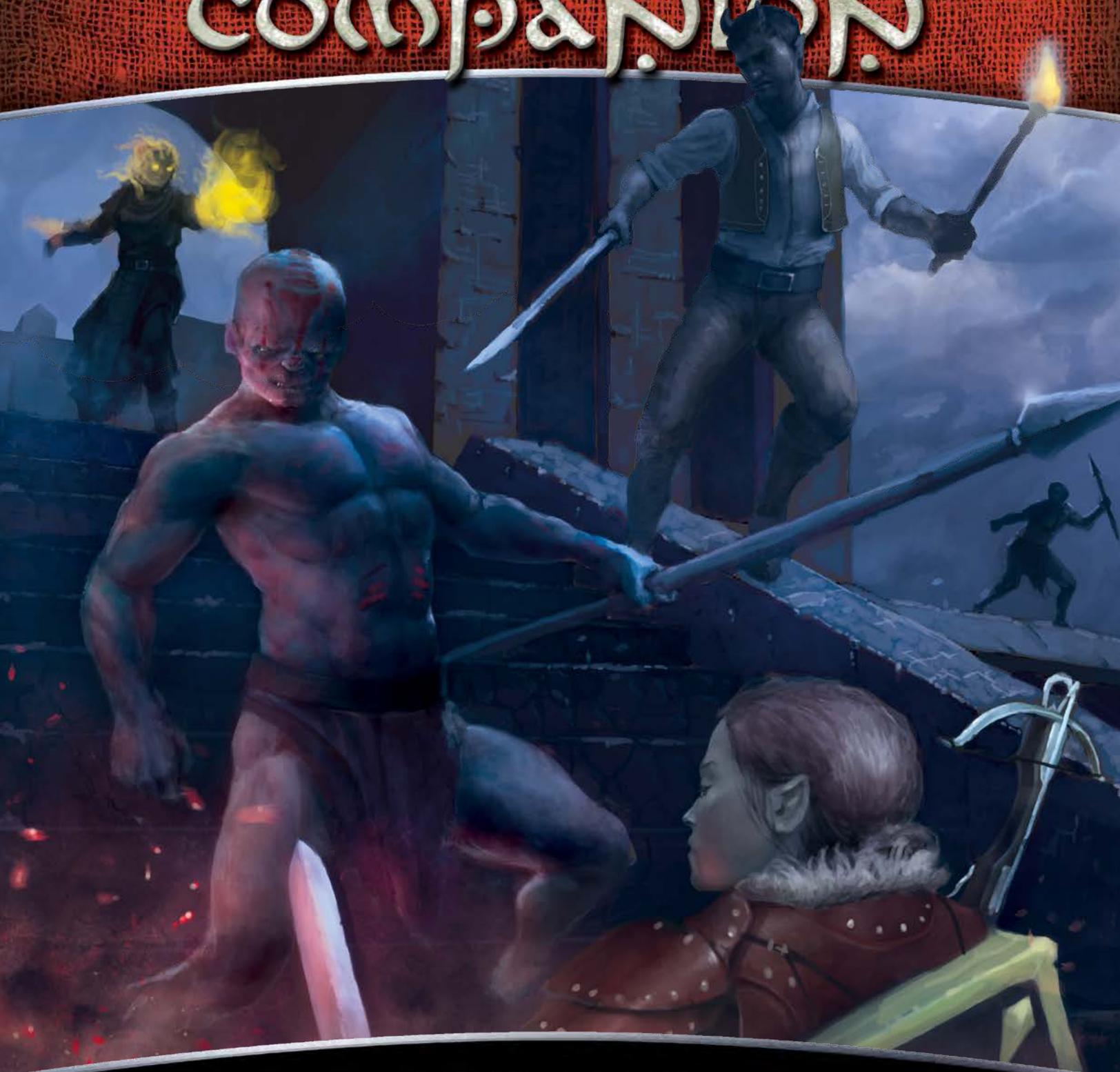




DEMON LORD'S COMPANION



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DEMON LORD'S COMPANION

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INTRODUCTION

By the time I was ready to push the launch button on the *Shadow of the Demon Lord* Kickstarter, I had enough words to fill a 400-page rulebook. I could have created a book of that size, but I felt that 272 pages is just right when it comes to presenting information and finding that information. Unwilling to budge from that page count, I wound up cutting a lot of great material that I knew I wanted to release into the wild so people would be able to realize their ideal character in play. So when we funded as fast as we did, interest in these ideas was clear, and so the *Demon Lord's Companion* exploded in my little attic.

The material in this rulebook is as important as that in *Shadow of the Demon Lord*. Nothing here is an afterthought. I could have put fauns in the main book and orcs here, or swapped out clockworks for halflings. Similarly, psychics, Telepathy, and Telekinesis belong as much to the world of the Demon Lord as the ranger, Fire magic, or Necromancy. Anything you use from this book fits in right alongside the other game options.

Of course, to make the most of this book, you need *Shadow of the Demon Lord*, since it contains everything you need to play and run the game, the four core novice paths, plus additional options that work well with those included here.

I want to say thank you to all the people who rallied around the Kickstarter campaign to make *Shadow of the Demon Lord* happen. I was unprepared for the enthusiastic support I found once the campaign launched. I have been humbled by the ongoing encouragement found on BEDLAM on Google+, the game's official community on the Internet, on Facebook, Twitter, and everywhere else Schwalb Entertainment has planted its flag. Also, I owe a ton of gratitude to the members of Carlos Danger, a secret community where the majority of testing and discussion about the game has taken place over the last couple of years. Thanks everyone!

Now, go make your character, track down some cults, and try to find a way to survive. The Urth trembles in fear of the Demon Lord, for his shadow creeps across the world, bringing with it death, destruction, and the end of all things. Fun times.

—Robert J. Schwalb, June 2015





ANCESTRIES

Urth is home to a variety of peoples, from the civilized to the savage, from the familiar to the strange. Among such folk rise heroes and villains, individuals who have the destiny and the ability to effect great change. These figures stand apart, for fate has thrust them onto the lighted stage and called upon them to act in situations where others might falter, might quaver in fear at what must be done. Such individuals are the characters you play in the game.

This chapter expands your options for character creation. First is a selection of optional story complications you can apply to your starting character with your GM's permission. They describe hardships your character must endure and provide ways in which those struggles help you overcome other challenges.

Second, the faun and the halfling join the ancestry options described in *Shadow of the Demon Lord*. Less common than the peoples in the main rulebook, each ancestry occupies an important place in the setting and can be invaluable additions to any group.

- **Fauns**, as the offspring of humans and fair folk, mix mortal and immortal blood. Having no lands or place to call their own, they lurk on the edges of society, some craving acceptance, others nursing resentment. Fauns tend to become magicians or rogues.

- **Halflings** share lands with humans and are famed for their courage and resourcefulness. Most people consider halflings to be lucky and are pleased to count them as neighbors. Halflings often become rogues and priests.

STORY COMPLICATIONS

You can add a story complication to your ancestry when you create a character to reflect an event of lasting consequence that occurred in your character's background.

ADDICTED

Your addiction has power over you, to the point that you must feed it to survive. The GM decides what you are addicted to, choosing something that costs you no more than 1 cp per day to maintain—booze, a common drug, or tobacco.

Addicted When you complete a rest without having fed your addiction at least once during the previous day, you must get a success on a Strength challenge roll with 1 bane plus 1 bane for each day you have gone without after the first or become fatigued. If you're already fatigued this way, increase the number of banes from being fatigued by 1. After five consecutive successes, you lose this story complication.

Surge of Confidence When you feed your addiction, remove the fatigued condition and you, for 1 minute, make attack rolls and challenge rolls with 1 boon. You can benefit from Surge of Confidence only once per hour.

CURSED

A bear a curse that prevents you from performing a certain activity as chosen by the GM. The curse cannot be anything that would directly harm you, your property, or your loved ones. Examples include sex, drinking alcohol, or eating meat.

Cursed When you perform a task that violates your curse, you must get a success on a Will challenge roll with 3 banes or take damage equal to your healing rate and become stunned for 1d3 minutes. Violating your curse can affect you only once each hour.

Fated to Live When you make a fate roll, roll an extra d6 and use the highest number you roll.

DOOMED

Death dogs your steps, hounding you until you find the grave. You see omens of your doom regularly, so you keep moving, hoping your time has yet to run out.

Doomed After you complete a rest, roll a d6. On a 1, you see an omen of doom. If you do, you make attack rolls and challenge rolls with 1 bane until you complete a rest.

Courageous While under the effects of the Doomed trait, whenever you gain an affliction, you can use a triggered action to remove it.

HAUNTED

A spirit haunts you, following you wherever you go and making it impossible for you to have a normal life. The spirit reveals its displeasure by breaking or stealing small objects, causing temperatures to plunge, knocking on walls, shrieking, or equally frightening acts.

Haunted Whenever the total of your attack roll or challenge roll is 0 or less, the spirit haunting you grows angry. Each creature within short range of you must get a success on a Will challenge roll or become frightened for 1 round.

Inured to Fear When resisting the effects of the frightening or horrifying traits, you make Will challenge rolls with 1 boon.

MAD

A traumatic event left you unhinged. The GM gives you one quirk that reflects your unstable personality.

Mad Your Insanity total starts at a number equal to half your Will and can never go below this number.

Moment of Clarity When you make an attack roll or challenge roll, you can choose to make the roll with 1 boon. If you then fail, gain 1d3 Insanity.

MAIMED

A grievous injury left you terribly scarred. This maiming makes life difficult, but it gives you the will to persevere.

Maimed The GM applies one permanent penalty to you, chosen from the following: -4 to Perception, -2 to Speed, or a penalty to Health equal to your group level.

Will to Live When you would become incapacitated, you can use a triggered action to roll a d6. On a 6, you heal 1 damage.

PLAGUED

You carry an incurable disease that might one day kill you.

Plagued You are diseased, but you do not make rolls with 1 bane as a result. Instead, whenever you heal, you heal half as much as you should.

Infectious Touch When you touch a living creature, the creature must get a success on a Strength challenge roll or become diseased for 1 minute. If the roll is 0 or less, the creature gains the plagued story complication.

POSSESSED

An evil presence lurks inside you, haunting your dreams and goading you to commit horrific acts of evil. The presence has become a cancer to your soul, but you fight it every day, searching for a way to rid yourself of its darkness.

Possessed You have 1d3 Corruption. When you go mad, you gain 1 Corruption. You then become compelled by the demon instead of the normal effects of madness. At the end of each round, roll a d6. On a 6, the madness ends.

Inner Darkness You can speak the Dark Speech, and you never gain Insanity from a demon's horrifying trait. In addition, each point of Corruption you gain during play grants you 1 boon to attack rolls and challenge rolls until you complete a rest.

FAUN

Elves and the other fair folk withdrew from the mortal world long ago, but in their wake they left behind humans altered by contact with the immortal faerie. Chance encounters with the capricious and mercurial fey shattered lives with madness, broken hearts, and in some cases, offspring. Centuries later, the influence of faerie can still be felt in the deep wilderness, where doorways yet stand to the Hidden Kingdoms of Alfheim, Niflheim, and other magical realms populated by immortals. In such fey-touched places dwell fey-touched creatures—some true descendants, others warped by magic—known as fauns.

- **Animal Features:** People can mistake fauns for beastmen, and for good reason, since fauns combine human physical traits with those of goats. Unlike beastmen, which are mortals corrupted and twisted by demonic influence, fauns owe their distinctive appearance to traces of faerie blood in their veins or, at the very least, the influence of faerie magic on the body. The connection to the immortals gives a faun shaggy legs with cloven hooves and small horns sprouting from the forehead. Faun features combine the traits of human and animal, reminiscent of both but belonging, truly, to neither.

Most fauns stand 4-1/2 feet tall and weigh about 110 pounds. Although they have the same range of



coloration as humans do, fauns tend to be swarthy, with brown or black fur from their navels down to their hooves. Their horns usually grow up to a few inches long, though a few fauns have horns that can spiral a foot or more in length.

- **Mixed Heritage:** As offspring of faerie and human, fauns are a people entirely separate from both. They have traits from these peoples, yet fauns are neither faerie nor human. An unusual appearance and otherworldly nature make fauns unwelcome in most human settlements, and the fey also spare fauns little kindness. In fact, fauns who live in fey realms have low status as fools, messengers, servants, and playthings for elf lords and ladies. Fauns make their homes wherever they can. Many live on the misty borders of the hidden kingdoms, while a few venture off into the trackless wilds, joining remote communities of other exiles. Few fauns find places among humans.
- **Guarded Curiosity:** Fauns learn quickly to keep other people at arm's length. Fear and derision are the most common reactions from humans, and scorn and mockery are usual from faeries. Fauns are justifiably hesitant to seek friendship with such folk.
Fauns can be timid, but they are curious too. They might watch travelers and lend aid if the wayfarers seem

good of heart and mild of disposition. Ill-mannered or destructive interlopers might be led astray or otherwise tricked into harm. Curiosity can land fauns in trouble, since many vile mages pay a high price for faun blood. Rarely, a curious faun finds the courage to travel human lands, wearing clothing designed to conceal inhuman features.

- **Common Names:** Fauns use human names, but might gain nicknames from the faeries they serve or the humans who ridicule them.

CREATING A FAUN

Starting Attribute Scores Strength 10, Agility 11, Intellect 11, Will 9

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size ½ or 1, **Speed** 12, **Power** 0

0 **Damage**, 0 **Insanity**, 0 **Corruption**

Languages and Professions You speak the Common Tongue and Elvish.

Quick Step When you use an action, you can move 1 yard before or after the action, provided your Speed is greater than 0.

Shadowsight You see in areas obscured by shadows as if those areas were lit.

Skittish You make Will challenge rolls with 1 bane.

LEVEL 4 EXPERT FAUN

Characteristics Health +5

You either learn one spell or gain Fight or Flight.

Fight or Flight While you are frightened, you gain a +2 bonus to Speed and you make challenge rolls to resist attacks with 2 boons. Also, creatures make attack rolls against you with 1 bane.

FAUN AGE

3d6	Age
3	You are a child, 11 years old or younger
4-7	You are an adolescent, 12 to 17 years old
8-12	You are a young adult, 18 to 35 years old
13-15	You are a middle-aged adult, 36 to 55 years old
16-17	You are an older adult, 56 to 75 years old
18	You are a venerable adult, 76 years or older

FAUN BUILD

3d6	Build
3	You are short and scrawny, likely due to the harshness of your upbringing.
4	You are short and round, obviously well fed.
5-6	You are short for your kind, no taller than 3-1/2 feet.
7-8	You are slender and wiry.
9-12	You have a typical height and weight for a faun
13-14	You are heavy, unusually curvaceous or plump.

3d6 Build

- 15-16 You stand a full foot taller than other fauns.
- 17 You are tall and gaunt.
- 18 You tower over other fauns, have large curling ram horns, and a muscled body. Increase your Strength by 2 and reduce your Agility by 2.

FAUN APPEARANCE

3d6 Appearance

- 3 Little trace of your human heritage appears in your features, and your face is strange and angular. Unusual whorls mark your leathery hide. Others might become uncomfortable when they see you.
- 4 You are brutish, more like a wild animal than a person. Your eyes are those of a goat, and your posture is hunched, your gait lurching.
- 5-6 Nothing about you is attractive. Human qualities are evident here and there, but your abundant animal traits overshadow them.
- 7-8 Your animal traits are subdued—your horns are mere nubs, and the fur covering your legs is thin.
- 9-12 You look like most other fauns, with small horns on your brow and legs covered in fur down to your cloven feet.
- 13-14 You have an appealing appearance, such as a well-formed body, bright eyes, or warm smile. Your appearance can put others more at ease.
- 15-16 You are quite attractive.
- 17 You are so striking to behold that others often want to be around you.
- 18 You inherited the very best qualities from your mortal and immortal parents. You have a perfect physique, exotic features, and an air about you that captures the attention of everyone you meet.

FAUN BACKGROUND

d20 Background

- 1 Hunters captured you and subjected you to horrific abuse. You escaped after murdering one or more of your captors.
- 2 You were a fool in an elf noble's court and have known nothing but mockery and disdain your whole life.
- 3 You spent several years as the prisoner of a wizard who believed your blood contained magical power.
- 4 You fell in love with a human and had an affair that lasted for a few months before the tryst was exposed and you were chased off.
- 5 Zealots of the New God descended on your village and slew everyone but you. Your attackers thought the village was full of beastmen.
- 6 You were the plaything of a nymph for many years.
- 7 You spent many years living alone in the wilderness.
- 8 You had a small family in a remote corner of the Empire, but you lost them to disease or a monster attack.
- 9 Poor treatment at faerie or human hands has left you scarred, mentally or physically, or both.
- 10 You lived in a human settlement for many years and there learned your profession.
- 11 A druid raised you from a baby, and you learned much of the Old Faith.
- 12 You grew up in the house of your human parent, where you were loved.

d20 Background

- 13 You are a second or third generation faun. You were raised in a remote part of the world, such as a deep forest or a high mountain vale.
- 14 A troupe of performers took you in as a small child and raised you. You grew up facing the stares of the people who paid a few bits to see you.
- 15 A wizard or witch found you and cared for you until you came of age.
- 16 You worked as a spy for an inquisitor, who recently died.
- 17 A wizard raised you and gave you a formal education. You can read the Common Tongue.
- 18 You warned a human village of a monstrous threat. You are always welcome there.
- 19 You befriended a leshy long ago, but you haven't seen it in years.
- 20 You found or stole a bag of coins. Add 2d6 copper pennies to your starting equipment.

FAUN PERSONALITY

3d6 Personality

- 3 You have known nothing but sorrow your whole life. It's time to repay others for how they have treated you.
- 4-5 The world is a cruel and unforgiving place. You do whatever you must to survive, even if that means stealing, cheating, or killing.
- 6-8 You do and say what you please. You try not to hurt other people, but if it happens, there's not much you can do about it.
- 9-12 You survive by looking after yourself. You have a hard time trusting others or taking them at their word.
- 13-15 You trust yourself to do what is right, even if others disagree with your tactics.
- 16-17 You put your best foot forward. If you can prove your heart is good, maybe others will give you a chance.
- 18 You were born for a reason, to accomplish some great task, to fulfill a great purpose. You hope to find your destiny and do what you were meant to do.

HALFLING

Halflings are happiest when relaxing in their tidy homes or sitting in the village pub, laughing with their friends over mugs of Belinda's Finest Stout. The wider world seems large and dangerous, filled with people of low character and evil intent. Yet halflings do find their way into the most unexpected places, and when faced with peril, they overcome their misgivings and do what needs to be done. The reason? Luck. Halflings have all the luck in the world.

Small Humans: Halflings look like small humans. Their appreciation for fine food shows in a heavy frame and a paunch that usually hangs over the belt. Halflings always dress their best, keep their clothes clean, comb their hair, and wash their skin.

Halflings stand between 3 and 4 feet tall. Good eating and a fondness for drink can make them portly, and halflings can, as a result, weigh from 50 to 150 pounds.

- **Simple Life:** Halfling settlers entered the Empire's lands about six centuries ago, crossing across the mountains from the west and settling in the foothills and plains. There they built small communities where they could grow crops and graze their flocks. Halflings made peace with the local lords and paid for the land with gold coins of unusual mint. The halflings had no objections to joining the Empire or paying taxes, provided halfling communities were free to see to their own affairs and protect their lands. Halflings have proven to be good neighbors, a gentle folk with great skill at farming and herding.

Halflings have managed to stay clear from the Empire's troubles, conflict rarely coming to their doorsteps. The orc uprising in the south, however, has cast a shadow over their lands, and gangs of rampaging orcs have attacked halfling towns and raided trade routes. Fearing worse troubles on the horizon, halflings have begun to pack up their families and belongings to begin again somewhere safer. Currently, the refugees are a trickle, but

if they become a flood, famine is almost certain to follow in the Empire.

- **Pragmatic Courage:** Halflings understand how the world works better than most. They believe this life is but one of many, and they have embraced this truth in a way that makes them almost impervious to fear. Such fearlessness makes halflings suited to exploring dangerous places, since doubts and misgivings don't get in the way of getting the job done. Being unmoved by fear does not mean halflings take ridiculous risks, but they don't fret when they have to do a dangerous task.

Without fear as a distraction, halflings can focus their minds on whatever goal they set for themselves. They are less likely to make critical mistakes and can usually catch themselves before a situation goes sideways. Others interpret this phenomenon as uncommon luck, favor from the gods, or something else. The halfling reputation for good luck leads some dark souls to keep halflings as lucky charms, and some twisted folk believe halfling luck lingers even after death.

- **Common Names:** Abigail, Alyse, Belinda, Caden, Cody, Davin, Ernest, Esme, Eugenia, Gertrude, Irving, Landen, Natille, Paxton, and Randy.

CREATING A HALFLING

Starting Attribute Scores Strength 9, Agility 11, Intellect 10, Will 11

Perception equals your Intellect score

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1/2, **Speed** 8, **Power** 0

0 **Damage**, 0 **Insanity**, 0 **Corruption**

Languages and Professions You speak the Common Tongue.

Good Fortune Whenever a creature within short range rolls a 1 on any die, you can use a triggered action to discard the roll and let the creature roll the die again.

Uncommon Courage When you become frightened, you can use a triggered action to make a Will challenge roll. On a success, you remove the affliction.

LEVEL 4 EXPERT HALFLING

Characteristics Health +4

You either learn one spell or gain Rising Fortunes.

Rising Fortunes Whenever you roll a 6 on the die for a boon, you make all attack rolls and challenge rolls with 1 boon for 1 round.

HALFLING AGE

3d6	Age
3	You are a child, 11 years old or younger
4-7	You are an adolescent, 12 to 17 years old
8-12	You are a young adult, 18 to 35 years old
13-15	You are a middle-aged adult, 36 to 55 years old
16-17	You are an older adult, 56 to 75 years old
18	You are a venerable adult, 76 years or older



HALFLING BUILD

3d6 Build

- 3 You are quite small for a halfling, standing just 2 feet tall and weighing 40 pounds.
- 4 You grew horizontally instead of vertically. You have a rounded body and short, stubby limbs.
- 5-6 You are short for a halfling.
- 7-8 You are skinny no matter how much you eat.
- 9-12 You are normal height and weight for a halfling.
- 13-14 Good living has rewarded you with considerable bulk.
- 15-16 You are tall by halfling standards and can pass for a short human.
- 17 You are tall and slender, with a willowy body. Your family claims you have faerie blood.
- 18 You are enormous for a halfling, standing 5 feet tall and weighing close to 200 pounds. Increase your Size to 1.

HALFLING APPEARANCE

3d6 Appearance

- 3 Luck saved your life, but you did not escape death unscathed. You bear horrific scars, your appearance a mess that evokes revulsion in anyone who lays eyes on you.
- 4 You are downright ugly. Your features look like they wandered around your head and settled in where they felt comfortable.
- 5-6 You have an unattractive quality that ruins your otherwise plain appearance.
- 7-8 You have no distinctive physical qualities. People sometimes forget you are there.
- 9-12 You are perfectly average and unremarkable.
- 13-14 Other halflings find you attractive, likely due to your winning personality.
- 15-16 You are attractive.
- 17 You are striking, catching the eye of halflings and humans alike.
- 18 You are a great beauty, an individual perfect by the standards of your people and others. When you enter a room, people notice.

HALFLING BACKGROUND

d20 Background

- 1 Your curiosity led you to a very dark place, where you witnessed something that unhinged your mind. You start the game with 1d3 + 1 Insanity.
- 2 You discovered a terrible secret. To keep your family safe, you decided to disappear.
- 3 Hard times forced you to make ends meet by committing crimes. Gain one criminal profession.
- 4 You stole something of great importance. Someone else took the blame and was executed for the crime.
- 5 A nasty plague wiped out your community. You were the sole survivor.
- 6 An orc captured you and kept you as a prisoner for 1d6 years. The orc believed you were a lucky charm.
- 7 You went spelunking and became lost until a group of gnomes rescued you.

d20 Background

- 8 You have terrible wanderlust. You can't stay put for more than a few weeks at a time. Add one language to the list of the languages you can speak.
- 9 You worked a series of a terrible jobs in a large city.
- 10 You earned a living working in your profession.
- 11 A human fell in love with you, but you rejected the relationship.
- 12 You have a large immediate family with 2d6 + 3 members.
- 13 You befriended a powerful witch or wizard who came to visit your community.
- 14 You received an education. You know how to read the Common Tongue.
- 15 When your town came under attack, you led your people to safety.
- 16 One time, an ogre swallowed you whole. Somehow, you survived and came out the other end, filthy but intact.
- 17 You were abducted by faeries, but you managed to escape.
- 18 You went on a long journey with a band of dwarfs. You plan to write about your experiences one day.
- 19 You found an odd treasure in a cave. You start the game with one enchanted object of the GM's choice.
- 20 You came into money and start the game with 3d6 copper pennies.

HALFLING RELIGION

3d6 Religion

- 3-4 You belong to the cult of the New God.
- 5-6 You studied a bit of witchcraft.
- 7-8 You follow the tenets of the Old Faith.
- 9-12 You have little use for the gods or religion.
- 13-18 You don't believe the gods exist.

HALFLING PERSONALITY

3d6 Personality

- 3 Something is wrong with you. You dream about hurting people, cutting them up and making them scream. You worry that you may one day act out on these fantasies.
- 4 You have a hard time paying attention. You are easily distracted and tend to abandon whatever you're doing to do something else.
- 5-6 You keep your head down and try not to cause trouble.
- 7-8 You do what you want, when you want. You won't let anyone get in your way. You can't soar with the eagles when you're scratching with the turkeys.
- 9-12 You try to do right by your friends, provided doing so doesn't slow you down.
- 13-14 You are a good person who enjoys helping others.
- 15-16 You look after your people, whether they are other halflings or the people you call your friends. You would do anything for them.
- 17 You always do what you think is right, even if doing so gets you into trouble.
- 18 You are concerned about what others think of you and alter your behavior to make others like you.



paths

The paths characters walk are endless, each leading to a different destiny. This chapter presents several new expert paths and master paths. For guidelines on choosing paths, see *Shadow of the Demon Lord*.

EXPERT PATHS OF FAITH

Path	Description
Shaman	Shamans commune and bond with unseen spirits to gain aid and power.
Warden	Wardens draw strength from the natural world and land to destroy its enemies.

EXPERT PATHS OF POWER

Path	Description
Elementalist	Armed with the power of air, earth, fire, and water, elementalists attune to elements to gain their properties.
Psychic	Psychics use their mental power to fuel magic.

EXPERT PATHS OF TRICKERY

Path	Description
Mountebank	Consummate scoundrels and tricksters, mountebanks use deception to gain the upper hand against their enemies.
Sage	Scholars without peer, sages rely on their wits and learning to overcome challenges.

EXPERT PATHS OF WAR

Path	Description
Mystic	Harnessing the power of the soul's energy, mystics escape the limitations of body and mind to attain enlightenment.
Swashbuckler	Cunning and daring combatants, swashbucklers overcome foes by outwitting them.

MASTER PATHS OF MAGIC

Path	Mastery
Alchemist	Alchemy spells
Demonologist	Demonology spells
Entropist	Death spells
Medium	Spiritualism spells
Mind Bender	Telepathy spells
Psychokinetic	Telekinesis spells

MASTER PATHS OF SKILL

Path	Mastery	Path	Mastery
Blackguard	Fighting for evil	Reaver	Killing
Corsair	Swift weapons	Sapper	Explosives
Martial Artist	Unarmed combat	Seeker	Focusing the mind

EXPERT PATHS

The expert paths are presented in alphabetical order.

ELEMENTALIST

Elementalists harness the fundamental forces underpinning reality by manifesting them within their bodies. Attuning to air, earth, fire, or water lets elementalists empower spells and enhance abilities with the elemental energy. While attuned, elementalists display minor changes to their appearances—air manifests as a everpresent breeze, earth manifests as the flesh becoming like stone, fire as blazing eyes, and water as dripping moisture.

ELEMENTALIST STORY DEVELOPMENT

d6 Story Development

- 1 You learned the secret name of a genie and compelled it to teach you the secrets of elemental magic.
- 2 A sylph with whom you fell in love taught you your talents.
- 3 You discovered your techniques after extensive study of an elemental tradition.
- 4 You were present for the breaking of a powerful artifact, and the magic released changed you.
- 5 You fell from a great height, were caught in a burning building, nearly drowned, or were trapped in a cave-in. The experience changed you.
- 6 You discovered an ancient ruin abandoned by elementals. Residual magic there transformed you.

LEVEL 3 ELEMENTALIST

Attributes Increase two by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession.

Magic You discover a tradition or learn one spell.

Elemental Attunement You can use an action to become attuned to air, earth, fire, or water. You remain attuned to the element until you use this talent again, you become unconscious, or you complete a rest. The benefits of this talent depend on which element you choose, as follows:

- *Air:* When you get a success on an attack roll, you can blast the target with wind. The blasted target must get a success on a Strength challenge roll or be moved 1d6 yards in a straight line in a direction you choose. If you attempt to move the target up, into the air, the target makes the roll with a number of boons equal to its Size (minimum 1).
- *Earth:* When you get a success on an attack roll against a target standing on the ground, you can cause rocks and debris to hamper the target's movement. The hampered target must get a success on an Agility challenge roll or be slowed for 1 round.
- *Fire:* When you get a success on an attack roll, you can cause flames to erupt from the target. Each creature within 1 yard of the erupting target must get a success on an Agility challenge roll or take 1d3 damage.

- *Water:* When you get a success on an attack roll, you can cause water to surround the target and pull it toward you. The pulled target must get a success on an Agility challenge roll or move 1d6 yards toward you and fall prone.

LEVEL 6 ELEMENTALIST

Characteristics Health +2

Magic You discover a tradition or learn one spell.

Forceful Attunement When you use the Elemental

Attunement talent, you can release a burst of elemental energy that explodes in a sphere with a 2-yard radius centered on a point you can reach. The benefits of this talent depend on which element you choose, as follows:

- *Air:* Each creature in the area other than you must get a success on a Strength challenge roll or be moved 1d6 yards in a straight line away from you in a direction you choose.
- *Earth:* Each creature in the area other than you must get a success on an Agility challenge roll or fall prone.
- *Fire:* Each creature in the area other than you must get a success on an Agility challenge roll or take 1d6 damage.
- *Water:* Each creature in the area other than you must get a success on a Strength challenge roll or become slowed for 1 round.



LEVEL 9 MASTER ELEMENTALIST

Characteristics Health +2, Power +1

Magic You discover a tradition or learn one spell.

Superior Attunement You gain additional benefits from being attuned to an element, as follows:

- **Air:** You have a +2 bonus to Speed. If you have discovered the Air tradition, the bonus increases to +8.
- **Earth:** You have a +1 bonus to Defense. If you have discovered the Earth tradition, the bonus increases to +3.
- **Fire:** Flames swirl around you, lighting the area within 5 yards of you. Whenever you take damage from a melee attack, the creature that attacked you must get a success on an Agility challenge roll or take 1d6 damage. If you discovered the Fire tradition, the damage increases to 2d6.
- **Water:** You have a +5 bonus to Health. If you have discovered the Water tradition, the bonus increases to 15.

MOUNTEBANK

Scoundrels, confidence artists, charlatans, and tricksters, mountebanks use deception and trickery to make their way through the world. Central to their talents is a deep understanding of what people want and what they'll do to acquire what they want. After a few probing questions, a mountebank discovers a victim's wishes, and then weaves a deception to manipulate that person.

To most, mountebanks are social parasites, opportunists of the lowest order. They feed on the fortunes of others, and give a litany of excuses and false assurances, as worthless as glass jewels, in return. Despite this poor reputation, mountebanks have the skills to open doors, gain access to important and

powerful individuals, and grow personal fortunes. When a victim becomes suspicious, a mountebank has foresight enough to know to slip away to find a new target.

Most mountebanks come from the ranks of rogues, especially those with talents focused on manipulation and control. Such individuals find the mountebank path a way to develop and improve on existing techniques. A rogue with these skills can be a truly confounding opponent.

Others might choose this path. Failed priests turn to this path to make their way in the world. Magicians, especially those that have discovered the Enchantment or Telepathy tradition, can find being a mountebank complements their spells.

MOUNTEBANK STORY DEVELOPMENT

d6 Story Development

- 1 You have incredible charisma and make friends wherever you go. While you regret exploiting the goodwill of others, you do what you must to survive.
- 2 You developed your talents after spending time as a charlatan, peddling cures to the gullible and unwary.
- 3 A con artist, you honed your craft by preying on the rich and powerful, making them want to give you fine clothing, gold, and anything else you desire.
- 4 Why tell the truth when lies are so much more interesting? Your entire life has been a lie, and you rely on your talents to keep up the ruse.
- 5 You are an actor by trade, accustomed to adopting different identities. You found your skills on the stage help you make your way through the world.
- 6 You worked as a spy for many years, gathering intelligence about your employers' enemies.

LEVEL 3 MOUNTEBANK

Attributes Increase two by 1

Characteristics Perception +1, Health +3

Languages and Professions You can speak another language, or add a common or criminal profession.

Inveigle When you spend at least 1 minute talking to a creature that can hear and understand what you say, the creature must make a Will challenge roll. On a failure, the creature becomes charmed for as long as it can see you or until it takes damage. On a success, the creature is immune to your use of this talent until it completes a rest.

Mislead You can use an action to trick one creature within short range that can see you, hear you, and understand what you say. Make an Intellect attack roll against the target's Perception. You make the attack roll with 1 boon if the target is charmed, compelled, or impaired. On a success, you move the target up to half its Speed and the next creature to attack it before the end of the round makes the attack roll with 2 boons.

Quick Reflexes You can use a triggered action on your turn to hide or retreat.

LEVEL 6 MOUNTEBANK

Characteristics Health +3

Cunning Betrayal When a creature makes an attack roll against you, you can use a triggered action to make an Agility challenge roll. On a success, you swap places with one creature within 2 yards of you, and that creature becomes the target of the attack instead of you.



LEVEL 9 MASTER MOUNTEBANK

Characteristics Health +3

Confounding Assault When you get a success on an attack roll against a creature, you make attack rolls against the creature with 1 boon for 1 round.

MYSTIC

Whether they realize it or not, all mystics walk a path to enlightenment, a transcendence of the physical into the realms of the spiritual. Mystics discover within themselves a wellspring of power, an energy that comes from the soul called Qi. By harnessing this energy, mystics push past their limitations, moving faster, healing their own injuries, and fighting with preternatural speed and strength.

For thousands of years, individuals have sought the awakening promised by the path of the mystic. For most, it is a solitary journey of self-discovery, with long hours spent in meditation and training. Some manage to find master mystics who have turned away from civilization's comforts to seek even greater enlightenment in isolation. In secluded temples, mystics gather to preserve the traditions that have been handed down the long generations. Within such temples, the residents might be convinced to teach what they have learned to others.

Characters from any background might become mystics. Warriors have the training and durability to hold their own on the battlefield, a solid foundation on which they can build their martial arts. Priests who become disillusioned with the gods might seek answers beyond faith, discovering magic can come not from a distant deity but from within. Rogues might seek to enhance their combat training, while magicians who become mystics effectively weave spells in with kicks and strikes.

MYSTIC STORY DEVELOPMENT

d6 Story Development

- | | |
|---|---|
| 1 | You experienced great loss or suffering, and you fled to a remote monastery. Having completed your training, you are ready to face the world once more. |
| 2 | You sought out and trained under a master mystic to enhance your fighting abilities. |
| 3 | You learned how to blend your magical training with martial arts to develop your own fighting style. |
| 4 | A stressful situation revealed you have a wellspring of magical power. Your talents reflect your growing mastery over your hidden abilities. |
| 5 | You seek to transcend the limits of body and mind to achieve true enlightenment. |
| 6 | You joined a secret society of spies and killers. As part of your initiation into the organization, you learned your talents. |

LEVEL 3 MYSTIC

Attributes Increase two by 1

Characteristics Health +4, Power +1

Enlightened Defense While you are not wearing armor or wielding a shield, you have a bonus to Defense equal to 1 + your Power.



Iron Fist Your unarmed strike's damage die becomes 1d6 unless it is already higher.

Qi Focus You can use an action to focus your Qi, which remains focused until you expend it, you become unconscious, or you complete a rest. While focused, your Qi grants you a +1 bonus to Defense and a +4 bonus to Speed. In addition, you move at full Speed across difficult terrain.

Qi Strike When you get a success on an attack roll made using an unarmed strike, you can expend your Qi focus to deal 1d6 extra damage per point of your Power.

LEVEL 6 MYSTIC

Characteristics Health +4

Healing Trance You can use an action to enter a healing trance. You remain in the trance for as long as you concentrate. While in the trance, you are defenseless, but you perceive your surroundings as if you were not. If you stay in the trance for 1 hour, you heal damage equal to your healing rate and remove 1 Insanity.

Once you use this talent, you cannot use it again until you complete a rest.

Qi Evasion If you are conscious and get a failure on a challenge roll made to resist an attack, you can expend your Qi and turn the failure into a success.

LEVEL 9 MASTER MYSTIC

Characteristics Health +4, Power +1

Instinctive Focus When it is your turn, you can use a triggered action to focus your Qi.

PSYCHIC

Psychics belong to a rare class of individuals born with the ability to harness the power of the mind. This ability allows psychics to use magic without the props and mystic phrases required by other magicians. All a psychic needs to do is focus the mind, exerting will and imagination. Although psychics are uncommon, members of any ancestry might become one.

Most psychics are magicians. The training of that path helps discipline the mind and reveal the magic that burgeons inside it. Upon becoming a psychic, most trained magicians, having discovered the power that lay within, abandon magical institutions and formal practices.

Aside from magicians, many psychics begin their careers as rogues. Some, especially those that dabble in magic or rely on subterfuge or threat, are ideally suited to the psychic path, having the wit and will to master its powers.



PSYCHIC STORY DEVELOPMENT

d6 Story Development

- | d6 | Story Development |
|----|---|
| 1 | A brush with madness opened something in your mind, and you haven't been the same since. |
| 2 | You have always been empathic, feeling the emotions of people around you. Practice awakened you to your potential. |
| 3 | You were tortured to the point that the last barriers in your mind fell. A wash of psychic energy made husks of your tormentors. |
| 4 | For years, you believed you were haunted. Recently, you discovered that your latent powers were the reason you heard voices and objects moved of their own accord around you. |
| 5 | A psychic found you and helped you realize your gifts. |
| 6 | You were involved in a tempestuous romance. In the throes of your passion, something snapped in your mind and you accidentally killed your lover. You now live in fear of your abilities and the witch hunters that dog your steps. |

LEVEL 3 PSYCHIC

Attributes Increase two by 1

Characteristics Health +2, Power +1

Magic You discover a tradition or learn one spell.

Psychic Power You have a reservoir of psychic energy that is measured in a number of points equal to 2 + your Power. Spend these points to use talents you gain from this path. You regain all expended psychic energy points when you complete a rest.

Psychic Defense When a creature makes an attack roll against your Intellect, Will, or Perception, you can spend 1 point of psychic energy to impose 2 banes on the roll. When you make an Intellect, Will, or Perception challenge roll to resist an attack, you can spend 1 point of psychic energy to make the roll with 1 boon.

Psychic Spell You can make any other tradition you have discovered a psychic tradition (see chapter 4). Whenever you cast a spell from a psychic tradition, you can spend points of psychic energy equal to the spell's rank (minimum 1) to cast the spell without needing to expend a casting.

LEVEL 6 PSYCHIC

Characteristics Health +2

Magic You discover a tradition or learn one spell.

Psychic Scream When you take damage or gain Insanity, you can use a triggered action to spend any number of points of psychic energy to cause a wave of mental disruption to spread out in a sphere centered on a point you can reach. The sphere has a radius in yards equal to the number of points you spent. Each creature in the area other than you must get a success on a Will challenge roll or take 1d6 damage and become dazed for 1 round.

LEVEL 9 MASTER PSYCHIC

Characteristics Health +2, Power +1

Magic You discover a tradition or learn one spell.

Divided Mind You can use an action or a triggered action on your turn to spend any number of points of psychic energy. Your mind becomes divided for a number of rounds equal to the number of points you spent. Until the effect ends, you cannot be dazed or slowed, and you can take a fast turn and a slow turn each round.

SAGE

Sages are scholars, historians, intellectuals, and teachers. They amass information related to their fields of expertise, seeking to know everything about those subjects. Most sages live their lives surrounded by heaps of books and scrolls, but some venture out to find more knowledge in the world. Sages who brave the unknown find they often have the wit to ascertain the best solution to whatever problem they encounter.

Anyone with an interest in knowledge and learning can profit by becoming a sage. Most sages who leave the comforts of scholarship began their careers as rogues who dabbled in magic or developed talents that depend on intelligence. Some magicians abandon magical research to advance in understanding of different subjects, while cloistered priests find joy and solace in books and scrolls. Warriors seek knowledge and wisdom to balance the body and mind, and to learn interesting and cunning combat techniques.

SAGE STORY DEVELOPMENT

d6 Story Development

- 1 You spent much of your life in a great library, reading everything you could find to grow your knowledge.
- 2 You studied at one of the great institutions of learning and bring with you extensive knowledge about a variety of subjects.
- 3 Having learned all you could in your homeland, you set out to explore dangerous places in the hopes of uncovering even greater secrets.
- 4 During your research, you stumbled across a mystery you could not solve. You set out to find the answer.
- 5 You were an accomplished scholar until a rival smeared your name. You left your institution of learning in disgrace.
- 6 You woke up one day knowing far more than you did the day before and experience memories of a life you never lived.

LEVEL 3 SAGE

Attributes Increase two by 1

Characteristics Health +3

Languages and Professions You can speak another language and add an academic profession.

Decipher You can attempt to decipher writing in a language unfamiliar to you or a code for which you lack a cipher. If you concentrate on the script or code for 1 minute, make an Intellect challenge roll. The GM might impose 1 or more banes to your roll, depending on the complexity of the writing or code. On a success, you learn enough to get the gist of what the text says or the code means.

Esoteric Knowledge You pick up legends and bits of lore from your extensive travels. When you encounter a creature, object, or place unfamiliar to you, you can make an Intellect challenge roll. You make the roll with 1 bane for each time you have used this talent since you last completed a rest. On a success, ask the GM a question about the subject that can be answered with a yes or a no. On a failure, you cannot use this talent again until you complete a rest.

Learned You make Intellect challenge rolls with 1 boon. If the challenge roll involves a task related to one of your academic professions, you make the roll with 3 boons.



LEVEL 6 SAGE

Characteristics Health +3

Languages and Professions You can speak another language and add an academic profession.

Ear for Languages If you listen to a creature speak for 1 minute or longer, you can make an Intellect challenge roll. On a success, you pick up enough of the language to communicate simple concepts using it until you use this talent again. On a failure, you cannot use this talent again until you complete a rest.

Outwit When a creature makes an attack roll against you, you can make an Intellect challenge roll. On a success, you predict the target's attack pattern, imposing 1 bane on the attack roll. On a failure, the target's way of attacking is unexpected, granting 1 boon on the attack roll.

LEVEL 9 MASTER SAGE

Characteristics Health +3

Languages and Professions You can speak another language and add an academic profession.

Always Learning When you attempt a task and fail the challenge roll, you can attempt the task again during the next round. When you get a failure on an attack roll, if you make another attack roll against the same target before the end of the next round, you make the roll with 1 boon.

Wise Guidance When a creature makes a challenge roll while within short range of you and able to hear and understand you, you can use a triggered action to grant that creature 2 boons on its roll.

SHAMAN

Shamans stand on the border between the living and the the dead. Able to pierce reality's veil and behold the disembodied spirits trapped between, shamans use magic to bargain with those spirits and gain their assistance. As part of their training, shamans call forth and bind a spirit from the Underworld as a guide and aid. This spirit might be that of an ancestor, an animal, or something else. Normally, such a spirit follows the shaman, unseen and unnoticed, but when the shaman wills it, the spirit manifests and lends its capabilities to its master.

LEVEL 3 SHAMAN

Attributes Increase two by 1

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a common or wilderness profession.

Magic You discover a tradition or learn one spell.

Bound Spirit You have a spirit bound to you, and you learn the *bound spirit* spell.



SHAMAN STORY DEVELOPMENT

d6 Story Development

- 1 You have always been able to see spirits, but you learned to communicate with them only recently.
- 2 You lost someone important to you, and you hope to make contact with that person's spirit.
- 3 You took up the shaman's mantle after you learned your community's shaman had died.
- 4 A spirit of one of your ancestors urged you to complete an unfinished task.
- 5 You have memories of being in the Underworld, and you cannot shake the horror of the experience.
- 6 After encountering an evil spirit, you pledged your life to destroying these terrors.

BOUND SPIRIT

SHAMAN UTILITY 1

Area An open cube of space, 2 yards on a side, originating from a point within short range

Duration 1 minute, until you are incapacitated or the spirit is, or until you cast this spell again.

Wisps of ectoplasm gather in the area to form the spirit you have bound to yourself. The spirit remains for the duration.

While the spirit remains, whenever you take a turn, you can move the spirit up to its Speed. Whenever you cast a spell, you can cast it from your space or the space your spirit occupies. When it's your turn, you can use a triggered action to use the spirit's senses instead of your own for 1 round.

If your spirit becomes incapacitated, you must make a Strength challenge roll. On a failure, you take damage equal to your healing rate.

BOUND SPIRIT

Size 1 spirit

Perception 10 (+0); darksight

Defense your Will score; **Health** your healing rate

Strength —, **Agility** 10 (+0), **Intellect** 10 (+0), **Will** 10 (+0)

Speed 10

Immune damage from cold, disease, fire, and poison;

gaining Insanity; blinded, deafened, diseased, fatigued, immobilized, poisoned, sleep, slowed

Insubstantial A bound spirit takes half damage from weapons, can move through solid objects and other creatures, and ignores the effects of moving across difficult terrain.

Strong Bond While the spirit is within medium range of you, it cannot be charmed, compelled, or frightened.

LEVEL 6 SHAMAN

Characteristics Health +3

Magic You discover a tradition or learn one spell.

Durable Spirit The bound spirit's Health now equals twice your healing rate.

LEVEL 9 MASTER SHAMAN

Characteristics Health +3, Power +1

Magic You discover a tradition or learn one spell.

Protector Spirit Your bound spirit protects you and members of your group. When a protected creature within the reach of your spirit is attacked, the attacker makes the attack roll with 1 bane. A protected creature within 1 yard of your spirit makes any challenge roll to resist attack with 1 boon.

SWASHBUCKLER

Swashbucklers bring keen wit, daring, and superior fighting skills to any contest and use these capabilities to great effect when squaring off against foes. What sets swashbucklers apart from others who fight are the tricks and maneuvers they have at their disposal.

A swashbuckler can move in such a way as to foil an opponent's attack, while creating an opening in the same foe's defenses. Quick slashes and strikes with a weapon drive an enemy back, while the swashbuckler twists away, deftly avoiding the counterstrike.

Techniques swashbucklers employ are most often found among individuals of cunning and grace, who eschew heavier armors and cumbersome weaponry. Maneuverability proves an offensive and defensive edge on the battlefield. A fighter, for example, can withstand a great deal of punishment and recover from it quickly, but a swashbuckler avoids being struck in the first place.

Swashbucklers have a knack for insinuating themselves among the rich and powerful. Many were born to such status, enjoying all the rewards it grants, and developing fighting techniques by dueling with others of similar standing. Some swashbucklers earn a high place, having lent aid to a noble in a time of need or won the heart of an aristocrat. A few swashbucklers are dashing scoundrels, robbers who steal from the rich to give to the poor. Whatever the case, swashbucklers are known to take charge, making friends and enemies wherever they go.

SWASHBUCKLER STORY DEVELOPMENT

d6 Story Development

- 1 You were a sailor or a pirate, having recently abandoned that life for one on dry land.
- 2 You spent many years in prison and recently escaped. Now, you're seeking vengeance against the people who put you there.
- 3 You wooed the wrong person, and you are now on the run from your lover's relatives or other suitors.
- 4 You studied under a master, honing your fighting techniques until you bettered your teacher.
- 5 To break up the tedium in a noble's court, you studied swordplay and discovered you are quite good with a blade.
- 6 You honed your fighting techniques while rescuing the innocent, defending common folk, and protecting worthy nobles.

LEVEL 3 SWASHBUCKLER

Attributes Increase two by 1

Characteristics Health +4, Speed +2

Charisma In social situations, you make Intellect and Will attack rolls with 1 boon.

Combat Feint You can use a triggered action on your turn to feint against one creature that can see you and is within short range. Until the end of the round, you make attack rolls with swift weapons against that creature with 1 boon, and the creature makes attack rolls against you with 1 bane.



Nimble Defense While you are not wearing medium or heavy armor, you have a +1 bonus to Defense.

LEVEL 6 SWASHBUCKLER

Characteristics Health +4

Maneuvering Strike When you use the Combat Feint talent and get a success on the attack roll using a swift melee weapon, you can move up to 3 yards and the target must also move to remain within your reach. This movement does not trigger free attacks.

Tumbling Advance When you use an action to rush, your movement does not trigger free attacks, and you can move through spaces occupied by other creatures regardless of their size.

LEVEL 9 MASTER SWASHBUCKLER

Characteristics Health +4

Devious Strike Your swift weapon attacks against the target of your Combat Feint talent deal 1d6 extra damage.

Unassailable Defense The bonus to Defense from your Nimble Defense talent increases to +3.

WARDEN

Nature spirits individuals who have shown great respect and care for the natural world to be their champions, investing in them the power to directly channel the magic that permeates the land. Warden, as they are known, become avatars of nature's fury. Many wardens live in remote places, deep inside primeval forest, atop the highest mountains, or in the center of vast steppes. Such wardens spend years in their chosen home, tending the land and guarding it from despoilers. When the shadow falls, wardens stir from their realms to take the fight to the world's enemies.

LEVEL 3 WARDEN

Attributes Increase two by 1

Characteristics Health +4, Power +1

Languages and Professions You can speak another language or add a wilderness profession.

Warden Magic You learn the *binding strike* and *ward the land* spells.

BINDING STRIKE

WARDEN ATTACK 1

Requirement You must not be wearing medium or heavy armor

Make an attack with a weapon. You make the attack roll with 1 boon and you can substitute Will in place of the attribute you would normally use. On a success, in addition to taking normal damage, the target becomes immobilized for 1 minute. A creature immobilized in this way can use an action to make a Strength challenge roll. A success removes the affliction.



demon lord's companion

WARDEN STORY DEVELOPMENT

d6 Story Development

- 1 Demons spilled into your homeland, spreading ruin and death. You took up nature's cause, pledging your life to guarding the land you love.
- 2 You were a devoted follower of the Old Faith. Druids chose you to become the warden of the land.
- 3 A potent relic sacred to your religion was stolen. You vowed to retrieve it and make the thieves pay.
- 4 Reckless magic destroyed miles and miles of countryside. You have made it your life's work to restore the ruined land to its former beauty.
- 5 Beastmen captured and tortured you. You forged a pact with nature spirits to escape and take revenge.
- 6 You were raised in the wilderness. Becoming a warden is a natural outgrowth of your earliest experiences.

WARD THE LAND

WARDEN UTILITY 1

Requirement You must not be wearing medium or heavy armor, and you must be standing on the ground

Area A circle on the ground with a 3-yard radius centered on a point you can reach

Duration 1 minute

You become immobilized, rooted in place for the duration. While you are immobilized this way, you have a +1 bonus to Defense, and against creatures in the area, you make attack rolls with 2 boons. In addition, thick, twisting growth spreads across the area, making it difficult terrain.

LEVEL 6 WARDEN

Characteristics Health +4

Magic You discover a tradition or learn one spell.

Improved Warden Magic Your weapon attacks deal 1d6 extra damage to target's you have immobilized with *binding strike*. Also, increase the area of *ward the land* to a 5-yard radius.

LEVEL 9 MASTER WARDEN

Characteristics Health +4, Power +1

Greater Warden Magic You learn the *guardian of nature* spell.

GUARDIAN OF NATURE

WARDEN UTILITY 2

Requirement You must not be wearing medium or heavy armor

Duration 1 minute

You transform into a guardian of nature, a towering figure of terrible strength and power. Stag horns grow from your brows, your eyes emit emerald light, and thick, green fur covers your legs. Each creature, other than you and members of your group, that sees your transformation must get a success on a Will challenge roll or become frightened for 1 round. You remain in your new form for the duration.

While transformed, you gain the following benefits:

- Your Size increases by 1, to a minimum of 2.
- You gain a +2 bonus to Defense.
- You gain a +10 bonus to Health.
- You gain a +2 bonus to Speed.
- Your weapon attacks deal 1d6 extra damage.

MASTER PATHS

The master paths are presented in alphabetical order.

ALCHEMIST

Many study Alchemy, learning the secrets of substances to create potent concoctions, potions, and other strange materials, but true alchemists stand apart thanks to their discovery of the deeper mysteries of the occult art. As proof of their superior alchemical training, alchemists keep company with the tiny servants they fashion from a bit of clay and their own blood. These homunculi are the ultimate helpers, since they know all their creators know.

LEVEL 7 ALCHEMIST

Attributes Increase three by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession.

Magic You discover Alchemy or learn one Alchemy spell.

Homunculus You fashion a homunculus, a tiny humanoid figure made from clay and a drop of your blood. You give it, the semblance of life by breathing into its mouth.

The homunculus is your loyal servant and companion. It has all your professions and knows all the languages you know. The homunculus obeys your commands and is under your control. If you become incapacitated, the homunculus remains under your control and you decide what it does on each of its turns.

The homunculus dies when it becomes incapacitated.

You can create a replacement by working with an alchemist's kit for 8 hours and expending rare ingredients worth 1 gc. You can have only one homunculus at a time.

HOMUNCULUS

Size 1/4 construct

Perception 12 (+2)

Defense 18; **Health** your healing rate

Strength 6 (-4), **Agility** 14 (+4), **Intellect** 12 (+2), **Will** 10 (+0)

Speed 8

Immune damage from disease or poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

Enhance Senses While the homunculus is within short range of you, you make Perception challenge rolls with 1 boon.

Share Spell Effects When you are affected by a spell, you can also affect the homunculus, provided it is within medium range of you.

Deliver Spells When you cast a spell, you can cast it from the homunculus, provided it is within medium range of you.

ATTACK OPTIONS

Teeth (melee) +4 (1)

LEVEL 10 ALCHEMIST

Characteristics Health +2

Magic You learn one Alchemy spell.

Master Alchemist When you attack with an Alchemy spell or alchemical item, you make the attack roll with 1 boon and creatures make challenge rolls to resist such attacks with 1 bane.



Your alchemical items are potent. If an attack you make with an alchemical item deals damage, it deals 1d6 extra damage. Alchemical items you create that last 1 minute or longer last twice as long.

BLACKGUARD

Blackguards succumb to temptation, embracing the power darkness offers and surrendering the soul to its corrupting influence. Unholy champions, blackguards might leads cults, serve devils from Hell, or become pawns of the Demon Lord, sowing death and destruction in their dark master's name. A rare few take this path, believing it to be the only road to the vengeance they so desperately crave.

LEVEL 7 BLACKGUARD

Attributes Increase three by 1

Characteristics Health +5, Corruption +1

Languages and Professions You can speak another language or add a profession.

Darksight You can see in areas obscured by shadows and darkness within 20 yards of you as if those areas were lit. Beyond this distance, you treat darkness as if it were shadows. If you already have the Darksight talent, you instead make Perception challenge rolls with 1 boon.

Mantle of Dread When you deal damage to a creature within short range, the creature must make a Will challenge roll. It becomes frightened for 1 round on a failure, or becomes immune to this talent until it completes a rest on a success.

LEVEL 10 BLACKGUARD

Characteristics Health +5, Corruption +1

Soul-Stealing Weapon You can use an action to infuse a weapon you are wielding with dreadful power. The weapon erupts in pale, ghostly flames that remain until you use this talent again or until you cease wielding the weapon.

Until the effect ends, your attacks with the weapon against frightened creatures deal 1d6 extra damage. When the damage you deal with the weapon causes a living creature to become incapacitated, you can gain 1 Corruption and steal the creature's soul. If you do, you gain a cumulative +5 bonus to Health.

CORSAIR

Nimble combatants that rely as much on their wits as they do on weapons, corsairs master trickery to confound their opponents. Corsairs know how to use maneuvers to create openings in defenses and use those openings to deliver punishing wounds. When corsairs see the battle turn against them, they have the dexterity they need to escape to fight another day.



LEVEL 7 CORSAIR

Attributes Increase three by 1

Characteristics Health +4

Languages and Professions You can speak another language or add a profession.

Agile You make Agility challenge rolls with 1 boon.

Derring-Do When you use an action to attack with a swift weapon, disarm, distract, feint, knock down, pull, or shove, you make the attack roll with 1 boon.

LEVEL 10 CORSAIR

Characteristics Health +4

Battle Daring When you get a success on an attack roll to disarm, distract, feint, knock down, pull, or shove, you can use a triggered action to make an attack with a swift weapon.

DEMONOLOGIST

Demonologists look into places the sane do not dare. Into the Void go these unhinged people, drawn by promises of power, answers to the great mysteries, and escape, perhaps, from the end of all things. For some, the path of the demonologist marks the culmination of a long and sordid career. For others, it is a misstep, a temptation to which one succumbs, inevitably tumbling into a darkness from which there is no escape.

LEVEL 7 DEMONOLOGIST

Attributes Increase three by 1

Characteristics Health +10, Corruption +1, Power +1

Languages and Professions You can speak another language or add an academic profession.

Magic You discover Demonology or learn one Demonology spell.

Demon-Bound A **medium demon** dwells inside your body, granting you 1 boon on Perception challenge rolls. In addition, each point of Corruption you gain during play grants you 1 boon to attack rolls and challenge rolls that lasts until you complete a rest.

When you go mad, you gain 1 Corruption. You then become compelled by the demon instead of the normal effects of madness. At the end of each round, roll a d6. On a 6, the madness ends.

LEVEL 10 DEMONOLOGIST

Characteristics Corruption +1

Magic You learn one Demonology spell.

Accustomed to Horror You are immune to the horrifying trait.

Demonic Compulsion Demons that appear from Demonology spells you cast are compelled for 1 minute.

ENTROPIST

The Death tradition is the magic of the grave, the cold of the Underworld, and its spells exist to abbreviate the lives of the living. Entropists find something in Death magic they believe will give them power. An entropist might seek to somehow stave off the inevitable, to gain favor from Father Death, or to do the dark god's work by snuffing out life after life.

LEVEL 7 ENTROPIST

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover Death or learn one Death spell.
Speed to the Grave When you attack an injured creature, you make the attack roll with 1 boon, and the creature makes the challenge roll to resist the attack with 1 bane.

LEVEL 10 ENTROPIST

Characteristics Health +2
Magic You learn one Death spell.
Deathly Presence When you cast a Death spell, you can use a triggered action to emit a field of death. This field spreads in a sphere centered on a point you can reach and has a radius in yards equal to the spell's rank plus 1. The field lasts for 1 round, and it moves with you to remain in the same position relative to you. When a living creature other than you in the sphere takes damage, it takes 1d6 extra damage. A creature can take this extra damage only once per round.

MARTIAL ARTIST

Martial artists train to master unarmed combat, fighting with their hands and feet instead of a sword or gun. Quick and strong, martial artists move with great fluidity and land strikes with a deadly precision that sends their enemies reeling. Martial artists learn their techniques from masters, fighting schools, or in the fighting pits of a city's seediest districts.

LEVEL 7 MARTIAL ARTIST

Attributes Increase three by 1
Characteristics Health +5, Speed +2
Danger Sense You have a +2 bonus to Defense while you are not wearing armor.
Fists of Fury Your unarmed strikes deal 1d6 extra damage.
Martial Arts Gain one Martial Arts talent.

LEVEL 10 MARTIAL ARTIST

Characteristics Health +5
Martial Arts Gain two Martial Arts talents.

MARTIAL ARTS TALENTS

Dodge Missiles When a creature attacks you with a ranged weapon, you can use a triggered action to impose 1d3 banes on the attack roll. If the total of the creature's attack roll is 0 or less, the attack used a thrown weapon or a weapon that does not use bullets, and the weapon is your Size or smaller, you catch the missile. You can then throw it at a creature within medium range of you. If you do, make a Strength or Agility attack roll against the target's Defense as if attacking with a weapon. On a success, the target takes damage as if you had used an unarmed strike.

Drunken Fighting When you take damage from an attack made by a creature within your reach, you can use a triggered action to fall prone and halve the damage you take. The next time you attack the triggering creature before the end of the next round, you make your attack roll with 2 boons.

Flying Kick You can use an action to choose one creature or object within a number of yards of you equal to your Speed. You move up to your Speed toward the target, ignoring difficult terrain. When the target is within your reach, you make an attack roll with an unarmed strike against it, dealing 1d6 extra damage on a success.

Ground Fighting When you get a success on an attack roll to grab a creature of your Size or smaller, you can use a triggered action to fall prone and force the grabbed creature to do the same. While grabbed and prone in this way, the creature cannot stand up and makes Agility attack rolls to escape the grab with 3 banes. If the total of such an attack roll is 0 or less, the creature takes 1d6 damage.

Killing Palm When you damage a living creature with your unarmed strike, you can use a triggered action to use this talent. If you do, at the end of each round for 1 minute, the creature must get a success on a Strength challenge roll or take 1d6 damage. Each time it fails this roll, the creature makes the next such Strength challenge roll with 1 bane.

Once you use this talent, you can use it again only after you complete a rest.

Roundhouse Kick When you attack with an unarmed strike, you can make a roundhouse kick. If you do, choose two creatures within your reach. Make one attack roll with 1 bane, using the total to determine whether you hit either target.

Staggering Strike When the total of your attack roll with an unarmed strike is 20 or higher and exceeds the target's Defense by 5 or more, you move the target up to 5 yards away from you. Before the end of the round, attack rolls against the target are made with 1 boon.

Stunning Strike When you get a success on an attack roll with your unarmed strike, you can deal half damage and force the target to make a Strength challenge roll. On a failure, the target becomes stunned for 1 round.

You can use this talent three times. When you complete a rest, you replenish these uses.

Throw When you get a success on an attack roll to grab a creature of your Size or smaller, you can use a triggered action to throw the target. Make a Strength attack roll against the target's Strength. On a success, the target flies 1d6 yards away from you, falls prone, and takes 1d6 extra damage.

Whirlwind of Strikes When you use your action to use this talent, each creature you choose within 1 yard of you makes an Agility challenge roll with 1 bane. On a failure, a target takes 2d6 damage and you can move it 1 yard away from you.

MEDIUM

Mediums commune with the spirits of the dead and often catch glimpses of such spirits in peripheral vision. From these disembodied entities, mediums learn many great and terrible things. A medium could be a shaman, intimate with spirit magic, or might have come upon Spiritualism as a result of a brush with death.

LEVEL 7 MEDIUM

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.



Magic You discover Spiritualism or learn one Spiritualism spell.
Unruly Spirits When you cast a Spiritualism spell, you can choose one creature within short range that is under the effects of a Spiritualism spell. The target must move 1d3 yards in a direction of its choosing.

LEVEL 10 MEDIUM

Characteristics Health +2
Magic You learn one Spiritualism spell.
Secrets of the Spirit World Whenever you cast a Spiritualism spell, you learn a number of secrets equal to the rank of the spell. You retain the secrets until you expend them or until you cast another Spiritualism spell. Whenever you make an attack roll or a challenge roll, you can expend a secret to roll the d20 twice and use the highest number.

MIND BENDER

Unlocking the door that releases a flood of telepathic power is the first step mind benders take to being able to shatter the minds of other creatures. Telepathy magic gives mind benders the ability to bash down a creature's mental defenses and run freely through its mind, sensing its every thought and anticipating its every action.

LEVEL 7 MIND BENDER

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover Telepathy or learn one Telepathy spell.
Invade Thoughts You can use an action to expend the casting of a Telepathy spell. If you do, choose one creature you can see within short range of you, and make an Intellect attack roll against its Will. On a success, you invade the target's mind and hear its thoughts for 1 minute. During that time, on your attack rolls against the target, you have a bonus equal to 1 + the rank of the spell you expended. You have the same bonus to Defense and other attributes used to resist the target's attacks against you. Furthermore, the target cannot become hidden from you or surprise you.

LEVEL 10 MIND BENDER

Characteristics Health +2
Magic You learn one Telepathy spell.
Rend Mind When you deal damage to a target affected by your Invade Thoughts talent, you deal extra damage equal to 1d6 + the bonus gained from that talent.

PSYCHOKINETIC

Psychokinetics discover how to harness the mind to manipulate and move objects and creatures with thought alone. Rooted firmly in Telekinesis magic, psychokinetics use their thoughts as weapons and their imagination to gird themselves against harm. Many psychokinetics come from combat-focused backgrounds. They draw on their memories of conflict to focus their thoughts into effective attacks.

LEVEL 7 PSYCHOKINETIC

Attributes Increase three by 1
Characteristics Health +3, Power +1
Magic You discover Telekinesis or learn one Telekinesis spell.
Telekinetic Armor When you cast a Telekinesis spell, you gain a bonus to Defense that lasts for 1 round. The bonus equals 1 + the rank of the spell you cast.

LEVEL 10 PSYCHOKINETIC

Characteristics Health +3
Magic You learn one Telekinesis spell.
Telekinetic Bulwark You take half damage from weapons while you have a bonus to Defense from your Telekinetic Armor talent.

REAYER

Rejecting the trappings of civilization, reavers come screaming out of the wilderness, armed with a fearlessness that lets them face any foe, no matter how large or terrible. Those following the reaver path embrace the wild side, becoming savage, deadly, and eager to greet foes with violence. A reaver might have been a bold warrior, cunning thief, or devout priest, but in all cases, a reaver follows a wilder, bloodier, and far more violent path.

LEVEL 7 REAYER

Attributes Increase three by 1
Characteristics Health +6
Fearless You cannot be frightened.
Savagery Once per round, when you get a success on an attack roll with an unarmed strike and the total of your roll is 20 or higher, you can use a triggered action to move up to your Speed without triggering free attacks, disarm, distract, escape, feint, grab, knock down, pull, or shove.

LEVEL 10 REAYER

Characteristics Health +6
Brutality While you are injured, your weapon attacks deal 2d6 extra damage.

SAPPER

Doors, grates, and walls prove to be no obstacle to a well-trained sapper. These experienced engineers study the manufacture and practical use of explosives. As skilled as sappers are in producing and using bombs, they are also accomplished trap makers. A sapper's traps, when triggered, are loud and deadly.

Despite advanced training, sappers tend to be jumpy and fatalistic. Handling volatile materials makes sappers cautious in nearly every endeavor. Most sappers expect an abrupt, fiery death to be their end.

LEVEL 7 SAPPER

Attributes Increase three by 1
Characteristics Health +3
Languages and Professions You can speak another language or add a profession.
Bomb Maker You know how to create bombs, and you tinker with your creations while you rest. Each time you complete a rest, you create 1d3 blinders, 1d3 crackers, and 1d3 smokers. They retain potency until you complete your next rest.
 You can use an action to light the fuse on one of these bombs and throw it to a point within medium range. At the end of the round, the bomb has its effect, as follows:

- *Blinder*: The bomb releases a flash of blinding light in a radius of 1d6 yards. Sighted creatures in the area must get a success on a Strength challenge roll or become blinded for 1 round.
- *Cracker*: The bomb explodes in a radius of 2d6 yards. Everything in the area takes 3d6 damage. A success

on an Agility challenge roll halves the damage.

- *Smoker*: The bomb spews smoke of a color you choose. The smoke spreads out to fill a sphere with a radius of 2d6 yards. The first half of the radius is heavily obscured, while the rest is partially obscured. The smoke persists for 1d6 rounds or until dispersed by wind.

Tool Mastery You have 2 boons on any challenge roll you make to use a toolkit to disarm a trap, dismantle a device, or open a lock.

LEVEL 10 SAPPER

Characteristics Health +3
Bomb Mastery Double the number of bombs you create with your Bomb Maker talent. Damage-dealing bombs you create deal 1d6 extra damage. Creatures make challenge rolls to resist your bombs with 1 bane.
Sapper's Luck When you make challenge roll to resist an area attack, you do so with 1 boon.

SEEKER

Psychic abilities are uncommon in the lands of Rûl, but those who have such gifts are tireless in finding ways to use them. Seekers are likely to have awakened their abilities during the stress of combat. Upon shedding the shackles restraining the mind, seekers use their mental powers to augment attacks, to ignore the chaos of battle, and to find the best place to strike enemies. In fact, the term *seeker* comes from the ability to use the third eye to seek weaknesses to exploit.

The seekers' methods are a recent innovation, born in secluded sanctuaries for those seeking enlightenment and freedom from the darkness that drowns the world. Anyone might pursue this path, but it suits either those who have combat training or who already possess a quickened mind. Mastering seeker techniques involves harnessing the mind's focus to attack with incredible accuracy.

LEVEL 7 SEEKER

Attributes Increase three by 1
Characteristics Health +3, Power +1
Magic You discover one psychic tradition or learn one spell from a psychic tradition.
Anticipate Failure While your mind is focused (see Psychic Traditions in chapter 4), you can pick up stray thoughts and emotions from creatures around you, and then use that information to your advantage. If you fail on an attack roll, you can end your focus to turn the failure into a success.
Mental Might While your mind is focused, you make attack rolls with 1 boon.

LEVEL 10 SEEKER

Characteristics Health +3
Enlightened Focus While your mind is focused, you have a +5 bonus to Health, a +2 bonus to Speed, and your weapon attacks deal 1d6 extra damage.
Swift Focus On your turn, you can use a triggered action to focus your mind. Once you use this talent, you must wait 1 minute before you can use it again.



equipment

In marketplaces and bazaars all across the crumbling Empire, items wondrous and strange are available. From alchemical concoctions to marvels of engineering, weird potions to forbidden things, stained with darkness, all can be had for the right price. This chapter provides you with new ways to spend your coin.

ALCHEMICAL ITEMS

ALL-FLOWER WATER

Made from a distillation of cow dung, all-flower water is a curative alchemists swear by. You can use an action to drink this liquid or administer it to a willing or defenseless creature within your reach. At the end of the round in which the liquid is consumed, roll a d6. On an odd number, the drinker heals 1 damage. On an even number, the drinker heals damage equal to its healing rate and removes the diseased affliction.

BOTTLED SMOKE

Stopped with a plug, the container bottled smoke comes in appears to be filled with thick, dark liquid. As a minor activity, you can pull the stopper, which causes the liquid to turn

to smoke that spreads from the bottle until it fills a circular area with a 10-yard radius 5-yards high. The smoke heavily obscures its area for 1 hour or until dispersed by wind.

DRAGON FIRE

A volatile substance, dragon fire is always contained in a clay pot sealed with lead. You can use an action to throw a pot of dragon fire to a point within short range. If thrown, the pot shatters when it impacts against a solid surface, splashing fiery goo within a sphere with a radius of 2 yards. A creature that gets a success on an Agility challenge roll avoids the dragon fire. Anything that fails to avoid the dragon fire takes 2d6 damage and catches on fire.

Flames from dragon fire last 1 minute, cannot be smothered by ordinary means, and burn even when submerged in water. A creature can use its action to scrape away the burning goo with an object, which is then on fire from the dragon fire. Once the dragon fire burns out, it leaves behind normal fire.

REAGENT

Contained in a steel vial, reagent is a thin gray fluid counts as a potion for mixing potions (see Potions, Mixing Potions in this chapter). When you mix a potion with reagent, and

ALCHEMICAL ITEMS

Item	Price	Availability
All-Flower Water	3 ss	Rare
Bottled Smoke	5 ss	Rare
Dragon Fire	5 gc	Exotic
Reagent	5 cp	Rare
Royal Water	10 gc	Exotic
Superior Glue	1 ss	Uncommon
Water of Life	1 ss	Uncommon

the total is 10 or higher, you can add another potion to the mixture and replace the number with a 15.

ROYAL WATER

One of the most corrosive substances in existence, royal water is a red, fuming liquid that can be stored only in specially treated glass. You can use your action to attack with royal water by pouring it out of the bottle or throwing the bottle to a point within short range. If you pour the royal water from the bottle, it spreads across a surface with a 1-yard diameter. If you throw the bottle, it shatters when it hits a solid surface, causing the contents to splash within a sphere with a radius of 1 yard. A creature in the area that gets a success on an Agility challenge roll avoids the splash. Anything that fails to avoid the royal water takes 6d6 damage, plus plus 3d6 extra damage at the end of the round if still in contact with the substance. A creature can use its action to wash away the royal water with a water- or alcohol-based liquid, ending contact with the substance.

SUPERIOR GLUE

A thick, viscous slime, superior glue usually fills a glass vial. A label on the outside says, in the Common Tongue, "Not for Drinking!" You can use an action to expend the glue by pouring it from the bottle or throwing the bottle to a point within short range. If you pour the glue from the bottle, it can be spread across a surface up to 1 yard in diameter. If you throw the bottle, it shatters when it impacts against a solid surface, causing the contents to splash within a sphere with a radius of 1 yard. A creature in the area that gets a success on an Agility challenge roll avoids the splash.

The glue anchors anything it touches to any other surface it touches; creatures become immobilized. It takes a successful Strength challenge roll made with 1 bane to break the bond and remove the affliction.

WATER OF LIFE

A clear liquid that smells like alcohol, water of life is a strong intoxicant. You can use an action to drink this liquid or administer it to a willing or defenseless creature within your reach. By the end of the round during which the liquid was consumed, the drinker becomes intoxicated for 1 hour. While intoxicated this way, a creature is impaired and slowed, and reduces all damage taken by half.

CREATING EQUIPMENT

To create an item from scratch, you must have the proper profession, tools, materials, and time.

- **Profession:** You need to have a profession associated with the item you want to create. To create a sword, for example, you need to be a Blacksmith. To create candles, you need to be a Chandler. The GM can rule that certain objects are simple enough that anyone can create them with a little effort and, possibly, a successful Intellect challenge roll.
- **Tools:** You need a tool kit to make most items. Special items might have other requirements as noted in their descriptions.
- **Materials:** To create an item, you must have materials or component parts of a value equal to one-quarter the item's price. You expend these materials as you work to create the item.
- **Time:** You need time to create an item. It's rarely necessary to track how long it takes to make an item. The time required is up to the GM, and crafting is usually done between adventures.

FORBIDDEN ITEMS

AZEEN

An azeen is a foot-long, segmented worm with a toothy maw at one end, a dimpled sphincter at the other, and inch-long bristles sprouting from its hide.

AZEEN

Difficulty 1

Size 1/8 frightening monster

Perception 10 (+0); sightless

Defense 5; **Health** 1

Strength 5 (-5), **Agility** 5 (-5), **Intellect** 3 (-7), **Will** 10 (+0)

Speed 2

Immune blinded

If you are a living creature, you can use an action to place the azeen near one of your orifices. You take 1d6 damage as slithers through the opening to burrow into your body, where it lodges itself in your guts to feed on your excrement. The GM secretly rolls a d20 to determine how many days it lurks inside you. At the end of this time, the azeen dies and erupts from your body in an explosive bowel movement that strikes with no warning.

While the azeen is inside you, you can use an action to cause a toothed filament to spool out from the palms of each of your hands. Each filament functions as a whip until you use an action to cause the filaments to retract.

DEATH'S HERALDS

A white, powdery substance contained inside a wax paper packet, death's heralds are made from the eggs of a rare

FORBIDDEN ITEMS

Item	Price	Availability
Azeen	1 gc	Exotic
Death's Heralds	5 gc	Exotic
Distilled Maidens' Tears (1 dose)	1 gc	Exotic
Frenzy (1 dose)	1 gc	Exotic
Lotus Petals (1 dose)	1 ss	Exotic
Love Potion	1 gc	Rare
Lust	5 ss	Exotic
Revenant Head	100 gc	Exotic
Unicorn Horn	100 gc	Exotic

moth found in the Underworld. You can use an action to attack with the powder by blowing the contents from the packet into the face of one living creature within short range of you. The target must get a success on a Strength challenge roll made with 2 banes or become impaired for 1 minute. At the end of each round the target is impaired in this way, it must get a success on a Strength challenge roll or take 1d6 damage from the hatching eggs and burrowing larvae. A creature incapacitated by the damage dies, and its body vanishes.

In addition, each time a creature takes damage from the death's heralds, a cloud of black moths spreads out in a 1-yard radius from a spot in the creature's space. The cloud remains until the end of the next round. It heavily obscures its area.

DISTILLED MAIDENS' TEARS

Extracted from innocent maidens and processed using a means known only to hags, distilled maidens' tears is a red-tinged silvery liquid that enhances the casting of dark magic spells. You can drink a dose of maiden's tears when you cast a dark magic attack spell. If you do, you make the attack roll with 1 boon, and creatures make challenge rolls to resist the spell with 1 bane. After you resolve the spell, roll a d6. On an even number, you regain the casting you used to cast the spell.

FRENZY

Made from gallstones harvested from living orcs, frenzy is a yellow-green powder. You can use an action to inhale the powder. At the end of the round, you become frenzied for 1d6 rounds. While frenzied in this way, you cannot be frightened, and your melee weapon attacks deal 1d6 extra damage. Whenever a creature, friend or foe, would trigger a free attack from you,

you must use a triggered action to make the attack. At the end of each round until the effect ends, you must get a success on a Will challenge roll or gain 1d3 Insanity.

LOTUS PETALS

The petals of the lotus flower have a powerful narcotic effect when smoked. You expend the lotus petals by smoking them, an activity that takes 10 minutes. At the end of this time, you enter a dream-like state, becoming dazed for 1 hour. When you cease to be dazed in this way, you regain one expended spell casting.

Lotus petals are addictive. After you regain the casting from smoking the petals, you must make a Will challenge roll. On a failure, you become impaired until you use the petals again or until you complete three rests.

LOVE POTION

A pink liquid that normally smells and tastes of chocolate, love potion adopts the odor and flavor of any liquid with which it is mixed. The potion affects its drinker at the end of the round in which it was consumed and wears off after 1 hour. During that time, the drinker becomes charmed by the first creature it sees, provided the drinker would normally be attracted to the seen creature's species and gender. This charmed affliction wears off after 3d6 days.

LUST

A blue liquid sold in tiny phallus-shaped bottles, lust is used as an aphrodisiac and a combat drug. You can use an action to place the bottle in your mouth and crush it between your teeth. You take 1 damage and experience an overwhelming sensation of sexual desire that lasts for 1d6 + 1 hours. Until the effect ends, you make attack rolls with 1 boon. If the effect lasts longer than 4 hours, you lose the boon and become fatigued and impaired for the remaining duration.

REVENANT HEAD

A revenant head is a severed head floating inside a canister filled with pungent yellow fluid. While suspended in the liquid, the head's eyes twitch, and its mouth moves. Necromantic magic binds the soul to the head, trapping the immortal essence within the preserved remains. When the head is drawn from the container, the fluid spills from the head's mouth and it can speak in the Common Tongue. Revenant heads remember having one profession. They can see and report on what they have seen. One might know other information the Game Master decides.



Each time the head is pulled from the container, the fluid level drops. The head can be retrieved ten times. When retrieved the last time, the container goes dry and the head rots away, releasing the soul to whatever fate awaits it.

UNICORN HORN

A unicorn's horn has a great many magical properties but only if harvested from a living unicorn, an act that strips the unicorn of its power and eventually causes it to sicken and die. While you carry the unicorn horn, you are immune to Death spells. In addition, you can use an action to instantly travel to an open space you can see within medium range.

MARVELS OF ENGINEERING

BLUNDERBUSS

A blunderbuss is a flaring metal tube affixed to a wooden stock. Using an action, you load the tube with a dose of black powder worth 1 ss, along with nails, coins, gravel, and other similar materials you have on hand. Once the device is loaded, you can use an action to fire it. If you do, roll 3d6 and consult the **Blunderbuss Firing** table to see what happens.

BLUNDERBUSS FIRING

Roll	Outcome
18	The weapon fires. Everything in an 8-yard-long cone originating from a point you can reach takes 18 damage. However, a creature that gets a success on an Agility challenge roll takes half the damage instead.
16-17	The weapon fires. Everything in a 6-yard-long cone originating from a point you can reach takes 12 damage. However, a creature that gets a success on an Agility challenge roll takes half the damage instead.
13-15	The weapon fires. Everything in a 4-yard-long cone originating from a point you can reach takes 6 damage. However, a creature that gets a success on an Agility challenge roll takes half the damage instead.
9-12	The weapon fires. Everything in a 4-yard-long cone originating from a point you can reach takes 3 damage. However, a creature that gets a success on an Agility challenge roll takes no damage instead.
6-8	The weapon doesn't fire.
4-5	The weapon misfires. You must load it to use it again.
3	The weapon explodes in a 5-yard radius centered on a point you can reach. Everything in the area takes 3d6 damage. Any creature, other than you, that gets a success on an Agility challenge roll takes half the damage instead.

Regardless of the outcome, a blunderbuss can be heard up to a mile away, and smoke spreads out from where you fired it in a sphere with a 5-yard radius. The smoke partially obscures its area, and remains for 1 round or until dispersed by wind.

MARVELS OF ENGINEERING

Item	Price	Availability
Blunderbuss	2 gc	Rare
Bomb	1 gc	Rare
Clock	1 gc	Rare
Construct, Huge	500 gc	Exotic
Construct, Large	250 gc	Exotic
Construct, Medium	25 gc	Exotic
Construct, Small	5 gc	Exotic
Flare	1 ss	Rare
Pocket Watch	5 gc	Exotic
Smoke Bomb	5 ss	Rare
Timer	2 gc	Exotic

BOMB

You can use an action to light the fuse and throw a bomb out to medium range. At the end of the round, the bomb explodes in a 5-yard radius, dealing 3d6 + 3 damage to everything in the area. However, a creature that gets a success on an Agility challenge roll takes half the damage instead.

Bombs can explode if mishandled. If an explosive device takes 10 or more damage or a creature handling the device takes damage equal to its Health, the bomb explodes.

CLOCK OR POCKET WATCH

Time-keeping devices, clocks and watches are not very accurate. Once wound, they work for 24 hours but lose 1d6 minutes for each hour that passes. The Tower Arcane floating above the ruins of Caecras keeps the official time.

CONSTRUCT

Engineers create **constructs** of varying sizes using steam engines. These devices operate just like magical constructs described in *Shadow of the Demon Lord*, but they are compelled by their owners.

FLARE

You can use an action to strike a flare on a hard surface within your reach. The flare ignites and emits light in a 10-yard radius for 10 minutes. The flare can be thrown to medium range.

You can also use an action to use a burning flare you hold to attack a creature you can reach. Make an Agility attack roll against the target's Defense. On a success, the target takes 1d6 damage.

SMOKE BOMB

This ceramic ball has a fuse sticking from the side. You can use your action to attack with the bomb by lighting it and throwing it up to medium range. Red, green, or blue smoke pours from the bomb, spreading through a sphere with a 5-yard radius. The smoke heavily obscures its area for 10

INVENTIONS

You can create any item in this chapter and in the *Shadow of the Demon Lord* rulebook, but you aren't limited to them. You might create a special lantern that shines red or blue light. Or, you might create a poison that doesn't kill but instead paralyzes creatures it incapacitates.

Inventing new gear should be done with the GM's help to avoid introducing something that is inappropriate for the world and the rules. When inventing, ask the following questions:

- **Does it exist already?** A katana is a sword or a bastard sword. A suit of armor made from coins is really just a suit of scale. If you can represent an invention with something already in the game, do so, then describe your item as you like and the GM allows.
- **Does it belong in the game?** The world's technology level is early renaissance with a dash of clockwork and steam power to make things interesting. Look at the other gear in this chapter. Does your invention fit alongside? If not, rethink the invention.
- **How much should it cost?** Find an object that does something similar to determine the price. The GM might increase the price if the invention does something unusual or discount it if it is less effective.

POTIONS

Item	Price	Availability
Agility Potion	5 ss	Rare
Courage Potion	5 ss	Rare
Cunning Potion	5 ss	Rare
Might Potion	5 ss	Rare
Mimic Potion	1 gc	Exotic
Phasing Potion	5 gc	Exotic
Shrinking Potion	5 ss	Exotic
Water-Breathing Potion	5 ss	Exotic
Weightlessness Potion	5 ss	Exotic
Wings Potion	3 gc	Exotic

PROPERTY

Item	Price
Castle	10,000 gc
Hovel, rural	5 ss
House, rural	1 gc
House, urban	5 gc
House, fine urban	25 gc
House, wealthy	50 gc
House, opulent	250 gc
Keep	3,000 gc
Palace	5,000 gc
Townhouse, rich	1,500 gc

minutes, and then partially obscures its area for 10 minutes thereafter. Wind disperses the smoke.

TIMER

You can use an action to affix this device on a bomb or any other kind of explosive. Once the timer is affixed, you can use an action to set it for 1 to 100 minutes. The bomb to which the timer is attached detonates after the selected time.

A timer is faulty if set for a time greater than 1 minute. If it is, the GM secretly rolls a d20, subtracting an odd number from the number of minutes set or adding an even number to the number of minutes set.

POTIONS

AGILITY POTION

A shimmering silver liquid, an agility potion grants its user a +1 bonus to Agility for 3d6 minutes.

COURAGE POTION

A bright blue liquid smelling of strong alcohol, a courage potion grants its user a +1 bonus to Will for 3d6 minutes.

CUNNING POTION

A light green, effervescent fluid with a dry taste, a cunning potion grants its user a +1 bonus to Intellect for 3d6 minutes.

MIGHT POTION

An orange liquid that smells like alcohol, a might potion grants its user a +1 bonus to Strength for 3d6 minutes.

MIMIC POTION

A colorful oil, a mimic potion allows its user to assume the form of a unique person. To create the potion, the brewer must have a bit of nail, hair, or skin from another humanoid creature. The user assumes the physical form of the creature from which the nail, hair, or skin was harvested. The target looks, sounds, and feels exactly like the creature, but the target's mechanics and possessions remain unchanged. The potion wears off after 6d6 minutes, as secretly determined by the GM.

PHASING POTION

A smoky and flavorless liquid, phasing potion causes its user to become wispy and insubstantial for 3d6 minutes. While insubstantial, the user can move at full Speed across difficult terrain and move through solid objects. However, if the user ceases moving inside a solid object, the user returns to the last open space it occupied. The user reduces all damage it takes and deals by half.



SHRINKING POTION

A syrupy blue liquid that smells and tastes of honey, shrinking potion causes its user, along with everything the user wears and carries, to become Size 1/10 for 1d6 minutes. While at this Size, the user's Strength is 1, its Health can be no higher than 5, and its attacks deal no damage to targets of Size 1/4 or larger. In addition, the user makes Agility challenge rolls to hide or sneak with 3 boons.

WATER-BREATHING POTION

A clear, fishy-smelling liquid with sparkling flecks, water-breathing potion causes its user to grow gills just under the ribs for 1d6 hours. These gills allow the user to breathe underwater.

WEIGHTLESSNESS POTION

A thin white liquid that smells of ozone, weightlessness potion allows its user to triple its jumping and leaping distances, as well as avoid damage from falling. The potion wears off after 1d6 minutes.

WINGS POTION

A brown liquid that smells musty and tastes worse, a wings potion causes its user's back to sprout feathery wings, which can be used to fly. The potion wears off after 1d6 hours, as secretly determined by the GM.

MIXING POTIONS

Mixing potions has unpredictable results. Potions can be combined by pouring one potion into another or by drinking one potion while under the effect of another. When such mixing occurs, the GM rolls 3d6 and consults the **Mixing Potions** table to see what happens.

MIXING POTIONS

3d6	Result
18	The potions become a new potion of the GM's choice, but its duration is three times normal.
16-17	All the mixed potions' effects occur normally, but each effect's duration is twice normal.
13-15	All the mixed potions' effects occur normally.
9-12	One potion of the GM's choice loses its magic. Its effect ends.
6-8	Both potions lose their magic. Their effects end.
4-5	All the mixed potions become poison. Their other effects end. A creature affected by this poison must get a success on a Strength challenge roll or take damage equal to half its Health and become poisoned for 1 minute. While poisoned this way, at the end of each round, the creature must get a success on a Strength challenge roll or take 1d6 damage.
3	All the mixed potions create a fiery explosion in a sphere with a radius of 5 yards. Their other effects end. Everything in the area takes 5d6 damage. Any creature that gets a success on an Agility challenge roll takes half the damage instead. If the potions mixed inside a creature, that creature cannot get a success on this Agility challenge roll.

VEHICLES

Vehicles include all objects designed to facilitate transportation, whether drawn by beasts or propelled by wind, machine, or magic. Often, vehicles can be handled in the story, with their role limited to getting the group from one place to the next. Sometimes, however, vehicles can play an important part in the game's action, such as in chases, combats, or when time is a factor. This section has rules for using vehicles in the game and a selection of sample vehicles.

VEHICLE STATISTICS

Vehicles use statistics blocks to organize their information for use in play.

VEHICLE	Price #
<i>Size # object (vehicle)</i>	
Defense # (armor); Health # Strength 0 (-10), Agility 0 (-10), Intellect —, Will — Space # × #; Maximum Speed # (acceleration #/ deceleration #); special movement traits Crew A list of required crew Cargo # Immune List of things by which the vehicle is unaffected Defensive Trait Name and description of how it works. Vulnerability Name and description of how it works. Other Trait or Passive Talent Name and description of how it works.	
ATTACK OPTIONS	
Attack (melee; [reach +#]) +# [with # boon(s)] (damage [plus attack talent]) Attack (range) name +# [with # boon(s)] (damage [plus attack talent]) Attack Talent Description of how it works.	

CHARACTERISTICS AND ATTRIBUTES

Like creatures, vehicles have characteristics and attributes.

- **Size:** A vehicle's size.
- **Object:** Most vehicles are objects and are thus subject to all the rules concerning them as described in *Shadow of the Demon Lord*. As objects, vehicles are usually inert unless piloted.
- **Defense:** The vehicle's Defense.
- **Attributes:** A vehicle under the control of a creature replaces its Agility with the controlling creature's Agility – the vehicle's Size.
- **Health:** The vehicle's Health.
- **Space:** The actual space the vehicle takes up.
- **Speed:** The vehicle's maximum Speed. Vehicles also include acceleration and deceleration numbers, which are used when maneuvering the vehicle (see the Maneuvers section). If the vehicle has any special modes of movement such as flyer or swimmer, they are listed last. If the entry indicates "creature Speed," the vehicle's maximum Speed is that of the creatures drawing it.

- **Crew:** This entry tells you how many people are required to operate the vehicle. If the vehicle requires special training, the requires profession appears parenthetically.
- **Cargo:** This entry tells you the total Size of cargo the vehicle can carry. If a vehicle has Cargo 5, it could hold creatures and objects whose total Size is 5 or less.
- **Immune:** If the vehicle is unaffected by certain damage sources or afflictions, they are listed here. Otherwise, this line is absent.
- **Defensive Trait:** If the vehicle has any special defenses, they are described here. Otherwise, this line is absent.
- **Vulnerability:** If the vehicle gains afflictions from or is otherwise harmed by certain environments or situations, they are described here. Otherwise, this line is absent.
- **Other Trait or Passive Talent:** If the vehicle has any other special trait or a talent that doesn't require it to take an action, it is noted here. Otherwise, this line is absent.

ATTACK OPTIONS

Some vehicles have weapons mounted on them. A creature on the vehicle can use these weapons to make attacks. Unless otherwise noted, such attacks have one target, and the attack roll is against the target's Defense. If a vehicle has no mounted weapons, this section is absent.

- **(Reach +#)** If a mounted weapon has a reach longer than 1, that is noted here.
- **(Range)** Ranged attacks note the range (short, medium, long, or extreme).

USING VEHICLES

The following rules describe how you use vehicles.

ENTERING AND EXITING A VEHICLE

A creature can freely enter and exit an immobile vehicle, provided there is an opening through which the creature can move. Doors, hatches, portals, and the like must be opened. See the Special Situations section for entering a moving vehicle.

CONTROLLING A VEHICLE

A creature must operate as the vehicle's driver or pilot to control it using Vehicular Actions. A creature can relinquish control of the vehicle by doing something else on its turn. Another creature in the vehicle can then use an action to control it.

UNCONTROLLED VEHICLES

A vehicle becomes uncontrolled when no creature controls it at the end of the round. An uncontrolled vehicle moves its current Speed in the direction it was traveling at the end of the round, then decelerates. The GM can alter direction of travel if circumstances merit such a change.

CRASHES

A crash occurs when the creature controlling a vehicle loses control in a spectacular fashion. When a vehicle crashes, it moves half the Speed at which it was traveling and then stops. The vehicle and each occupant take damage equal to half the vehicle's Health. If a creature inside the vehicle gets a success on a Strength challenge roll, it takes half the damage instead.

COVER

A vehicle might provide cover to its occupants based on its construction and how occupants situate themselves within the vehicle. For example, a flatbed wagon with side rails provides no cover to creatures standing on its bed. However, the rails might provide half cover to creatures kneeling on the bed, or three-quarters or total cover to creatures prone in the bed.

DAMAGING VEHICLES

When a vehicle takes damage, each creature inside the vehicle must make an Agility challenge roll. If the total of the roll is 0 or less, the creature takes half the damage the vehicle took.

If damage destroys the vehicle, the vehicle crashes. Its wreckage creates an area of difficult terrain on the ground in the space it occupies. Any creature inside the destroyed vehicle falls prone and must make a Strength challenge roll. On a failure, the creature is thrown a number of yards equal to 1d6 + half the Speed at which the vehicle was traveling. A creature thrown in this way takes 1d6 extra damage per 2 yards it is thrown.

SINKING VEHICLES

A waterborne vehicle sinks when destroyed. It takes a number of rounds equal to a vehicle's Size for it to become completely submerged. Creatures in a sinking vehicle must get a success on Strength challenge rolls to swim away from the wreckage.

DIFFICULT TERRAIN

Vehicles are subject to difficult terrain. If the terrain requires a challenge roll to traverse, the creature operating the vehicle makes the roll.

CONTROL VEHICLE

You can use an action to control the vehicle until the end of the next round. At the end of the round, the vehicle moves its current Speed. If you have a profession related to controlling the vehicle, you can use a triggered action on your turn instead of an action.

MANEUVERS

While controlling the vehicle, you can perform one or more maneuvers. If you fail an Agility challenge roll made to perform the maneuver, the vehicle immediately becomes uncontrolled. If the total of your roll is 0 or less, the vehicle crashes.

45-DEGREE TURN

If the vehicle moves at Speed 20 or less, you can make a 45-degree turn at any point during the movement. If the vehicle is moving at more than Speed 20 but less than 40, you must get a success on an Agility challenge roll to make the turn. If moving faster than Speed 40, you make the roll with 1 bane plus 1 bane for each increment of 10 the Speed exceeds 40.

90-DEGREE TURN

If the vehicle moves at Speed 10 or less, you can make a 90-degree turn at any point during the movement. If the vehicle is moving more than Speed 10 but less than 20, you must get a success on an Agility challenge roll to make the turn. If moving faster than Speed 20, you make the roll with 1 bane plus 1 bane for each increment of 10 the Speed exceeds 20.

MULTIPLE TURNS

Each time you attempt to make a turn after the first, you must make an Agility challenge roll. If you make a turn that would normally require an Agility challenge roll, you don't make two rolls, but instead add another bane to the normally required roll. In addition, you cumulatively gain 1 bane on such Agility challenge rolls for each turn you attempt after the second one.

ACCELERATE

You can increase the vehicle's Speed by its acceleration.

DECELERATE

You can decrease the vehicle's Speed by its deceleration. You can double the deceleration by getting a success on an Agility challenge roll.

ASCEND OR DESCEND

If you're controlling a flying vehicle, you can ascend or descend as if you were making a turn.

RAM

You can move the vehicle to strike a creature, another vehicle, or an immobile object. A creature or the creature controlling a moving vehicle can avoid being rammed by getting a success on an Agility challenge roll. The creature makes the roll with 1 bane for every 10 points of your vehicle's current Speed.

If the vehicle strikes a target that is smaller than it, the target takes 1d6 damage per 10 points of the vehicle's current Speed and the vehicle takes half the damage. If the vehicle strikes a target that is its Size or larger, the vehicle and target take the full damage.

If two vehicles ram each other, each is considered to be traveling a Speed equal to the sum of both vehicles' current Speeds.

SPECIAL SITUATIONS

Here are a few guidelines for handling special situations that involve vehicles.

ENTERING A MOVING VEHICLE

The GM determines if entering the vehicle is possible. If the vehicle is moving slow enough, you might have to grab the vehicle first, then climb into it. The GM might allow you to jump onto or into a moving vehicle with a success on an Agility challenge roll. If the vehicle is moving faster than Speed 20, you make the roll with 1 bane plus plus 1 bane for each increment of 10 the Speed exceeds 20.

EXITING A MOVING VEHICLE

You can exit a moving vehicle using movement. If the vehicle is moving at Speed 10 or less, you can continue moving. If the vehicle is moving at Speed 10 or more, you must make an Agility challenge roll. You make the roll with 1 bane for each increment of 10 the Speed exceeds 10. On a failure, you fall prone, roll 1d6 yards away from the vehicle, and take 1d6 damage per increment of 10 in the vehicle's Speed at the time you exited.

ATTACKS FROM A MOVING VEHICLE

Creatures on vehicles moving faster than Speed 20 make attack rolls with 1 bane against targets on the same vehicle. Such creatures make attack rolls against targets not on the vehicle with 1 bane for each increment of 20 in the vehicle's current Speed.

SAMPLE VEHICLES

AIRSHIP

Price 10,000 gc

Size 10 object (vehicle)

Defense 5; Health 240

Strength 0 (-10), Agility 0 (-10), Intellect —, Will —
Space 7 × 14; Maximum Speed 40 (acceleration 4/
deceleration 2); flyer

Crew One pilot plus five crew (pilot)

Cargo 30

Immune afflictions; attack rolls against Intellect, Will, or Perception; effects that allow challenge rolls using Intellect, Will, or Perception

Fragile For every 60 damage the airship takes, reduce its maximum Speed by 10 and impose 1 bane on challenge rolls to control and maneuver the ship.



CART

Price 2 gc

Size 2 object (vehicle)

Defense 5; Health 40

Strength 0 (-10), Agility 0 (-10), Intellect —, Will —
Space 2 × 3; Maximum Speed creature's Speed - 4
(acceleration 1/deceleration 1)

Crew One driver (teamster); 1 horse

Cargo 4

Immune afflictions; attack rolls against Intellect, Will, or Perception; effects that allow challenge rolls using Intellect, Will, or Perception

LOCOMOTIVE ENGINE

Price 10,000 gc

Size 6 object (vehicle)

Defense 5; Health 300

Strength 0 (-10), Agility 0 (-10), Intellect —, Will —
Space 4 × 10; Maximum Speed 30 (acceleration 3/
deceleration 1); rails only

Crew One pilot plus four crew (engineers)

Cargo 20 per train car

Immune afflictions; attack rolls against Intellect, Will, or Perception; effects that allow challenge rolls using Intellect, Will, or Perception

RIVER BOAT OR BARGE

Price 250 gc

Size 6 object (vehicle)

Defense 5; Health 150

Strength 0 (-10), Agility 0 (-10), Intellect —, Will —
Space 3 × 10; Maximum Speed 20 (acceleration 2/
deceleration 1); liquid surfaces only

Crew One pilot plus four crew (sailor)

Cargo 20

Immune afflictions; attack rolls against Intellect, Will, or Perception; effects that allow challenge rolls using Intellect, Will, or Perception

SAILING SHIP

Price 1,750 gc

Size 25 object (vehicle)

Defense 5; Health 300

Strength 0 (-10), Agility 0 (-10), Intellect —, Will —
Space 15 × 35; Maximum Speed 16 (acceleration 2/
deceleration 1); liquid surfaces only

Crew One pilot plus twenty crew (navigator, sailor)

Cargo 200

Immune afflictions; attack rolls against Intellect, Will, or Perception; effects that allow challenge rolls using Intellect, Will, or Perception

Sails The maximum Speed can increase or decrease by 8 depending on wind conditions.

WAGON

Price 5 gc

Size 3 object (vehicle)

Defense 5; Health 50

Strength 0 (-10), Agility 0 (-10), Intellect —, Will —
Space 3 × 4; Maximum Speed creature's Speed - 2
(acceleration 2/deceleration 1)

Crew One driver (teamster); 2 horses

Cargo 6

Immune afflictions; attack rolls against Intellect, Will, or Perception; effects that allow challenge rolls using Intellect, Will, or Perception



magic

Magical energy permeates all of reality, a chaotic power that rages unseen and unfelt all across the world and beyond. Certain individuals learn to tap into these creative forces and change the environment. Change, when it comes to magic, can be anything, from creating a burst of fire to giving corpses the semblance of life. The ways people learn magic are encapsulated in traditions of magic, and the expressions of a tradition are the spells belonging to it.

The traditions in *Shadow of the Demon Lord* represent the most common techniques created and advanced by the people living in and around the Empire. This chapter adds six new traditions to the game, all of which are rare and difficult to discover.

TRADITIONS BY ATTRIBUTES

Intellect	Will
Alchemy	Death*
Demonology*	Spiritualism
Telepathy†	Telekinesis†

* Indicates dark magic. See “Discovering Dark Magic Traditions” in *Shadow of the Demon Lord* for special rules
 † Indicates a psychic tradition

Two traditions introduced in this rulebook, Telekinesis and Telepathy, are psychic. They draw magical energy

from the mind instead of the world beyond. Someone who practices a psychic tradition can use a special action to cast spells from psychic traditions without many of the requirements faced by other magic-users. That action works as follows:

FOCUS MIND

You can use an action to focus your mind. Make an Intellect or Will challenge roll. On a success, your mind becomes focused for 1 minute or until you become dazed, stunned, or unconscious. While focused, you can cast any spell from a psychic tradition that you have learned without needing to speak or wield an implement. In addition, when you cast psychic spells, you can expend a second casting from the spell to cast it using a triggered action on your turn instead of an action.

ALCHEMY

Alchemy was born from a belief that it is possible to transmute one material into another, turning base metals into gold for example. Alchemical methods require an understanding of the fundamental properties of materials so one can employ magic to manipulate those properties. Most Alchemy spells require special tools, which include reagents

4 magic

and chemicals, to produce the desired substances. As a result, Alchemy is a scholarly tradition, and its practitioners are among the most science-minded of all spell users.

Discovering Alchemy is no easy feat. Institutions affiliated with the tradition are reluctant to share their knowledge and refuse more students than they accept. To gain entry into the Secret Order of Alchemists in Lij, for example, one must undergo extensive testing to ascertain talents and character. A few renegades manage to discover the tradition through research and experiment, but few make much progress without first acquiring an alchemist's notes and formulae.

ACIDIC GLOB

ALCHEMY ATTACK 0

Target One creature or object within short range

A glistening glob of corrosive slime appears in your hand, and you throw it at the target. Make an Intellect attack roll against the target's Agility. On a success, the target takes 1d6 + 2 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

IDENTIFY SUBSTANCE

ALCHEMY UTILITY 0

Target One substance you can see within short range

You learn the name of the target and what it does. If the target is a potion, you also learn the recipe to make it with the *brew potion* spell.

BREW POTION

ALCHEMY UTILITY 1

Requirements You must have an alchemist's kit, a small empty container, and special ingredients worth half the potion's price

Choose one potion you have previously identified with a casting of the *identify substance* spell, and then concentrate for 1 hour, during which time you work with your alchemist's kit. At the end of this time, you fill the container with a single dose of the potion you chose.

BREW REMEDY

ALCHEMY UTILITY 1

Requirements You must have an alchemist's kit and a small, empty container

Duration 8 hours or until consumed

Concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time, you fill the container with a magical remedy that retains its power for the duration.

The remedy is a potion. Any creature that drinks it heals damage equal to half its healing rate. If the drinker is diseased, fatigued, or poisoned, it can make a Strength challenge roll. On a success, it removes one of these afflictions.

BREW SUPERIOR GLUE

ALCHEMY UTILITY 1

Requirements You must have an alchemist's kit and a small, empty container

Duration 8 hours or until expended



THE SECRET ORDER OF ALCHEMISTS

A secret society operating out of Lij, the alchemists established their organization to uncover the secrets of transmutation, to turn base metals into gold. They opted to act in secret, since they believed their work would invite the wrath of the Vault, who controls the purse and has a stake in economy. The introduction of alchemical gold would devalue currency and plunge markets into chaos. Despite efforts to keep Alchemy spells hidden, knowledge of the tradition has slipped out and into the minds of individuals less concerned with maintaining the status quo.

Concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time, you fill the container with superior glue (see chapter 3) that retains its potency for the duration.

ACID DARTS

ALCHEMY ATTACK 2

Target Up to three creatures or objects within medium range

You fling three acidic, gelatinous blobs from your hand. Divide the blobs among the targets. For each blob, make an Intellect attack roll against the target's Agility. On a success, the target takes 1d6 damage and, at the end of the round, takes 1d3 extra damage unless it uses an action to remove the acid.

Attack Roll 20+ The target takes 1d3 extra damage at the end of each round for 1 minute or until it uses an action to remove the acid.

BREW LIQUID SMOKE

ALCHEMY UTILITY 2

Requirements You must have an alchemist's kit and a small, empty container

Duration 8 hours or until expended

Concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time, you fill the container with a liquid smoke (see chapter 3) that retains its potency for the duration.

BREW ALCHEMIST'S POISON

ALCHEMY UTILITY 3

Requirements You must have an alchemist's kit and a small, empty container

Duration 8 hours or until expended

Concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time, you fill the container with a magical remedy that retains its power for the duration or until it's consumed, which expends its power.

A creature holding the container can use an action to pour the poison into food or drink within its reach or apply the poison to an edged or pointed weapon or up to three arrows, bolts, or darts.

A creature that consumes the poison or that takes damage from the poisoned weapon must get a success on a Strength challenge roll with 2 banes or take 5d6 + 10 damage and become poisoned for 1 minute. While poisoned in this way, the creature makes a Strength challenge roll with 2 banes at the end of each round. Each time it fails, it takes 1d6 damage.

BREW WONDROUS CONCOCTION

ALCHEMY UTILITY 3

Requirements You must have an alchemist's kit and a small, empty container

Duration 8 hours or until expended

Concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time, you fill the container with a magical liquid that retains its power for the duration. The concoction is a potion. Any creature that drinks it heals damage equal to its healing rate. In addition, for 1 minute, the drinker gains a +2 bonus to Speed, and makes attack rolls and challenge rolls with 2 boons.

LIQUEFY

ALCHEMY ATTACK 4

Target One creature or object within short range

You fling a strong acid at the target. Make an Intellect attack roll against the target's Agility. On a success against a target that has a physical form, the target takes 3d6 + 5 damage. In addition, for 1 minute or until the target uses an action to remove the acid, the target takes 2d6 damage at the end of each round. A creature incapacitated by damage from this spell collapses into a puddle of stinking fluid and dies.

Attack Roll 20+ The target takes 2d6 extra damage.

PHILOSOPHER'S STONE

ALCHEMY UTILITY 5

Requirements You must have a specially prepared stone to cast this spell. You prepare the stone by working with an alchemist's kit for 1 hour and expending special materials worth 10 gc

Target The stone you prepared

Duration 24 hours or until expended

You touch the target and imbue it with power for the duration. A creature holding the stone can use an action to touch it to a creature or object within its reach. The stone crumbles to dust, and the user applies one of the following effects to its target:

- A creature heals all damage.
- An object is repaired, restoring it to full functionality.
- A creature removes all afflictions.
- A creature reduces its Insanity by 1d6 or removes one quirk.
- A dead creature returns to life with damage equal to its Health -1. A creature restored to life in this way is impaired until it completes a rest.
- One pound of an object turns into gold. A pound of gold is worth 10 gc.



DEATH

A dark tradition of magic, Death exists to end life and speed souls to the Underworld. Certain Death spells protect against death or have nonlethal effects, but most are ways to kill, from infecting creatures with rotting disease to blasts of poisonous mist.

KILLING TOUCH

DEATH ATTACK 0

Target One living creature within your reach

Your finger blackens as you reach out to touch the target. Make a Will attack roll against the target's Agility. On a success, you touch the target. Roll 3d6. If the total equals or exceeds the target's Health, it dies. If not, the target becomes fatigued for 1 round.

PROTECTION FROM DEATH

DEATH UTILITY 0

Target One living creature within your reach
Duration 1 hour

You touch the target and a leave a skull-shaped sigil that remains on the target's body for the duration. During that time, the target makes challenge rolls to resist Death spells with 1 boon, and attack rolls for Death spells cast on the target are made with 1 bane. In addition, when the target makes fate rolls, it can roll twice and use the higher roll.

INJURE

DEATH ATTACK 1

Target One living creature within short range

Threads of dark energy gather around the target. Make a Will attack roll against its Strength. On a success, the target takes 2d6 + 3 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

LIFE DRAIN

DEATH ATTACK 1

Target One living creature within short range

You reach for the target to draw forth its life. Make a Will attack roll against its Strength. On a success, the target takes 1d6 + 3 damage and you heal an equal amount.

Attack Roll 20+ The target takes 1d6 extra damage, and you heal an equal amount.

STASIS

DEATH UTILITY 1

Target One willing and living creature within your reach
Duration 8 hours

You touch the target, and it falls prone and becomes defenseless for the duration. The target appears to be dead to creatures other than you. While in this state, the target is immune to the diseased and poisoned afflictions, cannot gain Insanity, and takes half damage. The target cannot see, but it can hear and remains aware of time's passage.

DECAY

DEATH ATTACK 2

Target One creature that has a physical body or one object within your reach

Make a Will attack roll against the target's Agility. On a success, you touch the target, dealing it 2d6 damage and rendering it subject to decay. At the end of each round for as long as you concentrate, up to 1 minute, the target takes

1d6 damage. A creature incapacitated by this damage dies and dissolves into a puddle of black slime that dries after 1d6 hours. Objects destroyed by the damage crumble to dust.

Attack Roll 20+ The target takes 1d6 extra damage.

POISONOUS BREATH

DEATH ATTACK 2

Area A cone, 5 yards long, originating from a point you can reach

You exhale a cloud of stinking mist that spreads through the area, then dissipates. Each creature in the area must make a Strength challenge roll. On a failure, a creature takes 2d6 damage and becomes poisoned, but takes only 1d6 damage on a success. A creature poisoned in this way must get a success on a Strength challenge roll at the end of each round or take 1d6 damage. The third success removes the affliction.

FEAST OF SOULS

DEATH ATTACK 3

Area A sphere with a 3-yard radius centered on a point within medium range

Writhing tendrils of darkness spread through the area and dissipate. Each living creature in the area must make a Strength challenge roll. A creature takes 5d6 damage on a failure, or half that damage on a success. A creature dies if incapacitated by this damage. If at least one creature dies from this spell, you gain a 2d6 bonus to Health that lasts for 1 hour.

LEPROUS TOUCH

DEATH UTILITY 3

Duration 1 minute

Your hand turns sickly green, and curls of noxious vapor rise from it for the duration. When you make an unarmed strike with your hand, you make the attack roll with 1 boon. On a success, this spell causes the target to become diseased. While diseased in this way, the target cannot heal damage. In addition, the creature must get a success on a Strength challenge roll at the end of each round or take 3d6 damage. The third success removes the affliction.

Creatures diseased by this spell can spread it to others through physical contact. A creature subjected to such physical contact must make a Strength challenge roll. On a failure, it becomes diseased by this spell.

DEATH FOG

DEATH ATTACK 4

Area A cube resting on the ground, 8 yards on a side, extending from a point within long range
Duration Concentration, up to 1 minute

Sickly green fog spreads through the area and remains for the duration or until dispersed by wind. The fog heavily obscures its area. Each time you concentrate on the effect, you can move the area up to 5 yards across the ground.

When the fog appears, and at the end of each round thereafter, each living creature in the area must make a Strength challenge roll. The creature makes the challenge roll with 1 bane if it's injured. A creature takes 3d6 damage and becomes poisoned for 1 round on a failure, but just takes half the damage on a success.

STOP HEART

DEATH ATTACK 5

Target One living creature within medium range

The target takes 30 damage.

DEMONOLOGY

Of all the dark traditions, Demonology spells hasten the end of all things by letting loose the horrors of the Void. With spells designed to apprehend demonic power and release demons to run amok, the tradition appeals only to destructive nihilists and lunatics. Its study invariably leads to annihilation.

Inquisitors scour the lands of the Empire for Demonology's practitioners, destroying them and their filthy implements wherever they are found. For all fear and hatred the tradition evokes, and all the deaths it causes, its devotees can be found throughout the world. Its secrets await in vile and hidden tomes, are whispered by demons bound to ancient idols, or are revealed when a demon takes possession of a mortal body.

Practitioners of Demonology hold positions of power within dark cults in service to one of the many aspects of the Demon Lords: The Mother of Monsters, the Eternal Shadow, the Glistening Prince, or others. They might lead the cult or advise the cult leader.

- **Dark Speech:** Casting Demonology spells is harmful without using the Dark Speech. If you cast a spell from this tradition without speaking in Dark Speech, you gain 1 Insanity and take 1d6 damage.
- **Blood Sacrifice:** All Demonology spells require blood to be spilled with a sacrificial dagger for the magic to have any effect. Each spell description indicates the damage required for the spell and assumes you take the damage. However, if you can reach a willing or defenseless creature when you cast the Demonology spell, you can deal the damage to that creature instead.
- **Possession from Corruption:** Demonology magic invites attention from the Void. Each time you learn a Demonology spell, you are at risk of having a demon enter your body. The Game Master secretly rolls a d6. If the number is lower than your total Corruption, a demon takes residence within your body. You are possessed. While you are possessed, each point of Corruption you gain during play grants you 1 boon to attack rolls and challenge rolls until you complete a rest. In addition, whenever you go mad, you gain 1 Corruption. You then become compelled by the demon instead of the normal effects of madness. At the end of each round, roll a d6. On a 6, the madness ends.

CLAWS OF DARKNESS

DEMONOLOGY ATTACK 0

Target One creature within short range

Take 1 damage. A black claw materializes in the air and slashes at the target. Make an Intellect attack roll against the target's Agility. On a success, the target takes damage equal to 1d3 + your Corruption.

Attack Roll 20+ You also move the target 1 yard and it becomes impaired for 1 round.



DEMONIC GUIDANCE

DEMONOLOGY UTILITY 0

Duration 1 minute

Take 1 damage. For the duration, you make attack rolls and challenge rolls with 1 boon. Each time you fail, you gain 1 Insanity. You do not become frightened as a result of gaining Insanity in this way.

Triggered When you make an attack roll or challenge roll, you can use a triggered action to cast this spell. You make the roll with 2 boons, but if you fail, you take 1d6 damage and gain 1 Insanity. After the roll, the spell ends.

COMPEL DEMON

DEMONOLOGY ATTACK 1

Target One demon you can see within short range

Take 1d3 damage, and make an Intellect attack roll against the target's Will. If you caused the target to appear by casting a Demonology spell, you make the roll with 1 boon. On a success, the target becomes compelled for 1 minute. On a failure, the demon makes attack rolls against you with 1 boon and becomes immune to your castings of this spell.

Attack Roll 20+ The demon becomes compelled until you complete a rest.

FAVOR OF THE DEMON LORD

DEMONOLOGY UTILITY 1

Duration See the effect

Take 1d3 damage. The Demon Lord's shadow falls upon you. Gain 1d6 Insanity. Unless you go mad, you increase your Health by 4d6, and you make all attack rolls and challenge rolls with 1 boon. At the end of each round, roll a d6. A 6 ends the effect.

OFFERING OF BLOOD

DEMONOLOGY UTILITY 1

Duration 1 minute

Take 1d3 damage. For the duration, when you cast an attack spell, you make the attack roll with 1 boon, and creatures have 1 bane on challenge rolls to resist your spell.

CALL LESSER DEMON

DEMONOLOGY UTILITY 2

Area A cube of space, 1 yard on a side, extending from a point and resting on a solid surface within short range.

Take 1d6 damage, which causes reality to tear open in the center of the area. Roll a d6, and consult the following table:

Roll	Effect
6	A medium demon emerges from the hole, which closes.
2-5	A small demon emerges from the hole, which closes.
1	The hole closes.

A demon that emerges from the hole acts according to its nature and remains in the world until destroyed.

WHISPERS FROM THE VOID

DEMONOLOGY UTILITY 2

Duration Until you complete a rest or expend the last whisper

Take 1d6 damage. You hear mad whispers, voices from the Void guiding you to commit horrific acts of evil. For each point of damage you took, you gain a whisper. Whenever you fail on an attack roll or challenge roll, you can gain 1 Insanity to expend a whisper to turn the failure into a success.

POSSESSION

DEMONOLOGY ATTACK 3

Target One creature that is not a demon within short range

Take 1d6 + 1 damage. You call forth a demon from the Void to invade the target's body. Make an Intellect attack roll against the target's Will. If the target has any Corruption, you make the attack roll with 1 boon. On a success, the target gains 1 Corruption and becomes possessed by a demon.

A target possessed in this way must take a fast turn each round and use an action to attack the creature nearest to it, using an action to charge if necessary. If the target is prevented from attacking, it instead takes 2d6 damage and becomes stunned for 1 round.

At the end of each round, roll a d6. A roll of 1 removes the possessed affliction.

Attack Roll 20+ While the target is possessed, it has a +10 bonus to Health.

SHADOW OF THE VOID

DEMONOLOGY UTILITY 3

Area Obscured by shadows or darkness, a cube of space, 1 yard on a side, extending from a point and resting on a solid surface within medium range**Duration** 1 minute or until the shadow is destroyed

Take 1d6 + 1 damage. A **shadow** appears in the area, is compelled by you, and remains in existence for the duration. Each creature that sees the shadow for the first time must make a Will challenge roll with 1 bane. Any creature that fails becomes frightened for the duration.

CALL DEMON

DEMONOLOGY UTILITY 4

Area A cube of space, 2 yards on a side, extending from a point and resting on a solid surface within short range.

Take 1d6 + 2 damage, which causes reality to tear open in the center of the area. Roll a d6, and consult the following table:

Roll	Effect
6	A large demon emerges from the hole, which closes.
2-5	A medium demon emerges from the hole, which closes.
1	The hole closes.

A demon that emerges from the hole acts according to its nature and remains in the world until destroyed.

SHADOW OF THE DEMON LORD

DEMONOLOGY ATTACK 5

Area A sphere with a radius of 3d6 yards centered on a point you can reach**Duration** 3d6 rounds, cannot be ended early

Take 2d6 damage. Magical darkness spreads through the area, rendering it totally obscured. No vision or light can penetrate this darkness.

When you cast the spell, and at the end of each round of the duration, each living creature in the area must make a Will challenge roll. A creature makes the roll with 1 bane for each point of Corruption it has. On a failure, the creature gains 1 Insanity. If the Insanity gain would cause the creature to go mad, it instead becomes possessed as per the *possession* spell.

In addition, at the end of each round of the duration, the GM chooses 1d6 creatures in the area. Each chosen creature must make an Agility challenge roll. A creature takes 2d6 + 3 damage on a failure, or half that damage on a success. A creature incapacitated by this damage is drawn into the Void and utterly destroyed.

SPIRITUALISM

Spiritualism magic calls forth spirits from the Underworld to gain their wisdom and power. The tradition can be discovered through training and research, but many use Spiritualism magic through a lifelong connection to the Underworld. Such individuals have seen and communicated with spirits in the past.

Casting a Spiritualism spell involves calling forth the spirit named in the spell and coaxing a favor from it. In casting the *bear spirit* spell, for instance, the spell's caster is calling upon the spirit of a bear.

Knowing even one Spiritualism spell leads to a haunted life. Your awareness of the spirit world draws spirits to you. Most times, the spirits make their presence known with harmless effects, such as dropping the temperature in a room, knocking on the walls, or causing reflections to show up in a mirror. They might also manifest so as to be seen, to give a scare or a warning.

SPIRIT BANE

SPIRITUALISM UTILITY 0

Target One weapon you can reach
Duration 1 minute

You touch the target. For the duration, successful attacks made with the target deal full damage to spirits and other creatures that normally take half damage from weapons.

SPIRIT OF VENGEANCE

SPIRITUALISM ATTACK 0

Target One creature you can see within short range
Duration 1 minute

A vengeful spirit binds itself to the target for the duration. Once per round during that time, whenever the target deals damage to another creature, that creature must make a Will challenge roll. On a failure, the creature takes 1 extra damage and becomes frightened for 1 round.

BEAR SPIRIT

SPIRITUALISM UTILITY 1

Target One creature you can see within short range
Duration 1 minute

A ghostly bear spirit appears and moves into the target for the duration. During that time, the target has a +5 bonus to Health, and the target makes Strength attack rolls and challenge rolls with 1 boon.

CONTROL SPIRIT

SPIRITUALISM UTILITY 1

Target One spirit or one creature (under the effect of a Spiritualism spell you cast) you can see within short range

Make a Will challenge roll. On a success, you move the target up to half its Speed, and the target makes an attack against one creature it can reach.

WOLF SPIRIT

SPIRITUALISM UTILITY 1

Target One creature you can see within short range
Duration 1 minute

A ghostly wolf spirit appears and moves into the target for the duration. During that time, the target makes Perception challenge rolls with 1 boon, and the target's weapon attacks deal 1d6 extra damage.

EAGLE SPIRIT

SPIRITUALISM UTILITY 2

Target One creature you can see within short range
Duration 1 minute

A ghostly eagle spirit appears in the air and moves into the target for the duration. During that time, the target gains a +4 bonus to Speed, moves at full Speed across difficult terrain, and makes Agility attack rolls and challenge rolls with 1 boon.

SPIRIT OF TORMENT

SPIRITUALISM ATTACK 2

Target One creature you can see within medium range

A hateful spirit appears and attacks the target. Make a Will attack roll against the target's Will. On a success, the spirit enters the target's body for 1 minute. During that time, the target has a -5 penalty to Health, and is impaired and slowed.

Attack Roll 20+ The penalty to Health worsens to -10.

SPIRIT OF HEALING

SPIRITUALISM UTILITY 3

Target One creature you can see within medium range
Duration 1 minute

Pale lights appear and move into the target for the duration. The target heals damage equal to its healing rate and, until the spell ends, heals 1d6 extra damage whenever it heals damage.

SÉANCE

SPIRITUALISM UTILITY 3

Requirements You must build a small fire and sprinkle special powders worth 1 cp into the flames, which causes them to flare with green light.

Duration Until you complete a rest or you expend the last spirit

You breathe in the smoke from the flames, and 2d6 spirits move into your body for the duration. Whenever you make an attack roll or challenge roll, you can expend a spirit to make the roll with 1 boon.

You can also use an action to expend three spirits and ask the GM one question that can be answered yes or no. The GM must answer the question truthfully.

HOWL OF THE WENDIGO

SPIRITUALISM ATTACK 4

Area A sphere with a 10-yard radius centered on a point you can see within long range

A spirit of a wendigo, a wild, terrifying monstrosity, appears in the center of the area, screams, and then disappears. Each creature in the area that can hear the scream must make a Will challenge roll. A creature takes 3d6 damage and is deafened and frightened for 1 minute on a failure, but just takes half the damage on a success.

HATEFUL SPIRITS

SPIRITUALISM ATTACK 5

Area A sphere with a 5-yard radius centered on a point within long range
Duration 1 round

Hateful spirits spread out from the center of the area and fly around inside it for the duration. Each creature in the area, or that enters it, must make a Will challenge roll. On a failure, a creature takes 5d6 damage, becomes frightened for 1 round, and must move its speed away from the center of the area by the safest available route. On a success, the creature takes half the damage but is otherwise unaffected.

TELEKINESIS

Discovering the Telekinesis tradition reflects an awakening of psychic abilities that allow one to move and manipulate objects and creatures with the power of the mind. Telekinesis can push a target away, lift it up, or crush it with invisible bands of force.

Most people who discover Telekinesis do so after experiencing some sort of physical pain or stress. A terrible injury, torture, exhaustion, or exposure to the elements can all throw open the doors of the mind and reveal the tradition's magic.

FORCEFUL PUSH TELEKINESIS ATTACK 0

Target One creature or object within medium range

You direct your thoughts to shove the target. Make a Will attack roll against the target's Strength. If the target is larger than you, make the attack roll with 1 bane. On a success, you move the target a number of yards away from you equal to 1d3 + your Power.

MIND OVER MATTER TELEKINESIS UTILITY 0

Duration 1 minute

For the duration, you can use an action to move one Size 1 or smaller unsecured object within short range of you up to 5 yards. You can also suspend such objects in the air by concentrating on them.

CRUSH TELEKINESIS ATTACK 1

Target One creature or object within short range

Bands of telekinetic force wrap around and squeeze the target. Make a Will attack roll against its Strength. On a success, the target takes 3d6 damage, and it must get a success on a Strength challenge roll or become impaired for 1 round.

Attack Roll 20+ The target takes 1d6 extra damage.

DANCING WEAPON TELEKINESIS UTILITY 1

Target One weapon you wear or carry, or a weapon within short range that is neither worn nor carried by a creature
Duration 1 minute

The target floats 2 yards above the ground for the duration. When you cast the spell, you can move the target up to 10 yards and attack one creature or object within 1 yard of it. You can use an action or triggered action to repeat this movement and attack on subsequent turns. You attack as if you wield the weapon, making a Will attack roll.

TELEKINETIC SHIELD TELEKINESIS UTILITY 1

Duration 1 minute, or until damage dealt to the shield equals its Health

A shield of invisible telekinetic force springs into existence around you. Roll 4d6. The total is the Health of the shield. For the duration, any damage dealt to you is applied to the shield's Health.



HOLD TELEKINESIS ATTACK 2

Target One creature within medium range
Duration Concentration, up to 1 minute, or until the target takes damage

Bands of invisible force envelop the target. Make a Will attack roll against the target's Strength. On a success, the target becomes defenseless for the duration.

LEVITATE TELEKINESIS UTILITY 2

Target One creature or object of Size 2 or smaller you can see within medium range
Duration Concentration, up to 1 minute

You seize the target with telekinetic force, lifting it up to 3 yards into the air where it remains for the duration. If the target is unwilling or the object is in the possession of another creature, the spell becomes an attack. You affect the target only if you get a success on a Will attack roll against the target's Strength or the Strength of the creature holding it.

While suspended in the air, the target can move only by crawling across a surface it can reach. Attack rolls against the target's Defense or Agility are made with 1 boon.

When you concentrate on the effect, you can raise or lower the target up to 3 yards.

FORCE BARRIER TELEKINESIS UTILITY 3

Area A line, up to 10 yards long, 10 yards tall, and 1 inch thick, originating from a point within long range
Duration 1 hour

An invisible barrier of telekinetic force fills the area and remains for the duration. Nothing can pass through it physically, and it is immune to all damage.

FORCE WAVE TELEKINESIS ATTACK 3

Area A sphere with a 3-yard radius centered on a point within medium range

A wave of force bursts from the center of the area. Everything in the area takes 5d6 damage, and each creature and unsecured object moves 1d6 yards away from the center. A creature that gets a success on a Strength challenge roll takes half the damage and doesn't move.

FORCE BUBBLE TELEKINESIS ATTACK 4

Target One creature or object that is Size 2 or smaller and within long range
Duration Concentration, up to 1 minute, or until you move the bubble beyond long range from you

Make a Will attack roll against the target's Agility. On a success, the target becomes trapped inside a sphere of invisible force that remains for the duration. The sphere is immune to all damage, and nothing can physically pass through it. When you use an action to concentrate on the effect, you can move the sphere and everything it contains up to 5 yards in any direction.

TELEKINETIC OUTBURST TELEKINESIS ATTACK 5

Area A sphere with a 5-yard radius centered on a point you can reach

Telekinetic force, to which you are immune, explodes from the center of the area. Everything in the area takes 6d6 damage, and each creature and unsecured object moves 1d6 yards away from the center then falls prone. A creature that gets a success on a Strength challenge roll takes half the damage, and the creature doesn't move or fall.

TELEPATHY

Magic from the Telepathy tradition is available to those born with some latent psychic ability. Its discovery reflects an awakening of this power within. With it, casters pierce minds to learn secrets or rend psyches to leave enemies reeling and insensate.

People who discover the Telepathy tradition typically do so after some emotional distress. Extreme love, grief, or hatred can all act as keys to unlock the doors of the imagination and release the power within.

SENSE THOUGHTS

TELEPATHY UTILITY 0

Area A sphere with a 10-yard radius centered on a point you can reach
Duration 1 minute

You detect the location of each creature that is within the area and has an Intellect score. Detected creatures cannot become hidden from you. The area moves with you to remain centered on a point you can reach.

SHARE THOUGHTS

TELEPATHY UTILITY 0

Target One creature that has an Intellect of 5 or higher and is within medium range
Duration 1 minute or until the target moves beyond medium range from you

For the duration, you and the target can communicate without speaking and without having to have a language in common.

MENTAL STATIC

TELEPATHY ATTACK 1

Area A cube, 3 yards on a side, extending from a point within short range
Duration 1 minute or until you become unconscious

Mental static spreads through the area and remains for the duration. Creatures in the area make Intellect, Will, and Perception attack rolls and challenge rolls with 2 banes.

Triggered When a creature makes an attack roll against your Intellect, Will, or Perception, you can use a triggered action to cast this spell. The spell then lasts 1 round.

MESSAGE

TELEPATHY UTILITY 1

Target One creature you have seen and that is within 100 miles

You transmit a message directly to the target's mind. The message can be up to 25 words long or can be an image of a place, object, or creature you can see. The target receives the message and can transmit a similar message back to you. The target understands the message even if it does not share a language with you.

Sacrifice You can expend a casting of this spell to cast the *share thoughts* spell, even if you have not learned that spell.

MIND STAB

TELEPATHY ATTACK 1

Target One creature that has an Intellect of 5 or higher and that is within medium range

Make an Intellect attack roll against the target's Intellect. On a success, the target takes 1d6 + 6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

Triggered When it's your turn, you can use a triggered action to cast this spell, but the target takes only half damage if you get a success.

READ MINDS

TELEPATHY ATTACK 2

Duration Concentration, up to 1 minute

You hear the thoughts and feel the emotions of creatures within medium range of you for the duration. While affected by the spell, you make Perception challenge rolls with 1 bane due to this psychic noise. Your awareness penetrates barriers—up to 1 yard of wood, 1 foot of rock, or 1 inch of metal. Creatures whose thoughts you hear cannot become hidden from you.

When you concentrate on the spell, you can reach into the mind of one creature within medium range of you. Make an Intellect attack roll against the target's Will. On a success, you learn the foremost thing on the creature's mind, its chief concern, desire, or prevailing emotional state. Each time you get a success on a roll against the same target, you learn additional information you seek, provided that information is in the target's mind.

REPULSION

TELEPATHY ATTACK 2

Area A sphere with a 2-yard radius originating from a point you can reach
Duration 1 minute or until you become unconscious

Hostile thoughts spread through the area for the duration. Creatures other than you in the area feel a desire to leave it, and they make attack rolls and challenge rolls with 2 banes. The area moves with you remaining centered on a point you can reach.

EMOTIONAL BARRAGE

TELEPATHY ATTACK 3

Target One creature within medium range

Negative emotions assail the target. Make an Intellect attack roll against the target's Will. On a success, the target becomes dazed for 1 minute. At the end of each round, a target dazed by this effect can make an Intellect challenge roll. A success removes the affliction.

ERASE PRESENCE

TELEPATHY ATTACK 3

Target Up to five creatures within medium range
Duration 1 minute

Each target must make an Intellect challenge roll. On a failure, the target considers you to be invisible while you are within medium range of it.

HUSK

TELEPATHY ATTACK 4

Target One creature within medium range

Make an Intellect attack roll against the target's Will. On a success, the target takes 6d6 + 3 damage. If the target becomes incapacitated by the damage, it becomes mindless, losing its Intellect score, all professions, and all languages forever.

MIND BLAST

TELEPATHY ATTACK 5

Area A cone, 8-yards long, originating from a point you can reach

A wave of telepathic disruption spreads through the area. Each creature in the area that has Health 20 or less dies as its head explodes. If an affected creature has Health 21 or higher, it must make a Will challenge roll, with 1 boon if its Health is 40 or more. On a failure, the creature becomes stunned for 1d3 + 1 rounds.

INCANTATIONS

An incantation is a written spell imbued with power that allows anyone who reads it to produce its magical effect. The most common incantations are spells associated with the traditions of magic described here and in *Shadow of the Demon Lord*. The following spells are normally found only as incantations.

CORPSE SIGHT

NECROMANCY UTILITY 1

Target One undead creature within long range

Make an Intellect challenge roll. On a success, you project your mind into the target's body, letting you perceive from its space or your own. You can use an action to switch the body from which you perceive. If the target is compelled by you, you can also cause spells you cast to originate from the target's body while you perceive from it.

LEY LINE

NATURE UTILITY 1

Requirements You must be outdoors in a wilderness environment

Duration 8 hours

Name a destination you believe to be within 64 miles of you. If it is, you spot a path that leads to that destination. The path remains visible to you for the duration. While you travel the path, you and anyone following you moves at twice the normal rate. In addition, the path conceals your tracks and those left by up to ten other creatures that follow you.

ANIMAL SPY

PRIMAL UTILITY 2

Target One Size 1/2 or smaller animal you can see within medium range

Duration Until the target or you become unconscious; see the effect

Your mind enters the body of the target where it remains for the duration. While in the target's body, you use all of its statistics except for its Intellect, Willpower, Insanity, and Corruption. You retain all talents and knowledge of spells while housed in the target's body. Unless the body can speak, you can cast only those spells that require no speech, and you can use only those talents of which the body is capable. Your body rests in a catatonic state until you return your mind.

At the end of each hour your mind resides inside the target, you must make a Will challenge roll. On a failure, you gain 1 Insanity. If gaining Insanity would cause you to go mad, your mind is destroyed, and your body remains in a catatonic state until it dies.

Sacrifice You can expend the casting of this spell to cast a rank 1 or rank 0 Primal spell you have learned.

DESTRUCTIVE RUNE

RUNE UTILITY 2

Requirements You must use a writing kit and rare inks worth at least 1 gc to inscribe a rune on the target.

Target A point on an object that can be opened or closed within your reach

Duration 1 day or until triggered

You touch the rune and it disappears. When a creature other than you opens the object bearing the rune, a blast of flame fills a cone, 6-yards long, originating from the target. Everything in the area takes 3d6 + 5 damage. A creature that gets a success on an Agility challenge roll takes half the damage.

PROPHECY

DIVINATION UTILITY 2

Describe an activity that can occur within the next hour. You must then concentrate. If you do so for at least 1 minute, you learn whether the activity will have a good, bad, or uncertain outcome.

RECALL SOUL

NECROMANCY UTILITY 2

Target One corpse that has never before been targeted by this spell. You know if the corpse has been affected by this spell when you touch it.

Duration 1 minute or until you receive the answer to your third question

Speak aloud the name of one dead creature while touching its corpse.

If the soul of the named creature resides in the Underworld, it enters its corpse and animates it just enough so it can talk, provided the corpse has the means it used to speak in life. You can ask the corpse up to three questions. The corpse answers based on what the soul knew in life. Once the spell ends, the soul leaves the body.

If the soul resides in Hell, you must make a Will challenge roll with a number of banes equal to the soul's Corruption, which is usually 1d6 + 3. On a success, you draw the soul into the corpse, but it screams about its horrible experiences in Hell before you ask the first question. Any creature that can hear this lurid rant must get a success on a Will challenge roll or gain 1 Insanity. The effect is otherwise like drawing a soul from the Underworld, except that when the soul leaves the body, the GM secretly rolls a d6. On a 6, the soul emerges from the body and becomes a wraith that attacks you and your companions.

Sacrifice You can expend the casting of this spell to cast a rank 1 or rank 0 Necromancy spell you have learned.

ENTRAPPING PENTAGRAM

PROTECTION UTILITY 3

Requirements You must spend 1 minute using a writing kit and rare ingredients worth at least 1 ss to draw a pentagram centered on a point on a horizontal surface you can reach.

The pentagram is inside a circle with a 1-yard radius

Target The pentagram you drew

Duration 24 hours or until triggered

The pentagram becomes invisible. When a creature other than you moves into the space containing the invisible pentagram, the pentagram becomes visible and emits bright red light. The creature that triggered it becomes immobilized and cannot be moved from the space by any means. At the end of each hour a creature remains immobilized in this way, it can make an Intellect challenge roll. A success removes the affliction and causes the pentagram to disappear.

SECRETS OF THE LAND

NATURE UTILITY 3

Touch a natural landmark, such as an ancient tree, an enormous boulder, deep sinkhole, or a stone formation. If you maintain contact and concentrate for 1 minute, you learn three true things about the area within 10 miles of you.

ATONEMENT

THEURGY UTILITY 6

Requirements You must have a vial of holy water and a holy symbol

Target One creature

You touch the target. If you maintain contact with it and concentrate for 1 minute, the target must make a Will challenge roll. The target reduces its Corruption by 1d3 on a success. On a failure, you and the target take 1d6 damage per point of Corruption the target has.



game master tools

This chapter for Game Masters contains additional resources for creating adventures for *Shadow of the Demon Lord*.

MAGICAL PLACES

Magic permeates the world, a unseen field of energy that makes it possible to cast spells, perform incantations, and work other supernatural feats. Some places are stronger with magic than others, such as sites full of ancient power, places where terrible destruction occurred, or locales influenced by alien forces. A magical place can be as small as a few yards or as large as a castle. You can add any of the following to existing locations to make them magical.

HAUNTED

A haunted place is steeped in death, having once borne witness to bloody, terrible crimes. So horrific were these acts that the spirits of the dead were bound to the site, condemned to relive their final moments again and again until the world dies. Whenever the total of an attack roll or challenge roll in a haunted area is 0 or less, roll a d6 and consult the Hauntings table to see what happens. The haunting extends or originates from a point you choose within short range of the triggering creature.

HAUNTINGS

Roll	Effect
1	An apparition appears and remains for 1d6 rounds.
2	A loud shriek erupts. Each creature that is within short range of and able to hear it must get a success on a Will challenge roll or become frightened for 1 round.
3	A foul odor spreads through a sphere with a 5-yard radius and lingers for 1 round. Creatures in the area make Perception challenge rolls with 1 bane.
4	The temperature within a sphere with a 5-yard radius plunges for 1 minute. Liquids in the area, including potions, freeze solid, thawing 1 minute after being removed from the freezing area.
5	Blood, feces, or other organic material spread in a 1d3-yard radius.
6	Spirits attempt to control the living. Each creature within short range of the haunting must get a success on a Will challenge roll or become compelled. A compelled creature uses actions to attack its allies. At the end of each round, a compelled creature can make a Will challenge roll. Success removes the affliction.

TRINKETS

Some enchanted objects are common enough that they can be produced in numbers. Such objects are called trinkets. A trinket is an enchanted object that has the same property and the same form each time it is produced.

- **Designing Trinkets:** Choose an item and assign the item an Enchanted Object property.
- **Purchasing Trinkets:** In large cities with significant populations of spellcasters, trinkets might be available for sale. A trinket, regardless of its function, sells for 100 gc.
- **Creating Trinkets:** A character can use the *magic item* spell from the Technomancy tradition to create a trinket of original design or to make a trinket as a copy of another enchanted object.

NULL MAGIC

Areas of null magic form as a result of a spellcaster draining away magical energy to cast a spell of incredible power. Such a spell leaves a cavity in the magical field, which might never heal. Enchanted objects, such as relics and potions, do not function in null magic. A creature attempting to cast a spell in such an area must first make Will challenge roll with 3 banes. On a failure, the spell has no effect and the action is wasted, but the casting is not expended. On a success, the spell's area, range, and damage are halved.

VOID SHOAL

A Void shoal occurs when the demonic influence weakens reality's edge and permits the Void to enter the world with unusual and unpredictable results. Whenever the total of an attack roll or challenge roll in a Void shoal is 0 or less, roll a d6 and consult the Void Shoal Effects table to see what happens within the Void shoal.

VOID SHOAL EFFECTS

Roll	Effect
1	1d6 Void larvae appear.
2	Mad, echoing laughter forces each creature in the Void shoal to get a success on a Will challenge roll or gain 1 Insanity.
3	Gravity ceases to work in a cylinder with a radius of 10 yards and a height of 4d6 yards. Creatures and unsecured objects in the area rise to the top of the cylinder and remain there for 1 round.
4	Each creature in the Void shoal makes attack rolls and challenge rolls with 1 boon for 1 round.
5	Each creature in the Void shoal makes attack rolls and challenge rolls with 1 bane for 1 round. A demon appears. Roll a d6 to determine its size.
6	1-2 1 tiny demon
	3-4 1 small demon
	5 1 medium demon
	6 1 large demon

RELICS

The items that follow are more relics characters might find during their explorations of Rûl and beyond.

BLOOD MOON MEDALLION

A disk wrought from reddish metal and embossed with a skull-like visage, the *Blood Moon Medallion* hangs from a rusty chain that catches and pulls the hairs from its wearer's neck.

GAME EFFECT

Raise the Dead Once each night, the *Blood Moon Medallion* allows a wearer to use an action to cause one corpse of Size 1 or 1/2 within short range to become an **animated corpse**. If you use this power, make a Will challenge roll. On a success, the animated corpse is compelled by you. On a failure, you gain 1 Insanity, and the animated corpse is hostile to you. In either case, corpse remains animated, as well as compelled or hostile, until it is incapacitated or until dawn comes.

FLYING CARPET

The mad wizard Meledius created the *Flying Carpet* by binding a genie to a rug. This genie resented the binding and took its first opportunity to send the wizard tumbling to the ground far, far below. The carpet is 2 yards wide and 3 yards long, and it has a pattern that shows faces filled with fear and hatred. These faces change over time.

GAME EFFECT

Command the Carpet While sitting on the carpet, you can use an action to issue it a command. Make a Will challenge roll.

You gain control over the carpet on a success. The GM then secretly rolls 2d6 to see how many hours the carpet remains receptive to your commands. If the carpet is airborne when the time runs out, when you leave the carpet, or when you become incapacitated, the carpet falls. While under your control, the carpet can fly at Speed 20. It has a capacity of 5, but it can carry no more than 1,200 pounds.

On a failure, the carpet responds to no commands until after you complete a rest.

GNARLED STAFF OF THE BLACK WOOD

The *Gnarled Staff of the Black Wood* is a length of black, knotty wood adorned with faint sigils and runes. A great druid of antiquity drew the staff from the Tree of Life, a massive oak reputed to stand somewhere in the heart of Alfheim.

GAME EFFECT

Enchanted Staff When you attack with the staff, you make the attack roll with 1 boon, and a successful attack deals 1d6 extra damage.

Power of the Black Wood For a number of times each day equal to your Power, you can use an action to evoke the staff's power. If you do, choose one of the following effects:

- *Healing:* You touch one living creature you can reach with the staff, and the creature heals damage equal to twice its healing rate.
- *Nature Spells:* You cast *overgrowth*, *ensnaring vines*, or *forest walk*.



- *Tree Ally*: One Size 1 or larger tree you can see within medium range becomes a compelled **construct** of its size for 1 hour or until it becomes incapacitated. When the effect ends, the tree roots itself in the ground and becomes a normal tree once more.

UNDERWORLD CAUL

A man, heartbroken by the death of his child, wove the *Underworld Caul* from strands plucked from stains on souls in the Underworld. The creator wanted to steal his child's soul back from Father Death. Results of the man's quest are as uncertain as his name.

GAME EFFECT

Vision of the Underworld To use the *Underworld Caul*, you must wear it over your head, and you are blinded while you do so. While wearing the caul, you can use an action to make a Will challenge roll.

On a failure, you merely glimpse the Underworld. You then gain 1d3 Insanity and can use the caul again only after you complete a rest.

On a success, your eyes roll up in your head, and you to fall prone. Your soul emerges from the center of your forehead and passes through the caul into a open space within 1 yard of your body. Your soul remains separated from your body until you move back into your body's space, which rejoins the soul to the flesh. Your disembodied soul uses all of your statistics, except as follows:

- You have no Strength score. Attack rolls against your Strength fail, and you are immune to any effect that you could resist with a Strength challenge roll. You are also incapable of any action that requires a Strength challenge roll.

- You cannot manipulate or handle physical objects.
- You can fly, and you ignore the effects of difficult terrain.
- You can move through solid objects.
- You take no damage from cold, and you take only half damage from weapons that are not silver.
- You are impaired while in sunlight.
- Your body and soul still have only one pool of Health. If you are incapacitated due to damage your body takes, you die, then your soul transforms into a **shadow** under the GM's control. If you are incapacitated from damage your soul takes, your soul is destroyed, and your body is catatonic until it dies.

Whether you get a success or a failure, attempting to use the caul takes a toll on you. Each time you use the artifact, you must get a success on a Strength challenge roll or take a permanent -5 penalty to your Health.

WIDDERSHINS

A jeweled door handle, much like one found in a wealthy person's house, *Widdershins* is a friend to thieves, scoundrels, and ne'er-do-wells. It grants access to the most secure locations.

GAME EFFECT

Door to Anywhere You can use an action to place *Widdershins* on the surface of a Size 1 or larger object you can reach. *Widdershins* anchors itself to the object and stays there. Twisting the handle causes a door to open in the surface. Beyond the door is a space 1 yard wide, 2 yards tall, and up to 10 yards deep. Once this door is closed, twisting *Widdershins* in the opposite direction causes the created door to disappear, and the handle frees itself from the surface on which you placed it.

BESTIARY

All kinds of terrible creatures live in the lands of Rûl, and those presented here are some of the more unusual threats the characters might face.

ARACHNE

The Spider Wood takes its name for the debased monsters that live there. Thralls of the vile being called the Queen of Spiders, believed by some to be the Demon Lord, the arachne are terrors of their woodland home. Once human, arachne snatch travelers and people living on the forest's borders for use in the rituals that culminate in sacrifices atop bloody altars.

Arachne warriors paint themselves black and red to appear fearsome to their enemies. They lick their weapons, coating them with poisonous saliva. Further, they commemorate victory in battle by ritually scarring their limbs.

The language of the Arachne is shrill and unpleasant, and peppered with clicks and pops.

ARACHNE

DIFFICULTY 10
Size 1 monster

Perception 11 (+1); shadowsight
Defense 13; **Health** 20
Strength 10 (+0), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 10 (+0)
Speed 12; climber (spider form only)

ATTACK OPTIONS

Poisoned Spear (melee) +3 with 1 boon (1d6 plus poison)
Fangs (spider form only) (melee) +3 with 1 boon (1d6 plus poison)
Poison The target must make a Strength challenge roll. On a failure, the target takes 1d6 damage and becomes poisoned for 1 minute. While poisoned in this way, the target must get a success on a Strength challenge roll at the end of each round or take 1d6 damage.

SPECIAL ACTIONS

Spider Form The arachne can use an action or a triggered action on its turn to assume the form of a spider of its size or resume its normal form. Until it uses this talent again, the creature remains in the form it last assumed.

BESTIA

Civilization's retreat from the frontier leaves behind settlements and cultivated land for other, more savage peoples to claim. In ruins on the farthest reaches of the continent dwell the bestia, a race of cunning primates that have made the wreckage of old order the foundation for a new society.

Bestia gather into great tribes. Territorial, they mark the borders of their hunting grounds with rotting heads mounted on stakes, along with crude woodcarvings that display demonic visages stained with blood. Bestia raiding parties venture beyond such borders to attack isolated homesteads, waylay caravans, and mount the occasional full-scale attack on a small town that has somehow offended them.

Bestia speak their own language, a mishmash of hoots and growls.

BESTIA

DIFFICULTY 50
Size 2 bestia

Perception 13 (+3); shadowsight
Defense 15; **Health** 40
Strength 15 (+5), **Agility** 12 (+2), **Intellect** 9 (-1), **Will** 11 (+1)
Speed 10; climber

ATTACK OPTIONS

Claw (melee) +5 with 1 boon (1d6)
Teeth (melee) +5 with 1 boon (3d6)
Rock (short) +5 (1d6 + 3)
Rend Limb from Limb The bestia attacks twice with its claw. A target that takes damage from both attacks takes 2d6 extra damage.

SPECIAL ACTIONS

Prodigious Leap The bestia jumps 1d6 + 3 yards. This movement does not trigger free attacks.



BROWNIE

Of all faerie folk, brownies have the greatest sympathy for mortals. Where other faeries consider humans and their ilk to be lumbering fools, little better than talking animals, brownies find humans' short lifespans tragic and the hardships mortals endure intolerable. Thus, brownies lend aid to people whose hearts are pure and who treat the land with respect.

Brownies help humbly and quietly. If a family leaves brownies a bowl of milk or some other treat, those brownies then spend the night hours mending clothing, preparing meals, and doing other chores needed to keep the household in order. Although naturally helpful, brownies avoid revealing their presence. Kind children might receive small gifts—a pretty flower, a colorful rock, or a bully's finger—from these hidden friends.

Brownies stand under 6 inches tall and weigh just a few ounces. A typical brownie has a spindly body and delicate, angular features. Most brownies wear acorn caps and clothes made of squirrel skin.

Although brownies use Elvish when talking to other fey, they know the Common Tongue.

BROWNIE

DIFFICULTY 10

Size 1/8 faerie

Perception 14 (+4); shadowsight

Defense 17; **Health** 5

Strength 7 (-3), **Agility** 17 (+7), **Intellect** 12 (+2), **Will** 9 (-1)

Speed 10

Immune damage from disease; charmed, diseased afflictions

Spell Defense A brownie takes half damage from spells and makes challenge rolls to resist spells with 1 boon.

Spell attack rolls against a brownie are made with 1 bane.

Iron Vulnerability A brownie is impaired while it is in contact with iron.

ATTACK OPTIONS

Bone Needle (melee) +7 with 1 boon (1d3, or 3d6 to a dazed target)

SPECIAL ATTACKS

Befuddle The brownie makes an Intellect attack roll against the Intellect of one creature it can see within short range. On a success, the target becomes dazed for 1 round.

SPECIAL ACTIONS

Vanish When a creature fails on an attack roll against a brownie's Defense or Agility, the brownie can use a triggered action to become invisible and teleport to an open space within short range. The brownie must then wait 1 minute before it can use this action again.

CENTAUR

Centaur's have been fighting against human expansion into the Endless Steppe for thousands of years. Humans strove to conquer centaur lands long ago, and from time to time, land-greedy nobles set their sites on the windswept plains beyond the western mountains. Each time, the centaurs drive the invaders back with arrow and lance.



A centaur looks like a horse that has had its head replaced by a human from the waist up. The human portion has prodigious body hair, and males usually wear long beards. A centaur weighs about 1,000 pounds and stands 9 feet tall.

Centaur's use their own language when communicating with each other. They speak in halting phrases when using the Common Tongue.

CENTAUR

DIFFICULTY 5

Size 2 centaur

Perception 10 (+0)

Defense 13 (small shield); **Health** 25

Strength 13 (+3), **Agility** 12 (+2), **Intellect** 8 (-2), **Will** 11 (+1)

Speed 14

ATTACK OPTIONS

Spear (melee) +3 (1d6)

Hooves (melee) +3 (1d6)

Longbow (long) +2 (1d6 + 1)

SPECIAL ATTACKS

Stab and Kick The centaur attacks with its spear and with its hooves. It makes each attack roll with 1 bane.

Trample The centaur moves up to its Speed in a straight line. If the centaur enters the space of another creature, that creature must get a success on an Agility challenge roll or take 1d6 damage and fall prone.

SPECIAL ACTIONS

Gallop The centaur moves up to three times its Speed.



MOG

One can still see traces of the humans from which the mogs claim descent, for a mog has a bipedal form, long slender fingers, and human-like facial features. Degeneracy has left the typical mog with the mottled moist skin, the wide-set eyes, and the broad mouth of a fanged amphibian. Even more inhuman in mind, mogs have lost their ability to empathize with others and have severed all ties with their distant kin, regarding humans and other peoples as prey.

Mogs descend from refugees that fled the ruins of Gog, the ancient, wicked empire that was cast down centuries ago. Warped by their devotion to the Demon Lord, they took refuge in toxic swamps and pestilential bogs. Isolation and inbreeding stripped away what remained of their humanity and left them in their present wretched state.

Mogs speak their own, croaking language.

MOG

DIFFICULTY 25

Size 2 monster

Perception 12 (+2); shadowsight
Defense 11; **Health** 30
Strength 14 (+4), **Agility** 11 (+1), **Intellect** 6 (-4), **Will** 9 (-1)
Speed 8; swimmer
Immune damage from disease; diseased affliction

ATTACK OPTIONS

Teeth (melee) +3 with 1 boon (2d6 and swallow on attack roll 20+)

Swallow If the target is smaller than the mog, the mog swallows the target whole. A swallowed creature is defenseless, moves with the mog that swallowed it, and cannot perceive anything outside the mog's body. At the end of each round, the swallowed creature takes 1d6 damage from the mog's digestive juices. When the mog becomes incapacitated, it vomits any creature it has swallowed prone in an open space within 1d3 yards of it.

SPECIAL ATTACKS

Sticky Tongue The mog can use an action or a triggered action on its turn to use its tongue to attack one creature within short range. The mog makes a Strength attack roll against the target's Agility. On a success, the target moves 1d6 yards toward the mog.

SPECIAL ACTIONS

Startled Leap When a creature within short range of the mog takes a fast turn, the mog can use a triggered action to jump 1d6 yards away from that creature. This movement does not trigger free attacks.

ROC

Rocs are enormous birds, resembling eagles but with a wingspan of 50 feet. They nest in high mountains. Rocs can spend days at a time in the air, watching the ground for anything they can catch and devour.

ROC

DIFFICULTY 250

Size 12 animal

Perception 20 (+10)
Defense 16; **Health** 150
Strength 19 (+9), **Agility** 14 (+4), **Intellect** 7 (-3), **Will** 13 (+3)
Speed 20; flier
Slow on Land The roc moves at half Speed when not flying.

ATTACK OPTIONS

Talons (melee) +9 with 3 boons (4d6 plus the target is grabbed on attack roll 20+)
Beak (melee) +9 with 1 boon plus 2 boons if the target is grabbed (6d6)

SPECIAL ATTACKS

Dive The roc flies up to its Speed, and at any point during its movement, it makes an attack with its talons. If it flew at least 10 yards before making the attack, the roc makes the attack roll with 1 additional boon and, on a success, deals 2d6 extra damage.

Flurry of Attacks The roc attacks with both talons and beak.

SPECTER

Souls of the dead that are trapped in the mortal world and unable to find the Underworld become disembodied spirits consumed by hatred for all living things. In the desolate places they haunt, their presence is enough to cause plants to wither and animals to sicken. People cannot bear to be in a specter's proximity for long and soon abandon specter-haunted sites, leaving them to crumble into ruins. Specters look as they did at the moment of death, but transparent.

Specters understand High Archaic and the Common Tongue, though they rarely speak.

SPECTER

DIFFICULTY 250

*Size 1 horrifying spirit***Perception** 16 (+6); darksight**Defense** 20; **Health** 100**Strength** —, **Agility** 16 (+6), **Intellect** 12 (+2), **Will** 15 (+5)**Speed** 18; flier**Immune** damage from cold, disease, fire, and poison; gaining Insanity; asleep, blinded, deafened, diseased, fatigued, immobilized, poisoned, slowed afflictions**Insubstantial** A specter takes half damage from weapons, can move through solid objects and other creatures, and ignores the effects of difficult terrain.**Sunlight Weakness** A specter is impaired while in an area lit by sunlight.**Naturally Invisible** A specter is invisible to creatures other than specters, animals, and children. While invisible, the specter lacks the horrifying trait and cannot use its attack options.**ATTACK OPTIONS****Touch** (melee) +6 with 2 boons against the target's Agility (5d6 and Flay the Mind)**Flay the Mind** The creature gains 1 Insanity. If the creature is frightened, it instead gains 1d6 Insanity and falls prone.**SPECIAL ACTIONS****Ethereal Flight** The specter uses an action or uses a triggered action on its turn to move up to its Speed. This movement does not trigger free attacks.**Manifestation** The specter uses an action or uses a triggered action on its turn to become visible. It remains visible until it uses an action or triggered action to become invisible once more.**END OF THE ROUND****Lethal Presence** Each living creature within short range of the specter must get a success on a Strength challenge roll or take 1d6 damage.

SPIDER ASSASSIN

A spider assassin is a tiny metal spider that features a hatched compartment designed to hold liquid. Once activated, the spider comes to life, scuttling where directed.

A spider assassin can be purchased for 100 gc. An owner can gain control over the tiny mechanical spider by imprinting on its mind, a process that requires 1 minute of continuous contact and a drop of the owner's blood.

SPIDER ASSASSIN

DIFFICULTY 1

*Size 1/8 construct***Perception** 10 (+0); darksight**Defense** 13; **Health** 5**Strength** 3 (-7), **Agility** 13 (+3), **Intellect** 5 (-5), **Will** 11 (+1)**Speed** 10; climber**Immune** damage from disease or poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned afflictions**Venom Reservoir** The spider assassin has a reservoir that can be filled with one dose of poison. When the creature gets a success on an attack roll using its fangs, it injects the target with the poison.**ATTACK OPTIONS****Fangs** (melee) +3 (1d3)

SLIME BRUTE

A slime brute appears to be a muscular human with green skin, corded muscles over a hulking frame, and a face lacking any feature besides four emerald eyes positioned symmetrically. Trumpet flowers open all across the creature's body, revealing its plant nature.

Slime brutes lumber through enchanted forests, clouds of pollen following in their wake. They attack other creatures to plant seeds in corpses. Slime brutes sometimes serve druids, fey folk, or other denizens of sylvan places.

SLIME BRUTE

DIFFICULTY 100

*Size 2 plant***Perception** 10 (+0); sightless**Defense** 20; **Health** 50**Strength** 18 (+8), **Agility** 10 (+0), **Intellect** 6 (-4), **Will** 14 (+4)**Speed** 6**Immune** gaining Insanity; asleep, blinded, dazed, fatigued, frightened, stunned afflictions**Fire Resilience** A slime brute takes half damage from fire.**ATTACK OPTIONS****Fist** (melee) +8 with 1 boon (3d6)**SPECIAL ATTACKS****Frenzied Attack** The slime brute attacks two different targets, making each attack roll with 1 bane.**END OF THE ROUND**

Eject Pollen If the slime brute did not take damage from fire during the round, its flowers release a cloud of pollen that spreads out from a point in the slime brute's space to fill a sphere with a 3-yard radius. The pollen partially obscures its area and remains for 1 round or until dispersed by wind. Each living creature in the area must get a success on a Strength challenge roll or become impaired for 1 round.



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