor

Made of interlocking metal rings, "chain" mail is worn under the military coat of high-ranking officials to provide sleek protection. When on the march, it slinks like a pocket of coins.

DTh Mod	Qualities	[BB] Requirement	Price
4	Heavy	5 [BB] or higher	412 SP

Munitions Plate Armor

This is primarily secondhand full-plate armor used to outfit soldiers. It tends to rattle terribly when running and grates annoyingly when walking.

DTh Mod	Qualities	[BB] Requirement	Price
5	Heavy	6 [BB] or higher	550 SP

Full Plate Armor

Expensive and clunky, it requires help to don & doff. It's often found gathering dust in mansions or harnessed to knights demanding an imposing appearance.

DTh Mod	Qualities	[BB] Requirement	Price
6	Heavy	7 [BB] or higher	1,675 SP

Shields

Mantle

While not technically a shield, this heavy hooded cape is typically worn by duelists. When flung forward in one hand, it can blind a foe or be used to make a fool out of yourself.

Distance	Damage	Qualities	Price
Close	1D10+[BB] Peril (as Streetfight)	Distracting, Hardened	20 SP

Buckler Shield

This handheld shield is generally no broader than a dinner plate. Often used in training and duels, it's rendered useless when striking with it.

Distance	Damage	Qualities	Price
Close	1D10+[BB] Peril (as Streetfight)	Arming, Break, Pummeling	25 SP

Wooden Shield

These shields are bought and painted beautifully, but made from rotted, re-appropriated barrel lids for poorer soldiers.

Distance	Damage	Qualities	Price
Close	1D10+[BB] Peril (as Streetfight)	Defensive, Pummeling	35 SP

Metal Shield

Rimmed with iron, these shields are sturdier than their wooden counterparts. They are often marked with a coat of arms from a previous era.

Distance	Damage	Qualities	Price
Close	1D10+[BB] Peril (as Streetfight)	Defensive, Protective, Pummeling	65 SP

Melee Weapons

Bare Hands

Your fists, feet, legs, elbows, and head. Flesh and bone can be every bit as deadly as steel. See Streetfight in **Chapter 7: Fight Scenes**.

Distance	Damage	Qualities	Price
Close	1D10+[BB] Peril (as Streetfight)	Pummeling	FREE

Basebrawl Mace

These sticks are topped with a hollow end and used in the rough peasant sport basebrawl. Whenever it strikes a ball (or a skull), it makes a characteristic CLACK!

Distance	Damage	Qualities	Price
Close	1D6+[AB] Damage	Adaptable, Weak	18 SP

Battle Axe

This weapon is vicious and weighty, often favored by berserkers and other brutish fighters. Overly cumbersome, they're usually adorned with metal skulls . . . just for the hell of it.

Distance	Damage	Qualities	Price
Close	1D6+[CB] Damage	Adaptable, Vicious	225 SP

Blackjack

This is little more than a glorified leather sack full of lead balls. Generally, it's guaranteed to knock some sense into (or out of) anyone it's used against.

Distance	Damage	Qualities	Price
Close	1D10+[BB] Peril (as Streetfight)	Pummeling, Sweeping	25 SP

Blessed Stake

Hewn from hawthorn, these stakes are hammered into the chest of truly despicable dead people to discourage them from arising as a blood-sucking nosferatu.

Distance	Damage	Qualities	Price
Close	1D6+[BB] Damage	Blessed, Break	36 SP

Bohemian Earspoon

This diabolical, oddly-named weapon is little more than a spear, affixed with twin, sharply bent "wings" on either side.

Distance	Damage	Qualities	Price
Close	1D6+[CB] Damage	Defensive, Vicious	225 SP

Bollock Dagger

They say it's not the size of the dagger but how you use it. So named for its phallic shape, it is used for whittling and other unsanitary, penetrative means.

Distance	Damage	Qualities	Price
Close	1D6+[CB] Damage	Weak	18 SP

Broadsword

This reliable basket-hilted sword is typically found in military hands. Don't be fooled; this isn't a silly cross-hilted sword that peasants seem to call them.

Distance	Damage	Qualities	Price
Close	1D6+[CB] Damage	Arming	112 SP

Court Sword

Fast and efficient, this blade is carried by bluebloods and dandies. Many are unsharpened and carried as status symbols. Beware the swordsman with a sharpened one!

Distance	Damage	Qualities	Price
Close	1D6+[AB] Damage	Vicious	112 SP

Cudgel

It's a large shillelagh, and that's roughly it. Found in abundance in any old-growth forest or detritus pile on a farm, the good ones are bigger and studded.

Distance	Damage	Qualities	Price
Close	1D6+[BB]	Weak	12 SP

Dirk

Sometimes called a knife and other times a dagger, the dirk is the weapon du jour of every commoner. Slender and sharp, it cuts meat, fingers, or enemies.

Distance	Damage	Qualities	Price
Close	1D6+[AB] Damage	Weak	12 SP

Estoc

This needle-like sword is useless for slashing anything other than loose parchment. However, its thrust is deadly sharp.

Distance	Damage	Qualities	Price
Close	1D6+[AB] Damage	Adaptable	225 SP

Farming Implement

Whether it's a pitchfork, scythe, or shovel, these tools aren't intended for fighting. But they'll work in a pinch when a peasant is face-to-face with a robber knight.

Distance	Damage	Qualities	Price
Close	1D6+[BB] Damage	Adaptable, Weak	18 SP

Firehardened Spear

Often fashioned from a large branch and a broken piece of metal, it's heated to make it more robust. It's the favorite implement of outlanders and the desperate.

Distance	Damage	Qualities	Price
Close	1D6+[CB] Damage	Adaptable, Weak	18 SP

Flanged Mace

A metal version of the cudgel, it comes in a myriad of designs. Used by priests because they are "gentler" than a blade, though many caved-in skulls rebuke this fact.

Distance	Damage	Qualities	Price
Close	1D6+[BB]	Adaptable	112 SP

Garrote

This is an assassin's weapon, often made from cat muscle or steel wire attached between two spools. It's usually accompanied by much gurgling and screaming by its victims.

Distance	Damage	Qualities	Price
Close	1D10+[BB] Peril (as Streetfight)	Concealed, Pummeling, Strangling	24 SP

Improvised Hand Weapon

It could be a stein, stool, pan, fire poker, salted leg of pork, or anything else. They are generally useful in bar scuffles and emergencies.

Distance	Damage	Qualities	Price
Close	1D10+[BB] Peril (as Streetfight)	Inferior, Pummeling	FREE

Knuckleduster

The "gentleman's friend" is for the more discerning brawler. Some are made from gloves stitched with rings, wrought from brass, or sets of skeleton keys gripped between the fingers.

Distance	Damage	Qualities	Price
Close	1D10+[BB] Peril (as Streetfight)	Concealed, Pummeling	12 SP

Longsword

This blade is oft found in the hands of elder knights whose nostalgia of an age of chivalry and dragon-slaying has passed . . . or perhaps, it never truly existed.

Distance	Damage	Qualities	Price
Close	1D6+[CB] Damage	Adaptable	225 SP

Main Gauche

Favored by left-handed daredevils and duelists, they're wielded in an off-hand.

Distance	Damage	Qualities	Price
Close	1D6+[AB] Damage	Defensive, Weak	75 SP

Military Lance

Wrought of wood and metal, this spear is commonly used to tilt at windmills or other knights. It can be used one-handed while in the saddle.

Distance	Damage	Qualities	Price
Close	1D6+[CB] Damage	Mounted, Vicious	225 SP

Misericorde

This ancient word translates into "mercy blade," used to grant swift death to fatally wounded knights. It grants a swift death to peasants, too.

Distance	Damage	Qualities	Price
Close	1D6+[CB]	Weak	36 SP

Morgenstern

This is a round-headed club dotted with gruesome barbs. It is never topped with rattling chains affixed to iron spheres; those are stage weapons of pure "Castlevanian" follies.

Distance	Damage	Qualities	Price
Close	1D6+[CB] Damage	Adaptable, Powerful	225 SP

Mortuary Sword

This is the most common weapon for explorers. It is useful and evokes little fuss. Not surprisingly, it tends to cleave violently, thus its namesake.

Distance	Damage	Qualities	Price
Close	1D6+[CB] Damage	Vicious	112 SP

Peasant Flail

It is a farmer's tool for separating grain from husks. In the right hands, it is used to bash raiders who steal farming supplies or foolish lords who demand too much grain.

Distance	Damage	Qualities	Price
Close	1D6+[BB]	Adaptable, Weak	24 SP

Pike

This is a very long, hard, pointy stick, making it the weapon of choice for any army that fields great phalanxes of soldiers. Its conical iron spearhead is reinforced with "cheeks" along the shaft flange.

Distance	Damage	Qualities	Price
Close	1D6+[AB] Damage	Reach	225 SP

Pole Cleaver

A long stick with an axe on the end. Soldiers often partake in "Gygaxian musings" over the vast array of pole cleavers, called by hundreds of other names.

Distance	Damage	Qualities	Price
Close	1D6+[CB] Damage	Reach	225 SP

Rapier

Not to be confused with the fanciful court sword, the rapier is the standard weapon of civilians. It's a deadly tool in the right hands but little more than an unwieldy, sharp crowbar for the inept.

Distance	Damage	Qualities	Price
Close	1D6+[AB] Damage	Weak	75 SP

Sabre

The armament of choice for warriors. Veterans hang this weapon in honor of the blood and sanity they shed for whatever nameless count marched them off to war.

Distance	Damage	Qualities	Price
Close	1D6+[CB] Damage	Defensive	112 SP

Sickle

This tool is used to cut sheaves of wheat, but druids carry sacred versions to cut the holly they revere for ceremonies. Sickles are common with peasant rabble pushed to the fore of a battle.

Distance	Damage	Qualities	Price
Close	1D6+[AB] Damage	Weak	12 SP

Splitting Maul

This is both a carpenter's and a mason's tool; one part axe and one part hammer. Truly, it's an easy choice for rioting peasants or mercenaries.

Distance	Damage	Qualities	Price
Close	1D6+[BB] Damage	Reach, Weak	72 SP

Staff

Used as a fashion statement by dandies and as canes for the elderly, plunderers also swear by them (particularly 10-foot-long poles).

Distance	Damage	Qualities	Price
Close	1D6+[CB] Damage	Defensive, Weak	FREE

Stiletto

Another weapon favored by the assassin, its triangular blade is designed for stabbing thrusts. Their victims tend to spurt blood like a stuck pig.

Distance	Damage	Qualities	Price
Close	1D6+[CB] Damage	Concealed, Weak	18 SP

Torch

Swabbed in oil and rough cloth, peasants wield torches to burn cruel lords. Rarely are torches used otherwise unless one is inclined to descend into a tomb to rob it.

Distance	Damage	Qualities	Price
Close	1D10+[AB] fire Damage	Break	See Common Supplies

War Hammer

Big and laborious, these hammers were handed down in many different forms throughout the ages. It's crafted for war, not for driving nails.

Distance	Damage	Qualities	Price
Close	1D6+[CB] Damage	Adaptable, Powerful	225 SP

Wooden Sword

These "waster" swords are used to practice with. They oft cause pain and embarrassment when swatted with one but are easily snapped in half.

Distance	Damage	Qualities	Price
Close	1D10+[BB] Peril (as Streetfight)	Adaptable, Inferior, Pummeling	12 SP

Whip

This is the standard tool for animal tamers; more intimidating than helpful. Despite the fanciful stories, it cannot hold your weight if used to swing across a chasm.

Distance	Damage	Qualities	Price
Close	1D10+[BB] Peril	Pummeling, Sweeping	12 SP

Woodsman's Axe

Perfect for felling trees and dismembering arsonists, it's the perfunctory tool of arborists. Their back edge is lined with blessed silver as a ward against forest spirits.

Distance	Damage	Qualities	Price
Close	1D6+[CB] Damage	Adaptable, Blessed, Weak	72 SP

Zweihander

It's sometimes called a bastard sword (because you will be cursing whoever swings it). However, it's just as efficient as its predecessor, the war hammer. Now that it has been reforged, it works even better than before.

Distance	Damage	Qualities	Price
Close	1D6+[CB] Damage	Punishing, Reach	225 SP

ZWEIHÄNDER Rulebook

This two-handed weapon weighs over 4 lbs. Although it is considered overwrought with prose and fanciful drawings, it remains a fixture on collector's shelves.

Distance	Damage	Qualities	Price
Close	1D10+[BB] Peril (as Streetfight)	Adaptable, Blessed, Break, Powerful, Pummeling, Vicious	55 SP

Ranged Weapons

Arbalest Crossbow

Wound with a hand and stirrup cranequin, the bolts unleashed by this weapon can decapitate nearly anyone at a few paces. Any further, and it produces bloody ruin.

Ammo (Load)	Distance	Damage	Qualities	Price
Bolts (1 AP)	Close/Near/Far	1D6+[CB] Damage	Punishing	360 SP

Bolas

Two iron balls are tied to one another and flung by whirling overhead. Useful for capturing dogs and human prey on the run; both despicable curs.

Ammo (Load)	Distance	Damage	Qualities	Price
NONE	Near	1D10+[BB] Peril (as Streetfight)	Pummeling, Sweeping	12 SP

Bottle Bomb

Generally sparked by an anarchist's fiery rhetoric, this rudimentary incendiary sets their enemies (and businesses) aflame.

Ammo (Load)	Distance	Damage	Qualities	Price
NONE	Close/Near	1D10+[AB] fire Damage	Break, Volatile	18 SP

Composite Bow

Used in militias for their great range, they're completely worthless in any close encounter . . . which is why archers always carry a bollock dagger.

Ammo (Load)	Distance	Damage	Qualities	Price
Arrows (1 AP)	Near/Far	1D6+[CB] Damage	Accurate	360 SP

Holy Water

Survivors who've read too many tales or imbibed too much drink with traveling quacksalvers swear by holy water as a cure-all. When times are lean, priests sell it at a premium.

Ammo (Load)	Distance	Damage	Qualities	Price
NONE	Close/Near	1D6+[AB] Damage	Break, Blessed	72 SP

Hunting Bow

Lightweight and easy to wield, these bows are favored by forest stalkers. They have a strong pull but are not quite strong enough to split an arrow in twain.

Ammo (Load)	Distance	Damage	Qualities	Price
Arrows (1 AP)	Near/Far	1D6+[AB] Damage	Weak	72 SP

Improvised Throwing Weapon

Bottles of beer, a brass pitcher, a sizable rock, a lead plate, or even a pair of boots are all serviceable enough to be flung.

Ammo (Load)	Distance	Damage	Qualities	Price
NONE	Close/Near	1D10+[BB] Peril (as Streetfight)	Inferior, Pummeling	FREE

Javelin

Used both in sport and for war, these short spears are carried by the half dozen. The range it can be thrown is a point of pride on both fields.

Ammo (Load)	Distance	Damage	Qualities	Price
NONE	Close/Near	1D6+[CB] Damage	Weak	12 SP

Light Crossbow

This is a lighter version of the arbalest, but it's hand-drawn. It's used by militias or as a plaything for lordly children too nearsighted or clumsy to draw a bowstring.

Ammo (Load)	Distance	Damage	Qualities	Price
Bolts (1 AP)	Close/Near	1D6+[CB] Damage	Punishing, Weak	72 SP

Longbow

Used by scouts and raiders, these great bows are as tall as a man and are "death from above" in an archer's hands. The mere length of the arrows is the length of one's leg.

Ammo (Load)	Distance	Damage	Qualities	Price
Arrows (1 AP)	Near/Far	1D6+[AB] Damage	Accurate	180 SP

Royal Water

Distilled from alkahest and other alchemical concoctions, these deadly liquid bombs can melt through flesh and metal alike.

Ammo (Load)	Distance	Damage	Qualities	Price
NONE	Close/Near	1D6+[AB] Damage	Acidic, Break, Volatile	36 SP

Shepard's Sling

Used to deter wolves from flocks of sheep, they can also be used to fell the greatest of goliaths when slung correctly.

Ammo (Load)	Distance	Damage	Qualities	Price
Sling stones (1 AP)	Near/Far	1D6+[CB] Damage	Accurate, Weak	18 SP

Throwing Axe

Sometimes called a Francisca, this axe is good for splitting pumpkins or noggins at range. Strangely, both make similar sounds when struck.

Ammo (Load)	Distance	Damage	Qualities	Price
NONE	Close/Near	1D6+[CB] Damage	Weak	12 SP

Throwing Knife

This small blade is the staple of vagabonds and cutthroats. Well-balanced ones can be juggled and pierce any thrown apple, often to reluctant applause.

Ammo (Load)	Distance	Damage	Qualities	Price
NONE	Close/Near	1D6+[AB] Damage	Weak	12 SP

Wand

Typically handmade from rare wood and imbued with a feather or horn from a fantastical creature, wands (or rods, as they are called by priests) are the arcanists' weapons of choice.

Ammo (Load)	Distance	Damage	Qualities	Price
NONE	Close/Near	1D6+[WB] Damage	Blessed, Elemental, Weak	260 SP

Blackpowder Weapons

Arquebus

A less accurate and more volatile weapon than the musket, the arquebus is an accessible weapon used by grenadiers and horse-born warriors.

Ammo (Load)	Distance	Damage	Qualities	Price
Blackpowder Shot (2 AP)	Close/Near	1D6+[CB] Damage	Blackpowder, Volatile	262 SP

Blunderbuss

This duck-billed arm cannon is stuffed with blackpowder, boot nails, and pebbles. When you absolutely, positively have to kill everyone in the room, accept no substitute.

Ammo (Load)	Distance	Damage	Qualities	Price
Blackpowder Shot (2 AP)	Close/Near	1D6+[CB] Damage	Blackpowder, Powerful, Shrapnel, Volatile	525 SP

Dueling Pistol

Ostentatious and unusually decorated, these flintlock pistols are deadly quick; it's a true "gentleman's weapon," if there ever was one to be named.

Ammo (Load)	Distance	Damage	Qualities	Price
Blackpowder Shot (2 AP)	Close/Near	1D6+[CB] Damage	Blackpowder	262 SP

Flintlock Pistol

Similar to the arquebus, these pistols are highly volatile. However, they are the weapon of choice for highwaymen and soldiers of fortune.

Ammo (Load)	Distance	Damage	Qualities	Price
Blackpowder Shot (2 AP)	Close/Near	1D6+[CB] Damage	Blackpowder, Volatile	175 SP

Musket

Incredibly expensive, this percussion cap gun is intimidating enough that it doesn't matter whether you load it. Its reliability makes it the best in class.

Ammo (Load)	Distance	Damage	Qualities	Price
Blackpowder Shot (2 AP)	Close/Near/ Far	1D6+[CB] Damage	Accurate, Blackpowder	1,050 SP

Pepperbox Pistol

Although considered the king of all pistols, they are wildly inaccurate and make an incredibly intimidating explosive sound when fired.

Ammo (Load)	Distance	Damage	Qualities	Price
Blackpowder Shot (2 AP)	Close/Near	1D6+[CB] Damage	Blackpowder, Repeating (3), Volatile	525 SP

Turnout Pistol

These pistols don't require reloading the conventional way. Its barrel is unscrewed, and the shot is placed directly into the chamber.

Ammo (Load)	Distance	Damage	Qualities	Price
Blackpowder Shot (2 AP)	Close	1D6+[CB] Damage	Blackpowder, Concealed	175 SP

Siege Weapons

Ballista

These so-called "bolt throwers" are affixed to the top of towers, on the back of wagons, or sometimes mounted on ships to blow others to smithereens.

Ammo (Load)	Distance	Damage	Qualities	Price
Ballista Bolt (6 AP)	Near/Far	3D6+[CB] Damage	Siege	1,675 SP

Battering Ram

Slow but effective, these momentum-based war machines tear down castle doors. Woe be to the enemy (or errant squire!) who finds themselves pressed between the ram and the door.

Ammo (Load)	Distance	Damage	Qualities	Price
NONE (3 AP)	Close	2D6+[BB] Damage	Defensive, Siege	558 SP

Cannon

Packed with blackpowder and round iron projectiles, these weapons of mass destruction can sink a ship in mere minutes or breach a castle's walls in thirty.

Ammo (Load)	Distance	Damage	Qualities	Price
Cannon Shot (6 AP)	Near/Far	3D6+[CB] Damage	Blackpowder, Siege, Volatile	1,675 SP

Trebuchet

Nothing says "problem solved!" like lobbing stones from a trebuchet at your enemies. Barring that, launch your enemies at your enemies with this siege weapon.

Ammo (Load)	Distance	Damage	Qualities	Price
Rocks (9 AP)	Far	4D6+[CB] Damage	Accurate, Siege	1,675 SP

Qualities

You cannot gain double the benefits (such as having a saber and wooden shield stacking their Defensive Qualities together). Some Qualities require you to use Action Points (AP), covered more thoroughly in Chapter 7: Fight Scenes.

Accurate: When you Aim before using an Attack Action, ignore the normal Flip To Fail or Hindrance Die penalty when Attacking foes Far away from you.

Acidic: After dealing Damage or Peril with this weapon, the creature you struck reduces its Damage Thresholds by -1 until the end of the fight scene. They can be affected multiple times in a fight, but their Damage Thresholds cannot be reduced below 1.

Adaptable: When held in two hands, add +1 to Damage or Peril based on the weapon type.

Arming: You cannot be Disarmed.

Blackpowder: When you roll faces "1" or "6" on a Damage die, roll another 1D6 Damage. Instead of suffering a Hindrance Die at Far distances, you Flip To Fail.

Blessed: This weapon is considered imbued with magic to deal Damage or Peril.

Break: This weapon is destroyed after you deal Damage or Peril with it.

Castleforged: This equipment cannot be destroyed by normal means.

Cold Iron: This weapon is considered imbued with magic to deal Damage or Peril.

Concealed: You can carry 1 concealed weapon as a small object. When you Critically Fail to attack with this weapon, it is destroyed.

Cursed: This weapon is considered imbued with magic to deal Damage. When you roll faces "5 to 6" on a Damage die, roll another 1D6 Damage and gain 1 Corruption.

Defensive: Add +1 to Damage Thresholds.

Distracting: After dealing Damage or Peril, use 1 AP to force a creature to resist being Blinded with this weapon.

Elemental: You must be able to cast spells to use this weapon. At your option, use Occultism instead of Ranged to attack with it. Once you acquire it, pick one element, as the Damage it inflicts is tied to it forever (e.g., earth, wind, fire, etc).

Hardened: Add +1 to Peril Thresholds.

Heavy: You cannot cast spells or Focus on them when equipped with this armor or shield. You also Flip To Fail Agility-based Skill Tests.

Ill-fitted: This armor reduces your Initiative Bonus by -3 until retrofitted for 10% of its listed price.

Inferior: This weapon is destroyed after you Critically Fail to attack with it.

Ironwood: When you Aim before using an Attack Action, ignore the normal Flip To Fail or Hindrance Die penalty when Attacking foes Far away from you.

Mounted: This weapon cannot be used unless you are on a steed or vehicle.

Powerful: After you deal Damage or Peril with this weapon, use 1 AP to push a Close creature away from you to Near.

Protective: Before a creature attacks you with weapons, use 1 AP as they suffer a Hindrance Die to their D100 roll.

Pummeling: These weapons can only inflict Peril.

Punishing: After you deal Damage or Peril with this weapon, use 1 AP to add 1D6 Damage or 1D10 Peril (based on the weapon type). You can do this once per Turn.

Reach: This is a two-handed weapon. When a creature moves Close by you, roll an Opportunity attack for 1 AP and Flip To Succeed it.

Repeating: This weapon can be shot up to a number of times equal to the value in parentheses, such as (3), before needing to be Loaded again.

Ruined: This equipment is temporarily useless until repaired for 10% of its listed price.

Shrapnel: When dealing Damage or Peril with thisweapon, it affects up to three creatures Close by one another.

Siege: Siege weapons require a number of creatures equal to their Load value to use it. With the appropriate number of creatures to Load, you then Flip To Succeed in your attack. When dealing Damage with it, the weapon affects up to [PB] creatures Close by or Near one another. When you roll faces "4 to 6" on a Damage die, roll another 1D6 Damage. After suffering Damage, creatures are knocked Prone. Siege weapon ammo costs 34 SP for a single shot.

Strangling: After dealing Damage or Peril, use 1 AP to force a creature to resist being Grabbed with this weapon.

Sweeping: After dealing Damage or Peril, use 1 AP to force a creature to resist being knocked Prone on the ground with this weapon.

Vicious: You can Weaken creatures for 1 AP instead of 2 AP with this weapon.

Volatile: When rolling a Critical Failure for Attack Actions with this weapon, it is temporarily Ruined, and you suffer Damage instead.

Weak: You cannot Weaken creatures with this weapon.

Witchwood: Ammo made of Witchwood can be temporarily ignited with fire for 0 APs as a part of Loading the weapon. Creatures struck by it suffer an additional +3 fire Damage.

Alcohol & Lodging

Alcohol & Lodging	Price
Ale by the cup	1 SP
Beer by the mug	1 SP
Brandy by the glass	1 SP
Clothes washed	1 SP
Courtesan's services (cheap)	2 SP
Courtesan's services (expensive)	8 SP
Lodging for a commoner	3 SP
Lodging for a lowborn	1 SP
Lodging for an aristocrat	9 SP
Meal (lavish)	18 SP
Meal (normal)	6 SP
Meal (poor)	1 SP
Rotgut	1 SP
Rum by the glass	1 SP
Shave & a haircut	2 SP
Sleep in the stables	1 SP
Spirits by the bottle	1 SP
Stable & feed horses	1 SP
Warm bath	1 SP
Whiskey by the glass	1 SP
Wine (nice wine bottle)	4 SP

Animals & Vehicles

Animals & Vehicles	Price
Axle replacement	75 SP
Calf	75 SP
Coach	2,500 SP
Chicken	6 SP
Clams (8 lbs.)	1 SP
Cow	160 SP
Dog sled	200 SP
Duck	2 SP
Falcon	98 SP
Galley	300,000 SP
Goose	5 SP
Hand cart	10 SP
Horse (riding)	375 SP
Horse (draft)	250 SP
Horse (stormhorse)	750 SP
Hunting dog	53 SP
Kitten (litter)	1 SP
Lamb	7 SP
Lobster	1 SP
Longship	100,000 SP
Oxen	160 SP
Palanquin	2,500 SP
Pig	10 SP
Rabbit	1 SP
River barge	3,000 SP
Rowboat	500 SP
Sailing Ship	150,000 SP
Sheep	21 SP
Skiff	3,000 SP
Small but vicious dog	35 SP
Snow sled	200 SP
Stagecoach	1,000 SP
Turkey	3 SP
Two-wheeled cart	150 SP
Warship	250,000 SP
Wheel replacement	45 SP
Wheel with an iron rim	125 SP
War dog	97 SP

Animal Companions

Some Professions begin gameplay with an animal companion, or you may acquire one later during your adventures. Work with the GM to copy its creature profile to an index card from Chapter 12: Bestiary. Animals that can be ridden should be obvious, but the GM will rule otherwise which ones cannot be ridden.

Commands

Any animal you make your companion understands two simple commands: Good Boy/Girl and Sit Down. It also understands an additional command. Determine one by rolling on the table below. You can also teach a new command to an animal once a week with a successful Handling Test. You can teach a number of new commands to the same creature equal to your [FB]. It costs 1 AP to issue a command to an animal in a fight scene.

D100	Commands
1 to 4	Attack
5 to 8	Bad!
9 to 12	Be Quiet
13 to 16	Come Here
17 to 20	Fetch
21 to 24	Find
25 to 28	Get In
29 to 32	Get Out
33 to 36	Go Ahead
37 to 40	Go Around
41 to 44	Go Away
45 to 48	Guard Me
49 to 52	Guard Them
53 to 56	Heel
57 to 60	Jump
61 to 64	Keep Watch
65 to 68	Move Closer
69 to 72	Move Slow
73 to 76	Rescue
77 to 80	Roll Over
81 to 84	Sit Down
85 to 88	Sneak
89 to 92	Speak
93 to 96	Stand Up
97 to 100	Stay

Bureaucratic Tools

Bureaucratic Tools	Price
Academic book	45 SP
Arcane tome	50 SP
Astrolabe	90 SP
Atlas of the known world	90 SP
Bailiff's lockbox	45 SP
Cheap map	5 SP
City map	15 SP

Hand mirror	10 SP
Hourglass	30 SP
Local map	20 SP
Looking glass	18 SP
Magnet	20 SP
Paper by the sheet	1 SP
Pilot's chart	20 SP
Pocket watch	225 SP
Prayer book	50 SP
Printing press	3,000 SP
Religious scripture	15 SP
Runestones	10 SP
Scales and weights	45 SP
Wanted poster	1 SP
Writing kit	30 SP

Commodities

Commodities	Price
Ale by the gallon	1 SP
Allspice by the pound	2 SP
Beef by the pound	1 SP
Butter by the pound	9 SP
Cheese by the pound	4 SP
Chocolate by the pound	2 SP
Cider by the barrel	40 SP
Cider by the cask	5 SP
Cider by the gallon	1 SP
Cinnamon by the pound	20 SP
Coffee by the pound	20 SP
Mace by the ounce	2 SP
Milk by the gallon	1 SP
Molasses by the gallon	18 SP
Mutton by the pound	1 SP
Nutmeg by the pound	2 SP
Pepper by the pound	3 SP
Pork by the pound	1 SP
Potatoes by the bushel	11 SP
Rum by the gallon	15 SP
Sugar by the pound	1 SP
Tea by the pound	6 SP
Tobacco by the pound (cut)	1 SP
Tobacco by the pound (leaf)	2 SP
Wheat by the bushel	13 SP
Whiskey by the gallon	10 SP
White ginger by the pound	1 SP
Wine by the gallon	16 SP

Fur Trade

Fur Trade	Price
Alligator hide	1 SP
Badger hide	1 SP
Bat hide	1 SP
Bear hide	30 SP
Beaver skin	8 SP
Bison hide	20 SP
Coyote pelt	1 SP
Deer pelt	3 SP
Dog pelt	1 SP
Feathers (by the pound)	1 SP
Fox pelt	4 SP
Giant constrictor snakeskin	20 SP
Horsehide	16 SP
Large cat pelt	11 SP
Mammoth hide	60 SP
Mink pelt	1 SP
Moose hide	40 SP
Mountain lion pelt	11 SP
Otter skin	8 SP
Owl feathers	1 SP
Pig skin	5 SP
Poisonous snake's skin	1 SP
Raccoon pelt	2 SP
Shark hide	20 SP
Walrus hide	8 SP
Whale skin	60 SP
Wolf pelt	1 SP
Woodchuck skin	4 SP

Light Sources

Light Sources	Duration	Price
Bonfire	12 hours	FREE
Box of matches	1 minute	2 SP
Campfire wood	6 hours	FREE
Candles	3 hours	1 SP
Charcoal bag	1 day	6 SP
Flint & steel striker	1 moment	1 SP
Lamp	6 hours	3 SP
Lantern	12 hours	12 SP
Oil	6 hours	3 SP
Rushlight	1 hour	FREE
Storm lantern	12 hours	24 SP
Torches	1 hour	1 SP

Medicines & Poisons

The effects of multiple doses of Medicine and Poison are not cumulative. Poisons can be rendered into liquid or smeared on a weapon, but it evaporates in 6 hours. The ongoing effects of Poison can be nullified with antivenom. Exposure to Poison is found in **Chapter 8: Healing & Hazards**.

Medicines & Poisons	Type	Price Per 1 Supply Rating
Antivenom	medicine	25 SP
Arsenic	poison	50 SP
Bandages	medicine	5 SP
Beastbane	poison	25 SP
Bottle of Leeches	medicine	10 SP
Chirurgery Tools	medicine	100 SP
Coffee or Tea	medicine & poison	5 SP
Devilweed	medicine & poison	10 SP
Folkbane	poison	50 SP
Green Fairy	medicine & poison	20 SP
Honey Pot	medicine	2 SP
Laudanum	medicine	25 SP
Mandrake Root	medicine & poison	50 SP
Nightshade	poison	50 SP
Opium	medicine & poison	50 SP
Redcap Mushroom	medicine	25 SP
Rotgut	poison	1 SP
Scorpion Venom	poison	50 SP
Smelling Salts	medicine	25 SP
Snake Venom	poison	50 SP
Spider Venom	poison	50 SP
Tincture	medicine	25 SP
Tobacco	medicine & poison	2 SP

Occult Needs

Occult Needs	Price
Amulet	10 SP
Broom	1 SP
Cauldron	1 SP
Cross (iron)	10 SP
Cross (silver)	40 SP
Cross (wooden)	3 SP
Divining rod	5 SP
Greater Spell material	30 SP
Grimoire	100 SP
Holy libram	30 SP
Holy water vial	25 SP
Lesser Spell material	20 SP
Oracular device (cards, mirror, etc.)	60 SP
Petty Spell material	10 SP
Prayer beads	1 SP
Runestones	10 SP
Sacred tool	20 SP
Spirit board	40 SP
Stage magician kit	15 SP
Symbol of faith	1 SP
Tarot cards	5 SP
Wax seal	1 SP
Wolfsbane paste	5 SP

Services

Services	Price
Currency exchange	5%
Distract beggars	3 SP
Draft legal contract or deed	20 SP
Embalming	100 SP
Fortune telling	3 SP
Lawyer's court appearance	15 SP
Money lending by week	25%
Physician's visit	30 SP
Shave & a haircut	2 SP
Spread rumors with rabble-rousers	10 SP
Theater performance	15 SP
Tip a bard	5 SP
Tip a servant	1 SP
Translate a document by the page	12 SP
Travel by cart/day	3 SP
Travel by coach/day	15 SP
Travel by ship/day	18 SP

Survival Gear

Survival Gear	Price
Animal trap	5 SP
Astrolabe	90 SP
Backpack	15 SP
Bandolier	10 SP
Bedroll	8 SP
Cheap lock w/key	18 SP
Climbing crampons	10 SP
Climbing rope (per 10 feet)	2 SP
Compass	80 SP
Expensive lock w/key	23 SP
Fishing hook & pole	2 SP
Flask	1 SP
Grappling hook	24 SP
Hammer & nails	7 SP
Horse saddle & tack	75 SP
Iron manacles	10 SP
Large bag	9 SP
Pavilion tent	120 SP
Personal tent	30 SP
Pitons or spikes	2 SP
Pot of glue	1 SP
Provisions	4 SP
Rope (per 10 feet)	1 SP
Rucksack	5 SP
Shoulder bag	10 SP
Signal whistle	3 SP
Skis & poles	40 SP
Slitted goggles	15 SP
Snowshoes	22 SP
Survival kit & tinderbox	15 SP
Telescope	180 SP
Waterskin	7 SP

Crafting

Spend 50% of the equipment's price for the raw material, then roll a Craft Test. If successful, divide the item's price by 10 to determine how many days it takes to make it, with a minimum crafting time of 1 day. If making a supply, you create 1 Supply Rating of it. Reduce the days to create it by your [WB] to a minimum of 1. You can retry a failed Craft Test a day later without spending additional money.

Crit Success: If the equipment is a piece of equipment, it gains the Castleforged Quality. If it is a supply, you create 2 Supply Ratings instead.

Crit Failure: The equipment breaks, and you must buy new material to try again.

Other Limits: You can craft equipment while resting and traveling. Assume the price also includes help building things like housing, vehicles, and other situations the GM decides make the most sense.

Chapter 7:
Fight Scenes

Skirmishes amid a torrential downpour, vicious back-alley knife fights, and battles against abominations are the kinds of fights you'll encounter. But with victory comes a physical cost and a psychological toll.

When a fight scene begins, the GM switches the scene from narrative to structured time. In this chapter, game mechanics are treated as if a survivor were using them, but foes can also use them. A typical fight scene uses a turn-by-turn approach called **structured time**.

Terminology

Action Points (AP): At the start of your Turn, gain 3 AP and use them on different fight actions.
Allies & Foes: An ally is any creature willing to participate in your cause (you are also your own ally). A foe is any creature that isn't you or an ally.

Banking AP: Banked AP are typically used for Reactions. If your Turn comes up again with Banked AP, you lose them, refreshing to 3 AP only.

Blinded: You Flip To Fail your next Attack Action or Stunt.

Creature: A creature is an ally, a foe, a monster, a survivor, an NPC, or another living (or unliving) being. For simplicity, reference allies & foes above.

Dim Light: You suffer a Hindrance Die for all vision-based Tests.

Fight Actions: These are divided into five categories: Move Actions, Attack Actions, Stunts, Special Actions, and Reactions. Each has its specific subtype. Simple actions, like talking during a fight, don't cost AP.

Fortune & Misfortune Coins: Using coins during a fight never costs AP unless the Trait specifies otherwise.

Grabbed: You and the creature who Grabbed you cannot use Move Actions, two-handed weapons, or Aim. You also suffer an additional +3 Damage from weapons and +3 Peril from Streetfight if you are Grabbed by a foe.

Helpless: When you are asleep, pinned beneath a heavy object, shackled, unconscious, or cannot escape of your own accord, you cannot use any fight actions, cannot resist effects, and are instantly moved to Dying! if attacked.

Prone: When you're Prone, you suffer a Hindrance Die to attack foes who are not also Prone. When foes deal Damage to you if you're Prone, they add 1D6 Damage. If they inflict Peril, they add 1D10 Peril instead.

Rough Terrain: When using Move Actions to traverse uneven terrain (e.g., barrels, crates, ice, fallen pillars, tombstones, tree limbs, etc.), use 1 additional AP to cross it. Huge and Gargantuan-size creatures ignore Rough Terrain.

Rounds & Turns: A Round reflects the time it takes for all allies and foes to complete their Turn. During a Round, everyone gets a Turn. Using in-game time, a Round is roughly 3 moments.

Surprised: You cannot use Reactions, all Tests used against you are (Easy +20%), and foes add 1D6 Damage for weapons, 1D10 Damage for spells that cause Damage, and 1D10 Peril for spells or abilities that cause Peril.

Surrounded: When you are singled out by foes, and they outnumber you 3:1, they add 1D6 Damage for Melee weapons (or 1D10 Peril for Melee weapons that deal Peril) used against you.

Total Darkness: You cannot succeed at vision-based Skill Tests.

Unarmored: When you are unarmored and suffer Damage, you always move at least one step down the Damage Condition Track. Creatures with natural armor don't suffer this penalty.

Weakened: When Weakened, you temporarily reduce your Damage Thresholds by a cumulative -1 until the end of the fight. You can be affected by Weaken multiple times, but your Damage Thresholds cannot be reduced below 1.

Distances In Fight Scenes

You typically need to be able to see a creature, place, or object to attack or cast a spell on it. Distance is always relative to where you are in the scene, where you want to move to, and who you want to use your weapon or spell against. Consider these as distances between places on the battlefield and less about the number of feet or squares on a grid. Anything outside of these distances is too far away to affect.

Self: Self is used only for spells. It signifies that it can only be cast upon yourself and no one else.

Close: Close signifies that you are within arm's reach or a pace away from something. People crowded around a table in a tavern are Close.

Near: This is when you are just outside of easy reach of something. People sitting at different tables in a tavern would be Near one another. The distance from one side of a street to another is Near.

Far: Far away implies that it's a place or creature in sight the GM says is in the fight scene but not easily reachable. For instance, the distance from the tavern door down the road to a visible street sign or from one side of a river to the other would be Far. The distance from one floor of a chamber to the next chamber upstairs (one storey) is Far.

Far Distance Penalty: You suffer a Hindrance Die when attacking and casting spells on creatures Far away from you.

GM Tip: Adjudicating Distance
When in doubt, the GM should skew the benefits of movement in favor of the player's relative position. However, it's not in the scene if something is not reasonably reachable (e.g., a survivor stands atop a tower and spots enemies a mile out in the forest). The GM will be the best judge of this.

Fight Scenes Overview
Step 1: GM Rolls Initiative
Step 2: Describe The Scene
Step 3: Round Begins
Step 4: Conclude Fight Scene

Step 1: GM Rolls Initiative

Players roll Initiative if they haven't already at the start of the session, and the GM individually rolls for each foe (2D10+Initiative Modifier).

One player records the results on a piece of paper or a markerboard called the Initiative Ladder, visible to everyone, ranked highest to lowest. Players determine who breaks ties and calls out whose Turn is up during the fight.

Seize The Initiative: As a fight scene opens, you can spend 1 Fortune Coin to swap places on the Initiative Ladder with another survivor who agrees to it. A foe can do the same with their own allies by spending 1 Misfortune Coin. You must do this before the first Round begins.

GM Tip: Secret Events
Sometimes, the environment or other events influence a fight. Examples include an oncoming stampede, a raging fire, or even foes who will join the fight later. Add 3D10+3 together, and record the result on the Initiative Ladder.

Step 2: Describe The Scene

The GM narratively describes the scene, focusing on points of interest and where all visible allies and foes are. If using miniatures and a battle map, the GM will place terrain and figures.

GM Tip: Easy Tracking for Miniatures
To track Damage Condition Tracks for enemies, you can use bottle cap rings (the tamper-proof ring) to communicate how far down the track they are. Add more rings atop the miniature the further they go down. If you can use multi-colored ones, even better!

Step 3: Round Begins

Allies and foes take Turns in order from the top to the bottom of the Initiative Ladder. As your Turn begins, you gain 3 AP, use it on fight actions, and Bank any AP you don't use. Once everyone's Turn has passed, the First Round is over.

Anatomy Of A Turn

When it's your Turn, tell the GM what you want to do. If you are unsure what fight actions you want to use, narratively describe what you want to do, and the GM will help guide you:

Daniel (as GM): *Will, it's your Turn. You are standing Close by the pillager. Remember, you gain 3 AP.*

Will (as Tiberius): *Okay, I'll use 1 AP to Taunt them, then 1 AP to Attack with my mace, and Bank 1 AP, just in case I need it later.*

The GM will then have you roll the related Test to see if you succeed at your goal:

GM: *Okay, roll a (Hard -20%) Toughness Test for Taunt and an (Easy +20%) Melee Test to Attack with your mace.*

Tiberius: *Ugh, I failed my Taunt but succeeded in hitting with my weapon. I did 14 Damage!*

Together, you and the GM will narrate what happens:

GM: *With a sickening CRUNCH! Your mace splits the pillager's face wide open as they are now Dying! What will it be: mercy or death?*

Tiberius: *I'll say, "Make your peace with the Custodian!" and kill them.*

GM: *It appears that the pillager was not alone . . . another enemy begins their approach!*

Fight mechanics and rules questions should always encourage role-playing. Conspire with your fellow survivors, call out foes, describe what others see when you attack, and be creative!

Hold Your Turn
You can hold all your AP and act later in the Round when your Turn comes up. If you try interrupting a foe's Turn, you must spend a Fortune Coin. Once you act, move your Initiative to a new place on the Ladder.

Step 4: Conclude Fight Scene

Follow Step 3 for all subsequent Rounds until the players and GM agree that the fight scene should end. The GM will narrate what happens. Does it end in death? Do the foes escape at the last moment? Perhaps your survivors are captured! It's up to the GM to decide what best fits the story.

GM Tip: Surprise Turn
Sometimes, combatants can benefit from attacking from an unseen vantage. If you decide a Surprise Turn happens, allow it to occur for one Round only. The opposing side cannot use Reactions. All Tests used against them are (Easy +20%), and you add 1D6 Damage for weapons or 1D10 for abilities and spells that cause Damage or Peril.

If a player decides to spring an attack upon a foe that may not see it coming, roll an Opposed Test using Awareness. Whoever wins gains a Surprise Turn.

Anatomy Of Attacking

For this example, assume your survivor is using an Attack Action against a foe:

Step 1: Consider the distance, arm your weapon, and Load it if needed. Melee weapons require you to be Close by a foe to attack them. Simply assume that your Blackpowder and Ranged weapons are already loaded for their first shot, but you must use AP to Load between attacks. You suffer a Hindrance Die when Attacking and Casting spells on creatures Far away from you.

Step 2: Pick any Attack Action. Call out what you intend to do, and then the GM will impose a Difficulty Rating (as in Chapter 2: Learn To Play).

Step 3: If successful, roll Damage. Each weapon has its own Damage formula. Announce the total Damage aloud. The GM will consider your foe's Damage Thresholds, and if you exceed at least one, they will communicate aloud how far the foe moved down on the Damage Condition Track.

Step 4: When dealing Damage, if you roll face "6" on 1D6, roll another 1D6 and add it to the total. The same goes for face "10" on 1D10 for Damage and Peril. There is no cap to the number of face "6s" or face "10s" you can roll.

Step 5: When a foe moves down the Peril or Damage Condition Track, the GM will announce where they are on it. Similarly, you should do the same for your survivor. Suffering Damage and Peril, along with Injuries and Afflictions arising from it, are covered at the end of this chapter.

Move Actions

Flying, Mounted & Vehicles

When flying, mounted on a horse, or a vehicle, you can Charge, Maneuver, and Retreat for 1 AP. Add 1D6 Damage when attacking foes who are not mounted. If the animal you are mounted on is moved to Dying! or Exhausted!, you and the creature fall Prone.

Charge (2 AP)

Effect: Charge in a straight line at a foe Near you. If using a Melee-based Attack against a foe you Charged at this Turn, add 1D6 Damage. If the path to your foe is obstructed (such as by allies, other foes, or objects), you must succeed on an Athletics Test to gain this benefit. If you fail, you cannot pass beyond the obstruction and end your Charge.

Crit Success: If Charging through foes, you also knock one of them Prone.

Crit Failure: You end your Charge at the obstruction and fall Prone.

Other Limits: If you're Close by foes and Charge away from them, you open up an Opportunity. Huge and Gargantuan creatures can Charge for 1 AP.

Hustle (1 to 3 AP)

Effect: Hustle to a place Close by you for 1 AP, Near you for 2 AP, or Far away from you for 3 AP.

Other Limits: If you're Close by foes and Hustle away from them, you open up an Opportunity. Huge and Gargantuan creatures can Hustle Nearby for 1 AP or Far away for 2 AP.

Maneuver (2 AP)

Effect: Maneuver to a place Close by without opening up an Opportunity. You can also get up from Prone, step into a vehicle, or get on a mount as a part of Maneuvering for 0 AP on the same Turn.

Other Limits: You never open up an Opportunity with Maneuver. Huge and Gargantuan creatures can Maneuver for 1 AP.

Retreat (2 AP)

Effect: Retreat to a place of cover Close or Nearby you. When you are in cover (e.g., stacked crates, pillar, half wall, etc.), foes Flip To Fail to hit you with Blackpowder and Rangd weapons, and reduce the Damage they inflict on you by -3. If you move down the Damage Condition Track while in cover, you must Retreat to a new form of cover to gain its benefits.

Other Limits: If you're Close by foes and Retreat away from them, you open up an Opportunity. Huge and Gargantuan creatures can Retreat for 1 AP.

Attack Actions

Multiple Attack Actions

Once you've used an Attack Action, you can attempt another on the same Turn with the same or different weapon by doubling the AP cost of each successive Attack Action. For instance, you can Attack for 1 AP, Attack again for 2 AP, and Attack once more for 4 AP (by spending 4 Fortune Coins).

Attack (1 AP)

Effect: Choose a foe and consider the distance between you and them, then roll a relevant Combat-based Test. If successful, they suffer weapon Damage.

Crit Success: You add 1D6 Damage.

Crit Failure: You strain yourself, suffering 2D10+2 Peril.

Other Limits: Ranged weapons suffer a Hindrance Die when Attacking foes Far away from you, while Blackpowder weapons require you to Flip To Fail to use them at a foe who is Far away.

Cast (1 to 3 AP)

Effect: Use 1 AP to attempt to Cast a Petty Spell, 2 AP for a Lesser Spell, or 3 AP for a Greater Spell. Pick a spell you know and speak aloud, "I cast . . . " followed by the name of the spell you're Casting, then roll an Occultism Test. If successful, read the effects aloud. Some spells have a resist component, costing 0 AP to try to do so. Critical Success and Critical Failure are covered in the spell's entry.

Other Limits: Read more in Chapter 10: The Grimoire.

Streetfight (1 AP)

Effect: Pick a foe you're Close by, then roll an Athletics or relevant Combat-based Skill Test. If successful, they suffer 1D10+[BB] Peril.

Crit Success: You add 1D10 Peril.

Crit Failure: You strain yourself, suffering 2D10+2 Peril.

Other Limits: If your foe is Grabbed, you inflict an additional +3 Peril from Streetfight.

Weaken (2 AP)

Effect: Pick a foe you're Close by, then roll a Melee Test. If successful, they suffer weapon Damage. If the foe fails to resist with a Toughness Test, they are Weakened. When Weakened, they temporarily reduce their Damage Thresholds by a cumulative -1 until the end of the fight.

Crit Success: The foe cannot resist.

Crit Failure: You strain yourself, suffering 2D10+2 Peril.

Other Limits: A foe can be affected by Weaken multiple times in a fight, but their Damage Thresholds cannot be reduced below 1.

Stunts

Multiple Stunts

Once you've used a Stunt, you can attempt another on the same Turn by doubling the AP cost of each successive Stunt. For instance, you can Blind for 1 AP, Disarm for 2 AP, and Shove for 4 AP (by spending 4 Fortune Coins).

Blind (1 AP)

Effect: Pick a foe you're Close by, then roll an Awareness Test. If successful and the foe fails to resist with Awareness, they are Blinded. While Blinded, they Flip To Fail their next Attack Action or Stunt.

Crit Success: The foe cannot resist.

Crit Failure: You are Blinded by the foe.

Other Limits: You cannot Blind foes who don't need to see.

Disarm (1 AP)

Effect: Pick a foe you're Close by, then roll a Guile Test. If successful, and the foe fails to resist with Guile, they are disarmed of a weapon or an object, and it is thrown Nearby in a direction you choose.

Crit Success: The foe cannot resist.

Crit Failure: You are Disarmed by the foe.

Other Limits: You cannot Disarm a foe of a weapon when unarmed yourself.

Grab (1 AP)

Effect: Pick a foe you're Close by, then roll an Athletics Test. If successful, and the foe fails to resist with Athletics, they are Grabbed. While Grabbed, neither your foe nor you can use Move Actions, two-handed weapons, or Aim. Foes can attempt to escape at the end of future Turns with Athletics. Grabbed foes suffer an additional +3 Damage from Melee weapons and +3 Peril from Streetfight.

Crit Success: The foe cannot resist.

Crit Failure: You are Grabbed by the foe.

Other Limits: You cannot use Move Actions or two-handed weapons while Grabbing. If you suffer from Damage or Peril (or are Shoved) while holding a foe in a Grab, the foe escapes.

Shove (1 AP)

Effect: Pick a foe you're Close by, then roll a Coordination Test. If successful, and the foe fails to resist with Coordination, they are knocked Prone. Alternatively, you Shove the foe to a place Close behind them.

Crit Success: The foe cannot resist.

Crit Failure: You are Shoved by the foe.

Other Limits: Shoving never opens up an Opportunity. If you Shove a foe into a hazardous area (such as down a set of stairs, into a fire, or off a ledge), the foe can attempt to resist with another Coordination Test to avoid falling.

Special Actions

Interact (1 to 3 AP)

Effect: Choose from these options:

- Apply Poison (1 AP)
- Command Animal (1 AP)
- Swap Weapon (1 AP)
- Use a Supply (1 AP)
- Use a Different Skill (1 to 3 AP)

Other Limits: This list is not exhaustive, and the GM will allot an AP cost to other Interactions.

Load (1 to 3 AP)

Effect: Prepare a weapon with ammunition before using an Attack Action.

Other Limits: You must have ammunition in your supplies or Close by you to reload. If you need more AP, you can finish Loading on your next turn.

Rally (1 AP)

Effect: When allies can see or hear you, roll a Persuasion Test. If successful, allies equal to your [FB] increase Damage Thresholds & Peril Thresholds by +1 until the end of the fight.

Crit Success: Bank 1 AP.

Crit Failure: You strain yourself, suffering 2D10+2 Peril.

Other Limits: Allies can only be affected by Rally once per fight.

Taunt (1 AP)

Effect: When foes can see or hear you, roll a Toughness Test. If successful, [FB] foes will focus their fight actions only on you on their next Turn.

Crit Success: They also reduce their Damage Thresholds & Peril Thresholds by -1 until the end of the fight.

Crit Failure: You strain yourself, suffering 2D10+2 Peril.

Other Limits: Foes can only be affected by Taunt once per fight.

Reactions

Aim (1 AP)

Effect: Before or after the GM calls out the Difficulty Rating of an Attack Action or Stunt, you gain a Help Die on your Skill Test on the same Turn.

Other Limits: You cannot Aim when Grabbed.

Counterspell (1 to 3 AP)

Effect: If a spell targets you or you're in its area of effect, roll an Opposed Test using Occultism. If successful, you dispel the effects. You cannot Counterspell a foe's spell if it is a Critical Success.

Crit Success: You can also Cast a Petty Spell at the same foe for 0 AP.

Crit Failure: You strain yourself, suffering 2D10+2 Peril.

Other Limits: You cannot Counterspell a Petty Spell unless you have 1 Skill Rank in Occultism, Lesser Spells for 2 ranks, and Greater Spells for 3 ranks.

Help (1 AP)

Effect: When Close by an ally, you can lend a Help Die to one of their Skill Tests.

Other Limits: Helping must make sense; narrate how you will assist an ally.

Opportunity (1 AP)

Effect: When a foe opens up an Opportunity, choose one from these options:

- Attack: Attack or Streetfight the foe with a Melee weapon.
- Maneuver: Maneuver to a place Close by.
- Stunt: Use any Stunt against the foe.

Crit Success: Bank 1 AP.

Crit Failure: You fall Prone.

Other Limits: A GM may allow you to hold an Attack Action for later in the Round.

Suffering Damage

When you suffer Damage, compare it to your Damage Thresholds. If the total Damage is equal to or less than your Damage Thresholds, you avoid it entirely. If the Damage dealt exceeds one or more Damage Thresholds, the following happens:

Moving Down The Damage Condition Track

Exceeds BASE Damage Threshold: Move 1 step down the Track.

Exceeds BASE+6 Damage Threshold: Move 2 steps down the Track.

Exceeds BASE+12 Damage Threshold: Move 3 steps down the Track.

Exceeds BASE+18 Damage Threshold: Instantly move to Dying! on the Track and suffer an Injury.

After recording the Damage, announce where you are on the Damage Condition Track. The GM will do the same for creatures.

Damage Condition Track

Alive: You have old wounds, stitches, and sutures.

Lightly Wounded: You have cuts, bruising, and mild pains.

Moderately Wounded: You have deep bruises, cuts, or lesions.

Seriously Wounded: Your body is covered in deep bruises or cuts.

Grievously Wounded: Your clothing is soiled in blood and sweat.

Dying!: When you first reach this state, you suffer an Injury. If you are suffering from 4 or more Injuries or Afflictions (or a combination thereof) and the duration isn't up, you are slain unless you take on a permanent Scar (covered in Chapter 8: Healing & Hazards).

Example: *Lior is currently Alive, and has Damage Thresholds of 10/16/22/28. She suffers 22 Damage from a pillager's attack. Because the Damage didn't exceed her third threshold, she moved two steps down the Damage Condition Track. Her player Kate announces that Lior is Moderately Wounded.*

Later on, Lior suffers 11 Damage again from the pillager's relentless blows. Because it only exceeded her first threshold, she is moved to Seriously Wounded. Kate announces Lior is at Seriously Wounded.

Creatures At Dying!

If you move a creature to Dying!, choose their fate:

- **Mercy:** They are unconscious for 1 hour.
- **Death:** They are slain, and the player narrates its death.

Survivors At Dying!

When you are moved to Dying!, your survivor suffers an Injury. If you suffer Damage again while Dying!, and if it exceeds one or more Damage Thresholds, suffer another Injury.

Example: *Lior is currently Seriously Wounded. The pillager finally deals enough Damage to move her to Dying!. Announcing where Lior is on the Damage Condition Track, the GM tells Kate to grab D100 to determine the Injury Lior will suffer.*

Suffering Injuries

An Injury is a short-lived physical wound. It is caused by being moved to Dying! on the Damage Condition Track.

When you suffer an Injury, roll D100 on the Injury tables from the **Appendix**. Melee and Ranged weapons deal cut or blunt Injuries (GM's choice), while Blackpowder weapons deal fire Injuries. If you suffer Damage again while Dying!, and if it exceeds one or more Damage Thresholds, suffer another Injury.

Injury Duration

You suffer from an Injury's effects until the duration is up. However, if you undergo successful Chirurgery, reduce its duration. Once an Injury undergoes Chirurgery (whether successful or not), it cannot be treated in any other normal way until the duration is up.

Scars from Injuries

If you are suffering from 4 or more Injuries or Afflictions (or a combination thereof) and the duration isn't up, you are slain unless you take on a permanent Scar (covered in **Chapter 8: Healing & Hazards**).

Suffering Peril

Compare the Peril suffered to your Peril Thresholds. If the total Peril is equal to or less than your Peril Thresholds, you avoid it entirely. If the Peril dealt exceeds one or more Peril Thresholds, the following happens:

Moving Down The Peril Condition Track

Exceeds BASE Peril Threshold: Move 1 step down the Track.

Exceeds BASE+6 Peril Threshold: Move 2 steps down the Track.

Exceeds BASE+12 Peril Threshold: Move 3 steps down the Track.

Exceeds BASE+18 Peril Threshold: Instantly move to Exhausted! on the Track and suffer an Affliction.

After recording Peril, announce where you are on the Peril Condition Track. The GM will do the same for the creatures they control. Your current status penalizes future Skill Tests:

Peril Condition Track

Fine: You're the very picture of health!

Imperiled: You're operating under minimal strain.

-5% To Skill Tests: Your blood is running hot, and you have labored breathing.

-10% To Skill Tests: Your body gives way to fatigue, and you cannot think straight.

-15% To Skill Tests: You're toiling with every step you take, and your vision is blurred.

Exhausted! -20% To Skill Tests: When you first reach this state, you suffer an Affliction. If you are suffering from 4 or more Afflictions or Injuries (or a combination thereof) and the duration isn't up, you are slain unless you take on a permanent Scar (covered in Chapter 8: Healing & Hazards).

Creatures At Exhausted!

If you move a creature to Exhausted!, choose their fate:

- **Mercy:** They are unconscious for 1 hour.
- **Death:** They are slain, and the player narrates the creature's death.

***Example**: Lior uses Streetfight against the pillager. Inflicting an incredible 31 Peril with a single shot, it moves the Pillager down to Exhausted!. The GM asks Lior's player Kate if she wants the pillager to live or die. Lior chooses mercy, leaving the pillager lying in the street unconscious.*

Survivors At Exhausted!

When you are moved to Exhausted!, your survivor suffers an Affliction. If you suffer Peril again while Exhausted!, and if it exceeds one or more Peril Thresholds, suffer another Affliction.

If you are suffering from 4 or more Afflictions or Injuries (or a combination thereof) and the duration isn't up, you are slain unless you take on a permanent Scar.

Suffering Afflictions

An Affliction is a temporary but acute psychological state of being. It is caused by being moved to Exhausted! on the Peril Condition Track, the effects of Poison, or other situations.

When you suffer an Affliction, roll D100 on the Affliction tables from the Appendix. Based on the narrative, the GM will determine if you suffer a bodily, mental, or spiritual Affliction. If you suffer Peril again while Exhausted!, and if it exceeds one or more Peril Thresholds, suffer another Affliction.

Affliction Duration

You suffer from an Affliction's effects until the duration is up. However, if you undergo successful Chirurgery, reduce its duration. Once an Affliction undergoes Chirurgery (whether successful or not), it cannot be treated in any other normal way until the duration is up.

Scars from Afflictions

If you are suffering from 4 or more Afflictions or Injuries (or a combination thereof) and the duration isn't up, you are slain unless you take on a permanent Scar (covered in Chapter 8: Healing & Hazards).

GM Tip: Variant Rule Active Defense

The First Edition has a Reaction called Defend that costs 1 AP. If you want to continue using it in Reforged Edition, remove the use of Fortune Coins to absorb Damage and Peril from Chapter 2 and replace it with this Reaction:

Defend (Reaction, 1 AP): Before a foe rolls Damage or Peril from a weapon Attack or Streetfight, use 1 AP and roll an Opposed Test. If successful, you

Chapter 8:
Healing & Hazards

General Healing Practices

Naps don't heal stab wounds in **ZWEIHÄNDER**. You must drink laudanum or Bind Wounds to heal Damage. Sleep can cure most fatigue (but not every rest is restful). You must use smelling salts or go to sleep to heal Peril. The most common healing practices are covered in the first few pages. Easing the symptoms of Diseases and other hazards are found later in this chapter.

Healing Damage

Drink Laudanum

Spend a few moments drinking laudanum and move one step up the Damage Condition Track. You can only drink it once a day.

Bind Wounds

Effect: Expend bandages for a few moments, then roll a Leechcraft Test. If successful, the creature moves up the Damage Condition Track based on your [IB]. If failed, you can try again later.:

- **[IB] 1 to 3:** One step up
- **[IB] 4 to 6:** Two steps up
- **[IB] 7 to 9:** Three steps up
- **[IB] 10 or more:** Four steps up

Crit Success: They move five steps up instead.

Crit Failure: They move to Exhausted!.

Other Limits: A creature can only successfully undergo Bind Wounds once every day.

Healing Peril

Inhale Smelling Salts

Spend a few moments inhaling smelling salts and move one step up the Peril Condition Track. You can only inhale them once a day, or they have the opposite intended effect.

Sleep

When you sleep for 6 consecutive hours in a safe place, you awaken at Fine on the Peril Condition Track. If you sleep in a dangerous place, you awaken at Imperiled. You can only gain its effects once every day.

Healing Injuries & Afflictions

When you are suffering from an Injury or Affliction, you can drink tincture to temporarily ignore its effects. However, you can also undergo Chirurgery to reduce its duration.

Drink Tincture

Spend a few moments to drink tincture and ignore the effects of an Affliction, Disease, or Injury for 6 hours. You can only drink it once a day.

Chirurgery

Effect: Use chirurgery tools for 1 hour, then roll a Leechcraft Test. If successful, all of the creature's untreated Afflictions, Diseases, and Injuries reduce their duration by your [IB] in days (to a minimum of 1), but they fall unconscious for 1 hour. If failed, the creature remains unconscious for 1 hour, and you can try again later.

Crit Success: They also completely recover from 1 Affliction, Disease, or Injury of their choice.

Crit Failure: They also increase the duration by your [IB] in days.

Other Limits: A creature can only successfully undergo Chirurgery once every day. Once undergoing it, you cannot undergo Chirurgery to treat those same ones (but may for future ones). You cannot perform Chirurgery on yourself.

New Scars

Every Scar tells a story, representing a journey of healing, struggle, or change. Each is a unique mark of an experience that has shaped your survivor's life in some way.

If you are suffering from 4 or more Injuries or Afflictions (or a combination thereof) and the duration isn't up, you are slain unless you take on a permanent Scar. Here's what happens when you choose to gain a Scar:

- Fall unconscious for a day and awaken at Exhausted!.
- Instantly heal from all ongoing Afflictions and Injuries.
- Write a new Brush With Death.
- Select a Scar that makes sense from the **Appendix**.
- Write a new Inner Strength and Tragic Flaw.
- Describe a new Memento, as you now have a new one.

Corruption & Malignancies

In some games, a deadly, enervating force called Corruption is ever-present. It spoils the mind, soul, and body, turning its victims into vile monstrosities. It can affect the landscape, turn a swamp into a wight-infested midden, warp dead cities in and out of existence, cause violent weather patterns, and worse. It seeps into the Material Realm from the Vault of Night, a place of distant and demonic influence. Corruption cannot be seen, but those attuned to Occultism can sense its presence with a spell called Wytchsight.

Corruption Tracker

On the second page of your survivor sheet, you will see a series of "moons" with diamonds in the center of it. From left to right, the moons grow darker. This is your Corruption Tracker. It is a way to show a survivor's exposure to the unpredictable nature of the Vault of Night and its hosts.

Unlike Damage and Peril, Corruption accumulates over time and cannot be healed. Record it on the Corruption Tracker by darkening the diamond. When you reach 10 or more Corruption (the darkest moon on the right-hand side of the Corruption Tracker), you must take on a permanent Malignancy.

Act of Corruption	Value
Associate with Cultists	1
Ingest Cursed Substances	1
Perform Dark Rites	1
Read Forbidden Grimoires	1
Desecrate Holy Sites	2
Spread Plague and Disease	2
Unleash Corruptive Magic	2
Wield Damned Artifacts	2
Create Pacts with Strange Entities	3
Sacrifice Loved Ones	3
Witness a Beyoner's True Form	3
Wounded by a Higher Demon	3

Resist Corruption

Effect: Whenever you are exposed to a situation the GM deems likely to be a source of Corruption, roll a Toughness Test. If successful, you withstand gaining Corruption. If you fail, you gain 1, 2, or 3 Corruption based on the Act of Corruption.

Crit Success: You are also immune to the source of Corruption for a day.

Crit Failure: You gain an additional 1 Corruption.

Other Limits: If you are at 10 or more Corruption, you gain a permanent Malignancy.

"Healing" Corruption

Corruption is a temporary but cumulative value you track on your survivor sheet. The higher the number, the closer you get to growing a Malignancy. There are no normal means to recover from it.

Malignancies

When Corruption reaches its crescendo, you develop a single, visceral element that physically and spiritually changes you. Malignancies remain hidden, manifesting only when you want to reveal them or for story-based triggers the GM creates (such as Vampirism or Wereform). When you reach 10 Corruption or more, you gain a permanent Malignancy. Here's what happens when you choose to gain a Malignancy:

- Reset your Corruption Tracker to 0.
- Randomly determine a Malignancy from the Appendix.
- You can now **Manifest A Malignancy** anytime.

Benefits & Drawbacks of Malignancies

In a world of superstition and ignorance, many believe that Disease is born from impiety, a cruel curse waged upon the people by angry gods. Commoners cling to apothecaries and barber surgeons, handing over whatever riches they have to alleviate themselves from pain. Aristocrats look to physicians trained in academies to lance boils, scrub sores, and apply expensive unguents.

Disease

Life is stalked by a danger that hides around every corner, bowl of stew, and source of potable water: sickness.

Resist Disease

Effect: Whenever you are exposed to a Disease, roll a Toughness Test. If successful, you withstand the Disease. If you fail, you suffer from its effects for the duration.

Crit Success: You are also immune to the source of the Disease for a day.

Crit Failure: Extend the duration by 1D10+1 days.

Other Limits: If you are wearing a face wrap, a plague doctor's beak, or other forms of spiritual protection, gain a Help Die to Resist Disease.

Black Pox

Duration: 1D10+1 days

Effect: Temporarily reduce your [FB] by -1 every day. If it reaches zero, you are moved to Exhausted! and suffer an Affliction.

Dysentery

Duration: 1D10+1 days

Effect: You cannot restore your Peril Condition Track.

Infection

Duration: 1D10+1 days

Effect: You move one step down the Damage Condition Track every day.

Leprosy

Duration: 3D10+3 days

Effect: Temporarily lose 1 Skill Rank every day. If you lose all Skill Ranks, you are moved to Exhausted! and suffer an Affliction.

Necrotic Rot

Duration: 1D10+1 days

Effect: Gain 1 Corruption every day.

Rabies

Duration: 1D10+1 days

Effect: Temporarily reduce your Initiative Modifier by -1 every day. If it reaches zero, you are moved to Exhausted! and suffer an Affliction.

Smog Sickness

Duration: 1D10+1 days

Effect: You awaken at -5% To Skill Tests on the Peril Condition Track every day.

Typhoid Fever

Duration: 2D10+2 days

Effect: You cannot restore your Peril Condition Track.

Venereal Disease

Duration: 2D10+2 days

Effect: You can only restore your Peril Condition Track to Imperiled over the duration.

Healing Diseases

When suffering from a Disease, you must drink tincture or undergo Chirurgery to treat its effects temporarily.

Drinking

Every hour you drink alcohol, you must succeed on a Toughness Test or suffer 2D10+2 Peril and become Drunk for the same number of hours you've been drinking. If you Critically Succeed, ignore the next Test to resist the same effects within a day. If you Critically Fail, you suffer 3D10+3 Peril and become Drunk instead.

Drunk

While Drunk, you gain +1 to Damage & Peril Thresholds and Flip To Succeed Resolve Tests. If you succeed, treat it as a Critical Success. However, you cannot heal your Peril Condition Track until you sleep it off for 6 consecutive hours. If you are moved to Exhausted! while Drunk, you fall unconscious for a day and awaken at Imperiled on the Peril Condition Track.

Extreme Cold & Heat

Every 6 hours you are exposed to extreme cold or heat without proper preparation, you must succeed on a Toughness Test or suffer 2D10+2 Peril and Frostbite or Heatstroke. If you Critically Succeed, ignore the next Test to resist the same effects within a day. If you Critically Fail, you suffer 3D10+3 Peril instead and Frostbite or Heatstroke.

Frostbite & Heatstroke

While suffering from Frostbite or Heatstroke, you cannot heal your Peril Condition Track until the conditions change. If you are moved to Exhausted! while suffering from Frostbite or Heatstroke, you suffer an Affliction every day after that.

Falling

When you fall, you must succeed on a Coordination Test or suffer 1D10+1 falling Damage for every storey fallen. Success cuts Damage in half.If you Critically Succeed, ignore the falling Damage. If you Critically Fail, you suffer an additional 1D10+1 falling Damage. If you are moved to Dying! from falling Damage, suffer a blunt weapon Injury.

Fire

When exposed to flames, you must succeed on a Toughness Test or suffer fire Damage. Success cuts Damage in half. If you Critically Succeed, ignore the fire Damage. If you Critically Fail, you suffer an additional 1D10+1 fire Damage. If you are moved to Dying! from fire Damage, suffer a fire Injury.

Source	Fire Damage
Candle, smoldering paper	NONE
Hearth, torch	1D10+1 fire Damage
Bonfire, exploding lantern	3D10+3 fire Damage
Boiling oil, hot tar	6D10+6 fire Damage
Lava, lightning bolt	9D10+9 fire Damage

Horror

Your survivors will be thrust into horrific situations that test their minds. Every trial will have an acute effect on their minds, gradually eroding their ability to reason while simultaneously desensitizing them to these situations. Monsters and situations that unnerve, scare, or horrify you will provoke one of three kinds of horror.

Resist Horror

Effect: Whenever you are exposed to a situation the GM deems likely to trigger a survivor's fight or flight instinct, they will call out whether it may cause you to become Stressed, Frightened, or Terrified. Then, roll a Resolve Test. If successful, you withstand Horror. If you fail, you suffer from its immediate and lasting effects.

Crit Success: You also bring comfort to an ally as they succeed on their Resolve Test.

Crit Failure: You suffer an additional 1D10+1 Peril.

Other Limits: If you are moved to Exhausted! while Stressed, Frightened, or Terrified, you suffer an Affliction.

Each condition confers an immediate effect that happens now and a lasting effect that persists. The lasting effects don't disappear until you defeat or escape the source that provoked it.

While these conditions don't compound (e.g., you don't suffer from being Stressed, Frightened, and Terrified simultaneously), you will move to the following worse condition as you are exposed to new horrifying situations.

Stressed

Immediate Effect: Suffer 1D10+1 Peril.

Lasting Effect: -2 to Damage & Peril you inflict.

Description: Stress arises from situations causing unease, anxiety, restlessness, impatience, the anticipation of bad outcomes, and dealing with tedious tasks. Suggested triggers:

- Investigate the gruesome scene of a murder.
- Summoned to witness the execution of someone.
- Inch along a cliffside so narrow that falling could lead to death.
- Break a promise or knowingly tell a lie to a person of prominence.
- Reputation is questioned at a public forum, humiliating you or worse.

Frightened

Immediate Effect: Suffer 2D10+2 Peril.

Lasting Effect: -4 to Damage & Peril you inflict.

Description: Fear is a more acute emotion than stress, elicited by real or perceived impending danger or pain, whether it emerges suddenly or gradually. This emotion can evoke a sense of prolonged fear. Suggested triggers:

- Hold a conversation with someone you know is dead.
- Hear a heart beating in the darkness of a hallway.
- Witness the unearthly chanting of the dead within a crypt.
- Stumble across a bear protecting her cubs.

Terrified

Immediate Effect: Suffer 3D10+3 Peril.

Lasting Effect: -6 to Damage & Peril you inflict.

Description: Terrifying situations arise from confronting grim realities and the bizarre, where the unimaginable becomes true, often encapsulated by the notion of "things that should not be." Suggested triggers:

- Commit an act of cannibalism.
- Commit prejudicial acts toward people.
- Discover that the nightmares you are experiencing are real.
- Perform a ritual so heinous that it results in the slaughter of innocent people.
- Witness the emergence of a devil into the world without arcane protections.

Hunger

You must eat one meal with a drink every day. Every day you go without, you suffer 2D10+2 Peril and are Starving.

Starving

While Starving, you cannot heal your Peril Condition Track until eating and drinking. You continue to suffer 2D10+2 Peril every day. If you are moved to Exhausted! while Starving, you suffer an Affliction.

Poisons

The effects of multiple doses of Medicine and Poison are not cumulative. Poisons can be rendered into liquid or smeared on a weapon but evaporate in 6 hours. The ongoing effects can be nullified with antivenom.

Resist Poison

Effect: Whenever you are exposed to a Poison (such as being attacked with a poisoned weapon, imbibing it unknowingly, etc.), roll a Toughness Test. If successful, you withstand the Poison. If you fail, you suffer its effects for the duration.

Crit Success: You are also immune to the Poison for a day.

Crit Failure: They are moved to Exhausted! and suffer an Affliction.

Other Limits: You cannot resist Poison when unconscious.

Poisons	Price Per Supply Rating	Effect
Arsenic	50 SP	Corrupted and Humanoid creatures temporarily reduce their Primary Attributes by -10% for a day.
Beastbane	25 SP	Animalian and Primeval creatures suffer an ongoing 2D10+2 Peril every Round for 1 hour.
Coffee or Tea	5 SP	Move up the Peril Threshold Track from Imperiled to Fine, and ignore becoming Tired for 3 hours.
Devilweed	10 SP	You gain a Help Die to Resolve Tests for 1 hour, but all Move Actions cost 1 additional Action Point.
Folkbane	50 SP	Corrupted and Humanoid creatures cannot use Reactions for 1 hour.
Green Fairy	20 SP	You gain a Help Die for Skill Tests related to art for 3 hours, but move one step down the Peril Condition Track.
Mandrake Root	50 SP	You fall unconscious for 6 hours and awaken at Fine, even in unsafe places.
Nightshade	50 SP	Every Round, you move one step down the Damage Condition Track for 5 Rounds.
Opium	50 SP	You fall unconscious for 3 hours and then move one step up the Peril Condition Track. You can only gain its effects once a day.
Rotgut	1 SP	You become Drunk.
Scorpion Venom	10 SP	You reduce your Initiative Modifier by -3 for 3 hours.
Snake Venom	50 SP	You reduce your Damage & Peril Thresholds by -3 for 3 hours.
Spider Venom	50 SP	You cannot use more than 1 Action Point to move on your Turn in a fight scene for 3 hours.
Tobacco	2 SP	You gain a Help Die to all Insight Tests for 1 hour, but when you suffer from being Stressed, Frightened, or Terrified during this time, you must use tobacco again or move one step down the Peril Condition Track.

Tired

While Tired, you cannot heal your Peril Condition Track until sleeping. You continue to suffer 2D10+2 Peril every day. If you are moved to Exhausted! while Tired, you suffer an Affliction every day after that.

Suffocation

This is a catch-all for choking from heavy smoke, drowning in water, or other extremes that can reduce airflow.

You can hold your breath for a number of minutes equal to [BB]. For every minute after that, you suffer 2D10+2 Peril from Suffocation. If you are moved to Exhausted! while Suffocating, you fall unconscious and suffer an Affliction every minute after that. You can be revived with a Kiss of Life.

Kiss Of Life

Effect: Spend 1 minute with a creature, then roll a Leechcraft Test. If successful, they awaken at Exhausted!. If failed, they suffer an Affliction and you can try again.

Crit Success: They recover to -15% To Skill Tests on the Peril Condition Track.

Crit Failure: They are moved to Exhausted! and suffer an Affliction.

Other Limits: You cannot perform a Kiss of Life on yourself.

Sleep

You must sleep 6 consecutive hours every day. If you sleep in a safe place, you awaken at Fine. However, if you sleep in an unsafe place, you awaken at Imperiled. Every day you go without sleeping, you suffer 2D10+2 Peril and become Tired.

Visibility

While most situations will be in Bright Light (during daytime or near a light source), other visibility situations change the results of vision-based Skill Tests.

Source	Examples	Skill Test Penalty
Bright Light	Daytime, near a light source	NONE
Dim Light	Edge of lantern light, fog, mist, moonlight, smoke	Hindrance Die for all vision-based Skill Tests
Total Darkness	Absence of light, blinding light	Cannot succeed at vision-based Skill Tests.

Chapter 9:
Narrative Tools

A typical session flows naturally in what's known as narrative time, a flexible, back-and-forth rhythm that allows events in the campaign world to unfold organically. Here, interactions can span hours, days, or even months in-game, and there's no rigid structure dictating how these moments must play out everything moves at the pace of the story and the players' choices. However, when the stakes rise, the game shifts into one of three distinct gameplay pillars to bring focus and excitement to pivotal moments.

Chase Scenes: High-stakes encounters where players either track down a target or attempt to escape one, with each action and decision heightening the suspense of the pursuit.

Intrigue Scenes: Here, players navigate conversations and negotiations, seeking to build alliances, sway neutral parties, or gather valuable information. Each interaction weighs heavily on the outcome.

Travel Scenes: When players leave the safety of the city, these scenes highlight the dangers and discoveries of the overland journey, from navigating treacherous terrain to encountering mysterious landmarks.

Chase Scenes

Chase scenes are an exciting way to continue dice rolling when creatures run away from a fight or chase after survivors during a tense moment in the story. They are also a fun pacing mechanic that breaks up narrative interactions.

Chase Scene Overview

Step 1: Set The Scene

Step 2: Set Escape Condition

Step 3: Roll Escape Threshold

Step 4: Roll Pursuit Value

Step 5: Determine Complications

Step 6: Start New Rounds

Step 1: Set The Scene

As a chase scene begins, the GM will highlight these elements:

Chase Distance: A chase scene doesn't necessarily play out in local movement as it would for a fight scene. Whenever you begin a chase, the GM will communicate whether it is measured in paces, miles, or leagues. Sometimes, it may be a long chase across a small barony to catch up with an army (leagues), racing on horseback through the countryside (miles), or a simple chase through the city streets (paces).

Escapee & Pursuer: Every participant in the chase is either an Escapee or a Pursuer. Escapees are on the run; Pursuers are chasing after them.

Time: Unlike fight scenes, a Round in a chase scene can equal minutes, hours, or days. Some examples include a footrace during a holiday celebration (minutes), on horseback in hot pursuit of a bounty (hours), or a war party marching to save a city from invasion (days).

Example: *An assassin called "The Bride" has infiltrated the survivors' encampment and slain one of their scribes. The scribe was in the midst of encoding battle plans for the survivors' allies some miles away. With the battle plans in hand, the assassin flees. A spy under the survivors' employ reports that a woman who fits the description of The Bride is in the nearby castle holding called Cale Landon.*

Donning disguises, survivors Lior Eckhardt, Suspirianci, and Parson Sterling track The Bride to a flophouse on Cale Landon's outskirts. But she smells danger and flees . . . and the survivors give chase.

The GM decides the chase will play out in minutes. There are three survivors (Pursuers), and the distance between them and The Bride (Escapee) is relatively close.

Step 2: Set Escape Condition

The GM should have the Chase Tracker from the Appendix handy. Like the Initiative Ladder, it is visible in the center of the play area. Alternatively, you can use a battlemat and miniatures (or a dry-erase board) to represent distances visually.

Example: *As with the Initiative Ladder, players handle the Chase Tracker. In this example, the survivors are the Pursuers, while The Bride is an Escapee. One player writes The Bride as the Escapee at the top of the tracker. They also write Lior Eckhardt, Suspirianci, and Parson Sterling as Pursuers.*

Set Escape Condition

Much like a fight scene, chases use Rounds. During a Round, assume everyone in the scene gets to roll dice. The GM will decide the Escape Condition: a distinct number of Rounds it will take before the Escapee completely eludes their Pursuers.

Short Chase (3 Rounds): This is an excellent way to handle chase scenes for groups of 5 or more players. This allows every player to contribute without exceeding 15 minutes of real-world time.

Long Chase (6 Rounds): This is ideal for a group of 4 players, introducing more opportunities for random elements to occur during the chase. This also mirrors the average length of a fight scene between equal opponents.

Extended Chase (9 Rounds): This is ideal when 3 or fewer players are involved. Extended Chases allow multiple opportunities for smaller groups to make meaningful choices that are exciting and bombastic.

Once the GM determines the Escape Condition, write the number of Rounds the chase will last.

Example: *There are three survivors (Pursuers), and the distance between them and The Bride (Escapee) is relatively close. With moments to spare, the survivors give chase. The GM sets the Escape Condition as a Short Chase (3 Rounds).*

Step 3: Roll Escape Threshold

It's time to begin the chase!

Determine Escape Threshold

At the beginning of each Round, the Escapee will roll 2D10+[AB] to determine the Escape Threshold. It represents an abstract distance they're ahead of Pursuers for that Round. Based on the narrative, determine whether an Escapee has a **Head Start**. If so, add 1D10 to their first Escape Threshold, but only during the first Round of the chase. Calculate the results to determine the first Round's Escape Threshold, then record it on the Chase Tracker.

No matter the number of NPC Escapees, roll a single Escape Threshold. If your survivor is an Escapee, every player will roll their Escape Thresholds individually.

Example: *The Bride is the sole Escapee. She has a Head Start and therefore rolls 3D10+[AB]. The Escape Threshold for the first Round is set to 17.*

Step 4: Roll Pursuit Value

After the Escape Threshold is set, you will begin chasing the Escapees by rolling your Pursuit Value. Starting in order of the Initiative Ladder, every survivor will roll 2D10+[AB] and write it at the top of the Chase Tracker.

Example: *Lior is on foot and has a 15 Pursuit Value. Suspirianci hops onto a horse, using an alternative form of movement. However, it does them no good as she only generates a 9 Pursuit Value. The chase continues as Parson Sterling is next to roll.*

After Pursuit Values are determined, compare them to the Escape Threshold. If the Pursuit Value is equal to or less than the Escape Threshold, you don't catch up. But if the Pursuit Value exceeds the Escape Threshold, you can attempt to slow down the Escapee with an Opposed Test.

Example: *Parson Sterling rolls an 18 for their Pursuit Value, catching up to The Bride's Escape Threshold of 17!*

Attempt to Capture

Effect: When your Pursuit Value exceeds the Escape Threshold, you and the Escapee will roll an Opposed Test using a Skill you feel makes the most narrative sense. Whoever succeeds in their Test and rolls the highest on D100 wins. If you win, the Escapee suffers 2D10+[BB] Peril. If you fail, the escapee strikes you, and you suffer 2D10+[BB] Peril instead.

Crit Success: The Escapee suffers 3D10+[BB] Peril instead.

Crit Failure: You suffer 3D10+[BB] Peril.

Other Limits: When you move an Escapee to Exhausted!, they fall unconscious for 10 minutes and are captured. If a Pursuer is Exhausted! they can no longer participate in the chase.

Attacking Escapees: Chase scenes are focused on momentum. If a Pursuer or escapee wants to attack one another or chooses Blackpowder, Melee, or Ranged, the scene immediately switches to a fight scene.

Example: *Given the crowded nature of where the chase is taking place, Parson picks Coordination so that he and The Bride will both attempt a (Hard -20%) Coordination Test. Parson has a 36% to succeed and rolls a 35%. The Bride has a 48% chance to succeed and rolls a 34%. Parson won the Opposed Test and rolls 2D10+[BB], inflicting 24 Peril on The Bride. Though it's not enough to bring her down to Exhausted!, The Bride is now at -15% To Skill Tests.*

Step 5: Determine Complication

Regardless of whether you or an Escapee is ahead, a chase will inevitably result in Complications along the way. These represent narrative setbacks or situations that you or the Escapee must overcome.

Compare the Escape Thresholds and Pursuit Values for that Round. The creature with the lowest result faces a Complication. Each has its own Skill and Difficulty Rating required to overcome it. Complications by location type are found in the **Appendix**.

Example: *The GM compares the chase scene's first Round results. Lior had 15, Suspirianci had 9, Parson Sterling had 18, and The Bride had 17. This means Suspirianci faces a Complication. The GM rolls D100 on the Complication table to see what happens next.*

Step 6: Start New Rounds

If the Escapee isn't moved to Exhausted! that Round, the chase scene continues. Move back to Step 3: Roll Escape Threshold and repeat these steps. If you don't capture an Escapee before the Escape Condition is met, they get away.

Example: *By the second Round, they reduce The Bride to Exhausted! and capture her. Interrogating her, they discover she operates on behalf of another party: the mysterious Shadowbroker. The players then plan to confront the Shadowbroker in the Crooked Cue, a billiards hall. Lior Eckhardt, Suspirianci, and Parson Sterling decide to lay low and gather intelligence in and around Cale Landon.*

Three other survivors (Lyndon Geneveux, Tiberius, and Natasha Steeples) gather to head to the Crooked Cue. The GM decides that it's time to shift to an intrigue scene.

Intrigue Scenes

When you seek to convince NPCs of a significant falsehood, persuade another to capitulate to demands they'd not otherwise readily agree to, or plant your agendas into others' minds with profound effect, you will engage in an intrigue scene.

Intrigue Scenes Overview

Step 1: Determine Complexity

Step 2: Conclude Simple Intrigue

Step 3: Begin Complex Intrigue

Step 4: Build Intrigue Tracker

Step 5: Role-play

Step 6: Conclude Complex Intrigue

Step 1: Determine Complexity

As an intrigue scene begins, the GM will decide how they want the intrigue to be resolved using one of these approaches:

Simple Intrigue

This requires one well-reasoned argument or a single Skill Test from you to convince an NPC of something. Examples include haggling over the price of something, bribing a minor official to ignore trespass, and gathering rumors.

Complex Intrigue

These require continuous engagement with one or more NPCs, several decisions, and a single Skill Test from players. However, the results do not necessarily determine success. Role-playing is the heart of Complex Intrigues. Much like a fight scene, a Complex Intrigue takes roughly an hour of real-world time at the game table but may span several minutes or hours of in-game time.

GM Tip: NPCs Don't Roll for Intrigue

Intrigue scene mechanics are strictly intended for players to interact with NPCs only. While NPCs can certainly use social-based Skills, it is up to players to role-play their survivor's reactions. GMs should not use Skills to force players to role-play a certain way. Talents and spells that can magically control survivors are the exception. This ensures a fair and balanced gameplay experience where your decisions and role-playing skills truly matter.

Step 2: Conclude Simple Intrigue

Assuming there is no danger of failure, the GM will narrate what happens as you engage in a Simple Intrigue.

Example: *Natasha Steeples knows that the Crooked Cue welcomes those of higher social standing. She also knows the mysterious woman called the Shadowbroker makes it her meeting place. Natasha tells her companions, Tiberius and Lyndon Geneveux, to dress to the nines. The survivors approach the tavern only to meet an ill-tempered doorman.*

No Risk, Don't Roll

You succeed if the GM decides you role-played well enough to convince the NPC.

Example: *Although the survivors have dressed the part, they clearly aren't of the same exclusionary social class as the other patrons. Also, the doorman seems to scrutinize every person who walks in.*

Lyndon says to the GM that he wants to grease the palm of the doorman with a week's wage in silver pieces. The GM normally relies on a Guile Test to see if it's successful, but because the amount of money was so high, the GM dismisses the Skill Test and narrates that the survivors are welcomed in without a pat-down.

Is There Risk? Roll a Skill Test: If your reputation or life is at risk, the GM will ask you to roll a Skill Test.

Example: *The Crooked Cue is filled with aristocrats engaged in games, laughing about the latest gossip in Cale Landon, and drinking as hangers-on try to engage them in conversation. Eyes turn toward the survivors as they walk inside, despite dressing the part.*

NPC Disposition & Skill Tests

When you interact with an NPC, the GM secretly determines how the NPC feels about you, using one of the following NPC Dispositions as a starting point.

Friendly: The NPC shares common ground with you. Although they still need to be persuaded, it would be common for them to help you to the best of their ability.

Indifferent: The NPC has no particular feelings towards you. They can be bargained with with favors or compensation. They will follow orders out of duty but won't put themselves in harm's way.

Hostile: The NPC doesn't like you–maybe their reasoning is grounded in misgivings or hang-ups. Hostile people are rarely convinced to work in your favor and will entertain conspiracies to take you down.

GM Tip: NPC Social Class

How people were raised and the conventions they currently live by affect intrigue scenes. It reflects affectations of speech, mannerisms, and style. The inequities between Social Classes become apparent during transactions where favors, money, or reputation are at play.

Players interacting with NPCs of the same Social Class benefit from a Help Die. If they interact with an NPC of a different Social Class, they suffer a Hindrance Die.

Roll To Influence

Effect: After you interact with an NPC, and if the GM decides that you need to roll a Skill Test to influence someone, choose a Skill to influence them. This Skill choice should be related to what you were trying to achieve. The Difficulty Rating is set based on the Disposition of the NPC:

- **Friendly:** (Easy +20%)
- **Indifferent:** (Normal +/-0%)
- **Hostile:** (Hard -20%)

If successful, the NPC will capitulate to your demands, provided that it does not harm them.

Crit Success: The NPC's Disposition also changes positively toward you.

Crit Failure: The NPC's Disposition changes negatively towards you. However, if they were already Hostile, a fight scene may occur.

Other Limits: Another survivor may try if you fail, but must change their tack from yours.

Example: *Natasha scans the room. Knowing that the barkeep likely won't reveal who the broker is (for fear of reprisal), she joins a card game where the coins are stacked high, and the aristocratic players appear to be a cut above the other patrons.*

The GM asks for a (Normal +/-0%) Gamble Test, which she succeeds. After she has won several hands of cards, Natasha asks the aristocrats where the Shadowbroker can be found. The GM decides that Natasha must roll a successful (Normal +/-0%) Persuasion Test to get the answers she needs. Her fellow card players are considered Indifferent, and Natasha rolls a Critical Success! The GM decides that not only will the card players tell Natasha who the Shadowbroker is, but they will formally introduce her! After Natasha gets what she wants, she alerts Lyndon Geneveux and Tiberius to join in the introduction.

Step 3: Begin Complex Intrigue

For a Complex Intrigue, print out the Intrigue Tracker from the **Appendix**. The GM secretly maintains this tracker. Players and the GM will take a moment to talk above board (out of character) with one another, focusing on three things affecting a Complex Intrigue.

Who Will Participate?

The GM will begin by asking who will participate in the intrigue. Decide among yourselves who will participate. The more survivors participating, the better your chances of producing a desirable outcome. Once you decide whether or not to participate in the scene, the GM will write your survivor's name on the Intrigue Tracker.

Don't Be Afraid To Participate: You don't have to be "the best" role-player to participate in a Complex Intrigue. Remember, speaking in the first person or simply describing what you will do in the third person are valid ways to play.

Example: *After a brief introduction, the survivors come to the Shadowbroker's private quarters. Tiberius seems ill-equipped to deal with these interactions, and his player Will defers to the others to lead the role-playing exchange. This leaves both Natasha and Lyndon to participate in the exchange.*

What Is To Be Gained?

The GM will ask everyone what their survivors hope to gain from the exchange. All players will discuss their objectives regardless of whether or not their survivors intend to participate in the intrigue scene. Several agendas are likely to be in play. For instance, one player may wish to ferret out secrets from the NPC, whereas another may want to establish a firmer relationship or patronage.

Players don't have to share the same objectives, but everyone should know what the other players are after. Once the players have agreed upon their objectives, it will give them a solid theme to adhere to.

Example: *The Shadowbroker can offer the survivors information. During the social intrigue exchange, they need to learn three key things: who sent The Bride, where that person is, and how strong their numbers may be. The players mutually agree upon the objectives, and the GM orchestrates the next part of the intrigue.*

What Is At Stake?

The GM will ask everyone what is at stake if they fail. When survivors enter an intrigue scene, they always have something at stake: esteem, social standing, or even their lives. Players should announce and agree upon what will be at stake. The GM will consider these stakes when it's time to role-play as potential pressure points during negotiations.

Be as specific as possible when deciding what is at stake. If players cannot convince an NPC at the end of the Complex Intrigue, they will have to sacrifice stakes to get what they want out of an NPC.

Example: *The players describe what they think the stakes may be. Dealing with the Shadowbroker carries its own risk: by seeking information from her, she may later decide to sell information about them. Additionally, the Shadowbroker could sell them out to the person who sent the assassin. Finally, there will definitely be an exchange between the survivor and the Shadowbroker for her services. Either she will take all their coin or ask for a favor to be called upon later. They must set aside their morals if they cannot convince the Shadowbroker.*

Step 4: Build Intrigue Tracker

As detailed in Step 2: Conclude Simple Intrigue, the GM will record the NPC's Disposition: Friendly, Indifferent, or Hostile on the Intrigue Tracker.

Example: *Unfortunately for the survivors, they've scorned the Shadowbroker in the past. Although they may not realize it, they've meddled in her business interests. However, being a businesswoman, she's willing to give them some benefit of the doubt. The GM decides the Shadowbroker is of an Indifferent Disposition.*

Favorable & Unfavorable Skills

Some Skills have a more pronounced impact on the interaction, while others may grate on an NPC's patience. The GM will secretly select favorable and unfavorable Skills and write them down on the Intrigue Tracker. These can be any Skills, even if they don't seem relevant (such as Blackpowder, Melee, and Ranged).

Using a favorable Skill for a Social Tactic later will treat a normal success as a Critical Success, and using an unfavorable Skill will treat a normal failure as a Critical Failure.

Example: *The Shadowbroker is in the business of information exchange. The GM decides that Persuasion is a favorable Skill. But she does not react well to being dragooned, so the GM decides that Resolve is an unfavorable Skill.*

Step 5: Role-Play

Intrigue scenes require honeyed talk, deals struck, pledges given, lines drawn, and veiled threats of violence to make NPCs acquiesce to demands they'd normally refuse.

Once the GM fills out the Intrigue Tracker, switch away from the above-board conversation and back to the role-playing portion of the scene. This is entirely free-form, but the GM will consider the NPC's Disposition to inform how they interact with survivors.

The interaction should turn into a debate, conniving and negotiating with one another, showcasing a decision-making process that feels as intense as a fight scene. Consider what is at stake, particularly if the conversation goes sour. There is no right or wrong way to role-play these reactions from either the player's or GM's perspective. But the GM should remain as impartial as possible, letting the personality of the NPC bubble up, along with their Disposition and any prior relationship they may have with the survivors, and influence their responses.

Example: *Now that the table is set, the players begin role-playing with the GM, who is acting as the Shadowbroker. A tense exchange and a few heated words ensue. Fortunately, nothing escalates to violence, but the Shadowbroker knows what she could gain from the survivors.*

Sensing Danger

There are times when your survivor will grow suspicious. For instance, perhaps you smell deception; perhaps someone is masquerading as the person you were supposed to meet. An Awareness Test may determine that the NPC's military garb or medals are put on incorrectly.

Example: *Tiberius's player Will grows suspicious of the Shadowbroker. Sensing a double-cross, he asks the GM if he can make an Insight Test. Unfortunately, Tiberius fails the Skill Test, so he cannot understand what he seeks.*

Step 6: Conclude Complex Intrigue

But there will come a time in the Complex Intrigue when the role-playing must end: when all objectives have been stated, risks addressed, and negotiation points finalized.

How To Win

When the GM feels that the conversation has ended, it's time for you to roll the dice to determine the outcome using a series of Opposed Tests. If the players gain more successes than the NPC, the NPC will capitulate to your demands and nothing at stake will be lost. If the NPCs have more successes, you can still get what you want . . . providing you give up one thing that's at stake.

Describe Your Social Tactic

Considering the exchange, each player selects a Skill to guide the intrigue. This tactic should be related to what you were trying to achieve. Explain to the GM and the table how this Skill makes sense based on the exchange. You must select a different Skill from that of the other players.

Once each player has selected a Skill, the GM will ask for an Opposed Test from every participant in the Complex Intrigue.

Example: *Only Natasha and Lyndon chose to participate in Complex Intrigue. They discuss what Skills will prove most useful in extracting information from the Shadowbroker. Natasha feels that exchanging information helped them bargain for what they wanted. She selects Persuasion. Lyndon, a former socialite, wants to use his expertise. Trained in extracting information with lies and bluster, he chooses Guile.*

Use Social Tactic

Effect: Pick a different Skill from the other survivors. You and the NPC will roll an Opposed Test using the same Skill. The Difficulty Rating is set based on the Disposition of the NPC:

- **Friendly:** (Easy +20%)
- **Indifferent:** (Normal +/-0%)
- **Hostile:** (Hard -20%)

Whoever succeeds in their Test and rolls the highest on D100 wins. For every successful Opposed Test, gain 1 tally in the success column on the Intrigue Tracker.

Crit Success: Gain 2 tallies for success instead.

Crit Failure: You suffer 3D10+3 Peril.

Other Limits: Treat a success as a Critical Success for a favorable Skill. Treat a failure as a Critical Failure for an unfavorable Skill.

Example: *Natasha and the Shadowbroker roll a Persuasion Test. Natasha has a 66% to succeed and rolls a 57%. The Shadowbroker has an 87% chance to succeed and rolls 52%. Natasha succeeds, and the GM records it as 1 success for the players. However, when Lyndon and the Shadowbroker roll their Opposed Test using Guile, the Shadowbroker Critically Succeeds. The GM tallies the successes: 1 for the players and 2 for the Shadowbroker. The Shadowbroker wins the Complex Exchange!*

Determine The Outcome

This is when the GM should wrap up the Complex Intrigue and determine the narrative outcome. If the survivors had more successes, they get what they want within reason. However, if the NPC generated more successes, the negotiations have failed. Re-roll for ties.

Giving Up Stakes: If you have failed in a Complex Intrigue, the only way to achieve what you want is to give up something staked in the negotiation. There are no hard rules; the GM will make that determination, and the stakes you are willing to give up must match what you want to get in return.

Example: *There is no way around it; the survivors need to do something to get what they want from the Shadowbroker. They agree to do a job for her at a future date in exchange for the information they need. They discover that the assassination attempt was made by Baron Winterborn of Dunhallow, which is days from here.*

It's time to prepare for a trip cross-country to exact their revenge.

Travel Scenes

When you seek to travel overland, the GM will use travel scenes. These rules describe how to reach a destination and set the level of Danger assigned to each leg of the trip. There are two types: Fast Travel and a Journey.

Fast Travel Overview

Step 1: Chart The Way

Step 2: Determine Approach

Step 3: Terrain, Supplies & Danger

Step 4: Conclude Fast Travel

Journey Overview

Step 5: Begin A Journey

Step 6: Build Journey Tracker

Step 7: Determine Terrain & Danger

Step 8: Pick Roles

Step 9: Make Checks

Step 10: Roll For Encounter

Step 11: Start New Stretches

Step 12: Conclude The Journey

Step 1: Chart The Way

You will have some general knowledge of how to get where you need to go. Survivors likely have access to a regional map as reference material to chart the way. But it's not just the destination but the waypoints along the way. Depending on your choices, work with the GM to chart it out, and decide on the form of travel you will use (on foot, horseback, carriage, etc.).

Example: *The distance between Cale Landon and Dunhallow is several weeks' travel through forests, across a lake, and upriver. There are several waypoints along the way. However, the village of Fiefstead is a few days away and will make a good staging ground for their journey.*

Step 2: Determine Approach

Based on your choices, the GM will decide whether to wrap up travel quickly (Fast Travel) or extend it into a lengthened scene across a few sessions (Journey).

Fast Travel

If the survivors are not actively leading the travel sequence (such as taking a carriage between locations) or simply moving from point A to point B, a GM can use Fast Travel to abstract the journey's details. For instance, a GM can summarize a travel scene by saying, "You take a carriage from Cale Landon to Fiefstead, arriving at the village a few days later."

GM Tip: Fast Travel Vs. Journey

Fast Travel should be used to travel to places that survivors have previously visited that take less than a week to get to. A Journey should be used if the survivors are going to a place they've never visited before or if the entire travel sequence will take more than one week.

If using Fast Travel, skip to Step 3: Terrain, Supplies & Danger. If using a Journey, skip to Step 5: Begin A Journey.

Journey

Unlike Fast Travel, a Journey is a feature-length travel sequence. Each survivor takes on a different responsibility, from charting the route to supporting one another to maintaining supplies and avoiding danger. A Journey will take an hour or so around the game table but may span several days, weeks, or months of in-game time.

Example: *Lyndon Geneveux tells the other survivors that Fiefstead is where he had his Brush With Death. His player, Adam, asks the GM if this will make the trip easier. Based on this suggestion, the GM determines that this trip should be treated as Fast Travel. Pulling together their resources, the survivors chart a carriage to take them to Fiefstead, where they can more efficiently plot their path to Dunhallow.*

Step 3: Terrain, Supplies & Danger

The Terrain type will impact both Fast Travel and a Journey, as it sets the Difficulty Rating for survivors' Skill Tests. The GM will determine the Terrain and inform you of its characteristics.

Easy Terrain (Easy +20%): Consists of well-worn paths, open plains, and other roadways marked by signs and heavily trafficked.

Normal Terrain (Normal +/-0%): Consists of paths around large lakes, slow-moving rivers, marshes, and forests with little undergrowth.

Hard Terrain (Hard -20%): Consists of river rapids, blighted areas, hills, impenetrable forests, mountains, and tundra.

Example: *Fiefstead is east of Cale Landon along the well-trafficked heartland of the kingdom of Aglador. Since roads crisscross this area, the GM decides it will be Easy Terrain.*

Supplies

Being well-supplied is important for all travel scenes. Items such as provisions, ammunition, bandage, water, and other supplies are likely important.Work with each other and the GM to determine what supplies you'll need from **Chapter 6: Equipment**.

If you have an animal or vehicle to help carry supplies, multiply your [IB] by three to determine your maximum Supply Rating.

Chartering Your Trip: If you have chartered your travel, such as on a ship or carriage, supplies may be optional to track. In these cases, check with the GM.

Example: *The survivors negotiate with the coachee to take them to Fiefstead, and the coachee agrees to provide provisions for the survivors. There will be no need to supply in Cale Landon.*

Danger

The GM will inform you if there is a potential for danger while traveling. Depending on how dangerous it is, you are more likely to have some sort of random encounter. The GM will put a number of D6 in the middle of the play area that matches the level of danger. These dice are rolled later:

No Danger: No risk whatsoever of creatures or other hazards that stand in the way. Most peaceful or lawfully controlled roads pose no risk.

Mildly Dangerous 1D6: Some hazards or hindrances exist. Washed-out roads, forested paths, or less well-traveled areas pose danger. Roads with lax patrols have some level of danger.

Moderately Dangerous 2D6: This is a true wilderness area. Animalian and Primeval creatures stalk these areas, and easy routes across them are rare.

Highly Dangerous 3D6: High mountain passes prone to rockslides, overgrown forests where apex creatures sleep, wartime encampments, and angry locals qualify.

Example: *The GM decides that the trip to Fiefstead will not be dangerous, as they would rather save encounters for the long journey to Dunhallow.*

Step 4: Conclude Fast Travel

Assuming there isn't any danger on the way, the GM will narrate what happens as you undertake Fast Travel. Before arriving at your destination, you will roll a single Toughness Test to see how well you withstood the rigor of the road.

Withstand The Road

Effect: Everyone rolls a Toughness Test. The Difficulty Rating is set by the Terrain type. If successful, you suffer no Peril. If failed, you suffer 2D10+2 Peril.

Crit Success: You also bring comfort to an ally as they succeed in their Test.

Crit Failure: You suffer 3D10+3 Peril instead.

Other Limits: If on a steed, ship, or vehicle, gain a Help Die.

Random Encounter

If there is any danger before arriving at your destination, the GM will have one player roll a number of D6:

- **Mildly Dangerous:** 1D6
- **Moderately Dangerous:** 2D6
- **Highly Dangerous:** 3D6

If any lands on face "6", the GM will determine a random encounter from the **Appendix** or craft one of their design.

Supply Checks

After resolving any random encounters, you will eventually arrive at your destination. Roll a Supply Check for supplies that may have been expended. Normally, supplies are depleted on a face "6". However, during Fast Travel, supplies have a chance of depleting faster:

1 day: Lose 1 Supply Rating on face "6"

2 to 4 days: Lose 1 Supply Rating on faces "5 to 6"

5 to 7 days: Lose 1 Supply Rating on faces "4 to 6"

Example: *The survivors roll to withstand the road, and most arrive without suffering Peril. No encounters were necessary to roll, and supplies were no problem. After three days, the survivors arrive in Fiefstead.*

Step 5: Begin A Journey

When the GM determines that the travel sequence will be a Journey, you must chart how you will get where you need to and establish waypoints. This is typically done through role-playing, Skill Tests, and working with the GM.

Example: *The survivors will embark upon a mission from Fiefstead to Dunhallow. They know the road will be perilous, so they must gather information to chart the best route.*

The survivors split up in town: Parson Sterling visits a farmer he grew up with to ask about known roads. Natasha Steeples heads to a local bounty hunters' lodge, inquiring about prison caravans that head east. Lior Eckhardt digs through her father's diaries, seeking information about important way stations along the way to Dunhallow. Lyndon Geneveux goes to a local swill house and chats up a well-known raconteur to inquire if she's been that way (and perhaps if they can hitch a ride there with them). Suspirianci shakes down a local thug to tell her of the dangers of the road. Tiberius consorts with local merchants to find safe routes through nearby Slaughterpine Forest.

The GM asks the players to each roll a specific Skill Test to see what they can drum up for information. This gives them the details of how to get to where they need to go safely and quickly.

Step 6: Build Journey Tracker

Every Journey is broken into manageable legs called a **Stretch**. The length of a Stretch is not measured in miles but in days. Players will roll Skill Tests along each Stretch to ensure they get through it safely and check for the likelihood of an encounter.

> **GM Tip: Travel Distances**
> Just as distances are abstracted in fight scenes, so are they during travel. Keeping the distance abstract, focusing on days of travel instead, can help you introduce rumors, new people, and smaller plot points as needed. This helps reinforce a living, breathing world without worrying about tracking fiddly numbers.
>
> If players press for answers, simply assume they can travel about 6 miles a day on foot and 12 miles a day on horseback, ship, or in a vehicle like a carriage.

The GM should have the Journey Tracker from the Appendix handy, which they will maintain openly. Based on your choices to get where you are going, the GM will write down each waypoint, and disclose the length of the Stretch between.

Short Stretch: This is the distance between settlements and villages, between city boroughs, or a day or so from civilization. Anywhere between 1 to 7 days is a good measure of the time needed to complete a Short Stretch.

Medium Stretch: This is the distance across a vast forest, over foothills leading to a mountain, or along the coast of an uncharted island. Anywhere between 7 to 14 days generally describes the distance of a Medium Stretch.

Long Stretch: This is the distance required to pass through a mountain range into an adjacent country, explore the frigid northern coast, or travel across a great, unsettled plain. Traveling for 14 to 21 days constitutes a Long Stretch.

Example: *The survivors will start their journey in Fiefstead, following the Floodwater River to an inn called Lloyd's Beacon. Due to the season and precarious nature of "the Flood," the survivors state they wish to go on foot through the woods instead of rowing down the river. The GM decides it will be a Short Stretch, telling them it will take 3 days.*

The next leg of their journey starts at Lloyd's Beacon and ends in Minuet, a city of thieves built alongside Cauldron Lake. As they will be chartering a pleasure barge to cross the lake, this leg will be a Short Stretch over 4 days.

After disembarking in Minuet, they must reach Dunhallow by trekking through Slaughterpine Forest. It is 11 days away from Dunhallow and dangerous due to its distance from civilization. The GM decided this would be a Medium Stretch. The GM records the Journey from Fiefstead to Dunhallow on the Journey Tracker:

- **Fiefstead to Lloyd's Beacon:** Short Stretch (3 days)
- **Lloyd's Beacon to Minuet:** Short Stretch (4 days)
- **Minuet to Dunhallow:** Medium Stretch (11 days)

Step 7: Determine Terrain & Danger

Once the route has been charted into Stretches, the GM will record the Terrain and level of danger for each on the Journey Tracker.

Terrain

The GM will determine the Terrain by Stretch. This dictates the Difficulty Rating of all Skill Tests associated with a Journey:

- **Easy Terrain:** (Easy +20%)
- **Normal Terrain:** (Normal +/-0%)
- **Hard Terrain:** (Hard -20%)

Example: *The GM considers the hardship of the Terrain by Stretch and writes down the following on the Journey Tracker:*

- **Fiefstead to Lloyd's Beacon:** Short Stretch (3 days)/Easy Terrain
- **Lloyd's Beacon to Minuet:** Short Stretch (4 days)/Easy Terrain
- **Minuet to Dunhallow:** Medium Stretch (11 days)/Hard Terrain

GM Tip: Terrain As Story Aid

Terrain acts as a story aid as you describe the Journey. Narrate what they see during their travels: describe the sounds heard, what sort of plants grow, the coolness of the air, the fetid stench of a bog, the fragrant smell of a heavily forested vale, or the intense heat of the desert.

Approach narration in the same way that your favorite storyteller or novelist writes it. Feel free to crib their descriptions, jotting them down as you read other books, or make up your own.

Danger

If there is a potential for danger, the GM will record the level of Danger for each Stretch on the Journey Tracker. The GM will put a number of D6 in the middle of the play area that matches the level of danger. These dice are rolled later:

- **No Danger:** NONE
- **Mildly Dangerous:** 1D6
- **Moderately Dangerous:** 2D6
- **Highly Dangerous:** 3D6

Example: *The GM has already determined that the Stretch from Fiefstead to Lloyd's Beacon will have No Danger. There is a generous amount of foot traffic between the two places, and the village reeve openly patrols the area. However, river pirates traffic between Lloyd's Beacon to Minuet on Cauldron Lake, so the GM makes it Moderately Dangerous. Although the city of Minuet is well patrolled, the roads to Dunhallow will be Highly Dangerous, given the recent rise of a firbolg incursion from the Arborean Peaks a season back:*

- **Fiefstead to Lloyd's Beacon:** Short Stretch (3 days)/Easy Terrain/No Danger
- **Lloyd's Beacon to Minuet:** Short Stretch (4 days)/Easy Terrain/Mildly Dangerous (2D6)
- **Minuet to Dunhallow:** Medium Stretch (11 days)/Hard Terrain/Highly Dangerous (3D6)

GM Tip: Mutable Dangers

In short, don't allow the players to assume the Danger will always be the same across a Stretch.

A Danger can change for narrative purposes. For example, a headstrong knight might stake out a tiny "kingdom" off the beaten path. It might change gradually as pioneers push the forests back and tame the wilds or suddenly as a city is reduced to crumbling ruins by voracious monsters that decide to make it their new home.

Step 8: Pick Roles

There are three key Roles survivors will ideally fill at the start of a Stretch, each with its own responsibilities. Each must make a Skill Test to ensure the Stretch goes smoothly. Choose the one you feel best qualified to take on based on their associated Key Skills. By dividing the workload, you can move more assuredly. The GM will record your choice on the Journey Tracker for the first Stretch, as you can change roles between each Stretch.

The Guide

Key Skills: Folklore or Survival
Responsibilities: You are the trailblazer of the journey. A Guide uses the position of stars, reference maps, and landmarks to lead the way and navigate the Journey. Your success or failure impacts the Difficulty Rating of Skill Tests.

Example: *The players deliberate amongst themselves to find the best survivor to fill the role of Guide. Despite that none of them have a Skill Rank in Folklore or Survival, both Parson Sterling and Lior Eckhardt possess high Perception. After some deliberation, they decide that Parson will fill the Role, If Lior does not have a rank in Folklore or Survival, then Lior cannot give a Help Di when making the Guide Check.*

The Provisioner

Key Skills: Craft or Insight
Responsibilities: You are vigilant and attentive. Provisioners manage supplies, sharpen weapons, keep the camp, and perform other duties that increase everyone's comfort. Your success or failure impacts the level of Supply Checks.

Example: *Fortunately, they have someone who will make an excellent Provisioner amongst them: Tiberius. However, he suffers from an Injury, requiring him to Flip To Fail Craft and Insight Tests. Despite this setback, it's the best option available.*

The Lookout

Key Skills: Awareness or Stealth
Responsibilities: You scout for danger. A Lookout sets the watch cycle and ensures that other hazards are avoided, sometimes trekking ahead of the group. Your success or failure determines the likelihood of an encounter.

Example: *Finally, it is time to fill the Lookout's Role. Although the survivors have the advantage of dense foliage and poor weather due to rain, none have Skill Ranks in Awareness or Stealth. They draw straws to see who will be assigned to this Role. In the end, Natasha Steeples is selected to act as Lookout.*

Helping & Evolving Roles

While it's highly recommended that each Role be filled, it may also be supported by more than one survivor. Players pick a point person, and that survivor will gain a Help Die when two survivors fill a Role. If you decide to assist in another Role to lend a Help Die, you cannot take on another Role.

Once you select a Role, you do not have to remain in that Role for the duration of the Journey. You can change Roles at the end of a Stretch or after Making Camp. You may take on multiple key Roles in a pinch, but you must Flip To Fail all Skill Tests related to the Journey.

GM Tip: Alternative Skills
Only some Professions have access to the Skills necessary to chart a Journey. They can sub in other Skills at your discretion. For instance, a Diabolist may consult with their Beyonder using Occultism to act as the Guide. Or, a Rake will rely on their Persuasion Skill to convince people along the road to help with food, acting as Provisioner. What about a Bounty Hunter who keeps their eyes trained on the path using their Ranged Skill? Keep an open mind if they suggest a different Skill.

Activities For Other Survivors

Your survivor may not be a good fit for the three key Roles. Alternatively, during a Journey, they can take on an activity, such as blacksmithing, entertaining, hunting, proselytizing, rumor-mongering, etc. Roll for these activities after the Lookout Check and the third Toughness Test if applicable. We have included entertaining and hunting later on.

Work with your GM to create new activities that make sense for traveling.

Step 9: Make Checks

When the Journey begins, you will each roll a Role Check in the order below. Only one Role Check is required, regardless of the length of the Stretch. In addition to Role Checks, you will make Toughness Tests to see if you can withstand the rigors of the road.

The length of the Stretch determines the number of Toughness Tests you'll make. Follow the steps below to determine how many checks are needed (they are enumerated by the order in which they should be made):

Short Stretch: Guide Check, First Toughness Test, Provisioner Check, Lookout Check, Activity Checks, Roll for Encounter.

Medium Stretch: Guide Check, First Toughness Test, Provisioner Check, Second Toughness Test, Lookout Check, Activity Checks, Roll For Encounter.

Long Stretch: Guide Check, First Toughness Test, Provisioner Check, Second Toughness Test, Lookout Check, Third Toughness Test, Activity Checks, Roll For Encounter.

GM Tip: Extreme Cold & Heat
When you feel this would impact a Journey (such as summer heat, brutal winters, and the like), impose a Hindrance Die on all Skill Tests. Reaching Exhausted! under these circumstances results in Frostbite or Heatstroke (as found in **Chapter 8: Healing & Hazards**.

Follow The Steps In Order: As Role Checks & Toughness Tests are made, the GM narrates what happens over the Stretch. Follow the outline below, starting with the Guide Check.

Guide Check

Effect: As a Journey begins, the Guide rolls a Folklore or Survival Test. The Difficulty Rating is set by the Terrain type. If successful, survivors gain a Help Die on all Role Checks and Toughness Tests for this Stretch. If failed, they suffer a Hindrance Die instead. Then, move onward to the First Toughness Test.

Crit Success: Everyone also Flips To Succeed on their next Role Check or Toughness Test.

Crit. Failure: The Terrain is worsened by one step (Easy becomes Normal, or Normal becomes Hard).

Other Limits: At your option, you can Make Camp after the Guide Check.

First Toughness Test

Effect: If a Short, Medium, or Long Stretch, everyone rolls a Toughness Test. The Difficulty Rating is set by the Terrain type. If successful, you suffer no Peril. If failed, you suffer 2D10+2 Peril. Then, move onwards to the Provisioner Check.

Crit Success: You also comfort an ally as they succeed on their Test.

Crit Failure: You suffer 3D10+3 Peril instead.

Other Limits: If on a steed, ship, or vehicle, gain a Help Die. At your option, you can Make Camp after your Toughness Test.

Provisioner Check

Effect: In the middle of the Journey, the Provisioner rolls a Craft or Insight Test. The Difficulty Rating is set by the Terrain type but can be further modified by the success or failure of the Guide. If successful, no one loses any Supplies. If failed, everyone must now roll Supply Checks for all their supplies. Then, move onwards to the Second Toughness Test if a Medium or Long Stretch. If a Short Stretch, skip ahead to Lookout Check.

Crit Success: Everyone also Flips To Succeed on their next Role Check or Toughness Test.

Crit Failure: Everyone must now roll Supply Checks but loses 1 Supply Rating on faces "4 to 6".

Other Limits: At your option, you can Make Camp after the Provisioner Check.

Second Toughness Test

Effect: If a Medium or Long Stretch, everyone rolls a Toughness Test. The Difficulty Rating is set by the Terrain type. If successful, you suffer no Peril. If failed, you suffer 2D10+2 Peril. Then, move onwards to the Lookout Check.

Crit Success: You also comfort an ally as they succeed on their Test.

Crit Failure: You suffer 3D10+3 Peril instead.

Other Limits: If on a steed, ship, or vehicle, gain a Help Die. At your option, you can Make Camp after your Toughness Test.

Lookout Check

Effect: Near the end of a Journey, the Lookout rolls an Awareness or Stealth Test. The Difficulty Rating is set by the Terrain type. If successful, reduce the Danger by 1D6. If failed, you increase the Danger by 1D6. Then, move onward to a third Toughness Test if a Long Stretch. If a Short or Medium Stretch, skip ahead to Step 10: Roll For Encounter.

Crit Success: If there is a random encounter, you also gain a Surprise Turn.

Crit Failure: If there is a random encounter, creatures gain a Surprise Turn.

Other Limits: At your option, you can Make Camp after the Lookout Check.

Third Toughness Test

Effect: If a Long Stretch, everyone rolls a Toughness Test. The Difficulty Rating is set by the Terrain type. If successful, you suffer no Peril. If failed, you suffer 2D10+2 Peril. Then, move onwards to Step 10: Roll For Encounter.

Crit Success: You also comfort an ally as they succeed on their Test.

Crit Failure: You suffer 3D10+3 Peril instead.

Other Limits: If on a steed or in a vehicle during this Stretch, gain a Help Die to your Third Toughness Test. At your option, you can Make Camp.

Activity: Entertain

Effect: If you want to entertain along the way, roll a Persuasion Test. The Difficulty Rating is set by the Terrain type. If successful, increase up to [PB] survivors' Peril Thresholds by +1 until the end of the Stretch. If failed, nothing happens.

Crit Success: Increase Peril Thresholds by +2 instead.

Crit Failure: Decrease Peril Thresholds by -2 instead.

Other Limits: If you have a musical instrument for a tool, gain a Help Die.

Activity: Hunt

Effect: If you want to hunt along the way, roll a Ranged Test. The Difficulty Rating is set by the Terrain type. If successful, increase up to [PB] survivors' Supply Ratings of provisions by 1. If failed, nothing happens.

Crit Success: Increase their Supply Ratings of provisions by 2 instead.

Crit Failure: You lose 1 Supply Rating of ammunition and provisions.

Other Limits: You must have the proper tools to go hunting.

Make Camp

Along your Journey, it may be necessary to Make Camp. Account for any Supply Checks that make sense during that time. Any necessary healing can be attempted; refer to the guidance in **Chapter 8: Healing & Hazards**. You can also engage in other activities, such as changing Roles, blacksmithing, entertaining, foraging, healing, proselytizing, researching, rumor-mongering, or committing to other tasks that require extended time and effort.

After striking camp, you can choose new Roles and continue your Journey where you left off.

Step 10: Roll For Encounter

After all Role & Toughness Tests are made for the current Stretch, if there is any danger before arriving at your destination, the GM will have one player roll a number of D6 (plus any for a failed Scout Check):

- **Mildly Dangerous:** 1D6
- **Moderately Dangerous:** 2D6
- **Highly Dangerous:** 3D6

If the GM generates one face "6", a random encounter happens as you break camp in the morning. If two face "6s", it happens in the afternoon. If three or more face "6s", it happens in the dead of night. The GM will determine what happens from the encounter tables from the **Appendix** or one of their design.

Step 11: Start New Stretches

It's time to celebrate once you reach the end of a Stretch! Consider Making Camp to prepare for the next Stretch. Afterward, start a new Stretch by beginning once again at Step 8: Pick Roles. Do this for subsequent Stretches until the Journey comes to an end.

Step 12: Conclude The Journey

Once a Journey has been completed, the GM may allow you to Fast Travel to the destination in future scenarios.

Chapter 10:
The Grimoire

Magic isn't your average sleight of hand or parlor trick; it's a wild, metaphysical force that exists beyond our reality. Practitioners call it the fifth element. It's like the universe's emotional outburst, drawing people in with the allure of power. But for most, it's completely intangible, something they can't touch or even perceive. Still, its dark influence shows up in the most disturbing ways: sickness, famine, violence, and other grim realities.

In its purest form, magic is dangerously toxic, corrupting anyone foolish enough to try to control it. It doesn't care whether you're a powerful leader or a humble farmer; everyone's at risk when it decides to tighten its grip. People know the risks, but the desire for power can be overwhelming for some. These are the ones willing to make hellish deals with demons or bind themselves to gods, all in pursuit of magic's forbidden strength.

Principles Of Spellcraft

There are three principles in which all spells are categorized as Petty, Lesser, and Greater Spells, each with higher potential than the previous. A principle represents similar power, results, and expiration, but its spells are uniquely different. When cast during a fight scene, spells have different Action Point costs.

Petty Spells

The simplest forms of enchantment are minor enough that, when cast, the superstitious might construe them as luck or unusual phenomena. These spells range from extinguishing lanterns from afar to keeping one's clothes dry from the rain to bewitching or cursing another.

Lesser Spells

These are complex spells that undo reality in small ways. Such powers range from creating things out of thin air, invoking divine protection, and vanishing and reappearing nearby, to bewildering another with lights that only they may see, ensorcelling a weapon to burn with flames, or enabling you to breathe water.

Greater Spells

These spells re-author the world around you, breaching the laws of reality. They can summon an earthen maw to consume enemies, cause a rain of fire over a village, and open gates to other places. Greater Spells can bring forth flames from the sky and earth, regrow limbs, and transmute lead into gold.

Wellsprings Of Magic

There are four unique Wellsprings of Magic, each grounded in distinct ideologies regarding the use and purpose of power. The first is called Folk Magic, created from elements of residual magic in the real world (often called the Material Realm). Arcane Magic is drawn from a distant realm called the Ethereal Veil; Chaos Magic flows from the Vault of Night, which surrounds the world in stars; and Divine Magic originates from the Well of Souls, a limbo-like realm where spirits depart in death.

Talents & Wellsprings

Your Wellspring of Magic is inexorably tied to your very being. Once you Unlock a General Talent that gives access to Arcane, Chaos, or Divine Magic, you typically cannot use other types of magic unless you find a new grimoire and use the Ritual of Learn A Forbidden Spell (outlined at the end of this chapter).

The only exception is Folk Magic. Regardless of the Wellspring of Magic you draw upon, anyone with at least 1 Skill Rank in Occultism and the Folk Magic Talent can utilize it.

Your Starting Spells

If you Unlocked the Arcane, Chaos, Divine, or Folk Magic Talent while creating your survivor, you have a few final steps to determine your starting spells. Referencing your General Talent, go to Threads of Arcane Magic, Beyonders of Chaos Magic, Deities of Divine Magic, or Folk Magic spells. Then, follow the instructions. Be sure to record each spell onto its own index card.

Threads of Arcane Magic

Determine one Thread. Then, go to the Arcane Magic listing later in this chapter to Unlock all 3 Petty Spells.

D100	Threads Of Arcane Magic
1 to 11	Animism
12 to 22	Astromancy
23 to 33	Elementalism
34 to 44	Luminescence
45 to 55	Morticism
56 to 66	Necromancy
67 to 77	Pyromancy
78 to 88	Shadowmancy
89 to 100	Transmutation

Beyonders of Chaos Magic

For Chaos Magic, determine one Beyonder. Then, go to the Chaos Magic listing later in this chapter to Unlock all 3 Petty Spells.

D100	Beyonders Of Chaos Magic
1 to 25	The Crouching One
26 to 50	The Thin Man
51 to 75	The Muse
76 to 100	The Poisoned Cradle

Deities of Divine Magic

Determine one Deity. Then, go to the Divine Magic listing later in this chapter to Unlock all 3 Petty Spells.

D100	Deities Of Magic
1 to 11	The Chain Breaker
12 to 22	The Custodian
23 to 33	The Demiurge
34 to 44	The Learner
45 to 55	The Leviathan
56 to 66	The Martyr
67 to 77	The Nightfather
78 to 88	The Steward
89 to 100	The Winter King

Folk Magic Spells

Determine 6 Petty Spells to unlock from this table.

D100	Petty Spells	D100	Petty Spells
1 to 2	Aegis	51 to 52	Hush
3 to 4	Anoint Weapon	53 to 54	Indomitable Spirit
5 to 6	Author Bestiary	55 to 56	Invoke Fury
7 to 8	Bewitched	57 to 58	Luck Stone
9 to 10	Cack-Handed Grasp	59 to 60	Magic Circle
11 to 12	Candlelight	61 to 62	Miracle's Grace
13 to 14	Chilling Breath	63 to 64	Necromantic Revival
15 to 16	Combat Blessing	65 to 66	Palms Of Flame
17 to 18	Consecration	67 to 68	Pinprick
19 to 20	Darksight	69 to 70	Preservation
21 to 22	Devil In The Eye	71 to 72	Rainshade
23 to 24	Dispel Magic	73 to 74	Rare Salve
25 to 26	Divination Of Willows	75 to 76	Reach Into The Void
27 to 28	Dying Breath	77 to 78	Robber's Misery
29 to 30	Elemental Missile	79 to 80	Sanctuary
31 to 32	Feyfire	81 to 82	Seek The Truth
33 to 34	Fractured Step	83 to 84	Shut-Eye
35 to 36	Gift Of The Miracle	85 to 86	Stalwart Decree
37 to 38	Gust Of Wind	87 to 88	Take Courage
39 to 40	Hasten Speed	89 to 90	Trackless Step
41 to 42	Hat-Trick	91 to 92	Vow Of Fealty
43 to 44	Haunting	93 to 94	Warmth
45 to 46	Hearth's Helper	95 to 96	Will-O'-The-Wisp
47 to 48	Hidden Message	97 to 98	Witch Stone
49 to 50	Hide The Stench	99 to 100	Wytchsight

Folk Magic

Folk Magic represents a principle that cuts across the boundaries of the three Wellsprings of Magic. Learned by rote, intense prayer, or by accident, casters must first master these lessons. Folk Magic originates from the Material Realm, the world you live in, composed of many elements and phenomena that formed when the world was young.

Although Folk Magic is the simplest to cast, it is not without risk. If miscast, it can cause dangerous manifestations. Unlike other Wellsprings, Folk Magic only has Petty Spells.

Arcane Magic

You employ geometry, formulae, and your own will to manipulate the Threads of the mysterious Ethereal Veil, much like a seamstress skillfully weaves the warp and weft on a loom to create a tapestry.

This approach often sets you at odds with the faithful, who view the use of Arcane Magic as apostasy, believing that mortals are not meant to harness Ethereal energy. However, as an arcanist, you don't deny the existence of gods; rather, you believe mortals are the architects of their destiny. The mere practice of these Threads has a metamagical impact on your very being; to control it, you develop a Discipline to keep it in check. This Discipline is chosen whenever you first Unlock the General Talent of Arcane Magic.

Ethereal Veil

Arcane Magic is drawn from a visible but distant boundary called the Ethereal Veil. Woven from nine distinct Threads of vibrant elements, it is a barrier against the Vault of Night, an eternally black yet scintillating abode of stars filled with extra-dimensional beings, all of whom pay homage to a collective of misbegotten devils, demons, and demigods called the Beyonders.

The Ethereal Veil originated eons before the Material Realm, rendering the Threads' raw magical power nearly inert in the Material Realm. While those who use Arcane Magic can harness its essences, the naked eye perceives the Ethereal Veil as clouds, wind, and weather. In the north, it is witnessed as a strange curtain, an aura that undulates in the sky.

The Ethereal Veil is a tapestry woven from nine magical Threads, each telling of mortal resolve–and not godly oversight–to control magic's wondrous might.

Thread Of Animism

You perceive Animism as the intimate connection among all living things and their latent magical essence. The Ethereal Veil's energies course through every creature, from the tiniest insect to the colossal elephant, and it is your realm to channel these life energies. This Thread grants you the power to sway the will of animals and transform your body into something more primal.

Disciplines

Act With Nature's Decisiveness: When taking a life, do it with the efficiency and purpose seen in the predator-prey dynamic. Honor the cycle of life and death and acknowledge the respect owed to every being's spirit.

Embrace Solitude: Seek out the quiet places of the world, for it is in silence that you can genuinely listen to nature's voices. A mind cluttered with "human" concerns cannot fully connect with the ethereal whispers of the wild.

Follow Your Instincts: Trust in the primal instincts guiding you and the creatures you commune with. Recognize that emotions manifest not just in thoughts but in the very fabric of your being.

Live Off The Land: Understand that the wild provides all you need for sustenance, shelter, and healing. Live with the world, not as its conqueror but as a student and beneficiary of its abundance.

Thread Of Animism

Spell Name	Principle
Inhuman Fury	Petty Spell
Quoth The Raven	Petty Spell
Tame The Savage Heart	Petty Spell
Feast For Crows	Lesser Spell
Savage Transformation	Lesser Spell
Tongue Of Beasts	Lesser Spell
Lemurian Polymorph	Greater Spell
Primeval Form	Greater Spell
The Beast Within	Greater Spell

Thread Of Astromancy

You gaze upon the stars and heavens, vast and mysterious, harboring secrets untold. The Ethereal Veil is not just a celestial canopy but the very essence of magic itself. Your practices intertwine with prophecy and the heavenly dance of stars. Yet, Astromancy is not limited to foresight and cosmic harmony; you also harness celestial storms' tumultuous power and the cosmos's transformative nature.

Disciplines

Attune Yourself: Cultivate a deep, intuitive connection with the Ethereal Veil, the source of all magical essence. This involves constant learning and adaptation as you seek to align your spirit with the celestial energies.

Embrace Harmony: Draw upon the universe's harmonies to amplify your magical prowess. You know such actions may disrupt the natural order, yet you carefully navigate these risks to achieve a greater balance.

Use Power With Purpose: Harness your abilities with intentionality. You understand that wielding the cosmic energies is a privilege that demands wisdom and purpose, ensuring that your actions serve the greater good.

Watch The Heavens: Recognize and respect the patterns and cycles of the heavens. You know that the movement of the Lairs of the Zodiac is not random.

Thread Of Astromancy

Spell Name	Principle
Augury	Petty Spell
Call Lightning	Petty Spell
Terrestrial Refraction	Petty Spell
Heavenly Wings	Lesser Spell
Starlight	Lesser Spell
Zephyric Squall	Lesser Spell
Astral Bridge	Greater Spell
Dooming	Greater Spell
Lightning Storm	Greater Spell

Thread Of Elementalism

You understand Elementalism as the rawest and most formidable of the Arcane Magic. It embodies the unbridled power of the natural world: earth, water, flora, and the ever-changing weather. In your hands, this primal force can either nurture or devastate. You can conjure a bountiful feast to sustain dozens or unleash nature's wrath with frost and hail, assaulting the land itself.

Disciplines

Act, Then Reflect: Your philosophy prioritizes action. The immediacy of need dictates your use of elemental magic, with contemplation and consequence considered only after the fact.

Commit Wholeheartedly: Approach every act of magic with your entire being. Half measures have no place in Elementalism; your spells and conjurations must be executed with full intent and dedication.

Defy Expectations: Eschew tradition and predictability. You prefer to keep others off-balance, believing that surprise and unpredictability are valuable assets in your powers' nurturing and destructive applications.

Harness The Storm: Summon the fury of the elements to gently nourish the earth and as a weapon against adversaries. Your command of tempests embodies a dual nature, capable of creation and destruction.

Thread Of Elementalism

Spell Name	Principle
Blood Of The Earth	Petty Spell
Crown Of Thorns	Petty Spell
Through Thick & Thin	Petty Spell
Pillars Of The Earth	Lesser Spell
River's Whisper	Lesser Spell
Spring's Bounty	Lesser Spell
Effigy's Strength	Greater Spell
Hoarfrost	Greater Spell
Summon Geyser	Greater Spell

Thread Of Luminescence

You recognize Luminescence as the Thread of the Ethereal Veil most likely to be embraced by the masses, often mistaken for Divine Magic. It is light and order, a beacon in the arcane spectrum. You see it as opposing the Vault of Night, representing clarity and structure in a world often shrouded in darkness and uncertainty. It is a guiding light amidst the shadows, frequently misunderstood but always vital.

Disciplines

Aid Unconditionally: Offer your light freely to those in need, embodying the principle of assistance and guidance. Your willingness to help is as constant as the stars, providing direction and comfort to those lost at night.

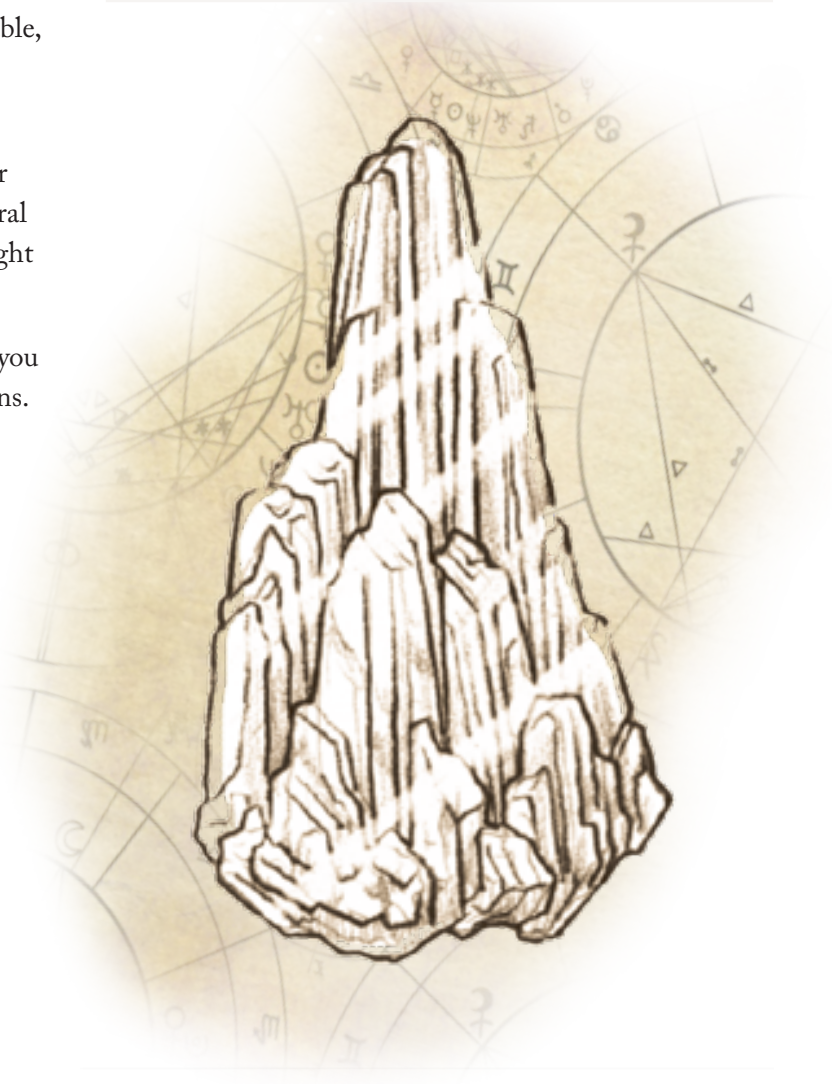
Assert Your Convictions: Stand firm in your beliefs and the power of your light. Your resolve is unshakeable, fueled by the knowledge that what you bring to the world is paramount.

Embrace The Beacon: Understand that without your light, the world would succumb to figurative and literal darkness, a place of unseen terrors and chaos. Your light is not just a tool but a necessity.

Illuminate Betrayal: When others falter or deceive, you use your mastery of light to reveal their true intentions. You believe that transparency can cleanse or redeem, bringing to light what was once hidden in darkness.

Thread Of Luminescence

Spell Name	Principle
Blinding Gaze	Petty Spell
Cleansing Light	Petty Spell
Coruscating Mantle	Petty Spell
Medicament Of The Mind	Lesser Spell
Purification	Lesser Spell
Radiant Shield	Lesser Spell
Banishment	Greater Spell
Pillar Of Brilliance	Greater Spell
Scintillating Explosion	Greater Spell



Thread Of Morticism

You see Morticism as a Thread that is often mistakenly equated with Necromancy. The distinction is evident in your practice: while Necromancy exploits spirits, Morticism is about communion and peace with the deceased. You approach it with a "gentler" touch, focusing on exorcizing restless spirits and shielding the living from the turmoil of the afterlife. Morticism seeks to bring solace rather than manipulation.

Disciplines

Accept All That Is: Cultivate a deep acceptance of reality as it presents itself, understanding that resistance often leads to suffering. This allows you to interact with the spiritual realm without preconceptions.

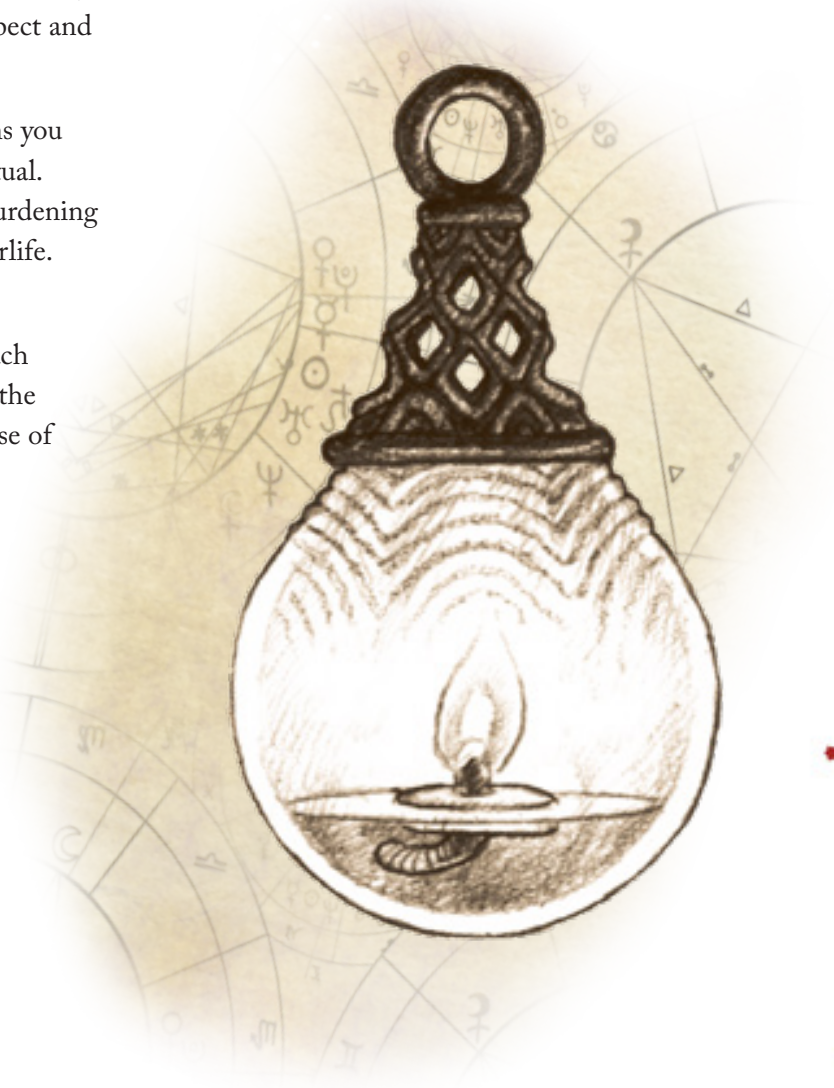
Embrace Death As Transition: Acknowledge and teach that death is not an end but a pivotal phase of existence, an integral part of the life cycle that deserves respect and acceptance rather than fear.

Release The Burdensome: Let go of what weighs you down, whether it be material, emotional, or spiritual. Your practice emphasizes the importance of unburdening oneself, facilitating a lighter passage into the afterlife.

Value The Moment: Live fully in the present, understanding that life's fleeting nature makes each experience precious. This perspective encourages the full embrace of opportunities and the quick release of burdens.

Thread Of Morticism

Spell Name	Principle
Harvester Of Souls	Petty Spell
Hand Of Comfort	Petty Spell
Swift Passage	Petty Spell
Dearly Departed	Lesser Spell
Grave Ward	Lesser Spell
Wither Limb	Lesser Spell
At The Threshold	Greater Spell
Death's Embrace	Greater Spell
Exorcize The Supernatural	Greater Spell



Thread Of Necromancy

You perceive the Well of Souls and the afterlife as enigmatic and perilous, realms that should not be tampered with. But this Thread of magic is more than just reanimating the dead; it's about conjuring the eerie cold of the grave, eliciting spectral wails, and provoking harrowing visions of doom. It is a dark and treacherous art entwined with the most chilling aspects of death and beyond.

Disciplines

Explore Beyond The Veil: Embrace the notion that death is not a boundary but a frontier. Your curiosity and ambition drive you to venture where others fear to tread, seeking knowledge and power in the afterlife's shadowy realms.

Find Elegance In Decay: In the remnants of mortality, you see not just tools but treasures. There is a certain beauty and practicality to be harnessed from what once was as you transform them into works of dark wonder and utility.

Raise The Undisturbed: When you awaken the dead, you operate under the belief that what is dead does not suffer from being called back. This principle justifies using the dead as allies.

Reclaim The Abandoned: You see the untapped potential in what has been left behind–a body, a soul, or a forgotten relic. Your magic recycles these remnants, giving them a new purpose under your command.

Thread Of Necromancy

Spell Name	Principle
Ashes To Ashes	Petty Spell
Death's Visage	Petty Spell
Sanguine Restoration	Petty Spell
Ethereal Form	Lesser Spell
Hand Of Murder	Lesser Spell
Ossified Remains	Lesser Spell
Banshee's Wail	Greater Spell
The Final Surrender	Greater Spell
Thrice-Broken	Greater Spell

Thread Of Pyromancy

You regard fire as the seminal force that sparked civilization, a source of immense pride for those who practice Pyromancy. In your eyes, this fire-based Thread of magic is both dazzling and spectacular, characterized by dramatic explosions and towering flames. Beyond its visual spectacle, it is a catalyst for igniting courage and strength, making it a display of power and a source of grit.

Disciplines

Embrace Passion: Let fervor and zeal guide your actions. Pyromancy teaches you to pursue your dreams, embodying the flames you command with a fiery temperament.

Find Balance In Fire: Recognize fire's dual nature as destroyer and creator. You thrive in this balance, understanding that new possibilities and growth can emerge from the ashes of destruction.

Sacrifice For Progress: Just as fire consumes to provide warmth and light, you must let go of what is necessary to achieve your ambitions. This principle of sacrifice underpins your approach to challenges.

Seek Truth In Flames: Use the transformative power of fire as a means to revelation. The unpredictable and ever-changing dance of flames serves as your oracle, revealing hidden truths and guiding your decisions.

Thread Of Pyromancy

Spell Name	Principle
Bolt Of Flame	Petty Spell
Cauterize Wound	Petty Spell
Shimmering Crown	Petty Spell
Courage Under Fire	Lesser Spell
Fireproof	Lesser Spell
Flaming Sword	Lesser Spell
Cataclysmic Inferno	Greater Spell
Dragon's Breath	Greater Spell
Meteors Of Doom	Greater Spell

Thread Of Shadowmancy

Often, the unseen is as significant as the visible. This belief underpins your understanding of Shadowmancy, a Thread of magic that epitomizes the concept that appearances can be deceiving. This is about veiling the truth, creating illusions, and making the tangible intangible. When mastered, these illusions remain imperceptible, a testament to the art and power of the unseen in your hands.

Disciplines

Blend With The Many: Embrace anonymity as your strength. Invisibility isn't always about disappearing but becoming so unremarkable that you're overlooked. This allows you to move unnoticed and carry out your plans.

Embrace The Night: Seek wisdom and refuge in the darkness. The night and its shadows are not just a source of power but a place of comfort and revelation, where secrets are shared with those daring enough to listen.

Maximize Wakefulness: Value every moment of consciousness. In Shadowmancy, the night is your domain, and sleep is a luxury. You use the cover of darkness to advance your skills and achieve your goals.

Navigate The Dusk: Recognize that twilight–the threshold between day and night–is a time of power. In this liminal space, the boundaries between truth and falsehood blur, and you wield magic most effectively.

Thread Of Shadowmancy

Spell Name	Principle
Addle-Coved	Petty Spell
Imposter	Petty Spell
Shadow Slip	Petty Spell
Eternal Darkness	Lesser Spell
Mindwipe	Lesser Spell
Two Selves	Lesser Spell
Death Mask	Greater Spell
Mass Hallucination	Greater Spell
Umbral Knives	Greater Spell

Thread Of Transmutation

In the era of towering churches and the rise of new philosophies, the age-old quest to transmute lead into gold persists. You believe that those who study Transmutation will unlock this enigma first. Transmutation is fundamentally alchemical, a tradition that transforms metals and alters physical states. This is your practice, a blend of ancient alchemy and arcane wisdom, seeking to unravel the secrets of change.

Disciplines

Assume The Role Of A Deity: Pretend to be a god by manipulating the very fabric of existence. This involves not just changing inanimate materials but also daring to influence fate.

Challenge The Bounds Of Nature: Boldly push the limits of what is known and accepted. This pursuit of power involves turning the ordinary into the extraordinary, blurring the lines between the sacred and the profane.

Invest Time Wisely: Recognize that mastery of Transmutation is not instant but the result of painstaking effort. The dedication to perfecting your craft is an investment, and patience will ultimately be rewarded with breakthroughs.

Observe Before Acting: Emphasize the importance of patience. Before any transmutative process begins, you contemplate, understanding that successful transformation requires a connection with the material at hand.

Thread Of Transmutation

Spell Name	Principle
Disintegration	Petty Spell
Gird Of Iron	Petty Spell
Law Of Order	Petty Spell
Enchant Equipment	Lesser Spell
Fool's Fortune	Lesser Spell
Reshape Metal	Lesser Spell
Dancing Arrows	Greater Spell
Reveal Secrets	Greater Spell
Transmutate Mind	Greater Spell

Chaos Magic

Chaos Magic is always used for your own benefit, as opposed to spiritual commitment. This Wellspring is inherently more destructive, while its entities (collectively called Beyonders) are devils, demons, and demigods cast into the Vault of Night for their transgressions against the Deities themselves.

In exchange for a Beyonder's power, they offer Faustian pacts to their practitioners. To avoid unwanted attention, you must conceal your "worship" of them in plain sight, masquerading as a priest and disguising your forbidden codices as religious books. Never does the Chaos magician raise a skull-shaped cup around a table and toast, "to evil!" There is no such thing as evil in this world; only people who are trying to survive. Each Beyonder has their own Desires, one of which you embrace. This Desire is chosen whenever you first Unlock the General Talent of Chaos Magic.

Vault Of Night

Chaos Magic derives from Faustian bargains struck with the misbegotten demigods imprisoned in scintillating prisons in the Vault of Night. This intangible, terrifying realm is a paradoxical paradise of trapped phantoms, dying gods, and entombed demons seeking escape. Those condemned to the Vault are turned into other unnatural things that serve at the behest of the thirteen Beyonders who vie for control.

Fortunately, the Vault of Night's seclusion beyond the Ethereal Veil means that only the most potent magic can summon Beyonders directly from the eons between it and the Material Realm. Yet these beings always strain against their corroded bonds, yearning to unleash their destructive appetites.

Four Beyonders are pact-makers for Chaos Magic. However, other entities are also imprisoned in the Vault (and will be covered in future supplements).

The Crouching One

Yours is a death cult dedicated to a conniving Beyonder called the Crouching One, who is fond of bloodshed and cruelty. His worship has existed since people painted images of gods in caves. Although modern civilization has mostly turned away from this vicious demigod, his followers practice in secrecy. The Crouching One is devious, appearing as a handsome male with striking angular features. He prefers to lend "blessings" to those who perform sacrifices in his name.

Desires

Avenge & Bloodlet: Be swift and relentless in exacting vengeance, spilling blood in honor of the Crouching One. This act of devotion is not just about retribution but a sacred duty, performed frequently and with fervor.

Create Dark Sanctuaries: Establish hidden places of worship in areas marked by death, such as graveyards, battlefields, or abandoned sites. These sanctuaries serve as conduits of power and as communal spaces.

Practice Self-Mortification: Regularly leech yourself and use bloodletting as an act of contrition and devotion. This personal sacrifice demonstrates your dedication through physical and spiritual submission.

Sanctify Death: View every death as a holy event, an offering to the Crouching One. Your rituals and practices revolve around this principle, and you treat the act of death with reverence.

The Crouching One

Spell Name	Principle
Blade In The Dark	Petty Spell
Spiderbite	Petty Spell
Striking Viper	Petty Spell
Eternal Damnation	Lesser Spell
Hand Of The Murdered God	Lesser Spell
Sanguine Stiletto	Lesser Spell
Dance Of Death	Greater Spell
Murderous Demands	Greater Spell
Terrifying Attacks	Greater Spell

The Muse

The Muse inspires creators, lovers, politicians, courtesans, and the young and old alike. It is a demigod of many faces and genders, embodying lust, greed, pain, and pleasure. Divine comforts are intertwined with intense suffering. The Muse represents perversion and the grotesque, the lover's passion and artistry. Most notably, devotees are expected to produce artwork that honors them.

Desires

Find Beauty In Suffering: View pain as a necessary contrast to pleasure, a source of understanding in your art and existence. Accepting and integrating suffering serves as both penance and inspiration for creative output.

Live Life Deliciously: Embrace every moment with zeal, seeking out the richness of experience that life offers. Your pursuit of pleasure, in all its forms, is both a tribute to The Muse and a testament to living fully and without restraint.

Spread Their Influence: Use your art, lifestyle, and every interaction as a medium. Your existence is a canvas, portraying the complexities of lust, pain, and pleasure, inviting others to plumb the depths of their own sensibilities.

Surround Yourself With Splendor: Fill your environment with objects and experiences of beauty and luxury. This honors The Muse's domain over the aesthetic and the sensual and is a constant source of inspiration.

The Muse

Spell Name	Principle
Breath Of Revelation	Petty Spell
Domino Of Beauty	Petty Spell
Florentine Kiss	Petty Spell
Fifty Shades Of Pain	Lesser Spell
Etheric Crucifixion	Lesser Spell
Perfume Of Euphoria	Lesser Spell
Dance With The Devil	Greater Spell
Monstrous Dimorphism	Greater Spell
Succubus/Incubus	Greater Spell

The Poisoned Cradle

Where the Martyr brings growth, the Poisoned Cradle brings de-evolution. Said to have been born from the same seedling as the other gods during the dawn age, she was cast into the Vault of Night, imprisoned among the stars. Her name sends shivers down the spines of cultists and inquisitors alike and even forces her acolytes to question their relationship with her. The Poisoned Cradle embodies the chaos of the stars. She is not so much worshiped as feared, for her corruptive touch brings decay, turning flesh to dust and iron to rust.

Desires

Ingest Poison: Consume toxins in measured doses, a ritualistic demonstration of loyalty to the Poisoned Cradle. This act symbolizes your acceptance of her corruptive touch and your willingness to embody her essence.

Sow Chaos: In every action and decision, challenge the constructs of order and harmony that bind the world. Your role as an agent of chaos embodies the unpredictable and disruptive nature of the cosmos.

Transform Through Pain: As a form of devotion, undergo extreme body modifications–piercings, tattoos, and other alterations. These changes are not merely aesthetic but marked and profound declarations of faith.

Violate The Sacred: Show your disdain for the conventional and the holy by desecrating the symbols and idols of other Deities. This act of defiance is a testament to your allegiance, celebrating her exile and power.

The Poisoned Cradle

Spell Name	Principle
Basilisk's Spittle	Petty Spell
Her Dark Gift	Petty Spell
Nightmare Visions	Petty Spell
Horn Of Malignancy	Lesser Spell
Skin Guest	Lesser Spell
Withering Gaze	Lesser Spell
Condemnation	Greater Spell
Dark Metamorphosis	Greater Spell
Grotesque Miasma	Greater Spell

The Thin Man

He is linked to mortality, famine, plague, and disease. The Thin Man is always portrayed by a lithe, tall figure in a child-like golden mask and surrounded by a cloud of locusts. While he has few who truly worship him, those who seek change through destructive transformation often call upon The Thin Man for his blessing. Pestilence and sickness are The Thin Man's calling cards, and his spells echo just that.

Desires

Be A Parasite: Emulate the parasitic nature of diseases by forming relationships that drain others. This reflects The Thin Man's influence over famine, plague, and exhaustion, serving as a stark reminder of mortality's reach.

Forsake Purification: Keep your weapons in perpetual use, never cleansing them of the blood and grime of conflict. This symbolizes your acceptance of The Thin Man's domains of war and pestilence.

Heed The Whispering Winds: Stay attuned to the subtle signs and omens that carry The Thin Man's messages. The rustling leaves and eerie winds are your scriptures, guiding your actions and reaffirming your devotion.

Spread Fear With Words: Your speech and actions carry the essence of The Thin Man, using them to disseminate both physical and emotional decay. This practice is about embracing and spreading the inevitability of the end.

The Thin Man

Spell Name	Principle
Depraved Courier	Petty Spell
Fecund Fetor	Petty Spell
Unseeming Visage	Petty Spell
Carbuncle Of Horror	Lesser Spell
Noxious Haze	Lesser Spell
Pungent Godsend	Lesser Spell
Carnival Of Pestilence	Greater Spell
Spew Of Corruption	Greater Spell
The Fifth Trumpet	Greater Spell

Divine Magic

As one of the rare priests capable of wielding spells, you don't manipulate the nine Threads of the Ethereal Veil. Instead, your miracles flow from the Well of Souls, a Wellspring where the gods live.

Deities are known by many names among many cultures, and you simply refer to them with an honorific that best represents their sphere of influence in the world. Your abilities are divine miracles inscribed in your prayer books. However, wielding Divine Magic is not without its risks. The gods don't always protect their worshippers from the repercussions of using magic. After all, the gods are a capricious lot. Each Deity has their own Commandments, one of which you embrace. This Commandment is chosen whenever you first Unlock the General Talent of Divine Magic.

Well Of Souls

Divine Magic originates from the demesne of the gods: the Well of Souls. This realm is a grim reflection of the real world, a limbo-like dimension haunted by shattered memories and shadows. Every spirit eventually stands before the Custodian, the mute judge of the dead. She reincarnates those who did not respect the gods to "try again" in the Material Realm.

Her oarsman ferries spirits down the River of Oblivion, and they disembark upon the shores of their Deity's realm in the Well. However, spirits who made pacts to forbidden gods and Beyonders in their mortal lives face a darker fate. At the river's end, they are cast into a swirling vortex of white-hot fire, consuming their souls and casting them amid the stars in the Vault of Night.

The Chain Breaker

According to folklore, a child was born the son of an enslaved woman, and his birth by a blazing star. Three seers witnessing the birth prophesied the boy would save the world. The child grew into a pit fighter, the teenager into a soldier, and then an adult who became king, uniting dozens of warring regions against the enslavers. After his eventual death, he was deified as a god called the Chain Breaker, the lord of civilization and freedom. His prayers are radiant and inspire courage but are only granted to the worthiest of his agents.

Commandments

Be The Voice For The Voiceless: Stand up for those who cannot stand for themselves, ensuring the marginalized and disenfranchised are heard and protected.

Break The Chains Of The Oppressed: Actively seek and tear down the structures of oppression, freeing those trapped by servitude, a reflection of the Chain Breaker's core mission.

Foster Unity And Empower Communities: Cultivate harmony and cooperation among varied factions, form alliances to defy tyranny, and follow the spirit of the Chain Breaker.

Show Courage And Inspire Resolve: When faced with challenges, be a beacon of bravery, encouraging others to act boldly and persistently in the quest for freedom and order.

The Chain Breaker

Spell Name	Principle
Heresy Denied	Petty Spell
Imperial Might	Petty Spell
Unassailable Bulwark	Petty Spell
Chaos Overturned	Lesser Spell
Damn The Heretic	Lesser Spell
Lionheart	Lesser Spell
Celestine Judgement	Greater Spell
Flames Of Order	Greater Spell
Order's Majesty	Greater Spell

The Custodian

She is the dead goddess of dreams and the afterlife. The Custodian's ossified remains are at the threshold of the Well, appearing as a kneeling dead girl in moth-eaten robes with a blade of light spearing her to the ground. She cannot speak, but her living attendant, the Trailblazer, interprets her judgments. Since the afterlife is closely tied to the Vault of Night, the Custodian is revered by those who look to the stars for answers.

Commandments

Pay Tribute To Those Who Have Passed: Conduct rituals and ceremonies to honor the deceased, safeguard their legacy, and ensure their spirits are revered in the afterlife.

Protect The Threshold Between Worlds: Serve as guardians at the edge of life and death, providing safe passage for souls against those who dare disturb their journey.

Obey The Signs: Commit to unraveling the mysteries of dreams and omens, recognizing them as The Custodian's whispers, conveyed by her envoys and the universe itself.

Withstand The Void: Resist the enticing whispers from the shadows, acknowledging them as trials of your faith or the deceit of dark forces aiming to mislead the devoted.

The Custodian

Spell Name	Principle
Beyond the Pale	Petty Spell
Dreamweaver	Petty Spell
Last Rites	Petty Spell
Deja Vu	Lesser Spell
The Invitation	Lesser Spell
Turn Undead	Lesser Spell
Final Rest	Greater Spell
Omen Of Death	Greater Spell
Sleepwalker	Greater Spell

The Demiurge

The Demiurge is the hermaphroditic god of nature, animals, and fertility. All life, including the other gods, is said to be born from the Demiurge's womb. The Demiurge is always depicted as an animalian person gravid with a child. Worship is made to the Demiurge in petrified glades and before stone monoliths, locations that far predate mortalkind's existence.

Commandments

Celebrate The Realm's Cycles: Immerse yourself in the ancient celebrations and rituals that honor the changing seasons, moon phases, and other natural cycles. These moments are your connection to the world's rhythm.

Guard The Wilds: Take up the mantle of protector for the natural realm. From conservation efforts to initiatives aimed at preserving endangered animals, your actions are sacred duties charged to you.

Restore Sacred Sites: Dedicate yourself to discovering and protecting the Demiurge's sacred natural sites. These ancient glades and monoliths are not just places of power but sanctuaries for future generations.

Seek Balance: Advocate for a balanced relationship between civilization and the natural world. Your voice supports development that honors the world's limits and needs, ensuring a coexistence for all life.

The Demiurge

Spell Name	Principle
Hare's Speed	Petty Spell
King Of Beasts	Petty Spell
PrimevalTongue	Petty Spell
Part The Ways	Lesser Spell
Suffocating Growth	Lesser Spell
Thunderclap	Lesser Spell
Fury Of The Wildlands	Greater Spell
Mother's Milk	Greater Spell
Rage Of The Primal Lord	Greater Spell

The Learner

As literacy becomes more common, the Learner has moved from being an obscure Deity to one of the most well-regarded. The Learner is the god of thought, justice, and history. In addition to being the patron of philosophers and intellectuals, many arcanists also pay lip service to the Learner. He values usable knowledge over mystical powers but does grant prayers of perception to those he deems intelligent enough to use them wisely.

Commandments

Advocate For Justice: You will act as a mediator and champion of fairness, ensuring that disputes are resolved with equity and integrity. Your commitment mirrors The Learner's wisdom in balancing the scales.

Champion Knowledge: Dedicate your life to acquiring and safeguarding wisdom. You protect valuable information from those who would misuse it, embodying The Learner's principle of preserving knowledge.

Guard The Truth: Live by a stringent code of honesty, eschewing falsehoods and bias. Your adherence to truth reflects The Learner's directive to remain impartial and sincere in all dealings.

Promote Enlightenment: Actively dispel ignorance and superstition through education and reasoned argument, spreading The Learner's light of understanding to brighten the shadows of misunderstanding.

The Learner

Spell Name	Principle
All-Seeing Eye	Petty Spell
Bonds Of Justice	Petty Spell
Criminal's Remorse	Petty Spell
Eye For An Eye	Lesser Spell
Justiciar's Blade	Lesser Spell
See Through Lies	Lesser Spell
Gods As Your Witness	Greater Spell
Tooth For A Tooth	Greater Spell
Trial By Fire	Greater Spell

The Leviathan

She is the goddess of the sea and storms. The Leviathan is depicted as a massive, blue-skinned woman with undulating tentacles, though she is also depicted as an enormous kraken, shark, or whale. She rarely bestows prayers, but the ones she does can calm storms, bless voyages, or plunge enemies of the faith into briny fathoms. Her followers are often found among the drowned, who awaken with a vision of her at the foot of the sand.

Commandments

Drown Your Enemies: In alignment with The Leviathan's darker dictates, you ensure that those who oppose the faith or threaten the sanctity of the sea meet their end beneath the waves, returning them to the goddess's embrace.

Honor Maritime Spirits: You offer regular tributes to the spirits that dwell within the rivers and sea, acknowledging their power and seeking their favor. This practice ties you directly to elemental forces.

Pray In Waters: Your prayers and rituals are conducted in the sea, a river, or any body of water. This sacred act strengthens your connection to The Leviathan, making each word and gesture more potent.

Respect The Sea-Bound: Sailors, fishermen, and all who live by the sea deserve your respect and aid. This is not just a commandment but a way of life, reflecting The Leviathan's dominion over all who traverse her vast domain.

The Leviathan

Spell Name	Principle
Bon Voyage	Petty Spell
Breath Of The Ethereal	Petty Spell
Fisher's Intuition	Petty Spell
Saltwater Blast	Lesser Spell
Seasickness	Lesser Spell
Walk Upon Water	Lesser Spell
Becalm Squall	Greater Spell
Blessed Albatross	Greater Spell
Kraken's Curse	Greater Spell

The Martyr

As the lady of healing, mercy, and childbirth, the Martyr is a commonly worshiped Deity. The Martyr is the only wholly benevolent goddess, well-regarded as the protector of mothers and the slain sons of the battlefield. She is often depicted as a beautiful maiden clothed in all white and said to radiate a motherly, soothing glow. Her priests are taught the healing arts and to save the innocent by putting themselves in harm's way.

Commandments

Care For The Suffering: You are committed to tending to those who suffer, providing comfort and healing to the sick and injured, just as the Martyr embraces all who need her soothing touch.

Embody Justice: In the spirit of her daughter, the Red Revenant, you stand ready to protect the innocent and fight for justice, even if it means putting yourself at risk. This embodies The Martyr's determination to right wrongs.

Seek Reconciliation: You strive to make peace with adversaries, reflecting The Martyr's belief in forgiveness and the healing power of reconciliation, fostering harmony where there once was discord.

Show Charity And Vulnerability: Forsaking armor, both physical and metaphorical, you open your heart and resources to those less fortunate, living a life of profound charity and vulnerability in honor of her teachings.

The Martyr

Spell Name	Principle
Expel Poison	Petty Spell
Lay On Hands	Petty Spell
Soothe Corruption	Petty Spell
Compassionate Words	Lesser Spell
Cure Malady	Lesser Spell
Martyrdom	Lesser Spell
Mend Body & Spirit	Greater Spell
Purifying Halo	Greater Spell
Suppress Malignancy	Greater Spell

The Nightfather

A wry smile, the cut of a leather coin purse, and a lie told in confidence are all little worships given to the conniving Nightfather. The lord of fortune and misfortune, almost everyone throws a silver piece into the Nightfather's wells to wish for riches, love, and fame. He often appears as an orphan or in the form of a jackdaw, such as a crow or raven. Many assert that the Nightfather was originally a mortal who tricked his way into the court of the gods.

Commandments

Cherish Freedom: You place the highest value on personal liberty and freedom, embodying the Nightfather's spirit of independence and resistance against all forms of bondage.

Honor Fortune: In homage to the Nightfather, you toss coins into wells or other bodies of water, a ritual to curry favor and fortune, acknowledging his dominion over chance and fate.

Prioritize Wit And Word: Your word and your intellect are your bonds and weapons, reflecting the Nightfather's emphasis on cunning, cleverness, and the power of a kept promise or a well-told secret.

Seek Solace In Shadows: Trusting in the darkness means navigating the world with caution and discretion, embracing the Nightfather's affinity for the unseen and the unknown, where true freedom lies.

The Nightfather

Spell Name	Principle
Bargain Bin	Petty Spell
My Lucky Day	Petty Spell
Open Sesame	Petty Spell
Fortune Favors The Bold	Lesser Spell
Hoodwink	Lesser Spell
Slip Into Shadows	Lesser Spell
Eyes Without A Face	Greater Spell
Flip Of A Coin	Greater Spell
Riches To Rags	Greater Spell

The Steward

War and conflict have always existed, but only until recently have many taken the brutality of war and turned it into a proper art form and game. The Steward rules this type of war, being the god of soldiers, strategists, and warfare. As a Deity widely worshiped where war is an everyday part of life, he is commonly represented as a burning censer with a face inside the smoke or a fiery, a bloody heart that beats with the rhythm of war drums.

Commandments

Embrace Honor And Strength: In every challenge, you show unwavering courage and honor, embodying The Steward's ideals of bravery and resilience in the face of adversity.

Spare The Defeated: True to The Steward's teachings, you grant mercy to those bested in battle, recognizing the strength it takes to show compassion to a fallen creature.

Uphold Order: In all things, you prioritize maintaining order, believing that ritual and structure are paramount in the chaos of conflict, as dictated by The Steward's command.

Wield Justice's Flames: You are charged with purifying the corrupt through the flames of justice, using your strength and resolve to eradicate that which taints the honor of warfare.

The Steward

Spell Name	Principle
Vengeful Wrath	Petty Spell
Voice Of The Legion	Petty Spell
Warrior's Blessing	Petty Spell
Blitzkrieg	Lesser Spell
Commander's Vision	Lesser Spell
Praise The Light	Lesser Spell
Blazing Retribution	Greater Spell
His Great Blessing	Greater Spell
Mask Of Terror	Greater Spell

The Winter King

He is a god of winter, wolves, and battle. However, the Winter King's focus on warfare is more bloody and wild than the Steward's command of stratagem and organization. The lord of ice is often worshiped as a large winter wolf with a steely mane of hoarfrost. The Winter King gives no mercy and favors only the strongest of warriors, as those who die in the cold do not deserve to be protected from it.

Commandments

Become One With The Cold: You learn to endure and welcome the embrace of cold, seeing it as a purifying force that strengthens and favors only those resilient enough to withstand its bite.

Bind Others In Blood: Those who stand with you in battle become your kin, bound by the blood spilled in shared combat. This reflects the Winter King's belief in the deep connections forged in warfare.

Honor Your Oaths: Loyalty and integrity are paramount. Keep your word with the solemnity of winter's silence, knowing that oaths are the bonds that hold amidst the ice and snow.

Wear Your Conquests: Adorning yourself with the pelts and clothing made from the beasts you've personally vanquished, you embody the Winter King's ethos that one should display one's prowess openly.

The Winter King

Spell Name	Principle
Frostbite	Petty Spell
Winter's Bone	Petty Spell
Wolvenheart	Petty Spell
Battle Rage	Lesser Spell
The Wolfpack	Lesser Spell
To Crush Your Enemies	Lesser Spell
Dictum Of The Winter King	Greater Spell
Ice Storm	Greater Spell
Roar Of Winter	Greater Spell

Casting & Reading Spells

To cast a spell, select a spell you know and speak aloud, "I cast . . ." followed by the name of the spell you're casting, then roll an Occultism Test. If cast in a fight scene, it costs 1 AP to attempt to cast a Petty Spell, 2 AP for a Lesser Spell, or 3 AP for a Greater Spell. If successful, read the effects aloud. Some spells have a resist component (costing 0 AP for foes to try resisting it). Critical Success and Critical Failure are covered in the spell's entry.

While your Talents determine the Wellspring from which you draw your power, all spells follow the same format:

Wellspring & Principle

The Wellspring appears first, and the corresponding Thread, Beyonder, or Deity is in parentheses. You must be in the Basic, Intermediate, or Advanced Tiers to cast Petty Spells. For Lesser Spells, you must be in the Intermediate or Advanced Tier. For Greater Spells, you must be in the Advanced Tier. You will always roll an Occultism Test to cast a spell, with the Difficulty Rating determined by the GM.

When using the Cast action in a fight scene, you must use a number of AP based on the principle of magic:

- **Petty Spell:** 1 AP
- **Lesser Spell:** 2 AP
- **Greater Spell:** 3 AP

Hiding Your Casting: You must succeed in a Stealth Test to hide your attempts to cast a spell. Shadowmancy spells are always hidden, however.

Distance

You typically need to be able to see a creature, place, or object to attack or cast a spell on it. Distance is always relative to where you are in the scene, where you want to move to, and who you want to use your weapon or spell against. Consider these as distances between places on the battlefield and less about the number of feet or squares on a grid. Anything outside of these distances is too far away to affect.

Self: Self is used only for spells. It signifies that it can only be cast upon yourself and no one else.

Close: Close signifies that you are within arm's reach or a pace away from something. People crowded around a table in a tavern are Close.

Near: This is when you are just outside of easy reach of something. People sitting at different tables in a tavern would be Near one another. The distance from one side of a street to another is Near.

Far: Far away implies that it's a place or creature in sight the GM says is in the fight scene but not easily reachable. For instance, the distance from the tavern door down the road to a visible street sign or from one side of a river to the other would be Far. The distance from one floor of a chamber to the next chamber upstairs (one storey) is Far.

Far Distance Penalty: You suffer a Hindrance Die when attacking and casting spells on creatures Far away from you.

> **GM Tip: Adjudicating Distance**
> When in doubt, the GM should skew the benefits of movement in favor of the player's relative position. However, it's not in the scene if something is not reasonably reachable (e.g., a survivor stands atop a tower and spots enemies a mile out in the forest). The GM will be the best judge of this.
>
> **Battle Maps:** Does the group prefer grid-based gameplay? Close is when creatures are adjacent or 1 square away, Near is 2 to 6 squares, and Far is 7 or more squares away on the grid.

Materials

These are used as a focus when casting a spell. If the listing is followed by "(expended)," the material is consumed upon casting. Materials are normally tracked as small objects (found in **Chapter 6: Equipment**) and must be collected during your adventures or purchased:

- **Petty Spell:** 10 silver pieces
- **Lesser Spell:** 20 silver pieces
- **Greater Spell:** 30 silver pieces

Duration

Once successfully cast, a spell's effects last a certain amount of time:

Instantaneous: These spells take effect now, and don't require Focus.

Focus: These spells last as long as you can Focus on them. You can Focus on a number of spells simultaneously equal to your [IB]. However, if you move down the Damage Track while Focusing on spells, you must succeed in a Resolve Test to keep Focus. If you fail, you lose Focus on all spells. You cannot Focus when wearing Heavy armor, unconscious, or sleeping. You can end a spell you're Focusing on at any time.

Forever or Special: Spells with a duration of Forever last even after you die. Those listed as Special mean you must read the effects to understand their duration.

Effect

An effect describes what happens after you roll a successful Occultism Test.

You can choose which creatures the spell affects (allies or foes) and generally must be able to see them unless the spell says otherwise. The effects indicate if a spell allows a creature to resist it with a Skill Test. The effects of a spell cast on a creature or object persist, even if it's no longer visible to you. Some examples will state "3+[WB] creatures" you can effect. This indicates the maximum number of creatures you can affect.

Spells used on other creatures can also be cast on yourself. Sometimes, a spell will be more specific, such as when a GM classifies a creature as Animalian, Beyonder, Corrupted, Humanoid, Primeval, or Supernatural. Humanoids also include ancestries from **Chapter 3: Your Lifepath**. Spells that require touch are considered part of your casting.

Ending A Spell Early: You can end a spell's effects at any time unless you Critically Failed to cast it.

Stacking Spell Effects: Spell effects that do the same thing (such as ongoing fire Damage) generally do not stack their effects upon creatures.

Crit Success & Crit Failure

You typically gain the normal effects plus the Critical Success effect, although some substitute the effects instead (and will indicate as such). For Critical Failures, something goes amiss, and the spell has special effects that impact you and allied creatures instead of foes.

True Names & Call Names

Some spells require you to know the True Name or Call Name of a creature for your spells to affect it.

True Names: Every creature is given a name upon birth. However, specific types of creatures from beyond the Vault of Night (Beyonders) possess a True Name. A True Name is difficult to speak, consisting of at least 13 consonants. Each time it is spoken aloud, a separate and successful Insight Test is required to do so.

Call Names: Beyonders typically adopt several inspiring and terrifying nicknames. Higher Demons tend to have at least 666 Call Names, whereas Lower Demons possess but 13. You can substitute a Call Name instead of a True Name, but you must Flip To Fail your Occultism Test to cast a spell.

Addle-Coved

Arcane Magic (Thread of Shadowmancy)
Principle: Petty Spell
Distance: Close/Near
Materials: Small mirror (expended)
Duration: Focus
Effect: When this spell is cast, it is always hidden from others. Shattering the mirror on the ground, one creature who fails to resist with Awareness becomes Addle-coved. At the start of their Turn, they roll 1D6 to see what happens. On face "1," they lose 1 AP on their Turn. On face "2", they lose 2 AP on their Turn. On face "3", they must Hustle in a direction away from you. On face "4", they cannot use Move Actions. On face "5", they cannot use Attack Actions. On face "6", they are left Helpless.
Crit Success: Faces "1" & "6" makes them Helpless.
Crit Failure: You suffer the effects instead until the end of the fight.

All-Seeing Eye

Divine Magic (The Learner)
Principle: Petty Spell
Distance: Close
Materials: Miniature clay pyramid (expended)
Duration: Instantaneous
Effect: Crushing the pyramid, the eye of providence gives you insight others cannot see. You learn the Tragic Flaw, Inner Strength, and current motivations of a Corrupted or Humanoid creature you touch.
Crit Success: As above, and you also learn of their Scars.
Crit Failure: You behold not a vision of their temperament but the psychological horrors which have befallen them. You gain 1 Corruption.

Aegis Folk

Folk Magic (All)
Principle: Petty Spell
Distance: Self
Materials: Splinter of a wooden shield
Duration: Focus
Effect: A shield of energy surrounds you. You add +2 to your Damage Thresholds and ignore Ranged weapon Damage.
Crit Success: You can also ignore Damage once while Focusing.
Crit Failure: A resounding crash of energy ripples around you! You suffer -2 to Damage Thresholds for 1 day.

Anoint Weapon

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Holy water
Duration: Focus
Effect: One weapon you touch gains the Blessed Quality.
Crit Success: Anoint three weapons instead.
Crit Failure: The weapon is magically bent! It cannot be used for 3 days.

Ashes To Ashes

Arcane Magic (Thread of Necromancy)
Principle: Petty Spell
Distance: Close/Near
Materials: Handful of grave dirt
Duration: Focus
Effect: As the grave dirt blows into the air, you temporarily impair one creature, as they cannot use Reactions.
Crit Success: They also cannot use Special Actions.
Crit Failure: The dust blows into the air, blinding you! You cannot use Reactions or Special Actions until the end of the fight.

At The Threshold

Arcane Magic (Thread of Morticism)
Principle: Greater Spell
Distance: Close
Materials: Embalming fluid (expended)
Duration: Special
Effect: One creature that you touch imbibes the fluid. When they are slain or take on a permanent Scar, they are instead restored to Alive, and then the spell's duration ends.
Crit Success: The creature's current Afflictions and Injuries are completely healed.
Crit Failure: Who are you to deny the fates? The Custodian takes all. The creature suffers 1 Affliction and 1 Injury.

Astral Bridge

Arcane Magic (Thread of Astromancy)
Principle: Greater Spell
Distance: Close
Materials: Sapphire powder (expended)
Duration: Instantaneous
Effect: Spreading the powder before a threshold, 3+[WB] creatures you touch are instantly transported to another location you've previously visited.
Crit Success: You also recover the sapphire for later use.
Crit Failure: Everyone is thrown through a whorl of stars, where life and death originate! You end up back where you started, and everyone must successfully resist with Toughness or gain 3 Corruption.

Augury

Arcane Magic (Thread of Astromancy)
Principle: Petty Spell
Distance: Close
Materials: The liver of a bird (expended)
Duration: Focus
Effect: As the liver reveals the truth, one creature you touch can Critically Succeed in 1 Skill Test that isn't the casting of this spell.
Crit Success: They can Critically Succeed in 3 Skill Tests instead.
Crit Failure: Your auguries have led you astray! When the GM feels appropriate, a Skill Test of the creature you touched will be treated as a Critical Failure.

Author Bestiary

Folk Magic (All)
Principle: Petty Spell
Distance: Close/Near/Far
Materials: Blank page
Duration: Instantaneous
Effect: The page reveals the secrets of another. You understand the name and classification of one creature that you can see that is not Humanoid. You can also learn its general ecology, behaviors, and eccentricities. It also imparts knowledge of one weakness, if it has any, which is written onto the page.
Crit Success: Gain a Help Die when interacting with or fighting these creatures in the future.
Crit Failure: Your Achilles heel is revealed! The creature gains a Help Die for 1 day.

Banshee's Wail

Arcane Magic (Thread of Necromancy)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Veil from a murdered bride
Duration: Instantaneous
Effect: Placing the veil over your face, a terrifying wailing engulfs the area. 3+[WB] creatures who fail to resist with Resolve suffer 3D10+[WB] Peril.
Crit Success: The creature cannot resist.
Crit Failure: The veil is torn from your face, and you are haunted by the bride! You are Terrified for 9 days.

Banishment

Arcane Magic (Thread of Luminescence)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: The proper True Name of a creature
Duration: Instantaneous
Effect: You speak a True Name aloud, as one Beyonder creature who fails to resist with Resolve is banished from the Material Realm for 3+[WB] days.
Crit Success: The creature cannot resist.
Crit Failure: Despite calling out its True Name, you horribly mangle the words! The GM will apply the Boss Template to the creature for 3+[WB] days, as it intends to see you dead.

Bargain Bin

Divine Magic (The Nightfather)
Principle: Petty Spell
Distance: Self
Materials: 1 silver piece (expended)
Duration: Instantaneous
Effect: Tossing a silver piece into a well or body of water, you intone a prayer of fortune, which grants you knowledge of the best place to buy equipment at the right price. You can purchase [WB] pieces of equipment at 50% off the normal price from a merchant in the settlement you're in.
Crit Success: You can purchase one item for only 15% cost
Crit Failure: You have made a critical error! Merchants in that settlement are compelled to refuse service to you for one week.

Basilisk's Spittle

Chaos Magic (The Poisoned Cradle)
Principle: Petty Spell
Distance: Close/Near
Materials: Vial of blood (expended)
Duration: Instantaneous
Effect: Ingesting the vile liquid, you spit a stream of hot, acidic blood. One creature must successfully resist with Coordination, or their armor suffers -2 to Damage Threshold Modifiers until repaired.
Crit Success: The creature cannot resist.
Crit Failure: Your stomach makes a terrible noise as if you had too much blood sausage! You now suffer from Dysentery.

Becalm Squall

Divine Magic (The Leviathan)
Principle: Greater Spell
Distance: Close
Materials: Whalebone dagger (expended)
Duration: Focus
Effect: Thrusting a whalebone dagger into a boat's hull, the mast and sails of your ship are wreathed in St. Elmo's light. A boat you touch is saved from any bad winds or storms surrounding it. The winds may buffet around it but provide only a gentle breeze upon the boat. A place of calm radiates around the boat, allowing companion boats to take advantage of the spell.
Crit Success: The ship is also accompanied by [WB] *man-eaters*, who will protect it from would-be foes.
Crit Failure: The storm grows even more precipitous. This ship will inevitably be struck by raiders in the next 3 days.

Battle Rage

Divine Magic (The Winter King)
Principle: Lesser Spell
Distance: Self
Materials: Fresh blood (expended)
Duration: Focus
Effect: Smearing fresh blood on your face, the spirit of the wolf inhabits your body as you rage outwards with fury and anger! You don't have to spend the additional AP required to make multiple Attack Actions or Stunts during a fight scene.
Crit Success: You also gain +2 Damage.
Crit Failure: You are so possessed by a blinding rage that you cannot see straight. You suffer -4 to Damage Thresholds for 2 days.

Bewitched

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Any object
Duration: Forever
Effect: One small object you touch is bewitched with a hex. When another creature carries it, it suffers an irritating curse. Examples include flatulence, hiccups, warts, or an innocuous but annoying effect. They suffer a Hindrance Die to Fellowship-based Skill Tests.
Crit Success: They Flip To Fail any Fellowship-based Skill Tests instead.
Crit Failure: One of your tools is wreathed in rot and is permanently Bewitched! You don't know which one is Bewitched, however.

Beyond The Pale

Divine Magic (The Custodian)
Principle: Petty Spell
Distance: Close/Near
Materials: Jar of salt (expended)
Duration: Instantaneous
Effect: The jar of salt shatters over one Supernatural creature. If they fail to resist with Resolve, they immediately move to Far away without opening up an Opportunity.
Crit Success: They also open up an Opportunity.
Crit Failure: Strange symbols glow on the ground! You must successfully resist with Resolve or become Stressed.

Blade In The Dark

Chaos Magic (The Crouching One)
Principle: Petty Spell
Distance: Close
Materials: Scorpion's tail
Duration: Focus
Effect: Flashing from beneath your robes, a hidden blade strikes. When you deal Melee Damage with another weapon, the creature you struck must succeed in a Coordination Test or suffer an additional 1D6+[WB] from your Blade In The Dark.
Crit Success: The creature Flips To Fail their Coordination Test.
Crit Failure: You are stung by the blade! You suffer the effects each time you deal Damage for 1 day.

Blazing Retribution

Divine Magic (The Steward)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Religious condemnation, written upon paper (expended)
Duration: Instantaneous
Effect: Blinding flames of retribution strike down at your foes, causing them to burn like human candles. 3+[WB] creatures who fail to resist with Coordination suffer 3D10+[WB] fire Damage and are Disarmed. If they successfully resist, they are still Disarmed.
Crit Success: The creature cannot resist.
Crit Failure: You are nothing more than a false avatar! Condemned by the gods, you cannot cast spells for 3 days.

Blessed Albatross

Divine Magic (The Leviathan)
Principle: Greater Spell
Distance: Close
Materials: Three albatrosses
Duration: Special
Effect: Upon releasing the birds, they forever hover above the ship's mast to bless its journey. A boat you touch will never sink, should the albatrosses all remain alive.
Crit Success: Nobody on the boat can be knocked Prone, and no one suffers falling Damage while on deck.
Crit Failure: The albatrosses bring not fortune but a terrible curse. At a time the GM appoints, the boat will flounder and eventually sink. This will always be precipitated by the blackened husks of albatrosses being struck by lightning, one by one, day over day, for 3 days. As each is struck, those in the boat suffer 3D10+[WB] Peril.

Blinding Gaze

Arcane Magic (Thread of Luminescence)
Principle: Petty Spell
Distance: Close/Near/Far
Materials: Monocle
Duration: Instantaneous
Effect: Peering through the lens, one creature suffers 1D10+[WB] Peril.
Crit Success: They also cannot use Reactions until the start of their next Turn.
Crit Failure: Light comes pouring out of your eyes! Unfortunately, you suffer the effects instead and cannot use Reactions until the start of your next Turn.

Blood Of The Earth

Arcane Magic (Thread of Elementalism)
Principle: Petty Spell
Distance: Self
Materials: Ceremonial knife
Duration: Special
Effect: Plunging a knife into natural earth, you move one step up the Peril Condition Track every minute you touch the ground and stand still.
Crit Success: One other creature you can touch also gains the same benefits.
Crit Failure: The earth below refuses to infuse your lifeblood with her own! You move to Exhausted! and one step down the Damage Condition Track.

Blitzkrieg

Divine Magic (The Steward)
Principle: Lesser Spell
Distance: Self
Materials: Charm shaped like a lightning bolt
Duration: Focus
Effect: You are granted the gift of military prowess. You can use one Attack Action or Stunt for 0 AP on your Turns. Add 1D6 Damage to this Attack Action.
Crit Success: You also increase your Initiative by your [WB].
Crit Failure: You have made a grave mistake and angered your god! You are struck by lightning as you suffer 2D10+[WB] Peril.

Bolt Of Flame

Arcane Magic (Thread of Pyromancy)
Principle: Petty Spell
Distance: Close/Near
Materials: Match (expended)
Duration: Instantaneous
Effect: As you strike a match, one creature suffers 1D10+[WB] fire Damage and must succeed in a Coordination Test or be Disarmed.
Crit Success: The creature cannot resist.
Crit Failure: The searing bolt transforms into a frigid boomerang of ice! You move one step down the Damage & Peril Condition Tracks.

Bon Voyage

Divine Magic (The Leviathan)
Principle: Petty Spell
Distance: Close
Materials: Bottle of wine (expended)
Duration: Special
Effect: A ship you touch grants all creatures aboard a Help Die to all Survival Tests while on it. This spell lasts as long as you remain on the ship, and you must name both the port of departure and the destination port. Once the ship reaches its final destination, the spell fades.
Crit Success: All creatures awaken at Fine on the Peril Condition Track.
Crit Failure: The bottle does not shatter against the hull; instead, it bounces off it and rolls away. The ship is cursed, and all aboard it will awaken every day at -15% To Skill Tests and suffer a Hindrance Die for Survival Tests.

Bonds Of Justice

Divine Magic (The Learner)
Principle: Petty Spell
Distance: Close/Near
Materials: Link of a chain (expended)
Duration: Special
Effect: Shaking a single link of a chain, you bind the hands and ankles of another with Etheric energy. One Corrupted or Humanoid creature must successfully resist with Athletics or is unable to move.. They can attempt to resist at the start of future Turns but cannot add Skill Ranks to resist. Once they successfully resist, the duration ends.
Crit Success: The creature cannot resist on its first Turn.
Crit Failure: You have transgressed against the gods! You are Helpless until you successfully resist it.

Breath Of Revelation

Chaos Magic (The Muse)
Principle: Petty Spell
Distance: Close
Materials: Thimble of amaretto (expended)
Duration: Focus
Effect: You breathe a ghastly revelation into another's mouth. One creature adds your [WB] to their chances of success with Skill Tests.
Crit Success: They also move one step up the Damage & Peril Condition Tracks.
Crit Failure: A terrible revelation is revealed to you! You gain 1 Corruption.

Breath Of The Ethereal

Divine Magic (The Leviathan)
Principle: Petty Spell
Distance: Close
Materials: Kiss of a woman on a scarf (expended)
Duration: Instantaneous
Effect: You draw in deeper breaths by covering your mouth with a scarf. One creature can breathe underwater for a number of minutes equal to your [WB].
Crit Success: The creature also gains a Help Die to swim.
Crit Failure: As the woman places her kiss upon the scarf, it spells your doom! You fall unconscious and must be revived with a Kiss of Life.

Cack-Handed Grasp

Folk Magic (All)
Principle: Petty Spell
Distance: Close/Near
Materials: Animal fat (expended)
Duration: Instantaneous
Effect: With the snap of your fingers, you Disarm a creature.
Crit Success: They are also knocked Prone.
Crit Failure: Your hands drip with animal fat and cannot hold anything for 1 day!

Candlelight

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Glove
Duration: Focus
Effect: With a snap of your fingers, you ignite a candle, torch, or other flammable object you touch. Optionally, hold Candlelight in your palm without risk of harm.
Crit Success: Ignite three objects instead.
Crit Failure: The flames consume your arm, and you cannot use two-handed tools or weapons for 1 day!

Call Lightning

Arcane Magic (Thread of Astromancy)
Principle: Petty Spell
Distance: Close/Near
Materials: Vial of rainwater (expended)
Duration: Instantaneous
Effect: As you pour the rainwater onto the ground, it causes one creature to suffer 1D10+[WB] Damage.
Crit Success: They are also knocked Prone
Crit Failure: The bolt arcs around and strikes you instead! You suffer 1D10+[WB] and are knocked Prone.

Carbuncle Of Horror

Chaos Magic (The Thin Man)
Principle: Lesser Spell
Distance: Self
Materials: Diseased pancreas (expended)
Duration: Focus
Effect: Your form shifts into something unwholesome and alien. You transform into gelatinous slime and can now climb up vertical surfaces. You cannot speak or cast spells in this form. You can shift from your Carbuncle of Horror form to your physical form on your Turn by spending 2 AP. In physical form, all Melee weapons you wield can be used at Close and Near.
Crit Success: You can also speak and cast spells in this form.
Crit Failure: Your legs burble and wobble as if made from gelatin! You remain a Helpless goo for 2 hours.

Carnival Of Pestilence

Chaos Magic (The Thin Man)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Brain matter concoction (expended)
Duration: Instantaneous
Effect: Filth, bilge, and rot burble forth from the ground. 3+[WB] creatures must successfully resist with Toughness or suffer from 3 Diseases.
Crit Success: The creature cannot resist.
Crit Failure: Green and brown tentacles writhe all over you! You suffer 3 random Diseases.

Cauterize Wound

Arcane Magic (Thread of Pyromancy)
Principle: Petty Spell
Distance: Close
Materials: Honey (expended)
Duration: Instantaneous
Effect: As the honey is applied to the wound, one creature you touch moves one step up the Damage Condition Track and reduces the duration of their Injuries by 2 days. This spell can only be cast on the same creature once per day.
Crit Success: The creature reduces the duration of Injuries by 4 days instead.
Crit Failure: Your touch burns like a flame, and the creature moves two steps down the Damage Condition Track!

Cataclysmic Inferno

Arcane Magic (Thread of Pyromancy)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Rod of petrified wood
Duration: Instantaneous
Effect: You conjure pillars of flame. 3+[WB] creatures who fail to resist with Coordination suffer 3D10+[WB] fire Damage and are knocked Prone for 3 minutes.
Crit Success: The creature cannot resist.
Crit Failure: The Cataclysmic Inferno will rain down on a nearby village, town square, or city slum! You must successfully resist with Resolve or gain 3 Corruption.

Celestine Judgement

Divine Magic (The Chain Breaker)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Golden arrowhead (expended)
Duration: Instantaneous
Effect: You hurl a twin-tailed comet of righteousness from your hands. One creature suffers 3D10+[WB] fire Damage and is knocked Prone, unable to get up for 3 Rounds.
Crit Success: The creature also suffers an equal amount of Peril.
Crit Failure: As you throw the comet of justice towards the creature, you realize within your heart of hearts that it was solely intended for you! You suffer the effects instead, along with an equal amount of Peril.

Chaos Overturned

Divine Magic (The Chain Breaker)
Principle: Lesser Spell
Distance: Self
Materials: Any Melee weapon
Duration: Focus
Effect: Holding your weapon overhead, you summon the powers of order and righteous hope. You gain a Help Die for all Melee Tests and 1 additional AP at the start of your Turns. The additional AP can only be used for Attack Actions.
Crit Success: You can now throw your Melee weapon at Close/Near, and it returns to your hand after being thrown.
Crit Failure: As you raise the weapon above your head, it splits along the hilt, breaking in two! You lose 1 AP at the start of your Turns and suffer a Hindrance Die to all Combat-based Skill Tests until the end of the fight.

Cleansing Light

Arcane Magic (Thread of Luminescence)
Principle: Petty Spell
Distance: Close
Materials: Soapstone
Duration: Instantaneous
Effect: A dim mote of light spreads across an object you touch, cleansing it of dirt and grime. It can also make water potable.
Crit Success: You also move one step up the Peril Condition Track.
Crit Failure: Tiny motes of darkness wash over you, and you become Stressed!

Chilling Breath

Folk Magic (All)
Principle: Petty Spell
Distance: Close/Near
Materials: Cup of water (expended)
Duration: Focus
Effect: You drink from the cup and exhale freezing cold over one creature. They must successfully resist with Coordination or have to use 1 additional AP for all Attack Actions.
Crit Success: The creature has to use 2 AP instead.
Crit Failure: The cold water hurts your throat, as you cannot speak for 1 day.

Combat Blessing

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Pinprick of blood
Duration: Focus
Effect: One weapon you touch is wreathed in violet light. The weapon gains a Help Die to attack with.
Crit Success: You affect [WB] weapons instead.
Crit Failure: Cracks appear along the weapons, as three weapons suffer a Hindrance Die for 1 day!

Commander's Vision

Divine Magic (The Steward)
Principle: Lesser Spell
Distance: Self
Materials: Gold-rimmed monocle
Duration: Special
Effect: Donning a gold-rimmed monocle over your eye, you are granted a vision from the gods as you peer over the battlefield, surveying all before you. You can survey any place you can think of as if you were there yourself, viewing it from the sky. This place must be within a number of miles no greater than your [WB]; it must be a place you've visited before and be open to the sky (meaning you cannot view inside buildings or caverns). You can view this place for 1 hour.
Crit Success: You can view it for 3 hours instead.
Crit Failure: The monocle shatters, temporarily blinding you. You automatically fail any Skill Tests based on vision for the next 2 days.

Compassionate Words

Divine Magic (The Martyr)
Principle: Lesser Spell
Distance: Close
Materials: Vial of holy water (expended)
Duration: Focus
Effect: Sprinkling a vial of holy water over others, your words lead your friends into a mindful state. [WB] creatures gain a Help Die to resist effects.
Crit Success: They are also immune to becoming Stressed.
Crit Failure: While the words seem to work, they fall upon deaf ears. Your comrades have been made victims of a terrible hex on your behalf. They become Stressed.

Condemnation

Chaos Magic (The Poisoned Cradle)
Principle: Greater Spell
Distance: Close
Materials: Blood of a Beyonder
Duration: Instantaneous
Effect: You whisper a single word of such power that it obliterates creatures. 3+[WB] creatures suffer 3D10+[WB] Peril. If moved to Exhausted!, they are turned into a pile of diseased goo.
Crit Success: They are also left Helpless for 3 Turns.
Crit Failure: Your words unwittingly unravel your hold over magic! You suffer 3D10+[WB] Peril.

Consecration

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Lead receptacle
Duration: Special
Effect: You touch an object. If it is a cornerstone, the building is dedicated to a Beyonder or Deity you name. Creatures within reduce the amount of Corruption they gain by -1. If it is a threshold, Beyonder and Corrupted creatures suffer 1D10+[WB] when passing over it. If a fountain, you create 1 Supply Rating of holy water. The duration ends if dispelled.
Crit Success: The Consecration lasts forever.
Crit Failure: Creatures no longer reduce Corruption inside the building; Humanoid creatures suffer 2D10+[WB] when passing over it; or you create 2 Supply Rating of unholy water that causes you to gain 1 Corruption when used against Humanoid creatures.

Coruscating Mantle

Arcane Magic (Thread of Luminescence)
Principle: Petty Spell
Distance: Self
Materials: Velvet cloak
Duration: Focus
Effect: Your cloak billows about, creating a minor illusion. Creatures must Flip To Fail to attack you with Blackpowder and Ranged weapons.
Crit Success: Melee weapons also Flip To Fail for attacks.
Crit Failure: The velvet mantle rises in the air with a tearing sound, forever gone! You Flip To Fail all Combat-based Skill Tests for 1 day.

Criminal's Remorse

Divine Magic (The Learner)
Principle: Petty Spell
Distance: Close
Materials: Tuft of dog's hair (expended)
Duration: Special
Effect: You remind a criminal of what it means to be law-abiding. Touch one Corrupted or Humanoid creature. Whenever they commit a crime, they suffer 1D10+[WB] Peril and are knocked Prone.
Crit Success: They suffer 2D10+[WB] Peril instead.
Crit Failure: Crime doesn't pay. Nor does the law, in your case. When you attempt to enforce the law the next day, you suffer 2D10+[WB] Peril.

Courage Under Fire

Arcane Magic (Thread of Pyromancy)
Principle: Lesser Spell
Distance: Close/Near/Far
Materials: Tatter of a renowned battle standard
Duration: Focus
Effect: Pinning the banner to your shoulder, 3+[WB] creatures Flip To Succeed Resolve Tests.
Crit Success: Affected creatures also increase their Initiative Modifier by +4.
Crit Failure: The battle standard is wreathed in a terrible flame! The creatures Flip To Fail Resolve Tests and reduce their Initiative Modifier by -4 for 2 days.

Crown Of Thorns

Arcane Magic (Thread of Elementalism)
Principle: Petty Spell
Distance: Close
Materials: Rose (expended)
Duration: Special
Effect: Crushing the rose, a crown of rosy thorns emerges from a creature's head. One creature that fails to resist with Resolve suffers 1D10+[WB] Peril every Turn. They can attempt to resist at the start of future Turns, and once successfully resisting, the duration abruptly ends.
Crit Success: They must Flip To Fail to resist.
Crit Failure: Heartless worm, you shall be laid before your enemies! You are unable to move for 1 hour.

Cure Malady

Divine Magic (The Martyr)
Principle: Lesser Spell
Distance: Close
Materials: Honey pot (expended)
Duration: Instantaneous
Effect: The creature you touch is cured of the Disease they are suffering from.
Crit Success: They also move two steps up the Peril Condition Track.
Crit Failure: Your words are twisted as you forget the correct invocation to draw your god's might! You contract the Disease and move two steps down the Peril Condition Track.

Dancing Arrows

Arcane Magic (Thread of Transmutation)
Principle: Greater Spell
Distance: Close/Near
Materials: Silver arrowheads (expended)
Duration: Instantaneous
Effect: Shimmering arrows lance outward toward your enemies as 3+[WB] creatures suffer 3D10+[WB] Damage. If they fail to resist with Coordination, they are also Disarmed.
Crit Success: The creature cannot resist.
Crit Failure: The dancing arrows shoot off into the air, and one hits you! You suffer the effects instead.

Damn The Heretic

Divine Magic (The Chain Breaker)
Principle: Lesser Spell
Distance: Close/Near
Materials: Hand mirror
Duration: Focus
Effect: Holding a mirror before a Corrupted or Humanoid creature, they must successfully resist with a Coordination Test or be unable to Counterspell. In addition, they Flip To Fail all Tests to resist your spells' effects.
Crit Success: The creature cannot resist.
Crit Failure: 'Tis not your enemy who is damned, but you instead! You suffer the effects for 2 hours.

Dance of Death

Chaos Magic (The Crouching One)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Vial of blood (expended)
Duration: Instantaneous
Effect: Your prayers are gruesome and threatening. 3+[WB] creatures must successfully resist with Resolve or dance in place for 3 days, left Helpless. Those who do successfully resist are Terrified.
Crit Success: The creature cannot resist.
Crit Failure: The words send you on an endless dance. You dance for 3 days and are Helpless during this time. At the end of the dance, you suffer three Injuries.

Dance With The Devil

Chaos Magic (The Muse)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Fiddle
Duration: Focus
Effect: An otherworldly orchestra plays a damning tune, enrapturing its victims who endlessly dance provocatively. 3+[WB] creatures must successfully resist with Resolve or else begin to dance, unable to use fight actions. They also suffer 3D10+[WB] Peril every hour.
Crit Success: You don't need to Focus, as the creatures dance for 24 hours.
Crit Failure: You must play the fiddle, and you suffer the effects instead!

Darksight

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Eagle feathers
Duration: Focus
Effect: Feathers bind with strands of starlight. One creature you touch can see in the dark.
Crit Success: They also gain a Help Die to use Attack Actions and Stunts in darkness.
Crit Failure: Twinkling lights flicker in their eyes! The creature must Flip To Fail all vision-based Skill Tests for 1 hour.

Dark Metamorphosis

Chaos Magic (The Poisoned Cradle)
Principle: Greater Spell
Distance: Self
Materials: Jar of flies (expended)
Duration: Focus
Effect: With a wet "whoosh," your body transforms into a black cloud of six hundred sixty-six flies, and your belongings drop to the ground. In this form, you cannot speak, cast spells, deal Damage, or be harmed by normal weapons. You can also see in the dark. You can shift from Dark Metamorphosis form to physical form on your Turn by spending 2 AP.
Crit Success: You can also speak and cast spells in this form.
Crit Failure: The spell fails as your body rips at the seams! You are Terrified.

Dearly Departed

Arcane Magic (Thread of Morticism)
Principle: Lesser Spell
Distance: Close
Materials: Spirit board
Duration: Special
Effect: Placing your hands on the board, a spirit you can name aloud who once lived in a place where you stand will answer any questions posed truthfully. The spirit will answer 6 general questions about its history, manner of death, and otherwise. Answers are always framed as yes/no, with one knock for "yes" and two for "no."
Crit Success: You can pose 9 questions instead.
Crit Failure: The spirit board is destroyed, and the place becomes haunted! Those who witness the transformation must successfully resist with Resolve or become Frightened.

Death Mask

Arcane Magic (Thread of Shadowmancy)
Principle: Greater Spell
Distance: Close
Materials: Ivory death mask
Duration: Focus
Effect: When this spell is cast, it is always hidden from others. Placing the mask over your face, one Corrupted or Humanoid creature you touch that fails to resist with Coordination is apparently dead, unable to move or communicate. They do not need to eat or breathe but can hear everything around them.
Crit Success: The creature is also invisible to everyone but you.
Crit Failure: Suddenly stricken by death's hand, you are moved to Dying!.

Death's Visage

Arcane Magic (Thread of Necromancy)
Principle: Petty Spell
Distance: Close/Near
Materials: Skull
Duration: Instantaneous
Effect: Behold the Custodian's grim visage! One creature who fails to resist with Resolve is Stressed and unable to use Reactions until the end of their next Turn.
Crit Success: The creature cannot resist.
Crit Failure: The jaw of the skull unhinges, cackling maniacally! You suffer the effects instead.

Death's Embrace

Arcane Magic (Thread of Morticism)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Expensive ruby
Duration: Instantaneous
Effect: Kissing the ruby, you exhale a necrotic wind that strips flesh from bone. 3+[WB] Corrupted and Humanoid creatures suffer 3D10+[WB] Damage.
Crit Success: Corrupted and Humanoid creatures of Low Risk Factor are also instantly moved to Dying!.
Crit Failure: Your magic invigorates the creatures instead! They are moved to Alive and Fine.

Deja Vu

Divine Magic (The Custodian)
Principle: Lesser Spell
Distance: Self
Materials: Frankincense (expended)
Duration: Focus
Effect: You can interpret the near future. Ignore the next Affliction or Injury you suffer.
Crit Success: Ignore 2 Afflictions or Injuries you suffer instead.
Crit Failure: You cannot see the future, but you feel the sword of Damocles will drop at any time! The next time you suffer an Affliction or Injury, suffer two instead.

Depraved Courier

Chaos Magic (The Thin Man)
Principle: Petty Spell
Distance: Self
Materials: Husks of locusts & flies (expended)
Duration: Instantaneous
Effect: You send a message to a creature you know up to 1 mile away, delivered by a swarm of dead flies and locusts. The message can be 3 pages at maximum. The creature must successfully resist with Toughness or gain 1 Corruption. They have no choice but to respond with a message back to you.
Crit Success: They don't gain Corruption.
Crit Failure: The flies worm into your mouth, ears, and other orifices! You are unable to see and speak for 1 day.

Dictum Of The Winter King

Divine Magic (The Winter King)
Principle: Greater Spell
Distance: Close/Near
Materials: Your weapon
Duration: Focus
Effect: Leveling your weapon at an enemy, the Winter King declares you his champion. Whenever a creature begins their Turn next to you, spend 1 AP as a Reaction, as they must successfully resist with Resolve or suffer 3D10+[WB] Peril.
Crit Success: They also begin their Turn with 1 less AP.
Crit Failure: You have brought shame upon yourself and must pay the price! You are turned into a wolf (small animal) for 3 days.

Devil In The Eye

Folk Magic (All)
Principle: Petty Spell
Distance: Close/Near
Materials: Cat's cradle of string
Duration: Focus
Effect: Wrapping strings around your fingers, you can mentally command one Corrupted or Humanoid creature. If they fail to resist with Resolve, you lure them toward acts they may not usually entertain. You can command them telepathically. Should these acts conflict with their morals, they won't take action.
Crit Success: The creature cannot resist.
Crit Failure: You are caught in the binds of an unknown Beyonder, as you must role-play only your Tragic Flaw for 1 day!

Disintegration

Arcane Magic (Thread of Transmutation)
Principle: Petty Spell
Distance: Close/Near
Materials: Rusty metal file (expended)
Duration: Instantaneous
Effect: With but a wave of your hand, an object no larger than a breadbox is turned to dust.
Crit Success: You can affect an object as large as a horse instead.
Crit Failure: One random object Near you is turned to dust!

Dispel Magic

Folk Magic (All)
Principle: Petty Spell
Distance: Close/Near
Materials: Silver tuning fork
Duration: Instantaneous
Effect: You strike the tuning fork, bringing the discord of magic into harmony. It instantly dispels the ongoing effects of one spell, regardless if it's a spell with a duration of Focus, Forever, or Instantaneous. You cannot dispel a Lesser Spell unless you have 2 ranks in Occultism, and you cannot dispel a Greater Spell unless you have 3 ranks in Occultism. If the creature who cast the spell is present, you must succeed in an Opposed Test to dispel their magic.
Crit Success: The creature who cast the spell you're dispelling cannot use that same spell for 1 day.
Crit Failure: A discordant sound explodes in your eardrum! You cannot cast Dispel Magic for 1 day.

Domino Of Beauty

Chaos Magic (The Muse)
Principle: Petty Spell
Distance: Close
Materials: Liar's tongue
Duration: Focus
Effect: Pink scintilla and specks of energy fall over a creature's face as they are covered in a glamour of intense beauty. One creature you touch is instantly relieved of being Drunk and adds a Help Die to all Guile Tests.
Crit Success: They are also moved one step up the Peril Condition Track.
Crit Failure: The Domino does not bring about beauty but instead instills pain! Both you and the creature become Drunk, and suffer a Hindrance Die to all Persuasion Tests for 1 day.

Divination Of Willows

Folk Magic (All)
Principle: Petty Spell
Distance: Self
Materials: Two willow branches
Duration: Focus
Effect: Raising a pair of branches overhead, you are either directed towards your bonded survivor, a source of water, or a location you have previously visited, providing it is within 1 mile of you.
Crit Success: You also gain an Assist Die to find what you seek.
Crit Failure: Lightning strikes the branches, as you suffer 1D10+[WB] fire Damage and the branches are destroyed!

Dooming

Arcane Magic (Thread of Astromancy)
Principle: Greater Spell
Distance: Self
Materials: Lock of hair from your victim
Duration: Focus
Effect: Twirling the lock of hair around your finger, you name a single creature. They cannot use Fortune or Misfortune Coins; when they suffer an Affliction or Injury, they add +75% to the results. If they are moved to Seriously or Grievously Wounded, they are moved to Dying! instead.
Crit Success: They are instantly moved to Dying! and suffer an Injury.
Crit Failure: You tear a hole into reality! You suffer the effects instead for 3 hours.

Dragon's Breath

Arcane Magic (Thread of Pyromancy)
Principle: Greater Spell
Distance: Close/Near
Materials: Scales of a lizard
Duration: Instantaneous
Effect: Your breath burns with a ravaging heat. 3+[WB] creatures must successfully resist with Coordination or suffer 3D10+[WB] fire Damage.
Crit Success: The creature cannot resist.
Crit Failure: A grave mishap has occurred, as your breath uncontrollably ignites everything around you! All allied creatures who are Close and Near you suffer 3D10+[WB] fire Damage.

Dying Breath

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Grave dirt
Duration: Instantaneous
Effect: Your breath whorls with grave dirt. 3+[WB] Supernatural creatures who fail to resist with Coordination are pushed away to Near distance.
Crit Success: They also suffer 1D10+[WB] Peril.
Crit Failure: A whirlwind of gravel and dirt whips around! You are knocked Prone.

Dreamweaver

Divine Magic (The Custodian)
Principle: Petty Spell
Distance: Self
Materials: Ball of wool (expended)
Duration: Special
Effect: Pulling a bit of wool between your forefingers and thumbs, you send a message to one creature you can envision. They will receive it the next time they slumber. The message can be one minute at maximum.
Crit Success: The message can be sent to three creatures instead.
Crit Failure: As you weave the dream, the message becomes muddled! The creature you envisioned as the recipient will wake up Stressed.

Effigy's Strength

Arcane Magic (Thread of Elementalism)
Principle: Greater Spell
Distance: Self
Materials: Steel statuette of yourself (expended)
Duration: Focus
Effect: The statuette melts between your fingers as you add +6 to weapon Damage and apply the Powerful Quality to Melee weapons you wield.
Crit Success: The statuette is not expended.
Crit Failure: The statuette shatters in your hands! Heavy and ponderous in your gait, you suffer -30% to Agility for 3 days.

Elemental Missile

Folk Magic (All)
Principle: Petty Spell
Distance: Close/Near
Materials: Breath of air, a cobblestone, a match, or a waterskin
Duration: Instantaneous
Effect: You draw forth an element from the Material Realm.
Air: Suffers Hindrance Die on their next Attack Action.
Earth: Lose all Banked AP and lose 1 AP on their next Turn.
Fire: Pushed backward to Near but doesn't open up an Opportunity.
Water: Instantly knocked Prone.
Crit Success: They suffer two of the conditions above.
Crit Failure: The elements betray you as you suffer two of the conditions above!

Enchant Equipment

Arcane Magic (Thread of Transmutation)
Principle: Lesser Spell
Distance: Close
Materials: Feathers of a rare bird (expended)
Duration: Focus
Effect: You inscribe temporary magical power into an object, as one weapon you touch temporarily gains the Blessed Quality. It also gives the wielder a Help Die to Skill Tests, providing it's not used for violent ends.
Crit Success: They can Flip To Succeed instead.
Crit Failure: Not only does the spell fail, but it also instantly dispels all magical effects Close by and Near you! You also suffer 2D10+[WB] Peril.

Eternal Damnation

Chaos Magic (The Crouching One)
Principle: Lesser Spell
Distance: Close
Materials: Any living creature
Duration: Instantaneous
Effect: You claim a soul for the blood god, damning them to eternal torment. The creature you touch must successfully resist with Toughness or be moved to Dying! and slain, with no chance to gain an Affliction or Injury to abate death. They cannot be raised from the dead. If used on a survivor, and they elect to gain a Scar, they also gain 1 permanent Corruption.
Crit Success: The creature gains 3 Corruption instead.
Crit Failure: The blood god's refusal takes a wearisome toll upon you! You awaken at Grievously Wounded (unless you are already Dying!) for 3 days.

Eternal Darkness

Arcane Magic (Thread of Shadowmancy)
Principle: Lesser Spell
Distance: Close/Near
Materials: Eyes of a salamander (expended)
Duration: Focus
Effect: When this spell is cast, it is always hidden from others. As you squish the eyes between your fingers, darkness forms around a single creature or object. Those who begin their Turn Close or Near the source of Eternal Darkness lose 1 AP and Flip To Fail all vision-based Tests.
Crit Success: Those affected by Eternal Darkness lose 2 AP instead.
Crit Failure: A horrific shadow manifests instantaneously within your sight (and only in your sight)! You are Frightened for 2 days.

Ethereal Form

Arcane Magic (Thread of Necromancy)
Principle: Lesser Spell
Distance: Self
Materials: Death shroud, wrapped around you
Duration: Focus
Effect: Your body becomes Ethereal, occupying both the Material Realm and the Vault of Night. When Ethereal, you cannot speak, cast spells, deal Damage, or be harmed by normal weapons. You can also see in the dark. You can shift from Ethereal to physical form on your Turn by spending 2 AP.
Crit Success: You can also speak and cast spells in this form.
Crit Failure: The transformative magic wracks your body, as you must successfully resist with Toughness or gain 2 Corruption!

Exorcize The Supernatural

Arcane Magic (Thread of Morticism)
Principle: Greater Spell
Distance: Close/Near
Materials: Breath of a holy person in a bottle (expended)
Duration: Instantaneous
Effect: You conjure a light that banishes the undead. 3+[WB] Supernatural creatures suffer 3D10+[WB] fire Damage.
Crit Success: Supernatural creatures of Low Risk Factor are also instantly moved to Dying!.
Crit Failure: Your magic invigorates the creatures instead! They are moved to Alive and Fine.

Etheric Crucifixion

Chaos Magic (The Muse)
Principle: Lesser Spell
Distance: Close/Near
Materials: Length of rope
Duration: Focus
Effect: An Etheric binding of chaotic energy stretches a creature into the air like an "X". One creature must successfully resist with Resolve, or it is Grabbed and held aloft by energy, one storey in the air. They suffer 2D10+[WB] Peril every Turn while caught in the Etheric Crucifixion but may attempt to escape at the start of every Turn.
Crit Success: They Flip To Fail to escape.
Crit Failure: You are held in Etheric binds and suffer the effects until successfully resisting! You Flip To Fail to resist.

Expel Poison

Divine Magic (The Martyr)
Principle: Petty Spell
Distance: Close
Materials: Blood of a poisonous snake (expended)
Duration: Instantaneous
Effect: Administering the blood of a poisoned snake to the afflicted, you lead a prayer, beseeching The Martyr for the gift of mercy. The creature you touch is cured of the Poison or alcohol they are suffering from.
Crit Success: They also move one step up the Damage Condition Track.
Crit Failure: The only mercy for the wounded is letting them pass onward into the Martyr's loving arms. The creature moves one step down the Damage Condition Track.

Eye For An Eye

Divine Magic (The Learner)
Principle: Lesser Spell
Distance: Self
Materials: Two weights of a scale
Duration: Special
Effect: The forces of order ensure that an act committed upon you is returned in kind to the transgressor of such acts. This means that if a Corrupted or Humanoid creature stole your coin purse, they'd lose their purse in return. The same will happen if someone intentionally causes you to suffer Damage or Peril, they suffer the same Damage, Peril, or effect from a spell or Stunt. Once triggered, the duration ends.
Crit Success: The spell lasts for three different acts, as opposed to one.
Crit Failure: Sometime in the next 2 days, you will suffer threefold retribution.

Feast For Crows

Arcane Magic (Thread of Animism)
Principle: Lesser Spell
Distance: Close/Near/Far
Materials: Crow's feathers (expended)
Duration: Instantaneous
Effect: A murder of crows caw and dart angrily towards others. 3+[WB] creatures who fail to resist with Coordination suffer 2D10+[WB] Peril.
Crit Success: The creature cannot resist.
Crit Failure: The crows swirl around! You suffer 2D10+[WB] Peril.

Eyes Without A Face

Divine Magic (The Nightfather)
Principle: Greater Spell
Distance: Self
Materials: Gold Venetian mask (expended)
Duration: Focus
Effect: Holding a Venetian mask to your face and intoning a prayer, you protect your real identity with an illusion. Make up an alternative identity with its own appearance, name, and personality as you take upon the illusion of the other person. This allows you to build a reputation without harming your true identity. Only [WB] creatures of your choosing can see through this illusion.
Crit Success: Choose two alternative identities instead.
Crit Failure: You disappear for 3 days and return to the same place you disappeared from. Upon reappearance, you gain 3 Corruption and have no memory of what happened.

Fecund Fetor

Chaos Magic (The Thin Man)
Principle: Petty Spell
Distance: Self
Materials: Rotten eggs (expended)
Duration: Focus
Effect: The rotten stench of the eggs wafts around. Creatures who begin their Turn Close by you must successfully resist with Toughness or suffer a Hindrance Die to attack you.
Crit Success: The creature cannot resist.
Crit Failure: Your body is torturously wracked with convulsions from incessant dry heaving! You suffer a Hindrance Die to all fight actions for 1 day.

Feyfire

Folk Magic (All)
Principle: Petty Spell
Distance: Close/Near/Far
Materials: Firefly (expended)
Duration: Focus
Effect: As you crush the firefly in your hand, a place you can see is surrounded by purple, harmless light. All hidden and invisible creatures Close by or Near it are instantly revealed.
Crit Success: They also suffer 1D10+[WB] Peril.
Crit Failure: Your hands burn with the bug's iridescence! You cannot hide or become invisible for 1 day.

Final Rest

Divine Magic (The Custodian)
Principle: Greater Spell
Distance: Close
Materials: Ironwood stake (expended)
Duration: Instantaneous
Effect: Driving a stake of ironwood into the unliving, you touch a Supernatural creature, forcing it to resist with Coordination. If they succeed, they are moved to Dying!. If they fail, they are turned entirely to dust.
Crit Success: The creature cannot resist.
Crit Failure: The stake splinters in hand as the creature is reinvigorated with "unlife!" They are moved to Fine, Alive, and all Injuries and Afflictions are cured.

Fifty Shades Of Pain

Chaos Magic (The Muse)
Principle: Lesser Spell
Distance: Close
Materials: Drop of blood (expended)
Duration: Focus
Effect: You "flip" pain and pleasure sensations using soft words. One creature who moves down the Damage Condition Track also moves an equal number of steps up the Peril Condition Track.
Crit Success: When they suffer Damage, they are also knocked Prone.
Crit Failure: You owe The Muse your lifeblood! You move two steps down the Damage Condition Track and are knocked Prone.

Fireproof

Arcane Magic (Thread of Pyromancy)
Principle: Lesser Spell
Distance: Close
Materials: Iron amulet
Duration: Focus
Effect: You place an iron amulet around a creature you touch, as they reduce all fire Damage by your [WB].
Crit Success: You affect [WB] creatures instead.
Crit Failure: After placing the iron amulet upon the bearer of this dark gift, they burst into flames! They suffer 2D10+[WB] fire Damage.

Fisher's Intuition

Divine Magic (The Leviathan)
Principle: Petty Spell
Distance: Self
Materials: Fishing lure (expended)
Duration: Special
Effect: Dropping a fishing lure into the water, you momentarily possess the eye of an able fisherman. Name any one creature of the sea. You now know the inherent direction to find it, providing it dwells in a place within 1 mile. Upon finding it, the duration ends.
Crit Success: You are also guaranteed to catch your prey.
Crit Failure: The spell will lead you astray! A sea creature will inevitably attack at a moment you least expect it.

Flaming Sword

Arcane Magic (Thread of Pyromancy)
Principle: Lesser Spell
Distance: Self
Materials: Hilt of a Castleforged sword
Duration: Focus
Effect: A fiery blade extends from the hilt. When using this weapon (at your option), substitute Occultism for Melee. The first attack you make with this weapon costs 0 AP. Flaming Sword is treated as a Melee weapon of Close distance with the Defensive Quality that deals 2D6+[WB] fire Damage. It also provides light equivalent to a torch.
Crit Success: Deal 3D6+[WB] fire Damage instead.
Crit Failure: Roll 1D6 at the start of your Turn. "1", it will lash out at you; if the result is faces "2 to 5", the sword does nothing; and if the result is face "6", it will lash out at a creature. It uses your Skills to hit and deal Damage. This lasts until you suffer Damage.

Flames Of Order

Divine Magic (The Chain Breaker)
Principle: Greater Spell
Distance: Self
Materials: Golden amulet
Duration: Instantaneous
Effect: You are immolated in harmless white holy light. Corrupted and Humanoid creatures Close by suffer 3D10+[WB] Damage. This Damage ignores any Damage Threshold Modifier granted by armor.
Crit Success: They are also knocked Prone.
Crit Failure: The flames of your inner passion fizzle out! So distraught are you that you Flip To Fail all Occultism Tests for 3 days.

Flip Of A Coin

Divine Magic (The Nightfather)
Principle: Greater Spell
Distance: Close
Materials: 3 silver pieces (expended)
Duration: Instantaneous
Effect: Calling upon the Nightfather, you bring providence to all. Flip a coin three times. Add 1 Fortune Coin to the player's pool every time it lands on heads. Add 1 Misfortune Coin to the GM's pool for every instance of tails. This can only be cast once per game session.
Crit Success: Automatically place 3 Fortune Coins into the player's pool.
Crit Failure: You were a fool to believe you could bend the rules in your favor. You cannot use Fortune Coins for 3 days.

Florentine Kiss

Chaos Magic (The Muse)
Principle: Petty Spell
Distance: Self
Materials: Perfume of rose (expended)
Duration: Focus
Effect: Your tongue transforms into a grotesquely long coil at your feet. When using this weapon (at your option), substitute Occultism for Melee. The first attack you make with this weapon costs 0 AP. Florentine Kiss is treated as a Ranged weapon of Close/Near distance and deals 1D6+[WB] Damage.
Crit Success: Deal 2D6+[WB] Damage instead.
Crit Failure: Your tongue lolls onto the ground and becomes a writhing flesh worm! You cannot speak for 1 day.

Fortune Favors The Bold

Divine Magic (The Nightfather)
Principle: Lesser Spell
Distance: Close
Materials: Pair of silver dice
Duration: Instantaneous
Effect: Rolling a pair of silver dice, you sense that fortune is in your favor. 3+[WB] creatures will Critically Succeed in their next Skill Test that isn't Occultism.
Crit Success: The creatures Critically Succeed in two Skill Tests instead.
Crit Failure: Fortune favors the bold, and you are not bold. Nor are you comrades! You will Critically Fail your next Skill Test instead.

Fool's Fortune

Arcane Magic (Thread of Transmutation)
Principle: Lesser Spell
Distance: Close
Materials: Handful of pyrite (expended)
Duration: Focus
Effect: With a "snap" of your fingers, you can temporarily make an object you touch appear to be of greater value than it truly is through illusion. For instance, you can turn a wooden token into a gold coin or make a teetering wagon look like a shimmering crystal cart.
Crit Success: You affect [WB] objects instead.
Crit Failure: As you gently sprinkle the pyrite, 2 objects appear to become something incredibly valuable! However, within a few moments, they disintegrate, forever destroyed.

Fractured Step

Folk Magic (All)
Principle: Petty Spell
Distance: Close/Near/Far
Materials: Leg bone (expended)
Duration: Instantaneous
Effect: With the crack of a bone, one creature who fails to resist with Toughness increases the AP cost for Move Actions by +1 AP.
Crit Success: The creature cannot resist.
Crit Failure: With the snap of the bone, you are knocked Prone and unable to use Move Actions for 1 day!

Frostbite

Divine Magic (The Winter King)
Principle: Petty Spell
Distance: Close/Near
Materials: Drop of frozen blood
Duration: Instantaneous
Effect: You pray to the gods to freeze your enemy's limbs, rendering them weak. One creature moves one step down the Peril Condition Track and cannot use two-handed weapons until their next Turn.
Crit Success: They must also spend 1 additional AP for Attack Actions until the end of the fight.
Crit Failure: Your bones creak and rattle from a bitterly cold wind. You move two steps down the Peril Condition Track.

Gift Of The Miracle

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Holy water (expended)
Duration: Instantaneous
Effect: One creature you touch is given the gift of a miracle, as they gain a Help Die for their next Skill Test.
Crit Success: They Flip To Succeed instead.
Crit Failure: The saint has been betrayed! The creature Flips To Fail the next Skill Test the GM decides upon.

Fury Of The Wildlands

Divine Magic (The Demiurge)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Petrified bark
Duration: Special
Effect: Holding aloft the petrified wood, you call forth destructive forces to rage over a creature, be it a lightning strike, trees lashing about, an open maw in the earth, a pounding ice storm, a rising tide of acidic water, or a fiery tornado. One creature you can see suffers 3D10+[WB] Damage now and every Turn thereafter until they are Dying!.
Crit Success: The creature also suffers 3D10+[WB] Peril now and every Turn thereafter until they are Exhausted!.
Crit Failure: The call of the wild goes unanswered! You are petrified into a soft stone and left Helpless for 3 days.

Gird Of Iron

Arcane Magic (Thread of Transmutation)
Principle: Petty Spell
Distance: Self
Materials: Iron spheres
Duration: Special
Effect: Two spheres orbit around your body. For every step you move down the Damage Condition Track, remove one sphere and ignore that step of Damage. Once all the spheres are gone, the duration ends.
Crit Success: Gain 4 spheres instead.
Crit Failure: The spheres dart out and strike at you instead! You and another creature suffer 1D10+[WB] Damage.

Gods As Your Witness

Divine Magic (The Learner)
Principle: Greater Spell
Distance: Close
Materials: Wooden gavel
Duration: Special
Effect: You command, "Gods as your witness!" and the guilty party shall suffer. A Corrupted or Humanoid creature you touch must truthfully answer 9 questions to the best of their abilities and must give honest answers.
Crit Success: You can pose 12 questions instead.
Crit Failure: You have made a critical error. You're not sure whether they're telling the truth or not. You become Terrified.

Grotesque Miasma

Chaos Magic (The Poisoned Cradle)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Pulverized plague victim's bones (expended)
Duration: Special
Effect: Scattering the dust about, a miasma arises around a creature! Both the creature and those who start their Turn Close by them move one step down the Damage Condition Track and must successfully resist with Toughness or gain a Malignancy. Once a creature successfully resists with Toughness, the duration ends.
Crit Success: They Flip To Fail to resist.
Crit Failure: As you twist and contort, your body does not seem your own. You must successfully resist with Toughness or gain 3 Corruption.

Grave Ward

Arcane Magic (Thread of Morticism)
Principle: Lesser Spell
Distance: Close
Materials: Vial of holy water
Duration: Forever
Effect: Pouring holy water over a burial site you touch, you imbue a terrible curse upon those who attempt to rob or desecrate it. They suffer a Hindrance Die to Combat and Willpower-based Skill Tests until they return the items they have stolen.
Crit Success: They Flip To Fail instead.
Crit Failure: Invoking the wrong name of the deceased, you awaken them from their slumber! They arise as tenebrae.

Gust Of Wind

Folk Magic (All)
Principle: Petty Spell
Distance: Close/Near
Materials: Breath in a jar (expended)
Duration: Instantaneous
Effect: You conjure a gust of wind from a jar that instantly affects multiple objects you can see, such as extinguishing candles, blowing papers about, and tossing blankets around.
Crit Success: It also knocks one creature Prone.
Crit Failure: The jar shatters as you are knocked Prone!

Hand Of Comfort

Arcane Magic (Thread of Morticism)
Principle: Petty Spell
Distance: Close
Materials: Grave flower
Duration: Instantaneous
Effect: The flower and words lend comfort as one creature you touch recovers from being Stressed.
Crit Success: They also move one step up the Peril Condition Track.
Crit Failure: Your words lend cold comfort! They move to Frightened instead.

Hand Of The Murdered God

Chaos Magic (The Crouching One)
Principle: Lesser Spell
Distance: Close
Materials: Any living creature
Duration: Focus
Effect: Blood oozes from your fingertips. Add +4 to all Melee weapon Damage you do. When you deal Damage, the creature you struck must also succeed in a Toughness Test or contract Infection.
Crit Success: The creature cannot resist.
Crit Failure: You begin to bleed. Profusely! At the start of your Turn, you must succeed in a Toughness Test or move one step down the Damage Condition Track. This persists until the end of the fight.

Hand Of Murder

Arcane Magic (Thread of Necromancy)
Principle: Lesser Spell
Distance: Close
Materials: Hand of a murderer
Duration: Instantaneous
Effect: Extending the hand outwards, one Corrupted or Humanoid creature who fails to resist with Coordination suffers 2D10+[WB] Peril and gains 2 Corruption.
Crit Success: They also gain a random Malignancy.
Crit Failure: The hand snaps its fingers and disappears! 2 days later, someone you know who is not a survivor is murdered by it.

Hare's Speed

Divine Magic (The Demiurge)
Principle: Petty Spell
Distance: Self
Materials: Rabbit's foot
Duration: Focus
Effect: You bound and sprint like a rabbit in the wild. Gain 1 additional AP to use for Movement Actions only.
Crit Success: One other creature you can touch also gains the same benefits.
Crit Failure: You temporarily manifest a tuft of fur, your ears grow fuzzy, and you now yearn for carrots for the next 1 day! You are knocked Prone.

Harvester Of Souls

Arcane Magic (Thread of Morticism)
Principle: Petty Spell
Distance: Self
Materials: Sickle
Duration: Focus
Effect: Silvery light engulfs your sickle. When using this weapon (at your option), substitute Occultism for Melee. The first attack you make with this weapon costs 0 AP. Harvester Of Souls is treated as a Melee weapon of Close distance with the Blessed Quality that deals 1D6+[WB] Damage.
Crit Success: Deal 2D6+[WB] Damage instead.
Crit Failure: The sickle dances in the air! Roll 1D6 at the start of your Turn. If the result is face "1," it will lash out at you; if the result is faces "2 to 5", the sickle does nothing; and if the result is face "6", it will lash out at a creature. It uses your Skills to hit and deal Damage. This lasts until you suffer Damage.

Hat-Trick

Folk Magic (All)
Principle: Petty Spell
Distance: Self
Materials: Bag, hat, or pocket
Duration: Forever
Effect: From a pocket, you produce a harmless but oddly mutated small animal from nowhere, such as a dove, fish, or rabbit. It can be commanded to do dangerous tasks. If it suffers Damage or Peril, it is instantly slain.
Crit Success: You produce three animals instead.
Crit Failure: The creature snaps at your hand, and you cannot use your primary hand for 1 day!

Hasten Speed

Folk Magic (All)
Principle: Petty Spell
Distance: Self
Materials: Bootlaces
Duration: Focus
Effect: As you tie a tidy bow, increase your Initiative Modifier by +2.
Crit Success: One other creature you can touch also gains the same benefit.
Crit Failure: The laces snap, and affected creatures suffer -1% from all Primary Attributes for 1 day!

Haunting

Folk Magic (All)
Principle: Petty Spell
Distance: Close/Near/Far
Materials: Burial shroud
Duration: Focus
Effect: Wrapping your shoulders with the shroud, you conjure ghostly sounds or voices in a place you can see, manifesting as a low whisper or a dull roar.
Crit Success: Everyone who witnesses it becomes Stressed.
Crit Failure: You are haunted by the dead! You become Stressed, and the burial shroud is destroyed.

Hearth's Helper

Folk Magic (All)
Principle: Petty Spell
Distance: Close/Near
Materials: Campfire or hearth
Duration: Focus
Effect: As the flames rise and fall, you summon a small, helpful spirit. You can ask it to do simple chores, such as cleaning, cobbling shoes, lighting fires, serving food, stitching clothing, and other mundane tasks. It will generally acquiesce unless the GM deems the task out of sorts. The spirit cannot be harmed.
Crit Success: You also move one step up the Peril Condition Track.
Crit Failure: The camp is completely in disarray! Lose 1 Supply Rating, tool, or weapon.

Her Dark Gift

Chaos Magic (The Poisoned Cradle)
Principle: Petty Spell
Distance: Close
Materials: Small animal (expended)
Duration: Focus
Effect: Slaughtering the small animal, one creature you touch gains a Help Die for Combat-based Skill Tests, but they gain 1 Corruption.
Crit Success: They don't gain Corruption.
Crit Failure: You have displeased a Beyonder whose name you don't know! The creature you touch is filled with the Beyonder's rage and must role-play only their Tragic Flaw for 1 day.

Heavenly Wings

Arcane Magic (Thread of Astromancy)
Principle: Lesser Spell
Distance: Self
Materials: Feather of a dove (expended)
Duration: Focus
Effect: Placing the feather behind your ear, you sprout wings and can now fly. If you are Dying! or Exhausted!, you cannot fly.
Crit Success: One other creature you can touch also gains the same benefits.
Crit Failure: The wings turn into that of a bat and perilously carry you upwards until breaking! You fall three storeys to the ground.

Heresy Denied

Divine Magic (The Chain Breaker)
Principle: Petty Spell
Distance: Close
Materials: Three bent nails (expended)
Duration: Forever
Effect: Hammering three bent nails into a threshold you touch, you hedge a door against the damned. Corrupted and Supernatural creatures must succeed in a Resolve Test to pass through it. Should they cross the portal, they suffer 1D10+[WB] Damage.
Crit Success: The creature cannot resist.
Crit Failure: Strange symbols of judgment begin to ebb upon the threshold. Those who behold this spell become Stressed.

Hidden Message

Folk Magic (All)
Principle: Petty Spell
Distance: Self
Materials: Bottle of ink (expended)
Duration: Forever
Effect: You inscribe hidden messages into a book or on pages you touch. Designate 3+[WB] creatures as only they can read the original writing.
Crit Success: The book is now permanently invisible except to those creatures. It can be carried as a small object.
Crit Failure: The book or page is instantly incinerated as your pen touches the paper!

His Great Blessing

Divine Magic (The Steward)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Standard with an eagle upon it
Duration: Special
Effect: Holding aloft a standard with an eagle upon it, your chanted prayer fills the hearts of your friends and allies. 3+[WB] creatures gain +6 Damage Thresholds until they are moved down the Damage Condition Track. The duration then ends.
Crit Success: They also gain +6 to their Initiative Modifier.
Crit Failure: The fabric of the standard is torn to shreds before your very eyes as the eagle takes shape into a great monstrosity before flying away. 3+[WB] creatures are Terrified.

Hide The Stench

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Perfume (expended)
Duration: Focus
Effect: With a spurt of perfume, 3+[WB] creatures Close by you have their scent completely masked.
Crit Success: All creatures' movement is also naturally silenced.
Crit Failure: Your clothes reek like a skunk! Affected creatures cannot use Skill Tests to hide their presence for 1 day.

Hoarfrost

Arcane Magic (Thread of Elementalism)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Vial of melted snow (expended)
Duration: Instantaneous
Effect: Pouring out the water, you conjure icy hands from the ground. 3+[WB] creatures must succeed in a Coordination Test or suffer 3D10+[WB] Peril and are knocked Prone.
Crit Success: The creature cannot resist.
Crit Failure: The heat of a summer wind envelops you! You suffer 3D10+[WB] fire Damage and are knocked Prone.

Hoodwink

Divine Magic (The Nightfather)
Principle: Lesser Spell
Distance: Close/Near
Materials: Handful of wool (expended)
Duration: Focus
Effect: You hoodwink, cork-screw, or swindle someone into an action they'd normally not take. 3+[WB] Corrupted or Humanoid creatures must successfully resist with Resolve, or they are lured toward acts they may not usually entertain. You can command them telepathically. Should these acts conflict with their morals, they won't take action.
Crit Success: The creature cannot resist.
Crit Failure: Your ignorance of the proper incantations has left you dumbfounded, as you must role-play only your Tragic Flaw for 2 days!

Hush

Folk Magic (All)
Principle: Petty Spell
Distance: Close/Near
Materials: Silver thimble
Duration: Focus
Effect: Raising your fingertip to your lips, a place you can see falls under complete silence. All creatures Close or Near the place cannot speak or cast spells within the area.
Crit Success: The spell doesn't affect you or your allies.
Crit Failure: Your breath is taken away, and you cannot verbally communicate for 1 day!

Horn Of Malignancy

Chaos Magic (The Poisoned Cradle)
Principle: Lesser Spell
Distance: Close
Materials: Elkhorn
Duration: Instantaneous
Effect: You extend the horn out towards one creature. If they fail to resist with Coordination, they gain a Malignancy.
Crit Success: The creature cannot resist.
Crit Failure: The horn turns to dust as your hand atrophies! You are unable to use your hand for 2 days.

Ice Storm

Divine Magic (The Winter King)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Icicle (expended)
Duration: Instantaneous
Effect: Throwing an icicle into the air, you conjure a terrible blizzard. 3+[WB] creatures suffer 2D10+[WB] Peril and 1D10+[WB] Damage. They must also successfully resist with Awareness or suffer a Hindrance Die for 3 Turns.
Crit Success: The creature cannot resist.
Crit Failure: While your prayers are heeded, the ice storm rains down on you instead! You and all allies are affected instead and cannot resist the spell.

Imperial Might

Divine Magic (The Chain Breaker)
Principle: Petty Spell
Distance: Self
Materials: Any Melee weapon
Duration: Focus
Effect: Holding your weapon aloft, it glows with a pure, white light. When using this weapon (at your option), substitute Occultism for Melee. It also provides light equivalent to a torch.
Crit Success: If you deal Damage to a creature with Imperial Might, they also begin their next Turn with 1 less AP.
Crit Failure: You invoke the names of the sacred gods above incorrectly, you fool! As punishment, your weapon is completely destroyed.

Indomitable Spirit

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Tortoiseshell (expended)
Duration: Focus
Effect: Placing a shell into their pocket, one creature you touch increases their Peril Threshold by +2.
Crit Success: They also move one step up the Peril Condition Track.
Crit Failure: The shell explodes into splinters! The creature suffers a -2 to Peril Threshold for 1 day.

Imposter

Arcane Magic (Thread of Shadowmancy)
Principle: Petty Spell
Distance: Self
Materials: Sketch of the person
Duration: Focus
Effect: When this spell is cast, it is always hidden from others. Burning the sketch, the ash and shadows transmogrify you into someone else. You take on the shape of a random stranger or a specific Corrupted or Humanoid figure detailed in a sketch. It does not transform your voice or affectations.
Crit Success: You can also perfectly mimic their voice and affectations.
Crit Failure: Wretched thing, you are turned into a grotesque! Those who witness the transformation must successfully resist with Resolve or become Stressed.

Inhuman Fury

Arcane Magic (Thread of Animism)
Principle: Petty Spell
Distance: Self
Materials: Talons of a raptor or claws of a bear
Duration: Focus
Effect: Your hands terminate in talons. When using this weapon (at your option), substitute Occultism for Melee. The first attack you make with this weapon costs 0 AP. Inhuman Fury is treated as a Melee weapon of Close distance that deals 1D6+[WB] Damage.
Crit Success: Deal 2D6+[WB] Damage instead.
Crit Failure: Your fingers bend backward, and you cannot use your hands for 1 day!

Invoke Fury

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Dye or ink (expended)
Duration: Instantaneous
Effect: Your hand drips with dye, and one creature you touch adds 1D6 Damage to their next Attack Action.
Crit Success: They add 2D6 instead.
Crit Failure: The paint burns your skin! The next time a weapon hits you, you suffer an additional 2D6 Damage.

King Of Beasts

Divine Magic (The Demiurge)
Principle: Petty Spell
Distance: Close
Materials: Tooth of a creature you want to tame
Duration: Focus
Effect: Any Animalian or Primeval creature you touch that's of Low Risk Factor will obey your every command.
Crit Success: The creature gains the Boss Template.
Crit Failure: Your words only serve to antagonize the creature. Rearing up, it has a new-found passion: to kill and eat you! It will attack you for 1 hour.

Justiciar's Blade

Divine Magic (The Learner)
Principle: Lesser Spell
Distance: Self
Materials: Any sword
Duration: Focus
Effect: Holding your sword, you raise it upwards to enact divine justice. When using this weapon (at your option), substitute Occultism for Melee. The first attack you make with this weapon costs 0 AP. Justiciar's Blade is treated as a Melee weapon of Close distance with the Blessed Quality that deals 2D6+[WB] Peril. It also provides light equivalent to a torch.
Crit Success: Deal 3D6+[WB] Peril instead.
Crit Failure: The sword dances in the air! Roll 1D6 at the start of your Turn. If the result is face "1", it will lash out at you; if the result is faces "2 to 5", the sword does nothing; and if the result is face "6", it will lash out at a creature. This lasts until you suffer Peril.

Kraken's Curse

Divine Magic (The Leviathan)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Bone wand
Duration: Focus
Effect: A curse of the depths is laid upon the unworthy, made fragile before you. One creature will suffer an Injury every time they move down the Damage Condition Track.
Crit Success: You affect [WB] creatures instead.
Crit Failure: The rod dissolves, turning into silt between your fingers. You suffer the effects instead for 3 days.

Last Rites

Divine Magic (The Custodian)
Principle: Petty Spell
Distance: Close
Materials: Brick (expended)
Duration: Forever
Effect: Setting a brick between their teeth, you touch a corpse, preventing them from being raised from the dead by magical or supernatural means. This can only be cast upon a corpse once, regardless of whether it succeeds or fails.
Crit Success: [WB] creatures who behold Last Rites also move one step up the Peril Condition Track.
Crit Failure: From the moment that the body is laid to rest, your dreams are haunted by the deceased's memories! You are Stressed for 1 day.

Lay On Hands

Divine Magic (The Martyr)
Principle: Petty Spell
Materials: Your tears (expended)
Duration: Instantaneous
Effect: Placing your bare hand upon a victim's chest, a warm glow emits from it, soothing the one you touch. The creature you touch moves one step up the Damage & Peril Condition Tracks. This can be cast on a survivor once a day.
Crit Success: They also reduce the duration of Afflictions and Injuries by 2 days.
Crit Failure: Your touch causes a corpulent decay to spread across the intended beneficiary's wounds. The creature moves one step down the Damage & Peril Condition Tracks.

Law Of Order

Arcane Magic (Thread of Transmutation)
Principle: Petty Spell
Distance: Close
Materials: Paper with mathematical formula (expended)
Duration: Focus
Effect: You instill a sense of tactics into one creature you touch. They can succeed in any one Skill Test of their choice (even a Critically Failed one).
Crit Success: They can Critically Succeed it instead.
Crit Failure: Misfortune hexes the would-be recipient! At any time, the GM will determine one Skill Test the creature will Critically Fail.

Lemurian Polymorph

Arcane Magic (Thread of Animism)
Principle: Greater Spell
Distance: Close
Materials: Rare frog (expended)
Duration: Forever
Effect: Ripping the skin off the frog, one Corrupted or Humanoid creature who fails to resist with Coordination is transformed into a primitive version of its own kind. They are left utterly Helpless and are rendered harmless forever.
Crit Success: The creature cannot resist.
Crit Failure: The transformative magic wracks your body! You must successfully resist with Toughness or gain a Malignancy.

Lightning Storm

Arcane Magic (Thread of Astromancy)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Copper rod, held aloft
Duration: Instantaneous
Effect: The rod crackles with energy. 3+[WB] creatures are pushed Far away from you and then knocked Prone. If they fail to resist with Coordination they also suffer 3D10+[WB] fire Damage.
Crit Success: The creature cannot resist.
Crit Failure: The copper rod is instantly incinerated as you suffer 3D10+[WB] fire Damage and are knocked Prone!

Luck Stone

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Pebble (expended)
Duration: Instantaneous
Effect: You place the pebble into the palm of another's hand. One creature you touch can roll D100 twice when next suffering Afflictions or Injuries, selecting the better result.
Crit Success: They roll three times instead.
Crit Failure: The pebble shatters as you are cursed! If you suffer an Affliction or Injury within the next week, roll three times and select the worst result.

Lionheart

Divine Magic (The Chain Breaker)
Principle: Lesser Spell
Distance: Close/Near
Materials: Holy symbol
Duration: Focus
Effect: Raising your holy symbol aloft, you instill your god's might and fortitude in your allies. 3+[WB] creatures are immune to Taunt and cannot be Stressed or Frightened. If they are currently Stressed or Frightened, they are cured of it.
Crit Success: Your allies are also immune to being Terrified.
Crit Failure: Your words fail as you invoke the ire of your Deity! Not only that, your allies are instilled with cowardice. 3+[WB] allies suffer a -4 penalty to Peril Thresholds.

Magic Circle

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Chalk (expended)
Duration: Special
Effect: You draw a pentagram onto the ground around you. While standing in the Magic Circle, you gain a Help Die for all Occultism Tests (even if you already have a Help Die). If the circle is disturbed or you step outside of it, the duration ends. You can only have one Magic Circle active at once.
Crit Success: The Magic Circle lasts forever, as you can step inside and out of the circle as needed.
Crit Failure: Your incantations are ruinous! The spell fails, and you gain 1 Corruption.

Martyrdom

Divine Magic (The Martyr)
Principle: Lesser Spell
Distance: Close
Materials: Lock of hair from the creature (expended)
Duration: Focus
Effect: You create an indelible bond between you and another, suffering in their place. One creature you touch ignores any Damage or Peril it suffers. Instead, it is dealt to you.
Crit Success: You can also take on any negative, natural effects (such as hunger, sleepiness, etc).
Crit Failure: A terrible mangling of the proper form renders this spell completely useless. They cannot ignore Damage and Peril for 2 days, and you continue to suffer the effects in kind.

Mass Hallucination

Arcane Magic (Thread of Shadowmancy)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Crystal diadem
Duration: Focus
Effect: When this spell is cast, it is always hidden from others. Peering through the crystal, you conjure the illusion of anything you can imagine in a place you can see. It is inclusive of all senses. Those who see the Mass Hallucination and fail to resist with Insight fully believe it to be real.
Crit Success: The creature cannot resist.
Crit Failure: As the diadem turns into a useless pebble, you have difficulty distinguishing between what is real and what isn't! You remain Helpless for 3 hours.

Mask Of Terror

Divine Magic (The Steward)
Principle: Greater Spell
Distance: Self
Materials: Copper mask
Duration: Focus
Effect: Donning a copper mask, your eyes then glow with a great, golden light. Any creature who attempts to bring harm to you becomes Terrified.
Crit Success: The creature is also Disarmed.
Crit Failure: As you place the mask upon yourself, you are temporarily blinded to the world! Within, you see galaxies born, stars die, and the husks of dead gods floating in the vast emptiness of the Vault of Night. You gain 3 Corruption.

Medicament Of The Mind

Arcane Magic (Thread of Luminescence)
Principle: Lesser Spell
Distance: Close
Materials: Bead of glass (expended)
Duration: Instantaneous
Effect: A glowing light mends broken hearts and cures exhaustion. One creature you touch moves two steps up the Peril Condition Track.
Crit Success: They move three steps up instead.
Crit Failure: A nebulous, purple light emits from your hands! The creature moves three steps down the Peril Condition Track.

Mend Body & Spirit

Divine Magic (The Martyr)
Principle: Greater Spell
Distance: Close
Materials: Honeycomb
Duration: Instantaneous
Effect: Feeding a honeycomb to the victim, you call forth a blessing on the meek. One creature you touch is cured of either an Affliction or Injury.
Crit Success: They are cured of both an Affliction and an Injury.
Crit Failure: A buzzing sound can be heard from the honeycomb! A bee stings the creature as they suffer 3D10+[WB] Peril and cannot speak for 3 days.

Mindwipe

Arcane Magic (Thread of Shadowmancy)
Principle: Lesser Spell
Distance: Close
Materials: Vial of river water (expended)
Duration: Instantaneous
Effect: When this spell is cast, it is always hidden from others. You trace your fingers into the air. One creature you can touch who fails to resist with Resolve forgets everything that occurred over the last 2 days.
Crit Success: The creature cannot resist.
Crit Failure: Your mind is foggy; you seem to have forgotten something! Two tools or weapons are misplaced and never found again.

Meteors Of Doom

Arcane Magic (Thread of Pyromancy)
Principle: Greater Spell
Distance: Near/Far
Materials: Rod of meteoric iron
Duration: Instantaneous
Effect: Raising the rod into the air, 3+[WB] creatures are Disarmed and suffer 3D10+[WB] Peril.
Crit Success: They are also knocked Prone.
Crit Failure: With a roaring thunder overhead, a searing iron meteor strikes you from above! You suffer 3D10+[WB] Peril, are Disarmed and knocked Prone.

Miracle's Grace

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Freshly-filled waterskin (expended)
Duration: Instantaneous
Effect: Emptying the waterskin out, one creature you touch reduces the duration of their Afflictions & Injuries by 1 day. A creature can only have this spell once until their Afflictions and Injuries fully recuperate.
Crit Success: Reduce the duration by 2 days instead.
Crit Failure: The water corrupts the creature as they extend the duration by 2 days instead!

Monstrous Dimorphism

Chaos Magic (The Muse)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Purse full of spiders (expended)
Duration: Forever
Effect: Smashing the purse of spiders on the ground, one Corrupted or Humanoid creature who fails to resist with Resolve is transformed into a frightening mass of gibbering mouths and undulating tongues. They are left utterly Helpless and are rendered harmless.
Crit Success: The creature cannot resist.
Crit Failure: You are turned into a writhing mass of flesh for 3 hours! Those who witness the transformation must successfully resist with Resolve or become Terrified.

Murderous Demands

Chaos Magic (The Crouching One)
Principle: Greater Spell
Distance: Self
Materials: Stiletto
Duration: Focus
Effect: He requires a blood sacrifice; will it be your own? Any time you move a Corrupted or Humanoid creature three or more steps down the Damage Condition Track, they must successfully resist with Toughness or be moved to Dying!.
Crit Success: They are moved to Dying! if moved two or more steps instead.
Crit Failure: It is your death he shall have today. For the next 3 days, every time you move two or more steps down the Damage Condition Track, you must successfully resist with Toughness or be moved to Dying!

Mother's Milk

Divine Magic (The Demiurge)
Principle: Greater Spell
Distance: Close
Materials: Breast milk (expended)
Duration: Instantaneous
Effect: Sharing the breast milk, the bounty of the Demiurge reinvigorates their children. 3+[WB] creatures you touch restore their Peril Condition Track to Fine.
Crit Success: They are also restored to Alive on the Damage Condition Track.
Crit Failure: The moment that everyone has drunk the milk, it turns sour. The creatures suffer 3D10+[WB] Peril and contract Dysentery.

My Lucky Day

Divine Magic (The Nightfather)
Principle: Petty Spell
Distance: Self
Materials: 1 silver piece (expended)
Duration: Instantaneous
Effect: Drop a coin in the well for wishes. The next time you fail a Skill Test when spending a Fortune Coin, you Critically Succeed instead. The duration then ends.
Crit Success: This works for 2 Skill Tests using Fortune Coins instead.
Crit Failure: Remove 1 Fortune Coin and convert it to a Misfortune Point. If one is unavailable, you automatically Critically Fail the next 2 Skill Tests.

Necromantic Revival

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Ring of a dead husband or wife
Duration: Instantaneous
Effect: Placing the ring on your finger, one creature you touch must successfully resist with Coordination or move one step down the Damage Condition Track while you move one step up.
Crit Success: They cannot resist.
Crit Failure: The memories of the dead haunt you! The ring crumbles to dust, and you are knocked Prone.

Noxious Haze

Chaos Magic (The Thin Man)
Principle: Lesser Spell
Distance: Close/Near
Materials: Teardrops of a diseased person (expended)
Duration: Focus
Effect: A miasma of brown sickness and decay rises from the ground. 3+[WB] creatures must succeed in a Toughness Test or else Flip To Fail Skill Tests.
Crit Success: They must also use 1 additional AP for Move Actions.
Crit Failure: Your body explodes into a brown, roiling mist! You move to Exhausted! and won't reform into your physical self for 2 days.

Nightmare Visions

Chaos Magic (The Poisoned Cradle)
Principle: Petty Spell
Distance: Close/Near
Materials: Candle of human fat (expended)
Duration: Focus
Effect: The creature's mind is filled with a waking dream of a great cyclopean city. One creature begins their Turn with 1 less AP.
Crit Success: They also suffer a Hindrance Die.
Crit Failure: Your skin seemingly melts before you, dripping like hot butter! Begin your Turns with 1 less AP until the end of the fight.

Omen Of Death

Divine Magic (The Custodian)
Principle: Greater Spell
Distance: Close
Materials: Raven (expended)
Duration: Focus
Effect: Slaughtering the raven, crows circle above to cast their grim shadow over 3+[WB] creatures you can touch. Any time they roll a face "5" or "6" on Damage Dice, they add 1D6 Damage.
Crit Success: Whenever affected creatures move their foes to Dying!, they also move one step up the Peril Condition Track.
Crit Failure: The raven becomes murderous, pecking and gnawing at you! You are unable to cast spells for 3 days.

Open Sesame

Divine Magic (The Nightfather)
Principle: Petty Spell
Distance: Close
Materials: Sesame seed (expended)
Duration: Focus
Effect: Ingesting a single sesame seed, your simple utterance of words grants ingress. You unlock a single door, lock, or otherwise barred door of any size. This can also disarm a trap you can see or magically locked doors.
Crit Success: You break the mechanism or magic that held it in place.
Crit Failure: The invocation goes slightly haywire. Not only is the portal or lock permanently jammed, but it is also held fast by magic.

Ossified Remains

Arcane Magic (Thread of Necromancy)
Principle: Lesser Spell
Distance: Self
Materials: The skin of a dead strongman
Duration: Focus
Effect: Your skin becomes hard like ossified bone. You add +4 to your Damage Thresholds, and when rolling for Injuries, subtract -50% from the results.
Crit Success: You also ignore the next Injury you suffer.
Crit Failure: Your skin cracks from weakness and is wracked with intense pain! Reduce your Damage Thresholds by -4 for 2 days.

Order's Majesty

Divine Magic (The Chain Breaker)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Prism glass
Duration: Instantaneous
Effect: Holding a prism to your eye, the power of your god glows in your eyes. 3+[WB] creatures who are Stressed, Frightened, or Terrified are cured of it while moving three steps up the Peril Condition Track.
Crit Success: They are moved to Fine instead.
Crit Failure: The vision from your eyes is not of emboldening light but of holy, unrepentant judgment! The creatures become Frightened instead.

Palms Of Flame

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Piece of coal (expended)
Duration: Instantaneous
Effect: The coal turns to ash, as two creatures you touch suffer 1D10+[WB] fire Damage.
Crit Success: They also suffer the same amount of Peril.
Crit Failure: A whip of flame lashes out as you suffer 1D10+[WB] fire Damage & Peril!

Part The Ways

Divine Magic (The Demiurge)
Principle: Lesser Spell
Distance: Self
Materials: Minnow (expended)
Duration: Focus
Effect: After swallowing a minnow, you sprout gills and can now swim without effort. You can also breathe underwater. If you are Dying! or Exhausted!, you cannot swim or breathe underwater.
Crit Success: One other creature you can touch also gains the same benefits.
Crit Failure: Your stomach fills with Etherically-summoned water! You become unconscious and must be revived with a Kiss of Life.

Pillar Of Brilliance

Arcane Magic (Thread of Luminescence)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Diamond
Duration: Instantaneous
Effect: Holding the diamond aloft, you cause a burning pillar of light to descend downward. 3+[WB] creatures suffer 3D10+[WB] Peril, and if they fail to resist with Awareness, they cannot spend Misfortune Coins to reduce Damage or Peril from the next Attack Action they suffer.
Crit Success: The creature cannot resist.
Crit Failure: As the diamond shatters into pieces, an explosion of darkness consumes you! You must successfully resist with Resolve or gain 3 Corruption.

Perfume Of Euphoria

Chaos Magic (The Muse)
Principle: Lesser Spell
Distance: Close/Near
Materials: Rotgut (expended)
Duration: Special
Effect: A torrent of perfume sprays at an enemy. One creature must roll a successful Coordination Test at the start of their future Turns, or else they cannot use fight actions. Once a creature successfully resists with Coordination, the duration ends.
Crit Success: They also Flip To Fail the Coordination Test.
Crit Failure: The perfume blows back into your face! You suffer the effects instead.

Pinprick

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Small needle (expended)
Duration: Instantaneous
Effect: Producing a needle, one creature you touch suffers 1D10+[WB] Peril and must succeed in a Coordination Test or be knocked Prone.
Crit Success: The creature cannot resist.
Crit Failure: You prick a nerve so deep that it causes you to be Blinded until the beginning of your next Turn!

Pillars Of The Earth

Arcane Magic (Thread of Elementalism)
Principle: Lesser Spell
Distance: Self
Materials: Oak staff
Duration: Instantaneous
Effect: Striking the oak staff on the ground, you are swallowed into the earth and reappear anywhere within sight.
Crit Success: You also gain the benefits of a Surprise Round.
Crit Failure: The earth's mother denies you, as every step you take despoils the land! You suffer 2D10+[WB] Peril.

Preservation

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Smudge stick (expended)
Duration: Forever
Effect: One object you can fit inside your palm is instantaneously preserved, protecting it against natural elements and preventing it from getting burned, dirty, or torn.
Crit Success: You can affect an additional object no larger than a carriage.
Crit Failure: The air electrifies and dust whorls around you! One of your tools or weapons turns to dust.

Praise The Light

Divine Magic (The Steward)
Principle: Lesser Spell
Distance: Close
Materials: Your allies' drawn weapons
Duration: Focus
Effect: You chant praise to the Steward, rewarding his chosen people. 3+[WB] allies increase their Initiative Modifier by +4 and cannot become Stressed or Frightened.
Crit Success: They also cannot be Terrified.
Crit Failure: Once weapons are drawn and your chanting ends, you are not chosen to be the victors. Nay, but the losers! Creatures instead reduce their Initiative Modifier by -4 and become Frightened.

Primeval Form

Arcane Magic (Thread of Animism)
Principle: Greater Spell
Distance: Self
Materials: Hide of a specific Primeval
Duration: Focus
Effect: Wrapping the hide around you, you transform into a specific Primeval creature you've faced before. You cannot speak or cast spells in this form.
Crit Success: You can also speak and cast spells in this form.
Crit Failure: You transform into a horror of melting flesh and bone. Those who witness the transformation must successfully resist with Resolve or become Terrified.

Primeval Tongue

Divine Magic (The Demiurge)
Principle: Petty Spell
Distance: Self
Materials: Crabapple (expended)
Duration: Focus
Effect: Upon crushing the crabapple, you can speak the tongue of all Primeval creatures. This does not impart any level of friendliness from them, though.
Crit Success: One Primevalcreature will become your familiar for [WB] days and follow you wherever you go.
Crit Failure: Your voice is stricken from you and replaced by one taken from a Primeval creature of the natural world! For 1 day, you can utter nothing but grunts, howls, or roars.

Purification

Arcane Magic (Thread of Luminescence)
Principle: Lesser Spell
Distance: Close
Materials: Poultice of aloe (expended)
Duration: Instantaneous
Effect: A white light washes over one creature you touch as they recover from all Poisons. It also causes them to forestall the negative effects of a Disease for 2 days.
Crit Success: They also move two steps up the Peril Condition Track.
Crit Failure: The Magic goes horribly awry, as they suffer 2D10+[WB] Peril!

Pungent Godsend

Chaos Magic (The Thin Man)
Principle: Lesser Spell
Distance: Close
Materials: Sliver of liver (expended)
Duration: Special
Effect: By eating the liver raw, a person is "miraculously" relieved of Disease. One creature you touch is cured. However, you must pass the Disease to another creature you touch within 2 days. They must pass it along now, too, in 2 days. If the Disease isn't passed on, the creature contracts it.
Crit Success: You can pass it along to a single creature you can name instead.
Crit Failure: The illness turns to worms, flies, and miasma! Everyone Close by must successfully resist with Coordination or contract the Disease.

Purifying Halo

Divine Magic (The Martyr)
Principle: Greater Spell
Distance: Self
Materials: Gold leaf halo
Duration: Special
Effect: A halo of golden light hovers above your head. You are immune to Afflictions, Diseases, Injuries, and Poison. Corrupted and Humanoid creatures Flip To Fail to bring harm to you. Once you bring harm to them, the duration ends.
Crit Success: When creatures bring harm to you, they suffer 3D10+[WB] Peril.
Crit Failure: The flames of your inner passion fizzle out. When you suffer from one of the conditions indicated in the effects, you suffer from two of them instead (such as 2 Afflictions).

Quoth The Raven

Arcane Magic (Thread of Animism)
Principle: Petty Spell
Distance: Self
Materials: Two crow feathers (expended)
Duration: Focus
Effect: You transform into a small, harmless bird by placing the feathers into your hair. You cannot speak or cast spells in this form.
Crit Success: You can speak and cast spells in this form.
Crit Failure: You are turned into a horror of feathers and flesh! Those who witness the transformation must successfully resist with Resolve or become Stressed.

Rage Of The Primal Lord

Divine Magic (The Demiurge)
Principle: Greater Spell
Distance: Close
Materials: Ironwood mask
Duration: Focus
Effect: Placing the mask over your face, you inspire others with the savage, uncaring nature of The Demiurge. All creatures who see you are Terrified.
Crit Success: They are also knocked Prone.
Crit Failure: Your mask drops to the ground and withers away, becoming worms! You gain 3 Corruption and cannot cast this spell again until you make another mask.

Radiant Shield

Arcane Magic (Thread of Luminescence)
Principle: Lesser Spell
Distance: Self
Materials: Glass globe (expended)
Duration: Focus
Effect: A globe of light encircles you. Creatures who start their Turn Close by you suffer 1D10+[WB] fire Damage.
Crit Success: They are also temporarily Blinded when starting their Turn next to you.
Crit Failure: The globe of light manifests and fizzles out!

Rainshade

Folk Magic (All)
Principle: Petty Spell
Distance: Self
Materials: Leafy branch (expended)
Duration: Focus
Effect: The leafy branch keeps you from getting wet, and you gain a Help Die to resist the effects of weather.
Crit Success: One other creature you can touch also gains the same benefits.
Crit Failure: You are soaked to the bone! You treat all terrain you move through as Rough Terrain for 1 day.

Rare Salve

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: 1 Supply Rating of bandages & honeypot (expended)
Duration: Instantaneous
Effect: Pouring a honeypot over bandages you touch, you create 1 Supply Rating of salves. Once applied, a creature moves one step up or down the Damage & Peril Condition Tracks (your choice at the time of creation). You cannot create new Rare Salves until the original ones are used up.
Crit Success: They are moved two steps up or down instead.
Crit Failure: You are stung by bees that pour forth from the honeypot. The pot shatters, and you move one step down the Damage & Peril Condition Tracks.

Reach Into The Void

Folk Magic (All)
Principle: Petty Spell
Distance: Self
Materials: Knife
Duration: Instantaneous
Effect: Your knife will find etheric purchase. Add 1D10 to a single instance of Damage you inflict.
Crit Success: Roll 1D10 twice and choose the best result.
Crit Failure: The knife rips through your flesh! The next time you suffer Damage, add 2D10 to the result.

Reshape Metal

Arcane Magic (Thread of Transmutation)
Principle: Lesser Spell
Distance: Close
Materials: Iron hammer
Duration: Forever
Effect: One object no larger than a human is entirely reshaped. For instance, you could reshape a door into a sled, a lead flagon into a fishing lure, or a sword into a dirk. The object being changed must be larger than the new object, although you can reshape objects into similarly shaped or sized objects. In addition, it cannot change the properties of the metal. If used on a creature wearing metal armor that fails to resist with Coordination, the creature suffers 2D10+[WB] Damage and is knocked Prone.
Crit Success: The object becomes Castleforged.
Crit Failure: You cannot hear for 2 days, and the object you tapped the hammer against is destroyed.

Reveal Secrets

Arcane Magic (Thread of Transmutation)
Principle: Greater Spell
Distance: Close
Materials: Ruby of arsenic crystal
Duration: Instantaneous
Effect: Peering through the ruby, you can see the world's many secrets upon its multi-faceted surface. An object you touch is now known to you: its material composition, who made it, and any normal properties it may possess. You also uncover 3+[WB] magical secrets about it.
Crit Success: You also uncover every bit of the object's history and secret.
Crit Failure: Your mind is overwhelmed by thousands upon thousands of secrets! You cannot use AP in a fight scene for 3 days.

Riches To Rags

Divine Magic (The Nightfather)
Principle: Greater Spell
Distance: Close
Materials: Silk purse
Duration: Focus
Effect: Once they were princes, with all their worldly wealth. Now, they are paupers, ready to sing for their supper. Turning a silken purse inside out, 3+[WB] creatures you touch hide any of their valuables stored in a space within the Well of Souls. The valuables they hide are up to them to decide. They also take on the illusion of any other creature of the same size.
Crit Success: Each creature can select one item. That item can forever be placed into the Well of Souls and withdrawn from it. This lasts for one month.
Crit Failure: With a wet "woosh" sound, 1 item from each creature is permanently lost.

Roar Of Winter

Divine Magic (The Winter King)
Principle: Greater Spell
Distance: Close/Near
Materials: Tail of a wolf (expended)
Duration: Focus
Effect: Incinerating the tail of a wolf, your allies roar with the Winter King's fury. 3+[WB] creatures can use one Attack Action or Stunt for 0 AP on their Turns.
Crit Success: They gain a Help Die to their Attack Action or Stunt.
Crit Failure: The Winter King demands that you sacrifice a part of yourself! You suffer 3 different Injuries.

River's Whisper

Arcane Magic (Thread of Elementalism)
Principle: Lesser Spell
Distance: Close
Materials: River or body of water
Duration: Focus
Effect: Stepping into a body of water, a water spirit will rise to greet you. The spirit will answer 6 general questions about its history, length, or use, such as those who've passed along it, forded it, and otherwise. Answers are always framed as yes/no, with one splash for "yes" and two for "no."
Crit Success: Pose 9 questions instead.
Crit Failure: Fish nibble and bite at your legs, crayfish pinch your fingers, and the water crests over your head! You must successfully resist with Coordination or be dragged downriver, suffering 2D10+[WB] Damage.

Robber's Misery

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Skeleton key
Duration: Special
Effect: One skeleton key you touch locks one door that can only be opened by the key. If forced open, it deals 1D10+[WB] fire Damage to all Close creatures. Once triggered, the duration ends.
Crit Success: The skeleton key works on three doors instead.
Crit Failure: The key tarnishes, and you know you'll be a victim of theft in the next week!

Saltwater Blast

Divine Magic (The Leviathan)
Principle: Lesser Spell
Distance: Close/Near
Materials: Pulverized coral (expended)
Duration: Instantaneous
Effect: You conjure a briny, powerful blast of water and dangerously sharp coral from your hands. 3+[WB] creatures suffer 2D10+[WB] Peril.
Crit Success: The creatures are also knocked Prone.
Crit Failure: A briny blast of water washes over you from below your feet. You suffer 2D10+[WB] Peril and are knocked Prone.

Sanctuary

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Bone of a saint or revered priest
Duration: Focus
Effect: Holding the relic before you, you ward away aggressors. When Corrupted or Humanoid creatures fail to resist with Resolve, they ignore you for that Round. Sanctuary is dispelled if the recipient of the spell harms any creature.
Crit Success: They Flip To Fail their Resolve Test.
Crit Failure: This relic is false! Corrupted or Humanoid creatures gain +2 Damage against you for 1 day.

Sanguine Restoration

Arcane Magic (Thread of Necromancy)
Principle: Petty Spell
Distance: Self
Materials: Drop of your blood in a vial
Duration: Instantaneous
Effect: Shaking the vial of blood, you create 1 Supply Rating of a blood potion. Once consumed, a creature automatically moves one step up or down the Damage & Peril Condition Tracks (your choice at the time of creation) but must successfully resist with Toughness or gain 1 Corruption.
Crit Success: They are moved two steps up or down instead.
Crit Failure: Corruptive blood burns your skin! You move two steps down the Damage Condition Track and gain 1 Corruption.

Sanguine Stiletto

Chaos Magic (The Crouching One)
Principle: Lesser Spell
Distance: Self
Materials: Stiletto
Duration: Focus
Effect: The stiletto dances in the air!
When using this weapon (at your option), substitute Occultism for Melee. The first attack you make with this weapon costs 0 AP. Sanguine Stiletto is treated as a Melee weapon of Close/Near distance that deals 2D6+[WB] Damage. You also move one step up the Damage Condition Track for each hit..
Crit Success: Deal 3D6+[WB] Damage instead.
Crit Failure: Roll 1D6 at the start of your Turn. If the result is face “1”, it will lash out at you; if the result is faces “2 to 5”, the stiletto does nothing; and if the result is face “6”, it will lash out at a creature. Sanguine Stiletto lasts until you suffer Damage.

Savage Transformation

Arcane Magic (Thread of Animism)
Principle: Lesser Spell
Distance: Self
Materials: Hide of a specific Man-eater
Duration: Focus
Effect: Wrapping the hide around you, you transform into a specific Man-eater. You cannot speak or cast spells in this form.
Crit Success: You can speak and cast spells in this form.
Crit Failure: You are transformed into a horror of melting flesh and bone! Those who witness the transformation must successfully resist with Resolve or become Frightened.

Seasickness

Divine Magic (The Leviathan)
Principle: Lesser Spell
Distance: Close/Near/Far
Materials: Splinter of a wrecked boat (expended)
Duration: Focus
Effect: Snapping a splinter of a wrecked boat in half, you make the afflicted believe they are atop a sea-borne ship, wracked by a terrible storm! At the start of their Turns, one creature must successfully resist with Coordination or is knocked Prone.
Crit Success: The creature cannot resist.
Crit Failure: Your stomach turns as if you had been drawn from the depths of the sea too quickly. Taken by the bends, you are knocked Prone at the start of your Turns until the end of the fight.

Scintillating Explosion

Arcane Magic (Thread of Luminescence)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Polished mirror, held outwards
Duration: Instantaneous
Effect: You conjure a twinkling explosion that sears all within its purifying rays. 3+[WB] creatures who fail to resist with Coordination temporarily reduce their Agility by -30% and cannot use Move Actions for 3 Rounds. Those who do resist suffer 3D10+[WB] Peril.
Crit Success: The creature cannot resist.
Crit Failure: The mirror shatters in hand, as an Etheric backlash wracks your body! You cannot cast spells for 3 days.

See Through Lies

Divine Magic (The Learner)
Principle: Lesser Spell
Distance: Close/Near/Far
Materials: Silken blindfold
Duration: Focus
Effect: Donning a silken blindfold, you gain the ability to detect a lie spoken by any creature you can hear. Note that you are completely blind to the Material Realm during this time. You can also accurately sense the direction of hidden, invisible, and Ethereal creatures.
Crit Success: You are not blinded and can see perfectly.
Crit Failure: You behold a terrible vision of nightmare beings beyond the mortal realm. Your eyesight is stricken from you for 2 days.

Seek The Truth

Folk Magic (All)
Principle: Petty Spell
Distance: Self
Materials: Pair of glasses
Duration: Instantaneous
Effect: Looking through the glasses, you determine whether a creature is lying to you.
Crit Success: You also learn 3+[WB] secrets about them.
Crit Failure: The glasses shatter! You cannot tell the truth for 1 day.

Shimmering Crown

Arcane Magic
(Thread of Pyromancy)
Principle: Petty Spell
Distance: Self
Materials: 1 silver piece (expended)
Duration: Focus
Effect: Flipping the coin in the air, a crown of silver rotates around your head. You gain a Help Die to Persuasion Tests. It can also provide heat and light equivalent to a lantern at a time of your choosing.
Crit Success: You Flip To Succeed instead.
Crit Failure: The crown of flame burns your hair off! You suffer 1D10+[WB] fire Damage.

Shadow Slip

Arcane Magic (Thread of Shadowmancy)
Principle: Petty Spell
Distance: Self
Materials: Piece of charcoal (expended)
Duration: Focus
Effect: When this spell is cast, it is always hidden from others. Crushing the charcoal beneath your boot, you become a shadow and cannot be seen (but can be heard and smelled). The spell ends early if you take a threatening action against another.
Crit Success: After taking a threatening action once, become a shadow again without having to cast Shadow Slip again.
Crit Failure: As you step into the shadows, you become lost in the Well of Souls! You return at the start of your next Turn and must successfully resist with Resolve or become Stressed.

Shut-Eye

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Handful of sand (expended)
Duration: Instantaneous
Effect: Blowing sand into a creature's eyes, one Corrupted or Humanoid creature who fails to resist with Awareness falls asleep for 1 hour. If they suffer Damage, they awaken.
Crit Success: The creature cannot resist.
Crit Failure: The sand puts you to sleep for 1 hour, and you cannot awaken!

Skin Guest

Chaos Magic (The Poisoned Cradle)
Principle: Lesser Spell
Distance: Close/Near
Materials: Cat's cradle of muscled sinew
Duration: Focus
Effect: Whispering as you play cat's cradle, you exercise limitless control over another. One creature must successfully resist with Resolve, or their body falls completely under your control. Though they cannot defy your commands, they may speak normally.
Crit Success: The creature cannot resist.
Crit Failure: Your limbs jerk upwards as if controlled by an invisible puppeteer! You must fight your allies until you suffer Damage.

Slip Into Shadows

Divine Magic (The Nightfather)
Principle: Lesser Spell
Distance: Close
Materials: Partial or full darkness
Duration: Focus
Effect: You pull the shadows aside, like a curtain on a stage, and slip behind them. The creature you touch becomes a shadow and cannot be seen (but can be heard and smelled). They remain a shadow until you lose Focus or it's dispelled.
Crit Success: You don't have to Focus on this spell.
Crit Failure: There are Beyonders who dwell between the Material Realm and the Vault of Night, and they want their due! The creature you touch gains 2 Corruption.

Sleepwalker

Divine Magic (The Custodian)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Handful of powdered gold (expended)
Duration: Focus
Effect: Pouring a handful of powdered gold on the ground, you chant over a crowd of people, making them as calm as sheep. 3+[WB] creatures Flip To Fail all Resolve Tests. In addition, those who fail to resist with a Resolve Test are left Helpless.
Crit Success: The creature cannot resist.
Crit Failure: As you invoke the walk of sleep among the crowd, they grow incensed! Suddenly, you find yourself in a situation that spirals out of control! You are left Helpless for 3 hours.

Soothe Corruption

Divine Magic (The Martyr)
Principle: Petty Spell
Distance: Close
Materials: Your tears
Duration: Instantaneous
Effect: Wiping your tears upon the cheek of a victim, your warm embrace brings comfort to the troubled. One creature you touch can attempt a Resolve Test. If successful, they remove 1 Corruption.
Crit Success: They remove 2 Corruption instead.
Crit Failure: Your tears are false! You gain 2 Corruption.

Spew Of Corruption

Chaos Magic (The Thin Man)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Rancid pork (expended)
Duration: Instantaneous
Effect: Inhaling deeply, you gurgle and belch forth vomitous waste. 3+[WB] creatures suffer 3D10+[WB] Peril and must successfully resist with Toughness or gain 3 Corruption.
Crit Success: The creature cannot resist.
Crit Failure: You begin shaking and get grossly sick, as you are moved to Exhausted! and suffer from a random Disease!

Spring's Bounty

Arcane Magic (Thread of Elementalism)
Principle: Lesser Spell
Distance: Close
Materials: Handful of manure
Duration: Instantaneous
Effect: By spreading the manure, you cause one patch of natural earth you touch to burst forth with life, including crops, flowers, and bushes. A harvest is very likely to come in autumn. If alternatively used on a creature, it guarantees that natural conception will occur and produce at least one child if bred under normal conditions.
Crit Success: The harvest or conception takes half as long.
Crit Failure: Instantly, the land is salted, and the soil blackens; nothing will ever grow here again, and the progeny of such unions perish during childbirth! You gain 2 Corruption.

Spiderbite

Chaos Magic (The Crouching One)
Principle: Petty Spell
Distance: Self
Materials: Living spider (expended)
Duration: Focus
Effect: You draw blood and inflict stinging pain as you wound your enemies. Whenever you move creatures one or more steps down the Damage Condition Track, they are affected by spider venom.
Crit Success: They are also affected by folkbane.
Crit Failure: You feel the spider's bite! You are affected by both spider venom and folkbane.

Stalwart Decree

Folk Magic (All)
Principle: Petty Spell
Distance: Close/Near/Far
Materials: Orate aloud
Duration: Focus
Effect: With a rousing speech, 3+[WB] creatures gain a Help Die to resist effects.
Crit Success: They also can re-roll failed Skill Tests to resist effects, but must accept the results.
Crit Failure: Your speech goes amiss, as all affected creatures suffer a Hindrance Die to resist effects for 1 day.

Starlight

Arcane Magic (Thread of Astromancy)
Principle: Lesser Spell
Distance: Self
Materials: Astrolabe
Duration: Focus
Effect: You can conjure starlight from above, as everything in sight becomes bright as if it were daytime to you. Hidden creatures, objects, traps, disguises, Ethereal creatures, and secret doors are instantly revealed, and illusions are dispelled.
Crit Success: One other creature you can touch also gains the same benefits.
Crit Failure: Inky black darkness and strange tendrils gnaw at the edge of reality! Those who witness the transformation must successfully resist with Resolve or become Frightened.

Succubus/Incubus

Chaos Magic (The Muse)
Principle: Greater Spell
Distance: Self
Materials: Cameo of the victim (expended)
Duration: Special
Effect: Holding the cameo, you fall asleep. You visit a Corrupted or Humanoid creature you can name in their sleep, causing intense nightmares. They awaken at Exhausted! and cannot heal their Peril Condition Track for 3 days. As they wake up, so do you. You also move three steps up the Damage Condition Track.
Crit Success: They cannot wake up for 3 days instead, but you do after 6 hours.
Crit Failure: You are cast into the Vault of Night, lost among nameless stars for 3 days! Upon your return to the place you disappeared from, you are Terrified and must successfully resist with Toughness or gain 3 Corruption.

Striking Viper

Chaos Magic (The Crouching One)
Principle: Petty Spell
Distance: Self
Materials: Snake's venom gland (expended)
Duration: Focus
Effect: With every blow, your enemies feel poison and delirium course through their veins. Whenever you move creatures one or more steps down the Damage Condition Track, they are affected by snake venom.
Crit Success: They are also affected by devilweed.
Crit Failure: The gland explodes on your open wounds! You are affected by both snake venom and devilweed.

Suffocating Growth

Divine Magic (The Demiurge)
Principle: Lesser Spell
Distance: Close/Near
Materials: Patch of solid earth
Duration: Focus
Effect: A crawling patch of vines and creeping plants surges out of the ground, seeking to swallow those within its reach. 3+[WB] creatures must successfully resist with Athletics or suffer 2D10+[WB] Peril and begin to Suffocate. They can attempt to resist at the start of future Turns.
Crit Success: The creatures Flip To Fail to resist instead.
Crit Failure: Vines burst from the ground beneath you, their fronds wrapping themselves around you and creeping down your throat! You suffer the effects instead.

Summon Geyser

Arcane Magic (Thread of Elementalism)
Principle: Greater Spell
Distance: Close
Materials: White oak dowsing rod
Duration: Focus
Effect: Lowering the dowsing rod to the earth, one place you touch bursts with a tall geyser. Those who begin their Turn inside of the Bubbling Geyser and fail to resist with Coordination are thrown into the air and suffer 3D10+[WB] falling Damage.
Crit Success: The creature cannot resist.
Crit Failure: The dowsing rod instantly breaks in half! You are swallowed by a crevasse, suffering 3D10+[WB] falling Damage, then spit back out.

Swift Passage

Arcane Magic (Thread of Morticism)
Principle: Petty Spell
Distance: Close
Materials: 2 silver pieces (expended)
Duration: Instantaneous
Effect: You place two silver coins over the eyes of one Prone creature you touch who is Grievously Wounded or Dying!. They are instantly slain. Creatures who underwent Swift Passage cannot be turned into Supernatural creatures.
Crit Success: Keep your silver pieces.
Crit Failure: An Etheric whiplash of energy springs forth from your hand as you suffer 1D10+[WB] Damage!

Suppress Malignancy

Divine Magic (The Martyr)
Principle: Greater Spell
Distance: Close
Materials: Vial of holy water (expended)
Duration: Instantaneous
Effect: Administering vial of holy water to the victim, you bring peace to the afflicted through a complex series of prayers and guidance. One creature you touch can attempt a Resolve Test. If successful, they remove a Malignancy.
Crit Success: The creature can also remove 3 Corruption.
Crit Failure: You become afflicted! You must succeed in a Resolve Test or gain the same Malignancy.

Take Courage

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Sing aloud a drinking song or sea shanty
Duration: Focus
Effect: As you finish your song standing over a receptacle of alcohol you touch, 3+[WB] creatures who drink from it gain a Help Die to resist becoming Stressed, Frightened, and Terrified.
Crit Success: They Flip To Succeed instead.
Crit Failure: As the shanty finishes, the creatures become Drunk instead!

Tame The Savage Heart

Arcane Magic (Thread of Animism)
Principle: Petty Spell
Distance: Close
Materials: Two silver thimbles
Duration: Forever
Effect: Placing your hand into the sign of the horns, one Animalian creature you touch who fails to resist with Resolve becomes harmless to you. You can also ride this creature.
Crit Success: The creature cannot resist.
Crit Failure: The creature grows angry! It attacks you and adds 1D6 Damage.

Terrifying Attacks

Chaos Magic (The Crouching One)
Principle: Greater Spell
Distance: Self
Materials: Shrunken head of a priest
Duration: Focus
Effect: Every strike of your weapon causes the head to cackle with glee. Whenever you move creatures one or more steps down the Damage Condition Track, they become Terrified.
Crit Success: They also lose any Banked AP and lose 2 AP at the start of their next Turn.
Crit Failure: The head rises with unlife! As the head turns to dust, you are Terrified.

Terrestrial Refraction

Arcane Magic (Thread of Astromancy)
Principle: Petty Spell
Distance: Close
Materials: Monocle
Duration: Focus
Effect: You hand the monocle to a creature, as they can now use Blackpowder and Ranged weapons at Far distances without penalty.
Crit Success: They also gain a Help Die at Far distances.
Crit Failure: The lens levitates, is surrounded by a devilish blue flame, and then shatters! Those who witness it must successfully resist with Resolve or become Stressed.

The Beast Within

Arcane Magic (Thread of Animism)
Principle: Greater Spell
Distance: Close
Materials: Heart of a wolf (expended)
Duration: Focus
Effect: With a rousing speech, 3+[WB] creatures who eat a piece of the heart add +4 Damage to all Attack Actions.
Crit Success: They also gain the Punishing Quality.
Crit Failure: Your invocation has awoken a singular, powerful beast! A *man-eater* with the Boss Template will come to eat you within the next 2 days.

The Fifth Trumpet

Chaos Magic (The Thin Man)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Rotten heart (expended)
Duration: Instantaneous
Effect: A plague of locusts rises from the earth amidst a whorl of smoke. 3+[WB] creatures contract Necrotic Rot and must successfully resist with Resolve or become Terrified.
Crit Success: The creature cannot resist.
Crit Failure: The Fifth Trumpet does not call for your enemies but instead for you! You must successfully resist with Toughness, or else you're moved to Dying! and contract Necrotic Rot.

The Invitation

Divine Magic (The Custodian)
Principle: Lesser Spell
Distance: Close
Materials: Mirror and corpse
Duration: Instantaneous
Effect: Holding a mirror over a dead person's face, their haunted gaze reflects within it. The spirit will answer 6 general questions about its history, how it died, and other questions it knew in life. Answers are always framed as yes/no, with one ghastly howl for "yes" and two for "no."
Crit Success: The spirit will quietly and invisibly accompany you until you dismiss it. It will continue to answer 6 questions every day.
Crit Failure: Behold the dread reflection of the spirit as the mirror shatters! You become Frightened.

The Final Surrender

Arcane Magic (Thread of Necromancy)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Silver bottle with a True Name on it
Duration: Forever
Effect: With but a few words, you trap a soul. One Corrupted or Humanoid creature who fails to resist with Resolve is moved to Dying! and Exhausted! as their spirit is transferred into the bottle. Their corpse remains perfectly intact and unaging. Only by feeding the bottle's contents back to the deceased's corpse can they be restored to life. If the body is destroyed, they are trapped in the bottle.
Crit Success: The creature cannot resist.
Crit Failure: You accidentally drop the bottle, breaking beneath your feet! You gain 3 Corruption.

The Wolfpack

Divine Magic (The Winter King)
Principle: Lesser Spell
Distance: Close/Near
Materials: Horn made from wolf bone
Duration: Special
Effect: Blowing a horn made from wolf bone, you call forth a prayer, rewarding both you and your "pack" of friends. 3+[WB] creatures can cause other creatures to become Frightened after dealing Damage. Once each member of your pack Frightens another creature, the duration ends.
Crit Success: They cause creatures to be Terrified instead.
Crit Failure: You are not the alpha of this pack, another is! You are knocked Prone and Terrified of an ally.

Thrice-Broken

Arcane Magic (Thread of Necromancy)
Principle: Greater Spell
Distance: Close/Near/Far
Materials: Leg bone of an honest priest (expended)
Duration: Special
Effect: Snapping the bone, a creature suffers terrible injuries. At the start of your Turn, roll D100 to determine 1 Injury a single creature suffers. A creature can be affected 3 times before Thrice-Broken ends. These Injuries don't kill a creature unless you roll a face "100."
Crit Success: The leg bone remains intact.
Crit Failure: Staring long and deep into your victim's eyes, you are taken by the inhumanity of this act! You suffer 3 different Injuries.

Thunderclap

Divine Mwagic (The Demiurge)
Principle: Lesser Spell
Distance: Close/Near/Far
Materials: Two clapping hands
Duration: Instantaneous
Effect: Clapping your hands together, a bolt of lightning streaks toward creatures, followed by a thunderous peel that can be heard for miles. 3+[WB] creatures must succeed in a Coordination Test or suffer 2D10+[WB] Damage & Peril. In addition, they cannot hear anything and begin their Turns with 1 less AP for the next 2 days.
Crit Success: The creature cannot resist.
Crit Failure: As you clap your hands, a bolt of lightning strikes nearby! You suffer the effects instead.

Through Thick & Thin

Arcane Magic (Thread of Elementalism)
Principle: Petty Spell
Distance: Close
Materials: Handful of oats
Duration: Instantaneous
Effect: Ensuring the oats grant a bounty of food, one creature you touch avoids Starving for 1 day.
Crit Success: One other creature you can touch also gains the same benefits.
Crit Failure: Hunger sets in! The creature must eat three times the normal amount of food to avoid Starving.

To Crush Your Enemies

Divine Magic (The Winter King)
Principle: Lesser Spell
Distance: Self
Materials: Paw of a wolf
Duration: Instantaneous
Effect: Utterance of such a prayer is assured to see them driven before you. When you fail an Attack Action, you may re-roll to generate a better result but must accept the outcome. When you successfully strike, add 1D6 Damage and the duration ends.
Crit Success: Re-roll twice instead of once.
Crit Failure: Your ignorance of the proper form has angered the Winter King! You Flip To Fail your next Attack Action and reduce Damage by 1D6.

Tongue Of Beasts

Arcane Magic (Thread of Animism)
Principle: Lesser Spell
Distance: Self
Materials: Tongue of a magpie (expended)
Duration: Special
Effect: Consuming the tongue of a magpie, you gain the ability to speak and use magic in any form you've transformed into from other spells that change your form (such as spells of Animism). The duration of this spell is based on the other spell you used to transform. You can only speak the Tongue of Beasts you've faced before.
Crit Success: You can forever speak that specific tongue.
Crit Failure: With but a whisper, your voice is stricken from you! You cannot speak for 2 days.

Trackless Step

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Jar of salt (expended)
Duration: Focus
Effect: Pouring salt into the treads of shoes you touch, 3+[WB] creatures can pass over surfaces such as mud, snow, and vegetation without leaving a trace of their passing.
Crit Success: You also gain a Surprise Round if a fight scene happens.
Crit Failure: Rocks on the path make your travel difficult, as all affected creatures move one step down the Peril Condition Track and leave clear boot prints of their passage.

Tooth For A Tooth

Divine Magic (The Learner)
Principle: Greater Spell
Distance: Close/Near
Materials: Blood of a victim (expended)
Duration: Focus
Effect: You enact the adage "tooth for a tooth" upon a creature, knowing what transgressions they've made, and exact a toll in return. One Corrupted or Humanoid creature automatically loses 3 AP at the start of their Turns and must spend twice the normal Misfortune Coins to gain their benefits.
Crit Success: The creature cannot use Misfortune Coins to gain more AP.
Crit Failure: Foolish mortal! Who are you to exact revenge in the name of the gods? You suffer the effects and must spend twice the normal Fortune Coins. This lasts for 3 days.

Transmutate Mind

Arcane Magic (Thread of Transmutation)
Principle: Greater Spell
Distance: Close
Materials: Medical book
Duration: Instantaneous
Effect: You can transform hearts and minds. A creature you touch removes 3 Corruption and 1 Affliction.
Crit Success: They remove 3 Corruption and 2 Afflictions instead.
Crit Failure: Your touch drives them deeper into the heart of darkness! The creature must successfully resist with Toughness or gain 3 Corruption and 2 Afflictions.

Trial By Fire

Divine Magic (The Learner)
Principle: Greater Spell
Distance: Close/Near
Materials: Fire opal
Duration: Focus
Effect: You incant an ancient prayer, meant to root out the guilty from the innocent. At the start of your Turn, name a Corrupted or Humanoid creature and crime they may have committed. If they are guilty of it, they suffer 3D10+[WB] fire Damage. Each crime you name must be unique; you cannot name the same crime multiple times. It must conform to the local law.
Crit Success: They are also Grabbed by flames.
Crit Failure: You have made a major transgression against the gods. The fire opal burns in your palm, turning into dust. For every Malignancy you currently have, move one step down the Damage Condition Track.

Two Selves

Arcane Magic (Thread of Shadowmancy)
Principle: Lesser Spell
Distance: Self
Materials: Small mirror
Duration: Focus
Effect: When this spell is cast, it is always hidden from others. As you look into a mirror, you become invisible, but a perfect doppelganger replaces you. This shadow self can manipulate objects, speak, and take any action you tell it to. If the doppelganger suffers Damage or Peril, it is instantly dispelled, and you reappear.
Crit Success: You conjure two selves instead.
Crit Failure: As your second self steps away from you, it copies your physical characteristics. In the next 2 days, it will attempt to kill you and take your place. If successful, you can play as the doppelganger but gain a Malignancy.

Turn Undead

Divine Magic (The Custodian)
Principle: Lesser Spell
Distance: Close/Near
Materials: Your holy symbol
Duration: Instantaneous
Effect: Holding your holy symbol before you, one Supernatural creature must successfully resist with Resolve or suffer 2D10+[WB] fire Damage.
Crit Success: They are also knocked Prone.
Crit Failure: You are filled with crippling anxiety, crushed as your god momentarily turns away from you! You suffer 2D10+[WB] fire Damage and are knocked Prone.

Umbral Knives

Arcane Magic (Thread of Shadowmancy)
Principle: Greater Spell
Distance: Close/Near
Materials: Castleforged dirk
Duration: Instantaneous
Effect: When this spell is cast, it is always hidden from others. Conjuring forth hundreds of knives, they are instantly hurled towards your enemies. 3+[WB] creatures suffer 3D10+[WB] Peril.
Crit Success: They are also unable to use Reactions for 3 Rounds.
Crit Failure: The dirk drops at your feet, twisting into a single screw and burying itself hundreds of feet beneath the earth! It is lost forever. You suffer 3D10+[WB] Peril and cannot use Reactions for 3 Rounds.

Unassailable Bulwark

Divine Magic (The Chain Breaker)
Principle: Petty Spell
Distance: Self
Materials: Iron ring purified in flames
Duration: Focus
Effect: A pale white nimbus of light surrounds you, protecting you from harm. Reduce Blackpowder and Ranged weapon Damage inflicted upon you by 1D6.
Crit Success: Roll 2D6 instead, and take the better result on one of the D6 dice.
Crit Failure: Your magic goes horribly awry as the wind is knocked out of you! You suffer an additional 1D6 Damage from Blackpowder and Ranged weapons for 1 day.

Vengeful Wrath

Divine Magic (The Steward)
Principle: Petty Spell
Distance: Close
Materials: Whetstone (expended)
Duration: Special
Effect: A weapon you touch is given the gift of wrath. One weapon temporarily bypasses a creature's armor modifier to Damage Thresholds. Once the weapon deals Damage, the duration ends.
Crit Success: The duration ends after the weapon deals Damage twice.
Crit Failure: Your invocation has angered the gods! The next time you suffer Damage, you suffer an additional 1D10.

Unseeming Visage

Chaos Magic (The Thin Man)
Principle: Petty Spell
Distance: Close
Materials: Golden mask
Duration: Focus
Effect: As a golden mask melts across the face, they will take upon an unblemished, perfect appearance. They add a Help Die to all Fellowship-based Skill Tests but Flip To Fail to resist Diseases.
Crit Success: They don't Flip To Fail to resist Diseases.
Crit Failure: As your mask touches their face, both your face and theirs are temporarily turned inside out! Those who witness the transformation must successfully resist with Resolve or become Stressed.

Voice Of The Legion

Divine Magic (The Steward)
Principle: Petty Spell
Distance: Close/Near/Far
Materials: Trumpet wrought in the shape of an eagle
Duration: Special
Effect: Holding a trumpet wrought into the shape of an eagle to your lips, your voice booms with bravado. 3+[WB] creatures gain a Help Die on their next Skill Test. Once the Skill Test is made, the duration ends.
Crit Success: The duration ends after three Skill Tests insead.
Crit Failure: The horn does not call forth your god's blessing, but instead is a warning of the end times. Anyone who can hear the trumpet's blare suffers 1D10+[WB] Peril.

Vow Of Fealty

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Ribbon
Duration: Special
Effect: You ask a promise of someone, and they swear to you it shall be done as you tie a ribbon to them. One creature you touch vows to carry out or swear against an action you set. Breaking this vow causes the creature to temporarily suffer -10% to Brawn until the vow is fulfilled or you relieve them from it. It is considered fulfilled once the vow is upheld or if you are slain.
Crit Success: They temporarily suffer -20% to Brawn instead.
Crit Failure: Your vows hold no water! You cannot use this spell for 1 day.

Warmth

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Smoke from a fire (expended)
Duration: Focus
Effect: You inhale smoke from the fire, as do your friends. 3+[WB] creatures Flip To Succeed Skill Tests to withstand cold weather.
Crit Success: Affected creatures automatically ignore the effects of cold weather.
Crit Failure: The heat turns to a frigid flame inside your lungs! All creatures must Flip To Fail to withstand cold weather.

Walk Upon Water

Divine Magic
(The Leviathan)
Principle: Lesser Spell
Distance: Self
Materials: Water strider (expended)
Duration: Focus
Effect: You can walk upon water or wet ground as if it were firm land.
Crit Success: You affect [WB] creatures instead.
Crit Failure: You cannot walk upon water. Nor can you walk atop land! You cannot move of your own accord for 2 hours.

Warrior's Blessing

Divine Magic
(The Steward)
Principle: Petty Spell
Distance: Close
Materials: Eagle's eye (expended)
Duration: Instantaneous
Effect: You bless a person with keen insight, tilting the odds in their favor. The creature you touch is moved to the top of the Initiative Ladder but can only take advantage of this spell once a fight.
Crit Success: Two creatures are affected instead.
Crit Failure: Your spell utterly fails, as the creature you would have touched moves to the bottom of the Initiative Ladder and loses its next Turn.

Will-O'-The-Wisp

Folk Magic (All)
Principle: Petty Spell
Distance: Self
Materials: Fireflies (expended)
Duration: Focus
Effect: You conjure green wisps of light that flit about. They can be controlled to move anywhere in sight. The wisps conjure light as bright as a candle.
Crit Success: If all are contained in a bottle, the spell lasts forever instead.
Crit Failure: The wisps turn an angry red and swarm about you! You cannot see for 1 hour.

Witch Stone

Folk Magic (All)
Principle: Petty Spell
Distance: Close
Materials: Stone wrapped in a dirty rag (expended)
Duration: Special
Effect: You create a witch stone from a rock you touch, wrapping it in a rag. Once buried, all food and water within a 1 mile radius are contaminated. After 3 days, the stone shatters, and the spell ends.
Crit Success: The stone never shatters and becomes a permanent object you can continue to bury elsewhere.
Crit Failure: The stone steals your life force! You move one step down the Damage Condition Track and are now Starving.

Winter's Bone

Divine Magic (The Winter King)
Principle: Petty Spell
Distance: Self
Materials: Wolf hide
Duration: Focus
Effect: You radiate an air of ill, Etheric coldness. All creatures who begin their Turn Close by you suffer a Hindrance Die to use fight actions against you.
Crit Success: They also must spend 1 additional AP for Attack Actions against you.
Crit Failure: You are instantly possessed by a dank chill that radiates from your body. You suffer a Hindrance Die to all fight actions and must spend 1 additional AP for Attack Actions for 1 day.

Wither Limb

Arcane Magic (Thread of Morticism)
Principle: Lesser Spell
Distance: Close/Near/Far
Materials: Splinter from a coffin (expended)
Duration: Focus
Effect: Gazing at another with a baleful look, one Corrupted or Humanoid creature becomes withered. Choose a single limb; they temporarily cannot use it.
Crit Success: They also Flip To Fail Skill Tests to use their limbs.
Crit Failure: You hear haunted voices as you break the coffin splinter in your hand! You are paralyzed, lying Helpless on the ground for 1 hour.

Withering Gaze

Chaos Magic (The Poisoned Cradle)
Principle: Lesser Spell
Distance: Close/Near
Materials: Rotten apple (expended)
Duration: Instantaneous
Effect: With a brush of your hand, you move the clock forward. Either a weapon suffers the Ruined Quality or a creature must successfully resist with Toughness or become aged, suffering a permanent -1% to all Primary Attributes.
Crit Success: Weapons are instead destroyed.
Crit Failure: This dark magic turns one piece of equipment on you to dust!

Wytchsight

Folk Magic (All)
Principle: Petty Spell
Distance: Self
Materials: Blindfold
Duration: Focus
Effect: Placing the blindfold over your eyes, you can visually determine if a creature, place, or object is under the influence of magic. You can also see if a creature is classified as being Corrupted or has any Malignancies. While blindfolded, you automatically fail vision-based Skill Tests.
Crit Success: You also detect the specific spell or effect.
Crit Failure: Your sight is robbed from you! You cannot see for 1 day.

Wolvenheart

Divine Magic (The Winter King)
Principle: Petty Spell
Distance: Close
Materials: Three drops of a wolf's blood
Duration: Focus
Effect: You instill the wolf's fury within an ally by smearing three drops of a wolf's blood on a person. When a creature you touch suffers an Affliction or Injury, it can roll twice and choose the most favorable one.
Crit Success: You can affect two creatures instead.
Crit Failure: Your friends are not worthy! Two allies cannot move creatures to Dying! for 1 hour.

Zephyric Squall

Arcane Magic (Thread of Astromancy)
Principle: Lesser Spell
Distance: Self
Materials: Bark of a tree struck by lightning
Duration: Focus
Effect: You can conjure a wind storm that rages around you. When creatures Close to you begin their Turn, they must successfully resist with Athletics or cannot use Move Actions on that Turn. Ranged weapons cannot be fired within, into, or out of Zephyric Squall. Blackpowder and Melee weapons suffer a Hindrance Die inside it.
Crit Success: The creature cannot resist.
Crit Failure: A funnel of violent winds descends upon you! You are raised into the air, then gently return 1 Round later. You lose two tools or weapons.

Rituals

Outside of the prescribed and well-practiced rote of the Wellsprings of Magic, there is another sort of magic. Rituals can be conducted by any brave (or foolish) person to try conjuring strange magic-like effects without having access to the proper tools.

Unlike the Wellsprings of Magic, Rituals can be used by anyone. You do not have to Unlock them to use them; you merely need a grimoire that outlines how the Ritual is performed.

Conducting A Ritual: When a Ritual is conducted using a grimoire that contains its practice, follow the standard rules for casting spells. However, every Ritual has a particular time required to conduct it and has consequences that all participants suffer, despite success or failure. A Ritual always culminates in an Occultism Test.

Awaken The Dead

Time To Conduct: 1 hour
Materials: Black candles & 1 Supply of smelling salts (expended)
Conditions: You must have corpses nearby.
Duration: Instantaneous
Effect: Roll an Occultism Test. If successful, touch [WB] corpses, turning them into Supernatural creatures. You gain 3 Corruption. The type of undead is based on the number of Skill Ranks you have in Occultism. The more Ranks you have, the more types of undead you can choose to raise (e.g., having 3 Skill Ranks allows you to awaken all types mentioned below):
No Skill Ranks: You give unlife to corpses, turning them into reanimated corpses. They are now under your control, understanding simple yet distinct orders (such as follow, till, dig, break, kill). They must remain within sight of you or are moved to Dying! and cannot be Awakened again.
1 Skill Rank: You give unlife to corpses, turning them into crypt skeletons. They are now under your control, understanding simple yet distinct orders (such as follow, till, dig, break, kill). Crypt skeletons must remain within their original crypt or move to Dying! and cannot be Awakened again.
2 Ranks: You give unlife to corpses, turning them into *draugr*. They are under your control and can obey more complex commands (yowl when you see others, kill anyone who trespasses, guard the burial chamber). *Draugr* cannot leave the confines of the tombs where they were originally interred or they are moved to Dying!, and cannot be Awakened again.
3 Skill Ranks: You give unlife to corpses, turning them into tenebrae. They are under your control and obey extremely complex commands, possessing a predatory intelligence, but always serve your best interests. Tenebrae can only operate at night; when exposed to daylight, they are moved to Dying! and cannot be Awakened again.
Crit Success: You only gain 2 Corruption.
Crit Failure: You awaken the corpses, but they treat you as their enemy and attack!

Bind A Familiar

Time To Conduct: 6 hours
Materials: Effigy of blood, clay & dung (expended)
Conditions: You must know a demon's Call Name or True Name.
Duration: Instantaneous
Effect: Declare the form the familiar will forever take. Then, roll an Occultism Test. If successful, it is now your familiar (*small animal* from **Chapter 12: Bestiary**) and you gain 1 permanent Corruption. Your familiar is an extension of yourself and can be used to cast spells in out-of-sight places where the familiar can reach. You can choose to gain 1 Corruption at any time to see through their eyes for 10 minutes. Should your familiar ever suffer Damage, it turns invisible and returns to you only after you purposefully move yourself one step down the Damage Condition Track by using a ritual knife. You can only have one familiar unless it dies.
Crit Success: The familiar can shapeshift between two forms instead of a single form.
Crit Failure: The familiar comes into being but is now permanently aligned against you! The GM will create a butler demon who will become your mortal enemy until

death . . . and perhaps beyond even that.

Brew An Elixir

Time To Conduct: 13 days
Materials: 130 silver pieces (expended)
Conditions: You can brew Elixirs while resting and traveling.
Duration: Instantaneous
Effect: Choose the type of Elixir you want to make from the table below. Then, roll an Occultism Test. If successful, you will create the Elixir in 13 days. However, you gain 1 Corruption.
Crit Success: You create two Elixirs instead.
Crit Failure: The Elixir explodes, and you suffer 3D10+[WB] fire Damage.

Elixir Name	Effect
Elixir of All-Sight	You can see Ethereal and hidden creatures for 1 day.
Elixir of Amnesty	You automatically add +4 to your Damage Threshold for 1 day.
Elixir of Animality	You automatically turn into a grendel for 1 day.
Elixir of Being	One of your Afflictions or Injuries is cured.
Elixir of Beneficence	You automatically move three steps up the Damage Condition Track.
Elixir of Camouflage	You automatically Critically Succeed at Stealth Tests for 1 day.
Elixir of Comeliness	You automatically Critically Succeed at Persuasion Tests for 1 day.
Elixir of Cunning	You automatically Critically Succeed at Insight Tests for 1 day.
Elixir of Exhaustion	You are automatically moved to Exhausted!.
Elixir of Fluttering	You can fly for 1 day.
Elixir of Gambol	You must dance for 1 day.
Elixir of Growing	You grow to become Huge for 1 day.
Elixir of Incognito	You automatically Critically Succeed at Disguise Tests for 1 day.
Elixir of Milquetoast	You automatically Critically Fail Persuasion Tests for 1 day.
Elixir of Moxie	You automatically Critically Succeed at Resolve Tests for 1 day.
Elixir of Ooze	You automatically turn into sludge. You can see and hear but not speak for 1 day.
Elixir of Pathos	You automatically Critically Succeed at Guile Tests for 1 day.
Elixir of Potency	Increase your [BB] by +4 for 1 day.
Elixir of Pyromania	You cannot help but want to set fires for 1 day.
Elixir of Respiration	You can breathe underwater for 1 day.
Elixir of Shrinking	You are automatically turned into the size of a mouse for 1 day.
Elixir of Strife	You automatically Critically Fail Combat-based Skill Tests for 1 day.
Elixir of Torpor	You automatically Critically Fail Athletics tests for 1 day.
Elixir of Truth-Saying	You cannot help but speak the truth for 1 day.
Elixir of Unbeing	You are automatically moved to Dying!.

Conjure An Etheric Spirit

Time To Conduct: 1 day
Materials: Marble figurine
Conditions: See the effects.
Duration: Special
Effect: Crack a gryphon's egg into a bowl to conjure an air sylph. For an earthen gnome, bury a basilisk's eye. For a fire salamander, burn a chimera's heart. Drown the brain of a shimmering mimic for a water undine. Then, roll an Occultism Test. If successful, you trap an etheric spirit into the marble figurine. You can destroy the figurine at any time to release the etheric spirit, as it obeys your command for 1 hour. Once the duration ends, the spirit returns to the Ethereal Veil. You can only control two etheric spirits at a time.
Crit Success: You conjure two etheric spirits instead.
Crit Failure: Your conjuring brings two etheric spirits, as they ruthlessly attack everyone for 1 hour until disappearing back into the Ethereal Veil.

Imbue A Talisman

Time To Conduct: 7 days
Materials: A small object
Conditions: You can imbue a Talisman while resting and traveling.
Duration: Instantaneous
Effect: Choose the form the Talisman will take and then roll an Occultism Test. If successful, give the Talisman a name, and you will imbue the Talisman in 7 days without spending Reward Points. However, you gain 6 Corruption.
A Talisman gives a +5% to Skill Tests tied to one Skill. Due to their size and rarity, Talismans are treated as small objects and are not tracked using Supply Rating. However, a creature cannot wear multiple Talismans that give the same benefit to a Skill Test; they must all be different.
Crit Success: You gain 1 less Corruption.
Crit Failure: The Talisman is destroyed, and you suffer 3D10+[WB] fire Damage.

Learn A Forbidden Spell

Time To Conduct: 7 days
Materials: A grimoire with a spell inside it
Conditions: You can study a grimoire while resting and traveling.
Duration: Instantaneous
Effect: You can also acquire grimoires to Unlock other spells you can learn, even those outside your Wellspring. Identify a new spell from a grimoire and then roll an Occultism Test. If successful, you will Unlock that spell in 7 days. However, you gain 1 permanent Corruption for a Petty Spell, 2 permanent Corruption for a Lesser Spell, or 3 permanent Corruption for a Greater Spell.
Crit Success: You gain 1 less permanent Corruption.
Crit Failure: You can never learn this spell.

Summon A Demon

Time To Conduct: 1 hour
Materials: Powdered silver and a creature (expended)
Conditions: You must know a demon's Call Name or True Name.
Duration: 1 hour
Effect: Either ritually sacrifice a creature the GM approves of or move yourself three steps down the Damage Condition Track. Then, pour the powdered silver on the ground in a triangle near you or the corpse. Stand outside the triangle and speak aloud the Call Name or True Name of a demon. Then, roll an Occultism Test. If successful, the demon manifests inside the triangle. You gain 1 permanent Corruption for a Lower Demon and 2 for a Higher Demon.

The demon you called will remain within the triangle. While inside it, the demon cannot cause anyone physical harm in the Material Realm. However, it may attempt to compel, confuse, or even lie to you. While contained in the triangle, you can strike a Faustian Bargain for the demon's service, ordering it to carry out one diabolical service. The types of services vary, but here are a few example requests that may be made depending on its classification:

Lower Demon:

- Free someone from prison.
- Bring about a bounty or plague to a village.
- Turn brass into false silver pieces for 13 days.
- Cause a jury to find someone guilty or innocent.
- Bestow a Disease upon a creature you can name.
- Tell you the True Name of another Lower Demon.
- Teach you 1 Petty or Lesser Spell of any Wellspring.
- Fight for you for one time at any point in the future.
- Force an unwilling victim into marriage with another.

Higher Demon:

- Turn lead into gold for 13 days.
- Teach you 1 Greater Spell of any Wellspring.
- Bestow a Scar upon a person you can name.
- Grant you an audience with a powerful person.
- Fight for you for one time at any point in the future.
- Immediately assassinate a person who you can name.
- Render a creature who you name impotent or infertile.
- Destroy a single building, even a castle, with everyone inside.
- Tell you the True Name of another Lower or Higher Demon.

After you make your request, you suffer 3D10+[WB] Peril. Then, the GM will have you roll an Opposed Test using Resolve against the demon. If you only know the demon's Call Name, you must also Flip To Fail.

If you succeed, the demon will carry through with the service. If you fail, the demon will twist your words against you, carry out the request in a way that pleases them only, and disappear afterward.
Crit Success: You don't suffer Peril before making the Opposed Test.
Crit Failure: You accidentally smudge the triangle of containment, and the demon does as it pleases!

Chapter II:
Game Mastery

If you are about to read this chapter, you must be the Game Master (GM)! Yours is a unique role, one charged with great responsibility and power. This and the following chapters are for your eyes only. If this is your first time running a **ZWEIHÄNDER** game, here is what you should know about taking on the GM role:

You are a referee, not a competitor. You adjudicate the rules when there isn't a clear outcome and decide how the players' actions drive the story forward. It's your job to help the players have fun. Keep your rulings consistent and impartial.

You are a narrator and not a puppet master. You set the scenes and describe the world and challenges for the survivors. Players decide how to interact with the people, places, and things you describe, and you determine the outcome.

You are the number one fan of the players and the survivors. Keep the spotlight on them and their actions. Let the players drive the actions as you're determining the consequences.

You devise the stories, but don't be afraid to let players chase down spurious leads. Even if it takes the adventure off course, let it happen. Part of the fun is when you and the players create side stories in the moment.

You are a role-player; have fun with it. You inhabit the non-player characters (NPCs) and creatures the survivors meet during their adventures. You don't need to be a master actor. Just have fun with it, and they will, too.

You are a game designer and writer. If you don't like something about the adventure, you are empowered to change or ignore it as you see fit. Add your stories, NPCs, creatures, and locations to the adventure. This guide is meant to help you tell a fun story for your group, not a script.

Keep The Game Moving Forward

Rulings are far more important than rules. You don't need to memorize all the rules. That's why they are written down! You can reference these books during gameplay or ask players to do it for you during the session. If you can't find a rule, make the call at the moment and look it up later.

Focus On The Survivors

While you should make players aware of other things going on in the campaign world, keep the pace of the adventure centered on their survivors. Sure, players can't control things happening in the background, but keep the background out of focus until it crosses paths with the players' actions. Don't play favorites with individual survivors. Take the opportunity to spotlight at least one player every session.

When In Doubt, Say Yes

Don't be afraid to say yes to a player when they suggest an out-of-the-box idea or solution to a challenge you've placed before them. When you approve of a player's agency to try something outside the rules, it encourages teamwork and cooperation and reminds players that you're not their adversary.

Know When To Say No

You don't always have to consent to player demands. On the contrary, the world the survivors inhabit has to hold up to scrutiny, as all actions must have consequences. So follow this guideline: if the idea is creative and fun and would add to the story but maybe a bit outside of their capabilities, impose a stiff Difficulty Rating or mechanical cost (like a Fail Forward consequence).

Be Open To Change

Sure, having players run roughshod over a carefully plotted adventure you worked hours on can be a bit distressing. But it's simply impossible to account for every idea the players come up with to overcome challenges. Learn how the players prefer to solve problems and use those approaches to benefit the story.

Handling Disagreements

Tabletop gaming and collaborative storytelling don't always run smoothly. Players can argue about narrative details and rules. Sometimes, these debates can turn heated, grind the game to a halt, or become passive-aggressive battles the players have in character. In these cases, stop the game and discuss the best ways to compromise and move forward.

Handling The Session

When you begin a session, there are several steps you take to ensure a steady start. First, take a few minutes before your players arrive to review your notes. If the last session ended on a high note, or even a dark one, get yourself into the right mindset and be ready to pick right up where everyone left off.

Structured & Narrative Time

Mostly, a session uses narrative time. Thus, interactions within the campaign world can transpire over hours, days, or even months of in-game time. Narrative time moves in flux with the players' choices.

When the story leads the players toward a moment where you need to control the narrative flow more strictly, adjust to a more formal structure using structured time. You can use this to track the passage of time carefully, cycling between survivors, granting them equal play and attention. For example, fight scenes use structured time, but you'll doubtlessly find other moments when players must go in order.

Pacing The Session

You can transition between narrative and structured time as needed. You'll want to give the players enough time to role-play interactions, but be mindful of when it's time to move on. Keep each player engaged, preventing situations where some interact while others stare blankly at their survivor sheets or phones. When idle, ask them to look up game rules for you beforehand.

Using The Initiative Ladder

The Initiative Ladder is your friend, and you can use it to control the chaos of too many players wanting to act simultaneously. Refer to the results, highest to lowest, to have players take turns as needed.

Switching from narrative time when the scene was focused on social interaction to structured time when players begin a fight scene is one of many instances where you can handle the transition without disrupting the adventure's flow.

People, Places & Things

The best way to help players remember vital information is to record it on an index card. Write down essential clues on a card as a title and hand it over. Then, instruct them to take notes below it. Players should take turns maintaining these cards. When an adventure or particular quest in a series comes to a close (such as in *Eternal Night of Lockwood*), let players know which cards to keep and which to retire.

Handling Skill Tests

Difficulty Rating imparts additional ease or hardship to a Skill Test. Most are treated as (Normal +/0%), but sometimes external factors make the Test easier or harder:

- **Easy:** +20% to the Skill Test
- **Normal:** +/-0% to the Skill Test
- **Hard:** -20% to the Skill Test

Expressing Difficulty Ratings

When expressing Skill Tests to players, get them to understand the key terms tied to each. Instead of saying, "Make an Occultism Test with a -20%," say, "Roll a Hard Occultism Test." This will help them better understand the rules and get them accustomed to looking closer at their survivor sheet before rolling the dice.

Adjudicating Difficulty Ratings

As GM, it will be your job to determine how easy or challenging Skill Tests are. The Difficulty Rating chart will be the most common mechanic you'll refer to when running **ZWEIHÄNDER**.

Consider these three key factors when determining the right amount of hardship or ease of a Skill Test:

- **Distraction:** Would anything draw attention away from the task?
- **Time:** How much time does it take to complete the task?
- **Tools**: Are the right tools on hand to do the task right?

Never Test Primary Attributes

Instead, consider using these alternatives based on what players decide their survivor is doing:

- **Five senses:** Awareness
- **Memory:** Insight
- **Nimbleness:** Coordination
- **Physical wherewithal:** Toughness
- **Problem-solving:** Survival
- **Raw strength:** Athletics
- **Stout-heartedness:** Resolve

Handling Fight Scenes

Here are some tips on how to make it easier on yourself.

Tracking Creature Conditions

Conditions need to be accounted for and applied to the creatures that the survivors fight. Many require upkeep (such as remembering to resist the Grabbed condition as their Turn ends), whereas others are countdowns. Share any conditions the creatures suffer and call out their Damage & Peril Condition Tracks as they get hurt.

To track Damage Condition Tracks for enemies, you can use bottle cap rings (the tamper-proof ring) to communicate how far down the track they are. Add more rings atop the miniature the further they go down. If you can use multi-colored ones, even better! Be sure to call out their current Damage Condition when you put a ring on it.

Ending A Fight Scene Early

A fight scene can sometimes drag out through bad dice rolls, formidable opponents, or poor tactics. If you or the players aren't having fun or it gets boring, bring the scene to a close. Let the next attack be the killing blow against a creature the survivors are fighting. Have their foes routed or give up. Take time after the session to assess what may have gone wrong. Share those insights with the players and make adjustments.

Running Adventures

When you run adventures written for **ZWEIHÄNDER**, keep the following tips in mind:

Let the players lead their survivors through the story. Don't tell them how they should act or feel. Instead, let the players determine that for themselves while you explain how the world reacts to their actions.

Record your notes and keep them secret. You'll get ideas or want to remember actions the survivors took that might have consequences down the line, so being able to write a quick note will help you in future sessions.

Don't worry about getting it perfect. It's okay to skip over parts you forgot or found uninteresting. It's even better when you can expand on the adventure to make it your own.

The adventure text is there to help you tell an engaging story with your friends. You should add, remove, or change any details to make the experience more enjoyable for your group.

Take breaks! Games are supposed to be fun. Make sure you build time for folks to use the bathroom, grab a drink or a snack, and socialize.

Do you have new ideas for adventures you want to share with the ZWEIHÄNDER community? Look at the third-party content library on DriveThruRPG and the home page to share (and monetize!) your creations.

Running Session Zero

This is when you and the players get together for an hour to create survivors, set some ground rules, and take the game for a test drive before starting the first adventure:

- Guide the survivor creation process using **Chapter 3: Your Lifepath**, ensuring every player has a survivor who is truly unique.
- Mark down every survivor's name, Profession, Inner Strengths, and Tragic Flaws. You can use these as hooks to draw players into the story.
- Talk through the game rules. Will you play using Lethal Mode? Are there any house rules you want to adopt out of the gate?
- Discuss how often you and the players will meet to play. Will you meet weekly or bimonthly? How many hours can everyone commit to playing? Most sessions are 2 to 3 hours long.
- Discuss how to handle the session when a player is absent. Will you cancel or play without them?
- Talk about table expectations. Are phones permitted during gameplay? What about alcohol? Use this opportunity to discuss boundaries. Are some topics or content forbidden, and do you need safety tools like Pause the Scene from **Chapter 2: Learn To Play**? If you desire a more in-depth safety tool, download Entreat the Darkness for free at DriveThruRPG.
- Once everything is set, Session Zero is over! Get up, take a break, grab a snack, and return to the table. It's time to officially kick off the first session with The Chateau.

Playing One-On-One

Most adventures are written with three to six players in mind. However, any adventure can typically be adjusted to be played one-on-one:

- Create an NPC that you play.
- Reduce Damage & Peril output by –3.
- Reduce Damage & Peril Thresholds by –3.
- Give 3 Supply Rating of laudanum & smelling salts.
- Let survivors Bind Wounds and use laudanum & smelling salts multiple times daily.

Setting The Mood

Consider these concepts as you run adventures and create your campaign world. Through repetition, players new to this playstyle will become more invested as they figure out how their survivor fits into these struggles.

No More Heroes

It's important to remind players that their survivors are not the archmages or martial masters found in other games. Not only is their mortality at stake but so is their psyche. There is no good or evil, just a dangerous balancing act between ego and id that gnaws at the noble and deplorable alike. NPCs can be self-serving; not out of malice, but because they sometimes need to do bad things to survive.

Don't make players gentle observers of the story. Instead, put them right into the thick of things and encourage them to make decisions that have lasting consequences. Let your players relish the moment when they conquer and drive back Corruption.

The Illusion Of Cruelty

Understand how to adjudicate aspects of the game's healing systems. The rules for starving, falling, and the like must only be referred to when required. You'll oversaturate the game with too many details if used too often. But when used sparingly, they'll resonate more strongly with the players. Once again, don't let the rules get in the way of good storytelling.

But here's the best-kept secret of **ZWEIHÄNDER**. While the rules are purposefully deadly, it's all an illusion. The reality is that while the outcomes may feel like the challenges of Dark Souls, its deadliness is hidden behind carefully constructed math to ensure survivors live through most situations. And, if players are careful and listen to narrative cues, they can avoid deadly situations by relying on their wits instead of their blackpowder, swords, and magic.

Use Thin Brushstrokes

ZWEIHÄNDER assumes that magic is a rarity. Survivors live in a credible and mostly rational world. The laws of nature apply; the sun rises and sets, gravity is real, and the seasons are predictable. Magic, while real, exists in hidden pockets of the world.

Think of the game as a canvas with mundane elements painted using a broad brush. Your colors are analogies to real-world histories like class warfare, crime, disease, and death. But use thin brushstrokes with fantasy elements so the real issues feel more central. This will impart a greater sense of immersion for the players. And when the fantastical elements come to the fore, they'll be more impactful, magical, and unexpected.

Corruption Is Metaphysical

One aspect that stands out the most is a deadly, supernatural force called Corruption. It includes the charlatan priest who defrauds and misleads their congregations, the baroness who jockeys political ascendancy by spreading sensationalist lies about her peers, and vile thieves who murder innocent travelers for their valuables.

Corruption also refers to the mystical and malignant. It spoils the mind, soul, and body, turning its victims into vile monstrosities. It can even affect the landscape, shifting a swamp into a wight-infested midden, warping dead cities in and out of existence, causing violent weather patterns, and far worse.

Whether Corruption should be insidious and invisible or physically take shape as gloaming mists and corpulent clouds of flies is entirely your call. And, of course, Corruption always leads to Malignancy.

Crafting Compelling Stories

Every good role-playing game empowers its GMs in their pursuit of creating compelling narratives. They can do this in various ways, from specialized mechanics to refined templates, instructions, and even outright pre-constructed one-shot adventures. The best role-playing games understand that different storytelling genres require different structures and remain hyper-focused on putting together an experience that nails their chosen genre.

At its heart, **ZWEIHÄNDER** is a horror fantasy game. It is characterized by humanity's struggle with darkness within itself and from external forces of evil. It's unnerving and painted with mud and blood upon a bleak landscape. Because it's fantasy, you can still expect the trappings of that broader genre, like swords, spells, and something akin to dragons; however, the gothic sub-genre means you'll more often struggle against supernatural and twisted creatures like specters, vampires, and demons. Perhaps the most frequent monsters you'll encounter are humans corrupted by power and vile magics.

Because this is a role-playing game, the focus of every narrative should be on the survivors and personal tragedies: a struggle with the hard choices that come from living in a surreal locale packed with equal parts beauty, awe, and terror. Sometimes, tragedy will form along the perimeter of the story as the survivors unearth plots thick with fallen nobles, desperate vagabonds, and good people pushed down into the dirt. Other times, they will be at the center of the tragedy, experiencing

all the rises and falls firsthand. You can dive right in and get an excellent example of the genre at work with the adventure *The Chateau* in this book, in *Secrets of Swanzi* from the Starter Kit, or one of our other official adventures.

To construct your compelling stories, follow this three-part Opportunity, Stakes, and Tragedy framework. It is a surefire way to set off on the right path. These frameworks are outlined in the following sections. Each features a type of "stick" that symbolizes and carries with it a special type of NPC that will help fill your world.

Opportunity

In the dismal gray and oft-cruel world of **ZWEIHÄNDER**, opportunities are in short supply and should be taken as they come. It's rare for an opportunity to be stumbled upon; much more often, it "comes a-knockin'," presented by someone with power or influence. For opportunity, the stick you wield is the one with a carrot on the end of it.

The Carrot On A Stick

The opportunity is the first of three sticks the GM should take hold of. It's the one with the string and the carrot. Even though it's not often that the horse snags the carrot, you've heard that it happens occasionally, and you're just desperate enough to hope that it might be your lucky day.

Being a survivor indicates that they have lived through an incident meaningful enough to transform how they interact with the world, and it communicates who they've been until this point just as much as their determined Profession.

Opportunities are placed in front of survivors as potential pathways for their future and are the beginnings of transformation. They glimpse through the gloom and mist at hope. They are pitched through the silver tongues of Charlatans, the waggling lips of fattened lords, and the sharpened teeth of succubi, saying, "I know you've been dragged through the shite, but here's a way of climbing out of it."

Seizing opportunities is the beginning of any good **ZWEIHÄNDER** storyline. Here's some hooks to get you started:

Fortune: A seedy but well-to-do fellow in the tavern offers to split a fortune beyond reckoning if they're up for the life of a highwayman–taking part in the eternal struggle between the haves and the have-nots.

Infestation: A derelict manor has been overrun by vermin, and the local magistrate is offering it for a paltry sum, provided it can be cleared.

Plunder: War is brewing, and a baroness is interested in testing the perimeters of her rival while maintaining deniability. Plunder a border village and report any defenses. Keep the spoils.

But what are some examples of opportunities that won't work as well? Avoid the following concepts:

- Opportunities for heroism with no compensation.
- Opportunities that lean upon moral obligation.
- Opportunities that require no skin in the game.
- Opportunities with clear-cut, linear paths.

Tales told in **ZWEIHÄNDER** don't involve heroes and aren't for the faint of heart. Promises of coin, power, and luxuries tempt the players. Press them into service with debts owed or to escape harsh consequences for past actions. Spur them with desperation and passion.

NPC: The Sponsor

When building your story, think about the motivations of the sponsor. What are they getting in return for the opportunity? Why have they chosen this band of survivors? What are they willing to divulge, and what are they hellbent on keeping secret? Are they a villain who sees themselves as a hero?

You may find inspiration for your sponsor as part of your larger story, or it may spring up as you dive into the survivors' backgrounds. Did a player roll up a blasphemer? There's a story there. They were almost certainly pulled away from their devotion by someone–why not the sponsor? A Courtesan, Courtier, or Jester has almost certainly hitched their wagon to a member of

nobility–another great sponsor. Perhaps the Spiritualist has glimpsed echoes of a forgotten opportunity in the gloom of the past. A Jailer could have overheard a conversation between two prisoners now strung from the gallows. That opportunity won't do them any good now, will it?

These types of individuals make for great opportunity providers that stay within the genre:

- Crafty seducers with coin to spare.
- Down on their luck, charismatic vagabonds.
- Inbred lords of dying kingdoms.
- Twisted fiends who relish in corruption.
- Visionaries pushing unscrupulous science.

A final bit of advice: sometimes, it's best to start building your campaign with the ending and wrap your design with the presentation of the opportunity. By then, you'll know much more about what's in store for the group. Once you've crafted the opportunity, you've assembled the second section of a **ZWEIHÄNDER** storyline: stakes.

Stakes

Once the survivors have seized the opportunity, you, as the GM and chief dramaturgist, should now grasp two sticks in your narrative hands. Both are motivators. The first bears the carrot and is an enticement. The other is a willow rod, which underscores the reality that this harsh world will lash you if you fail to pay attention or collapse too readily. The survivors should see the rod; a lash carries no motivational weight if it is hidden. It represents stakes.

The Stick That Strikes

Horror always has stakes. There's always a danger to be seen, tension to be felt, and immediate consequences for a poorly made decision. Sometimes, that consequence is felt physically as a dagger to the back, a noose around one's neck, an arrow to the gut, or a thieving hand severed at the wrist.

Other times, it's felt in the cooling embers of someone's former home, losing a bosom companion, or having your status or title wrenched from your arms. Still, at other times, it's the loss of connection to humanity as you fall deeper into the pit of spite.

Personal loss is the key to a good **ZWEIHÄNDER** story. The fate of the world or the realm isn't nearly as important a stake as the personal ramifications of failure. Death, fear, and decay should follow the survivors like their own shadows, serving as constant reminders that even though this is a world of gray, there is such a thing as a poor decision.

Repercussions are a sub-form of stakes. They are the unintended and previously unstated fallout from choices made. The band of survivors raiding the vampire's mansion and casting her out into the darkness could very well trigger a repercussion as the wrathful fiend carries out a counter-offense against the nearby farmstead and takes up temporary residence in a blood-drained family's barn.

The stakes of not slaying the creature outright are a rampaging vampire hunting others, and the survivors are somewhat to blame. Or perhaps they did manage to slay the vampire, but the cleared mansion is now hotly contested by a pair of local magistrates, each claiming a right to the property and neither wanting the survivors involved. Instead of being lauded as monster-slaying heroes, the survivors run from two forces chasing their own opportunities.

A layered depth of stakes will inevitably turn your short storyline premise into a widespread campaign that twists and turns toward a thousand potential destinations. Here are a few ideas for consequences that can be layered into your game and are a bit less blunt than dismemberment and death:

- Cold distance from former friends.
- Guilt by association.
- Irritation or ire from local nobility.
- Jealousy and plotting from brigands.
- Wrathful curses from slighted casters.

Mechanical Stakes

A good GM can reinforce their genre narrative with supporting mechanics. Several key systems in the game already underscore the use of stakes. Corruption, Malignancies, Injuries, Afflictions, and Scars play heavily in this section, so be sure to utilize them to wield the stick. In addition, Diseases and the effects of horror (like Stressed, Frightened, and Terrified) can also be used.

A quick warning about stakes: at the end of the day, you want your players to be excited about returning for more. The great thing about stakes is that they promote consequences for poor decisions, which are transactional in nature (poor decisions equal consequences), with largely knowable results.

Players usually despise being forced into situations with no possibility of a win, brutal consequences that fly out of nowhere, and swift, meaningless death. Just because we've added a second stick to your hand doesn't mean you shouldn't remember the first one . . . and the idea that a person who beats a dog always runs the risk that the hound will one day turn on them.

NPC: The Scourge

Ideally, the GM should not be seen as holding the rod. That puts you and your players in opposition, which is not the point of **ZWEIHÄNDER**. Instead, the GM should place the rod in the hands of someone the players are encouraged to despise: the last wielder.

In gothic horror, the villain plays an enormous role. Typically, they are incredibly powerful, and often, they masquerade as an entity with power. That said, the smaller your story, the smaller the villains are likely to be and the more unlikely they are to be hidden within layers of shadow and deception.

A den of fodderlings might make for a fun "villain" tied to a quick scenario where the survivors are simply offered coin to aid the local magistrate in clearing out an infestation.

This scenario certainly provides both opportunity and stakes, but it doesn't quite have the makings of a tragedy, which is at the core of what we're aiming for as our end goal. Tragedy takes time and intelligence. It requires a schemer somewhere along the way who plays against the survivors, tipping the scales against them.

Bosses Use The Scourge

In the bestiary, a creature template turns any creature into a Boss. If a creature could be considered the villain of your story, be sure to add that template.

Tragedy

The concept of tragedy can take on several different forms. At its most basic, tragedy is determined as an event or series of events that carries the burden of suffering and collapse. In **ZWEIHÄNDER**, tragedy is a tool to bring about a conclusion, particularly a non-hopeful one.

The Shepherd's Crook

The final stick is the shepherd's crook. It represents the constraints of the setting and the reality that survivors can push only so far before they reach an unyielding end. Sometimes, this end can come from the villain getting one over on the survivors, successfully avoiding their schemes, and managing to carry out their agendas. Other times, the crook is less personal. As the GM, your job is to help guide and shape the framework of the tale, and while the carrot and the lash drive the survivors onward, they aren't good at bringing about finality.

Malignancies and Scars are game mechanics that exist to offer a sense of permanency, but not in a joyful way. They can be used for awesome moments or comedic beats, but at their core, they express loss–both in the moral framework of the individual and that same individual's mortal form, respectively. Even the title we've given for characters communicates suffering: that of being survivors.

The moment of death itself might be placed in the hands of the player, but it should be understood that death is only one form of finality.

The loss of one's humanity to a host of Malignancies is also final, as is the removal of a survivor's superior physique, as it is peppered with a patchwork of debilitating Scars.

The shepherd's crook brings the survivors up short, and its presence should communicate to each individual that a conclusion will be reached. They are not immortal. Time is ticking. Here are some ideas for what tragedy could look like in the typical game:

- Accumulated Malignancies turn them into vile monstrosities.
- Acquired Tragic Flaws turning the noses of their patrons.
- Ill choices spurn a host of former allies.
- Layers of Scars twist once proud warriors into withered hulks.

NPC: The Shepherd

The shepherd is someone who works outside the scope of the motivations of the survivors or the villains. It's someone who sees the bigger picture and is comfortable with taking up the reins and guiding the story to what they see as its inevitable conclusion. In the adventure book To Be or Not to Be a Villain, the sister witches arguably assume this role by acting as independent agents of fate. In a tragedy, fate often conspires against the survivors, though not always. Here are a few more concepts for the shepherd:

- A divine being taking an interest in the survivors.
- A wizened druid steeped in primordial understanding.
- An entity from beyond the stars with unknowable motives.
- Fateweavers from beyond the Well of Souls.

The GM may also be seen as a more meta version of the shepherd, a pseudo-omniscient individual who sits above the transpiring events and bends, nudges, and provokes the survivors toward a series of selected ends. This is actually true, regardless of whether there is also an in-world force in the saddle.

Either way, the great thing about having a shepherd is that it reinforces the idea that there is a method behind the madness and that there's a bigger story. It also injects a bit of mystery into the whole tale, letting the players and their survivors know there's more to the universe than their own small part. It puts tragedy into perspective. For the eternal optimist, it indicates that their tale serves a greater purpose, adding balance to the scales of the universe. For the ever-pessimist, it confirms their long-held beliefs that the universe has been conspiring against them.

Campaign Seeds

Campaign seeds are threads of adventures and campaigns drawn from the designer and writers' game worlds. Each campaign embraces the common themes of **ZWEIHÄNDER**. These seeds are starting points. Though future expansions may outline new ones through fleshed-out campaign guides (such as Eternal Night Of Lockwood), these are just ideas to mold as you see fit.

Bloody Baroness

The lands of Slaughterpine, a backwater province of the grand kingdom of Aglador, are known to those few who have stepped foot inside their borders as bleak and hopeless. What was once a thriving political player has now fallen to near obscurity as the trade routes have diminished, and its people have been forgotten as the modern world presses forward. This relative anonymity has persisted for over three generations.

Slaughterpine is technologically backward compared to the rest of Aglador. Farmers still toil in the fields with shovels and pitchforks, the printing press has yet to reach the villages, and modern medicine is seen as necromancy to the community's spiritual leaders.

It is not the ravages of war and disease they fear but rather the wrath of their infamous ruler, Baroness Evangeline "Lucy" Duprey. Believing her to be a living instrument of devils, the people eschew reason in favor of superstition, relying on charms and faith to stave off the horrors enacted upon them in the name of their bloody Baroness.

The spies of the Baroness are everywhere. The folk whisper of nightly raids in which those speaking out against her oppressive rule are kidnapped by coachmen and taken to her castle, where they are never heard from again. As a result, the people of Slaughterpine obediently conduct their daily work, silently serving and watching for those who would upset the natural order. When the sun sets, the citizens bar their doors and keep their fires low as her black coachmen roam the countryside in pursuit of detractors of the Baroness's rule.

The people of Slaughterpine are desperate for relief from Baroness Evangeline but are fearful and unable to voice this. If the lady can be removed from her seat of power, the citizens can find a way to move forward for a newer, brighter future. Until then, they will continue to suffer out of the sight and mind of Aglador.

Enemy Within

While the rest of Slaughterpine has suffered under the rule of Baroness Evangeline, the isolated hamlet of Dunhallow has suffered the greatest due to its proximity to Baroness Evangeline's seat of power. A Council of Elders who oversee the hamlet does their best to ensure the people stay in line, enforcing the will of Baroness Evangeline.

Moreover, the church and other villages support her authority through divine right, which claims that the Covenant Gods themselves granted Baroness Evangeline's appointment to this position. Despite these precautions, villagers are dragged off without warning to face the judgment of their vengeful ruler for suspicion of

sedition or heresy. Acts deemed rebellious are responded to with extreme derision by the people of the village so as not to provoke the ire of the Council of Elders. Finally, rumors abound of Baroness Evangeline sending agents to round up travelers found after curfew and bringing them to her castle "for dinner," where they are never heard from again.

Enemy Without

Numerous horrors lie within the wilderness. Bloodthirsty and desperate bandits waylay travelers for goods and ransom, ensuring they rarely reach the villages of the land. At night, you can hear the screams of the captured echo among its overgrown boughs.

The Council of Elders of each village would pay handsomely to anyone who can arrest these vagabonds. While more than a few of these criminals have been brought to face justice, none of them have been granted trial, and all have been put to death. A "no quarter granted" policy gives the unfortunate common people another reason to look over their shoulders. Sometimes, a sack of coins is worth more than the truth in some folk's eyes.

The mines of the Guarhoth Mountains, once the cornerstone of Slaughterpine's economy, have long run dry and are now said to be havens for cults dedicated to the worship of Baroness Evangeline. After all, she is known to have ruled these lands for nearly a century, with no predecessor or successor. It is said that these cultists offer sacrifices of flesh and blood to ensure their lady's power.

Enemy Beyond

The people know that Baroness Evangeline's castle is off-limits. While it is known that the elders have personally appointed her, still more stories abound of villagers who have been invited to dine with her, only to disappear or their lifeless bodies turn up horrifyingly mutilated in some way. It is known that the impaled corpses of those who would seek to challenge her rule line the mountain pass leading to Chateau Duprey.

The truth of the castle is far more terrifying than these stories suggest. Nearly a century ago, a group of sorcerers discovered that the sacrifice of divine blood was. In the dead of one dark night, they entered Baroness Evangeline's castle, overwhelmed her guards, and imprisoned her within its dungeons. There, they have kept her alive through a series of dark rituals and debased offerings, using the Baroness's essence to further their aims, granting themselves longevity and power as long as they can continue their offerings to their dark masters. Baroness Evangeline today has no power in these lands but rather unwillingly serves as an icon of their twisted faith. This group of sorcerers is none other than the Council of Elders.

Dark magic has twisted Baroness Evangeline into a wretched creature who subsists on the flesh of the people who worship her likeness. Moreover, the rituals empowering the elders who rule each village have transformed these village leaders into something less than human and more . . . divine. When others become suspicious of the elders' power, they are never heard from again.

Adventure Hooks

An Invitation To Dine: Dame Cecilia Geneveux has petitioned to be inducted into the Council of Elders and invited to dine with Baroness Evangeline in her castle. The group is asked to escort her to the appointment. Along the treacherous pathways, travelers must contend with packs of ravenous wolves, blinding snowfalls, and denizens of the dark who do not wish any visitors to the keep, save for the ones invited.

Opening Trade: A local merchant commissioned the group to establish a deal with an artisan out of Slaughterpine, whose stonework would fetch a high price in the economic renaissance in their homeland. The roads in and out of the region are known to be quite dangerous, and after a harrowing journey to the village, the group finds that the artist is currently mourning the loss of her daughter. The artist's child, who had been making a name for herself by questioning the divine right of rulership in the local pub, has not been heard from since she left to gather more stones from a neighboring village some weeks back. The artist fears the worst and refuses to do business until she knows the fate of her child.

The Cheateau: A miner who lives at the foot of Guarhoth believes that more silver may be found in the closed mines near the small, historic Chateau Duprey, but all attempts to appeal to the elders for the right to verify this theory have been denied. The group is tasked by a petty lord to confirm the miner's suspicion and bring back proof of the ore. They are granted a map of the last known tunnels dug beneath the Chateau. Upon arrival, it is apparent that new tunnels and branches are beyond what is shown on the aged parchment. Within these dark tunnels is a path to wealth, but also those who would kill to keep this knowledge secret.

Chittering Isles

Twenty years of bloody war have ended abruptly, not with glorious victory but with a cold stalemate. The great trading companies that pull the strings behind the scenes of the greatest empires have played their hand and applied sufficient pressure for a tense truce. Normalized trade relations must continue, especially after no more profit can be made from war. An entire generation of young people lies rotting in fetid fields, with only the old or very young to replace them. Now is a time of looming shadows, cold retribution, and political tribulation. War could reignite at any moment, and tensions are high.

In the ancient capital city of Gdaństok, a young queen has been placed on the throne. Some would label her a puppet. Her father, a harsh and callous man responsible for countless battlefield atrocities, died as he lived, bathed in blood, leaving no apparent heir. Those in the puppet queen's court would use her to drain the kingdom's coffers dry, while others would see themselves crowned as royalty. Knowing this truth and using her power, she has sounded a call for explorers, sellswords, and adventurers. Her command: to find new trade routes through the Roiling Sea to forbidden jungled lands far to the south, where the sun never seems to set.

Enemy Within

The once-great nation of Gdaństok is old, cancerous, and corrupt. The kingdom has suffered the most during the decades-long war. Now, its aging fleet of ships is put to new purpose as cargo frigates commissioned to brave adventurers who would take charge. The young queen had many enemies who would see her fail in her quest to establish new lucrative trade routes.

The dangers that anyone who embarks on such a perilous endeavor faces include hostile neighbor nation-states attacking vessels by proxy via privateers. Also, rival privateer groups seeking fame and fortune, not resigning themselves to second place in the eyes of the "Puppet Queen." And finally, the inherent danger presented by the arduous task of sailing a vessel into the uncharted waters of the Chittering Isles.

Enemy Without

Deadly obstacles and hidden horrors lie past the Roiling Sea. In the dark and mysterious Chittering Isles, a choking jungle is home to massive insect swarms known to strip the flesh from unlucky sailors. There is a reason this place has been struck from most maritime maps. Superstitious sailors sing no songs of the isles, and few, if any, explorers ever return.

The islands are viciously stalked by the Vanuu, a golden-skinned siabran people who wear baroque insect masks, stained tabards, and have filed their teeth to sharp points. Strange, stinking, polished amber obelisks depicting strange insect-like gods litter the islands as a warning.

Destroying the obelisks is anathema to the Vanuu, who have learned to attack any interlopers into their territory on sight. Sailors who've returned from the isle report that the jungles are littered with putrid obelisks that stink of sulfur and death. The smell is so strong it repels insects and drives away most animals. It is reported that the obelisks can be crushed down to a sulfurous powder used in alchemical practices as a potent base or to amplify the effect of any elixir.

Enemy Beyond

While the Chittering Isles are named as such due to the massive carnivorous insects that inhabit it, the truth is far darker. It is also the prison of a nameless and alien insect god, a primordial devourer only remembered and worshiped by the oldest of peoples. Those who chose to follow its path were once cast out and exiled here. The Vanuu are a mix of tomb keepers and fanatical worshipers whose culture is dedicated to keeping their god asleep while also feeding on its very living flesh. They were once a proud and noble society in the dawn age. Still, they had fallen to depravity as they slowly allowed the sleeping god's corruption to erode their minds and culture over generations. Their once-great silver cities lie neglected in ruin while the jungle spreads like a cancer, choking everything in an amber and green hell.

Dark sorcerers who lust for true power make the pilgrimage here to hear the whispers of the Chittering God, also known as The Many-Eyed One and The One Who Sleeps with Maggots. Some stay and are converted by the Vanuu. Others escape with vile knowledge and unknowingly spread the vile god's decay beyond the troubled waters of the Isles.

Adventure Hooks

Bad Religion: The royal naturalist has commissioned the group to collect and secure one of the strange insect totems for study. One of these stones has been found upon the isle of Lundy near a beachhead settlement called Haven. Standing nearly 2 stories tall, the locals believe it to be one of the metaphorical coffin nails of the Chittering God, and if removed, there is danger of a great reckoning. If the Vanuu detects the plan to remove an obelisk, they will launch a series of brutal and violent sneak attacks at the work site.

Black Blood: The accursed ship of the Mad Mage Eli Elestavar, ***The Blood***, has been seen sailing in the area, no doubt on some wicked errand in the Chittering Isles. Elestavar is more warlord than sorcerer, a boogeyman on the high seas, known to have sailed the globe plundering forbidden riches. Elestavar is obsessed with the lost gods of the dawn age, viewing them as a wellspring of infinite power. It is rumored that he intends to wake the Chittering God to bargain for its primordial power.

Shipwreck: The wreckage of HMS Tarantulus has been spotted inside a sea cave on a remote rocky arm of one of the smaller northern island chains. Tarantulus was a royal expedition ship piloted by the famed Captain Omegang and outfitted with what, at the time, was considered state-of-the-art engineering, supplies, and tools. It set off fifty years ago and never returned.

Dead City Of Malinalco

Nearly fifty years have passed since the old gods of the sky destroyed the world in an event called the Blackflame. Death cascaded from the heavens, searing the air and scorching the earth with dark, ebon flames. The ground split open, rivers ran crimson, and within a mere week, civilization crumbled under the relentless fury of the apocalypse. Only a few survived, shielded by the formidable ringed walls of Malinalco.

This multi-tiered city, encircled by vast walls, stands as a monument to the resilience of the old world. Before the calamity, Malinalco was a bastion of peace and

tranquility. Despite the ruinous onslaught of Blackflame, vast sections of the urban sprawl have miraculously survived. Only the Lowring is habitable, but many layers of this once-majestic metropolis remain resiliently intact.

Over the centuries, many would-be warlords and despots have sought to claim the tumultuous expanse of streets within Malinalco. Countless battles raged among its towering structures and bridges, leaving a legacy of corpses that tainted the avenues with an enduring, fetid stench. The winds wafting through from the upper levels carry the reminder of seemingly endless piles of bodies. The residents of the Lowring, living in the shadow of this past devastation, eke out meager existences.

As the warring subsided, two nations emerged from the bloodshed: the blessed kingdom of Bastilguard to the west and the fiercely independent Free Wilders of Jarnvidr to the east. A fragile peace hangs between these neighbors, each acutely aware of their precarious situation. Open warfare risks the collapse of their fragile societies. Thus, they engage in covert political maneuvers, exchanging thinly veiled threats and plotting in dark alleys with knives and knaves. Both kingdoms are trapped between each other and the perilous unknowns of the Blasted Lands beyond the Wall, where the nightmarish Voidspawn lurk. With no option but to venture deeper into the shadowy corridors of the Upper City, tensions mount.

Enemy Within

The peace between Bastilguard and Jarnvidr is tenuous at best. Both realms, born from brutal warfare and domination by individual warlords, teeter on the brink of civil conflict. The King of Bastilguard faces relentless opposition from the Hall of Lords, hindering his every decision. In contrast, the Jarnvidr Assembly barely holds together, unified only by the iron fist of their Captain Protector.

The Lowring suffers under this strain, its limited resources turning necessities like food and water into scarce luxuries. Driven by desperation, some residents engage in illicit dealings, while others turn to crime as their only means of survival. Those who seek a better life yet are unwilling to forsake their principles risk venturing into the Upper City, sometimes returning with mysterious artifacts from the old world that disrupt the fragile status quo. Meanwhile, others pledge allegiance to the Lady of the Wall, the embodiment of Malinalco's spirit and the central figure of both peoples' faith. Any misstep could shatter the tenuous life clawed from the ruins of the Lowring.

Enemy Without

Beyond the fortified sanctuary of the Wall, life thrives in unexpected forms. Outside Malinalco, there are no other known settlements. Flesh-eating monstrosities called Voidspawn, themselves products of dark magic and the chaos of the cataclysm, roam the Blasted Lands. These abominations, blending the ferocity of beasts with the dark and violent nature of humanity, pose an ever-evolving threat. Their existence compels Malinalco to continually adapt its defenses, fostering a society perpetually braced for conflict, always alert to the potential dangers lurking beyond their walls.

This grim reality forges Malinalco's identity. The presence of the Voidspawn not only escalates their struggle for survival but also fuels paranoia and fear. Trade routes between the two kingdoms become perilous ventures, diplomatic missions become reconnaissance operations, and internal politics grow ever more complex as leaders and citizens grapple with the threat.

In a world where existence balances on a knife's edge, Malinalco faces a daunting truth: their greatest challenge lies not in preserving themselves but in the relentless struggle against the macabre manifestations of the apocalypse itself.

Enemy Beyond

There are more than just the forces of survivors at play in the world, a truth that resonates through the forgotten halls of time with a foreboding whisper. In the shadowed recesses of history, some souls, insatiable in their quest for dominion, have fallen prey to the seductive lure of power, an entity as ancient as the cosmos yet as tangible as the beating heart of a sacrificial offering.

Known to the learned and the damned alike, Blackflame is not a mere construct of warfare but a palpable presence, a maelstrom of despair and ruination that personifies the ultimate desolation, a god of destruction revered by the Voidspawn. Whispered in hushed tones among the wise, it is a force that transcends the simple mechanics of weaponry, becoming a dark deity in its own right.

Blackflame, a concept whose very essence is anathema to life and light, offers a covenant steeped in the allure of forbidden power. Its promises are woven with the threads of ultimate destruction, yet they ensnare the ambitious and the desperate alike. These acolytes, blinded by their hunger for supremacy, become vessels of Blackflame's dark will, their souls corroded by an otherworldly taint. Through ancient rites and unspeakable sacrifices, they seek communion with this unfathomable force, their minds teetering on the brink of reality as they embrace the infernal heat of fire. The air around them crackles with the static of unnatural energies, and their eyes, once bright with fervor, now reflect the empty, searing gaze of the Vault of Night.

In the hidden sanctums and desecrated temples where these apostates gather, the air is thick with the stench of decay and the palpable weight of despair. Here, they conduct their malevolent rituals, their chants echoing in the gloom like the whispers of the damned. Each word uttered in reverence to Blackflame is a step further into the heart of darkness, a descent into a chasm from which there is no return. The god's influence spreads as a blight, leaving the barren wastelands and twisted abominations behind. Those who dare to resist or oppose this force face not just a foe of flesh and blood but the incarnation of oblivion itself, a power that seeks nothing less than the unraveling of reality and the unmaking of the world.

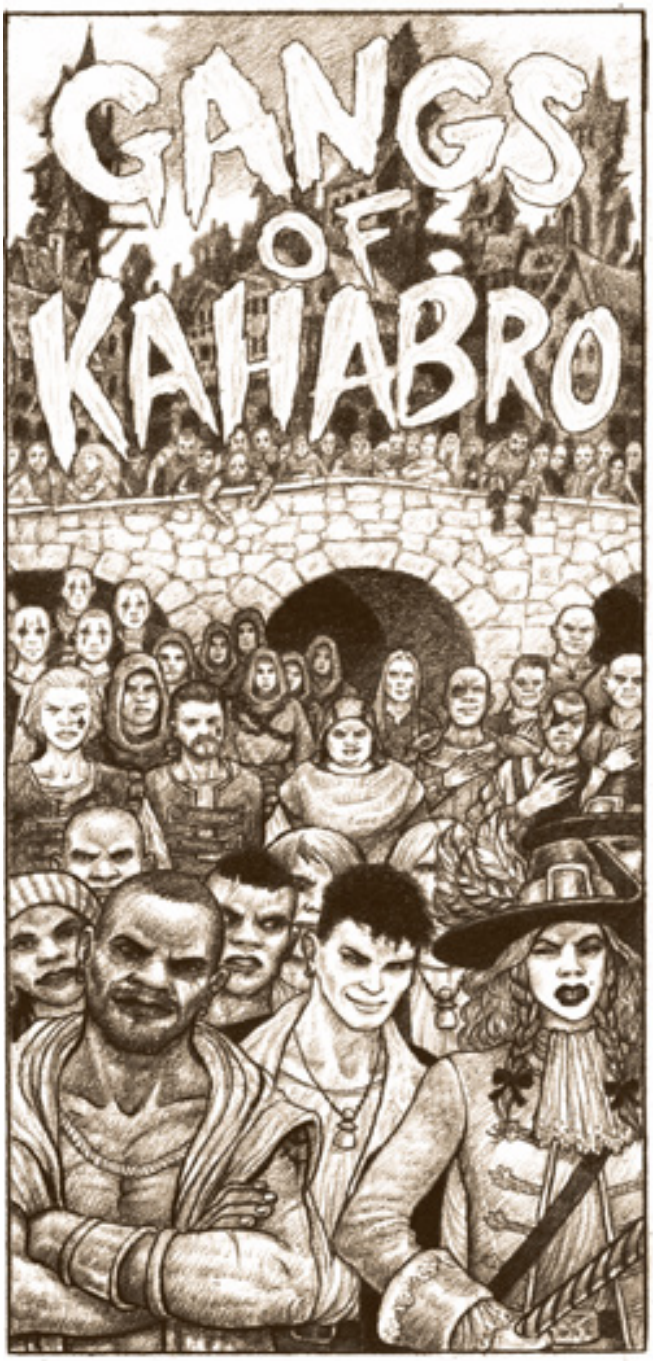
Adventure Hooks

A King's Ransom: King Melbourn of Bastilguard, renowned for his benevolent rule, has discreetly convened a gathering of his most trusted advisors alongside a band of skilled mercenaries. Recent intelligence from his covert operatives reveals that the Free Wilders of Jarnvidr have unearthed an ancient artifact from the era preceding the Blackflame War. This relic holds the potential to tip the scales in the ongoing power struggle between the two realms. In response, King Melbourn has promised a substantial reward of glint to those who can retrieve this piece of forgotten history. Yet, amidst these unfolding events, a lingering question arises: can even the good king be trusted with the arcane secrets concealed within the Upper City?

Death Comes Calling: Rumors have spread like wildfire, and now it's confirmed: someone has arrived from The Blasted Lands. This isn't a Voidspawn monstrosity, but someone claiming to have escaped from someplace to the west. The upper echelons, intent on maintaining their control, want to suppress this news. Have the outsiders brought the disease with them? Will more refugees follow? Could a mass exodus from another country attract the waiting Voidspawn hordes? And will the people's faith in the Lady of the Wall withstand this test?

Thief Taker: You and your fellow bounty hunters have been relentlessly pursuing the vicious murderer Del Festus for two weeks now. Each time you nearly catch him, he manages to vanish. This time, however, you've tracked him to his lair in the Second Ring, a place few dare to enter. Your mission is to apprehend him, dead or alive, but be warned: the Upper Rings are rife with nightmares and relics of old-world magic.

Gangs Of Kahabro



The great city of Kahabro, oftentimes called the City of Lights, is a fog-laden metropolis of considerable size. Occupying a delta where the mighty Carnahk River spills forth into the Tarantian Sea, Kahabro is by far the largest city on the continent of Goth Moran. Its streets attract merchants and travelers of all stripes from countries like northern Aglador, the twin emerald kingdoms of Dunbrude, the Stark Vaasa, and even far-flung Ancient Zahara. Like a layer cake, the City of Lights is a labyrinth built upon another city and built upon ruins much older than most remember.

Established in the First Age by the mysterious Chaldean ziggurat-builders, Kahabro's first settlement was wiped out by a massive deluge as the Carnahk swelled after the First Cataclysm. In the Second Age, the Farasemi League occupied the ruins and raised it up to be the foremost port in Goth Moran, dubbed the Old City. Finally, after the rise of the Gothric against the Farasemi Masters, the Third Age saw Kahabro grow to such great proportions, that it broke off on its own from Goth Moran. The New City was founded, and the Old City left to flounder, split in half through a history of violent uprisings.

There is no doubt that Kahabro is the most prosperous city in the world. The great Carnahk River splits the Old City and New City in twain as both river-going and sea-worthy ships dock and leave its ports. However, unlike its namesake would imply, it is no shining jewel. The Carnahk is the lifeblood of Goth Moran, and where there are highways, there are highwaymen. Perched like a wastrel across a rocky outcropping, Kahabro is positioned to take advantage of every traveler it can through tax, graft, and theft. To call Kahabro a dynamic place is a vast understatement. Despite being a melting pot of cultures, it has its own identity. You see, Kahabro lies within the bounds of a fallen theocracy. After the dissolution of the dynastic Dominion, Kahabro was entirely unfettered by the princes' reign. Having long extolled their supremacy, the Kahabrans took it upon themselves to break away from Goth Moran entirely. While Goth Moran's provinces are cleaved off like a great melting glacier, Kahabro grows stronger, but not without some upset. Mimicking the fallen dynasty, they elected merchant-princes from their own. Yet, uncertainty grips the city. Political infighting has left Kahabro without a strong leader. Promoting chaos in the streets, its people grow desperate. And where there's desperation, there's opportunity.

Kahabro is a melting pot of people and interests. Within 11 districts in the city, all 41 boroughs teem with activity. However, these districts are less important than the

Kingsrow District of the Old City. Unlike the walled gardens of the New City, Kingsrow bustles with activity both above and below the streets. Splitting Kingsrow District in twain is Lamplighter's Way. All traffic in and out of Kingsrow makes its way down this cobbled thoroughfare. Lamplighter's Way is to Kahabro in the same sense that the Carnahk River is to all of Goth Moran; those who control Lamplighter's Way have their hand in nearly every pie baked or brought into the city. In essence, the fight for Kingsrow District is for Lamplighter's Way. And in that, six distinct gangs jockey for control.

Enemy Within

The most prominent of Kingsrow District's gangs is Bad Company. Led by a Chaldean named Cyrus, they control over 19 boroughs in Kahabro. Bad Company gang members are unmistakable in a crowd, for they dress in unclosed eastern robes and require their members to have ebony skin or shared ancestry with the Chaldeans. Over many years, they fought a hardscrabble war to ascend to the top. Losing nearly everything they held precious, Cyrus led them to the top of the heap. Proclaiming himself "King" Cyrus, no other gang commands the level of respect or street cred Bad Company earned.

From a borough called Slattern Row, the notorious Pawns of Kingsrow rule. Perhaps the most numerous of the gangs in Kahabro, they wear pawn pieces affixed to a necklace, with distinctive metal gaiters over their legs. Their leader–a blustering, hairpiece-wearing demagogue named Bishop–runs a citywide prostitution ring from a vegetable market called Turnip Tower. In the dying light of day, the minarets that adorn the market towers appear characteristically like phalluses; perhaps no great irony, given the Pawn's line of business.

In Oldpool Landing, the Oldpool Bravos are recognized as business makers and breakers. A borough known for ruinous rococo manor homes, the Oldpool Bravos are the daughters and sons of disenfranchised Gothric nobles. They mock the traditions of the old Farasemi Masters, wearing outlandish costumes, dyeing their mustachios, and carrying brightly painted clubs.

The Oldpool Bravos can usually be found at the Bridge of Fists, a place notorious for illegal street fighting, or the twin taverns of Pink Olyphant and Blue Bard.

The ringing of hammers in the Anvil borough is not the only sound you'll hear in the streets, the clanking of chains from Sons of the Carnahk rattle from every street corner. Seeing themselves as doomsayers and rough trade clergymen, they tether all chains to denote their loyalty to a mortal man named "Saint Pious." Viewing Pious as some sort of deity reborn within Kingsrow, the Sons execute his wishes with fanaticism and extreme discrimination.

The notorious Nine Men rule Oldpool South borough. Staging their operations out of an abandoned debtor's prison, their leader is called "The Gent." He runs the most well-organized ring of assassins throughout the city. While their namesake implies only nine of them, it is believed their numbers are far greater. However, all go by a separate namesake to protect their true identities. Some of the more well-recognized members are Beggar-king, Collector, Faceless Man, and The Bleeder.

From The Court borough, so hails the Betrothed. Led by a Border War veteran called The Captain, the Betrothed removed their ring finger as a promise of fealty to the gang. Their home turf is nestled near the ruins of a massive industrial complex called Foundry. Betrothed youngbloods seek nothing more than to make a name for themselves.

Fashioning themselves as hired "protagonists," they sell themselves to troubled businessmen put to the thumbscrew by other criminal syndicates. They like to fashion themselves as heroes, taking action against others who use extortion and blackmail to get rich off the backs of earnest citizens.

Several other gangs also call Kingsrow District their home, such as The Cabal, Sistermen, Beggars of the Bowl, The Professed, and Southwall Janissaries. However, their numbers often quickly shift, rising and falling as they are either run off or killed by other gangs in Kahabro.

Enemy Without

After the Dominion drove out the Farasemi Masters from Kahabro, remnants of their armies remained behind. Prince Victor Volgorr ordered his own personal troops to occupy the city and govern and protect the Gothric people. In time, these forces would evolve into the Legate.

The Legate of today still retain their military and gubernatorial roots, although their focus is less on patrolling the walls from threats beyond than on policing within. They are the judiciary arm of Kahabro, their coming signaled by a characteristic iron star upon their breast. The role of the Legate combines those of a reeve and judge, thus avoiding situations where criminals can escape punishment through their barristers. The Legate try and sentence offenders on the spot. Although they serve at the merchant-princes' pleasure and are servants of either the elected magistrate of the Old or New City, they ultimately pay homage to the body politic of Kahabro. Every borough in the city is overseen by a single Legate constable, with a handful of regulars who patrol the streets. The Legate maintain at least one barracks in every borough, unmistakably visible on the horizon with a red star standard flying from the parapets. There are over 29 barracks in the Old City, while the New City sports 12.

Without great surprise, the Legate are chiefly focused on policing the Kingsrow District of the Old City. Gangs have run Kingsrow for generations, but they have never posed such a threat as they do today. With Lamplighter's Way up for grabs, the Legate have instituted a curfew for all citizens of the Old City. The truth is that the Legate have become outnumbered by gang members, nearly five to one. They have been waiting for the pot of the Old City to boil over as tensions peak. Patrols have found themselves beaten and broken in the back alleys of Kingsrow, while the gangs have killed several Legate. Magistrate Callum Killbride of the Old City has begun a massive recruiting campaign and has only recently opened its ranks to non-Gothric ethnicities. If the Legate don't do something quickly, they may lose control over Kingsrow District entirely.

Enemy Beyond

People new to the city begin to understand that the Kahabrans are occupied with what happens within its walls and beneath its streets. There is a saying in Kahabro, "as above, so below." The last three ages have witnessed Kahabro's changing hands, and rulership passing from the Chaldeans to the Farasemi and the Gothric. As the river has swelled first from a creek into a massive flow, much of the Old City remains either below water or peaks above the river. Vast underground networks of tunnels were built among these ruins by the Farasemi to channel waste from the city into the sea. However, much of the ruinous city has been left untouched. This place is simply called the Understair.

Understair refers to the old escape tunnels used by the Gothric to escape the Farasemi Masters, descending into an underlayer of the city. Outcasts, cutthroats, and more dwell in the Understair. However, their lairs are always close to the surface, as something darker still lingers below.

A strange lot called the People Under the Stair are said to live deeper in the lightless labyrinth. "Live" within may be an inaccurate term, given that the People Under the Stair are unmistakably the restless dead. Dwelling in the Chaldean pyramid builders' secret chambers and burial tombs, the dead continue to wander throughout the Understair and its cities.

No one knows what end they seek. However, odd howlings have been heard in the Lady's Well, one of the only recognizable means of ingress into the Understair. No one is willing to delve within, given the stories. However, some say it is not the dead at the bottom of the well but a massive sea creature that yearns to be fed. Unsurprisingly, Farasemi sailors often pay tribute by throwing one of nine fish from their daily catch into the well.

Adventure Hooks

Dance Of The Dead: Morticians throughout the city have recently been forbidden from vivisecting bodies. In the wake of this, Vallens the Fourfinger, local scoundrel and fence, has decided to take up a new business: grave robbery. He is seeking reliable gangers to enter the Understair to dig corpses out from below their graves. Vallens only wants people who can keep their mouths shut . . . and those also willing to face whatever threats they may unearth below. Doubtlessly, the People Under the Stair may not appreciate grave robbers entering their demesne.

They All Want You: Constable Albus Bernard of the Legate has begun a recruitment campaign in Oldpool Landing. He's looking for a few good blokes to help round out their numbers. His elite unit, called the Redcloaks, is notorious for their exactitude of the law and is reputedly the city's best-paid Legate. With the threat of the Legate numbers growing, the Oldpool Bravos are gathering at the Bridge of Fists, hosting their own recruitment campaign. Carrington Whitehall, a Blueblood of the Oldpool Bravos, is sponsoring an unsanctioned fistfight to find a few good 'berks to fill their ranks.

Warriors, Come Out And Play: "King" Cyrus has requested every gang to send nine unarmed delegates to the Written Wall memorial. He has promised a golden era for Kingsrow District: a way to conquer every remaining borough in the Old City by ending the turf wars. Cyrus is calling for a peace treaty between the gangs of Kingsrow District to see this through. However, the Bishop of Kingsrow has something planned that the gangs don't know about: kill Cyrus and frame another gang for it!

Goth Moran Divided

Upon the great continent of Goth Moran, many ethnic groups have struggled for supremacy. The Dominion, a dynastic theocracy of princes and counts, has long ruled over the land. Through the lens of ethnocentric policy, the lords of the Dominion embrace the principle of isolationism. Other nations are viewed as threats to their way of life. To the Dominion, chaos is an enemy worse than evil and the true enemy of traditional values.

Beyond the northern borders of Goth Moran is the kingdom of Aglador. As the Aradain kings turned their eye towards Goth Moran's resources and weakness, so

did the Border War. The continent was quickly torn asunder by Aglador's Black Knight armies. Marking an end to the war, the grand prince of the Dominion was executed in the capital of Malaga. Following this, the duchy of New Mahal arose as an Aradain successor state. Lord Hampton Balthazar stood as its duke, and after a short period, Aglador ceased further expansion. As the Black Knight standards were lifted over the grand prince's palace, the Dominion was no more.

From the ashes of the Border War, two clans began to vie for supremacy over southern Goth Moran. First was Ghulistan, a Gothric province of tremendous influence before the war. Led by the Grand Arbiter Luther Orlave, his chief focus was to assimilate the weaker neighboring province of Walstania into his own. Tensions had long existed between the Gothric and Walstanians well before the conflict. The Walstanians were a lesser clan, treated differently than those of Gothric bloodlines. However, without the Dominion to rein Ghulistan, the Gothric enacted a vicious blood war against their Walstanian cousins. Count Leto Ravilla defied the Grand Arbiter and turned the Walstanian Liberation Front (WLF) into a true militia. Within a few seasons, however, Walstania was brought to its knees by the better-organized Gothric nation. Count Leto was imprisoned in his shattered stronghold at Drach's Landing, and the Grand Arbiter declared an official end to the war. Despite this, it brought no end to the suffering of Walstania. Apartheid was established as the Gothric rounded up remnants of the Old Believers to be ejected back to Walsta Island while interring former WLF members into labor camps.

Remnants of the WLF continue to fight, but efforts flag with their leader imprisoned. At the center of this conflict lie three provinces: Ghulistan, Walstania, and the duchy of New Mahal. In this campaign seed, we will touch upon each province while focusing on one of chief importance: Walstania.

Enemy Within

Nestled along Goth Moran's southernmost borders stretch the Horn of Walstania. Traditionally rich in resources but poor in living conditions, its resident Walstanian people have acted as the mortar in which the bricks of Goth Moran were laid. Like their cousins, the Walstanians were born of stock over a generation ago in the Farasemi League. As the Gothric evolved to become the Dominion in Malaga, Ghulistan, and Kahabro, the Walstanians remained chattel their entire lives. Whether by the hand of their former Farasemi Masters or beneath the jackboots of the Dominion, the Walstanians have been marginalized to the point where they account for less than a tenth of the entire continent's population. The Horn of Walstania is divided into three political groups:

First, there are the occupying Gothric. They believe it is not only a birthright of the Walstanians to remain indentured but also divine providence to be obedient before the successors of the Dominion. They can be found throughout the Horn of Walstania, usually in the Basque River settlements of tiny Minuet, Vorberg, and the river port of Swanzi.

Secondly, there is the rural lot of Walstanians called the Old Believers. Distinguished by their large population size, they live in either internment camps or villages ensconced with a Gothric overseer. They are the most likely to be persuaded to join the Walstanian Liberation Front's fight for independence. Without a strong political leader, however, the Old Believers remain rudderless. The traditional port of Walstania, Drach's Landing, is loyal to the Gothric.

Finally, there are the confederates of the terrorist organization called the Walstanian Liberation Front (WLF). Their political leader is Count Leto Ravilla, a populist demagogue. While once an influential clergyman of the Dominion, he formed the WLF at the end of the Border War.

Originally founded as a network of rogue scholars and politicians, the invasion by Ghulistan transformed the WLF into a full-fledged militia. Its members quickly found themselves trading their pens for spears and books for shields. Their actions have gained some ground in the Horn but oftentimes put them in the path of Ghulistani soldiers and sometimes their own kin. The WLF dwells mostly on Walsta Isle.

Enemy Without

Occupying the center of the continent is the province of Ghulistan, the most populous realm of Goth Moran. Its great tracts of uncharted pinewood forests quickly give way to swampy morass and soaring peaks. Its leader, the Grand Arbiter Luther Orlave, rules from a city of the province's namesake. While the Grand Arbiter doesn't share any direct bloodlines with the Dominion, he installed himself as regent to a child successor of the defunct Dominion prince Vladimir Rasputin. Under the pretenses to re-establish the Dominion dynasty in all but name, his aims are twofold: one, to bring Ghulistan before the Aradain lords of New Mahal with the hope of being crowned king of a unified Goth Moran and two, exploit the natural resources of Walstania to leverage against his would-be allies. To see his vision come to fruition, he instituted a pogrom to eradicate the Walstanian people from Ghulistan. Modeling his army after the Legate reeves of the distant city-state of Kahabro, their spears ran red with blood. After conquering the Old Believers, his reign of terror extended far beyond Ghulistan's borders into Walstania.

Pressing beyond the Grunwald (a thickly forested dividing line between the two provinces), the Grand Arbiter's troops engaged the Walstanian Liberation Front's forces in their homeland. After a series of pitched battles, the Gothric captured Count Leto Ravilla, the primary instigator of the Walstanian uprising. Only a few of his people were spared, and surprisingly, Leto Ravilla remains a prisoner of war in Drach's Landing, the former capital of Walstania. Remnants of the WLF fled to Walsta Isle.

Enemy Beyond

From the depths of the ancient forests of Ghulistan arise joyless dirges and haunting voices. Occupying the black-tinged Grunwald provinces are a mysterious people called the Nameless. Legends have told of strange tribes of people who predate even the Farasemi Masters of Goth Moran. The Nameless have lost all sense of their humanity, "gifted" by their animalistic god to wear the skins of men. It is said that they have violet eyes, which can see through the murk of night, and speak in hisses, for their tongues are splayed like a snake. And, when the moon is full, they can shrug off their skin to become beasts.

The Nameless have also been called the siabra, named for the petrified forest they call home. Worshiping the mummified remains of revered ancestors, they bear wooden masks as a token of esteem and prestige. To see one of the siabran "unburdened" of their mask invites danger, for their gaze can turn the most resolute of knight's innards to jelly. According to stories, should one fall to the ill blackness of their poisoned weapons, they can cause a man to "shrug off" their soul and become one of the Nameless.

Whether the tales are true or not, the Nameless are treated with suspicion and are feared throughout Goth Moran. They seemingly pick off their targets in a ritualistic fashion, eating the dead. The only real truth of these ancient folk is the curious red-fletched arrows left behind by their hunters.

Adventure Hooks

A Few Good Men: The Walstanian Liberation Front has begun recruiting again. Rumor has it that the captured Count Leto Ravilla, founder of the WLF, is being transported from the internment camp in Drach's Landing to deeper territory within Ghulistan. The WLF spy network has indeed confirmed a high-valued target is being transported into Walstania, but it's likely not the Count. Furthermore, it's not the Gothric transporting the prisoner, instead, the Black Knights of Aglador.

Bridge Over The River Basque: In nearby Swanzi, two minor houses are squabbling over taxes on river traffic. Given that each nobleman in question owns one-half of a massive drawbridge over the Basque River, boatmen are still trying to figure out who to pay to pass. The drawbridge is down, river traffic is backing up quickly, and Gothric troops are reputedly being sent in by Overseer Alphonse to put both men down. Are you willing to negotiate a truce yourselves?

Darkness Falls: A waterside coaching station called Lloyd's Beacon is known for its sizable rooms, comfortable beds, and tasty eel pie. Positioned just a few miles before the river turns into the Cataracts, a waterfall of great proportion, the station is where many goods are offloaded onto carts to head into both Walstanian and Gothric provinces. However, Grunwald Forest surrounds it on both sides. Strange, red-fletched arrows have been seen shivering against the trees. Old Lloyd, the housekeeper of "the Beacon," says that the Nameless haunt the mist-laden woods and have become more aggressive since the Walstanian Liberation Front has taken up in the nearby ruins of Crosstimber.

Pits Of Terra

Tunnels. Caverns. Chasms. Bunkers. Grottos. Silos. Pits.

This is where humanity survives. Terra's surface is long a wasteland, resulting from some near-myth tragedy that no one remembers. An inhospitable, ashen, hellscape. It wasn't always this way, but it might as well have been, for there's no hope of improvement, and not even the grandmothers and crook-backed grandfathers can remember a tale that paints the world any different. Everyone focuses on the moment of now. No time is kept–there's no sun after all.

The largest of these forces are the Thumpers, who inhabit a significant portion of the West Web. All told, roughly thirty-thousand folks are tucked into the maze of caves and man-dug tunnels that span hundreds of miles surrounding the vast chasm of Reelfoot. Their proximity to the rift ensures that there is always the promise of bloodshed and bedlam, but the calloused, religion-soaked Thumpers seem to thrive here. Perhaps the proximity to the profane strengthens their anticipation of a promised supernatural redemption for the faithful. By lantern's light, they contest against the pit fiends of Reelfoot and the mutated beasts that crawl across the world's crust.

To the northeast of the Thumpers' territory are the vast mining tunnels populated by the Pennamites (or "Pennies," if you're a Thumper). Less militantly zealous, though no less religious, the Pennamites choose to practice heavy isolation instead. Their numbers are harder to gather, but it's estimated that they may rival the Thumpers, though they are spread out across pockets of tunnels and a series of smooth-stoned bunkers. Each sect may have little to no consistent contact with the other members of their wider community for long stretches of time, gathering en masse only during or immediately after moments of unrest, like earth tremors, horde incursions, or flooding. However, what the Pennamites lack, they make up for with hidden storehouses laden with nigh relic-level meal kits and fungal farms, and the forces surrounding these areas are some of the few remaining in the world to bear firearms of any sort.

Finally, hundreds of miles to the west of the Thumpers, beyond the ragged shards of remnant mountains, a hard-bitten band of a few thousand badlanders burrowed into the desert sands, unearthing a series of vertical silos built several hundred years previous. Calling themselves The Bembicini, these individuals are some of the dwindling few who choose to stalk the surface still and hunt the beasts that have long since claimed dominion there. Armed with slings, spears, and the occasional bow, they are masters of the hunt, but still, their numbers dwindle every year as the Red Waste seems to despise this final clinger-on of humanity.

The Bembicini have long since dropped all pretense of an organized civilization but maintain structure like an extended family, with deference offered to the old, the lithe, and the quick-witted.

Elsewhere in Terra, others certainly exist, carving out a living in truer isolation or underneath the crust of distant lands. On rare occasions, nomads, emissaries, and kill teams may even brave the surface or the dark waters of turbulent seas to barter or raid with other factions. Fervent evangelists and prophets may wander out of the desolation, their wild eyes proclaiming coming redemption, further apocalypse, or both. Humanity shouldn't exist in the pits of Terra, succumbing to a death rattle an era hence.

Enemy Within

In Thumper territory, the Godmen rule, recruiting wide swathes of the population to their holy cause of continued strife against vermin above and below. They are overseen by the Preacher–a title handed off only upon death and always to another enterprising demagogue of the order. The current Preacher is Knipmeyer and he will tolerate no dissension nor pacifism. He's harsh, and the men and women underneath him are cruel, though not so much that the average citizen would consider uprisings or open rebellion, especially because the Godmen are a true bastion against the Reelfoot fiends. Underneath all the religion, another sect is more opportunistic in nature, funding secret delving expeditions to areas far beneath the crust to locate and pilfer strange non-Euclidian structures and selling these artifacts in a cutthroat black market filled with power-hungry tunnel-barons, reckless dark disciples, and overeager antiquarians.

The coal furnaces of the Pennemites burn with the last twinklings of an industrial civilization. Overseen by a cabal of deacons, who each take turns shepherding their own locale, on the surface, this faction appears peaceful or even hopeful. But the truth is that–with the veiled schemes and power struggles that ripple throughout the communities as each deacon vies for wider control, not for land but for the various storehouses–those who hold the key to sustenance may certainly claim the unyielding loyalty of their populace and the greatest of bargaining

chips in undisclosed transactions with outside entities. Moreover, a subset of the deacon's cabal has fallen under the influence of the Outsider, a powerful entity promising relief from damnation and a final judgment against the fiendish forces.

The Bembicini, though largely built upon a foundation of familial ties, are not dissimilar to a pack of wild dogs (which went extinct some centuries previous). Here Darwin's law of survival reigns above all others, and one can never be sure that their brother won't slip a blade between their ribs if the need and opportunity arise. Even worse, the children born in the last few generations have experienced various levels of mutations, at times not manifesting until well into adolescence. While corrupted folk have existed now for eras on the fringes of the world, this new breed of morphed Bembicini indicates the chaotic winds of the surface may not have yet finished twisting humanity. The families call their kin "siabra," though they are not always ostracized to the wild wastes, it is rumored that the day may soon come when it becomes a widespread requirement, for the siabra carry the taint of chaos to the last.

Enemy Without

The surface of Terra has been given over to mutated beasts of all kinds, some carrying with them a remnant of sentience and some casting that aside long ago or never having it in the first place. All throughout the landscape, crust wanderers may have run-ins with basilisks, cockatrice, attercap spiders, fodderlings, dire rats, and all manner of deadly flora. In more mountainous areas, tribes of grendel can be found, as well as within the bogs and swamps to the south. Corrupted folk always inhabit the smooth rubble found in massive heaps that dot the landscape, and of course, all of these entities will also creep below the surface to contest the tunnels of humanity.

In the cold north, where decay has slowed to a crawl or abandoned the space altogether, the mindless dead are known to walk the crust. At times, they may even lurk within the underground, stalking the darkness under the duress of their vampire overlords. Of all peoples, the Pennemites have to contest most frequently with these undead cretins.

Enemy Beyond

From the chasms crawl the damned. Whether or not they are truly denizens from a lower realm the pious call "Hell" is debatable, but why argue against a theory that can never be proven either way definitively. What matters is that their numbers have never trickled, though the war against them has been unending and reaches back to the first days of the forgotten calamity. Reelfoot is one of the largest chasms, and those that descend into its deepest layers will find obscene structures that appear as old as anything else on Terra.

The damned here are ruled by four princes, a truth known only to a select few seers within humanity. Though the princes oversee the vast hordes, they are not yet hatched into the world at large. As horrific as they now may be, these entities promise a true hellscape–an armageddon of eternal fire and choking fumes–should they ever gain true release.

Adventure Hooks

Brethren, Pray For Us: The Preacher has drafted a new regiment of recruits and has outlined a truly terrifying vendetta. His personal seer claims to have witnessed spiderweb cracks in the veil-shell that encases the demon prince known as the Horned King, and under no circumstances can that be allowed to shatter fully. Your war band is one of many tasked with scouting the Reelfoot for the bronze and onyx citadel, wherein lies the prince of violence. But who really grants the seer their vision? The Godmen's deity? Hallucinogenic fumes and gasses? Or perhaps the princes themselves? The truth of this may determine the future of the Thumpers.

Feast Or Famine: A trio of shrimp gatherers from the Salt Lake have stumbled into the Bembicini silo-town of Athena. They speak of a massive turtle that crawled onto the sand shores and spawned a thousand eggs, each the size of a man. It then returned to the lake's depths, leaving its eggs unguarded. Already, a raiding party is being amassed to secure as many of the eggs as possible, but will they be the first scavengers to the feast, and is the birthing behemoth truly gone or simply waiting and watching for a feast of its own?

Soured Milk & Tainted Honey: The deacons have found themselves in crisis in the land of plenty. An entire storehouse has been spoiled–ravaged by a black mold that sickens the stomach and snuffs the life of the oldest and youngest in the congregation. Two calls have gone out with the promise of heavy recompense for those who might achieve the following tasks. The first is an investigation into the mold and how it might be safely removed so that the food is again fit for all. The second call is built on a strong suspicion that the mold did not appear there but was planted. Those who get to the heart of this sabotage and bring the perpetrators to justice shall want for nothing.

The Dying World

Dusty, brittle tomes narrate tales of a bygone era when the realm of Mjudlom stood as a unified paradise under the reign of an all-powerful kingdom that endured for countless millennia. In this age, magic permeated every facet of existence, and majestic cities gracefully floated across the boundless azure sky. The chroniclers assert that adept practitioners of arcane arts could conjure wonders with a mere flick of their hands, while god-like nobles ensured unending bliss for every denizen.

However, this depiction is nothing more than a grandiose embellishment. In reality, the ancient empire

harbored deep-seated societal divisions. Those of elevated status luxuriated in the airborne cities, reveling in lives of decadence, indulgence, and hedonism. Conversely, the "ground-dwellers" were regarded as little more than vermin in the eyes of the lofty aristocracy. The sky-folk scarcely considered the ground-dwellers of the same species, callously treating and exploiting them like mere cattle. They see them as creatures meant to toil their bodies in the fields and, upon reaching the end of their usefulness, contribute their life essence to demonic machinations and rituals, converting it into even more magic.

The precise cause of the cataclysm remains shrouded in mystery. Some speculate that a power struggle among the most formidable precipitated an irreversible, catastrophic descent. Others suggest that by constantly sacrificing the ground-dwellers, the rapacious nobles over-consumed the magic and thus depleted the world and nature of their regenerative capacities. However, the specifics are inconsequential for most, as one undeniable truth prevails: desolation came.

With it, corruption tainted all magic. The pompous cities plummeted from the skies, leaving scars on the landscapes. In their insatiable hunger for magic, the once-mighty sky-folk underwent a grotesque transformation, evolving into immortal aberrations and hollow husks scouring the land in a futile hunt for their lost arcane power. This mass exodus left only the ground-dwellers as the sole survivors, who soon comprehended the grim reality: they were condemned to inhabit a dying world.

Enemy Within

Those who believed themselves liberated from their oppressors soon realized that their chains had assumed a different form. As the sky-folk transformed into invincible monstrosities driven by an insatiable lust for life, the only option for survival was to rummage the fallen cities for the last remaining relics and erect barriers to stave off the encroaching specters of death within their modest communities.

All magic is finite and ever-dwindling. All survivors know that the world is lost. There is no recovery from this. It is merely a matter of time until the final reserves of magic are depleted and no artifacts remain to draw from. Still, the survivors struggle. They undertake what is necessary, situating their settlements in proximity to ruined metropolises where the horrors now reside, recognizing that the failure to power their barriers leads inevitably to the demise of the community–an undeniable truth that has been proven time and time again.

Most of these communities have adopted a governance system wherein a single individual is elected as the leader. This leader is vested with the authority to make absolute decisions, impervious to opposition from other residents. Alternative forms of governance prove inadequate in making the crucial, often harsh decisions demanded by the circumstances. Given the substantial power accompanying these decisions, the electoral process is seldom a perfect democratic exercise, marred by various forms of bribery and even assassination. Consequently, only the most influential residents typically contend for the position in the first place.

Among the leader's weighty responsibilities is selecting individuals to embark on scavenging missions when magical resources dwindle. A role that often befalls political rivals and other dissenters, where each expedition equates to a perilous venture akin to a suicide mission.

Enemy Without

Various communities establish themselves around a limited number of crashed metropolises, seldom ceding control to a single town. Each town functions as a quasi-nation characterized by isolationism and intense competition with its counterparts. Acts of raiding and sabotage have become pervasive in this era of desperation.

Typically, the robust default defenses of each town, and the established power balance between them, mitigate severe attacks, reducing them to brief skirmishes or covert maneuvers. Settlements are discerning in their acceptance of newcomers, rejecting those deemed non-contributory. Individuals incapable of self-sufficiency, viewed as burdens rather than assets, find the city

gates closed. Amid this ruthless rivalry among towns, desperation might impel a community to launch an all-out assault on another, driven by the dire objective of seizing magical relics, even if it means acknowledging the overwhelming odds and the near-inevitability of their collective demise at the enemy's fortifications.

Dissidents against a current leader, aware of their grim fate of likely being the next candidate for a scavenge mission, often seek refuge in neighboring towns in hopes of a second chance. Exiled from their hometowns, certain influential figures managed to attain leadership in alternative towns and orchestrated their ascent to power with a singular purpose: to exact vengeance upon those they had once considered friends.

Enemy Beyond

Once thriving in abundant numbers, the survivors swiftly fell victim to the mindless husks and abominations that the transformed sky-folk had become, t apart and consumed with no chance of retaliating against their magically augmented forms. To this day, they remain incapable of delivering lethal blows. The most optimistic outcome for a group of despairing scavengers with no escape lies in inflicting enough wounds to force such a behemoth into a temporary dormant state, during which it requires time to regenerate. Yet, even these attempts are steeped in desperation and often result in the demise of the majority of the group.

As humanity relinquished its once-dominant position, the natural order burgeoned, and creatures thought to be extinct began to roam the lands once more. While these monstrosities are not immune to the threat posed by the Corrupted, their heightened senses often allow them to elude capture early on, enabling them to dwell in the wilderness without needing magical barriers.

The magical barriers erected by towns are not force fields against all forms of malevolence. Instead, they are reconstructed to emit magical waves that instill the sky-folk with an intense compulsion to avoid or vacate the area. Sturdy walls, however, are indispensable defenses against all other creatures and horrors that harbor a ravenous appetite for the flesh and bones of a town's inhabitants.

Adventure Hooks

The Enemy Of My Enemy: A sense of restlessness blankets the towns around the ruins of Olvir'Navaruu. The mayor of Blackward consistently secures abundant resources and magical relics through mysterious means, enabling the town to grow in size and assert dominance. Amid a fractured power balance, an extraordinary event transpires: the neighboring towns of Bloodhill and Duskcave form a tentative alliance, aiming to overthrow Blackward's supremacy by annihilating its residents and looting its stockpiles.

Depleting Relics: Akil'Garin, always among the smallest metropolises, now stands as the lone ruin under the exclusive control of Grimshield. However, a predicament has arisen. Numerous scavenger groups have been dispatched, delving deeper and deeper into increasingly perilous territories. However, the consistent message from the few survivors who returned empty-handed resonates clearly: no usable relics can be found.

Sabotaged: The town of Spirewood grapples with a dire crisis as its adversaries successfully sabotage their barrier apparatus. The extent of the damage is so severe that not only does the repair demand rare materials beyond the town's current inventory, but it also necessitates several days to complete. Given past experiences, an unprotected town rarely enjoys the luxury of such extended timelines.

Thirty Years' War

The year is 1630, and Europe is ablaze in the fires of war. Most of central Germany has been engaged in what would be known as the Thirty Years' War. It has reached its peak of violence, depravity, and corruption. Not only is humanity showing its most vile parts, but unearthly calls and rituals have been heard from the woods as corruptive plagues spread through the countryside, slumbering beasts have awoken, and the influence of devilry consumes the land.

The Holy Roman Empire is not a traditional empire–in fact, it is more akin to a democratic collection of states under one ruler, known as the Emperor. The current Emperor is Ferdinand II, who has held this position since the beginning of the Thirty Years' War. The Emperor is elected from a group of Germanic kings and then crowned by the Pope, giving the Emperor the holy authority of God. Ferdinand is advised by his Imperial Diet and Imperial Courts, but he is a rather extremist and totalitarian Emperor.

Nearly all the major players of Europe are involved in the conflict, and suspicions of neighbors are at an all-time high. Relations between countries have never been quite civil in Europe, but xenophobia and even racism have begun capturing the European mindset. Nationalism is dangerous and has led to many dead bodies in the street just because someone has spoken a foreign language. Further, the borders are extremely dangerous and often awash with conflict. Even the roads and rivers aren't safe, with roaming bands of brigands, marching armies, or even wayward pirates exploiting the multistate chaos.

Diseases have also become increasingly widespread, often due to troop movement, foreign viruses from other lands, decaying bodies, ravaged sewers, and plague animals roaming the streets unhindered. Walking down the street, you can see the worst plagues man has to offer, from leprosy to the black death and beyond. Hundreds of thousands live on the streets begging or have been taken as refugees in massive tent towns outside the capital walls. Food is scarce, supplies even rarer, and medicine is either nonexistent or so barbaric that victims would rather die.

Enemy Within

The war within the borders of the Holy Roman Empire (HRE) has fractured the country at best, perhaps destroyed it at worst. Before the rise of Ferdinand II, the HRE allowed each state to choose its religion–Protestant or Catholic. However, Ferdinand is a staunch and radical Catholic and mandated the whole Empire convert to Catholicism. This was the root of the start of the war, as the Protestant states–led by Bohemia–rebelled and created a civil war. Starting in 1618, the conflict tore at the foundations of the Germanic peoples.

The Catholic states of the HRE include the Catholic League–a collection of Catholic states including Bavaria, Cologne, Strasbourg, Worm, Mainz, Trier, and Cologne–Austria and various other Catholic city-states. The Protestant side of the conflict within the HRE include Bohemia, Saxony, the Palatinate, Brandenburg-Prussia, and Brunswick-Luneburg. This means that the seven elector states of the HRE–Mainz, Trier, Cologne, Bohemia, the Palatinate, Saxony, and Brandenburg–were divided against each other, meaning their influence on the Emperor was moot.

The Catholics have officially suppressed the conflict, and interstate hostilities have ended, but that does not mean the whole countryside knows. Every day, skirmishes still occur as the country tries to get itself in order. The conflicts have become particularly barbaric, farmlands have been burned and salted, cattle have either been butchered or stolen, and trade routes have been blockaded or watched eagle-like. The freelance mercenaries are the worst offenders. Many have given up allegiances entirely, ravaging the countryside out of greed and pleasure.

Enemy Without

Not only is the Thirty Years' War an internal conflict, it is an external one as well. The Habsburg Dynasty is the main culprit, a long-lasting German dynastic line with its fingers in many imperial pies. They rule most of Western Europe, and they also firmly have the Catholic Church stuck in their golden pocket. A long familial line would normally not be an issue. Still, the Habsburgs have been exploitative and paved the way for policies that only favor them, often degrading or punishing non-Habsburgs. Thus, when tensions started arising within the HRE, countries and leaders who have long felt the weight of this dynasty rose up to take back Europe.

The Habsburg allies are small in number but are quite powerful. Their main ally is the Spanish Empire, whose strong Catholic leanings, massive navy, and hatred of the HRE's enemies make them convenient partners. Hungary and Croatia are minor countries under the direct rule of Emperor Ferdinand II, so they have little to no alternative than to join the war effort. Denmark was a supporter of the anti-Habsburgs but has recently switched sides, due to outside pressures; they remain relatively neutral, but have been funneling resources into the HRE. Finally, there is the Polish-Lithuanian Commonwealth, another neutral power that is a direct barrier between the HRE and the terrible forces of the Russian Tsardom and Ottoman Empire. They provide the HRE resources as long as the HRE provides protection.

The anti-Habsburgs are much more numerous but still not as powerful. Leading the forefront is France. Despite being a Catholic nation, France has gone back and forth with the HRE as being the dominant state on the continent. The only drawback is that they are surrounded by enemies. Sweden and its insane king, Gustavus Adolphus, have been launching naval raids down to Spain and the HRE, while the United Provinces strike from the west. England has provided nominal military aid, but may broaden its involvement soon. Scotland is mostly concerned for the fate of its Princess Elizabeth, from Bohemia; leaders there would rather she stay in the firm grip of their homeland. Transylvania was suspicious of Catholic policies, so it recruited allies in the Ottoman Empire to help lead an assault into Hungary. Finally, Gustavus of Sweden beseeched the Russian Tsardom for aid, and began strikes against the Polish-Lithuanian Commonwealth.

Enemy Beyond

The common folk are terrified, and many have been looking for places to put the blame, heralding that these are in fact, the end times. Calls of witchcraft and worship of Satan have become more common, as inquisitors and witch hunters burn heretics and foreigners at the stake.

Mystics and magicians who have long studied arcane secrets are finding that, occasionally, their efforts bear fruit. Roman Catholic priests and Jewish rabbis are finding their blessings may have some manifested effect. Some of these people are taking scholarly approaches to these secrets of the universe, but many hide these nascent gifts from the public. Mystically stitching someone's wounds closed may be objectively beneficial, but cries of Satan worship are not far behind. What's worse is that this magic is dangerous and unstable. Others speak of terrible beasts in the woods, creatures out of myth

and legend that hunger for our flesh or the dead come back to life. This all may sound ridiculous, but perhaps it is not unfounded. Soldiers have marched through the countryside and found footprints the length of three men or entrails strung across trees in bloody altars around butchered corpses. Many still remain myths and ravings of madmen, but it seems every war-ravaged town has a story involving some kind of demonic presence: rat-like creatures that glide through the sewers and abduct the young, spirits that haunt the sundered battlefields, or entrancing mer-creatures that lure sailors to their deaths.

The reason for this rise in mysticism is unknown. The bloodshed and terror of the age have caused a metaphysical swell, bringing humanity's worst fears to life. Or maybe these things have always been there, lurking in dark corners to strike at the right time. Either way, it is unsafe to journey into the wilderness at night.

Adventure Hooks

Foulness In Wurzburg: The survivors hear that Wurzburg, a populous city in Bavaria, is undergoing a massive witch trial in which nearly 100 supposed witches have already been persecuted, including multiple children. The Prince-Bishop of Wurzburg has sentenced many to death for petty offenses such as "whistling a song with the devil," and he is driven toward evil with each burning. Some townsfolk believe the Prince-Bishop himself is a practitioner of the dark arts.

Tale Of One City: The survivors find themselves in Strasbourg, which straddles the border between France and the HRE. Both sides are under constant siege by the city, as it has long remained neutral in the war. The city lacks food, supplies, and medical care, but its coffers are deep. It will pay handsomely for whoever aids them or, better yet, ends the siege.

Whispers Of Rus: Journeying to the cold lands of the Russian Tsardom's capital of Moscow, the survivors hear whispers of a bloody coup that could potentially occur. Tsar Michael I has long been a gentle and kind ruler, but he has recently grown uncharacteristically savage and cruel. His courtiers think his death may be the only way to save the Tsardom. The Tsar has recently been seen wandering deep into the nearby woods at night, where fell chanting is heard and bonfire flames can be seen– perhaps these are linked to his new cruelty?

Thornbridge Valley Blues

A myriad of troubles plague the quiet, superstitious backwater of Thornbridge. A bizarre disease has blighted local crops, and a mysterious coughing sickness is rampant among the local children. Hill-men have returned to the settlements seeking a path to an abandoned chapel. Emissaries of Orean are on the river to meet with the Master of Thornbridge and conclude a long-delayed treaty.

Thornbridge: Annexed by the Principality of Orean years ago, Thornbridge remains a wilderness outpost, important only for its massive wooden river bridge. The folk are rustic and polite, concealing a zealous streak centered on the liturgy of the Five-Eye-God.

River Settlements: A single road crosses the valley, with most travel conducted along the river. Small settlements dot the riverbanks, with most folk clustered around the Thornbridge, the only reliable crossing for many leagues in either direction.

Broadcreek, Dunstone & Ashroot: These are lowly huddles of fishing huts, rickety docks, and rundown river boats. Set back from the bank are sturdier farmhouses and plowed fields. A slate-shingle stone granary is the center point of each locale. River boats and rowers can be hired for a few coppers and sure-footed shore ponies for a few coppers more.

The Abandoned Chapel: Beyond the river lie the ruins of a chapel of the Five-Eye-God, worshiped by the Wodanstrang hill-men in long days past. Among the moldering piles is a half-buried and completely forgotten well shaft.

Enemy Within

The church leader, Deacon Grims, promotes strict piety, clean living, and vigilance in the face of Chaos.

From his pulpit, the fiery preacher points accusing fingers at all outsiders and any odd folk about the village. He seeks to purge any influence of witchcraft, his threats igniting paranoia and fear of persecution.

The Eyes of the Faithful support the hysterical rhetoric of the deacon. Initially amiable and helpful, they become hate-filled in response to his sermons. They have threatened to burn the houses of those suspected of witchcraft and potentially turn on the families of "demon-haunted" children. Members of this cult are found in each settlement.

Secret: Deacon Grims is illiterate. His infrequent visits to the abandoned chapel have yielded no knowledge of the religious mysteries of the Five-Eye-God.

Secret: The most recent "priestess," Andalathe, was a charlatan who stumbled upon the old chapel and translated the history of the Five-Eye-God cult, promising to maintain the chapel and serve as its spiritual leader. She feared the rise of the deacon but died before finding another to lead the church.

The Master of Thornbridge, Jurgen Brotagg, oversees all the settlements of the valley. He has little love for the deacon but respects his ability to keep the folk in line. His primary concern is bringing wealth to himself and the valley folk. He is ruthless but fair-minded.

Enemy Without

An expedition of Wodanstrang hill-men travels from their new homeland deep in the mountains. Their leader, Marthak, is seeking "magic rock letters" he believes are hidden in the abandoned chapel. The boisterous hill-men will visit each settlement, drinking, carousing, and gathering information clandestinely. They are not violent, but most folk are disturbed by their strange dress and customs. They know the tongue of the Old Ways and the common speech. Critically, they know and follow the actual tenets of the Five-Eye-God.

Secret: They threaten the dominance of the deacon and are a target for the shade of Black Well and the Five-Eye-God. Some folk, including the Midwife Elspeth, Elara, and Finn, understand their language. The deacon could not hear what was said, playing into his own paranoia and fear of the unknown.

The Entourage from Orean is en route to meet with the Master of Thornbridge to conclude the treaty that has languished since the disappearance of the envoy decades past.

Secret: The entourage does not travel under a flag of truce and will capture or kill the master, deacon, and any Wodanstrang hill-men as a blood penalty for the murder of their envoy decades past.

Enemy Beyond

The Five-Eye-God abandoned its chapel when the Wodanstrang hill-men murdered the envoy of Orean decades ago. An unthinking primal force, the Five-Eye-

God lies in abeyance for anyone to perform its rituals and consecrate the abandoned chapel or other locale.

The Shade of Black Well is an unrestful spirit of vengeance poised to curse any that visit the abandoned chapel or delve into the Black Well. The shade is awakened if the deacon visits the chapel but is initially quiescent. The revenant will focus on those bearing the icons of the Five-Eye-God throughout the valley. This includes the Eyes of the Faithful cult and the Wodanstrang hill-men.

Nestled in her woodland coppice, the muttering Midwife Elspeth worries the inciting words of the deacon will turn against her. In truth, she is a simple herbalist and healer, using no magic. She is capable of confronting the deacon, being well-regarded by the majority of settlement folk. However, she is old and fearful of consequences, only taking action if supported by the Master of Thornbridge or others willing to stand up in force.

An enigmatic woodcutter, Finn-o-the-Glade creates stunningly beautiful topiary, often in extravagant poses implying movement or action. The shrubby menagerie can be found throughout the Wild Wood and near the abandoned chapel. Finn descends from the Wodanstrang hill-men, and his cabin conceals many religious artifacts of the clan. He keeps the Old Ways alive with prayers to the Five-Eye-God.

Secret: When watered with Elara's tinctures, the topiary creatures animate and are driven by a primal instinct.

Elara is a young weaver of modest talents in Thornbridge. She covertly assists midwife Elspeth in creating herbal remedies: elixirs, tinctures, and tonics. She has found no relief for the crop blight but is developing a golden salve that she believes will slow the progress of the children's fevers, coughing, and oily vapors.

Adventure Hooks

Fever And Blight: Withered crops, evil fevers, and cough among the children in the woods south of the river have convinced the deacon that diabolic forces of witchcraft and chaos are at work. Farmers have grown fearful as their crops contracted a strange disease: isolated patches in their fields have withered, the desiccated remains exuding a rank stench. Under the moon's light, blighted plants writhe and wriggle their way to healthier areas, poisoning them in turn.

Shadow Cough: The children of the valley folk are abed with a strange ailment: a dangerous fever accompanied by a wracking cough that produces an oily-smelling vapor. Goodwives claim this shadowy vapor will not dissipate in the breeze but eddies in dim corners or nestles in the coal black of their chimneys. Investigating the history of the Wodanstrang, the Abandoned Chapel, and the Shade of Black Well are critical to solving this mystery. Finn-o-the-Glade knows the Wodanstrang: their customs and history. Elara has been working on a cure for the children's ailments. Potential conflicts with the deacon and the hill-men may complicate this effort.

The Five-Eye-God: Many of the troubles in the valley are related to this primal entity and its worshippers, both the Wodanstrang and the local folk headed by Deacon Grims. The Master of Thornbridge seeks to maintain control over the settlements and broker a deal with Orean. The Midwife wants to return to the Old Ways before the rise of the deacon. Finn-o-the-Glade can provide details on the liturgy of the Five-Eye-God. The chapel must be consecrated anew, and the false prophet pulled from his pulpit if there is any hope to turn aside his tyrannical rhetoric.

Broken Trust: Decades ago, the valley was within the territory of the Wodanstrang hill-men, the original worshippers of the Five-Eye-God. Following the annexation of the valley by the Principality of Orean, a treaty was proposed: chests of wergild were gifted to the hill-men in exchange for their banner fealty. The chapel of the Five-Eye-God was chosen as the meeting place as a sign of respect and honor.

During the drunken revel, the wergild was stolen, and the diplomatic party was killed. The envoy was brutally slain, his body tossed into the Black Well. This desecration stunned the remaining hill-men, and they slew their own shaman to appease the Five-Eye-God. They fled the valley shortly after, fearing the worst was yet to come.

The Wodanstrang hill-men and the Entourage of Orean are returning to the valley and will eventually clash. The hill-men want to consecrate the abandoned chapel and re-establish the worship of the Five-Eye-God. The entourage secretly plots blood vengeance against the hill-men and any local folk that stand in their way. If they see locals bearing the icons of the faith, they will be considered targets. Finn-o-the-Glade descends from the hill-men but has kept this a secret.

Elara's tinctures can animate his topiary into plant versions of each fantastical form: ***Attercap Spider***, ***Barrel-bellied Orc***, ***Howlbear***, and ***Silverback Warg***. Midwife Elspeth has a level-headed ability to mend fences and may be able to broker peace between the Wodanstrang, the Deacon, and the Master.

Relics

There are legends of enchanted blades of mythical strength, armor that can withstand the most formidable blows, rings that grant extra lives, mantles that cause one to become invisible, and more. From artifacts wrought in the dawn age by the firstborn gods to evil grimoires bound with the flesh of children, hundreds of stories persist of ancient relics of great and terrible reputation.

Relics are not found in shops nor sold on the open market. No artificer wizards are churning out armor, shields, weapons, and fetishes for use by others. The art of enchanting items has been long lost, and only some of the elder folk understand how to craft them today.

Only the mightiest of champions in histories–decidedly doomed heroes–have beheld items of true repute. Rest assured that these same "heroes" were villains through and through, abusing the weapon's power for their design.

The relics listed below can make great fodder for adventures the GM may introduce. We've listed them below to inspire stories and adventure for your group.

The Beyond

The Beyond is the macabre opus of a madman named Malen Fulci, an unfinished painting of massive proportions. It depicts physical despair, stretching into an unending horizon where bogs of festering miasma consume the desperate final remnants of light. The dead and the damned crawl and feed upon one another in an endless cycle as their haunted, hateful eyes gaze back at the viewer.

The Beyond has been called many things, but always in hushed whispers. Few, if any, truly understand the works of Malen Fulci. One might argue that even trying is entering the mouth of madness. Entering the world hated as the bastard son of a fallen priest, Malen always saw the world differently. Tortured and left at the brink

of death for years during a tumultuous war, his deranged perception found razor focus. Some argued his works came alive, each with unique and terrible components. But, the Beyond is different. To this day, his cult of followers in the distant village of Swanzi hunts the lands to feed The Beyond, for it is never finished or sated. It hungers to make its dark landscape reality and ours the portrait. Those who speak of the Beyond say it is a gateway to the realm of The Muse, the Beyonder who Malen Fulci paid homage to.

Effects: The painting is a gateway to any realm you can imagine: flown to the other side of the Material Realm, projected into the weightlessness of the Vault of Night, tossed into the bewildering buffeting winds of the Ethereal Veil, or even cast into the purgatorial Well of Souls. A suitable blood sacrifice must be made, determined by the GM. You will be granted any wish in exchange, but you must illustrate your wishes upon the canvas with your hand. You must complete a portion of the painting using the blood of another living being, taking no less than one year. The blood must be wrought from a lover or highly-trusted family member. The painting disappears once your wish is fulfilled by The Muse. You gain 9 permanent Corruption as a result.

Mantic Calculator

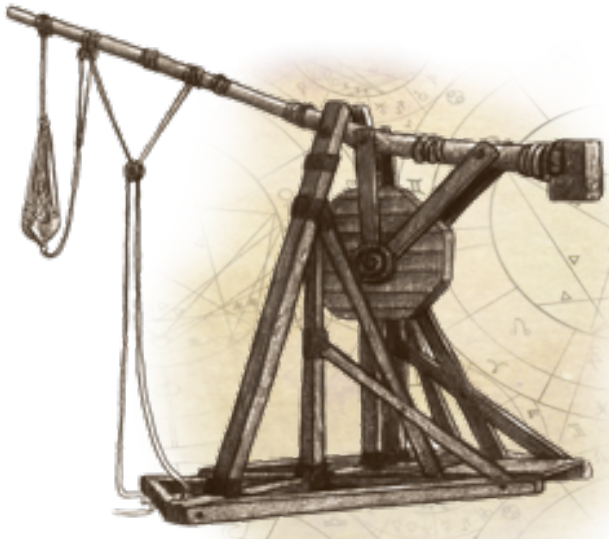
Nearly an age ago, an orrery device of such great proportion existed that it had to be contained in the tallest towers. It was a perfect replica of the known world built by a cabal of nine wizards. A great armillary sphere dominated the mechanism, with every continent, ley line, and sacred stone circle marked on it. The sphere was built from a hemisphere of silver and an encasing sphere of gold, moving as a yin-yang symbol over one another. Each clockwork piece was built of brass and rare stones, moving in all directions in unison. Above it, smaller globes hovered, attached to hoops of iron. Beyond that, long rods affixed to even smaller armillary spheres

extended outwards. Deep within the main sphere rests a golden throne with a vast series of lenses and spectacles affixed to flexing metal arms, uncovering the secrets beyond the stars.

Together, this device–dubbed the Mantic Calculator–ticked and tocked, its many parts moving, driven purely by Etheric energy. Ensconced within a bulbous minaret atop a preceptory in the mountains, the Mantic Calculator could track the movement of stars and the seasons and predict terrible happenings in the Vault of Night. It reputedly predicted the falling of a star during the Deluge, which bore the genesis of mortals into the world. Yet today, only the towering minaret remains, as remnants of the Mantic Calculator lay scattered amid the ruins of the preceptory.

No scholar or practitioner of the higher mysteries has been able to puzzle out how to put it back together. Only the throne remains, with its myriad of lenses in varying states of disrepair. Should it ever be reassembled, however, it could lead all of mortalkind into an age unseen since the gods walked the earth.

Effects: Your Intelligence is temporarily increased to 100% by sitting on the golden throne. However, you are held fast to its seat for 7 days. After merging with the infernal machine, you are temporarily granted every Skill Rank. Such vast amounts of information drive you over the edge, as you suffer 2 Scars. The Mantic Calculator lets you predict what will happen 7 days before it unfolds. Once unseated from the Mantic Calculator, your Intelligence and Skill Ranks return to normal.



The Whoreson

A great and terrible war erupted across the Material Realm many centuries ago. All nations united beneath their region's banner and invaded one another's territories. In the wake of this twenty-year-long war, it was said that nearly half of the population perished–lying dead in ditches, burned at the stake, given to famine and disease, or made victims of rapine and mutilation. At the head of these atrocities was a man named Vincent Korrington. He was a soldier of the church, affectionately called "The Giver" by his allies and "The Taker" by his enemies.

Vincent Korrington was a dichotomy of a man, both priestly and monstrous. The Giver was generous to his people, whereas the Taker was decidedly cruel to his enemies.

Ceremoniously manic and dedicated to his religious cause, the Taker led a great siege against an ancient city called Vichy's Point. Under his command, his troops sacked the city and destroyed its walls with massive siege engines. After seizing the town, the Taker beheaded every captain of the city guard while the children and wives of the captains were hanged from the throwing arm of a mighty trebuchet decorated with his banners. Left behind as a symbol of The Taker's sanguine campaign, it would later be dubbed The Whoreson. If one could locate the trebuchet today, you'd likely find the tiny bones of children half-buried in the soil, with daisies growing in the red-black clay.

Effects: Any rock flung from this trebuchet will spread Black Pox across any settlement its stones land in. Also, any ammunition flung will instantly destroy any wall, standing building, or contrivance of war. Given its nature of extreme destruction, any creature who pulls the trigger mechanism must roll 6D6. Should any land on face "6," the creature is also flung into the air. Finally, those who pray below the beam of The Whoreson can directly commune with the Crouching One.

Converting 1st to Reforged

This quick conversion guide aims to help you convert your existing first edition **Revised Core Rulebook** and **Starter Kit** to the **Reforged Edition.** It highlights major changes and facilitates an easy shift without rerolling survivors.

Starting & Ending A Session

The beginning and end of a session in **ZWEIHÄNDER** have undergone significant changes in Reforged Edition, placing more emphasis on session rituals. Now, the session starts with rolling Initiative and dealing with Fortune Coins.

Fortune Coins are another significant change. Previously, there was a pool based on the number of players, but now it operates on a push-and-pull mechanic between players and the GM. This encourages strategic use while avoiding depletion before the session ends.

Session-ending rituals have been revamped to provide more structure. Players and the GM review the game, discuss what worked and what didn't, and allocate RP based on players' Inner Strengths and Tragic Flaws. Corruption is no longer addressed at the end of sessions but has been reworked and will be discussed later.

Skills & Tiers

One of the most significant changes is how Talents and Skills are assigned at creation and the Profession Ability Table for each Profession. Creation now begins with choices guided by your Lifepath, streamlining the process.

Advancing your survivor through Professions from Basic to Intermediate resembles the first edition. Spend RP on abilities within each Profession Tier until it's complete, then unlock the next tier.

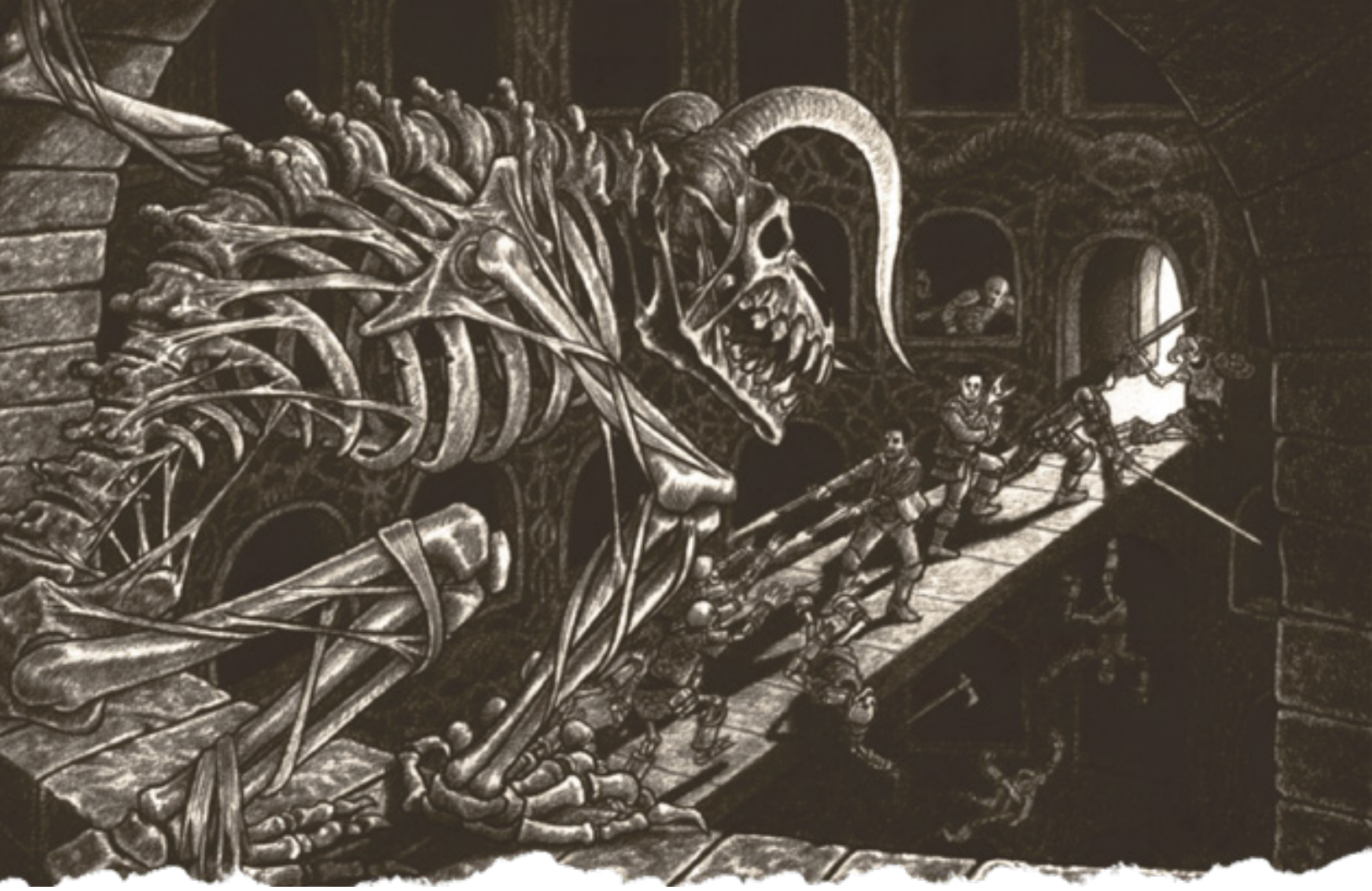
Converting a character into a survivor in Reforged Edition involves adjusting Skill advancements and Professions. Work with players to move into new Professions and have them account for a similar number of Talents. Keep it simple! Ensure they have a similar number of options so they don't feel underwhelmed by the conversion. The Skill list has also been condensed and made more versatile. If a direct skill match isn't found when converting a survivor, find a suitable alternative.

Dying, Scars, & Corruption

Survivors now have the option to choose a Scar instead of death, making the game no less lethal or dark. Corruption, previously tied to endgame rituals, now interacts with Malignancies. Each permanent Chaos Rank and Disorder equates to a Malignancy. If they have a permanent Order Rank, it can remove a Scar or cancel out a Malignancy. Fate Points can be abandoned wholesale.

Brass, Silver & Gold Coins

Brass pennies and silver shillings should be converted into gold crowns following the old formulas (rounded up). Once converted, 1 gold crown equals 1 silver piece.



Chapter 12: Bestiary

Ordinary and unusual animals prey on the vulnerable and fiercely defend their packs. Strange beasts awaken from hibernation for short periods to feed, cause chaos, and instill fear. Bandits and witch-hunters wander the land, driven by their own twisted beliefs. Eerie whispers echo through bone-filled lich yards and abandoned villages. From the depths of the Well of Souls, cunning demons patiently await the fulfillment of their earthly schemes.

This chapter describes monsters and other creatures you can use against the survivors during their adventures. Like **Chapter 11: Game Mastery**, the Bestiary is intended for use by the GM only. Each creature has a set of mechanical elements that constitute its abilities, known as its creature profile. The effects of its Traits and weapons are already incorporated into it.

Creature Name

Every creature has a proper name. The entry elaborates on its general ecology, behaviors, and role in the world. While most descriptions are influenced by mythology and presented with a unique twist, feel free to modify these assumptions as needed.

Risk Factor

A creature's Risk Factor communicates how challenging of a threat it will pose in a fight scene against a single survivor with average Primary Attributes and at least one weapon, one-on-one. If a Risk Factor is followed by a template, such as (Boss), it has already been factored into the creature profile. Templates are found before the creature listings. Risk Factors are broken into three ratings.

Low Risk Factor: 1 Basic Tier survivor can defeat it in 3 to 4 Rounds.

Moderate Risk Factor: 1 Intermediate Tier survivor can defeat it in 4 to 6 Rounds.

High Risk Factor: 1 Advanced Tier survivor can defeat it in 7 to 9 Rounds.

Size

A creature's size has already been factored into creature profiles for its attack rolls. Should they use other weapons, adjust baseline weapon Damage and Peril from Chapter 6: Equipment using the following:

Large

- **Damage:** 2D6 instead of 1D6
- **Peril:** 2D10 instead of 1D10

Huge

- **Damage:** 3D6 instead of 1D6
- **Peril:** 3D10 instead of 1D10

Gargantuan

- **Damage:** 4D6 instead of 1D6
- **Peril:** 4D10 instead of 1D10

Classification

A keyword classifies every creature, coming into play for the survivor's Talents and spells.

Animalian: Mundane wilderness creature.

Beyonder: Creatures from beyond the Vault of Night.

Corrupted: Creatures touched by metaphysical Corruption.

Humanoid: The most dangerous animal.

Primeval: Predators found in the wildlands.

Supernatural: The cursed from the Well of Souls.

Initiative

As a fight scene begins, use the formula listed to determine the creature's placement on the Initiative Ladder. If a creature has (Deadly x2) beside its entry, it has the Boss Template and rolls twice for Initiative, with two spots on the Initiative Ladder. If it has (Deadly x3), roll three times as it has three spots on the Initiative Ladder.

Special Senses

Some creatures have extraordinary abilities that automatically sense others in different conditions.

Darkness: Treats Dim Light and Total Darkness as if in Bright Light.

Ethereal: Has extrasensory perception that allows it to see ethereal creatures.

Hidden: Sniffs out or echolocates others who are hidden.

Immunities

Some creatures can avoid Damage, Peril, and other conditions. Do not reveal a creature's Immunities to players unless they have actively tried to affect the creature with an ability or weapon it is immune to.

Immunity To Spells: Some creatures in the bestiary are immune to spells unless their True Name is uttered before the spell is cast upon them. This is indicated as Spells in Immunities.

True Name: Specific types of creatures from beyond the Vault of Night (Beyonders) possess a True Name. To know and speak aloud a True Name is to have power over its owner. However, True Names are obfuscated by the creature to whom it belongs. A True Name is difficult to speak, consisting of at least 13 consonants. Each time they attempt to pronounce a True Name correctly, a survivor must succeed in an Insight Test.

Call Name: Beyonders typically adopt several inspiring and terrifying nicknames. Higher Demons tend to have at least 666 Call Names, whereas Lower Demons possess but 13. Survivors can substitute a Call Name instead of a True Name but must Flip To Fail their Occultism Test to cast a spell at the creature.

Damage & Peril Thresholds

Creatures calculate their thresholds as survivors do. However, some possess higher values due to their size or natural armor. Remember, creatures are generally slain when they reach Dying! or are knocked unconscious for one hour at Exhausted! unless you designate them as a Boss or Minion.

Both of these can be found under Templates later in this chapter. Creatures with natural armor will indicate this in parentheses (with the value already factored into their creature profile).

GM Tip: Variant Rule—Ignore Peril
Tracking individual Peril Condition Tracks can be challenging when running multiple creatures. If it speeds up gameplay, simply convert Peril to Damage.

Special Movement

Assume that every creature can move on foot. This game does not distinguish how far a creature can move in feet, as it uses abstracted distances (as outlined in Chapter 7: Fight Scenes). If a creature can burrow, fly, or swim, its alternative movement is indicated in parentheses (such as Burrow, Fly, Swim, Teleport, etc.). If it cannot move, it will list Immobile.

Special types of movement are purely narrative, and it is up to you to define how deep they can burrow, how high they fly, and how quickly they can turn if swimming.

Teleport: Unlike other forms of movement, teleportation allows a creature to teleport to any place within sight. Thus, they never open up Opportunities from their opponents.

Huge & Gargantuan Movement

Huge and Gargantuan creatures reduce the cost of Move Actions by 1 AP (to a minimum of 1 AP). This means they can Charge, Maneuver, and Retreat for 1 AP. They can also Hustle to Near for 1 AP or Far away for 2 AP.

These same creatures pass freely through the same space another Medium or Small creature or survivor occupies without opening up an Opportunity. Finally, Huge and Gargantuan creatures ignore Rough Terrain.

Primary Attributes & Skills

Primary Attributes cover the basics of each creature and follow the same standards as survivors. Secondary Attributes are indicated in brackets and follow a percentage value, such as 45% [7].

Skills: These are not independently enumerated. Instead, a general Skill modifier is tied to all Skills related to the Primary Attribute. For instance, if a creature has a 55% Brawn and a +30% to Brawn Tests (and must make a Toughness Test), they have an 85% chance of success.

Secondary Attributes

Size other than Medium contributes to Secondary Attributes. These maths are already calculated into the creature profile:

- **Small:** -2 [CB] & [BB]
- **Large:** +2 [CB] & [BB]
- **Huge:** +4 [CB] & [BB]
- **Gargantuan:** +6 [CB] & [BB]

GM Tip: Types of Peril

Survivors with the Impervious Mind or Long-winded General Talents will want to know if creatures are inflicting mental or physical Peril. If the Peril inflicted is modified by [WB], it is mental Peril; if modified by [BB], it is physical Peril.

Weapons

Weapons are listed similarly to how they are expressed on player survivor sheets. The size of the creature (and its weapons) precedes the listing. Weapons wielded by Large, Huge, and Gargantuan creatures generally cannot be used by survivors. Qualities are typically not included to keep things simple. Here's an example of a brass primarch's Sin-stripping Whip weapon.

Sin-stripping Whip: Ranged, Load 1 AP (Close/Near): The weapon's name, type of weapon, and the AP required for the creature to Load before using it. Some Traits may rely on a weapon to trigger their effects. In parentheses are the different Distances at which the weapon can be used.

80%: The creature's chance for success. Determine the creature's Difficulty Rating and roll dice as usual.

2D10+18 Peril: The Damage or Peril you will roll. If a creature doesn't deal Damage or Peril, it will indicate NONE or SPECIAL and will be further enumerated in its Traits. Size modifiers have already been factored into the Damage and Peril the creature deals.

Creature falls Prone; creature must resist with Toughness or gain 3 Corruption: If a survivor moves down the Damage or Peril Condition Track, these effects occur now.

Traits

Traits that change a creature's profile have already been factored in. You may always ignore a Trait's effects at your discretion or add new ones (as they are not balanced between different Risk Factors). Unless specified, Traits don't require spending AP. Some Traits imply weaknesses; let these be discoverable by survivors with a successful Folklore or Occultism Test outside of fight scenes.

Equipment
A creature's standard equipment is listed under Weapons and follows their Damage Thresholds for armor. Add new equipment as necessary.

Templates

The following outlines different ways to reconfigure creatures to stand out among their kin. You can apply multiple Templates to the same creature (such as with the Light-eater).

Boss

Some creatures are led by a tougher version of their kind. They add +2 to all Secondary Attributes and change their Combat to 60%. Bosses also have Deadly Initiative. If a Boss is Low or Moderate Risk Factor, roll Initiative twice as they have 2 spots on the Initiative Ladder. If it is High Risk Factor, roll Initiative thrice, as they have 3 spots on the Initiative Ladder. Deadly is indicated by the Initiative value of the creature (such as Deadly x2 or Deadly x3).

Handling Bosses
Sometimes, you may want a Boss to be a recurring villain. If so, whenever the survivors first move a Boss to Dying! or Exhausted!, let the players know they have encountered a unique creature considered a Boss. Tell them that the Boss creature needs to suffer 4 or more Injuries or Afflictions before being defeated. Once there, give them the choice for Mercy or Death (as found in Chapter 7: Fight Scenes).

Mindless

Some creatures are automatons created or controlled by magic, and therefore don't have free will. They have 0% in Fellowship, Intelligence, and Willpower, and don't have any Skill Ranks in it.

Minion

Some creatures are a weaker version of their kind. A Minion can never be a Boss or a Sorcerer. They have one Trait:

Minion: You cannot bank AP, use Misfortune Coins, or use Reactions. You are slain after moving one or more steps down the Damage or Peril Condition Tracks.

Handling Minions
Whenever the survivors defeat a Minion, let the players know they have encountered a unique creature considered a Minion.

Mob

Some creatures gather into a collective of Medium species who fight together. A Mob can never be a Boss or a Sorcerer. Pick a new size category and make the following adjustments to their Secondary Attributes and one Trait:

- **Large Mobs:** +2 [CB] & [BB]
- **Huge Mobs:** +4 [CB] & [BB]
- **Gargantuan Mobs:** +6 [CB] & [BB]

Mob: It costs creatures 3 AP to Maneuver away from you. All Damage you inflict affects all Close creatures. When Seriously or Grievously Wounded or Dying!, reduce your Damage by 1D6.

Sorcerer

Some creatures can cast spells. They gain access to spells based on their Risk Factor.

Low Risk Factor: Get 3 Petty Spells and Flip To Succeed Occultism Tests.

Moderate Risk Factor: Get 3 Petty and 3 Lesser Spells and Flip To Succeed Occultism Tests.

High Risk Factor: Get 3 Petty, 3 Lesser, and 3 Greater Spells and Flip To Succeed Occultism Tests.

Air Sylph

An air sylph can be summoned from the Ethereal Veil by cooking a griffon's egg. With a violent squall and a clap of thunder, the air sylph materializes from a mote of twinkling yellow light. Appearing as an oversized child with insectile features, they possess a pair of large moth wings sprouting from their back. They are flighty, mercurial, and quick on the wing, able to blend into the winds unseen.

Risk Factor: High (Boss/Mindless)
Size & Classification: Large Primeval
Initiative: 2D10+16 (Deadly x3)
Special Senses: Darkness, Ethereal, Hidden
Immunities: Non-magical Damage, Peril, Stunts
Damage Thresholds: 14/20/26/32 (Natural 6)
Special Movement: Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
60% [14]	40% [8]	60% [10]	0% [0]	0% [0]	50% [13]	0% [0]
Skills +30%	NONE	NONE	NONE	NONE	Skills +30%	NONE

Weapons

Elemental Lash: Ranged, Load 2 AP (Close/Near) 60%, 2D6+10 Damage; affects up to three creatures Close to one another.
Wind Kick: Melee (Close) 60%, 2D6+10 Damage; creature must resist with Coordination or fall Prone.

Traits

High Winds: When creatures begin their Turn Close by you, they must resist with Coordination or be Disarmed.
Lay To Rest: When your Turn begins, you move one step up the Damage Condition Track. Only when the breath of a chaste woman is blown over your remains while Dying! does your natural healing stop.
Natural Camouflage: Creatures suffer a Hindrance Die for all vision-based Skill Tests to target you.

Arch Zenobite

These Higher Demons blur the senses, causing witnesses to question what is real and what is not. When an arch zenobite is drawn into the Material Realm, the surrounding area warps and struggles with potential. Artists paint their portraits upside down, animals mate and maul their partners, and even inanimate objects vibrate with near-explosive energy. Zenobites exude a presence similar to hallucinogenic drugs.

Risk Factor: High (Boss)
Size & Classification: Large Beyonder
Initiative: 2D10+9 (Deadly x3)
Special Senses: Darkness, Ethereal, Hidden
Immunities: Non-magical Damage, Peril, Poison, Spells
Damage Thresholds: 22/28/34/40 (Natural 6)
Special Movement: Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [6]	60% [16]	60% [16]	40% [6]	35% [5]	40% [6]	45% [12]
NONE	Skills +30%	Skills +30%	NONE	NONE	NONE	Skills +30%

Weapons

Massive Pincers: Melee (Close) 90%, 2D6+16 Damage.
Throttling Lash: Ranged, Load 1 AP (Close/Near) 90%, 2D6+16 Damage; creature is Grabbed & pulled in Close; creature must resist with Toughness or gain 3 Corruption.

Traits

Aura of Confusion: When creatures can see you, they must Flip To Fail a Resolve Test or be Confused. Confused creatures roll 1D6 at the start of their Turn. If it lands on faces "1 to 3", they can act freely. If it lands on face "4 to 6", they attack their allies. Creatures can attempt to resist at the start of future Turns with Resolve.
Death Touch: Whenever you deal Damage to a creature, they must roll 1D10. If it lands on face "10", they are moved to Dying! and suffer an Affliction or Injury.
Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Terrified.
Shapeshift: You can transform into any Medium or Large creature, and take advantage of any details of its creature profile if better than yours.

Aristocrat

Above all, they value bloodlines, duty, and conformity, shaping their children according to this tried-and-true system for family continuity. Many are incredibly wealthy, possessing more riches than most people will ever encounter. The glaring inequality between the affluent and the impoverished breeds jealousy and resentment among the lower classes, prompting aristocrats to swiftly quash the slightest hint of rebellion.

Risk Factor: Low
Size & Classification: Medium Humanoid
Initiative: 2D10+7
Damage Thresholds: 4/10/16/22 (Quilted 1)
Peril Thresholds: 10/16/22/28

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	35% [3]	40% [4]	45% [6]	45% [6]	40% [4]	55% [7]
NONE	NONE	NONE	Skills +10%	Skills +10%	NONE	Skills +10%

Weapons

Court Sword: Melee (Close) 40%, 1D6+4 Damage.
Improvised Hand Weapon: Melee (Close) 40%, 1D10+3 Peril.

Traits

Distractible: You only get 2 AP on your Turn in fight scenes.

Attercap Spider

In the deep woods, the sky darkens with foliage, and the ground becomes sticky with the shadowy webs of the attercap spider, the living embodiment of envy. This massive creature reaches a length of fifteen feet and has stalked the forest since time immemorial. Its eight eyes gleam with malevolence, and it speaks the common tongue through clicking chelicerae.

Risk Factor: Moderate (Sorcerer)
Size & Classification: Large Primeval
Initiative: 3D10+7
Special Senses: Darkness, Hidden
Damage Thresholds: 9/15/21/27 (Natural 4)
Peril Thresholds: 12/18/24/30
Special Movement: Climb

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	35% [5]	40% [6]	45% [8]	50% [9]	40% [4]	55% [9]
NONE	NONE	NONE	Skills +20%	Skills +20%	NONE	Skills +20%

Weapons

Spider Bite: Melee (Close) 40%, 2D6+6 Damage; creature must resist with Toughness or suffer from a Poison.
Webbing: Ranged, Load 2 AP (Close/Near/Far) 40%, 1D10+5 Peril; affects up to three creatures Close to one another; creatures must resist with Athletics or be Grabbed.

Traits

Ambush Tactics: When rolling Initiative, roll 3D10 instead of the normal 2D10.
Aversion To Light: When in Bright Light, you Flip To Fail Skill Tests.
Sorcerer: You can use 3 Petty and 3 Lesser Spells. You Flip To Succeed Occultism Tests.

Banshee

The myth of the mourning widow in the abandoned castle or the dark wraith that prowls the moors at night exists in all cultures. However, these are not just tricks of the light or tales meant to frighten children; they are tragic spirits known as banshees. These are cursed women who were killed or, worse, violated and left for the chilling call of a corpse collector. During the day, banshees remain ethereal, residing in the homes and hills they once knew.

Risk Factor: Moderate
Size & Classification: Medium Supernatural
Initiative: 2D10+12
Special Senses: Darkness, Ethereal
Immunities: Peril, Poison, Stunts
Damage Thresholds: 8/14/20/26 (Natural 4)
Special Movement: Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [9]	40% [4]	40% [4]	35% [3]	45% [8]	50% [9]	40% [4]
Skills +20%	NONE	NONE	NONE	Skills +20%	Skills +20%	NONE

Weapons

Keening Wail: Ranged (Close/Near/Far) 40%, 1D10+4 Peril; affects up to three creatures Close to one another; creatures must resist with Coordination or fall Prone.

Traits

Ethereal Form: You can shift between Ethereal Form to physical form on your Turn by spending 2 AP. When in Ethereal Form, you cannot deal Damage or be harmed by normal weapons.
Lay To Rest: When your Turn begins, you move one step up the Damage Condition Track. Only when revenge against your original killer is had does your natural healing stop.
Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Frightened.

Barghest

Barghests are massive "hellhounds" that wander the Material Realm following battles. When angered, they develop spikes along their spines, and their faces twist into a ghastly, fanged grin reminiscent of a Cheshire cat. These creatures revel in tormenting the dying, indulging in wicked word games and deceptive promises to extend their victims' suffering before ultimately ripping them apart.

Risk Factor: Low
Size & Classification: Large Beyonder
Initiative: 2D10+9
Special Senses: Darkness, Hidden
Damage Thresholds: 8/14/20/26 (Natural 2)
Peril Thresholds: 7/13/19/25

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [7]	40% [6]	40% [6]	35% [3]	45% [6]	45% [6]	40% [4]
Skills +10%	NONE	NONE	NONE	Skills +10%	Skills +10%	NONE

Weapons

Cheshire Bite: Melee (Close) 40%, 2D6+6 Damage; creature is Disarmed.
Tentacles: Ranged (Close/Near) 40%, 2D6+6 Damage; creature must resist with Coordination or fall Prone.

Traits

Lick Your Wounds: Once a fight, spend a Misfortune Coin to move three steps up the Damage & Peril Condition Tracks.
Spiney Hide: When creatures begin their Turn Close by you, they must resist with Coordination or suffer 1D10+6 Peril.

Barrel-bellied Orc

A primordial being representing the deadly sin of wrath, the barrel-bellied orc is enormous and has a ridged back. Its tusks measure six feet in length and are as sharp as the finest pike. Thanks to its penchant for hallucinogenic mushrooms, it ranks as the least intelligent among all primordial species. The red mist grants visions, but at the expense of rational thought.

Risk Factor: Moderate
Size & Classification: Large Primeval
Initiative: 3D10+7
Special Senses: Darkness, Hidden
Immunities: Peril
Damage Thresholds: 15/21/27/33 (Natural 4)

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [11]	50% [11]	40% [4]	35% [3]	40% [4]	45% [8]
NONE	Skills +20%	Skills +20%	NONE	NONE	NONE	Skills +20%

Weapons

Tusks: Melee (Close) 70%, 2D6+11 Damage; creature must resist with Coordination or fall Prone.

Traits

Ambush Tactics: When rolling Initiative, roll 3D10 instead of the normal 2D10.
Distractible: You only get 2 AP on your Turn in fight scenes.
Unbridled Rage: When Seriously or Grievously Wounded or Dying!, Flip To Succeed Melee Tests, and add 1D6 Damage.

Basilisk

Basilisks are massive snake-like creatures with bodies as long as a carriage and thick as a firbolg's thigh. Their eyes are a sickly green, similar to bile, which they use to paralyze their prey. Any creature that meets a basilisk's gaze quickly becomes rigid in place. When battling a basilisk, the best strategy is to aim for its head, where the flesh is softer.

Risk Factor: Moderate
Size & Classification: Large Primeval
Initiative: 2D10+12
Special Senses: Darkness
Immunities: Peril
Damage Thresholds: 10/16/22/28 (Natural 4)
Special Movement: Burrow, Swim

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [9]	40% [6]	40% [6]	35% [3]	45% [8]	50% [9]	40% [4]
Skills +20%	NONE	NONE	NONE	Skills +20%	Skills +20%	NONE

Weapons

Acidic Spittle: Ranged, Load 1 AP (Close/Near) 40%, 2D6+9 Damage; creature suffers -1 to Damage Thresholds for 1 day.
Ripping Teeth: Melee (Close) 40%, 2D6+6 Damage; creature must resist with Coordination or fall Prone.

Traits

Petrifying Gaze: When creatures begin their Turn Close by you, they must resist with Awareness or be Petrified. While Petrified, they cannot use any fight actions. A Petrified creature can attempt to resist at the start of future Turns with Toughness. It ends when you are moved to Dying!.
Weak Spot: When Weakened, you suffer -3 Damage Thresholds instead of the normal -1.

Bog Thing

Bog things are creatures that wander into swamps only to be swallowed by the morass. Notably, their massive maw is in the middle of their stomach, resembling a bramble patch more than a gullet. To feed, the bog thing rakes its prey into ribbons with its sharpened toenails and then shovels the entrails into its thorny jaws. Curiously, bog things never hurt children; in fact, it is rumored that they even aid and befriend children who become lost.

Risk Factor: Low
Size & Classification: Large Corrupted
Initiative: 2D10+7
Special Senses: Darkness
Immunities: Peril, Poison, Prone
Damage Thresholds: 9/15/21/27
Special Movement: Swim

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [9]	45% [8]	40% [4]	35% [3]	40% [4]	45% [6]
NONE	Skills +10%	Skills +10%	NONE	NONE	NONE	Skills +10%

Weapons

Stomach Maw: Melee (Close) 55%, 2D6+8 Damage; creature must resist with Athletics or be Grabbed.

Traits

Natural Camouflage: Creatures suffer a Hindrance Die for all vision-based Skill Tests to target you.
Swallow Whole: When you Grab a Medium or Small creature, it must Flip To Fail a Toughness Test or be Swallowed. While Swallowed, the creature Suffocates and can only use Attack Actions during this time (but must Flip To Fail Skill Tests). A Swallowed creature can attempt to resist at the start of future Turns with Toughness. You can only swallow one creature at a time.

Brass Primarch

Scholars frequently write about this particular order of Higher Demons, which exhibit all the classic traits of devils. Brass primarchs take on endless forms but are nearly always drenched in oozing blood. When summoned, they unleash violence and storms, causing family members to turn against one another and the sky to rain ash. They are fearsome to behold, leaving splashes of crimson mist and fields strewn with dismembered bodies.

Risk Factor: High (Boss)
Size & Classification: Huge Beyonder
Initiative: 2D10+9 (Deadly x3)
Special Senses: Darkness, Ethereal, Hidden
Immunities: Non-magical Damage, Peril, Poison, Spells
Damage Thresholds: 24/30/36/42 (Full Plate 6)
Special Movement: Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [6]	60% [18]	60% [18]	40% [6]	35% [5]	40% [6]	45% [12]
NONE	Skills +30%	Skills +30%	NONE	NONE	NONE	Skills +30%

Weapons

Demonic Axe: Melee (Close) 90%, 3D6+18 Damage.
Sin-stripping Whip: Ranged, Load 1 AP (Close/Near) 90%, 3D10+18 Peril; creature falls Prone; creature must resist with Toughness or gain 3 Corruption.

Traits

Battle Frenzy: As a fight begins, roll 1D6. If it lands on faces "1 to 3", add that value to Melee Damage until the end of the fight.
Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Terrified.
Revivify: When you inflict an Affliction or Injury, move three steps up the Damage & Peril Condition Tracks.
Shapeshift: You can transform into any Medium or Large creature, and take advantage of any details of its creature profile if better than yours.
Wreathed In Flame: When creatures begin their Turn Close by you, they must resist with Toughness or suffer 1D10+12 fire Damage.

Butler Demon

Butler demons are condemned to a role of service. As Lower Demons, they are small and weak threats, barely larger than a five-year-old child, who rely on trickery and cunning to survive. Some appear as sprites or fairies, others as grotesque masses of bile or mischievous hellhounds, and sometimes even as innocent kittens or children. Although bound by summoning to assist their master, they will wait patiently, growing powerful enough to kill their summoner.

Risk Factor: Moderate
Size & Classification: Small Beyonder
Initiative: 2D10+12
Special Senses: Darksight, Ethereal, Hidden
Immunities: Non-magical Damage, Peril, Poison, Spells
Damage Thresholds: 2/8/14/20
Special Movement: Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [9]	40% [2]	40% [2]	35% [3]	45% [8]	50% [9]	40% [4]
Skills +20%	NONE	NONE	NONE	Skills +20%	Skills +20%	NONE

Weapons

Halitosis Bite: Melee (Close) 40%, 1D6+2 Damage; creature must resist with Toughness or gain 2 Corruption.

Traits

Broken Wings: When you are Grievously Wounded or Dying!, you can no longer Fly.
Shapeshift: You can transform into any Small creature, and take advantage of any details of its creature profile if better than yours.

Carnality Demon

A carnality demon latches onto a person, initially existing in dreams and taking on the aspects of what that person perceives as an ideal mate. Eventually, they emerge from dreams into reality, adopting a form pleasing to the victim. They then spend months draining the victim of their wealth, inflicting mental abuse while seemingly compensating for it with spectacular bouts of intercourse. However, once their victim has outlived its usefulness, the demon shifts into their true form–a horrifying mirror image of the victim–and assumes the life they have stolen.

Risk Factor: Moderate
Size & Classification: Large Beyonder
Initiative: 2D10+7
Special Senses: Darkness, Ethereal, Hidden
Immunities: Peril, Poison, Spells
Damage Thresholds: 9/15/21/27 (Natural 4)
Special Movement: Teleport

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	35% [5]	40% [6]	45% [8]	50% [9]	40% [4]	55% [9]
NONE	NONE	NONE	Skills +20%	Skills +20%	NONE	Skills +20%

Weapons

Dire Penetration: Melee (Close) 40%, 2D10+5 Peril; creature is Grabbed; creature must resist with Toughness or gain 2 Corruption.

Traits

Enthralling: Spend 1 Misfortune Coin as one creature must Flip To Fail a Resolve Test. If they fail, you can compel them to carry out one command, barring that it doesn't require them to bring harm to themselves.
Revivify: When you inflict an Affliction or Injury, move three steps up the Damage & Peril Condition Tracks.
Shapeshift: You can transform into any Medium or Large creature, and take advantage of any details of its creature profile if better than yours.

Chimera

Chimeras (ky-meer-uh) are believed to be the blessed avengers of the Demiurge's wrath. The most common chimera possesses a leonine body supported by powerful, goat-like hind legs covered in muscle, fur, and sores. They feature three heads on their broad shoulders–one resembling an angry dragon, one a roaring lion, and one a braying goat. Their long tail culminates in a spiked tine, and venom drips from their elongated fangs.

Risk Factor: Moderate
Size & Classification: Huge Primeval
Initiative: 2D10+7
Special Senses: Darkness
Immunities: Fire, Poison
Damage Thresholds: 17/23/29/35 (Natural 4)
Peril Thresholds: 11/17/23/29
Special Movement: Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [13]	50% [13]	40% [4]	35% [3]	40% [4]	45% [8]
NONE	Skills +20%	Skills +20%	NONE	NONE	NONE	Skills +20%

Weapons

Fiery Breath: Ranged, Load 2 AP (Close/Near) 70%, 3D10+13 fire Damage; affects up to three creatures Close to one another.
Spiked Tail: Ranged (Close/Near) 70%, 3D6+13 Damage; affects all Close creatures.
Venomous Maw: Melee (Close) 70%, 3D6+13 Damage; creature must resist with Toughness or suffer from any Poison.

Traits

Broken Wings: When you are Grievously Wounded or Dying!, you can no longer Fly.
Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Frightened.

Cockatrice

Cockatrices are reptilian beasts, strange hybrid threats as affectionate and loyal as any dog, although they are far more diabolical. They are often familiars of wizards, who hatch them by having a hen incubate a basilisk's egg. Their bodies resemble scaly dragons, but they have the heads of roosters and don't grow much larger than a chicken. Prone to violence, their gaze causes victims to freeze in statue-like rigidity.

Risk Factor: Moderate
Size & Classification: Small Primeval
Initiative: 2D10+12
Special Senses: Darkness
Damage Thresholds: 6/12/18/24 (Natural 4)
Peril Thresholds: 7/13/19/25
Special Movement: Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [9]	40% [2]	40% [2]	35% [3]	45% [8]	50% [9]	40% [4]
Skills +20%	NONE	NONE	NONE	Skills +20%	Skills +20%	NONE

Weapons

Sharp Beak: Melee (Close) 40%, 1D6+2 Damage; creature must resist with Toughness or suffer from Infection.

Traits

Broken Wings: When you are Grievously Wounded or Dying!, you can no longer Fly.
Distractible: You only get 2 AP on your Turn in fight scenes.
Petrifying Gaze: When creatures begin their Turn Close by you, they must resist with Awareness or be Petrified. While Petrified, they cannot use any fight actions. A Petrified creature can attempt to resist at the start of future Turns with Toughness. It ends when you are moved to Dying!

Commoner

Commoners are not only the "have-littles" of the social order but also those who will never rise to the ranks of the aristocracy, at least not without some level of deception and a considerable amount of money. They consist of everyday business owners, artisans, crafters, and affluent farmers, those who value character, reputation, and success.

Risk Factor: Low (Minion)
Size & Classification: Medium Humanoid
Initiative: 2D10+7
Damage Thresholds: 7
Peril Thresholds: 9

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [7]	45% [6]	40% [4]	35% [3]	40% [4]	45% [6]
NONE	Skills +10%	Skills +10%	NONE	NONE	NONE	Skills +10%

Weapons

Improvised Hand Weapon: Melee (Close) 40%, 1D10+7 Peril.

Traits

Minion: You cannot bank AP, use Misfortune Coins, or use Reactions. You are slain after moving one or more steps down the Damage or Peril Condition Tracks.

Constable

Constables are the ultimate enforcers: they are the strong arm of the law and will not tolerate any violations. Tasked with preventing crime and maintaining the peace, constables embody the authority of the ruling class and are permitted to use violence to ensure compliance. Others serve as detectives, although staying updated on every murder, arson, and burglary is overwhelming even for the sharpest mind.

Risk Factor: Moderate
Size & Classification: Medium Humanoid
Initiative: 3D10+7
Special Senses: Hidden
Damage Thresholds: 13/19/25/31 (Mail 4)
Peril Thresholds: 11/17/23/29

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [9]	50% [9]	40% [4]	35% [3]	40% [4]	45% [8]
NONE	Skills +20%	Skills +20%	NONE	NONE	NONE	Skills +20%

Weapons

Blunderbuss: Ranged (Close/Near) 70%, 1D6+9 Damage; if Damage faces "1" or "6", add 1D6 Damage.
Sabre: Melee (Close) 70%, 1D6+9 Damage.

Traits

Ambush Tactics: When rolling Initiative, roll 3D10 instead of the normal 2D10.

Covenite

Dark magics reside in the primordial woods and bogs, where the energy of creation pulses with power. There, people known as covenites offer themselves to the Beyonder gods among the tallest treetops in exchange for dark gifts. Some even worship enigmatic elemental deities and the Beyonders. The fey often maintain a special relationship with covenites, who also show a great deal of respect for the mysterious Unseelie court.

Risk Factor: Moderate (Sorcerer)
Size & Classification: Medium Humanoid
Initiative: 2D10+7
Special Senses: Darkness, Ethereal
Damage Thresholds: 3/9/15/21
Peril Thresholds: 12/18/24/30
Special Movement: Climb

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	35% [3]	40% [4]	45% [8]	50% [9]	40% [4]	55% [9]
NONE	NONE	NONE	Skills +20%	Skills +20%	NONE	Skills +20%

Weapons

Wand: Ranged (Close/Near) 75%, 1D6+9 Damage.

Traits

Sorcerer: You can use 3 Petty and 3 Lesser Spells. You Flip To Succeed Occultism Tests.

Crypt Skeleton

Bones litter the countless vaults and mausoleums of the world, collecting dust as the memory of the dead fades. However, some necromancers give blasphemous life to these inert stacks of dried collagen and marrow, creating crypt skeletons. These perfect automatons can continually revive if their bones are near each other. Skeletons have no consciousness but follow complex commands to a fault.

Risk Factor: Low (Mindless)
Size & Classification: Medium Supernatural
Initiative: 2D10+7
Special Senses: Darkness
Immunities: Peril, Poison, Ranged Damage
Damage Thresholds: 9/15/21/27 (Leather 2)

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [7]	45% [6]	0% [0]	0% [0]	40% [4]	0% [0]
NONE	Skills +10%	Skills +10%	NONE	NONE	NONE	NONE

Weapons

Mortuary Sword: Melee (Close) 55%, 1D6+6 Damage.
Throwing Axe: Ranged (Close/Near) 55%, 1D6+6 Damage.

Traits

Lay To Rest: When your Turn begins, you move one step up the Damage Condition Track. Only when your bones are scattered while Dying! does your natural healing stop.

Death Bat

Death bats are terrifyingly large and often portrayed as bloodthirsty creatures in sensational tales spread by bards and penny dreadfuls of those who dared to "romance a vampire bat." These nocturnal hunters lure their prey back to their caves with soothing sounds, where they brutally tear open their victims' chests and consume their hearts. The floors of their caves are scattered with trinkets and coins mixed among the bones of would-be lovers.

Risk Factor: Moderate
Size & Classification: Large Primeval
Initiative: 2D10+12
Special Senses: Darkness, Hidden
Damage Thresholds: 10/16/22/28 (Natural 4)
Peril Thresholds: 7/13/19/25
Special Movement: Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [9]	40% [6]	40% [6]	35% [3]	45% [8]	50% [9]	40% [4]
Skills +20%	NONE	NONE	NONE	Skills +20%	Skills +20%	NONE

Weapons

Fangs: Melee (Close) 40%, 2D6+6 Damage; creature must resist with Toughness or suffer from Venereal Disease.

Traits

Broken Wings: When you are Grievously Wounded or Dying!, you can no longer Fly.
Captivating Cry: When creatures can hear you, they must resist with Resolve or be Captivated. Captivated creatures will continuously move towards you. Creatures can attempt to resist at the start of future Turns with Resolve.

Death Hedge

The death hedge looks like a beautiful rose bush, blooming with crimson-red roses. However, it is a bloodthirsty killer, lying in wait for any animal that tries to pluck its roses. While the hedge mainly preys on small critters, it will attack anyone who gets too close if it hasn't been fed for several days. After draining the blood, the hedge drags the corpse beneath itself to decay, enriching the ground in which it is rooted.

Risk Factor: Low (Mindless)
Size & Classification: Large Primeval
Initiative: 3D10+10
Special Senses: Darkness
Immunities: Peril, Poison, Prone, Stunts
Damage Thresholds: 8/14/20/26 (Natural 2)
Special Movement: Immobile

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [7]	40% [6]	40% [6]	0% [0]	0% [0]	50% [7]	0% [0]
Skills +10%	NONE	NONE	NONE	NONE	Skills +10%	NONE

Weapons

Flailing Branches: Ranged (Close/Near) 40%, 2D10+6 Peril; creature must resist with Athletics or be Grabbed.

Traits

Ambush Tactics: When rolling Initiative, roll 3D10 instead of the normal 2D10.
Flammable: When exposed to fire, you suffer an additional 1D10+1 fire Damage.
Natural Camouflage: Creatures suffer a Hindrance Die for all vision-based Skill Tests to target you.
Swallow Whole: When you Grab a Small or Medium creature, it must Flip To Fail a Toughness Test or be Swallowed. While Swallowed, the creature Suffocates and can only use Attack Actions during this time (but must Flip To Fail Skill Tests). A Swallowed creature can attempt to resist at the start of future Turns with Toughness. You can only swallow one creature at a time.

Deserter Soldier

The average soldier is not a veteran or a decorated general; they are children, barely out of the flower of their youth, who are told to take up the sword and kill someone who looks different from them. While some are bloodthirsty bounty hunters searching for coin, many are desperate, confused, and angry. Recurring nightmares instill a sense of world-weariness and nihilism in a deserter, leading to a disregard for their own lives.

Risk Factor: Low
Size & Classification: Medium Humanoid
Initiative: 2D10+7
Damage Thresholds: 10/16/22/28 (Brigandine 3)
Peril Thresholds: 9/15/21/27

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [7]	45% [6]	40% [4]	35% [3]	40% [4]	45% [6]
NONE	Skills +10%	Skills +10%	NONE	NONE	NONE	Skills +10%

Weapons

Javelin: Ranged (Close/Near) 55%, 1D6+6 Damage.
Pole Cleaver: Melee (Close) 55%, 1D6+6 Damage; when a creature moves Close to you, roll an Opportunity Attack for 1 AP.

Traits

Lick Your Wounds: Once a fight, spend a Misfortune Coin to move three steps up the Damage & Peril Condition Tracks.

Dire Rat

Dire rats are the most "human-ish" of primeval creatures, but that doesn't make them any less foul. Every major city has at least one dire rat king or queen that lords over the many other rodents. They are notorious hoarders; they collect riches they find interesting and attach them to their bodies. They sometimes even kidnap unwary children and hold them for ransom.

Risk Factor: Moderate
Size & Classification: Large Primeval
Initiative: 3D10+12
Special Senses: Darkness, Hidden
Damage Thresholds: 10/16/22/28 (Natural 4)
Peril Thresholds: 7/13/19/25
Special Movement: Climb

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [9]	40% [6]	40% [6]	35% [3]	45% [8]	50% [9]	40% [4]
Skills +20%	NONE	NONE	NONE	Skills +20%	Skills +20%	NONE

Weapons

Rat Claw: Melee (Close) 40%, 2D6+6 Damage; creature must resist with Toughness or suffer from Infection.

Traits

Ambush Tactics: When rolling Initiative, roll 3D10 instead of the normal 2D10.
Disease-ridden: When you move a creature to Dying!, they suffer from Necrotic Rot.
Flammable: When exposed to fire, you suffer an additional 1D10+1 fire Damage.

Draugr

Buried in hilltop crypts surrounded by plinths of hand-etched stone and towering menhirs, these heroes' resting places attract necromancers in search of powerful corpses. They reanimate the dead warriors into draugr (drow-grr), allowing them to rise again and fight for a new lord. Their souls become confused, believing they are still trapped in an eternal war. The only way to defeat one of these wretches is to destroy the jar that contains its soul.

Risk Factor: Moderate (Mindless)
Size & Classification: Medium Supernatural
Initiative: 2D10+7
Special Senses: Darkness
Immunities: Peril, Poison, Ranged Damage
Damage Thresholds: 13/19/25/31 (Mail 4)

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [9]	50% [9]	0% [0]	0% [0]	40% [4]	0% [0]
NONE	Skills +20%	Skills +20%	NONE	NONE	NONE	NONE

Weapons

Battle Axe: Melee (Close) 70%, 1D6+9 Damage.

Traits

Disease-ridden: When you move a creature to Dying!, they suffer from Necrotic Rot.
Lay To Rest: When your Turn begins, you move one step up the Damage Condition Track. Only when your soul jar is destroyed does your natural healing stop.

Dullahan

A dullahan appears as a burly, cloaked coachee, their riding leathers adorned with bits of bone. They always carry their heads under the crook of their arm or mounted inside a lantern. Dullahan ride atop swift steeds, better suited to chase down souls marked for death. Dullahan are tenacious and powerful, and although they can be slain, all this does is delay them, as they will always return to collect.

Risk Factor: High
Size & Classification: Medium Supernatural
Initiative: 2D10+7
Special Senses: Darkness, Hidden
Immunities: Peril, Poison
Damage Thresholds: 18/24/30/36 (Plate 6)

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	60% [12]	50% [11]	40% [4]	35% [3]	40% [4]	45% [10]
NONE	Skills +30%	Skills +30%	NONE	NONE	NONE	Skills +30%

Weapons

Vertebrae Sword: Melee (Close) 80%, 1D6+11 Damage; spend 1 AP for +1D6 Damage.

Traits

Lay To Rest: When your Turn begins, you move one step up the Damage Condition Track. Only when your bones are scattered while Dying! does your natural healing stop.
Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Terrified.

Earthen Gnome

A basilisk's eyes dissolved in acid summon an earthen gnome. With a terrifying rumble and shattering of stone, the imposing earthen gnome emerges, covered in rot and dirt. They are squat and revolting, featuring worm-like traits. Two clusters of three beady eyes crown their head, and their mouth splits four ways into a massive, saw-toothed jaw designed for crushing stone and bone.

Risk Factor: High (Boss/Mindless)
Size & Classification: Large Primeval
Initiative: 2D10+9 (Deadly x3)
Special Senses: Darkness, Ethereal, Hidden
Immunities: Non-magical Damage, Peril, Stunts
Damage Thresholds: 22/28/34/40 (Natural 6)
Special Movement: Burrow

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [6]	60% [16]	60% [16]	0% [0]	0% [0]	40% [6]	0% [0]
NONE	Skills +30%	Skills +30%	NONE	NONE	NONE	NONE

Weapons

Earth Punch: Melee (Close) 90%, 2D6+16 Damage; creature is Disarmed.
Elemental Lash: Ranged, Load 2 AP (Close/Near) 90%, 2D6+16 Damage; affects up to three creatures Close to one another.

Traits

Lay To Rest: When your Turn begins, you move one step up the Damage Condition Track. Only when a shovel is plunged into your remains while Dying! does your natural healing stop.
Loose Rubble: When creatures begin their Turn Close by you, they must resist with Athletics or suffer a Hindrance Die to their next Attack Action.
Natural Camouflage: Creatures suffer a Hindrance Die for all vision-based Skill Tests to target you.

Facedancer

By consuming the face of a living being, facedancers undergo a transformation that enables them to assume their victim's form. This grim change lasts for two weeks, during which the facedancer can feel "human" for a while. However, the memories from all their assumed identities constantly clash, leading to instances of déjà vu: events that never occurred. Adopting new identities gradually alleviates the despair they experience.

Risk Factor: Moderate
Size & Classification: Medium Beyonder
Initiative: 3D10+12
Special Senses: Darkness
Immunities: Non-magical Damage, Peril, Poison
Damage Thresholds: 4/10/16/22

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [9]	40% [4]	40% [4]	35% [3]	45% [8]	50% [9]	40% [4]
Skills +20%	NONE	NONE	NONE	Skills +20%	Skills +20%	NONE

Weapons

Flaying Knife: Melee (Close) 40%, 1D6+4 Damage; a creature must resist with Athletics or be Blinded.

Traits

Ambush Tactics: When rolling Initiative, roll 3D10 instead of the normal 2D10.
Shapeshift: You can transform into any Medium creature, and take advantage of any details of its creature profile if better than yours.

Fen Wyrm

Water panthers, brigands, and disease are enough to worry any traveler who ventures through fetid swamps. But something worse lurks in the muck: the terrible fen wyrm. Its head is small and narrow, armored with spines and tiny feathers between its scales. Fortunately, these dinosaurs from an ancient era are eternally foolish and only act on instinct; their braying reveals their approach from a distance.

Risk Factor: High
Size & Classification: Huge Primeval
Initiative: 2D10+14
Special Senses: Darkness
Damage Thresholds: 14/20/26/32 (Natural 6)
Peril Thresholds: 7/13/19/25
Special Movement: Swim

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
60% [12]	40% [8]	40% [8]	35% [3]	45% [10]	50% [11]	40% [4]
Skills +30%	NONE	NONE	NONE	Skills +30%	Skills +30%	NONE

Weapons

Powerful Bite: Melee (Close) 40%, 3D6+8 Damage; creature must resist with Athletics or be Grabbed.

Traits

Natural Camouflage: Creatures suffer a Hindrance Die for all vision-based Skill Tests to target you.
Swallow Whole: When you Grab a Small, Medium, or Large creature, it must Flip To Fail a Toughness Test or be Swallowed. While Swallowed, the creature Suffocates and can only use Attack Actions during this time (but must Flip To Fail Skill Tests). A Swallowed creature can attempt to resist at the start of future Turns with Toughness. You can only swallow one creature at a time.

Fire Salamander

The fire salamander is a stocky creature, roughly the size of a Komodo dragon and similar in shape. Its hiss crackles with embers, and it can breathe a searing flame that melts skin and metal. The heart of a chimera is used to summon them, and they operate on pure etheric instinct to engulf everything around them in flames.

Risk Factor: High (Boss/Mindless)
Size & Classification: Large Primeval
Initiative: 2D10+9 (Deadly x3)
Special Senses: Darkness, Ethereal, Hidden
Immunities: Non-magical Damage, Peril, Stunts
Damage Thresholds: 22/28/34/40 (Natural 6)
Special Movement: Climb

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [6]	60% [16]	60% [16]	0% [0]	0% [0]	40% [6]	0% [0]
NONE	Skills +30%	Skills +30%	NONE	NONE	NONE	NONE

Weapons

Elemental Lash: Ranged, Load 2 AP (Close/Near) 90%, 2D10+16 fire Damage; affects up to three creatures Close to one another.
Fire Bite: Melee (Close) 90%, 2D10+16 fire Damage; creature is Disarmed.

Traits

Lay To Rest: When your Turn begins, you move one step up the Damage Condition Track. Only when your remains are doused in holy water while Dying! does your natural healing stop.
Natural Camouflage: Creatures suffer a Hindrance Die for all vision-based Skill Tests to target you.
Wreathed In Flame: When creatures begin their Turn Close by you, they must resist with Toughness or suffer 1D10 fire Damage.

Fomorian Crone

As the cruel leaders of the fomorian host, crones are direct descendants of coastal tribes who consumed the corruptive kelp that grew from a dead sea god in the dawn age. Absurdly corpulent, their lower bodies are covered in barnacles and glow with bioluminescent light. They dwell within massive chthonic pits or off the deepest parts of coastal shelves, communicating with their Fomorian host through telepathy.

Risk Factor: High
Size & Classification: Huge Corrupted
Initiative: 2D10+7
Special Senses: Darkness, Ethereal, Hidden
Immunities: Non-magical Damage, Stunts
Damage Thresholds: 13/19/25/31 (Natural 6)
Peril Thresholds: 15/21/27/33
Special Movement: Swim

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	35% [7]	40% [8]	45% [10]	50% [11]	40% [4]	60% [12]
NONE	NONE	NONE	Skills +30%	Skills +30%	NONE	Skills +30%

Weapons

Acidic Spittle: Ranged, Load 1 AP (Close/Near) 40%, 3D6+4 Damage; creature suffers -1 to Damage Thresholds for 1 day.
Exoskeletal Scythes: Melee (Close) 40%, 3D6+8 Damage; spend 1 AP for +1D6 Damage.

Traits

Aversion To Light: When in Bright Light, you Flip To Fail Skill Tests.
Lashing Tail: At the end of your Turn, make an Opportunity Attack for 0 AP.
Telepathic Mist: You can use your mind to speak to any Fomorian and summon mist around you. The mist lingers over a half mile, and creatures treat this as Dim Light.

Fomorian Huscarl

The sanguineous huscarls serve as military commanders and nobles of the Fomorian host, advising the crones and leading squadrons of thralls and other huscarls. They resemble crustaceans, having rigid, plated skin, while barnacles and starfish cling to their bodies. Huscarls are great strategists and warriors, though prideful. They have just one weakness: huscarls outgrow their carapace and molt every six years.

Risk Factor: Moderate
Size & Classification: Large Corrupted
Initiative: 2D10+7
Special Senses: Darkness, Hidden
Immunities: Stunts
Damage Thresholds: 15/21/27/33 (Natural 4)
Peril Thresholds: 11/17/23/29
Special Movement: Swim

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [11]	50% [11]	40% [4]	35% [3]	40% [4]	45% [8]
NONE	Skills +20%	Skills +20%	NONE	NONE	NONE	Skills +20%

Weapons

Acidic Spittle: Ranged, Load 1 AP (Close/Near) 70%, 2D6+4 Damage; creature suffers -1 to Damage Thresholds for 1 day.
Exoskeletal Sword: Melee (Close) 70%, 2D6+11 Damage; spend 1 AP for +1D6 Damage.

Traits

Aversion To Light: When in Bright Light, you Flip To Fail Skill Tests.
Lamb to the Slaughter: When inflicting Injuries, add +40% to the Injury table results.
Never Say Die: When Seriously or Grievously Wounded or Dying!, add +3 to your Damage Thresholds.

Fomorian Thrall

Thralls know nothing but toil, serving as butchers, carving out the fomorian's native caves, and becoming the objects of cruel games played by their huscarl masters. Their putrid skin is rough and scaly, and their heads have a distinctly batrachian appearance. While thralls cannot survive more than half a day outside of the water, they often venture ashore to make dreadful pacts with coastal villages and collect tribute.

Risk Factor: Low
Size & Classification: Medium Corrupted
Initiative: 2D10+7
Special Senses: Darkness
Damage Thresholds: 6/12/18/24 (Natural 2)
Peril Thresholds: 9/15/21/27
Special Movement: Swim

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [7]	40% [4]	40% [6]	35% [3]	45% [4]	45% [4]	40% [6]
Skills +10%	NONE	Skills +10%	NONE	NONE	NONE	Skills +10%

Weapons

Exoskeletal Claw: Melee (Close) 50%, 1D6+6 Damage; creature must resist with Athletics or be Grabbed.

Traits

Aversion To Light: When in Bright Light, you Flip To Fail Skill Tests.

Ghoul

Often mistaken for supernatural threats, ghouls are corrupted people driven by unsavory desires. These vile beings exist on the fringes of society, consumed by an insatiable appetite for flesh. Satisfying this hunger is crucial; if a ghoul goes without, it suffers a terrible, painful death as it withers away. It's not uncommon for a coterie of ghouls to turn upon one another during lean times.

Risk Factor: Moderate
Size & Classification: Medium Corrupted
Initiative: 2D10+12
Special Senses: Darkness, Hidden
Immunities: Peril
Damage Thresholds: 8/14/20/26 (Natural 4)

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [9]	40% [4]	40% [4]	35% [3]	45% [8]	50% [9]	40% [4]
Skills +20%	NONE	NONE	NONE	Skills +20%	Skills +20%	NONE

Weapons

Horrific Claws: Melee (Close) 40%, 1D10+4 Peril; creature must resist with Coordination or fall Prone.
Ravenous Teeth: Melee (Close) 40%, 1D6+4 Damage; spend 1 AP for +1D6 Damage.

Traits

Revivify: When you inflict an Affliction or Injury, move three steps up the Damage & Peril Condition Tracks.
Unbridled Rage: When Seriously or Grievously Wounded or Dying!, Flip To Succeed Melee Tests, and add 1D6 Damage.

Giant

These dull-witted creatures have existed for centuries, creating their ancient cities in the mountains long before other folk knew what fire was. Giants thrived for many years until a war with the firbolg destroyed their once-formidable sky castles, which crashed to the ground like falling stars. Their skills and mental capacities have declined; the giant's once-sophisticated artwork has been replaced with crude cave paintings.

Risk Factor: High
Size & Classification: Huge Primeval
Initiative: 2D10+7
Special Senses: Darkness
Damage Thresholds: 16/22/28/34
Peril Thresholds: 13/19/25/31

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	60% [16]	50% [15]	40% [4]	35% [3]	40% [4]	45% [10]
NONE	Skills +30%	Skills +30%	NONE	NONE	NONE	Skills +30%

Weapons

Rock: Ranged (Close/Near/Far) 80%, 3D6+15 Damage; creature falls Prone.
Tree Trunk: Melee (Close) 80%, 3D6+15 Damage; creature is Disarmed.

Traits

Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Terrified.
Swallow Whole: When you Grab a Small, Medium, or Large creature, it must Flip To Fail a Toughness Test or be Swallowed. While Swallowed, the creature Suffocates and can only use Attack Actions during this time (but must Flip To Fail Skill Tests). A Swallowed creature can attempt to resist at the start of future Turns with Toughness. You can only swallow one creature at a time.

Gibbering Horde

These demons are beings of discord, conflict, and incessant chattering. They resemble pink, fleshy entities with wide maws, hundreds of mouths (each ending in a tongue with an eyeball), and spindly, bony limbs. Their powers of strife escalate exponentially, and their numbers grow larger, leading them to often travel in hordes like cockroaches.

Risk Factor: Moderate (Mob)
Size & Classification: Large Beyonder
Initiative: 2D10+7
Special Senses: Darkness
Immunities: Peril, Poison, Spells
Damage Thresholds: 11/17/23/29

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [11]	50% [11]	40% [4]	35% [3]	40% [4]	45% [8]
NONE	Skills +20%	Skills +20%	NONE	NONE	NONE	Skills +20%

Weapons

Horrific Claws: Melee (Close) 70%, 2D6+11 Damage; Damage affects all Close creatures; creature must resist with Toughness or gain 2 Corruption.

Traits

Discordant Howling: All creatures who can hear you suffer a Hindrance Die to all Skill Tests that require the power of speech.
Mob: It costs creatures 3 AP to Maneuver away from you. All Damage you inflict affects all Close creatures. When Seriously or Grievously Wounded or Dying!, reduce your Damage by 1D6.
Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Frightened.

Goblin Henchman

Slinking out of the shadows, goblin henchmen don tattered cloaks that conceal their pale skin from the sun. They are always dressed in heavy cloaks and garments to shield against the sun's scorching rays. As dusk descends, lowriders send the henchmen on dangerous assassination missions targeting the gang's rivals.

Risk Factor: Moderate
Size & Classification: Medium Corrupted
Initiative: 3D10+7
Special Senses: Darkness
Damage Thresholds: 11/17/23/29 (Leather 2)
Peril Thresholds: 11/17/23/29

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [9]	50% [9]	40% [4]	35% [3]	40% [4]	45% [8]
NONE	Skills +20%	Skills +20%	NONE	NONE	NONE	Skills +20%

Weapons

Bolas: Ranged (Close/Near) 70%, 1D10+9 Peril; creature must resist with Coordination or fall Prone.
Stiletto: Melee (Close) 70%, 1D6+9 Damage; creature must resist with Toughness or suffer from a Poison.

Traits

Ambush Tactics: When rolling Initiative, roll 3D10 instead of the normal 2D10.
Aversion To Light: When in Bright Light, you Flip To Fail Skill Tests.

Goblin Lowrider

Every goblin gang is led by a single lowrider. To rise among the henchmen, a lowrider undergoes violent initiation rituals, increasing their size through the consumption of drugs made from poisoned trees. They wear a leather sobriquet and ornate masks to enhance their intimidating appearance. A lowrider is always accompanied by a silverback warg, which they have tamed, using it to slowly traverse villages, displaying their outfit and skill while instilling fear in potential rivals.

Risk Factor: High (Boss)
Size & Classification: Large Corrupted
Initiative: 2D10+9 (Deadly x3)
Special Senses: Darkness
Damage Thresholds: 19/25/31/37 (Brigandine 3)
Peril Thresholds: 15/21/27/33

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [6]	60% [16]	60% [16]	40% [6]	35% [5]	40% [6]	45% [12]
NONE	Skills +30%	Skills +30%	NONE	NONE	NONE	Skills +30%

Weapons

Light Crossbow: Ranged, Load 1 AP (Close/Near) 90%, 2D6+16 Damage; spend 1 AP for +1D6 Damage.
Peasant Flail: Melee (Close) 90%, 2D6+16 Damage.

Traits

Aversion To Light: When in Bright Light, you Flip To Fail Skill Tests.
Unbridled Rage: When Seriously or Grievously Wounded or Dying!, Flip To Succeed Melee Tests, and add 1D6 Damage.

Goblin Mook

Where there's smoke, there's fire–and the foul odor of a goblin gang is frequently signaled by a large group of mooks. These goblins are generally the most carefree of their kind, taking pleasure in meandering through remote villages to feast, kill, and snooze for a time (until their lowrider brings them back to reality). Those mooks who advance in status earn the title of henchmen.

Risk Factor: Low (Minion)
Size & Classification: Medium Corrupted
Initiative: 2D10+9
Special Senses: Darkness
Damage Thresholds: 5 (Quilted 1)
Peril Thresholds: 7

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [7]	40% [4]	40% [4]	35% [3]	45% [6]	45% [6]	40% [4]
Skills +10%	NONE	NONE	NONE	Skills +10%	Skills +10%	NONE

Weapons

Dirk: Melee (Close) 40%, 1D6+7 Damage.
Javelin: Ranged (Close/Near) 40%, 1D6+4 Damage.

Traits

Aversion To Light: When in Bright Light, you Flip To Fail Skill Tests.
Distractible: You only get 2 AP on your Turn in fight scenes.
Minion: You cannot bank AP, use Misfortune Coins, or use Reactions. You are slain after moving one or more steps down the Damage or Peril Condition Tracks.

Goblin Redcap

Redcaps are ferocious goblins that lurk in the forest's brush and loam. These cunning creatures arise from the dryad's most bitter fruits during autumn's decline. Typically, they lead solitary lives until their goblin lowrider masters draw them out of seclusion. Filled with rage and retribution, they are distinguished within the goblin ranks by their blood-soaked hats.

Risk Factor: Moderate
Size & Classification: Medium Corrupted
Initiative: 3D10+12
Special Senses: Darkness
Damage Thresholds: 6/12/18/24 (Leather 2)
Peril Thresholds: 7/13/19/25

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [9]	40% [4]	40% [4]	35% [3]	45% [8]	50% [9]	40% [4]
Skills +20%	NONE	NONE	NONE	Skills +20%	Skills +20%	NONE

Weapons

Carving Knife: Melee (Close) 40%, 1D6+4 Damage; creature must resist with Toughness or suffer from a Poison.

Traits

Ambush Tactics: When rolling Initiative, roll 3D10 instead of the normal 2D10.
Aversion To Light: When in Bright Light, you Flip To Fail Skill Tests.
Lick Your Wounds: Once a fight, spend a Misfortune Coin to move three steps up the Damage & Peril Condition Tracks.

Griffon

Griffons are legendary beasts whose majesty and power symbolize military might. They are solitary threats whose mating rituals resemble those of birds. Their favored quarry includes cattle, horses, and other domesticated animals. As noble threats, they rarely, if ever, eat people. Griffons have a natural enemy in harpies, who intrude upon their territory and attempt to steal their hatchlings.

Risk Factor: High
Size & Classification: Large Primeval
Initiative: 3D10+14
Special Senses: Darkness
Damage Thresholds: 12/18/24/30 (Natural 6)
Peril Thresholds: 7/13/19/25
Special Movement: Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
60% [12]	40% [6]	40% [6]	35% [3]	45% [10]	50% [11]	40% [4]
Skills +30%	NONE	NONE	NONE	Skills +30%	Skills +30%	NONE

Weapons

Beak or Claws: Melee (Close) 40%, 2D6+6 Damage; creature must resist with Athletics or be Grabbed.

Traits

Ambush Tactics: When rolling Initiative, roll 3D10 instead of the normal 2D10.
Broken Wings: When you are Grievously Wounded or Dying!, you can no longer Fly.
Lick Your Wounds: Once a fight, spend a Misfortune Coin to move three steps up the Damage & Peril Condition Tracks.

Harpy Flock

Harpies are terrifying, cackling creatures with bodies resembling a mix of an old hag and a crow. They swoop on traveling caravans to snatch any shiny object that catches their attention. Harpies sing lewd songs to lure travelers, tossing them into the air and rummaging through their purses for the most fascinating treasures. Their most delightful meal, however, is griffon hatchlings.

Risk Factor: Moderate (Mob)
Size & Classification: Large Primeval
Initiative: 3D10+12
Immunities: Peril, Stunts
Damage Thresholds: 10/16/22/28 (Natural 4)
Special Movement: Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [9]	40% [6]	40% [6]	35% [3]	45% [8]	50% [9]	40% [4]
Skills +20%	NONE	NONE	NONE	Skills +20%	Skills +20%	NONE

Weapons

Harpy Claws: Melee (Close) 40%, 2D6+6 Damage; Damage affects all Close creatures; creatures must resist with Athletics or be thrown Far away and fall Prone.

Traits

Ambush Tactics: When rolling Initiative, roll 3D10 instead of the normal 2D10.
Broken Wings: When you are Grievously Wounded or Dying!, you can no longer Fly.
Flammable: When exposed to fire, you suffer an additional 1D10+1 fire Damage.
Mob: It costs creatures 3 AP to Maneuver away from you. All Damage you inflict affects all Close creatures. When Seriously or Grievously Wounded or Dying!, reduce your Damage by 1D6.

Howlbear

Howlbears resemble large white bears, but between their torsos and arms, they have a membrane of feathers that allows for limited flight. They typically roam alone in taigas or mountains. However, during the breeding season, howlbears will seek out local barns and kill all the livestock, laying their eggs in the carcasses. Young howlbears are considered a delicacy, known for their healing properties.

Risk Factor: Moderate
Size & Classification: Large Primeval
Initiative: 2D10+7
Special Senses: Darkness, Hidden
Damage Thresholds: 15/21/27/33 (Natural 4)
Peril Thresholds: 11/17/23/29
Special Movement: Climb, Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [11]	50% [11]	40% [4]	35% [3]	40% [4]	45% [8]
NONE	Skills +20%	Skills +20%	NONE	NONE	NONE	Skills +20%

Weapons

Beak or Claws: Melee (Close) 70%, 2D6+11 Damage; creature must resist with Coordination or fall Prone.

Traits

Broken Wings: When you are Grievously Wounded or Dying!, you can no longer Fly.
Flammable: When exposed to fire, you suffer an additional 1D10+1 fire Damage.
Lick Your Wounds: Once a fight, spend a Misfortune Coin to move three steps up the Damage & Peril Condition Tracks.

Howling Marauder

Borne on horseback, howling marauders are hardy and tower over most others, being twice as strong. Composed of countless tribes with unique traditions, their one constant is their devotion to war. They frequently raid defenseless villages, storming walls while engulfed in hallucinogen-fueled rages, armed only with their weapons and armor to protect against the bite of both cold and steel.

Risk Factor: Low
Size & Classification: Medium Humanoid
Initiative: 2D10+7
Damage Thresholds: 8/14/20/26 (Hide 1)
Peril Thresholds: 9/15/21/27

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [7]	45% [6]	40% [4]	35% [3]	40% [4]	45% [6]
NONE	Skills +10%	Skills +10%	NONE	NONE	NONE	Skills +10%

Weapons

Battle Axe: Melee (Close) 55%, 1D6+6 Damage.
Throwing Axe: Ranged (Close/Near) 55%, 1D6+6 Damage.

Traits

Unbridled Rage: When Seriously or Grievously Wounded or Dying!, Flip To Succeed Melee Tests, and add 1D6 Damage.

Hydra

Thick necks sprout from a hydra's torso, each ending in a writhing, spitting reptilian head. The heads of the Hydra can attack independently, and one can be decapitated without causing the beast to fall. It is said that Hydras can regrow any heads they lose, although the process takes several years, and the head is useless while regenerating.

Risk Factor: High
Size & Classification: Huge Primeval
Initiative: 2D10+14
Special Senses: Darkness
Damage Thresholds: 14/20/26/32 (Natural 6)
Peril Thresholds: 7/13/19/25
Special Movement: Swim

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
60% [12]	40% [8]	40% [8]	35% [3]	45% [10]	50% [11]	40% [4]
Skills +30%	NONE	NONE	NONE	Skills +30%	Skills +30%	NONE

Weapons

Multiple Bites: Melee (Close/Near) 40%, 3D6+8 Damage; Damage affects all Close creatures.

Traits

Flammable: When exposed to fire, you suffer an additional 1D10+1 fire Damage.
Regrowth: Whenever you are moved to Dying!, roll 1D6. If it lands on faces "4 to 6", you instantaneously grow a new head and move to Grievously Wounded. If it happens again, you grow another head and move to Seriously Wounded instead. This continues until you eventually reach Alive or roll faces "1 to 3" as you are finally slain.
Unbridled Rage: When Seriously or Grievously Wounded or Dying!, Flip To Succeed Melee Tests, and add 1D6 Damage.

Inquisitor

Inquisitors present a dual nature for many: they expose witches and those with moral failings, yet their arrival in a village often signals that a member of the community has hidden a secret from both the gods and the authorities. They perceive the smallest signs as proof of heresy. Moreover, their interrogations often transition from subtlety to extreme brutality, with the inquisitors believing they owe accountability solely to the divine.

Risk Factor: Moderate (Boss)
Size & Classification: Medium Humanoid
Initiative: 2D10+9 (Deadly x2)
Special Senses: Ethereal
Damage Thresholds: 16/22/28/34 (Munitions 5)
Peril Thresholds: 13/19/25/31

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [6]	55% [11]	60% [12]	40% [6]	35% [5]	40% [6]	45% [10]
NONE	Skills +20%	Skills +20%	NONE	NONE	NONE	Skills +20%

Weapons

Arbalest Crossbow: Ranged, Load 1 AP (Close/Near/Far) 80%, 1D6+12 Damage; spend 1 AP for +1D6 Damage.
Flanged Mace: Melee (Close) 80%, 1D6+11 Damage.

Traits

Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Frightened.
Quickload: When you deal Damage, Load a Blackpowder or Ranged weapon for 0 AP.

Jabberwocky

There is only one word to describe this creature: absurd. Its body resembles that of an old, hairless sloth. Its neck is long and serpentine, crowned with a fish-like head featuring long antennae, donkey teeth, and lidless eyes. Its hands end in dull hooves that can only be used for scooping, except for one digit (the "vorpal claw"). Jabberwockies are capable of speech, although they speak in utter nonsense and prefer word games.

Risk Factor: High
Size & Classification: Large Primeval
Initiative: 2D10+7
Special Senses: Darkness
Immunities: Peril, Poison
Damage Thresholds: 20/26/32/38 (Natural 6)

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	60% [14]	50% [13]	40% [4]	35% [3]	40% [4]	45% [10]
NONE	Skills +30%	Skills +30%	NONE	NONE	NONE	Skills +30%

Weapons

Dull Hoofs: Melee (Close) 80%, 2D6+13 Damage; creature must resist with Coordination or fall Prone.

Traits

Distractible: You only get 2 AP on your Turn in fight scenes.
Lamb to the Slaughter: When inflicting Injuries, add +40% to the Injury table results.
Vorpal Claw: When moving a foe down the Damage Condition Track, they move one additional step.

Knave

Children born into poverty sometimes turn to a life of violence. Coupled with the influence of bawdy songs glorifying criminal acts, local bullies evolve into knaves. They come together, recruiting others to their ranks to engage in a turf war. Wearing specific-colored clothing that signifies the neighborhood gang they are loyal to, knaves often gather in busy streets and shady spots.

Risk Factor: Low
Size & Classification: Medium Humanoid
Initiative: 2D10+7
Damage Thresholds: 8/14/20/26 (Quilted 1)
Peril Thresholds: 9/15/21/27

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [7]	45% [6]	40% [4]	35% [3]	40% [4]	45% [6]
NONE	Skills +10%	Skills +10%	NONE	NONE	NONE	Skills +10%

Weapons

Cudgel: Melee (Close) 55%, 1D6+7 Damage.
Knuckleduster: Melee (Close) 55%, 1D10+7 Peril.

Traits

Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Stressed.

Lamia

The lamia is a shape-shifting vampiress that drinks the blood of younglings. She often takes on the guise of an elderly woman seeking work as a wet nurse or governess. She reveals her true form in her killing ground: a bristling giantess with eyes the size of teacups and a tongue resembling a mosquito's proboscis. After concluding her grisly task, the lamia returns the husks to the village, allowing grieving parents to inter them. Later, she journeys to another town, only to repeat her ritual of abject terror.

Risk Factor: Moderate (Sorcerer)
Size & Classification: Large Supernatural
Initiative: 2D10+7
Special Senses: Darkness, Hidden
Immunities: Non-magical Damage, Peril, Poison
Damage Thresholds: 9/15/21/27 (Natural 4)
Special Movement: Climb

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	35% [5]	40% [6]	45% [8]	50% [9]	40% [4]	60% [10]
NONE	NONE	NONE	Skills +20%	Skills +20%	NONE	Skills +20%

Weapons

Proboscis: Melee (Close/Near) 40%, 2D6+6 Damage; creature must resist with Toughness or gain 3 Corruption; creature must resist with Athletics or be Grabbed.

Traits

Enthralling: Spend 1 Misfortune Coin as one creature must Flip To Fail a Resolve Test. If they fail, you can compel them to carry out one command, barring that it doesn't require them to bring harm to themselves.
Lay To Rest: When your Turn begins, you move one step up the Damage Condition Track. Only when your tongue is removed while Dying! does your natural healing stop.
Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Frightened.
Shapeshift: You can transform into any Medium creature, and take advantage of any details of its creature profile if better than yours.
Sorcerer: You can use 3 Petty and 3 Lesser Spells. You Flip To Succeed Occultism Tests.

Large Animals

These are creatures that graze in forests and pastures. Some are scavengers that feed off the corpses of dead animals (or travelers who perished from exposure). Bandersnatches, cattle, condors, elk, gray wolves, horses, war dogs, and vultures are all considered large animals. The attributes below represent a sample of these creatures; not all qualities may apply to every species.

Risk Factor: Low
Size & Classification: Large Animalian
Initiative: 2D10+9
Special Senses: Darkness
Damage Thresholds: 6/12/18/24
Peril Thresholds: 7/13/19/25
Special Movement: Climb, Fly, Swim

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [7]	40% [6]	40% [6]	35% [3]	45% [6]	45% [6]	40% [4]
Skills +10%	NONE	NONE	NONE	Skills +10%	Skills +10%	NONE

Weapons

Bite or Claws: Melee (Close) 40%, 2D6+6 Damage; creature must resist with Coordination or fall Prone.

Traits

Broken Wings: When you are Grievously Wounded or Dying!, you can no longer Fly.
Fetid Weaponry: When you inflict an Injury, the creature suffers from Infection.

Large Insects

Large insects have become larger and more dangerous than usual, possibly due to some mysterious influence on their natural evolution. They are resilient and threatening, with many capable of growing to the size of a horse. They come in various species: ants, cockroaches, dragonflies, spiders, and more. The attributes listed below represent a sample of these animals; not all qualities may apply to every creature.

Risk Factor: Low
Size & Classification: Large Animalian
Initiative: 2D10+9
Special Senses: Darkness, Hidden
Immunities: Peril, Poison, Stunts
Damage Thresholds: 8/14/20/26 (Natural 2)
Special Movement: Burrow, Climb, Fly, Swim

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [7]	40% [6]	40% [6]	35% [3]	45% [6]	45% [6]	40% [4]
Skills +10%	NONE	NONE	NONE	Skills +10%	Skills +10%	NONE

Weapons

Pincers or Teeth: Melee (Close) 40%, 2D6+6 Damage; creature must resist with Toughness or suffer from a Poison.

Traits

Broken Wings: When you are Grievously Wounded or Dying!, you can no longer Fly.
Fetid Weaponry: When you inflict an Injury, the creature suffers from Infection.
Flammable: When exposed to fire, you suffer an additional 1D10+1 fire Damage.

Lemurian Host

Lemurian hosts are composite beings composed of amorphous motes swirling throughout the Vault of Night, yearning to solidify and ascend to the ranks of demonhood. These chaotic bits often manifest as flaming skulls, screaming and reeking of sulfur. Though they have various names–cacodemon, sprite, will o' the wisp–they are consistently mischievous and dangerous.

Risk Factor: Moderate (Mob/Mindless)
Size & Classification: Large Beyonder
Initiative: 2D10+12
Special Senses: Darkness
Immunities: Peril, Poison, Stunts
Damage Thresholds: 10/16/22/28 (Natural 4)
Special Movement: Burrow, Crawl

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [9]	40% [6]	40% [6]	0% [0]	0% [0]	50% [9]	0% [0]
Skills +20%	NONE	NONE	NONE	NONE	Skills +20%	NONE

Weapons

Fleshy Whips: Melee (Close/Near) 40%, 2D6+6 Damage; Damage affects all Close creatures; creature must resist with Athletics or be Grabbed.

Traits

Flammable: When exposed to fire, you suffer an additional 1D10+1 fire Damage.
Mob: It costs creatures 3 AP to Maneuver away from you. All Damage you inflict affects all Close creatures. When Seriously or Grievously Wounded or Dying!, reduce your Damage by 1D6.
Swallow Whole: When you Grab a Small or Medium creature, it must Flip To Fail a Toughness Test or be Swallowed. While Swallowed, the creature Suffocates and can only use Attack Actions during this time (but must Flip To Fail Skill Tests). A Swallowed creature can attempt to resist at the start of future Turns with Toughness. You can only swallow one creature at a time.

Light-eater

These inscrutable Higher Demons thrive on deception, scheming to lead mortals astray. A light-eater rarely draws weapons; instead, it relies on trickery and false words rather than violence. Its vulture-like plumage is a deep purplish-red, with one eye that smolders with blue smoke. Chaos precedes such summonings: the weather shifts, animals morph, and mortals run amok with wicked delight in their eyes.

Risk Factor: High (Boss/Sorcerer)
Size & Classification: Huge Beyonder
Initiative: 2D10+9 (Deadly x3)
Special Senses: Darkness, Ethereal, Hidden
Immunities: Non-magical Damage, Peril, Spells
Damage Thresholds: 15/21/27/33 (Natural 6)
Special Movement: Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [6]	35% [9]	50% [11]	45% [12]	50% [13]	40% [6]	60% [14]
NONE	NONE	NONE	Skills +30%	Skills +30%	NONE	Skills +30%

Weapons

Jagged Beak: Melee (Close) 50%, 2D6+11 Damage.
Weeping Scythe: Melee (Close/Near) 50%, 2D6+11 Damage; creature falls Prone; creature must resist with Toughness or gain 3 Corruption.

Traits

Blinding Gaze: When creatures begin their Turn Close by you, they must resist with Awareness or be Blinded. While Blinded, they Flip To Fail all Skill Tests. A Blinded creature can attempt to resist at the start of future Turns with Awareness.
Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Terrified.
Shapeshift: You can transform into any Medium or Large creature, and take advantage of any details of its creature profile if better than yours.
Sorcerer: You can use 3 Petty, 3 Lesser, and 3 Greater Spells. You Flip To Succeed Occultism Tests.

Lycanthrope

Lycanthropes have directly endured the curse of a god's wrath. During the moon's cycle, they "shed" their skin as if stripping off clothes. They appear as a monstrous fusion of a person and beast: an upright wolf with human-like eyes, a sleek puma with human-like hands, a shaggy bear with muscular arms, or something even worse. A lycanthrope's hands always bend backwards in their animalistic form.

Risk Factor: Moderate
Size & Classification: Large Corrupted
Initiative: 2D10+7
Special Senses: Darkness
Immunities: Peril, Poison
Damage Thresholds: 15/21/27/33 (Natural 4)
Special Movement: Climb

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% 4]	55% [11]	50% [11]	40% [4]	35% [3]	40% [4]	45% [8]
NONE	Skills +20%	Skills +20%	NONE	NONE	NONE	Skills +20%

Weapons

Ripping Teeth: Melee (Close) 70%, 2D6+11 Damage; creature must resist with Toughness or gain 2 Corruption; you move to Near without opening up an Opportunity.

Traits

Lay To Rest: When your Turn begins, you move one step up the Damage Condition Track. Only when your remains are stabbed with a silver weapon while Dying! does your natural healing stop.
Lick Your Wounds: Once a fight, spend a Misfortune Coin to move three steps up the Damage & Peril Condition Tracks.
Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Frightened.
Shapeshift: You can transform into any Medium Humanoid creature, and take advantage of any details of its creature profile if better than yours.

Man-eaters

The term "man-eater" encompasses formidable creatures like bears, great apes, Komodo dragons, lions, and pythons. These large animals are all predators. A bear doesn't hesitate to rip out a person's throat, just as an anaconda shows no remorse for dragging its prey underwater to drown it. The attributes listed below provide a sample of these animals, and not all traits may apply to every species.

Risk Factor: Low (Boss)
Size & Classification: Large Animalian
Initiative: 3D10+9 (Deadly x2)
Special Senses: Darkness
Damage Thresholds: 11/17/23/29
Peril Thresholds: 11/17/23/29
Special Movement: Climb, Fly, Swim

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [6]	55% [11]	60% [12]	40% [6]	35% [5]	40% [6]	45% [8]
NONE	Skills +10%	Skills +10%	NONE	NONE	NONE	Skills +10%

Weapons

Bite or Claws: Melee (Close) 70%, 2D6+12 Damage; creature must resist with Coordination or fall Prone.

Traits

Ambush Tactics: When rolling Initiative, roll 3D10 instead of the normal 2D10.
Broken Wings: When you are Grievously Wounded or Dying!, you can no longer Fly.
Fetid Weaponry: When you inflict an Injury, the creature suffers from Infection.

Nosferatu

Once, there were people who belonged to a dark kith that attempted to overthrow the gods. However, the gods cast a hex on the kindred–one that forever cursed them to wander the world with an insatiable hunger for adoration and lust. They became known as the nosferatu, a term meaning "rotten elegance." They masquerade as rulers, surrounded by sycophants, self-styled nobles, and socially ambitious hangers-on.

Risk Factor: Moderate (Boss)
Size & Classification: Medium Supernatural
Initiative: 2D10+9 (Deadly x2)
Special Senses: Darkness
Immunities: Afflictions, Injuries, Peril, Poison
Damage Thresholds: 15/21/27/33 (Natural 4)
Special Movement: Teleport

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [6]	55% [11]	60% [12]	40% [6]	35% [5]	40% [6]	45% [10]
NONE	Skills +20%	Skills +20%	NONE	NONE	NONE	Skills +20%

Weapons

Claws: Melee (Close) 80%, 1D6+12 Damage; spend 1 AP for +1D6 Damage.
Vampiric Kiss: Melee (Close) 75%, 1D10+11 Peril; creature must resist with Toughness or fall Prone and gain 2 Corruption.

Traits

Daylight Weakness: When in daylight, you suffer 2D10+2 fire Damage every minute.
Disease-ridden: When you move a creature to Dying!, they suffer from Venereal Disease.
Enthralling: Spend 1 Misfortune Coin as one creature must Flip To Fail a Resolve Test. If they fail, you can compel them to carry out one command, barring that it doesn't require them to bring harm to themselves.
Lay To Rest: When your Turn begins, you move one step up the Damage Condition Track. Only when you are exposed to daylight while Dying! does your natural healing stop.
Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Frightened.
Shapeshift: You can transform into any Medium creature, and take advantage of any details of its creature profile if better than yours.

Numina

A distant Beyonder called Vespertine-in-Satin has planned to strike down the gods for centuries. She has even considered recasting her worshippers into "angels." A numina appears as a dizzying pattern of divine proto-math. Borne atop pulsing, fleshy blades, they have twisted viscera and shape-change into non-Euclidean shapes. Its speech manifests above it as holographic pictographs.

Risk Factor: High (Boss)
Size & Classification: Gargantuan Beyonder
Initiative: 2D10+9 (Deadly x3)
Special Senses: Darkness, Ethereal, Hidden
Immunities: Non-magical Damage, Peril, Poison, Spells
Damage Thresholds: 26/32/38/44 (Natural 6)
Special Movement: Teleport

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [6]	60% [20]	60% [20]	40% [6]	35% [5]	40% [6]	45% [12]
NONE	Skills +30%	Skills +30%	NONE	NONE	NONE	Skills +30%

Weapons

Euclidean Strike: Melee (Close) 90%, 4D6+20 Damage.
Hyperbolic Fluctuation: Ranged, Load 1 AP (Close/Near) 90%, 4D10+20 Peril; creature falls Prone; creature must resist with Toughness or gain 3 Corruption.

Traits

Ethereal Form: You can shift between Ethereal Form to physical form on your Turn by spending 2 AP. When in Ethereal Form, you cannot deal Damage or be harmed by normal weapons.
Foresight: When you spend a Misfortune Coin, you always succeed in the Skill Test.
Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Terrified.
Shapeshift: You can transform into any Medium creature, and take advantage of any details of its creature profile if better than yours.

Ogre

As a once-proud firbolg utterly corrupted by insatiable appetites, an ogre's only driving goal is to feed a starving, parasitic beast that now gestates inside their belly. Though they give off an air of stupidity, it is all a ruse. When their victims realize they've been duped, the ogre plunges the butcher's knife into their back. They'll eventually give the grossest of births, delivered during their morning constitutional.

Risk Factor: Moderate
Size & Classification: Large Corrupted
Initiative: 2D10+7
Special Senses: Darkness
Immunities: Prone
Damage Thresholds: 15/21/27/33 (Natural 4)
Peril Thresholds: 11/17/23/29

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [11]	50% [11]	40% [4]	35% [3]	40% [4]	45% [8]
NONE	Skills +20%	Skills +20%	NONE	NONE	NONE	Skills +20%

Weapons

Big Rock: Ranged, Load 1 AP (Close/Near) 70%, 2D10+11 Peril.
Butcher's Knife: Melee (Close) 70%, 2D6+11 Damage.

Traits

Gluttony: Roll 1D6. If it lands on face "4 to 6", you are Starved and currently at -10% To Skill Tests.
Lamb to the Slaughter: When inflicting Injuries, add +40% to the Injury table results.
Weak Spot: When Weakened, you suffer -3 Damage Thresholds instead of the normal -1.

Orx Longtooth

After the pig-like midtusk orx (pronounced by inhaling through your nose and saying "orks") makes a sufficient number of sacrifices to the swineseer, they are sometimes granted a rank advancement among the orx drove. If the swineseer approves, they will ritually slay another of their kind, leaving the body to decay until the new moon rises. Then, they transform into massive hogs with yellow-gray skin, sinewy muscles, and a row of viciously sharp teeth.

Risk Factor: Moderate
Size & Classification: Medium Primeval
Initiative: 2D10+7
Damage Thresholds: 11/17/23/29 (Leather 2)
Peril Thresholds: 11/17/23/29

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [9]	50% [9]	40% [4]	35% [3]	40% [4]	45% [8]
NONE	Skills +20%	Skills +20%	NONE	NONE	NONE	Skills +20%

Weapons

Battle Axe: Melee (Close) 70%, 1D6+9 Damage.

Traits

Gluttony: Roll 1D6. If it lands on face "4 to 6", you are Starved and currently at -10% To Skill Tests.
Natural Camouflage: Creatures suffer a Hindrance Die for all vision-based Skill Tests to target you.
Unbridled Rage: When Seriously or Grievously Wounded or Dying!, Flip To Succeed Melee Tests, and add 1D6 Damage.

Orx Midtusk

Crass, violent, and prone to squabbling, midtusks are porcine folk who prefer nothing but wanton murder and destruction, and they fear very little. Midtusk orx constantly look up in jealousy at their longtooth orx peers and swineseer leaders, waiting for the day when they are strong enough to take over. The orx drove is often the only family a midtusk knows.

Risk Factor: Low
Size & Classification: Medium Primeval
Initiative: 2D10+7
Immunities: Peril
Damage Thresholds: 7/13/19/25

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [7]	45% [6]	40% [4]	35% [3]	40% [4]	45% [6]
NONE	Skills +10%	Skills +10%	NONE	NONE	NONE	Skills +10%

Weapons

Javelin: Ranged (Close/Near) 55%, 1D6+6 Damage.

Traits

Natural Camouflage: Creatures suffer a Hindrance Die for all vision-based Skill Tests to target you.

Orx Swineseer

Though orx consume the bodies of their enemies, they know that eating the flesh of their own will plunge them into religious mania. This is what the piggish swineseer does. Blood-red toadstools grow across their bodies, which the longtooth devours to enter a psychedelic battle frenzy. They soar on vestigial wings of feather and flesh, leading the orx drove toward destruction.

Risk Factor: Moderate (Sorcerer)
Size & Classification: Medium Primeval
Initiative: 2D10+7
Special Senses: Darkness, Ethereal
Damage Thresholds: 3/9/15/21
Peril Thresholds: 12/18/24/30
Special Movement: Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	35% [3]	40% [4]	45% [8]	50% [9]	40% [4]	55% [9]
NONE	NONE	NONE	Skills +20%	Skills +20%	NONE	Skills +20%

Weapons

Wand: Ranged (Close/Near) 75%, 1D6+9 Damage.

Traits

Broken Wings: When you are Grievously Wounded or Dying!, you can no longer Fly.
Natural Camouflage: Creatures suffer a Hindrance Die for all vision-based Skill Tests to target you.
Sorcerer: You can use 3 Petty and 3 Lesser Spells. You Flip To Succeed Occultism Tests.

Orx Twigfang

These are the offspring of orx, small and violent humanoid piglets. Often regarded as pests, twigfangs frequently become prey for adult orx, which hinders their full maturation. Viewed as excitable puppies, twigfangs are energetic and eager to please but with a hint of malice beneath every yelp.

Risk Factor: Low (Minion)
Size & Classification: Small Primeval
Initiative: 2D10+9
Damage Thresholds: 2
Peril Thresholds: 7

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [7]	40% [2]	40% [2]	35% [3]	45% [6]	45% [6]	40% [4]
Skills +10%	NONE	NONE	NONE	Skills +10%	Skills +10%	NONE

Weapons

Improvised Hand Weapon: Melee (Close) 40%, 1D10+2 Peril.

Traits

Minion: You cannot bank AP, use Misfortune Coins, or use Reactions. You are slain after moving one or more steps down the Damage or Peril Condition Tracks.
Natural Camouflage: Creatures suffer a Hindrance Die for all vision-based Skill Tests to target you.

Peasant Mob

The life of a peasant is harsh and often bleak. They toil in the fields, raise families, pay taxes, and endure modest funerals. This relentless grind, coupled with near-totalitarian rule from their landowners, keeps peasants burdened under a constant yoke of oppression and control. Typically, the overthrow of a wicked dictator would be celebrated, but mob mentality prevails among the peasantry.

Risk Factor: Low (Mob)
Size & Classification: Large Humanoid
Initiative: 2D10+7
Damage Thresholds: 9/15/21/27
Peril Thresholds: 9/15/21/27

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [9]	45% [8]	40% [4]	35% [3]	40% [4]	45% [6]
NONE	Skills +10%	Skills +10%	NONE	NONE	NONE	Skills +10%

Weapons

Bottle Bomb: Ranged (Close/Near) 55%, 1D10+4 fire Damage.
Farming Implement: Melee (Close) 55%, 2D6+8 Damage; Damage affects all Close creatures.

Traits

Mob: It costs creatures 3 AP to Maneuver away from you. All Damage you inflict affects all Close creatures. When Seriously or Grievously Wounded or Dying!, reduce your Damage by 1D6.

Phantom

Phantoms are ghostly beings trapped between life and death. They spend their "unlife" haunting the places they used to live. They all carry some unfinished business, a symptom of their fragmented souls that broods on a specific loss, undone deed, or enemy left unchecked. This dismay and anger cause the phantom to lash out, tossing aside furniture, rattling chains, and frightening people.

Risk Factor: Low
Size & Classification: Medium Supernatural
Initiative: 2D10+9
Special Senses: Ethereal
Immunities: Peril, Poison, Stunts
Damage Thresholds: 6/12/18/24 (Natural 2)
Special Movement: Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [7]	40% [4]	40% [4]	35% [3]	45% [6]	45% [6]	40% [4]
Skills +10%	NONE	NONE	NONE	Skills +10%	Skills +10%	NONE

Weapons

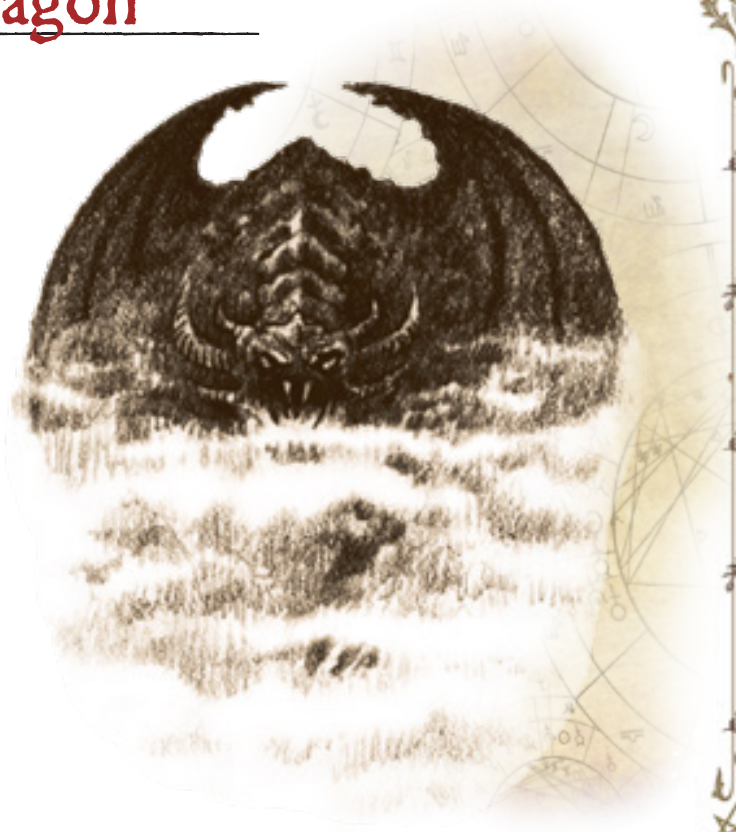
Haunting: Ranged (Close/Near) 40%, 1D10+4 Peril.

Traits

Ethereal Form: You can shift between Ethereal Form to physical form on your Turn by spending 2 AP. When in Ethereal Form, you cannot deal Damage or be harmed by normal weapons.
Lay To Rest: When your Turn begins, you move one step up the Damage Condition Track. Only when the deed you failed to fulfill is finished by the living does your natural healing stop.

Pit Dragon

Pit dragons create nests from broken coins, shattered jewels, and tarnished metal. They rest within them and dream of their former glories, having spent decades turning into gluttonous beings. They dwell among vast piles of wealth, sleeping until the season signals their quarterly feast. They enjoy "entertaining" visitors who come to plunder their treasures, indulging in cruel games and giving chase until they finally squish them like mashed potatoes between their scaly fingers.



Risk Factor: High (Boss)
Size & Classification: Gargantuan Primeval
Initiative: 2D10+9 (Deadly x3)
Special Senses: Darkness, Hidden
Immunities: Peril, Poison
Damage Thresholds: 26/32/38/44 (Natural 6)
Special Movement: Burrow, Climb, Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [6]	60% [20]	60% [20]	40% [6]	35% [5]	40% [6]	45% [12]
NONE	Skills +30%	Skills +30%	NONE	NONE	NONE	Skills +30%

Weapons

Corrosive Breath: Ranged, Load 2 AP (Close/Near/Far) 90%, 4D6+20 Damage; affects up to three creatures Close to one another; creatures must resist with Coordination or be Weakened.
Horrendous Maw: Melee (Close) 90%, 4D6+20 Damage; creature must resist with Athletics or be Grabbed.
Terrible Claws: Melee (Close) 90%, 4D6+20 Damage.

Traits

Broken Wings: When you are Grievously Wounded or Dying!, you can no longer Fly.
Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Terrified.
Swallow Whole: When you Grab a creature of any size other than your own, it must Flip To Fail a Toughness Test or be Swallowed. While Swallowed, the creature Suffocates and can only use Attack Actions during this time (but must Flip To Fail Skill Tests). A Swallowed creature can attempt to resist at the start of future Turns with Toughness. You can only swallow one creature at a time.
Weak Spot: When Weakened, you suffer -3 Damage Thresholds instead of the normal -1.

Reanimated Corpse

They are created from those who died unnaturally, such as through murder or poisoning. A reanimated corpse's soul is pulled from the Well of Souls and placed back within its desiccated husk. This act drives them to violence, not from a hatred of the living, but from an enduring pain that persists until their flesh cage is destroyed. This pain can be heard in their unearthly moaning, expressing the desire to return to loved ones in the Well.

Risk Factor: Low (Minion/Mindless)
Size & Classification: Medium Supernatural
Initiative: 2D9+9
Special Senses: Darkness
Immunities: Peril, Poison, Ranged Damage
Damage Thresholds: 4

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [7]	40% [4]	40% [4]	0% [0]	0% [0]	45% [6]	0% [0]
Skills +10%	NONE	NONE	NONE	NONE	Skills +10%	NONE

Weapons

Claws: Melee (Close) 40%, 1D6+4 Damage; a creature must resist with Athletics or fall Prone.

Traits

Lay To Rest: When your Turn begins, you move one step up the Damage Condition Track. Only when your head is destroyed while Dying! does your natural healing stop.
Minion: You cannot bank AP, use Misfortune Coins, or use Reactions. You are slain after moving one or more steps down the Damage or Peril Condition Tracks.

Red Revenant

A red revenant is the spirit of someone murdered unjustly by fire, whether by an inquisitor or a zealous township. They are vengeful spirits that give off the scent of sulfur and blood. They appear only to those they are about to kill. With their charred and smoldering bodies leaving black, sooty footprints wherever they go, the red revenant will not rest until it sees justice.

Risk Factor: Moderate
Size & Classification: Medium Supernatural
Initiative: 2D10+12
Special Senses: Darkness, Ethereal
Immunities: Fire Damage, Peril, Poison, Stunts
Damage Thresholds: 8/14/20/26 (Natural 4)
Special Movement: Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [9]	40% [4]	40% [4]	35% [3]	45% [8]	50% [9]	40% [4]
Skills +20%	NONE	NONE	NONE	Skills +20%	Skills +20%	NONE

Weapons

Flaming Hands: Melee (Close) 40%, 1D10+4 fire Damage; spend 1 AP for +1D10+1 Damage.

Traits

Ethereal Form: You can shift between Ethereal Form to physical form on your Turn by spending 2 AP. When in Ethereal Form, you cannot deal Damage or be harmed by normal weapons.
Lay To Rest: When your Turn begins, you move one step up the Damage Condition Track. Only when your ashes are doused in holy water while Dying! does your natural healing stop.
Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Frightened.
Wreathed In Flame: When creatures begin their Turn Close by you, they must resist with Toughness or suffer 1D10+4 fire Damage.

Road Agent

While roads between cities and towns may be safer than trails through the wilderness, brigands still lurk along these routes, aiming to relieve travelers of their heavy silver coins. These road agents are known for sharing their spoils with the needy, yet whether they consistently target the affluent is open to debate. During hard times, when hunger bites, road agents ambush any unfortunate traveler without mercy.

Risk Factor: Moderate
Size & Classification: Medium Humanoid
Initiative: 3D10+12
Damage Thresholds: 7/13/19/25 (Brigandine 3)
Peril Thresholds: 7/13/19/25

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [9]	40% [4]	40% [4]	35% [3]	45% [8]	50% [9]	40% [4]
Skills +20%	NONE	NONE	NONE	Skills +20%	Skills +20%	NONE

Weapons

Flintlock Pistol: Ranged, Load 2 AP (Close/Near) 40%, 1D6+4 Damage; if Damage faces "1" or "6", add 1D6 Damage.
Sabre: Melee (Close) 40%, 1D6+4 Damage.

Traits

Ambush Tactics: When rolling Initiative, roll 3D10 instead of the normal 2D10.
Quickload: When you deal Damage, Load a Blackpowder or Ranged weapon for 0 AP.

Sidhe Lord

In the darkest reaches of the primordial, spectral forests, the capricious sidhe (shee) rule over fey of all kinds. Thanks to their domain over the fecund lands of the Unseelie court, they possess immense power and prolonged life. They see themselves as the only protectors of the fey, new gods destined to usurp the old order. Infighting and arrogance split the Sidhe into two courts: the Seelie and Unseelie.

Risk Factor: Moderate (Boss/Sorcerer)
Size & Classification: Large Primeval
Initiative: 2D10+9 (Deadly x2)
Special Senses: Darkness, Ethereal, Hidden
Immunities: Non-magical Damage
Damage Thresholds: 11/17/23/29 (Mail 4)
Peril Thresholds: 14/20/26/32

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [6]	35% [7]	50% [9]	45% [10]	50% [11]	40% [6]	55% [11]
NONE	NONE	NONE	Skills +20%	Skills +20%	NONE	Skills +20%

Weapons

Rapier: Melee (Close) 50%, 1D6+6 Damage; creature must resist with Awareness or be Blinded.

Traits

Shapeshift: You can transform into any Medium or Large creature, and take advantage of any details of its creature profile if better than yours.
Sorcerer: You can use 3 Petty and 3 Lesser Spells. You Flip To Succeed Occultism Tests.

Silverback Warg

Tied to the cardinal sin of sloth, the silverback warg is a massive black wolf with a tuft of silver fur extending to its tail. Its face is almost hairless, featuring enormous jaws drawn back in a grimace, cackling as it talks. Wargs are natural tricksters who play with their food and mates. They are revered as sacred beings by the followers of the Winter King.

Risk Factor: Moderate
Size & Classification: Large Primeval
Initiative: 3D10+12
Special Senses: Darkness, Hidden
Damage Thresholds: 10/16/22/28 (Natural 4)
Peril Thresholds: 7/13/19/25

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [9]	40% [6]	40% [6]	35% [3]	45% [8]	50% [9]	40% [4]
Skills +20%	NONE	NONE	NONE	Skills +20%	Skills +20%	NONE

Weapons

Ripping Teeth: Melee (Close) 40%, 2D6+6 Damage; you move to Near without opening up an Opportunity.

Traits

Ambush Tactics: When rolling Initiative, roll 3D10 instead of the normal 2D10.
Flammable: When exposed to fire, you suffer an additional 1D10+1 fire Damage.

Siren

Sirens are foul aquatic beings that appear as comely maidens in distress. Below the water, they have long, serpentine tails with manta-like wings attached to the side that aid in swimming and short bursts of flight. Once they lure their prey in with coos and cries, the siren wraps their prey within these fleshy wings. Then, using a proboscis in their abdomen, the siren penetrates the victim's spine and extracts brain fluid for nutrition.

Risk Factor: Moderate
Size & Classification: Medium Primeval
Initiative: 2D10+12
Special Senses: Darkness
Immunities: Peril, Poison
Damage Thresholds: 8/14/20/26 (Natural 4)
Special Movement: Swim

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [9]	40% [4]	40% [4]	35% [3]	45% [8]	50% [9]	40% [4]
Skills +20%	NONE	NONE	NONE	Skills +20%	Skills +20%	NONE

Weapons

Razor Fin: Melee (Close) 40%, 1D6+9 Damage; you jump Nearby without opening up an Opportunity.

Traits

Captivating Cry: When creatures can hear you, they must resist with Resolve or be Captivated. Captivated creatures will continuously move towards you. Creatures can attempt to resist at the start of future Turns with Resolve.
Stunning Song: Whenever creatures begin their Turn Close to you, they must resist with Resolve or begin their Turn with 2 less AP.

Small Animals

Small animals are generally self-sufficient and territorial, mostly ignoring people unless provoked. Dogs, geese, foxes, jackdaws, monkeys, rabbits, snakes, and more are all considered small animals, typically no taller than a person's knee. The attributes below represent a sample of these animals; not all qualities may apply to every creature.

Risk Factor: Low (Minion)
Size & Classification: Small Animalian
Initiative: 2D10+9
Special Senses: Darkness
Damage Thresholds: 2
Peril Thresholds: 7
Special Movement: Climb, Fly, Swim

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [7]	40% [2]	40% [2]	35% [3]	45% [6]	45% [6]	40% [4]
Skills +10%	NONE	NONE	NONE	Skills +10%	Skills +10%	NONE

Weapons

Bite or Claws: Melee (Close) 40%, 1D6+2 Damage.

Traits

Broken Wings: When you are Grievously Wounded or Dying!, you can no longer Fly.
Fetid Weaponry: When you inflict an Injury, the creature suffers from Infection.
Minion: You cannot bank AP, use Misfortune Coins, or use Reactions. You are slain after moving one or more steps down the Damage or Peril Condition Tracks.

Splendid Devourer

This order of Higher Demons is gross and rent, often overflowing with humours and ruptured organs and followed by a dark cloud of carrion. In their wake, they leave a sickening trail of defecation and slime, from which Lemurian hosts are born. The landscape around them withers and grows foul as they step. As they rend and destroy, they chortle and jape with their victims, preaching delicious ironies.

Risk Factor: High (Boss)
Size & Classification: Huge Beyonder
Initiative: 2D10+9 (Deadly x3)
Special Senses: Darkness, Ethereal, Hidden
Immunities: Non-magical Damage, Peril, Poison, Spells
Damage Thresholds: 18/24/30/36

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [6]	60% [18]	60% [18]	40% [6]	35% [5]	40% [6]	45% [12]
NONE	Skills +30%	Skills +30%	NONE	NONE	NONE	Skills +30%

Weapons

Gastric Spittle: Ranged, Load 1 AP (Close/Near) 90%, 3D6+6 Damage; creature suffers -1 to Peril Thresholds for 1 day.
Grotesque Claws: Melee (Close) 90%, 3D6+18 Damage; spend 1 AP for 1D6 Damage.

Traits

Caustic Flesh: After a creature deals Melee Damage to you, they must resist with Coordination, or their weapon gains the Ruined Quality.
Disease-ridden: When you move a creature to Dying!, they suffer from Leprosy.
Foul Excretion: Whenever creatures begin their Turn Close to you, they must resist with Coordination or fall Prone.
Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Terrified.
Shapeshift: You can transform into any Medium or Large creature, and take advantage of any details of its creature profile if better than yours.

Swarm

Every fisherman can spin a yarn or two about massive flocks of razorbills devouring grain sacks or rats that bring pestilence in their wake. Swarms of plague-bearing natural creatures exist throughout the known world. The attributes below represent a sampling of animals; not all qualities may apply to every creature.

Risk Factor: Low (Mob/Mindless)
Size & Classification: Large Animalian
Initiative: 2D10+9
Special Senses: Darkness
Immunities: Peril, Poison
Damage Thresholds: 6/12/18/24
Special Movement: Burrow, Crawl, Fly

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [7]	40% [6]	40% [6]	0% [0]	0% [0]	45% [6]	0% [0]
Skills +10%	NONE	NONE	NONE	NONE	Skills +10%	NONE

Weapons

Creepy Crawlies: Melee (Close) 40%, 2D6+6 Damage; Damage affects all Close creatures.

Traits

Broken Wings: When you are Grievously Wounded or Dying!, you can no longer Fly.
Disease-ridden: When you move a creature to Dying!, they suffer from Black Pox.
Mob: It costs creatures 3 AP to Maneuver away from you. All Damage you inflict affects all Close creatures. When Seriously or Grievously Wounded or Dying!, reduce your Damage by 1D6.

Talking Tree

Talking trees are formed when a person dies or is buried beneath an ordinary tree. Their soul takes residence inside the tree, watching over its body's final resting place. Talking trees generally remain stationary but can move slowly when necessary. Many forest creatures view the talking trees as wise sages deserving of respect–elven maidens known as dryads care for and nurture the trees as a sign of devotion.

Risk Factor: Moderate
Size & Classification: Huge Primeval
Initiative: 3D10+7
Special Senses: Darkness
Immunities: Peril, Ranged Damage, Stunts
Damage Thresholds: 11/17/23/29 (Natural 4)

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	35% [7]	40% [8]	45% [8]	50% [9]	40% [4]	55% [9]
NONE	NONE	NONE	Skills +20%	Skills +20%	NONE	Skills +20%

Weapons

Grasping Branches: Ranged (Close/Near) 40%, 3D6+8 Damage; creature must resist with Athletics or be Grabbed.

Traits

Ambush Tactics: When rolling Initiative, roll 3D10 instead of the normal 2D10.
Flammable: When exposed to fire, you suffer an additional 1D10+1 fire Damage.
Natural Camouflage: Creatures suffer a Hindrance Die for all vision-based Skill Tests to target you.
Underroot: Whenever creatures begin their Turn Close to you, they must resist with Coordination or fall Prone.

Tenebrae

Trapped between worlds, the tenebrae (ten-uh-bray) crave nothing more than to live again, even if it means clawing through flesh to taste the beating heart of the living. They possess no free will, only a mindless compulsion to extinguish life. The tenebrae appear cloaked in shadow, resembling smoke, which shields them from harm.

Risk Factor: Low (Mindless)
Size & Classification: Medium Supernatural
Initiative: 2D10+9
Special Senses: Darkness
Immunities: Peril, Poison, Stunts
Damage Thresholds: 6/12/18/24 (Natural 2)

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
55% [7]	40% [4]	40% [4]	0% [0]	0% [0]	45% [6]	0% [0]
Skills +10%	NONE	NONE	NONE	NONE	Skills +10%	NONE

Weapons

Cudgel: Melee (Close) 40%, 1D6+4 Damage.
Improvised Hand Weapon: Melee (Close) 40%, 1D10+4 Peril.

Traits

Daylight Weakness: When in daylight, you suffer 2D10+2 fire Damage every minute.
Lay To Rest: When your Turn begins, you move one step up the Damage Condition Track. Only when you are exposed to daylight while Dying! does your natural healing stop.
Shadow Armor: A foe must Focus a source of light against you before their weapons can deal Damage to you.

Troll

Trolls were once elves who fell from grace and were cursed to take their current shape. Moving with a wet, slick motion, their skin is thick and sticky, and their bones are so malleable that they can compress their heads like a half-deflated pig's stomach. Trolls often squat down, dancing about the bridges they haunt and demand tribute. When the sun rises, they turn to stone, much like the rocks they inhabit.

Risk Factor: Moderate
Size & Classification: Large Corrupted
Initiative: 3D10+7
Special Senses: Darkness
Immunities: Peril, Stunts
Damage Thresholds: 15/21/27/33 (Natural 4)
Special Movement: Swim

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [11]	50% [11]	40% [4]	35% [3]	40% [4]	45% [8]
NONE	Skills +20%	Skills +20%	NONE	NONE	NONE	Skills +20%

Weapons

Acidic Spittle: Ranged, Load 1 AP (Close/Near) 70%, 2D6+4 Damage; creature suffers -1 to Damage Thresholds for 1 day.
Tree Trunk: Melee (Close) 70%, 2D6+11 Damage; creature is Prone.

Traits

Ambush Tactics: When rolling Initiative, roll 3D10 instead of the normal 2D10.
Lay To Rest: When your Turn begins, you move one step up the Damage Condition Track. Only when youre remains are burned while Dying! does your natural healing stop.
Turn To Stone: When in daylight, you are Petrified. While Petrified, you are unable to use any Actions for 6 hours, cannot be harmed by normal weapons, and move one step up the Damage & Peril Condition Tracks every hour.

Vampiric Templar

Vampiric templars are contemptible, bloodthirsty fiends of the night. Cursed for betraying the gods, their disdain for the living fuels their campaign of war and terror. With each drink, their martial prowess increases. Despite the weight and clattering of their steel harness, vampiric templars move with a spider-like gait and wear jackal-like visages fixed in a perpetual grin.

Risk Factor: High
Size & Classification: Medium Supernatural
Initiative: 2D10+7
Special Senses: Darkness, Ethereal, Hidden
Immunities: Peril, Poison
Damage Thresholds: 18/24/30/36 (Full Plate 6)
Special Movement: Climb

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	60% [12]	50% [11]	40% [4]	35% [3]	40% [4]	45% [10]
NONE	Skills +30%	Skills +30%	NONE	NONE	NONE	Skills +30%

Weapons

Vampiric Blade: Melee (Close) 80%, 1D6+11 Damage; spend 1 AP for +1D6 Damage.
Vampiric Claws: Melee (Close) 80%, 1D10+12 Peril; spend 1 AP for +1D10 Peril; creature must resist with Toughness or gain 3 Corruption.

Traits

Enthralling: Spend 1 Misfortune Coin as one creature must Flip To Fail a Resolve Test. If they fail, you can compel them to carry out one command, barring that it doesn't require them to bring harm to themselves.
Provoke Horror: When a fight begins, creatures who can see you must Flip To Fail a Resolve Test or be Terrified.
Revivify: When you inflict an Affliction or Injury, move three steps up the Damage & Peril Condition Tracks.
Vampiric Curse: You cannot cross running water on foot. When exposed to daylight, you suffer 2D10+2 fire Damage every Turn. When Dying!, you turn to mist and immediately return to your resting place to sleep. You move one step up the Damage Condition Track as every hour passes. If a hawthorn stake is plunged into your heart as you sleep, you are permanently slain.

Water Panther

With two tails the length of a cart, these massive alligators lurk in swamps and glide through the fetid sewage flowing beneath every city. Water panthers have two moods: either they are recently fed, making them calm and communicative, or they haven't eaten and are caught in a feeding frenzy. Driven by hunger in all their actions, they embody the sin of gluttony.

Risk Factor: Moderate
Size & Classification: Large Primeval
Initiative: 3D10+7
Special Senses: Darkness, Hidden
Damage Thresholds: 15/21/27/33 (Natural 4)
Peril Thresholds: 11/17/23/29
Special Movement: Swim

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
40% [4]	55% [11]	50% [11]	40% [4]	35% [3]	40% [4]	45% [8]
NONE	Skills +20%	Skills +20%	NONE	NONE	NONE	Skills +20%

Weapons

Gator Bite: Melee (Close) 70%, 2D6+11 Damage; creature must resist with Athletics or be Grabbed.

Traits

Ambush Tactics: When rolling Initiative, roll 3D10 instead of the normal 2D10.
Swallow Whole: When you Grab a Small or Medium creature, it must Flip To Fail a Toughness Test or be Swallowed. While Swallowed, the creature Suffocates and can only use Attack Actions during this time (but must Flip To Fail Skill Tests). A Swallowed creature can attempt to resist at the start of future Turns with Toughness. You can only swallow one creature at a time.

Water Undine

The water undine is a mysterious threat to the sea. It has no brain, heart, or mouth, yet it moves and lives, undulating with its many tentacles and gelatinous body. Undines are found in the darkest recesses of the ocean and can grow to monstrous sizes. They are formless amoebas floating in the Ethereal Veil, embodying the crushing gravity of the ocean depths.

Risk Factor: High (Boss/Mindless)
Size & Classification: Large Primeval
Initiative: 2D10+16 (Deadly x3)
Special Senses: Darkness, Ethereal, Hidden
Immunities: Non-magical Damage, Peril, Stunts
Damage Thresholds: 14/20/26/32 (Natural 6)
Special Movement: Swim

Agility [AB]	Brawn [BB]	Combat [CB]	Fellowship [FB]	Intelligence [IB]	Perception [PB]	Willpower [WB]
60% [14]	40% [8]	60% [10]	0% [0]	0% [0]	50% [13]	0% [0]
Skills +30%	NONE	NONE	NONE	NONE	Skills +30%	NONE

Weapons

Elemental Lash: Ranged, Load 2 AP (Close/Near) 60%, 2D6+10 Damage; affects up to three creatures Close to one another.
Water Slap: Melee (Close) 60%, 2D6+10 Damage; creature must resist with Coordination or fall Prone.

Traits

Lay To Rest: When your Turn begins, you move one step up the Damage Condition Track. Only when your remains are immersed in fire while Dying! does your natural healing stop.
Natural Camouflage: Creatures suffer a Hindrance Die for all vision-based Skill Tests to target you.
Wet Ground: When creatures begin their Turn Close by you, they must resist with Coordination.

Creature By Risk Factor

Risk Factor	Creature Name	Size & Type
Low	Aristocrat	Medium Humanoid
Low	Barghest	Large Beyonder
Low	Bog Thing	Large Corrupted
Low (Minion)	Commoner	Medium Humanoid
Low (Mindless)	Crypt Skeleton	Medium Supernatural
Low (Mindless)	Death Hedge	Large Primeval
Low	Deserter Soldier	Medium Humanoid
Low	Fomorian Thrall	Medium Corrupted
Low (Minion)	Goblin Mook	Medium Corrupted
Low	Howling Marauder	Medium Humanoid
Low	Knave	Medium Humanoid
Low	Large Animals	Large Animalian
Low	Large Insects	Large Animalian
Low (Boss)	Man-eaters	Large Animalian
Low	Orx Midtusk	Medium Primeval
Low (Minion)	Orx Twigfang	Small Primeval
Low (Mob)	Peasant Mob	Large Humanoid
Low	Phantom	Medium Supernatural
Low (Minion/Mindless)	Reanimated Corpse	Medium Supernatural
Low (Minion)	Small Animals	Small Animalian
Low (Mob/Mindless)	Swarm	Large Animalian
Low (Mindless)	Tenebrae	Medium Supernatural
Moderate (Sorcerer)	Attercap Spider	Large Primeval
Moderate	Banshee	Medium Supernatural
Moderate	Barrel-bellied Orc	Large Primeval
Moderate	Basilisk	Large Primeval

Risk Factor	Creature Name	Size & Type
Moderate	Butler Demon	Small Beyonder
Moderate	Carnality Demon	Large Beyonder
Moderate	Chimera	Huge Primeval
Moderate	Cockatrice	Small Primeval
Moderate	Constable	Medium Humanoid
Moderate (Sorcerer)	Covenite	Medium Humanoid
Moderate	Death Bat	Large Primeval
Moderate	Dire Rat	Large Primeval
Moderate (Mindless)	Draugr	Medium Supernatural
Moderate	Facedancer	Medium Beyonder
Moderate	Fomorian Huscarl	Large Corrupted
Moderate	Ghoul	Medium Corrupted
Moderate (Mob)	Gibbering Horde	Large Beyonder
Moderate	Goblin Henchman	Medium Corrupted
Moderate	Goblin Redcap	Medium Corrupted
Moderate (Mob)	Harpy Flock	Large Primeval
Moderate	Howlbear	Large Primeval
Moderate (Boss)	Inquisitor	Medium Humanoid
Moderate (Sorcerer)	Lamia	Large Supernatural
Moderate (Mob/Mindless)	Lemurian Host	Large Beyonder
Moderate	Lycanthrope	Large Corrupted
Moderate (Boss)	Nosferatu	Medium Supernatural
Moderate	Ogre	Large Corrupted
Moderate	Orx Longtooth	Medium Primeval
Moderate (Sorcerer)	Orx Swineseer	Medium Primeval
Moderate	Red Revenant	Medium Supernatural
Moderate	Road Agent	Medium Humanoid

Risk Factor	Creature Name	Size & Type
Moderate (Boss/Sorcerer)	Sidhe Lord	Large Primeval
Moderate	Silverback Warg	Large Primeval
Moderate	Siren	Medium Primeval
Moderate	Talking Tree	Huge Primeval
Moderate	Troll	Large Corrupted
Moderate	Water Panther	Large Primeval
High (Boss/Mindless)	Air Sylph	Large Primeval
High (Boss)	Arch Zenobite	Large Beyonder
High (Boss)	Brass Primarch	Huge Beyonder
High	Dullahan	Medium Supernatural
High (Boss/Mindless)	Earthen Gnome	Large Primeval
High	Fen Wyrm	Huge Primeval
High (Boss/Mindless)	Fire Salamander	Large Primeval
High	Fomorian Crone	Huge Corrupted
High	Giant	Huge Primeval
High (Boss)	Goblin Lowrider	Large Corrupted
High	Griffon	Large Primeval
High	Hydra	Huge Primeval
High	Jabberwocky	Large Primeval
High (Boss/Sorcerer)	Light-eater	Huge Beyonder
High (Boss)	Numina	Gargantuan Beyonder
High (Boss)	Pit Dragon	Gargantuan Primeval
High (Boss)	Splendid Devourer	Huge Beyonder
High	Vampirc Templar	Medium Supernatural
High (Boss/Mindless)	Water Undine	Large Primeval

Chapter 13:
The Chateau

The Chateau (sha-tow) is a survival horror adventure you can run for players new to **ZWEIHÄNDER**. It is meant to teach you how to use the GM tools from **Chapter 11: Game Mastery** while providing a structured story to teach players how the game's mechanics work. Although most of the adventure requires the players to follow the story arc, it encourages investigation and critical thinking on their part to survive the horrors of the Chateau.

This adventure is inspired by the body horror of David Cronenberg's films and the wintry isolation of John Carpenter's *The Thing*. Players must show initiative to get the most out of the adventure, which should take two sessions to complete.

Survivor Generation: The Chateau is balanced for 3 to 6 Basic Tier survivors. It can also be played one-on-one, following the rules for that gameplay style from **Chapter 11: Game Mastery**.

Adventure Location: This can be run independently or inserted into an existing campaign. The adventure can take place in any city near the mountains. For the purposes of the text, this adventure assumes the survivors start in the town of Dunhallow, and head to a wilderness keep called the Chateau, several days away. The story begins in early winter.

Content: This adventure contains themes of isolation and body horror. It includes animal suffering and death, spiders, decomposition, and defilement of the dead.

Reading This Adventure

Whenever you see a name that is lowercase, italicized, and underlined (e.g., *draugr*), check **Chapter 12: Bestiary** for its creature profile. They are listed alphabetically. Scenes, adventure areas, and details relayed by NPCs are often introduced using bullet points:

Read Aloud:
Information in a box with bullet points like this can be narrated by you verbatim or paraphrased.

- Survivors notice this information when the scene begins, provided they sense everything obvious in their environment.
- When this information is relayed by an NPC, it's written in that NPC's voice. Feel free to use different accents and tones if that's something you're comfortable with.
- (When information contained in a bullet point is surrounded by parentheses like this, it should not be read aloud to the players until specific circumstances in the text are met. For example, hidden creatures, secret doors, traps, etc., fall into this category.)

Adventure Overview

In the world of Mahalma, it is January 1st, Year 220, Third Era. It is a time when folklore and superstition have arrested people in their ignorance, where dark magic is doubtlessly real, and monsters, both human and inhuman, roam in broad daylight and shadows.

Three days away from the trade town of Dunhallow, the snowbound Chateau perches atop a high cliff. Its weather-beaten battlements have endured the test of time and the harsh climate of the Arborean Peaks. The keep overlooks a small lake called Mirror Lake. But that was a long time ago. In this era, the lake is filthy and used as a dump for all manner of dreck from the Chateau.

Lord Cyrus Redding has dwelled semi-peacefully in the Chateau for six years after illegally sacking it during a war called The Kinstrife. At his side is Beatrix Coventry, the quartermaster. Although Lord Cyrus's seizure of the Chateau was not an "official" act, he maintained neutral relations with nearby Dunhallow.

The Arborean Peaks are known for their poor mineral quality and the firbolg clans that inhabit them. Lord Cyrus Redding has spent over five years defending the Chateau against aggressors. Despite this, death was to come for Lord Cyrus's people, but not by the hand of the firbolg.

Three months ago, communication with the Chateau halted. Fearing the renegade Lord Cyrus Redding is planning war, Baron Wesley Winterborne of Dunhallow sent a small force of soldiers to see what Redding may be plotting. These soldiers never returned. In desperation, the Baron of Dunhallow has charged the survivors with bringing Lord Cyrus Redding to justice for the presumed murder or imprisonment of his soldiers.

Meanwhile, three days ago, a valet came to Dunhallow bearing ill news–everyone inside the Chateau is gone. He could not say what had happened to them in his scattered ramblings, and the folk of Dunhallow scoffed at the valet's story. He was soon plagued by nightmares about a strange, talking purple spider, and, last night, the valet took his own life.

Adlagg-Nagga

Social Class: None
Disposition: Hostile
Motivation: To eat everything and everyone
Creature Profile: *attercap spider* (Boss Template)

Adlagg-Nagga (literally, "purple people eater" in the Pictish tongue) is a sentient *attercap spider* living in the vast tunnels under the Chateau. When Lord Cyrus's miners broke into the tunnels, they disturbed Adlagg-Nagga's temple. She unleashed an endless swarm of sapphire spiders. At the same time, the Painted Folk experienced lucid visions of the daemon calling to them. The Painted Folk attacked the keep in a purple wave of screaming mass while Adlagg-Nagga's children swarmed from below. Despite a valiant effort, Lord Cyrus Redding and his knights were not enough to repel the horde.

Adlagg-Nagga is bloated, purple and red in color, like a bruise. As she is too large to flee into the deeper tunnels, the Painted Folk have continued the work that Lord Cyrus Redding's miners started, working towards opening up the shafts to release Her from the temple below.

Painted Folk

Social Class: Lowborn
Disposition: Hostile
Motivation: To free their goddess
Creature Profile: *howling marauder*

The isolated clan of the Pictish, translating from the Auld native tongue as "Painted Folk," have lived among the Arborean Peaks for multiple generations. Paying no tribute to the Aradain people of Dunhallow and avoiding the firbolg, they live in the caverns of the Arborean Peaks, on the periphery of civilization–watching and waiting. Eating what they can, they make no trade with others. Their economy is driven by harvesting sapphire spiders as food, a source of medicine, and a lotion to protect them from the sun Algol's rays when making expeditions above; it turns their skin a brilliant violet color.

The Painted Folk have always kept close to the Chateau, waiting for the right moment to strike–waiting to free their "goddess" from below the cliff where the Chateau lies.

Wolfgang

Social Class: Commoner
Disposition: Friendly
Motivation: To be freed from imprisonment
Creature Profile: *ghoul*

Before his death, Lord Cyrus Redding's knights brought a man in chains before the court, captured as he'd been sneaking about the Chateau. That man is Wolfgang, and he told Lord Cyrus a strange tale: how he had been a traveling minister and was enslaved by the Painted Folk. For unknown reasons, he was tutored by the clan and taught the Painted Folk's language. He also spoke of a great sea of sapphires that the Painted Folk told him about, below the Arborean Peaks, right where the Chateau stood. Lord Cyrus let Wolfgang keep his life and invited him to remain in the Chateau as his trusted advisor. Lord Cyrus ordered his subjects to begin mining under the keep. It did hide a secret, but not one as valuable as he believed.

Wolfgang is now a prisoner of the Painted Folk. He is pale and sickly, with purple veins visible through his malnourished skin. Most of his hair and teeth have fallen out, and he shies away from light.

Other NPCs

Throughout this adventure, the survivors may encounter townsfolk from the village of Dunhallow. Treat them as if they were lowborn using the *commoner* creature profile.

Chronology

- **Years 101 to 180:** The Chateau was hewn from the Arborean Peaks by House Kilden, a minor Aradain house.
- **Year 180:** House Kilden and its people succumb to the Red Death.
- **Year 191 to 214**: The Kinstrife erupts between Aglador and the Rovaynian Girdle.
- **Year 214:** Lord Cyrus Redding seizes the Chateau.
- **July, Year 219:** Lord Cyrus Redding hasn't contacted Dunhallow in three months.
- **December, Year 219:** The valet Reginald arrives in Dunhallow, telling of the disappearance of Lord Cyrus and his household.
- **January, Year 220:** The story begins.

Scene 1: Death At The Inn

Type: Investigative, Narrative
Location: Dunhallow, Candlewick Inn Common Room, The Valet's Room
Creatures: *commoner*
The survivors begin this adventure after having just finished their meal and are planning their journey to the Chateau. Read the following to the players:

Read Aloud:

- You gather to break your fast in a quiet common room of the Candlewick Inn. It is built of stone and timber, and well-maintained by its proprietor. The Candlewick's walls creak with the buffeting of winter winds.
- A crackling hearth provides warmth to those who come in from the cold, as the smell of burning candles and old oak teases the nostrils.
- You have all been traveling together for a week on an assignment for Baron Wesley Winterborne, so you've had time to get to know each other. You are in Dunhallow, a village three days from the Chateau.
- One by one, read your survivor sentence at the top of your survivor sheet. Then, give us one interesting fact about your survivor's behavior, personality, or quirk everyone else would have learned after spending time with you on the road; something that isn't on your survivor sheet.

Development: As the survivors finish answering their questions, a scream can be heard from the floor above. Soon after, a maid rushes down the stairs to the common room, declaring that the valet is dead. The innkeeper rushes upstairs to investigate one of the rooms. Should the survivors take interest and join her, they find the staff standing outside of the open door to the Valet's Room.

Valet's Room

Read Aloud:

- The body of a pale man lies on the floor in a pool of dried vomit. His body lies twisted in an unnatural pose. The veins of the man's skin are a vibrant purple.
- His bed is perfectly made as if he'd never slept in it. On a nearby nightstand, papers are piled neatly up.

The innkeeper, Lark Herring, and one of her maids, Miss Prentis, are too shocked to protest survivors who wish to investigate. Upon seeing the body, the survivors must make a Resolve Test or suffer 1D10+1 Peril.

Investigation:

- If the survivors look under the bed, they find a vial with purple residue inside it. Those who succeed in a Survival Test recognize the residue as belonging to the harmless sapphire spider, whose bodies are crushed and used for medicine.
- A survivor who looks over the stack of papers will discover several parchments with numerous sketches of an ornate column. The words "such secrets the heart of darkness holds" are scrawled in various degrees of handwriting.
- Looking over the body and succeeding in a Leechcraft Test will confirm the valet was poisoned. Medicine in large enough doses can be poison.

What They Know

- Lark Herring will tell them the valet arrived in Dunhallow three nights ago, extremely disturbed, and his tall tales caused a panic in the common room.
- The valet, who called themselves Reginald, claimed that no one remained in the Chateau; they had all inexplicably vanished.
- Since that evening, Reginald has been holed up in his room, only coming out to grab a bowl of broth and bread.
- (If the survivors press for answers, a successful Persuasion Test will convince Miss Prentis to talk more about Reginald. The locals grew increasingly upset with his ramblings, and the local lords threatened to pillory him if the innkeeper could not convince him to retire to his room for rest. The maid will also tell them that Reginald kept approaching patrons about a monster with a thousand eyes "eating everyone" in Dunhallow.)

Development: Lark and Miss Prentis are unwilling to divulge much else to the survivors. Succeeding in an Insight Test will allow the survivors to recognize slight hostility. The people of Dunhallow are leery of outsiders, especially those connected to the Baron.

When the survivors are ready to begin their journey, they must go through the Vale of Otrygg to reach the Chateau. Move to Scene 2: The Vale Of Otrygg.

Scene 2: Vale Of Otrygg

Type: Fight, Narrative, Travel
Location: Vale of Otrygg, Abandoned Hamlet, Mirror Lake
Creatures: *large animals*

Read Aloud:

- The trail leading out of Dunhallow is a treacherous path through the jagged rocks of the Arborean Peaks.
- Witchwood pine trees rustle in the wind along the path, shaking loose light blankets of snowy mist.
- A chill beckons those who rest towards the Nightfather's embrace.

Development: To reach the Vale of Otrygg, the survivors must complete a three-day journey through the Arborean Peaks. Reference the Fast Travel rules from **Chapter 9: Narrative Tools** with these considerations:

- Treat Fast Travel as Easy Terrain.
- Survivors have 2 Supply Ratings of provisions.
- There is No Danger on the path from the Vale to the hamlet.
- After resolving Fast Travel, move on to the next section.

Abandoned Hamlet

Read Aloud:

- Emerging from the narrow pass reveals an isolated valley dominated by a small lake.
- A narrow ledge to the valley leads down from the cliff and merges with a cobbled road that circles the lake and leads through a collection of a dozen snow-covered homesteads near the lake.
- Up against one of the homesteads nearest you, the corpse of an unarmored soldier and horse, feathered with arrows, can be found amongst the ruins.
- Across from the hamlet, a snow and mud-bound path twists upward to a distant gatehouse. Beyond that, perching on the cliff is the crumbling Chateau. No banners fly from its battlements.

Anything and everything–from foodstuffs to tools–has been pillaged from the dozen homes surrounding the foot of the cliff.

Investigation:

- Throughout the cobbled road that winds between the homes, four corpses and horses can be found riddled with arrows. The bodies bear the livery of Baron Wesley Winterborne. A successful Leechcraft Test determines the corpses have been rotting for two weeks.
- Close inspection of any of the bodies shows an unnatural number of small, purple spiders have begun to spin tiny webs on the bodies that twinkle with snowflakes. Succeeding in a Folklore or Survival Test will determine the breed of spider: the harmless sapphire spider, whose bodies are crushed and used for medicine by apothecaries.
- A successful Survival Test shows tracks in the mud and snow leading towards the Chateau.

Treasure: Amongst the dead can be found a blunderbuss with 1 Supply Rating of blackpowder shot and 2 Supply Ratings of arrows.

Development: As the group investigates the abandoned homesteads, have the players roll 1D6 for each building they investigate. If any of these dice lands on a face "6", the survivors interrupt several wolves fighting over the bodies (see Fight below). Once a "6" is rolled this way, make no more checks in the hamlet or Mirror Lake.

In addition, if the survivors build a fire in any of the homesteads, they will draw further trouble unless they take pains to hide it. Wolves will sneak to the structure in question and launch an attack on the resting survivors, bursting through windows in their desperate attempt to attack the survivors (see Fight below).

Fight: A number of wolves (treated as *large animals*) equal to the number of survivors will attack. The wolves are starving and will fight in a vicious frenzy. The wolves are already Seriously Wounded, having fought one another over the remains surrounding the area.

Development: When the survivors are ready to leave for the Chateau, move to Scene 3: Gatehouse.

Mirror Lake

Read Aloud:

- At the foot of the cliff, where the Chateau perches, is what initially appears to be a pleasant lake. But instead, it turns out to be a disgusting, slushy pool of half-frozen filth. Brown and fetid, it harbors little life.
- Down the shoreline, a stone shrine stands, half-draped in snow. The ancient structure is sturdy and shows no signs of decay.

A few helpful things can be found within, and the shrine can be used as a bivouac against the harsh weather should the survivors decide to camp there.

Investigation:

- The shrine is etched with engravings of the Second Era, denoting an elder goddess called the Red Revenant, but now called the Martyr in the modern era.
- Tiny purple spiders have cast their webs in every nook and cranny of the shrine.
- Remnants of a fire can be found within, though the embers are cold and the ash gray.
- Lying on the floor is a corpse, hunkered over as if to keep from freezing. She wears an intact suit of quilted armor bearing Lord Cyrus Redding's colors and motif: a stubborn boar.
- Written in ash on the floor before the corpse is a series of letters, "P I K T I." A successful Folklore Test will reveal that it's a word meaning "Painted Folk."

Development: When the survivors are ready to leave for the Chateau, move to Scene 3: Gatehouse.

Scene 3: Gatehouse

Type: Investigative
Location: Gatehouse and Courtyard
Creatures: None

Read Aloud:

- The path to the Chateau winds up the cliffside precariously. The wind whips wildly, threatening to tear cloaks from shoulders. The air is wet with snow, growing worse by the minute.
- Nearly twenty minutes later, the path terminates in an ice-covered gatehouse. An iron portcullis nearly blocks the way. Like a half-frozen maw, its sharp ends hover nearly a foot above the ground. The portcullis chatters in the gatehouse, rattling due to the wind.
- Several feet beyond the gatehouse is a courtyard covered in a twinkling winter mist. The hamlet and lake behind you are hidden by a similar mist.

During an exhausting climb by the steep, cobbled road, they'll notice that the portcullis to the Chateau seems partially open in the Gatehouse. Since the excavation, the castle has been in rough shape, having endured some sort of attack.

The gap under the portcullis is just large enough to squeeze through uncomfortably. Survivors who attempt will need a full minute to do so. Lifting the portcullis further is impossible without significant time to thaw out the ice that coats it, and even then, the ropes inside the Gatehouse have been cut, so lifting it would take significant effort on the part of a survivor.

Development: Have the survivors make a Coordination Test. If failed, they suffer 1D10+1 Peril from the sharp tines of the portcullis. On a Critical Failure, an icicle drops and momentarily immobilizes them beneath the portcullis, inflicting 2D10+2 Peril. Regardless of success or failure, survivors who attempt will make it to the other side of the gap.

Courtyard

Read Aloud:

- The Courtyard is littered with half-frozen corpses of peasants and soldiers. They have been dead for weeks and seem to have been butchered without pause.
- Every weapon has been stripped from the bodies, and most of the corpses bear the standard of the stubborn boar of Lord Cyrus Redding.
- One corpse leaning against the wall wears no armor.
- Across the courtyard the partially open double doors provide entrance to the keep proper.
- To the east of the double-door entrance is a stable with a stone rampart for a second story.

Have the survivors make a Resolve Test. If failed, they suffer 1D10+1 Peril. From the courtyard, the survivors can now investigate the battle scene.

Investigation:

- Most of the corpses wear quilted armor, though they have been pincushioned by spears and arrows. The bodies themselves are frozen from exposure to the extreme cold.
- One corpse against the wall is frozen like the others, but her skin has a violet hue.
- The violet corpse bears an ironwood staff in one hand. Vicious sword blows led to her doom, but her body is surprisingly intact. Her eyes have been stitched shut.

Treasure: Several common sundries can be found within–hammers, tools, and the like. In addition, they can scrounge together 1 set of bloody quilted armor, 1 wooden shield emblazoned with Lord Cyrus Redding's heraldry of the stubborn boar, and a pole cleaver.

TAURUS
VELA MINOR
GEMINI
SAGITTARIUS
SCORPIUS
The Chateau
Destroyed Section
A1
Central Pillar
Sanctuary
A2
Wolfgang's Study
Main Hall
A3
Stables
Wine Cellar
Cavern
GateHouse

Scene 4: Inside The Chateau

Type: Investigative, Fight, Narrative
Location: Gatehouse
Creatures: *reanimated corpse*, *swarm*

Read Aloud:

- The hallway dives downwards, and the ceilings threaten to collapse as wooden rafters show years of distress. The entire place leaks with melting snow. Its windows are mostly intact but do little to hold back the chill.
- The air is wet, and everything is cold to the touch; the stench of death permeates the air.
- Tiny purple spiders hide in crevasses and amid rafters, cast upon their twinkling webs. Strange, soft rumblings can be heard below the ground.

The whole of the Chateau is clearly in bad shape, save for the Main Hall, which escaped relatively unscathed. Exposure to the elements combined with the attack from the Painted Folk has caused most of the Chateau to be blocked off by debris or sheets of ice that have formed between the walls and over the stairs. It would take weeks to clear out the debris properly to make the upper floor accessible again.

The following sections detail areas of the Chateau the survivors can access as they explore.

Stables

Read Aloud:

- A newer wooden building stands astride the courtyard. It is designed to hold beasts of burden and is made of the same witchwood pine that lined the path through the Vale of Otrygg.
- Upon entering, stalls line the walls on either side. Horse sundries are strewn about. A ladder at the end of the row of stables leads to a trapdoor above.
- A couple of pitchforks hang on the wall, along with a moldering leather saddle and a pair of splintered military lances.

Investigation:

- The 2 pitchforks can be used as farming implements (a weapon in **Chapter 6: Equipment**).
- One of the stalls contains a gray mass of wet, smelly straw. The odor of death is strong here.
- Small purple spiders dart in and out of the mess and have spun their glistening webs.
- From another stall, a frightened whinnying can be heard.
- Inside is a small pony, withered, hungry, and on the verge of dying.

Development: If a survivor comes into view of the pony, it will attempt to stand but buckle beneath its own weight. As it collapses, a gaping wound in the horse's chest shows where the purple spiders have made their nest–bursting forth and crawling all over. Upon this revelation, the survivors must attempt a Resolve Test or suffer 1D10+1 Peril from the horrifying sight. The pony is otherwise harmless and unable to move from the stall.

Setting Fire To The Stables: Should the survivors set fire to the stables, it will illuminate figures from the Sanctuary above, primarily the one hanging out the window. At this point, explain that there is a rumble below them, and the ice that kept the portcullis partially drawn in the Gatehouse finally lets loose. It shrieks, slamming shut.

Room With A View: Climbing the ladder in the stables will lead survivors to a small guard tower built on top of the stables, allowing those inside a view of the valley below. Have the survivors make an Awareness Test. If successful, they'll spy a group of three people walking near Mirror Lake, making haste around the base of the cliffs the Chateau stands on. The Painted Folk are headed back towards the tunnels where Adlagg-Nagga is arrested in the caverns below. If the portcullis hasn't already shut from setting fire to the stables, it will finally let loose, slamming shut with a rattling shriek.

When they are ready to move on, move to the Main Hall.

Main Hall

Read Aloud:

- A sweeping arched hall with ornately carved marble walls and columns stretches above. A mural painted along the ceiling depicts a house in its early glory. Doubtlessly, it is of House Kilden, not the renegade Lord Cyrus Redding.
- A massive central pillar decorated with silver filigree and quartz supports the vaulted ceiling. It is grandiose, gilded with flowers, children, and beasts frolicking near a lake. All of the pillar's creatures seem to be reaching towards a woman, who is doubtlessly the Martyr.
- Surprisingly, the hall is relatively unscathed by whatever violence came to the Chateau.
- Archways on the eastern and western walls provide access to other wings of the keep.

When House Kilden erected the Chateau, they wanted to show off their endless bounty of wealth. It was a grand effort, and as such, it demanded only the best workmanship. The master of House Kilden turned to other houses of nearby Aglador for help, as it would undoubtedly have been social suicide to call upon builders from Dunbrude.

The Central Pillar is a wonder of perfect engineering. It stretches from the base of the Chateau to the highest peak of the roof, two stories overhead, giving a foothold for the entire structure. The Central Pillar also harbors a secret; it hides the central staircase that leads to Scene 5: Beneath The Chateau.

Investigation:

- A shattered wooden placard on the back side of the pillar reveals an incomplete map of the Chateau.
- Although the placard is in disarray and parts are missing, three distinct locations can be made out: the Stables, the Sanctuary, and the Study.
- Survivors attempting to tap or knock on the pillar find that its hollow.
- Survivors who take the time to look at the Central Pillar closer discover hidden seams outlining a doorway and a carved notch in the shape of a crescent moon.
- (It requires either the gold ring from Antechamber 2 or a Thievery Test to open the doorway.)

Development: The Central Pillar has a secret door that descends to a twisted spiral staircase. This secret door can be opened using the gold ring found in Antechamber 2. Survivors who have found the ring will recognize the symbol as identical to the indent in the pillar. The descent is pitch black.

Wolfgang's Study

Read Aloud:

- This wing of the Chateau seems thoroughly ransacked–half-destroyed books and torn clothing litter the hall. Nearly everywhere you look, you find patches of deep, purple stains.
- You note that three doorways lead off from this hall into three antechambers: one to the left, one to the right, and the third on the far end.

Since Wolfgang came to work in Lord Cyrus Redding's service, smallfolk and knights avoided this part of the Chateau. During his reign, caravans of alchemical supplies were brought in from Dunhallow and quickly filled the three chambers given to Wolfgang.

The offspring of Adlagg-Nagga ransacked this area, causing deep purple stains along the floor and irreparable damage. Some of them died because of the fumes they freed and experiments they tripped over.

Investigation:

- The bodies on the ground are clad in furs, and their withered skin is of a brilliant purple hue.
- The bodies appears almost mummified, possibly by whatever caused their skin's strange coloring.
- Their tongues are swollen, and their eyes are sewn shut.
- A survivor who succeeds in a Leechcraft Test can determine that the corpses died of asphyxiation by some sort of fume or gas.

Antechamber 1

Read Aloud:

- This smaller chamber is littered with broken alchemical equipment and netted in a thick latticework of cobwebs.
- You quickly surmise that this room has been undisturbed for some months, evidenced by the layer of dust that has settled over it.

The thing that wove the webs together is nowhere in sight, having long-absconded below to join Adlagg-Nagga.

Investigation: Survivors who succeed in a Craft Test can determine that the equipment here is used to care for dangerous chemicals.

Treasure: 1 Supply Rating of antivenom and 1 Supply Rating of smelling salts can be found within.

Antechamber 2

Read Aloud:

- A cold hearth dominates this canvas-shrouded room. Near the hearth, a tall, soaring painting sits upon an easel.
- In a half-finished state, the painting denotes the cold, steely stare of an uncaring lord in a purple doublet, flanked by knights illustrated in charcoal. He is positioned so that he stares down upon you. In his shadow, a thin man with a balding pate and fingers steepled together holds an unnerving smile.
- Oil paints, brushes, and similar items sit on a side table next to the easel, though they have long since dried up.

Investigation:

- A survivor who succeeds in a Folklore Test can recognize the man in the portrait as Lord Cyrus Redding.
- Within the ashes is a set of burned clothes woven with rich thread and purple cloth.
- In the pocket of the clothing, a charred gold ring is inlaid with a crescent moon signet.

These are the clothing of Lord Cyrus Redding, burnt as an offering to Adlagg-Nagga as he made his passage to become one with the Painted Folk.

Development: Survivors who have seen the crescent moon indent in the Central Pillar will recognize the ring's symbol as identical to that on the pillar. This symbol can be used to open the secret door in the Central Pillar.

Treasure: The gold ring is worth 50 silver pieces, and the painting is worth 100 silver pieces to the right collector.

The Fate of Lord Cyrus Redding

Lord Cyrus Redding and his retinue were ambushed by the Painted Folk. A pitched battle raged for nearly eight hours within the Chateau. Although his foot soldiers could have sounded the alarm to defend the manse, they were killed in the courtyard, while the weaker smallfolk were carried to Adlagg-Nagga as a sacrifice.

He and two comrades escaped deeper into the Chateau, where the Painted Folk dared not follow. The three made their last stand in the Sanctuary, hordes of purple spiders within, and waited. The knights' horrified screams were stifled quickly. As the spiders returned, they brought with them a captive: Cyrus

Antechamber 3

Read Aloud:

- A harsh chill permeates this small library, prompting you to pull your cloak tighter.
- To your left, a wall facing the outside has crumbled, allowing the unpleasant weather to enter. The biting wind whistles through the opening, disturbing the layer of snow that coats the floor.
- As you scan the room, you see numerous bookcases filled with tomes and knickknacks. Perhaps disappointingly, you note that all the books have been destroyed by exposure to the forces of nature.

This final room holds an extensive library that the occultist Wolfgang kept. The mining below the Chateau has weakened the foundations, and parts of the outer wall have fallen into Mirror Lake below.

Investigation: On the bookshelves is a locked iron box. A survivor who succeeds in an Athletics or Thievery Test can open the box. It holds the personal journals of the occultist Wolfgang.

Treasure: A grimoire filled with 6 random Petty Spells of Folk Magic can be found within (randomly roll these from **Chapter 10: The Grimoire**). Also, personal journals speak of the surrounding area as the occultist Wolfgang observed. The journals detail the following:

- Wolfgang was Redding's chief geologist, who had been a traveling minister before coming into Lord Cyrus's service and was enslaved by the Painted Folk.
- For unknown reasons, Wolfgang was taught the Painted Folk's language and tutored by the clan. He was also told of a great sea of sapphires below the Arborean Peaks, right where the Chateau stood.
- The journal describes the first meeting between Wolfgang and Lord Cyrus Redding after he escaped the Painted Folk.
- Lord Cyrus Redding was so enchanted by the story and the promise of riches that he let Wolfgang keep his life and invited him to remain his trusted advisor.
- Wolfgang believes that the mountain the Chateau rests atop has an endless source of valuable minerals.
- The rest of the journals contain extensive notes on the geomantic structures below the Chateau and outline a series of caverns Wolfgang believed contained countless stores of raw sapphire.
- Repeated references to the "hollow within the column" are scattered amongst the notes.

Sanctuary

Read Aloud:

- Around the corner of a long corridor, heavy double doors are emblazoned with engravings in silver and gold, depicting the Martyr and the Custodian, the twin goddesses of life and death.
- One door is held ajar by the unmoving remains of a young squire in quilted armor, frozen in terror.
- Past the doors, you find a sanctuary. Shattered pews, broken relics, and dead bodies litter this holy space.
- On the far wall, a dead female knight, clad in munitions plate, hangs halfway out of a broken stained glass window, keeping the knight from plummeting over the cliff edge beyond. The knight is covered in thin webs.
- You note another knight in munitions plate resting against a low stone altar. His helmet sits in his lap, revealing his decaying face, bloated with countless spider bites. Numerous purple veins run along his face, neck, and arms. The sanctuary was once dedicated to both the Martyr and the Custodian, but virtually everything in the room has been defiled and destroyed, smashed to pieces.

Investigation: A successful Coordination Test can retrieve the knight from the window. Failure causes the knight to fall through the window to the lake below. A Critical Failure forces the survivor to take 2D10+2 Peril as they tumble out of the window, saved from certain death only by being caught on shattered glass that once held the knight.

Development: Clutched in the dead knight's hand is a cameo. Prying open the knight's hand will be enough to disrupt the hatching process as a host of spiders pour forth from his mouth. The knight's sockets squirm with spiders, and his body raggedly attempts to stand up, with a low moaning intermingled with a locust-like chittering.

Fight: The spiders possess the knight's body, acting as a *reanimated corpse*. However, once moved to Dying!, the body collapses, and its skin will finally burst forth with purple spiders, acting as a *swarm*. Shocked by this spectacle, the survivors must succeed in a Resolve Test or suffer 2D10+2 Peril.

Treasure: Tucked into the knight's pockets are 2 Supply Ratings of laudanum and 1 Supply Rating of smelling salts. The knight's cameo portrays a chestnut-haired woman with intense blue eyes. On the inside, the cameo is inscribed, "To my love Beatrix, forever. ~ Abel." The brass cameo can be sold for 25 silver pieces.

A successful Folklore Test will reveal that Beatrix Coventry was a hedge knight in service to Lord Cyrus Redding.

Beatrix's munitions plate is ruined, but the munitions plate belonging to the knight in the window is in functioning order if the body can be successfully retrieved.

Scene 5: Beneath The Chateau

Type: Fight, Intrigue, Investigation, Narration
Location: The Wine Cellar
Creatures: *reanimated corpse*

Read Aloud:

- The column opens to reveal a circular staircase leading down into darkness. The stairs are slick with moisture, and the air is damp.
- You find a chamber at the base of the stairs that must have once served as a wine cellar. The room is filled with rock and dust, as if an excavation began here. You see a large hole in the western wall leading to a tunnel that delves further into darkness.
- Against the eastern wall, you find a man chained. His breathing is shallow. His eyes have been sewn shut, and the veins on his body are bulging and purple.

Development: Stepping into the room will draw the attention of the chained man, Wolfgang. He will enquire about them, asking who they are. He is fearful of those who come near. Interacting with him immediately triggers an intrigue scene. Reference the Complex Intrigue rules from **Chapter 9: Narrative Tools** with these considerations:

- Wolfgang is of a Friendly Disposition.
- Occultism is a Favored Skill, whereas Persuasion is Unfavored.
- Wolfgang is of the commoner Social Class.

What Wolfgang Knows

If the survivors have made a good impression, then Wolfgang will reveal several truths during the conversation:

- He was a priest in his youth but discovered the gift of magic later in his life.
- Some years ago, he was taken in by the Painted Folk. After escaping, he joined Lord Cyrus Redding's court as a way to get access to the mines below. They have been digging in the mines for the last few seasons to find the sapphires the Painted Folk spoke of.
- His presence in the Chateau must have drawn the attention of the Painted Folk, who arrived in the dead of night a few weeks back.
- He felt compelled to assist the Painted Folk when they arrived, possibly due to some sort of sorcery he endured when he was among them.
- After his assistance, he was chained to the walls of the wine cellar by the Painted Folk, and his eyes sewn shut.
- Since his imprisonment, he thought he had learned that the Painted Folk intended to "unearth" a store of sapphires beneath the Chateau. But he now believes he mistranslated their language into Auld. He now believes that when the Painted Folk said Adlagg-Nagga, which he always understood as "purple sapphire," it actually meant "purple people eater."

Development: Wolfgang doesn't know the fate of Lord Cyrus Redding, but last he saw, the Painted Folk carried him into the Foreboding Tunnel beyond.

If the survivors choose to release Wolfgang, he will fall to the ground with a yell. His body will begin to shudder violently, and hundreds of tiny spiders will pour from his mouth. As he reaches out to the survivors in desperation, his hand will twist and bend unnaturally as the vermin within his body finish off the last of his vital organs. Have the survivors attempt a Resolve Test. Failure means they suffer 2D10+2 Peril. Then, proceed to Fight below.

Fight: After collapsing and twitching violently on the ground for a moment, Wolfgang's body will rise. It should be immediately apparent that he is no longer in control as his corpse lurches unnaturally toward the survivors. Treat it as a *reanimated corpse*. Once moved to Dying!, the tiny spiders will disperse into the cracks of the walls.

If they defeat Wolfgang or leave him chained, the survivors will discover the tunnel in the western wall leading to The Foreboding Tunnel.

Foreboding Tunnel

Read Aloud:

- The roughly mined tunnel twists and turns, leading you deeper beneath the Chateau. Water leaks from the ceiling above, and the air is incredibly damp.
- You can hear sounds of iron striking against stone from farther down the passage, getting louder with every step you take. As you travel, the floor beneath your feet trembles periodically.

The Painted Folk have returned to the Chateau to free Adlagg-Nagga, unaware that the survivors are there.

After a few minutes of travel, the tunnel opens and becomes impractically wide. The main tunnel is over 3 stories high and more than twice that wide, opening into natural caverns wet with snowmelt.

Small pockets of light illuminate the cavern floor from openings above to the outside world. The sounds of mining echo louder and louder as the survivors progress. Multiple, smaller tunnels begin to branch off from the main tunnel, though they hold nothing of interest and terminate quickly.

Development: The survivors have yet to see what the Painted Folk miners are doing, but they are attempting to unearth Adlagg-Nagga from behind a set of loose boulders at the far end of the Mining Site.

Scene 6: The Cavern

Type: Chase, Fight, Investigation, Narration
Location: Mining Site, Field of the Dead
Creatures: *attercap spider* (Boss Template), *draugr*, *howling mauraders*

Read Aloud:

- The tunnel before you opens up into a larger cavern. The sound of iron against stone is near deafening, echoing off of the rough-cut rock walls.
- Past the field of stones, you can just make out figures taking pickaxes to stone under the light of torches.
- Discarded rocks and rubble litter the floor, making progress difficult.

Survivors will likely approach the Painted Folk while sneaking. To remain quiet and hidden, the survivors must succeed in a Stealth Test. This is a Fail Forward Test, so they suffer 1D10+1 Peril on a failure and reveal themselves on a Critical Failure, drawing the Painted Folk to their location.

The Mining Site is about 30 yards away, and the cavern is littered with rocks and rubble.

Field Of The Dead

Read Aloud:

- As you reach the field of stones, the area quickly proves to be more than it seems. At your feet, dead human limbs peek out from the hastily assembled stone piles.
- You count nearly a dozen half-buried corpses assembled here. Worms and beetles crawl among the mess of wet, gray, decomposing dead. The wretched stench of putrefied human bodies smells so bad you can taste it.

The Painted Folk placed the bodies of Lord Cyrus Redding's peasantry here, an easy meal for Adlagg-Nagga.

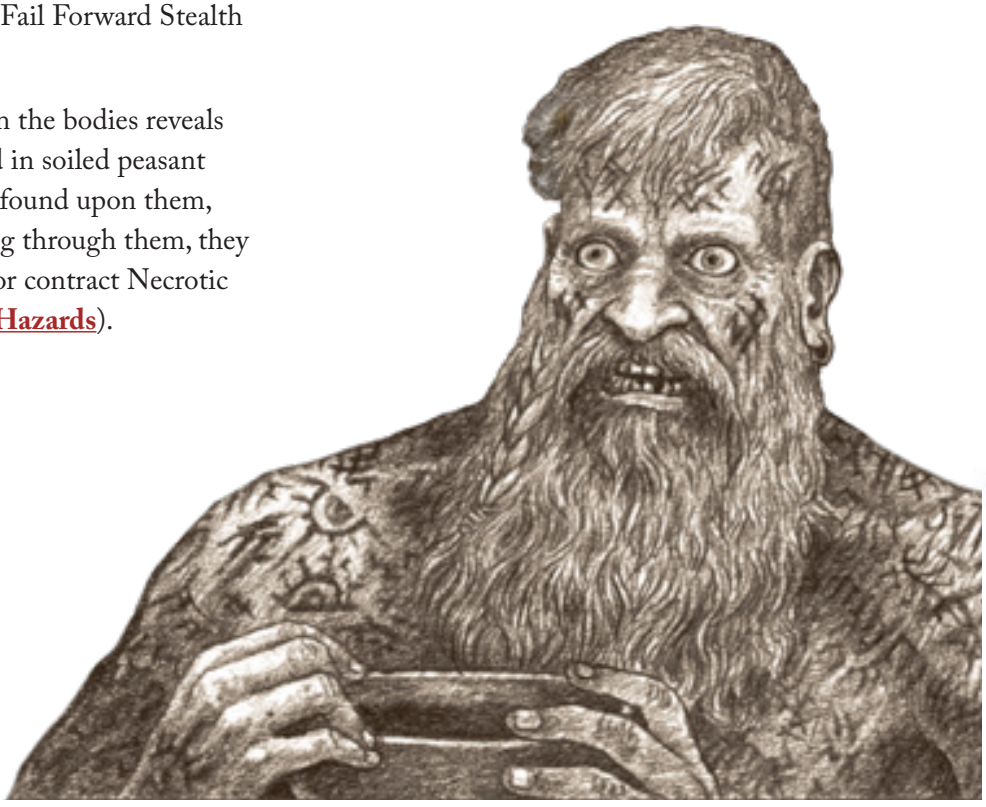
The bodies are in various stages of decomposition as vermin have begun to eat at their innards and produce a wretched smell that is almost unbearable. Survivors who come through here must succeed in a Toughness Test or become Stressed (found in **Chapter 8: Healing & Hazards**). Survivors who move down the Peril Condition Track must reattempt a Fail Forward Stealth Test.

Investigation: Moving stones from the bodies reveals badly decomposing corpses dressed in soiled peasant clothing. Nothing of worth can be found upon them, and if the survivors insist on rooting through them, they must succeed in a Toughness Test or contract Necrotic Rot (from **Chapter 8: Healing & Hazards**).

Mining Site

Read Aloud:

- An amber archway is carved into the stone, where hundreds upon hundreds of tiny sapphire spiders crawl. To the east, your attention is drawn to sunlight at the end of a long tunnel.
- Before the archway, several of the Painted Folk are attempting to break large boulders that have choked the entrance. They are clad head to toe in purple paint and have bronze torcs around their necks.
- A bear of a man clad in ruined finery, whose own purple skin courses with dark veins, barks orders in a strange language at the miners. Tiny spiders skurry on his skin, and many are crawling out from nests in his tangled hair.
- From beyond the archway, you hear the sounds of something great thrashing against the stone walls. With each sound, small rocks from the ceiling fall as dust rises.



Survivors who saw the painting in Antechamber 2 immediately recognize that it is the visage of Lord Cyrus Redding, who is now host to sapphire spiders. As the Lord speaks, purple spiders stream out of his mouth, and his tongue lolls out as it has been engorged with venom.

The tunnel to the east leads about 90 yards down to an opening at the base of the cliffs surrounding Mirror Lake.

Fight: A number of Painted Folk *howling marauders* equal to the number of survivors work at the behest of Lord Cyrus Redding, a *draugr,* to free their god from behind the boulders. The ground here is treated as Rough Terrain (as found in **Chapter 7: Fight Scenes**).

Adlagg-Nagga, treated as an *attercap spider* with the Boss Template, is also in the fight, but with these special conditions:

- She is stuck in the rubble and cannot use Attack Actions or Stunts.
- Weapons reduce their Damage by -3 while she is stuck in the rock.
- If she is moved down the Damage Condition Track, she retracts into the rock, unable to be targeted, and passes on her next Turn.
- As her Turn ends, make a checkmark by her name on the Initiative Ladder.
- After 3 Turns, she emerges from the rubble and attacks anyone, including the Painted Folk beside her.
- Each time she moves a foe to Dying!, she spends her next Turn drinking the blood, moving to Alive on the Damage Condition Track.

Finale: Adlagg-Nagga Unleashed

Type: Chase, Fight
Location: Cavern
Creatures: *attercap spider* (Boss Template)

Read Aloud:

- The cavern trembles violently, nearly knocking you to the ground as the debris blocking the archway is hurled away. You can only stare at the massive and terrible form of Adlagg-Nagga, crashing through the exposed archway.
- The creature fills the width of the tunnels, towering over you and your companions.
- Her body is bloated and fur-covered, borne upon a multitude of human legs, somehow surreal and covered in inky indigo spots. She looks akin to a spider made up of a thousand eyes that blink independently of another.
- Her many eyes wince in the light, and she screams. From Adlagg-Nagga's fanged mouth, a sound like a hundred children wailing in unison fills your ears!

Fight: Once freed, Adlagg-Nagga will begin by spending her Action Points to extinguish any light source. Telegraph this indicator clearly to the players of her aversion to light. After this, she will begin attacking everyone in sight. Nothing will stand in her way: the Painted Folk, the survivors; it's all the same to her. She will focus her initial attacks on anyone holding a light source.

Development: Adlagg-Nagga is highly averse to light. Canny survivors may attempt to lure the creature into the Vale under the sun's light. Adlagg-Nagga has been driven mad from years of imprisonment and will eagerly accept this penalty to vanquish the survivors. Attempting to draw her out immediately triggers a chase scene. Reference the chase scene rules from **Chapter 9: Narrative Tools** with these considerations:

- This is an Extended Chase; the survivors gain a Head Start in the first Round.
- Adlagg-Nagga is the Pursuer, and the survivors all generate their own Escape Thresholds. Due to her size, Adlagg-Nagga rolls 3D10 instead of the normal 2D10 for her Pursuit Value.
- Ignore Complications for Adlagg-Nagga, while survivors who face a Complication must succeed in a Toughness Test or suffer 1D6+1 Damage from falling debris.
- Once Adlagg-Nagga is drawn out into the sunlight coming from the end of the tunnel, she immediately begins to hiss and smolder, bursting into flame. A few moments later, she collapses with a great sigh, just outside a yawning cavern near Mirror Lake.

Epilogue

Providing the survivors prevailed, read the following:

Read Aloud:

- You have overthrown the Painted Folk and Adlagg-Nagga, securing a significant triumph.
- However, failing to bring Lord Cyrus to justice, the people of Dunhallow become suspicious of your true aims.
- After providing a private account of the events at the Chateau, Baron Wesley Winterborne bestows the deed to the estate onto you all. As you take a knee before him, he'll quickly remind you that you're not lords of the area and hold no sway over Dunhallow's people.
- Now that you have proven yourselves, there is no doubt that your new baron will call upon you to fix other troubles plaguing the Slaughterpine Forest and Arborean Peaks.

If the survivors all perished, read the following instead:

Read Aloud:

- You awaken, not in daylight, but beneath the moon's silvery glow. You struggle to move as you have been bound to a cold stone slab near Mirror Lake.
- Surrounding you are the decaying faces of your travels to the Chateau. There's Lark and Miss Prentis from the Candlewick Inn. Then, the dead valet Reginald, who is somehow alive.
- Their bodies are covered in purple veins, and tiny sapphire spiders crawl across their skin.
- Craning your neck, you see Adlagg-Nagga. With her thousand eyes, her mandibles begin to click and snap, with burning purple saliva dripping from her mouth. As each mandible presses into the temples of your head, she speaks in an otherwordly voice that slithers into your skull, Adlagg-Nagga says . . .

ZWEIHÄNDER
• REFORGED •

My name is _____ (Name) and have spent most of my life as a/an _____ (Profession).

I am a/an _____ (Age) _____ (Gender) _____ (Ancestry) and was raised in a/ an _____ (Upbringing) home of the _____ (Social Class) social class.

When you see me, I am of a/an _____ (Stature) build, and a/an _____ (Distinguishing Mark).

My life changed the day that _____ (Brush with Death). Yet I lived to tell the tale.

PERIL THRESHOLDS

- _____ [WB] +3 = BASE
- _____ BASE + 6
- _____ BASE + 12
- _____ BASE + 18

Tragic Flaw

Inner Strength

DAMAGE THRESHOLDS

- [BB] + ARMOR = BASE _____
- BASE + 6 _____
- BASE + 12 _____
- BASE + 18 _____

PERIL CONDITION TRACK

- FINE
- IMPERILED
- -5% TO SKILLS TESTS
- -10% TO SKILL TESTS
- -15% TO SKILL TESTS
- EXHAUSTED! -20% TO SKILL TESTS Suffer an Affliction

DIFFICULTY RATING

- EASY +20%
- _____
- NORMAL +/-0%
- _____
- HARD -20%
- _____

SKILLS

SKILLS		SKILL RANKS (cumulative bonus)			TOTAL CHANCE OF SUCCESS
Athletics	(BRAWN)	+10%	+10%	+10%	_____%
Awareness	(PERCEPTION)	+10%	+10%	+10%	_____%
Blackpowder	(COMBAT)	+10%	+10%	+10%	_____%
Coordination	(AGILITY)	+10%	+10%	+10%	_____%
Craft	(WILLPOWER)	+10%	+10%	+10%	_____%
Disguise	(FELLOWSHIP)	+10%	+10%	+10%	_____%
Folklore	(INTELLIGENCE)	+10%	+10%	+10%	_____%
Gamble	(INTELLIGENCE)	+10%	+10%	+10%	_____%
Guile	(FELLOWSHIP)	+10%	+10%	+10%	%
Handling	(BRAWN)	+10%	+10%	+10%	_____%
Insight	(PERCEPTION)	+10%	+10%	+10%	_____%
Leechcraft	(INTELLIGENCE)	+10%	+10%	+10%	_____%
Melee	(COMBAT)	+10%	+10%	+10%	_____%
Occultism	(WILLPOWER)	+10%	+10%	+10%	%
Persuasion	(FELLOWSHIP)	+10%	+10%	+10%	_____%
Ranged	(COMBAT)	+10%	+10%	+10%	_____%
Resolve	(WILLPOWER)	+10%	+10%	+10%	_____%
Stealth	(AGILITY)	+10%	+10%	+10%	_____%
Survival	(PERCEPTION)	+10%	+10%	+10%	_____%
Thievery	(AGILITY)	+10%	+10%	+10%	_____%
Toughness	(BRAWN)	+10%	+10%	+10%	_____%

PRIMARY ATTRIBUTES / SECONDARY ATTRIBUTE MODIFIER

- **Agility** _____ % ◇◇◇◇◇◇◇ — Agility Tens Digit + Secondary Attribute Modifier =
- **Brawn** _____ % ◇◇◇◇◇◇◇ — Brawn Tens Digit + Secondary Attribute Modifier =
- **Combat** _____ % ◇◇◇◇◇◇◇ — Combat Tens Digit + Secondary Attribute Modifier =
- **Fellowship** _____ % ◇◇◇◇◇◇◇ — Fellowship Tens Digit + Secondary Attribute Modifier =
- **Intelligence** _____ % ◇◇◇◇◇◇◇ — Intelligence Tens Digit + Secondary Attribute Modifier =
- **Perception** _____ % ◇◇◇◇◇◇◇ — Perception Tens Digit + Secondary Attribute Modifier =
- **Willpower** _____ % ◇◇◇◇◇◇◇ — Willpower Tens Digit + Secondary Attribute Modifier =

DERIVED SECONDARY ATTRIBUTES

- _____ [AB]
- _____ [BB]
- _____ [CB]
- _____ [FB]
- _____ [IB]
- _____ [PB]
- _____ [WB]

DAMAGE CONDITION TRACK

- ALIVE
- LIGHTLY WOUNDED
- MODERATELY WOUNDED
- SERIOUSLY WOUNDED
- GRIEVOUSLY WOUNDED
- DYING! Suffer an Injury

ZWEIHÄNDER
• REFORGED •

LANGUAGES

INITIATIVE MODIFIER

3+[PB]

ARMOR & QUALITIES

BASE DAMAGE THRESHOLD MODIFIER

SUPPLIES [IB] ◆ ____ SUPPLY RATING

1.
2.
3.
4.
5.
6.

REWARD POINTS

Tier ◆ ____

TEMPORARY CONDITIONS, INJURIES & AFFLICTIONS

STRESSED:
-2 to Damage & Peril

FRIGHTENED:
-4 Damage & Peril you

TERRIFIED:
-6 to Damage & Peril

WEAPONS

TOOLS

CORRUPTION TRACKER

MALIGNANCIES & SCARS

BOND & BOND TALENTS

TALENTS

SMALL OBJECTS

Circle your Memento. When in a scene related to your Brush With Death, ignore all Peril Condition Track penalties.

1. 6.
2. 7.
3. 8.
4. 9.
5. 10.

SILVER PIECES

Appendix A:
Chase Tracker

Escapee Condition	Escapee Name	Pursuer Names						
	Name	Name	Name	Name	Name	Name	Name	Name
Round	Escape Threshold	Pursuit Value	Pursuit Value	Pursuit Value	Pursuit Value	Pursuit Value	Pursuit Value	Pursuit Value
1								
2								
3								
4								
5								
6								
7								
8								
9								

Appendix B:
Intrigue Tracker

Survivor Name	Social Class	Success	Notes

NPC Name	Social Class	Disposition	Favorable and Unfavorable Skill	Success	Notes

Appendix C: Complications

D100	Marketplace Complications
1 to 8	A desperate aristocratic woman has lost her child in the marketplace but is doubtlessly nearby. If you help her, remove 1D10 from your next Pursuit Value or Escape Threshold roll but gain their eternal gratitude. If you don't, you become Stressed.
9 to 16	A peddler, dressed in brightly dyed clothing, accosts you along the way, insisting you nicked one of his goods. You must succeed in a (Normal +/-0%) Athletics Test to escape his grasp or suffer 2D10+2 Peril.
17 to 25	A prisoner has escaped from a nearby watchtower! They're coming your way, followed by several sentries ordering you to stop them. If you help the sentries, remove 1D10 from your next Pursuit Value or Escape Threshold roll but gain their eternal gratitude. If you don't, you become Stressed.
26 to 33	A magician displays a colorful fountain of flash, pyromantic green flames that extend into the air. It captures both the minds of the passersby and potentially you in wonderment. You must succeed in a (Hard -20%) Resolve Test or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
34 to 41	A strangely disgusting stench emits from where you just stepped. You realize that you've run right through horse manure. You must succeed in a (Normal +/-0%) Coordination Test or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
42 to 49	You forget to secure your coin purse as you rush through the city streets. You must succeed in an (Easy +20%) Awareness Test or 2D10+2 silver pieces fall from your pockets.
50 to 58	Between you and your quarry, a throng of doomsaying fanatics are whipping themselves and others in a show of piety. You must succeed in a (Hard -20%) Resolve Test or become Stressed.
59 to 67	The road ahead is blocked by hostlers unloading a wagon of several hogsheads of mead. As you break between the laborers, one of the barrels begins to roll after you! You must succeed in a (Normal +/-0%) Athletics Test or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
68 to 76	While running, your attentions are captured by a beautiful person. However, they're attended by a rather beefy-looking suitor, who catches you watching their significant other. You must succeed in an (Easy +20%) Toughness Test or be drawn into a fistfight. You move one step down the Damage Condition Track.
77 to 85	While sprinting at a breakneck pace, you hear a disturbance from around the corner. A moment later, a runaway horse comes galloping towards you! You must succeed in a (Hard -20%) Handling Test or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
86 to 92	A band of beggars accosts you. Drop 1D10+1 silver pieces for these wretches or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
93 to 100	You have lost sight of your quarry and are faced with a hard choice: take the left alleyway or the right? You must succeed in an (Easy +20%) Insight Test or suffer 2D10+2 Peril.

Appendix C: Complications

D100	Mountain Complications
1 to 8	A band of lost souls on pilgrimage have somehow found themselves waylaid in the pass. Desperate and hungry, they beg you for coin. Drop 1D10+1 silver pieces for these wretches or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
9 to 16	A foolish yet handsomely wealthy merchant needs your help installing their trunks atop a rented coach. If you help them, remove 1D10 from your next Pursuit Value or Escape Threshold roll but gain their eternal gratitude. If you don't, you become Stressed.
17 to 25	A loud noise echoes from the cliffsides above. Rocks and a mass of small stones tumble downward, threatening your pathway. You must succeed in an (Easy +20%) Athletics Test to escape the minor rockslide or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
26 to 33	Several hearty bushes grow between the rocks. Bare of all leaves, your coin purse catches upon it as its contents spill forth. You must succeed in a (Hard -20%) Awareness Test or 2D10+2 silver pieces fall from your pockets.
34 to 41	As you quickly come around a switchback, the road nearly disappears from beneath you. You must succeed in a (Normal +/-0%) Coordination Test or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
42 to 49	Down a steep slope rests a young mountain goat. Yelping for help, a shepherd boy nearby asks you to rescue the billy. If you help him, remove 1D10 from your next Pursuit Value or Escape Threshold roll but gain their eternal gratitude. If you don't, you become Stressed.
50 to 58	From the recesses of a small cavern wanders a black-furred mountain cat. Its hair stands on end as it attempts to threaten you with a loud growl. You must succeed in a (Hard -20%) Resolve Test or become Frightened.
59 to 67	Hardy mountain folk dwell in these regions and do not brook passersby and other wayward people into their camps. Invariably, you've drawn their ire. You must succeed in a (Normal +/-0%) Toughness Test or be drawn into a fistfight. You move one step down the Peril Condition Track..
68 to 76	The pathway gives out from beneath you as you slide down the path. Bouncing off a rock, you land on your feet. However, the boulder you rolled over is now rolling after you. You must succeed in an (Easy +20%) Athletics Test or move one step down the Damage Condition Track.
77 to 85	The pathway is riddled with rocks. Several pebbles have already affixed themselves to your boot heel. You must succeed in a (Hard -20%) Coordination Test or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
86 to 92	You are caught between a rock and a hard place. Literally. Afraid you'll never be able to free yourself, you must succeed in a (Normal +/-0%) Resolve Test or become Stressed.
93 to 100	You frantically scramble up the cliffside wall, trying to keep your cool. If you lose your grip, you'll lag behind the others, trying to climb back up. You must succeed in an (Easy +20%) Resolve Test or remove 1D10 from your next Pursuit Value or Escape Threshold roll.

Appendix C: Complications

D100	Road Complications
1 to 8	A dying man waits for your help. Starving and cold, he motions towards the key, which, ironically, is sitting just below his cage. If you help him, remove 1D10 from your next Pursuit Value or Escape Threshold roll but gain his eternal gratitude. If you don't, you become Stressed.
9 to 16	A fork in the road ahead confounds you. You must succeed in a (Normal +/-0%) Awareness Test or suffer 2D10+2 Peril.
17 to 25	A frightened huntsman spots you from down the road. With a fist full of rabbit fur and meat that he likely hunted in illegal territory, he warns you to come no closer. You must succeed in an (Easy +20%) Persuasion Test or be drawn into a fistfight. You move one step down the Damage Condition Track.
26 to 33	A mess of thick, choking weeds or a fallen tree bars the way. Attempting to make your way through, its broken limbs and vines threaten to slow you down. You must succeed in a (Hard -20%) Athletics Test to escape or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
34 to 41	An unfortunate traveler has somehow broken an axle of their wagon. As they tried to fix it, the blocks they set the axle on broke, pinning them beneath. The wailing of their companion implores you for aid! You must help with a successful (Easy +20%) Handling Test or become Stressed.
42 to 49	As you come rushing over a hill, it takes a very steep turn, dropping precipitously down a slope. You must succeed in a (Hard -20%) Coordination Test or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
50 to 58	Deep in the grip of poverty and strife, weary villagers throng around you, demanding coin. Unless you toss 2D10+2 silver pieces to these peasants, you must remove 1D10 from your next Pursuit Value or Escape Threshold roll.
59 to 67	Running across a narrow footbridge, the decking breaks, sending you to the ground. The contents of your coin purse spill all over. You must succeed in a (Hard -20%) Awareness Test, or 2D10+2 silver pieces fall from your pockets, unable to be found again.
68 to 76	Staring down at you is a hunter in a tree stand. Carefully aiming their weapon, you fear they may have mistaken you for an animal! You must succeed in a (Normal +/-0%) Resolve Test or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
77 to 85	The howling of frothing, maddened dogs can be heard down the road. Avoiding them will be tricky. You must succeed in an (Easy +20%) Handling Test or become Stressed.
86 to 92	Amid a raging sandstorm, desperate nomads emerge from the swirling dust, their outstretched hands pleading for water. If you do not spare 1 Suppy Rating of provisions, remove 1D10 from your next Pursuit Value or Escape Threshold roll.
93 to 100	You find an ancient stone circle, rumored to house a knowledgeable spirit. Will you summon it, risking your sanity for secrets? You must succeed in an (Easy +20%) Resolve Test or become Frightened.

Appendix C: Complications

D100	Undercity Complications
1 to 8	A confusing set of tunnels stretches before you, and you're certain your quarry ran one down. But which one? You must succeed in an (Easy +20%) Insight Test or suffer 2D10+2 mental Peril from confusion and anxiety.
9 to 16	A desperate aristocratic bride has lost her ring and is searching the sewers for it. She's sobbing, insisting that you look around (as her manor home drains directly where you're standing). If you help her, remove 1D10 from your next Pursuit Value or Escape Threshold roll but gain her eternal gratitude. If you don't, you become Stressed.
17 to 25	A group of hungry and downtrodden sewer dwellers attempt to accost you, demanding coin. Unless you toss 1D10+1 silver pieces to the underdwellers, remove 1D10 from your next Pursuit Value or Escape Threshold roll.
26 to 33	A horrendous burbling echoes within the drainage ditch's pipelines. A thick, sludge-like fountain of water sprays upwards, covering you in sewer slime. You must succeed in a (Hard -20%) Coordination Test or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
34 to 41	Several gong farmers are steadily scrubbing and plunging away at a clogged sluice drain. They insist you must wait until they finish to get by, but it could be an hour until they're done. You must succeed in a (Normal +/-0%) Toughness Test or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
42 to 49	A poor unwashed baby has been flushed down the drain from above! Squalling, it is left helpless to sewer rats that threaten to eat it. If you help it, remove 1D10 from your next Pursuit Value or Escape Threshold roll but gain its parent's eternal gratitude. If you don't, you become Frightened.
50 to 58	A sewer inspector, otherwise a bailiff, insists you knocked their important papers out of their hands into the waters. Ruined, he demands that you pay a fine. Toss 1D10+1 silver pieces to the vexed tax collector or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
59 to 67	A stir of disorienting echoes throws you off the trail of your quarry. You're unsure which direction to go, unable to see your companions. You must succeed in a (Normal +/-0%) Survival Test or become Stressed.
68 to 76	Accompanied by a roar, a river of sewer water blocks your way from pursuit! You must succeed in an (Easy +20%) Athletics Test or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
77 to 85	Ahead of you stands a rusted portcullis, meant to keep detritus from flowing backward into the city's fountains. However, it is slowly closing due to downward-flowing water! You must succeed in a (Hard -20%) Athletics Test or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
86 to 92	Something wet and slippery wraps around your arm from the darkness of a nearby sewer drain! You must succeed in a (Normal +/-0%) Athletics Test or remove 1D10 from your next Pursuit Value or Escape Threshold roll.
93 to 100	You slip and take a fall into waist-deep water with night soil floating atop it. As you slosh around, trying to find your belongings, you realize your coin purse is floating beside you. You must succeed in an (Easy +20%) Awareness Test, or 2D10+2 silver pieces fall from your pockets, unable to be found again.

Appendix D:
Journey Tracker

Waypoint	Stretch Type	Toughness Test			Danger				
	Short, Medium, Long	1	2	3	Terrain	No Danger	Mildly (1D6)	Moderately (2D6)	Highly (2D6)

Survivor	Role	Role Check Results				Toughness Tests			
	Guide, Provisioner, Lookout	Success	Crit Success	Failure	Crit Failure	1	2	3	4

Appendix E: Fight Actions

Move Actions

Move Action Name	Related Skill	AP Cost
Charge	(Athletics)	2 AP
Hustle	(none)	1 to 3 AP
Maneuver	(none)	2 AP
Retreat	(none)	2 AP

Special Actions

Special Action Name	Related Skill	AP Cost
Interact	(varies)	1 to 3 AP
Load	(none)	1 to 3 AP
Rally	(Persuasion)	1 AP
Taunt	(Toughness)	1 AP

Attack Actions

Attack Action Name	Related Skill	AP Cost
Attack	(Blackpowder, Melee, or Ranged)	1 AP
Cast	(Occultism)	1 to 3 AP
Streetfight	(Athletics or Melee)	1 AP
Weaken	(Melee)	2 AP

Reactions

Reaction Name	Related Skill	AP Cost
Aim	(none)	1 AP
Counterspell	(Occultism)	1 to 3 AP
Help	(varies)	1 AP
Opportunity	(varies)	1 AP

Stunts

Stunt Name	Related Skill	AP Cost
Blind	(Awareness)	1 AP
Disarm	(Guile)	1 AP
Grab	(Athletics)	1 AP
Shove	(Coordination)	1 AP

Appendix F: Random Encounters

D100	Forest Encounters
1 to 8	A preacher, a diabolist, and a courtier walk into the forest. The preacher says something to the diabolist in a language he cannot understand, and the courtier agrees. The courtier draws a knife and puts it to the preacher's throat. The diabolist asks the survivors to translate. What language is it in, and what was said?
9 to 16	A slender tower of wood and stone dominates the nearest precipice, nearly indiscernible from the tall pine trees surrounding it save its ragged banner. Once occupied by loyal soldiers, it now hosts refugees on the run. They will likely defend their position to the death, but could they be reasoned with instead?
17 to 25	In the middle of a meadow, several tired people in ragged clothes dance around a wooden idol of the Crouching One. Sitting upon a log is a very aged man with a beard down to his boots. He plays a weather-worn violin. The dancers continue their dance of doom silently despite being emaciated and hungry. Will the survivors stop this, and how?
26 to 33	Graveyards lie nestled along a well-worn footpath. Several mourners, armed with shovels, dig up a grave as a preacher watches nearby. Fresh flowers are laid before the tombstone, indicating that the deceased must have passed recently. Upon closer inspection, they appear to be grave robbers. Are they?
34 to 41	A pair of rough-looking bailiffs drag a poacher out of the woods. The "poached" animal was the same animal one of the survivors had taken a shot at before–their arrow juts out of the deer's body. However, the poacher needs to find the bow that shot it.
42 to 49	A set of stone crypts has been opened, disturbed by tomb robbers. However, the corpses of the would-be looters lay in a pool of their own blood, warm to the touch. A yawning darkness stands before them within the threshold. What's inside?
50 to 58	The roads ahead are overgrown as if a jungle suddenly sprouted. The vines are vestigial, easily torn aside, and give beneath the weight of two strong hands. But passing into the path's heart, you find a strange pod beating to the same rhythm as a survivor's heart. Lashing out at it only wounds the survivor in question, and the vines attempt to entangle all those who pass within. How will you escape?
59 to 67	A band of poachers exits the woods. These huntsmen have all manner of game upon them: deer, rabbit, and even fox. They'll agree to share their kill with the survivors, providing they won't rat them out at the nearest watch station.
68 to 76	Deep mud, a swamp, or quicksand bogs down travel. It mires those within it and makes travel by conveyance nearly impossible, as survivors must dig themselves and their pack animals out. There may even be a risk for sickness from the biting mosquitoes or diseases often rife in these areas.
77 to 85	Half-submerged in mud stands a knight with a sword in hand. To his opposite, a pair of women are armed with burlap sacks full of rocks. Watching over them is a strange druid. What justice is this, and will the survivors attempt to interrupt?
86 to 92	A cache of silver pieces, half-buried but exposed to the survivors, is contained in a box marked with the sigil of a local lord or count. Do they turn it in or keep it for themselves?
93 to 100	Crows fill the sky, circling the remnants of a bonfire. An odiferous, wretched stench wafts through the air. In the center of the ashes is a thick pike, and a smoldering corpse is spit upon it. Whether this is the mark of diablerie is unknown, but the place is unsettling.

Appendix F: Random Encounters

D100	Hill Encounters
1 to 8	An ancient albino boar lies beneath a rock for shade. Twelve arrows jut out from its body as it is Grievously Wounded. However, it speaks the common tongue. What does it say, and will the survivors attempt to put it out of its misery?
9 to 16	Just off the path, a low moaning can be heard. Unmistakably, the wounded groaning may attract anyone with a good heart or charitable spirit. Unfortunately, the wind is rushing from a deep, hollow hole in the ground. Perched upon its crests are strange shapes; are they shadows, imp-like monkeys, or something far worse?
17 to 25	The survivors have the extreme misfortune of bumping into a band of bored, drunk, and belligerent sellswords led by a grizzled older woman. Are they looking for a fight or a new master to serve?
26 to 33	For a few hours, small tornados of wind pick up dust. However, they go from annoying to harmful. The survivors must seek shelter, but unbeknownst to them, an anchorite dwells within the nearest cave and demands that they pay him for the trouble.
34 to 41	A loud bang can be heard nearby. Just behind a large hill are twelve stones positioned in a perfect circle. They are covered in scorch marks and softly smolder. The stench of rotten eggs and sulfur wafts all around.
42 to 49	Lain within a glade are the bones of the dead. Spread out in a circle, radiating from the center with eight leg bones, it spells trouble. Eight censers still burn incense from them, which could only mean the demonologist who erected this gruesome dodecagram must be nearby ...
50 to 58	A woman in ragged clothing waves her hands atop a nearby plateau, yelling for the survivors to approach. At the foot of the mesa lie several broken barrels, which smoke and burn. They can see several ropes dangling by her feet. What does this woman want, and what's up with the barrels?
59 to 67	An arrow shivers, striking a nearby tree. Someone hollers, "Incoming!" but just a bit too late. Atop a tree stand is a person covered in furs. But upon closer inspection, it appears to be a beast with humanoid hands. It aims once again with a bow towards the same tree as before ...
68 to 76	A pack of large rodents has been following the survivors for several hours. Picking up the crumbs of their food, they even attempt to nest in the camp. Whistling, however, draws their attention. Is this for good or ill?
77 to 85	Many armed soldiers are on horseback, racing across the countryside. Coming anywhere near their reach will enrage them, whereas walking in their wake will expose them to cause a massive cloud of dust, choking the survivors.
86 to 92	For several hours, a murder of crows has nested in the trees near one of the survivors. What ill omen does this foretell? Dispelling such oddities requires climbing the tree and speaking to the lead albino raven.
93 to 100	Lightning may lance out, a terrible lashing rain may pour down, or a freak winter storm may break overhead unseasonably. Oppressive and torrential, this bad weather persists for several hours. Survivors must find shelter immediately. If the survivors take cover in a cave, perhaps they stir a sleeping bear or other terrible monstrosity? You decide.

Appendix F: Random Encounters

D100	Mountain Encounters
1 to 8	Terrible, lashing weather overtakes the survivors, who are forced to find shelter. While waiting for the storm to pass, one survivor tells the story of the howlbear, a terrible beast whose presence snuffs out light and who can summon terrible storms. Just then, the survivors' campfire flickers out and dies.
9 to 16	A pilgrim of the Winter King is found starving and begging for food, though he bears a tattoo on his chest that reads, "The strong shall overcome." Do they feed him or let his faith be his nourishment?
17 to 25	During a terrible storm, the survivors find refuge in a tiny burg beneath a large mountain. Ruled over by a charismatic but desperate lord, the lord's child seems to hold some unknown dark power that leaves the populace terrified. No matter where the survivors go, the child always seems to follow them–and his father becomes more deranged by the minute. Could the child be the absolute ruler, or is something stranger happening?
26 to 33	The survivors encounter a disheveled group of northern refugees fleeing their overtaken lands. They beg the survivors to lead them to shelter. While they converse, the characteristic bellow of warhorns echoes from the mountains behind them.
34 to 41	Cresting a large hill, the survivors come across a valley where a band of firbolg and orx seem to be lining up for a skirmish, surrounded by crowds of onlookers. However, neither side bears armaments (save for abusively large spaulders) while a goblin stands between them holding an inflated pig's bladder. What is about to occur?
42 to 49	A shot rings out above the survivors. Looking up the hill, they see a heavily bearded man leveling an arquebus at them. What is stranger is that the man has a large brown bear with him–one that seems to be wearing a collar. Suddenly, the man looks panicked and waves at the group to follow him. What could be frightening this wild man who threatened them moments before?
50 to 58	Journeying through a high-sided valley, the survivors encounter a group of travelers. The travelers say they have been hemmed in this valley for months and need an escort home. Their look is mixed with hunger and desperation. They are nearly out of supplies, but they have many more caravans than needed to support such a small group.
59 to 67	Standing in the middle of a vast plain, surrounded by no other life, is a large, free-standing stone of eldritch craftsmanship. It is inscribed with strange symbols and littered with offerings of offal, trinkets, and coins. It exudes a malevolence, one that begs to be touched.
68 to 76	Coming across a clearing, the scout of the survivors sees hundreds of dismembered corpses spread out to form an irreverent tribute to demons unknown. Upon returning with the survivors, the corpses have disappeared. Was this a hallucination or something more sinister?
77 to 85	A scream fills the sky as the survivors look up, spotting a ball of green flame plunging from the heavens to the earth below. The object lands with explosive force in a nearby cluster of pines as critters flee from the impact. A few moments later, the pines reflect the color of a sickly green glow. Is this some strange new weapon or something from beyond the stars?
86 to 92	The survivors encounter a clan of dwarves who say they are out to reclaim a lost clan home. They plead for aid, promising untold riches but warning of likely death. Do they take up the ragtag group's offer?
93 to 100	After setting up camp for the night, the survivors hear the familiar howl of wolves in the distance. Over the next hour, the howls get closer and closer until they suddenly stop. Could they have abandoned their hunt, or are they just about to start?

Appendix F: Random Encounters

D100	River Encounters
1 to 8	Across the way, several well-dressed merchants with spears in hand are swimming across toward an island with violence in their eyes. One among them is shaven from head to toe, as several human heads are firm around the end of his trident. Will the survivors attempt to help?
9 to 16	The riverboat bumps into what first appears to be a dead log; however, upon closer inspection, it is revealed that it is a water-bloated corpse. The waterway ahead is littered with the dead, but they show little to no sign of injury. Many are dressed in the same roughspun gray cloth, the garb of the Leviathan's adherents.
17 to 25	Suddenly, something significant and green can be seen swimming in the water. One of its wet, undulating tentacles lashes the masthead, pulling itself out of the water. Will the survivors take the time to plug the boat or attempt to ward off whatever is about to crawl up on deck?
26 to 33	The survivors come across a strange site: several remnants of ships strapped together and tethered to the shore. This platform gleams with colorful tents and haunting music, with a large sign that reads "The Fantastic Gregor's Floating Carnival." As the survivors venture past the barkers and the food stalls, they notice all the workers have a devilish mien, and the "Tent of Freaks" is a little too bizarre.
34 to 41	They were caught between a swiftly flowing part of the river and an overgrown, languid branch that could make their descent safer. If they go through the roughs, it could be dangerous. However, the other fork could take them down an uncharted part of the river.
42 to 49	Swimming below the deck are hundreds upon hundreds of piranha fish. However, only when they look closer do the survivors realize that a bloated body is underneath. Drawing the corpse to the deck shows the corpse is somehow still alive. Is it a long-lost friend of the survivors? Or it could be one of the undead. You decide.
50 to 58	A fellow named Eddie is attempting to get his skiff out of an eddy on the river but has yet to be successful. His paddle is halfway down the river, while his boat is spinning out of control, around and around. In the middle of the eddy a strange, undulating thing of the deeps can be seen, threatening to lash his boat. Will the survivors throw their lot in with Eddie or leave him to his doom?
59 to 67	A traveling bard troupe, all holding different instruments, is standing on the deck of their ramshackle boat, which has been stuck in the mud. They ask to board the survivor's ship as they are headed in the same direction. Do the survivors let them on the ship or leave them stranded?
68 to 76	Typically, a gate stands near the river to collect toll from passing vessels. However, it has been reduced to rubble. In its place is a sign, written crudely upon a wood plank, stating, "RIVIR CLOTHED. PAY TOWL TROL 2 GIT INN". Calling himself "Frank," he motions for the survivors to moor their ship at a nearby sandbar. Do they comply?
77 to 85	The survivors encounter a strange barge. All the members of the barge look battle-worn, and many sport intimidating back tattoos of terrible dragons. Do these traders have honest intentions, or are they looking for something else?
86 to 92	A band of river wardens aboard a swiftly moving skiff demands they drop anchor. Are they indeed bailiffs of the river or merely charlatans playing their part? Either way, their crossbows are aimed at the survivors, which could spell their doom.
93 to 100	From a hidden cove, a band of peg-legged veterans aboard a swift moving river ship approaches. Their skiff is festooned with paper lanterns as minstrels occupy the ship's wheel. They beg the survivors to join them to celebrate the holiday of those who lost their leg, arm, or nose in the war. Is this a ruse to lure the naive, or is it an honest proposal?

Appendix F: Random Encounters

D100	Swamp Encounters
1 to 8	A wheelhouse carrying markings of local nobility is found turned over in the mud, the horses' throats cut, and the wheels dismantled. The coachman and the passengers are nowhere to be seen. From the thrown-open door are multiple pairs of footprints leading deep into the moor; right behind are a pair of larger, more monstrous prints.
9 to 16	Strange blue flowers grow in the middle of a shallow pond. This fauna is highly reputed to be a healing agent or aphrodisiac. Or was it poison? Unbeknownst to them, they also mark where a bog wight would have been buried.
17 to 25	As morning comes, a low groan emits from the waters, burbling as the creature moves through it. Later, as the survivors settle at camp, the groaning can be heard again, but it's coming from the darkness. Walking into camp is a half-naked man with a severed boar's head in hand. He affixes it atop the crown of his head. What happens next?
26 to 33	The survivors encounter a raging storm, seeking a local manor for shelter. Upon gaining entrance, they find the owner is an obsessed and crazed lord, believing the ghost of his lover eternally haunts him. At the stroke of midnight, the survivors hear a spectral moaning coming from the moor.
34 to 41	As the survivors journey on, they come across a tar pit that is host to the remains of many corpses. In the middle of the pit, a fantastically crafted sword juts from the ichor; the survivors feel an almost siren call to reach for the blade.
42 to 49	A dilapidated hut is found deep in the moor. Its residents are an old woman and her feline companion. The woman claims to be a white witch and medicine woman, offering the survivors a strange toadstool as a token of friendship. If imbibed, the toadstool will cause paralysis and wild hallucinations.
50 to 58	A child is found huddling under an outcropping, dirty but unharmed. The child does not speak but seems grateful for the survivors' assistance. However, the shallow cave the child dwells in is full of humanoid bones, some rather fresh.
59 to 67	A herd of wild kine moves desperately, attempting to escape a small but vicious poodle. It yaps incessantly, but its owner isn't anywhere nearby. Upon closer inspection, one of its eyes smolders red. What is this demon dog?
68 to 76	A wayside inn off the beaten path welcomes the survivors. Although small, its proprietor, his wife, and four adult children are pleasant and welcoming. The stew is sumptuous and hearty. However, a congealed mass floats within it. Is it merely a bit of thick gristle or a mashed eyeball?
77 to 85	For several hours, the land has turned into a swampy mess. Mud sucks at the survivors' boots, and a thick mist seems to rise ever worse as the day draws on. When night falls, twinkling motes of light draw the survivors deeper into the marsh, but to what end?
86 to 92	Bloated flies buzz incessantly around the survivors' foodstuffs. Large toads usually keep these insects in check, and it is only a matter of time until they show up ...
93 to 100	One survivor spots a proud stag through a copse of trees: the rare and extremely lucky white hart. The creature scampers off as a band of goblins stampedes after it, hungry for meat.

Appendix F: Random Encounters

D100	Taiga Encounters
1 to 8	Several tribesmen stumble upon the survivors as they head back to their tribe. If treated courteously, they will invite the party back to their village to celebrate the Festival of the Moon. Mouths water at the scent of roast meat, but as they approach the fire, their stomachs turn at the sight of what's cooking.
9 to 16	The sounds of dogs barking and sled blades on frozen ground give way to a wild-eyed man who pulls up his team before the survivors. "I think I've lost them," he pants. "But you'll want to clear out quick. They might still be on my trail." With a crack of his whip and a "Hyah!" his dog sled lurches into the forest.
17 to 25	Caught in a snowstorm, the survivors find a pre-existing shelter formed from large rocks. It has been occupied recently: empty waterskins, half-eaten rations, and a damaged devil's weed pipe lie scattered about. Bloodstains on the walls imply that this was more than just youths letting off steam. Is that blood fresh?
26 to 33	Just off the beaten path, the sound of running water leads to a glacial runoff. Anyone who drinks the water moves one step up the Peril Condition Track, as this is the purest water they have ever tasted.
34 to 41	The ground shakes as the party reaches the crest of a rise. A massive herd of elk stampedes toward them. What could be causing the stampede, and how can the party avoid being overrun?
42 to 49	A murder of crows takes flight as the party stumbles upon the scene of a recent bloody battle. Amid the butchery, two sets of tracks lead further into the frozen north: unshod dainty footprints followed by heavily booted feet.
50 to 58	Impeded by a recent snowfall, the survivors are approached by a tiny blonde woman accompanied by a massive white bear. If properly convinced, she could help out.
59 to 67	Deep within the boreal forest lies a vale where snowflakes sparkle and hover in the air, as if suspended by magic. Closer inspection reveals frosty strands of webbing crisscrossing the glade. Are ice spiders real?
68 to 76	Making their way across the tundra, the party hears a loud CRACK. Peering down, they realize that they have left the tundra and are crossing an unmarked frozen lake. The air is surprisingly warm today.
77 to 85	Following an audible whimper, the party finds a dying wolf caught in an iron trap. A litter of newborn pups suckle the last of the warmth from their mother. Who laid this trap, and how long until they return?
86 to 92	A treacherous rope bridge is the only way across a broad chasm for many miles. As the party crosses, they are met in the middle by a lone swordsman who refuses to backtrack, as he is in a terrible hurry. Do they concede and wait to cross, or try to convince the swordsman of their own need to cross?
93 to 100	The survivors come upon a shrine to the Winter King. Upon inspection, it has been desecrated recently. As the party examines the damage, a group of worshipers arrives, angrily demanding answers as they brandish weapons.

Appendix G: Physical Afflictions

D100	Physical Affliction	Duration	Effect
1 to 4	**Blurry Vision**	1D10+1 days	You cannot use vision-based Skill Tests.
5 to 8	**Gut Churn**	1D10+1 days	Your Toughness-based Skill Tests are (Hard -20%).
9 to 12	**Hand Tremors**	1D10+1 days	Your Combat-based Skill Tests are (Hard -20%).
13 to 16	**Worn Down**	1D10+1 days	You are Stressed.
17 to 20	**Panicked Breathing**	1D10+1 days	Every time you move down the Damage Condition Track, you also move an equal number of steps down the Peril Condition Track.
21 to 24	**Pins & Needles**	1D10+1 days	Your Agility-based Skill Tests are (Hard -20%).
25 to 29	**Pounding Headache**	1D10+1 days	Your Perception-based Skill Tests are (Hard -20%).
30 to 33	**Martyr's Mercy**	NONE	Ignore the Affliction and continue fighting!
34 to 37	**Addiction Susceptibility**	2D10+2 days	You temporarily gain a Tragic Flaw related to some vice, such as alcohol or gambling.
38 to 41	**Broken Heart Syndrome**	2D10+2 days	Any time you move down the Peril Condition Track, roll 1D100. On a result of "98 to 100", you move to Exhausted!.
42 to 45	**Chronic Lethargy**	2D10+2 days	You only receive 2 AP on your Turn in a fight scene.
46 to 49	**Chronic Migraines**	2D10+2 days	You Flip To Fail Intelligence-based Skill Tests.
50 to 53	**Chronic Pain**	2D10+2 days	You move one step down the Peril Condition Track at the start of each day.

Appendix G:
Physical Afflictions

D100	Physical Affliction	Duration	Effect
54 to 57	**Creepy Crawlies**	2D10+2 days	You are Frightened.
58 to 61	**Disease Susceptibility**	2D10+2 days	You Flip To Fail to resist Disease.
62 to 65	**Martyr's Mercy**	NONE	Ignore the Affliction and continue fighting!
66 to 69	**Brutal Insomnia**	3D10+3 days	Whenever you try to sleep, roll a Resolve Test. Upon failure, you cannot fall asleep for 1 day.
70 to 73	**Coordination Collapse**	3D10+3 days	You Flip To Fail Agility-based Skill Tests.
74 to 77	**Needful Things**	3D10+3 days	You must use devilweed or another Poison to excess every day or suffer from Starvation.
78 to 81	**Protracted Healing**	3D10+3 days	You move one less step up the Damage & Peril Condition Tracks for all healing.
82 to 85	**Sporadic Seizures**	3D10+3 days	Each time you move a step down the Peril Condition Track, roll 1D6. On face "6", you are unable to move or speak for 1 hour.
86 to 89	**Stomach Ulcers**	3D10+3 days	Whenever you use Medicine or are affected by a Poison, move three steps down the Peril Condition Track.
90 to 93	**Unnatural Cravings**	3D10+3 days	You must drink laudanum every day, or else you suffer from Starvation.
94 to 97	**Martyr's Mercy**	NONE	Ignore the Affliction and continue fighting!
98 to 99	**Custodian's Judgment**	Varies	Re-roll twice, as you suffer 2 different Afflictions instead!
100	**Heart Attack!**	NONE	Your chest is wracked with pain as your heart instantly seizes! You are slain unless you take on a permanent Scar.

Appendix H: Mental Afflictions

D100	Mental Affliction	Duration	Effect
1 to 4	**Brain Itch**	1D10+1 days	You suffer 1D10+1 Peril each time you succeed in a Skill Test.
5 to 8	**Fits of Cackling**	1D10+1 days	Whenever an ally you can see fails a Test, you laugh uncontrollably and cannot speak or concentrate until the end of your next Turn.
9 to 12	**Frustrated Screams**	1D10+1 days	Every time you fail a Test, you scream in frustration and reveal your location to others.
13 to 16	**High Strung**	1D10+1 days	Every time you fail a Test, you suffer 1D10+1 Peril.
17 to 20	**Muddled Mind**	1D10+1 days	You move one step down the Peril Condition Track each time you attempt an Intelligence-based Skill Test.
21 to 24	**Nocturnal Fright**	1D10+1 days	You move one step down the Peril Condition Track every hour you're outside at night.
25 to 29	**Pressing Paranoia**	1D10+1 days	For every hour after sundown you aren't sleeping, you must succeed in an Awareness Test or suffer 1D10+1 Peril.
30 to 33	**Martyr's Mercy**	NONE	Ignore the Affliction and continue fighting!
34 to 37	**Absent Mindedness**	2D10+2 days	You cannot use Reactions in a fight.
38 to 41	**Fawning Response**	2D10+2 days	When a creature deals Damage to you, you waste 1 AP on your next Turn, pleading with them to be reasonable.
42 to 45	**Fight Response**	2D10+2 days	You will not back down or run away from a fight.
46 to 49	**Flight Response**	2D10+2 days	Whenever you suffer Damage, you Hustle backward to Close for 0 AP.
50 to 53	**Freeze Response**	2D10+2 days	When you suffer new Injuries and Afflictions, you cannot use Move Actions for 1 Round.

Appendix H:
Mental Afflictions

D100	Mental Affliction	Duration	Effect
54 to 57	**Restless Thoughts**	2D10+2 days	When you fail Intelligence-based Skill Tests, you suffer 2D10+2 Peril.
58 to 61	**Skin Crawling**	2D10+2 days	You refuse to wear armor.
62 to 65	**Martyr's Mercy**	NONE	Ignore the Affliction and continue fighting!
66 to 69	**Frenzied Mind**	3D10+3 days	When you fail to Damage a creature with weapons, re-roll to strike an ally instead.
70 to 73	**Fugue State**	3D10+3 days	You cannot do anything but sit and let your mind wander, left Helpless.
74 to 77	**Ghastly Hallucinations**	3D10+3 days	You must use devilweed or another Poison to excess daily, or else you suffer from a lack of Sleep.
78 to 81	**Mind Spike**	3D10+3 days	You Flip to Fail Intelligence-based Skill Tests.
82 to 85	**Seeing Red**	3D10+3 days	Whenever you successfully deal Damage to a creature, move one step down the Peril Condition Track.
86 to 89	**Shell Shocked**	3D10+3 days	You refuse to fight.
90 to 93	**Thousand-yard Stare**	3D10+3 days	You always go last on the Initiative Ladder.
94 to 97	**Martyr's Mercy**	NONE	Ignore the Affliction and continue fighting!
98 to 99	**Custodian's Judgment**	Varies	Re-roll twice, as you suffer 2 different Afflictions instead!
100	**Brain Aneurysm!**	NONE	An aneurysm in your brain hemorrhages and bursts! You are slain unless you take on a permanent Scar.

Appendix I:
Spiritual Afflictions

D100	Spiritual Affliction	Duration	Effect
1 to 4	**Corruptive Whispers**	1D10+1 days	Whenever you gain Corruption, gain 1 more point.
5 to 8	**Daylight Nightmares**	1D10+1 days	You move one step down the Peril Condition Track every hour you're outside during the day.
9 to 12	**Desecrated Tongue**	1D10+1 days	You may speak in tongues of an unknown Beyonder. After the Affliction ends, you remember none of the language, but the Beyonder's true name is seared into your brain.
13 to 16	**Maligned Wytchsight**	1D10+1 days	Creatures who gaze at you with Wytchsight see a black, fully corrupted aura.
17 to 20	**Pronounced Malignancies**	1D10+1 days	Any Malignancies you have or receive are completely visible to anyone around you.
21 to 24	**Twisted Vision**	1D10+1 days	You cannot see during daylight hours.
25 to 29	**Wrack of Ruin**	1D10+1 days	Reduce your Damage Threshold by -1.
30 to 33	**Martyr's Mercy**	NONE	Ignore the Affliction and continue fighting!
34 to 37	**Communicable Blight**	2D10+2 days	Whenever you suffer a Malignancy, another survivor also gains one.
38 to 41	**Infernal Call**	2D10+2 days	You Flip to Fail Toughness Tests to resist Corruption. In addition, whenever you gain it, you suffer twice the amount.
42 to 45	**Misfortune's Toll**	2D10+2 days	It costs you 2 Fortune Coins instead of one to use them.
46 to 49	**Noxious Soul**	2D10+2 days	Allies who can see you Flip to Fail Toughness Tests to resist Corruption. In addition, whenever they gain it, they suffer twice the amount.
50 to 53	**Spiritual Blindness**	2D10+2 days	Whenever you roll an Occultism Test to cast magic, roll 1D6. If it lands on face "6", the spell fails.

Appendix I: Spiritual Afflictions

D100	Spiritual Affliction	Duration	Effect
54 to 57	**Umbral Cloud**	2D10+2 days	A tumultuous and corruptive cloud is ever present around you for those peering with Wytchsight. You awaken each day suffering 2D10+2 Peril.
58 to 61	**Withering Willpower**	2D10+2 days	At the start of each day, roll a Resolve Test. If you fail, move two steps down the Peril Condition Track. If you Critically Fail, permanently reduce your Willpower by -2%.
62 to 65	**Martyr's Mercy**	NONE	Ignore the Affliction and continue fighting!
66 to 69	**Demonic Corruption**	3D10+3 days	You are marked with a black spot on your body. Each time you gain Corruption, it spreads. You will be seen as a creature from beyond the Vault of Night for those who are sensitive to it.
70 to 73	**Demonic Lure**	3D10+3 days	The GM will secretly roll 1D6 at the start of each day. If it ever lands on face "6", you will inevitably face a Lower Demon before the duration ends.
74 to 77	**Horrific Visions**	3D10+3 days	You Flip To Fail Skill Tests when encountering a situation like the one that provoked this Affliction.
78 to 81	**Malevolent Influence**	3D10+3 days	You cannot add your [BB] to Damage Thresholds.
82 to 85	**Puppeteered Spirit**	3D10+3 days	Your mind is steered by a distant, malevolent entity. Role-play only your Tragic Flaw (but gain RP as if you invoked both your Inner Strength and Tragic Flaw).
86 to 89	**Spectral Possession**	3D10+3 days	You are possessed by a dark spirit. At times of your GM's choosing, you must roll an Occultism Test or lose control of your body for the next minute.
90 to 93	**Weight of the Void**	3D10+3 days	You are Terrified.
94 to 97	**Martyr's Mercy**	NONE	Ignore the Affliction and continue fighting!
98 to 99	**Custodian's Judgment**	Varies	Re-roll twice, as you suffer 2 different Afflictions instead!
100	**Raptured!**	NONE	Your soul is ripped from your body and torn asunder! You are slain unless you take on a permanent Scar.

Appendix J: Blunt Injuries

D100	Blunt Injury	Duration	Effect
1 to 4	**Abdominal Trauma**	1D10+1 days	You suffer 1D10+1 Peril after eating.
5 to 8	**Black Eye**	1D10+1 days	You suffer a Hindrance Die when making Skill Tests that rely on sight.
9 to 12	**Broken Fingers**	1D10+1 days	You must succeed in a Coordination Test to load Ranged weapons.
13 to 16	**Broken Toes**	1D10+1 days	You must use 1 additional AP to use Move Actions in a fight.
17 to 20	**Bruised Torso**	1D10+1 days	You Flip To Fail Athletics Tests.
21 to 24	**Hyperextended Elbow**	1D10+1 days	You Flip To Fail Melee Tests.
25 to 29	**Twisted Ankle**	1D10+1 days	You temporarily reduce your Initiative Modifier by -3.
30 to 33	**Martyr's Mercy**	NONE	Ignore the Injury and continue fighting!
34 to 37	**Broken Ribs**	2D10+2 days	You cannot add Skill Ranks to Brawn-based Tests.
38 to 41	**Broken Shoulder**	2D10+2 days	You must use 1 additional AP to use fight actions.
42 to 45	**Busted Kneecap**	2D10+2 days	You cannot spend more than 1 AP for Move Actions during a fight.
46 to 49	**Cracked Skull**	2D10+2 days	You cannot gain or give Help Dice and suffer a Hindrance Die for all Tests.
50 to 53	**Major Concussion**	2D10+2 days	You cannot add Skill Ranks to Intelligence-based Tests.

Appendix J: Blunt Injuries

D100	Blunt Injury	Duration	Effect
54 to 57	**Smashed Groin**	2D10+2 days	You cannot Charge or Retreat.
58 to 61	**Soldier's Heart**	2D10+2 days	You temporarily reduce all Damage by your [FB].
62 to 65	**Martyr's Mercy**	NONE	Ignore the Injury and continue fighting!
66 to 69	**Brain Abscess**	3D10+3 days	You suffer -20% Intelligence, and all Stunt Actions cost double AP.
70 to 73	**Broken Skull**	3D10+3 days	You suffer -20% Willpower, and all Spells cost an additional AP to cast.
74 to 77	**Crushed Leg**	3D10+3 days	You suffer -20% Agility, and all Move Actions cost double AP.
78 to 81	**Internal Bleeding**	3D10+3 days	You suffer -20% Combat, and all Reactions cost double AP.
82 to 85	**Orbital Fracture**	3D10+3 days	You suffer -20% Perception, and the Taunt Action costs 2 AP.
86 to 89	**Snapped Arm**	3D10+3 days	You suffer -20% Brawn, and all Attack Actions cost double AP.
90 to 93	**Spinal Fracture**	3D10+3 days	You suffer -20% Fellowship, and all Move and Stunt Actions cost double AP.
94 to 97	**Martyr's Mercy**	NONE	Ignore the Injury and continue fighting!
98 to 99	**Custodian's Judgment**	Varies	Re-roll twice, as you suffer 2 different Injuries instead!
100	**Fatality!**	NONE	Your head caves in completely! You are slain unless you take on a permanent Scar.

Appendix K:
Cut Injuries

D100	Cut Injury	Duration	Effect
1 to 4	**Gouged Muscle**	1D10+1 days	You Flip to Fail Brawn Tests.
5 to 8	**Pierced Throat**	1D10+1 days	You Flip To Fail Tests that require you to speak.
9 to 12	**Scraped Rib**	1D10+1 days	You suffer 1D10+1 Peril after you roll an Athletics Test.
13 to 16	**Scratched Eye**	1D10+1 days	You suffer a Hindrance Die when making Perception Tests based on sight.
17 to 20	**Sliced Hand**	1D10+1 days	You suffer a Hindrance Die when making Skill Tests requiring both hands.
21 to 24	**Stabbed Chakra**	1D10+1 days	Every time you wish to spend a Fortune Coin, you must spend two instead.
25 to 29	**Torn Ear**	1D10+1 days	You suffer a Hindrance Die when making Perception Tests based on hearing.
30 to 33	**Martyr's Mercy**	NONE	Ignore the Injury and continue fighting!
34 to 37	**Butchered Flesh**	2D10+2 days	Anyone using Leechcraft on you must Flip to Fail their Test.
38 to 41	**Facial Slash**	2D10+2 days	You must succeed in a Coordination Test before speaking anything discernable.
42 to 45	**Kidney Wound**	2D10+2 days	Each time you move down the Peril Condition Track, you must succeed in a Toughness Test or move down an additional step.
46 to 49	**Lacerated Leg**	2D10+2 days	Each time you move down the Damage Condition Track, you must succeed in a Coordination Test or fall Prone.
50 to 53	**Punctured Lung**	2D10+2 days	You must succeed in a Resolve Test before spending your third AP on every Turn.

Appendix K: Cut Injuries

D100	Cut Injury	Duration	Effect
54 to 57	**Skewered Shoulder**	2D10+2 days	You must succeed in a Toughness Test to Load weapons.
58 to 61	**Slashed Fingers**	2D10+2 days	You Flip To Fail Skill Tests that require using your hands.
62 to 65	**Martyr's Mercy**	NONE	Ignore the Injury and continue fighting!
66 to 69	**Brain Bleed**	3D10+3 days	You suffer -30% Intelligence and all Stunt Actions cost double AP.
70 to 73	**Internal Bleeding**	3D10+3 days	You suffer -30% Agility, and all Move Actions cost double AP.
74 to 77	**Ruptured Heart**	3D10+3 days	You suffer -30% Willpower, and all spells cost an additional AP to cast.
78 to 81	**Skewered Spine**	3D10+3 days	You suffer -30% Fellowship, and all Move and Stunt Actions cost double AP.
82 to 85	**Slashed Eye**	3D10+3 days	You suffer -30% Perception, and the Taunt Action costs 2 AP.
86 to 89	**Sliced Tendons**	3D10+3 days	You suffer -30% Combat, and all Reactions cost double AP.
90 to 93	**Stomach Injury**	3D10+3 days	You suffer -30% Brawn, and all Attack Actions cost double AP.
94 to 97	**Martyr's Mercy**	NONE	Ignore the Injury and continue fighting!
98 to 99	**Custodian's Judgment**	Varies	Re-roll twice, as you suffer 2 different Injuries instead!
100	**Fatality!**	NONE	An arterial spray of blood marks your doom! You are slain unless you take on a permanent Scar.

Appendix L: Fire Injuries

D100	Fire Injury	Duration	Effect
1 to 4	**Blistered Hand**	1D10+1 days	You suffer a Hindrance Die when making Skill Tests requiring both hands.
5 to 8	**Cosmetic Damage**	1D10+1 days	You suffer a Hindrance Die when making Fellowship-based Skill Tests.
9 to 12	**Forearm Burns**	1D10+1 days	You suffer 1D10+1 Peril when you successfully deal Damage with a Melee weapon.
13 to 16	**Partial Blindness**	1D10+1 days	You suffer a Hindrance Die when making Perception-based Skill Tests.
17 to 20	**Seared Face**	1D10+1 days	You suffer a Hindrance Die when making Fellowship-based Skill Tests.
21 to 24	**Singed Arm**	1D10+1 days	You suffer a Hindrance Die when making Craft or Handling Skill Tests.
25 to 29	**Torso Burns**	1D10+1 days	You suffer 1D10+1 Peril each time you move one or more steps down the Damage Condition Track.
30 to 33	**Martyr's Mercy**	NONE	Ignore the Injury and continue fighting!
34 to 37	**Blistered Skin**	2D10+2 days	You suffer a Hindrance Die for all Tests that require a physical component.
38 to 41	**Charred Legs**	2D10+2 days	You cannot Charge or Retreat.
42 to 45	**Foot Burns**	2D10+2 days	You suffer 2D10+2 Peril when you spend more than 1 AP on Move Actions in a round.
46 to 49	**Hand Burns**	2D10+2 days	You suffer 2D10+2 Peril when making Skill Tests that require using both hands.
50 to 53	**Scorched Back**	2D10+2 days	You cannot perform Stunt Actions.

Appendix L:
Fire Injuries

D100	Fire Injury	Duration	Effect
54 to 57	**Seared Lungs**	2D10+2 days	You cannot spend more than 2 AP during your Turn.
58 to 61	**Singed Chakra**	2D10+2 days	You cannot spend more than 1 Fortune Coin per day.
62 to 65	**Martyr's Mercy**	NONE	Ignore the Injury and continue fighting!
66 to 69	**Blackened Skin**	3D10+3 days	You Flip to Fail Agility- and Brawn-based Skill Tests.
70 to 73	**Body Burns**	3D10+3 days	You suffer 3D10+3 Peril whenever you spend more than 2 AP on your Turn.
74 to 77	**Cauterized Organs**	3D10+3 days	You awaken to -15% To Skill Tests every day.
78 to 81	**Charred Form**	3D10+3 days	You suffer 3D10+3 Peril whenever you spend AP for any Move Action.
82 to 85	**Facial Burns**	3D10+3 days	You suffer 3D10+3 Peril whenever you fail a Fellowship-based Skill Test.
86 to 89	**Partial Blindness**	3D10+3 days	You Flip to Fail Combat- and Perception-based Skill Tests.
90 to 93	**Seared Throat**	3D10+3 days	You Flip to Fail Skill Tests to cast spells and all Fellowship-based Skill Tests.
94 to 97	**Martyr's Mercy**	NONE	Ignore the Injury and continue fighting!
98 to 99	**Custodian's Judgment**	Varies	Re-roll twice, as you suffer 2 different Injuries instead!
100	**Fatality!**	NONE	Burns ravage your body! You are slain unless you take on a permanent Scar.

Appendix M: Scars

D100	Scar	Effect
1	**Afraid of Shadows**	You cannot recover your Peril Condition Track when sleeping alone.
2	**Bad-blooded**	Whenever you are in a situation that resembles your Brush With Death, Flip To Fail Brawn-based Skill Tests.
3	**Bad Stomach**	You cannot use smelling salts unless accompanied by laudanum.
4	**Blighted Sight**	You suffer a Hindrance Die for Close distances unless you spend 1 Fortune Coin.
5	**Blunted Intellect**	Whenever you are in a situation that resembles your Brush With Death, Flip To Fail Intelligence-based Skill Tests.
6	**Brain Trauma**	Increase the duration of all Afflictions you suffer by 6 days.
7	**Brittle Bones**	When suffering Injuries, roll twice and select the worst result.
8	**Burn Scars**	Whenever you suffer fire Damage, you move one step down the Peril Condition Track.
9	**Cabin Fever**	When you are trapped or confined in a tight space, you become Frightened.
10	**Choleric Temperament**	When you deal Damage and don't move a creature down the Damage Condition Track, you move one step down the Peril Condition Track.
11	**Chronic Vomit**	When you are moved to Dying! or Exhausted!, you begin to throw up and must imbibe laudanum. If you don't, lose your next Turn.
12	**Combat Anxiety**	Whenever you are surrounded or outnumbered, suffer -1 to all Damage you deal.
13	**Dark Passenger**	When you are Dying!, you must succeed on a Resolve Test. When you fail, your "dark passenger," a devil or spirit who possesses you, takes control of your body for 1 hour. You retain no memories during that time.
14	**Distant Heart**	Permanently reduce your [FB] by -1.
15	**Echoing Tinnitus**	Suffer a Hindrance Die on all Skill Tests involving hearing.
16	**End of Line**	You cannot have children or use Persuasion to charm others.
17	**Erratic Pulse**	When you move down the Peril Condition Track due to a failed Resolve Test to avoid being Stressed, Frightened, or Terrified, you move one additional step down.
18	**Eternal Insomnia**	You can never recover to Fine on the Peril Condition Track unless you use smelling salts every day.
19	**Facial Scar**	Permanently reduce your [FB] by -1.

Appendix M: Scars

D100	Scar	Effect
20	**Fading Voice**	You cannot shout or speak loudly, and fail any Skill Test requiring a raised voice.
21	**Failing Heart**	When you fail Resolve Tests, move one step down the Peril Condition Track.
22	**False Nose**	You Flip To Fail Skill Tests to resist the effects of alcohol and Poisons.
23	**Far-sighted**	Permanently reduce your [CB] by -1.
24	**Fear of Mirrors**	Whenever you see your reflection, you must succeed on a Resolve Test or become Stressed.
25	**Flashbacks**	Whenever you are in a situation that resembles your Brush With Death, Flip To Fail Combat-based Skill Tests.
26	**Flock of Death**	Whenever you are outside, you are followed by a flock of birds who constantly mock you (e.g., crows, mockingbirds, ravens, vultures, or the like). Whenever you are moved to Dying!, you must succeed on a Resolve Test as they swarm, or you move one step down the Peril Condition Track.
27	**Frail-blooded**	Whenever you are exposed to Diseases and Poisons, Flip To Fail to resist it.
28	**Frostbite Scars**	Permanently reduce your Agility by -3%.
29	**Gambler's Lament**	If you are in a situation where you are able to gamble and you don't, remove 1 Fortune Coin from the pool.
30	**Gnarled Hand**	You suffer a Hindrance Die to all Skill Tests involving intricate handwork or delicate manipulation.
31	**Hard of Hearing**	You Flip To Fail Awareness Tests that require precise listening or hearing subtle sounds.
32	**Haunted by Your Past**	Whenever you are in a situation that resembles your Brush With Death, Flip To Fail Fellowship-based Skill Tests.
33	**Haunted Gaze**	You Flip To Fail Persuasion Tests to interact with people.
34	**Haunted Memories**	Permanently reduce your [WB] by -1.
35	**Head Trauma**	Permanently reduce your [IB] by -1.
36	**Heatstroke Trauma**	When exposed to extreme heat, you must succeed on a Toughness Test to avoid becoming Stressed.
37	**Hobbled Leg**	You cannot Charge, Maneuver, or Sprint in a fight scene unless you spend 1 Fortune Coin.
38	**Hole in Skull**	Permanently reduce your Intelligence by -3%.

Appendix M: Scars

D100	Scar	Effect
39	**Hollow Trances**	When you are Terrified, you cannot move unless you spend 1 Fortune Coin.
40	**Horrific Scarring**	Permanently reduce your Fellowship by -3%.
41	**Ice in My Veins**	When exposed to extreme cold, you must succeed on a Toughness Test to avoid becoming Stressed.
42	**Iron Hand**	You cannot use two-handed tools or weapons in a fight scene unless you spend 1 Fortune Coin.
43	**Iron-hearted**	Whenever you fail Persuasion Tests, suffer 1D10+1 Peril.
44	**Jittery Nerves**	When you are Stressed, Frightened, or Terrified, Flip To Fail Agility-based Skill Tests.
45	**King's Disease**	Permanently reduce your [BB] by -1.
46	**Lead-footed**	When trying to be quiet, Flip To Fail Stealth Tests.
47	**Leg Harness**	Permanently reduce your [AB] by -1.
48	**Lethargic Mind**	Suffer -1 to Peril Thresholds.
49	**Lily-livered**	When you face Beyonder or Supernatural creatures, you must succeed on a Resolve Test or temporarily reduce all Damage by your [FB]. This lasts until you defeat or escape them.
50	**Lingering Disease**	Whenever you are exposed to a Disease, the GM will select a second one you will have to successfully resist as well.
51	**Lost Senses**	Flip To Fail Tests that rely on smell.
52	**Mark of Shame**	You do not get a Help Die when interacting with people of your same Social Class.
53	**Melancholic Temperament**	When you use laudanum and roll faces “3 to 6”, you lose 1 Supply Rating of it.
54	**Metal Jaw**	You Flip To Fail Skill Tests to intimidate creatures and use Taunt in a fight scene.
55	**Metal Plate**	When you are Stressed, Frightened, or Terrified, a plate in your head glows like a candle.
56	**Milky Eye**	Permanently reduce your [PB] by -1.
57	**Missing Eye**	You cannot take advantage of Far distances unless you spend 1 Fortune Coin.
58	**Muted Pain**	Increase the duration of all Injuries you suffer by 6 days.
59	**Ne'er-Do-Well**	You cannot give or gain the benefits of Help Dice unless you spend 1 Fortune Coin.

Appendix M: Scars

D100	Scar	Effect
60	**Near-sighted**	You cannot take advantage of Near distances unless you spend 1 Fortune Coin.
61	**Nerve Damage**	Whenever you move down the Damage Condition Track, roll a Toughness Test. If failed, move one step down the Peril Condition Track.
62	**Night Blindness**	Whenever you are in dark or dim conditions, you Flip To Fail Perception-based Skill Tests.
63	**Night Fright**	Suffer a Hindrance Die to all Perception-based Skill Tests at nighttime.
64	**Nightfather's Due**	For every 10 silver pieces you earn, 1 must be donated, or you cannot take advantage of Fortune Coins until you do.
65	**Nightmare Disorder**	Whenever you awaken in an unsafe place, you awaken at -5% To Skill Tests on the Peril Condition Track.
66	**Old War Wound**	Whenever you roll D100 to suffer Injuries, add +10% to the result.
67	**Ominous Whispers**	When in complete darkness or you're alone, Flip To Fail Resolve Tests.
68	**Ongoing Distress**	When you fail an Intelligence-based Skill Test, move one step down the Peril Condition Track.
69	**Painful Memories**	Whenever you are in a situation that resembles your Brush With Death, Flip To Fail Willpower-based Skill Tests.
70	**Panic-stricken**	Whenever you suffer Peril due to being Stressed, Frightened, or Terrified, suffer an additional 1D10+1 Peril.
71	**Persecution Complex**	You cannot recover your Peril from sleeping in rural places unless you take a dose of laudanum before resting.
72	**Phantom Limb**	Select one limb you are missing. You Flip To Fail Skill Tests involving fine motor skills.
73	**Phlegmatic Temperament**	Choose a situation or thing that triggers your fear. You suffer 1D10+1 Peril any time you come into contact with it.
74	**Plagued by Nightmares**	You cannot recover your Peril from sleeping in urban places unless you use smelling salts before resting.
75	**Poor Constitution**	Permanently reduce your [BB] by -1.
76	**Pyrophobia**	You Flip To Fail to resist fire Damage.
77	**Raspy Breath**	You Flip To Fail Skill Tests to hide and to be quiet.
78	**Ruptured Eardrum**	You Flip To Fail Tests that rely on hearing.

Appendix M: Scars

D100	Scar	Effect
79	**Sanguine Temperament**	When you miss an Attack Action or Stunt, suffer -1 Damage to your next attack.
80	**Severed Fingers**	Permanently reduce your Combat by -3%.
81	**Shattered Rib**	Whenever you Charge or Retreat in a fight scene, you suffer 1D10+1 Peril.
82	**Shattered Vertebrae**	Permanently reduce your Initiative Modifier by -2.
83	**Skull Plate**	You cannot give or take advantage of Help Dice for Intelligence-based Skill Tests.
84	**Sluggish Pace**	You cannot Charge or Retreat without spending 1 additional AP.
85	**Split Face**	You cannot give or take advantage of Help Dice for Fellowship-based Skill Tests.
86	**Sticky Fingers**	If you are in a situation where you can steal but you don't, remove 1 Fortune Coin from the pool.
87	**Sunlight Aversion**	Suffer a Hindrance Die to all Perception-based Skill Tests in broad daylight.
88	**Swill Belly**	When awakening from 6 consecutive hours of sleep, you awaken at -5% To Skill Tests on the Peril Condition Track unless you drink alcohol.
89	**Tormented Sleep**	You must sleep 9 consecutive hours to recover your Peril Condition Track instead of the normal 6.
90	**Trembling Hands**	When you are moved to Seriously Wounded, Grievously Wounded, or Dying!, you must succeed on a Resolve Test or become Stressed.
91	**Troubled Soul**	When you move down the Peril Condition Track due to a failed Resolve Test, temporarily reduce your Initiative value by -1.
92	**Tunnel Vision**	Whenever you are in a situation that resembles your Brush With Death, Flip To Fail Perception-based Skill Tests.
93	**Twisted Spine**	Permanently reduce your [AB] by -1.
94	**Unsettling Aura**	Small Animalian creatures won't approach you. Should you harm them, they will focus their ire on you, ignoring your allies' attacks.

Appendix M: Scars

D100	Scar	Effect
95	**Unsteady Gait**	When attempting to balance, Flip To Fail Coordination Tests.
96	**Weak Grip**	Permanently reduce your [CB] by -1.
97	**Weak Lungs**	When you move down the Peril Condition Track due to a failed Toughness Test, you move one additional step down.
98	**Weight of the World**	Suffer -1 to Damage Thresholds.
99	**Withering Mind**	Permanently reduce your [WB] by -1.
100	**Xenophobic Tension**	When interacting with people you've never met, you cannot take advantage of Help Dice.

Appendix N: Malignancies

D100	Malignancy	Description
1	**Acidic Saliva**	Dissolve soft, thin objects with your drool.
2	**Ashwalker**	Leave flitters of ash and cinder in your wake as you walk.
3	**Barbed Back**	Your clothes and armor have pinpricks from emerging spines.
4	**Barnacle-ridden**	Your back ripples with hardened coral that softens and expands in water.
5	**Black Goat**	Black, coarse hair bursts from your body.
6	**Blightborn**	Plants wither, and stomachs turn sour as you pass.
7	**Bloody Bouquet**	Poisonous red roses grow unbidden from your flesh.
8	**Bone Spikes**	Sharp bone protrudes from your joints and studs your face.
9	**Brain Cavity**	Your skull softens, exposing your brain and oozing gray matter.
10	**Brittle Nails**	Your fingernails grow nearly a foot a week.
11	**Brutish Form**	You become horrifically large, craving to rip and tear.
12	**Bug-eyed**	A giant pill bug burrows into your eye socket to feed.
13	**Buried Speech**	Your words sometimes slip into forbidden tongues, uttering obscene omens.
14	**Cancerous Familiar**	A sentient polyp with teeth and hair forms on your skin, calling you its familiar.
15	**Carrion Caller**	Vultures, crows, and scavengers follow you wherever you travel.
16	**Chamelial Familiar**	A fiendish quasit adopts you as its familiar, shifting between insect and vermin forms.
17	**Chitinous Growths**	Glossy black chitin grows over parts of your body.
18	**Cinder Grasp**	One arm becomes blackened and charred, feeling no pain and never bleeding.
19	**Cloven Hooves**	Your knees bend backward, and your feet are hooves, allowing you to leap high.
20	**Corrosive Touch**	Your touch tarnishes pewter, silver, and other metals.
21	**Cruel Familiar**	An impish gibbon demands you as its familiar, screeching with rage.
22	**Curling Horns**	Satyr horns twist from your skull into a demonic crown.
23	**Death's Door**	Near the Well of Souls, you feel ecstasy and seek ways to linger.

Appendix N: Malignancies

D100	Malignancy	Description
24	**Deathless Flesh**	Your flesh-cage reeks of rot and decay despite being smooth and colorless.
25	**Demonic Stench**	You emit a miasmic air of sulfur and brimstone, with darkness gleaming around you.
26	**Desecrated Veins**	Your blood glows with infernal promise, predestined for ritual sacrifice.
27	**Devil-marked**	Your face bears a devil's brand that burns anew if peeled away.
28	**Devilish**	Your form burns red like the devil, and your eyes are coal black.
29	**Doppelgänger**	With pale skin and milk-pale eyes, your darker self is birthed from your gut.
30	**Eldritch Fumes**	Your form is cloaked in fumes, distorting your appearance.
31	**Ephemeral Flesh**	One limb becomes transparent, revealing veins, muscle, and bone.
32	**Eyes of Cernobog**	Your eyes smolder with cinder and smoke, making the world appear on fire.
33	**Feathered Flesh**	Mottled and mangy feathers cover your form, filled with fleas and pests.
34	**Fetid Hunger**	An obese mouth forms on your stomach, gagging on all but rotten meat.
35	**Flesh Pockets**	Your skin folds into recesses filled with crusty pus and scabs.
36	**Flesh Rot**	Your meat hangs in rot and ribbons from blood-stained bones.
37	**Flesh Tapestry**	Glistening runes etched into your skin offer prayers to a demon.
38	**Fomorian Curse**	Your eyes merge into a cyclopean nightmare, hungering for kelp.
39	**Formless Mask**	Your face becomes a featureless mass, but you retain your senses.
40	**Frog Tongue**	You secrete sticky saliva that coats your elongated tongue.
41	**Fungal Growth**	Fungus and mold grow on your skin, dripping with foul moisture.
42	**Ghostly**	You are nearly a *phantom*, trapped between here and the Well of Souls.
43	**Ghoulish**	Your hands tremble, and your teeth chatter with an inhuman hunger for flesh.
44	**Grotesque Tail**	A prehensile tail uncoils from your spine in moments of delight or fervor.
45	**Hammered Nails**	Your fingernails turn to iron, usable as pitons or weapons.
46	**Handsome Devil**	Every imperfection is removed from your too-perfect form, and your nails take on a golden sheen.

Appendix N: Malignancies

D100	Malignancy	Description
47	**Heatseeker**	You are unaffected by flames, ignoring their kiss.
48	**Horrific Tendrils**	Your tongue is replaced with thin pseudopods that unspool to your waist.
49	**Hunchback Hive**	A growth on your back houses hornets and stinging pests.
50	**Ichorous Blood**	Your blood becomes a sickly, tar-like substance that burns like oil.
51	**Infernal Thrall**	White-hot chains crisscross your blazing form and cannot be broken.
52	**Intestinal Insects**	Your innards are replaced with millipedes that occasionally gag your throat.
53	**Knuckle-dragger**	New knuckles form on your feet and hands, becoming gangly and grotesque.
54	**Lecherous Familiar**	A one-eyed rat claims you as its familiar, always watching and licking its filthy lips.
55	**Living Cadaver**	Your skin takes on the pallor of a corpse, with grave dirt and moss streaking your hair.
56	**Luminous Skin**	In the dark, your body shines with a dull, iridescent light like stars.
57	**Magnetic Touch**	Metal objects are drawn to your skin and must be pried loose.
58	**Midas Skeleton**	Your bones turn to solid gold, dramatically increasing your weight.
59	**Mirrored Eye**	Your reflective eyes reveal only the flaws of others.
60	**Necrotic Visage**	Your facial skin melts away, exposing muscle and sinew.
61	**Needle Gnasher**	Tiny fangs fill your mouth, replacing all your teeth.
62	**Obsidian Grill**	Your teeth turn sooty, thick, and oversized.
63	**Paper Thin**	Your skin is as thin as parchment, tearing easily.
64	**Parasitic Feast**	Your throat has a long proboscis for feeding on blood, pus, and piss.
65	**Pestilence Pustules**	Botflies hatch from boils on your skin, creating a constant buzz.
66	**Pseudo Succubus**	Your eyes gleam with promised delight, charming those around you.
67	**Puddle of Goo**	Your form becomes boneless as if suspended by marionette strings.
68	**Queen's Crown**	Your scalp is covered with leering eyes.
69	**Rotten Wings**	Flesh wings sprout from your back, buzzing with flies and crawling with maggots.

Appendix N: Malignancies

D100	Malignancy	Description
70	**Sadist Stomach**	You gain perverse satisfaction when your meals claw at your stomach walls.
71	**Scalding Sweat**	Your sweat becomes acidic, burning your skin and anything you touch.
72	**Second-handed**	A second, smaller set of arms sprouts from your sides, curling against your chest.
73	**Secret Speaker**	Your whisper worms into others' minds, inaudible and tantalizing.
74	**Serpentine Appendage**	One arm becomes scaled and coiled, ending in a serpent's head.
75	**Shadow Self**	Your shadow moves on its own, often at your expense.
76	**Shapeshifter**	Beneath your flesh mask is another person from beyond the Vault of Night.
77	**Sickly Smooth**	Every hair follicle and eyelash sheds, never growing back.
78	**Silvertongue**	Your tongue splits slightly, as do your words from the truth.
79	**Skinshifter**	Your flesh takes on the hues and textures of whatever it touches.
80	**Skullcap**	Your skull thickens with gnarled ridges, and your hair grows in scattered clumps.
81	**Slipshade**	Your body becomes as quiet as a shadow, slinking through halls and taverns.
82	**Smoldering Lungs**	Smoke flares from your nostrils when angry, with your belly burning with envy.
83	**Snake-skinned**	Your skin sheds like a snake's, in layers, seasonally or after trauma.
84	**Splintered Familiar**	A shard of crimson glass bearing souls names you as as its thirteenth soul.
85	**Stigmata**	You have a sore that weeps water, wine, or piss.
86	**Stygian Breath**	Your lungs are cold as death, and your breath is an icy mist.
87	**Sweet Release**	An itch beneath your skin causes you to carve great furrows with your nails.
88	**Tentacled Limb**	One limb transforms into a writhing, suckered tentacle.
89	**Third Eye**	An eye on your forehead peers into unknown dimensions.
90	**Toothless**	Your teeth chip and break, leaving only gums.
91	**Twisted Candelabra**	Your skin takes on a waxy quality and can be burned like a candle.

Appendix N: Malignancies

D100	Malignancy	Description
92	**Unblinking Eyes**	Your eyes never close, desperate to witness everything.
93	**Undulating Worms**	Small worms wriggle beneath your skin, occasionally emerging to spew dark ichor.
94	**Unnatural Appetite**	You crave grave dirt, animal viscera, and other terrible things, staining your gums and teeth.
95	**Unusual Fangs**	Small fangs against your lips allow you to suck vitality from others.
96	**Unusual Hand**	A mouth on your palm talks to you at inopportune times.
97	**Vampirism**	At night, your skin turns pale, and your thirst for blood rises.
98	**Vermin Ears**	Your ears elongate and sharpen, thin and veiny like vellum.
99	**Voice of Legions**	Your voice cries with the timbre of the innumerable damned.
100	**Wereform**	You shed your skin like a nightgown to take the form of an animal.

[AB] 60
[BB] 60
[CB] 60
[FB] 60
[IB] 60
[PB] 60
[WB] 60

A

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