



# **DRAGONBANE**

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## **RULES**



This is the second printing of this book. The following adjustments have been made:

**Page 42:** Clarifies that the action and movement must both be performed on the character's turn.

**Page 43:** Clarifies that a monster that gets a free attack performs a monster attack.

Clarifies that involuntary movement never triggers a free attack.

Clarifies that sneak attacks cannot be performed during active combat.

**Page 57:** Clarifies that spell ranks have no mechanical effects.

**Page 58:** WP can be drawn from the body also with one WP left.

**Page 62:** Clarifies that the **PROTECTOR** spell can be cast on the mage themselves.

**Page 63:** Removes the sphere effect from the **BANISH** spell.

**Page 64–65:** The **TREAT WOUND**, **HEAL WOUND**, and **RESTORATION** spells can be cast on the mage themselves.

**Page 88:** The range of the giant's #6 attack is changed to 2 meters.

**Page 90:** The goblin scout has no damage bonus and movement rate 10.

**Page 92:** The combat behavior of harpies is clarified.



# DRAGONBANE

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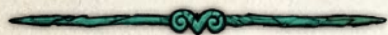


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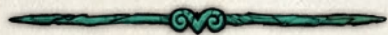
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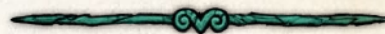
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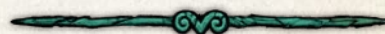
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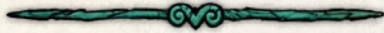
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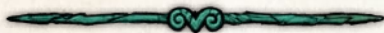
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Sitting by a fireplace in an old house by a lake in the woods, as dusk turned to night outside, listening intently to my older brother vividly describing the fierce orcs facing me. Grabbing the strange and magical polyhedral dice, getting ready to fight – or die.

That's the earliest memory I can recollect of playing *Drakar och Demoner*, a game that was synonymous with roleplaying games for a generation of Swedish kids. It was the summer of 1985, and little did I know what lasting impact that moment would have on my life.

In spite of what its name might suggest, the origins of this game are found in the early Chaosium titles. Its very first edition in 1982 was a direct translation of *Magic World*. The game soon took a life of its own, evolving through a dozen various editions in Sweden over the decades.

Now, returning a reimagined *Drakar och Demoner* to an international audience under the title *Dragonbane*, we had to ask ourselves – what *is* this game, really?

For us, and many others in the Swedish roleplaying community, *Drakar och Demoner* was a touchstone of our hobby and needed no definition or explanation. For the rest of the roleplaying world, this game was completely unknown.

Our quest was to journey far and wide into four decades of Nordic roleplaying history and find the essential elements of this game. What truly made it great. Then, to bring those pieces of legacy back to life and mold them into a new game for the 2020s, using four decades of evolution in game design and our own decade of creating Free League RPGs.

The end result is a fantasy roleplaying game full of magic, mystery, and adventure – designed from the ground up to facilitate fast and furious play, with very little prep time and adventures that are a breeze to run.

Though a toolbox allowing you to tell fantasy stories of all kinds, *Dragonbane* is a game with room for laughs at the table and even a pinch of silliness at times – while at the same time offering brutal challenges for the adventurers. We call this playstyle *mirth and mayhem roleplaying* – great for long campaigns but also perfect for a one-shot if you just want to have some quick fun at your table for a night.

This is the next step in a journey that started over 40 years ago. We are thrilled to have you along for the ride.


– TOMAS HÄRENSTAM, STOCKHOLM, DECEMBER 2022



# IN THE OLDEST TIMES







*It was in the oldest times, before the world was covered in forest and iron was tamed by dwarf-ven masters. Before the advent of humanity and the mastery of the bread and ale-making arts.*

*The world was then ruled by dragons and demons. Yes, draconic serpents and demonic creatures were the princes and princesses of the oldest times. They were the primordial forces through which the world and its primeval matter was formed: the sky, the mountains, and the fiery oceans of magma and unthinking life.*

*They were opposing principles that made the world complete. Law and order versus chaos and madness, the stable and fixed versus the wild and eternally fluid.*

*Dragons versus demons.*

*The most ancient records tell of a draconic empire that once spanned much of the known world, where the emperor's peace was upheld by cruel dragon-mounted knights. But the texts also contain traces of another great power from a different age, governed by demon princes who shrouded the world in madness and savage rage.*

*Remnants of these realms still rest in the earth beneath our feet. In the depths of the great*


*forests and the chasms of the mountains slumber memories from ancient eras when vicious beasts reigned.*

*The hostility between dragons and demons has brought death and ruin upon their ancient civilizations. It seems almost like a fundamental law of nature – that anything created by dragons alone is corrupted by demons, and that anything born of demonic will is burned to ashes by dragonfire.*

*However, this basic and incontrovertible truth also gives cause for hope, for it has created the conditions for other nations, where humans and other races have been able to flourish and go their own way.*

*But the ancient guardians of order and destruction will never leave the world to its fate. As sure as night follows day, the time will come again when dragons and demons contend for power over humanity, nature, and the eternal mysteries.*

– EXCERPT FROM GODMUNDAG THE ELDER'S IMPERIAL CHRONICLE OF THE OLDEST TIMES AND THEIR REMNANTS



**W**elcome to the *Dragonbane* roleplaying game! This book contains the full core rules of the game. It may seem overwhelming at first, but do not worry. The book walks you through every aspect of the game step by step, and you do not need to read everything before you start playing.

## THE PLAYERS

All players except one portray adventurers in the world of *Dragonbane*. These individuals are called *player characters*. You decide what your player character thinks and feels, what they do and say – but not what happens to them. It is your job as a player to immerse yourself in your character.

*Dragonbane* is best suited for three to five characters. It can be played with more or fewer players than that, but then you may have to make certain adjustments to their adventures to keep things balanced.

## THE GAMEMASTER

The final player is the Gamemaster, or GM for short. The GM describes the world of *Dragonbane* to you, portrays the people you encounter on your treasure hunts (so-called *non-player characters*, or NPCs) and controls the monsters lurking in the depths.

The game is a conversation between the players and the GM, back and forth, until a critical situation arises where the outcome is uncertain. Then it is time to break out the dice – read more about that below.

It is the GM's job to put obstacles in your path and challenge your player characters, forcing them to show what they are really made of. But it is not up to the GM to decide everything that happens in the game – and certainly not how your story is supposed to end. That is decided in the game. It is what you are playing to find out.



## YOU AND OTHERS

Most of the rules in this game are written in the second person – i.e., speaking to “you.” Rules that apply to you also apply to others in the game, both player characters and NPCs (characters controlled by the Gamemaster), unless expressly stated otherwise.

## ROLLING DICE

Playing *Dragonbane* is a conversation between the GM and the players, back and forth, until a dramatic or challenging situation arises where the outcome is uncertain. Then it is time to roll dice.

*Dragonbane* uses different types of dice – with four, six, eight, ten, twelve, and twenty sides. In the rules these dice are referred to as D4, D6, D8, D10, D12, and D20. They are all included in this boxed set. Rolling a D3 means rolling a D6 and dividing the result by two (rounding up). If you need more of them, additional dice sets for *Dragonbane* can be purchased in hobby stores or the Free League webshop.

**Multiple Dice:** The rules often ask you to roll multiple dice of the same type and add the results together. For example, rolling 2D6 means that you roll two six-sided dice and add the results.

**Skill Rolls:** To determine whether an action succeeds or fails, you usually roll a D20. Rolling equal to or under your skill level means that the action succeeds. If you have a *boon*, you roll two D20s for that action and only count the lowest result. If you have a *bane*, you also roll two D20s, but instead only count the highest result. Skill rolls are explained in more detail in chapter 3.

## PLAYING ONLINE

*Dragonbane* is traditionally played with the gaming group gathered around a table. But if the group finds it difficult to get together physically, it can just as easily be played online. There are complete *Dragonbane* modules for several popular virtual table platforms. You can read more about playing online at the Free League website.

## PLAYING SOLO

Do you want to try *Dragonbane* on your own before getting a group together? Or is it sometimes difficult to gather your group? Then you can play *Dragonbane* solo, as a lone adventurer venturing into Deepfall Breach in the Misty Vale. You can read all about solo play in the separate booklet included in this boxed set.

## PLAYING SAFELY

In *Dragonbane* you are largely in control of the story, and with this comes responsibility. The player characters will face great danger and difficult challenges, but no player should find the situations they experience unpleasant or offensive. It is important that everyone around the gaming table is having fun and feeling safe.

Before starting the game, talk things through and see if someone wants certain subjects to be kept out of the game. Always respect a player who wants to pause and discuss what is happening in the game, or even leave the table if the player so chooses. And you may also want to talk about what happened after the game session.

## WHAT IS A ROLEPLAYING GAME?

If you have made your way here without knowing what a roleplaying game is, congratulations! Welcome to a rewarding and creative hobby. Roleplaying is a unique form of gaming that combines tabletop dice rolling with storytelling. Roleplaying games give you a set of rules and let you create your own story with your friends in a way that books, movies, TV, and even video games cannot.

For advice, tools, and inspiration, please visit our website [freeleaguepublishing.com](http://freeleaguepublishing.com). There, you can find a forum dedicated to *Dragonbane*. There are also pages and groups dedicated to the game on social media.

## ABBREVIATIONS

STR = Strength  
CON = Constitution  
AGL = Agility  
INT = Intelligence  
WIL = Willpower  
CHA = Charisma  
HP = Hit Points  
WP = Willpower Points  
GM = Gamemaster  
NPC = Non-Player Character



## START PLAYING!

Adventure awaits in the world of *Dragonbane*! All you need to do to get started is the following:

1. Decide who will be the Gamemaster.
2. Have each player create a player character (next chapter) or pick one of the pre-generated player characters included in the boxed set.
3. The GM familiarizes themselves with this rulebook and reads the introduction and the opening scene in the Adventures book. The players are welcome to read the rules as well, but must not read the adventure itself.
4. Let the game begin!



## OPTIONAL RULES

Sidebars like this one, in green, describe optional rules. They give the game more depth and complexity, but the game works fine without them. You might want to start playing without them and add them as you become more familiar with the game.

## MEASURING TIME

Three units are used to measure time in *Dragonbane*. *Rounds* are used in combat, while the *stretch* and the *shift* are used in other situations.

UNIT OF TIME	DURATION	ENOUGH TIME TO
Round	10 seconds	Perform an action in combat, take a round rest (page 52).
Stretch	15 minutes	Explore a room, take a stretch rest (page 52).
Shift	6 hours	Hike for 15 kilometers, take a shift rest (page 52).



# YOUR PLAYER CHARACTER







**T**he adventurer you play in *Dragonbane* is called your *player character*. They are your avatar, your eyes and ears in the game world. Take your character seriously and portray them as if they were a real person. Try to truly put yourself in the character's shoes. It will be more fun that way. At the same time, you should not try to protect your character from all danger. The purpose of the game is to create an exciting story – to achieve this you will have to take risks.

Over the course of the game your player character will change and grow. Their skills can be improved through experience, but you may also see their personality evolve in ways that cannot be measured in numbers. That is when your character really comes to life.

**Character Sheet:** To create your player character you need a character sheet. There are several empty sheets in the boxed set, and they can also be downloaded from the Free League website.

## PRE-GENERATED CHARACTERS

In the boxed set you will find five pre-generated player characters with filled-in character sheets. You can use them to get started right away, or simply as inspiration when creating your own player characters.

## CREATING YOUR CHARACTER

This chapter explains in detail how to create your player character. The summary below gives you an overview of the process. Grab a character sheet and a pencil and follow these steps:

1. Choose or roll your **kin**.
2. Note your **innate ability**.
3. Choose or roll your **profession**.
4. Choose or roll your **age**.
5. Choose or roll your **name**.
6. Roll your **attributes**.
7. Calculate your **derived ratings**.
8. Choose your **trained skills**.
9. Note your **heroic ability**.
10. Choose or roll your **weakness** (optional).
11. Choose or roll your **gear**.
12. Choose or roll your **memento** (optional).
13. Choose or roll your **appearance**.

# KIN

There are six playable kin in *Dragonbane*: human, halfling, dwarf, elf, mallard, and wolfkin. Humans are the most common kin, but you are free to choose any of them. You can also roll your kin using the table below. All kin are briefly described below.

D12	KIN
1–4	Human
5–7	Halfling
8–9	Dwarf
10	Elf
11	Mallard
12	Wolfkin

**Innate Ability:** Each kin has an *innate ability* that no other kin can learn (mallards have two). In most cases, using such abilities requires *Willpower Points* (WP). Write down your innate ability in the Abilities & Spells section on your character sheet.

## LANGUAGE

All player characters in *Dragonbane* can speak, read, and write a common language, which for simplicity's sake is called the common tongue. Most creatures the player characters encounter know this language, but there may be exceptions. Non-human kin often have their own languages that few humans understand. To understand other languages, the **LANGUAGES** skill is used.



## HUMAN

Humans are the last-born. The other kin have songs and legends about times before the dawn of humanity. Today the humans have spread across much of the known world. Many are peasants living in little villages clustered around castles and palaces. Others are warriors sworn to protect the peasants and their vulnerable settlements, markets, and trade caravans from the dangers of the world. Still more are adventurers: fearless humans who venture into the unknown in search of glory, gold, and knowledge.

### D6 FIRST NAME

- |   |          |
|---|----------|
| 1 | Joruna   |
| 2 | Tym      |
| 3 | Halvelda |

### D6 FIRST NAME

- |   |           |
|---|-----------|
| 4 | Garmander |
| 5 | Verolun   |
| 6 | Lothar    |

### ABILITY: ADAPTIVE

#### ♦ Willpower Points: 3

When rolling for a skill, you can choose to make the roll using another skill of your choice. You must be able to justify how you use the selected skill instead of the normal one. The GM has the final word, but should be lenient.







## HALFLING

Halflings are short humanoids often found in hilly farmlands where they live in earthen dwellings with well-stocked larders. They are modest and amiable by nature, with a natural affinity for hearth and home. Halflings are neither warlike nor ambitious, but highly drawn to epic tales and beautiful songs from days long gone. From time to time, this desire can lead them to leave the safety of their homes in search of grand adventures. Because of their vulnerability and fear of “the tall ones,” they are good at staying hidden and quickly getting out of critical situations.

### D6 FIRST NAME

- 1 Snappy
- 2 Brine
- 3 Cottar

### D6 FIRST NAME

- 4 Bumble
- 5 Perrywick
- 6 Theoline

## DWARF

Dwarves are the oldest of the elder folk, at least according to their own chroniclers. They are an immensely proud and traditional people whose culture is steeped in ancient customs and grandiose ballads of heroic ancestors. Dwarves feel a strong connection with the bedrock and the roots of the world. They are skilled blacksmiths and artisans, admired for their ability to craft wondrous items of precious metal, as well as of iron and stone. Dwarves are also known as fierce warriors armed with axes, war hammers, and other heavy melee weapons forged in their underground smithies.

### D6 FIRST NAME

- 1 Tinderrock
- 2 Halwyld
- 3 Tymolana

### D6 FIRST NAME

- 4 Traut
- 5 Urd
- 6 Fermer

### ABILITY: HARD TO CATCH

#### ◆ Willpower Points: 3

You can activate this ability when dodging an attack, getting a boon to the EVADE roll.

### ABILITY: UNFORGIVING

#### ◆ Willpower Points: 3

You can activate this ability when attacking someone who harmed you in the past (at least 1 point of damage) and get a boon to the roll. It does not matter when the damage was inflicted. It may be wise to write down the names of everyone who harms you, so you do not forget them.





## ELF

Elves are an ancient kin that for eons have watched over the forests of the world. They are guided by the stars which they regard as divine beings capable of peering into the deepest mysteries. Elven culture is meditatively introverted and sometimes difficult for outsiders to understand. However, it is clear that they are driven by other, more metaphysical concerns than the lust for gold and glory often found in dwarves and humans. Nonetheless, their kin includes many powerful warriors, widely respected and praised by the bards for their skill with both sword and bow.

### D6 FIRST NAME

- 1 Arasin
- 2 Illyriana
- 3 Galvander

### D6 FIRST NAME

- 4 Tyrindelia
- 5 Erwilnor
- 6 Andremon

## ABILITY: INNER PEACE

### ◆ Willpower Points: —

As an elf, you can meditate deeply during a stretch rest. You heal an additional D6 HP and a D6 extra WP, and can recover from an additional condition. You are completely unresponsive during your meditation and cannot be awakened.

## MALLARD

The origin of the mallards is shrouded in mystery. Some scholars claim that they came from a mighty island realm that was swallowed by the sea thousands of years ago; others believe them to be the result of a failed magical experiment. Whatever the truth may be, these feathered humanoids are a common sight in the world. They have a knack for trade, and their agitated quacking is often an integral part of the soundscape around marketplaces and trade caravans. However, some mallards seek their fortunes as brigands, pirates, or mercenaries. Despite their diminutive size, they are fierce in battle and feared by many for their murderous rage.

### D6 FIRST NAME

- 1 Qwucksum
- 2 Splats
- 3 Moggee

### D6 FIRST NAME

- 4 Groddy
- 5 Blisandina
- 6 Hackleswell

## ABILITY: ILL-TEMPERED

### ◆ Willpower Points: 3

Mallards tend to have a choleric temper. You can activate this ability (no action) when making a skill roll and get a boon to the roll. You also become Angry, if you're not already. This ability cannot be used for rolls against INT or INT-based skills.

## ABILITY: WEBBED FEET

### ◆ Willpower Points: —

As a mallard you also get a boon to all SWIMMING rolls. You always move at full speed in or under water.



## WOLFKIN

Wolfkin are the untamed fury of the wilds. They may be highly intelligent creatures, and like the elves, they have an unfailing tendency to sink into thought, pondering the mysteries of the universe. But simmering under the surface are ancient hunting instincts and an unquenchable anger over past wrongs committed against wolfkin, wolves, and the wilderness in general. As hunters and pathfinders they are second to none, but wolfkin can also be found as heavily armed mercenaries, or mystics and healers in human settlements.

### D6 FIRST NAME

1	Wyld
2	Wolfshadow
3	Lunariem

### D6 FIRST NAME

4	Obdurian
5	Frostbite
6	Wuldenhall

### ABILITY: HUNTING INSTINCTS

#### ♦ Willpower Points: 3

You can use this ability to designate a creature in sight, or a creature you can catch the scent of, as your prey. This counts as an action in combat. You can follow the scent of your prey for a full day, and you can spend 1 further WP (not an action) to gain a boon for an attack against your prey.



# PROFESSION

The next step is to select a profession for your character. All the player characters are adventurers, but you have learned a thing or two before the game begins. Your choice of profession will determine much about your character, mainly your skills – six of your trained starting skills (page 25) must be chosen from those listed for your profession. Your profession also determines what gear you start out with and which heroic ability you get. There are ten professions to choose from, all described on the following pages. You are free to select a profession or roll for one randomly using the table to the right.

### D10 PROFESSION

1	Artisan
2	Bard
3	Fighter
4	Hunter
5	Knight

### D10 PROFESSION

6	Mage
7	Mariner
8	Merchant
9	Scholar
10	Thief



# ARTISAN

*“Now this may sound a bit pretentious, but whatever you’re making, you must be able to imagine the finished thing, and then make it real. That’s the whole of it, really. Well, tools are important too. Good tools.”*

– BORE TVARTOFF



With a decent hammer, a trowel, and mortar, a skilled artisan can astonish even the gods. They are proud individuals, these tamers of nature and physical matter. Whether they be builders, bricklayers, wainwrights, blacksmiths, tanners, or coopers, the artisans are driven by a solemn mission to bring order and structure out of chaos. They construct bridges, houses, and fortifications, forge weapons and tools, mold pots and jugs, make barrels, and craft leather armor from tanned animal hides. Every village needs capable artisans, and they are often greatly respected for their practical and extremely useful expertise.

- ◆ **Key Attribute:** STR
- ◆ **Skills:** Axes, Brawling, Crafting, Hammers, Knives, Sleight of Hand, Spot Hidden, Swords
- ◆ **Heroic Ability:** Master Blacksmith, Master Carpenter or Master Tanner

## D6 GEAR

- 1–2 Warhammer (small), leather armor, blacksmith's tools, torch, flint & tinder, D8 food rations, D8 silver
- 3–4 Handaxe, leather armor, carpentry tools, torch, rope (hemp), flint & tinder, D8 food rations, D8 silver
- 5–6 Knife, leather armor, tanner's tools, lantern, lamp oil, flint & tinder, D8 food rations, D8 silver

## D6 NICKNAME

- 1 Stonehammer
- 2 Woodcleaver
- 3 Strongfist

## D6 NICKNAME

- 4 Barrelmaker
- 5 Bridgebuilder
- 6 Ironmaster



# BARD

*“A few off-key notes, a couple of lost words, or a troll-sneeze that sprays over the audience – it doesn’t matter. To captivate an audience, all you truly need is charisma, that you shine like a mid-summer sun. Like me!”*

– MALVA SNEEZEWEED



The memory of ancient deeds and riches is kept alive by the bards. They are singers, musicians, and entertainers. Many travel between inns and marketplaces where they earn their keep through the telling of ballads and fairy tales; others perform at princely courts, reciting glorious poems of dragons and heroic kings. Many bards see themselves as chroniclers responsible for preserving contemporary deeds in the memory of future generations. They are always on the lookout for people and achievements worthy of being immortalized in epic verse, and any bard worth their salt is always working on at least a few masterpieces of song, music, or poetry.

- ◆ **Key Attribute:** CHA
- ◆ **Skills:** Acrobatics, Bluffing, Evade, Knives, Languages, Myths & Legends, Performance, Persuasion
- ◆ **Heroic Ability:** Musician

## D6 GEAR

1–2 Lyre, knife, oil lamp, lamp oil, flint & tinder, D6 food rations, D8 silver

3–4 Flute, dagger, rope (hemp), torch, flint & tinder, D6 food rations, D8 silver

5–6 Horn, knife, torch, flint & tinder, D6 food rations, D8 silver

## D6 NICKNAME

1 Odemaker

2 Talespinner

3 Silvervoice

## D6 NICKNAME

4 Gildenclef

5 Honeytongue

6 Rhymesmith



# FIGHTER

*“Uh, well, of course a warrior must be able to kill things. Creatures and monsters and such. Being able to avoid getting killed is also good. Then... well, there are different weapons, different techniques and... Anyway, the basis is simple: kill, and avoid dying.”*

– NORDE FROM BOAR RIDGE



Fighters earn their living by following the way of the sword. It may of course also be the way of the spear or crossbow, but a fighter's specialty is always weapon proficiency and violence. But this is not to say that all fighters are driven by bloodlust. For some it is a matter of professional pride to achieve the maximum effect with minimal bloodshed; others are lazy and prefer saber-rattling to actual combat. Many fighters are troubled souls, haunted by nightmares and bad memories of a life spent in the company of death. They can therefore be surprisingly sentimental, prone to tears and compassionate embraces.

- ◆ **Key Attribute:** STR
- ◆ **Skills:** Axes, Bows, Brawling, Crossbows, Evade, Hammers, Spears, Swords
- ◆ **Heroic Ability:** Veteran

## D6 GEAR

- |     |   |
|-----|---|
| 1–2 | Broadsword/battle axe/morning star, small shield, chainmail, torch, flint & tinder, D6 food rations, D6 silver            |
| 3–4 | Short sword/handaxe/short spear, light crossbow, quiver, leather armor, torch, flint & tinder, D6 food rations, D6 silver |
| 5–6 | Long spear, studded leather armor, open helmet, torch, flint & tinder, D6 food rations, D6 silver                         |

## D6 NICKNAME

- |   |            |
|---|------------|
| 1 | Gravemaker |
| 2 | Grimjaw    |
| 3 | Windthaw   |

## D6 NICKNAME

- |   |              |
|---|--------------|
| 4 | Coldsteel    |
| 5 | The Fearless |
| 6 | The Butcher  |



# HUNTER

*“What is not needed to become a skilled hunter? Agility, stealth? Accuracy with the bow, cunning with the snares? Knowledge of the hunting ground and prey? Sure, you can do without nice manners and fancy talk, but who cares about such nonsense?”*

– CILIEL NIGHTLAKE



Snaring hares, knifing boars, and silently stalking deer in the depths of the forest with arrows on their bowstrings. Hunters live for the hunt and the catch. Killing one's prey in a respectful manner and making use of all its parts – for food, clothes, tools, and weapons – is a sacred calling for all true hunters. Their home and destiny are in the wilds; the magnificent, untamed, and cruel. That is where they find peace of mind and gather their strength. That is where their ruthless gods dwell. Many hunters are therefore quite solitary and sometimes find it difficult to behave properly among people.

- ◆ **Key Attribute:** AGL
- ◆ **Skills:** Acrobatics, Awareness, Bows, Bushcraft, Hunting & Fishing, Knives, Slings, Sneaking
- ◆ **Heroic Ability:** Companion

## D6 GEAR

- |     |   |
|-----|---|
| 1–2 | Dagger, short bow, quiver, leather armor, sleeping pelt, torch, flint & tinder, rope (hemp), snare, D8 food rations, D6 silver    |
| 3–4 | Knife, longbow, quiver, leather armor, sleeping pelt, torch, flint & tinder, rope (hemp), fishing rod, D8 food rations, D6 silver |
| 5–6 | Dagger, sling, leather armor, sleeping pelt, torch, flint & tinder, rope (hemp), snare, D8 food rations, D6 silver                |

## D6 NICKNAME

- |   |            |
|---|------------|
| 1 | Forest Fox |
| 2 | Wolfbane   |
| 3 | Pathfinder |

## D6 NICKNAME

- |   |               |
|---|---------------|
| 4 | The Weathered |
| 5 | Bloodhunger   |
| 6 | Shadowbolt    |



# KNIGHT

*“First, you must believe in something. Then you must be prepared to fight and die for this something. Finally, you need to study, train, and practice until you reach the heights of a worthy champion. After that, you are ready to... obey and serve.”*

– GLORIEL SUNSTREAK



Knights are warriors who have sworn fealty to a higher power, such as an order of knights, a liege lord, or a god. This oath of fealty lies at the heart of their worldview and existence. It always includes rules and principles the knight must obey in thought and deed. Demands for chivalry and a noble mind are often combined with an implacable hatred for anything deemed contrary to the spirit of the oath. Many knights are part of an order, but there are also lone knights who have devoted their lives to defending something specific – perhaps a person or a place – that gives their lives a higher purpose.

- ◆ **Key Attribute:** STR
- ◆ **Skills:** Beast Lore, Hammers, Myths & Legends, Performance, Persuasion, Riding, Spears, Swords
- ◆ **Heroic Ability:** Guardian

## D6 GEAR

- |     |  |
|-----|--|
| 1–2 | Broadsword/morning star, shield (small), plate armor, great helm, torch, flint & tinder, D6 food rations, D12 silver |
| 3–4 | Flail/warhammer (small), shield (small), chainmail, open helmet, torch, flint & tinder, D6 food rations, D12 silver  |
| 5–6 | Short sword, lance, shield (small), chainmail, open helmet, combat trained horse, D6 food rations, D12 silver        |

## D6 NICKNAME

- |   |             |
|---|-------------|
| 1 | Dragonheart |
| 2 | Goldlance   |
| 3 | Griffinclaw |

## D6 NICKNAME

- |   |               |
|---|---------------|
| 4 | The Noble     |
| 5 | Gleamhelm     |
| 6 | Mourningcloak |



# MAGE

*“Forget it, just forget it – if you must ask what it takes to master the secrets of magic, you don’t have it. Or, you can possibly learn to chat with animals or peep on faraway things, but real magic, the magic of the elements... Never!”*

– CYRIL FIREMANE

Mages have learned to control the ancient forces that permeate nature and the primordial structures of the world. It is not a uniform profession, but includes a motley crew of individualists and headstrong eccentrics. There are several schools of magic with different views of what magic is and how it works. In the core game you can choose between Animism, Elementalism, and Mentalism. Animists believe that everything in the world has a spiritual presence and see magic as a power lent by nature’s spirits. Elementalists describe magic in terms of four elements that constitute the essence of all things. Mentalists say that magic comes from within, and that it can be manifested through self-control and discipline.

- ◆ **Key Attribute:** WIL
- ◆ **Animist Skills:** Animism, Beast Lore, Bushcraft, Evade, Healing, Hunting & Fishing, Sneaking, Staves
- ◆ **Elementalist Skills:** Elementalism, Awareness, Evade, Healing, Languages, Myths & Legends, Spot Hidden, Staves
- ◆ **Mentalist Skills:** Mentalism, Acrobatics, Awareness, Brawling, Evade, Healing, Languages, Myths & Legends
- ◆ **Heroic Ability:** As a mage, you don’t get a starting heroic ability. Instead, you get your magic.

## MAGIC

As a mage you can use magic. You must select a school of magic – either Animism, Elementalism, or Mentalism – which then becomes one of your trained skills. As a newly created mage you may choose three rank I spells and three magic tricks. You can only choose spells from your school or from the general magic category. You also get a grimoire where all your spells are listed. For more on magic, see chapter 5.



### D6 GEAR

- |     |  |
|-----|--|
| 1–2 | Staff, orbuculum, grimoire, torch, flint & tinder, D6 food rations, D8 silver      |
| 3–4 | Knife, wand, grimoire, torch, flint & tinder, D6 food rations, D8 silver           |
| 5–6 | Amulet, grimoire, sleeping pelt, torch, flint & tinder, D6 food rations, D8 silver |

### D6 NICKNAME

- |   |           |
|---|-----------|
| 1 | Roothart  |
| 2 | Crookback |
| 3 | Graycape  |

### D6 NICKNAME

- |   |               |
|---|---------------|
| 4 | Stormhand     |
| 5 | Stafflimper   |
| 6 | Shadowbringer |



# MARINER

*"You don't become a sailor, you are born one. If you feel the bedrock sway where you walk, you know you belong out on the waves. Is there anything sadder than seeing a born mariner wobble around on solid ground?"*

– FRIGA SEAWIFE



Foaming waves and ships sailing fearlessly through dark waters are the domain and calling of the mariner. Some seafarers are forever sworn to the high seas; others stick to rivers and lakes. But all of them have one thing in common: a symbiotic relationship with the element of water – often a specific lake, river, or bay. This relationship is always complicated, based on love, respect, and mortal dread in equal measure. Otherwise, the seafaring profession is wide and varied, covering everything from coastal pirates, privateers, and surly ferrymen to whalers, explorers, and authoritative captains of maritime trade expeditions.

- ◆ **Key Attribute:** AGL
- ◆ **Skills:** Acrobatics, Awareness, Hunting & Fishing, Knives, Languages, Seamanship, Swimming, Swords
- ◆ **Heroic Ability:** Sea Legs

## D6 GEAR

- |     |   |
|-----|---|
| 1–2 | Dagger, short bow, quiver, rope (hemp), grappling hook, sleeping pelt, torch, flint & tinder, D8 food rations, D10 silver |
| 3–4 | Scimitar, leather armor, rope (hemp), grappling hook, torch, flint & tinder, D8 food rations, D10 silver                  |
| 5–6 | Trident, spyglass, rope (hemp), grappling hook, torch, flint & tinder, D8 food rations, D10 silver                        |

## D6 NICKNAME

- |   |            |
|---|------------|
| 1 | Whitewater |
| 2 | Waverider  |
| 3 | Foamborn   |

## D6 NICKNAME

- |   |            |
|---|------------|
| 4 | Saltsplash |
| 5 | Seadog     |
| 6 | Stormfarer |



# MERCHANT

*“Yes, many believe that tradecraft is about selling this and that, but its factual fundament is spelled ‘the principle of growth’ – turning what you have into more. If you have understood this, not much else is needed to succeed as a merchant.”*

– BULDIL HALE



Buying cheap and selling dear is the golden rule of merchants. No commodity is too commonplace, no deal too small or insignificant. Inside every piece of copper is a future gold coin, and inside every creature – living or undead – is a customer with needs and dreams of luxury. The only thing more important than the customer’s wishes is the sweet clatter of gold and silver pouring into the coffers. Some merchants run permanent shops in towns, villages, and other settlements. Others travel with trade caravans and adventuring companies in constant search of exotic luxury goods, new customers, and marketable artifacts.

- ◆ **Key Attribute:** CHA
- ◆ **Skills:** Awareness, Bartering, Bluffing, Evade, Knives, Persuasion, Sleight of Hand, Spot Hidden
- ◆ **Heroic Ability:** Treasure Hunter

## D6 GEAR

- |     |   |
|-----|---|
| 1–2 | Dagger, sleeping pelt, torch, flint & tinder, rope (hemp), donkey, D6 food rations, D12 silver                    |
| 3–4 | Knife, sleeping pelt, lantern, lamp oil, flint & tinder, field kitchen, donkey, cart, D6 food rations, D12 silver |
| 5–6 | Dagger, sleeping pelt, large tent, oil lamp, lamp oil, flint & tinder, backpack, D6 food rations, D12 silver      |

## D6 NICKNAME

- |   |            |
|---|------------|
| 1 | Silvergrin |
| 2 | Goldtooth  |
| 3 | Silktongue |

## D6 NICKNAME

- |   |                          |
|---|--------------------------|
| 4 | The Lisping and Truthful |
| 5 | Lardbelly                |
| 6 | Skinflint                |



*“You can talk about education, genius, and matter-of-factness all you want, but the scholar is never better than their sources. If you want to become learned, it’s not enough to sit and brood in some dusty tower room – you have to go out, into the world, to where the sources nest!”*

– QUASIMO DEARFEATHER



Scholarly individuals gather knowledge about nature and the shrouded history of the world. They seek the truth in order to understand the unseen forces and deep structures that hold the universe together as a single entity. Some are specialists with specific areas of expertise, such as monsters, plants, or dead languages. Others pride themselves in avoiding limitations and dedicating themselves to an all-encompassing, non-discriminatory pursuit of knowledge where the mating calls of dragons, the foaming of beer, and the inner workings of minerals are all covered by the same academic system. Scholars are often well-versed in myths, legends, and folklore, and have learned to decipher ancient languages and forgotten scripts.

- ◆ **Key Attribute:** INT
- ◆ **Skills:** Awareness, Beast Lore, Bushcraft, Evade, Healing, Languages, Myths & Legends, Spot Hidden
- ◆ **Heroic Ability:** Intuition

## D6 GEAR

- |     |  |
|-----|--|
| 1–2 | Staff, notebook, quill, sleeping pelt, torch, flint & tinder, D6 food rations, D10 silver  |
| 3–4 | Knife, book (any subject), sleeping pelt, oil lamp, lamp oil, flint & tinder, D6 food rations, D10 silver                        |
| 5–6 | Short sword, bandages, sleeping poison (one dose), sleeping pelt, lantern, lamp oil, flint & tinder, D6 food rations, D10 silver |

## D6 NICKNAME

- |   |           |
|---|-----------|
| 1 | Clearmind |
| 2 | Dustlung  |
| 3 | Farsight  |

## D6 NICKNAME

- |   |                       |
|---|-----------------------|
| 4 | The Lettered          |
| 5 | The All-Knowing       |
| 6 | The Plump and Learned |



# THIEF

*“I’d say that there are many kinds of thieves – burglars, pickpockets, charlatans, highwaymen, pirates, and so on. The only thing we have in common is probably a particular view of ownership. I mean, this ‘yours-and-mine’-thing...”*

– VIOLA RAVENEYE



Thieves see themselves as professional experts specialized in the acquisition of other people’s property. It is a proud and surprisingly principled profession. They like to refer to solemn principles of honor and honesty among thieves – something that is often hard to take seriously for theft victims and other outsiders. Many thieves organize themselves into guilds; others take pride in working independently and walk alone through the night and the shadows. Some are discreet specialists whose only method is guile, but the thief profession also includes brutal brigands who do not hesitate to use weapons to achieve their ends.

- ◆ **Key Attribute:** AGL
- ◆ **Skills:** Acrobatics, Awareness, Bluffing, Evade, Knives, Sleight of Hand, Sneaking, Spot Hidden
- ◆ **Heroic Ability:** Backstabbing

## D6 GEAR

- |     |  |
|-----|--|
| 1–2 | Dagger, sling, rope (hemp), grappling hook, torch, flint & tinder, D6 food rations, D10 silver |
| 3–4 | Knife, lockpicks (simple), torch, flint & tinder, D6 food rations, D10 silver                  |
| 5–6 | Two daggers, marbles, rope (hemp), torch, flint & tinder, D6 food rations, D10 silver          |

## D6 NICKNAME

- |   |            |
|---|------------|
| 1 | Halffinger |
| 2 | Blackrat   |
| 3 | Redeye     |

## D6 NICKNAME

- |   |              |
|---|--------------|
| 4 | Quickfoot    |
| 5 | Doubletongue |
| 6 | Nightstabber |



# AGE

The next step is choosing your age. Many adventurers leave their village at a young age, but sometimes older individuals are forced out to hunt for treasure among the ruins. Age is divided into three categories: young, adult, and old. You choose your age freely or let the die decide.

Older age means that you start the game with lower attributes but higher skill ratings – see the table below. Modifications to the attributes below do not stack. Your age in years depends on your kin and has no mechanical significance.

# NAME

Once you have chosen your kin and profession it is time to name your adventurer. Each kin has a list of six names that are typical for that kin. Choose or roll one of these names, or make up your own if you prefer.

**Nicknames:** A common custom for adventurers is to take a nickname, often one that says something about your appearance, your personality, or your personal history. You can choose a nickname at the start of the game or add one later if you prefer. A number of typical nicknames are listed by your profession.

## EFFECTS OF AGE

D6	AGE	TRAINED SKILLS*	ATTRIBUTES†
1–3	Young	6+2	AGL and CON +1
4–5	Adult	6+4	—
6	Old	6+6	STR, AGL, and CON –2, INT and WIL +1

\* Six trained skills must be selected from your profession, the rest may be chosen freely. † Up to a maximum of 18.

# ATTRIBUTES

Your adventurer has six base attributes that indicate your basic physical and mental capabilities, on a scale from 3 to 18. The higher the score, the better.

**Starting Scores:** Roll 4D6 and remove the worst die, which gives you a score between 3 and 18. Assign that score to an attribute of your choice. Repeat this process

five more times until you have assigned a score to each attribute. You must assign each score as you roll them, but once done you may swap two scores.

Then you adjust your attributes based on your age. Note that you can never have more than 18 in an attribute, regardless of your age. Once assigned, your attributes rarely change during the game.

## OTHER METHODS

There are many other ways to determine the player characters' attributes, such as rolling for all of them and then distributing the results afterwards or adding up the rolls into a big pool and distributing the points freely. As long as you all agree in the group, you can use any method you prefer

**Strength (STR):** Raw muscle power.

**Constitution (CON):** Physical fitness and resilience.

**Agility (AGL):** Body control, speed, and fine motor skills.

**Intelligence (INT):** Mental acuity, intellect, and reasoning skills.

**Willpower (WIL):** Self-discipline and focus.

**Charisma (CHA):** Force of personality and empathy.



# DERIVED RATINGS

Based on your attributes, you have a number of derived ratings that are used in various ways.

## MOVEMENT

This rating determines how many meters you can run in a round of combat (page 43). It is based on your kin, then modified by your AGL.

KIN	MOVEMENT
Human	10
Halfling	8
Dwarf	8
Elf	10
Mallard	8
Wolfkin	12
AGL 1–6	–4
AGL 7–9	–2
AGL 13–15	+2
AGL 16–18	+4

## DAMAGE BONUS

Your damage bonus increases the damage inflicted by your attacks. You have two separate damage bonuses – one for STR-based weapons and one for AGL-based weapons.

STR/AGL	DAMAGE BONUS
≤12	—
13–16	+D4
17+	+D6

## HIT POINTS (HP)

This rating determines how much damage you can take. Your maximum number of HP is equal to your CON, but can be increased by the heroic ability Robust. For more information about damage, see chapter 4.

## WILLPOWER POINTS (WP)

Willpower Points are used for magic, as well as innate and heroic abilities. Your maximum number of WP is equal to your WIL, but can be increased by the heroic ability Focused.

# SKILLS

Skills represent knowledge and abilities you have acquired during (or prior to) your life as an adventurer. They are important, as they determine how effectively you can perform certain actions in the game. There are thirty core skills in the base game, and they are all described in detail in the next chapter. Your skills are measured by *skill level* on a scale from 1 to 18. The higher, the better.

**Base Chance:** Every skill is connected to an attribute, which determines your *base chance* in that skill. This is indicated on the character sheet and in chapter 3. The base chance is a “free” skill level that you get automatically. See the table to the right.

**Starting Skill Levels:** In addition to the base chances, you start out with a number of *trained skills* – eight, ten, or twelve depending on your age. At the start of the game, your level in a trained skills is equal to *twice* the base chance. Six of your trained skills must be selected from

ATTRIBUTE	BASE CHANCE
1–5	3
6–8	4
9–12	5
13–15	6
16–18	7

those listed by your profession. The rest (two, four, or six depending on your age) are chosen freely. You can increase your skill levels during the game.

**Secondary Skills:** Beyond the core skills there are *secondary skills*, such as the schools of magic. In this base game, you don’t get a base chance in any secondary skills, but future expansions and supplements may modify this.



## MAGIC

Magic is divided into different schools, and each school is a separate skill. As a newly created mage you must select a school of magic, which then becomes one of your trained skills (based on INT).

You may choose three rank I spells and three magic tricks from your school or general magic (page 57).

You can learn more spells, and schools of magic, during the game. For more on magic, see chapter 5.

# HEROIC ABILITIES

Heroic abilities are special abilities that give you specific advantages and benefits in the game. You will find a range of heroic abilities described in the next chapter, and more can be added in future supplements.

You start the game with one heroic ability, determined by your profession. You can gain new heroic abilities during play (page 29). Note that some heroic abilities require a minimum skill level. Such requirements don't apply to your starting heroic ability.

## WEAKNESS

Your character is a capable individual risking their life and limb for honor, gold, or adventure. Yet even an adventurer has a weakness, an Achilles heel that can get you into trouble. You can roll or choose from the table below or choose your weakness freely.

Your weakness adds depth and personality to your character and can also be used by the GM to create challenges for them. Roleplaying according to your weakness gives you an extra advancement mark at the end of the session (page 29).

### D20 WEAKNESS

- 1 **Gullible.** I believe everything that others tell me.
- 2 **Greedy.** I want a bigger share of all treasure.
- 3 **Thin-skinned.** I never tolerate a provocation.
- 4 **Foolhardy.** I always go first into danger.
- 5 **Fainthearted.** I always stay at the back of the group.
- 6 **Monster Slayer.** All monsters are evil and must be slain.
- 7 **Intolerant.** Nightkin such as orcs and goblins are evil and need to be fought.
- 8 **Slothful.** I take every chance to rest.

## ALTERNATIVE ABILITIES

If you feel that that the heroic ability listed by your profession really doesn't match the character you want to create, the GM may allow you to choose a different starting ability.

### D20 WEAKNESS

- 9 **Gluttonous.** I take every chance I get to eat something tasty.
- 10 **Kleptomaniac.** I can't stop myself from stealing valuables.
- 11 **Vain.** I'll help anyone who gives me praise or compliments.
- 12 **Reckless.** I always take big risks without thought of the consequences.
- 13 **Fearful of Magic.** Magic is an evil force and mages cannot be trusted.
- 14 **Craving Knowledge.** The hunt for knowledge is more important than my friends.
- 15 **Child of the Wild.** I never sleep indoors.
- 16 **Boastful.** I always exaggerate my accomplishments.
- 17 **Violent.** I resort to violence to overcome every obstacle.
- 18 **Overbearing.** I always tell others what to do.
- 19 **Pessimist.** I always think things will turn out for the worst.
- 20 **Haughty.** I look down on everyone I meet.



# GEAR

When going on adventures you need the right gear. You must write down all the items you are carrying on your character sheet. Any weapons *at hand*, as well as the armor, helmet, and shield you are wearing, are listed in the respective boxes, while other items are recorded under Inventory.

Write down one item per row. If it is not listed on your sheet, you do not have it with you. Lists of weapons and other equipment are found on pages 73–81.

## COINS

Monetary transactions are generally made with silver coins. Copper coins are used for smaller transactions and gold for larger ones. Ten copper coins equal one silver, and ten silver coins equal one gold. The coins you get when creating your character can be used to purchase additional starting gear.

**Starting Gear:** Your profession determines what gear you can choose from at the start of the game. You may roll or select one of the three sets of items listed by your profession. If you want to, you may go back and adjust your trained skills to fit your gear. You can also have a memento (below). In addition, you have simple clothes which do not need to be written down.

## MEMENTO

In addition to your other equipment, you can have a *memento* – an item of great sentimental value that you always carry with you. Choose something suitable or roll on the table below.

A memento is always a tiny item with no practical use, but once per gaming session you can use your memento to recover an additional condition during a stretch rest (page 52).

If you lose your memento, you may choose a new item that you have found on your adventures, at the end of the gaming session.

### D20 MEMENTO

- |    |   |
|----|---|
| 1  | Your trusty old shoes   |
| 2  | A simple silver medallion                                     |
| 3  | A letter from an old friend or relative                       |
| 4  | A ragged old journal  |
| 5  | A bracelet passed down in your family                         |
| 6  | A wooden figurine you got as a child                          |
| 7  | A strangely shaped stone                                      |
| 8  | A copper coin from a treasure sought by your mother or father |
| 9  | An old pewter tankard   |
| 10 | A horn taken as a trophy from a monster                       |

### D20 MEMENTO

- |    |  |
|----|--|
| 11 | A fang taken as a trophy from a beast    |
| 12 | A couple of simple dice made of bone     |
| 13 | A locket containing a lock of hair       |
| 14 | An ornate key                            |
| 15 | A hand-drawn map you inherited           |
| 16 | A ring with an inscription               |
| 17 | A bone whistle                           |
| 18 | Your mother's or father's ragged old hat |
| 19 | A griffin feather                        |
| 20 | A beautifully carved pipe                |



# ENCUMBRANCE

You can carry a number of items equal to half your STR (rounded up) in your Inventory without difficulty. Only the items written down in your Inventory box count towards your encumbrance.

**Weapons at Hand:** You can have up to three weapons *at hand*, which means that they are worn on your belt or otherwise readily available for use in combat. Weapons kept at hand are recorded under Weapons on the character sheet and do not count toward your encumbrance. Shields count as weapons and are also recorded here.

**Helmet & Armor:** Any helmet or armor worn on your body is recorded in its respective section and does not count toward your encumbrance.

**Food:** Up to four rations of food count as one item in terms of encumbrance. Always record the number of rations you have left in your Inventory.

**Torches & Lanterns:** A torch, lamp, or lantern is an item. Their fire may go out (page 52). Lamps and lanterns can be refilled with lamp oil.

**Arrows & Slingstones:** You do not have to count every arrow you are carrying. Instead, each quiver of arrows counts as a single item. As long as you have the quiver, you can use your weapon. Slingstones do not need to be noted down at all – you are assumed to have enough of those.

**Backpack:** A backpack increases your carrying capacity by 2. It does not count toward your encumbrance, but you can only carry one backpack at a time.



## HEAVY ITEMS

Really heavy items count as two, three, or even more normal items in terms of encumbrance. These will be indicated as having weight 2, 3, 4, and so on. In your inventory, heavy items take up a number of rows equal to their weight. If no weight is specified, it is always 1.

## TINY ITEMS

Small and light items that can be hidden in a closed fist are called *tiny*. Items of this size do not affect your encumbrance at all. Tiny items are recorded in their own section on the character sheet and do not take up any space in your Inventory.

**Coins:** Single coins count as tiny items and do not affect your encumbrance as long as they are fewer than 100. 100–199 coins count as one item, 200–299 as two, and so on.

## OVER-ENCUMBERED

You can temporarily carry more than your normal encumbrance limit. In that case you must make a STR roll whenever you want to move in a round of combat or walk for a shift of travel. If the roll fails, you must either drop what you are carrying or stay where you are.

**Carrying Others:** While carrying another person, you automatically count as over-encumbered and cannot fight in combat.

## RIDING ANIMALS & VEHICLES

If you have a horse or some other riding animal, the animal can carry your gear for you. Wagons and boats can carry even heavier loads. You can find them in the gear lists on page 81.

# APPEARANCE

On the character sheet you can write down something about your player character's appearance. It does not have to be a detailed description – one or a few distinct features is enough. Choose for yourself or make one or more rolls on the table on the next page.



#### D20 APPEARANCE

- |   |   |
|---|---|
| 1 | Ugly scar across your cheek             |
| 2 | Strange headgear                        |
| 3 | Abnormally pale and pasty               |
| 4 | A constant smile on your lips           |
| 5 | Icy, penetrating gaze                   |
| 6 | A bit of extra weight around the middle |
| 7 | Thin and wiry                           |

#### D20 APPEARANCE

- |    |  |
|----|--|
| 8  | Abnormal amounts of body hair (depending on kin) |
| 9  | Balding (depending on kin)                       |
| 10 | Prominent tattoo                                 |
| 11 | Foul body odor                                   |
| 12 | Glorious hairstyle                               |
| 13 | Limp   |
| 14 | Filthy   |

#### D20 APPEARANCE

- |    |                        |
|----|------------------------|
| 15 | Honest blue eyes       |
| 16 | Silver tooth           |
| 17 | Heavily perfumed       |
| 18 | Different-colored eyes |
| 19 | Hissing voice          |
| 20 | Weathered face         |

## EXPERIENCE

Life as an adventurer brings many challenges, and if you survive you are sure to change and maybe even learn a thing or two along the way.

**Advancement Marks:** When you have rolled a dragon or demon (page 31) when using a skill, tick the check box next to that skill. At the end of the game session, the GM asks you the following questions about the session you just completed. For each question that you can reply “yes” to, and justify your answer, you may place another advancement mark next to an unmarked skill of your choice. The GM has the final word, but should adopt a permissive attitude.

- ◆ Did you participate in the game session?
- ◆ Did you explore a new location?
- ◆ Did you defeat one or more dangerous adversaries?
- ◆ Did you overcome an obstacle without using force?
- ◆ Did you give in to your weakness (optional rule)?

### OVERCOME WEAKNESS

If you during the session acted in a way that clearly goes against your weakness, you get two advancement marks (instead of one mark for giving into it). You have now also overcome your weakness and must remove it. You must then play a full session without a weakness. After that, you may choose a new weakness, preferably based on something that has occurred in the game.

**Advancement Rolls:** After placing your marks, roll a D20 for each of them – if the result *exceeds* your current skill level, it is increased by one, up to a maximum of 18. Once you have made your advancement rolls, erase the marks and start over in the next game session.

**Teacher:** A shift of intense training with a teacher whose skill level is 15 or higher and exceeds your own gives you an additional advancement roll to improve the skill in question. Make the roll immediately, without waiting for the session to end. However, a teacher can only raise a skill level by *one* – after that you must improve the skill through experience before you can get more help from a teacher. Teachers, especially those with high skill levels, are usually very expensive.

**Magic:** A school of magic that you already know can be improved like any other skill. However, learning new spells and new schools of magic requires special training. For more information, see chapter 5.

**Heroic Abilities:** You can earn new heroic abilities during play in two ways:

- ◆ When you increase a skill level to 18, you immediately gain a new heroic ability of your choice. If the skill level is reduced below 18 for any reason, you keep the heroic ability and you will even gain a new ability if the skill level is increased to 18 again.
- ◆ After a grand heroic deed, the GM or the adventure can reward you with a heroic ability. This should be a rare event, never more than once per standard-length adventure.


To earn a new heroic ability, you must meet its skill requirement.



# SKILLS







A roleplaying game is a conversation. The Game-master describes the scene, you describe how your character behaves, the GM describes how any NPCs react, you reply, and it goes back and forth. That is how the story is told and progresses. But sooner or later a decisive situation will arise, a point of no return, a

conflict that conversation alone cannot resolve. Then it's time to break out the dice and use one of your skills.

This chapter also describes heroic abilities, which allow you to perform extraordinary actions that ordinary people cannot.

# ROLL THE DICE

There are thirty core skills in total in the game, not counting secondary skills like the schools of magic, and they are all described later in this chapter. Each skill is connected to one of the attributes, which determines your base chance in the skill when you create your player character.

When using a skill, first describe what your player character is trying to achieve. Then roll a D20. A result that is lower than or equal to your skill level means that your action succeeds. In combat your skill rolls often have specific effects. Outside of combat the GM, or the adventure you are playing, determines the effects of the roll.

## ROLLING A DRAGON

Rolling a one (1) on D20 means that you are particularly successful. This is called *rolling a dragon*. In combat, a dragon roll has specific effects – increasing the damage of an attack, for example. Outside of combat the GM decides the effect. Some suggestions:

- ◆ You impress everyone around you.
- ◆ You achieve more than intended.
- ◆ The action is performed faster than usual.

## FAILURE

Rolling above your skill level means that your action fails. For some reason you do not achieve your goal – feel free to describe what happens together with the GM. The GM can also let failures have additional consequences to advance the story in an exciting way.

**No Standstills!** Failure must not stop the story completely. Even when you fail, there must be a way forward – perhaps at the cost of time, risk, or gold, but still a way. The GM has the final say on the consequences of failure in that particular situation.

## ROLLING A DEMON

Rolling a 20 on D20 is called *rolling a demon* and means that the roll fails regardless of your skill level and other circumstances. Rolling a demon also means that the roll cannot be *pushed* (optional rule, page 32). Demon rolls can have additional effects in combat (page 46 and page 49) and during spellcasting (page 59). Outside of combat the GM can let demon rolls have effects such as:

- ◆ You damage yourself, someone else, or an item.
- ◆ You make a fool of yourself in front of everyone around you.
- ◆ You make a lot of noise.

## ATTRIBUTE ROLLS

When no skill seems relevant to the situation, the GM can instruct you to roll against a base attribute instead – a Strength roll to lift something heavy, for example. But if there is a skill that covers the action you wish to perform, your roll must be based on that. In unclear cases the GM decides what is appropriate.

## ONLY ONE CHANCE

As a rule, you only have one chance to succeed with any action. Once you have rolled the dice, you may not roll again to achieve the same goal. You need to try something different, wait until the circumstances have changed in a substantial way, or let another player character try. This rule does not apply in combat.



# BOONS & BANES

Normally, the GM does not assess how difficult an action is. You only roll dice in challenging situations – period. But sometimes the GM might want to underscore that external factors either help or hinder an action. You might then get a *boon* or *bane* to your roll.

In both cases you roll two D20, but only one result counts. If you have a boon, only the lowest result applies. If you have a bane, only the highest result applies.

There are also cases where the rules say that you get a boon or a bane, for example when attacking a prone opponent or shooting at long range.

**Multiple Boons/Banes:** If you get multiple boons/banes to your roll, roll an additional D20 for each boon/bane and count only the lowest/highest result. However, please note that unless you have a very high skill level, rolls with multiple banes have a very low chance of success.

**Boon and Bane:** Sometimes you might get both boons and banes to your roll. Each boon negates one bane, and vice versa. If you have one boon and one bane, make a

## HELP FROM OTHERS

One other player character or NPC can help you succeed at a die roll. This must be declared before you roll any dice. It must also make sense in the story – the individual helping you must be physically present and have the capacity to support your action. The GM has the final say.

Whenever someone helps you with a roll, you get a boon (see above). In combat, helping counts as an action – by helping someone else you lose your own action that round. NPCs can help each other just as player characters can. Only one character can help a roll.

normal roll (one D20). If you have two boons and one bane, it counts as a boon.

## PUSHING YOUR ROLL

If you fail a skill or attribute roll, you can choose to *push the roll*, which means that you make another attempt. The new result applies, whatever it is. If you have boons or banes, you must re-roll all dice. You can *never* push a demon roll (a natural 20).

Whenever you push a roll, immediately after the re-roll, you suffer a condition. This means that you get a bane on all rolls for skills based on a certain attribute, and rolls against the attribute in question. Each attribute is linked to a certain condition. Thus, there are six different conditions:

- |                          |                             |
|--------------------------|-----------------------------|
| ◆ <b>Exhausted</b> – STR | ◆ <b>Angry</b> – INT        |
| ◆ <b>Sickly</b> – CON    | ◆ <b>Scared</b> – WIL       |
| ◆ <b>Dazed</b> – AGL     | ◆ <b>Disheartened</b> – CHA |

You decide which condition you get from pushing a roll, with two important restrictions:

- ◆ You cannot choose a condition you already have.
- ◆ You must be able to explain how the condition results from the action you are trying to perform. The GM has the right to reject clearly unreasonable explanations.

Once you have all six conditions, you may no longer push your rolls. In addition to their effects, conditions provide inspiration for roleplaying. Mark conditions on your character sheet.

**Healing Conditions:** You can recover from a condition by resting – for more on resting and healing, see page 52.

**NPCs and Monsters:** Only the player characters can push their rolls, not NPCs or monsters.



# OPPOSED ROLLS

Sometimes you must beat your enemy in an *opposed roll* to succeed with an action. This means that both you and your adversary roll dice. Opposed rolls are used sparingly in the game, and only when someone is actively opposing you. In combat it only counts as an action for the active party.

- ◆ If your roll fails, your action fails as well, regardless of your opponent's roll.
- ◆ If your roll succeeds while your opponent fails, your action succeeds.
- ◆ If both of you succeed with your rolls, your action succeeds if the result of your roll is *lower than* or *equal*

to your opponent's result. If the opponent's result is lower than yours, you fail.

**Pushed Rolls:** Opposed rolls can be pushed (optional rule, see previous page) as well, but only if you are the active party. This can be done even after your opponent's roll.

**Open Opposed Rolls:** The GM can also use opposed rolls in situations where there is no active party – e.g. rolling STR against STR to decide the outcome of an arm-wrestling match. This is called an *open opposed roll*. Open opposed rolls are re-rolled if both parties fail, or if both succeed and get the same result. Both parties can push their rolls.

# THE CORE SKILLS

This section describes all core skills in the game. The schools of magic are secondary skills and covered in chapter 5.

## ACROBATICS (AGL)

When jumping, climbing, balancing or performing a similar physical action, roll for this skill.

## AWARENESS (INT)

As an adventurer you must always be on your guard, or you won't live long. You use your AWARENESS skill to watch or listen for anyone sneaking around nearby (opposed roll, see SNEAKING below). The GM can also let

you make an AWARENESS roll to notice emerging threats in time. Such a passive roll cannot be pushed.

**Groups:** If multiple player characters are in the same place, each of you makes a separate AWARENESS roll. You cannot help (page 32) each other.

## BARTERING (CHA)

When haggling over the price of something you are buying or selling, roll for BARTERING. If you succeed, the price goes down or up by 20%. If you roll a dragon, the price is halved or doubled. If you roll a demon, you have offended the other party so badly that they refuse the trade.

## BEAST LORE (INT)

The world is full of common and rare animals and beasts of all kinds. Roll for BEAST LORE when trying to identify an animal or monster, or to know its habits, abilities, and weaknesses. If you succeed, the GM should give you some piece of useful information.

## NPCs AND SKILLS

Non-player characters use skills in the same way as player characters. The GM rolls dice for them, but only for actions that affect a player character directly – for example, if the NPC is attacking a player character or attempting to save them. When an NPC performs an action that does not directly affect a player character, the GM can simply decide what happens.

NPC stat blocks don't list all skills – when rolling for an NPC against an unlisted skill, the GM uses a default skill level of 5.

## SCHOOLS OF MAGIC

There are different schools of magic, and each school is a separate secondary skill. For more information on magic, see chapter 5.





### **BLUFFING (CHA)**

To quickly come up with a convincing lie can be an invaluable skill as an adventurer. If the GM finds your bluff unconvincing, you get a bane to your roll. If your bluff is completely unbelievable, it fails automatically – no matter how well you deliver it.

### **BUSHCRAFT (INT)**

The vast wilderness is a dangerous place where wild beasts roam. The ignorant can lose their lives by choosing the wrong path through the woods or making camp in the wrong spot. Roll for **BUSHCRAFT** to lead the way through the wilderness, make camp, cook food, or stay warm in cold weather. Read more in chapter 8.

### **CRAFTING (STR)**

As an adventurer, you must often repair your gear if it breaks. Typically, it takes one shift to repair a damaged item, and you need access to the appropriate tools (page 78).

### **EVADE (AGL)**

Roll for this skill when trying to dodge an attack or flee from combat. Read more in chapter 4.

### **HEALING (INT)**

As an adventurer there is a significant risk that you and your friends will be injured, sooner or later. That is when **HEALING** is useful – with this skill you can get fallen companions back on their feet or even save their lives. Read more on page 50.

### **HUNTING & FISHING (AGL)**

Out in the wild, you will often need to find your own food by hunting or fishing. This is further described on page 103.

### **LANGUAGES (INT)**

All player characters can speak the common tongue and read simple texts, and non-human kin also know their own language. To understand foreign or ancient languages, roll for this skill.

### **MYTHS & LEGENDS (INT)**

When trying to remember stories of old times or distant lands, or trying to understand links to the past, roll for this skill.

### **PERFORMANCE (CHA)**

When singing a song, reading a poem, making jokes or in some other way try to amuse a crowd, roll for **PERFORMANCE**.

### **PERSUASION (CHA)**

Life as an adventurer is dangerous, but you can often reach your goals without violence, through charm, threats, or sensible reasoning. Roll for **PERSUASION** to make another person see things your way. If you succeed, you achieve your stated objective, and the NPC does what you want. However, they might demand something in return – the GM decides what that entails.

If what you are asking for requires the NPC to sacrifice or risk something important, the roll is more difficult – it becomes an opposed roll between your **PERSUASION** and the other person's **WIL**. But even in this case your request must be reasonable – no NPC will agree to just anything or act entirely against their own interests, no matter how successful the roll. The GM has the final say. You cannot **PERSUADE** monsters (chapter 7) unless it is explicitly allowed.

### **RIDING (AGL)**

To get up on a horse and ride slowly doesn't require a skill roll, for but for more advanced maneuvers you need to roll for **RIDING**. Special rules apply in combat (page 55).

### **SEAMANSHIP (INT)**

Anyone can row a boat or paddle a canoe slowly, but in more challenging situations you need to roll for **SEAMANSHIP** to steer a vessel over water. This skill can also be used for navigation.

### **SLEIGHT OF HAND (AGL)**

When you are trying to steal something unnoticed, pick a lock, or perform any other action that requires fine motor skills, you roll **SLEIGHT OF HAND**.

### **SNEAKING (AGL)**

It is often wise to avoid combat and hide or sneak past the enemy instead. If you win, you remain undetected. It is usually a straight skill roll, but if someone is *actively looking for you*, you must make an opposed roll with your **SNEAKING** against the enemy's **AWARENESS**.

Note that you can only make a **SNEAKING** roll when you can actually see or hear the enemy you wish to avoid. You never use **SNEAKING** "just in case" there is an enemy nearby.





**Group Sneaking:** If multiple player characters are sneaking around together, each person makes a separate roll. If one of you fails, the whole group is detected.

### SPOT HIDDEN (INT)

The art of finding what's hidden can make you rich beyond measure – or save your life. When you are looking for something concealed, you roll **SPOT HIDDEN**. If your description of where you are searching is very precise, the GM can give you a boon or even let you succeed without a roll.

Each **SPOT HIDDEN** roll takes roughly a stretch. You only get one attempt to look for the same thing in exactly the same place. Multiple player characters can look simultaneously.

### SWIMMING (AGL)

All player characters can keep afloat for a short time, but for more challenging situations a roll for **SWIMMING** is required. Read more about swimming and drowning on page 53.

### WEAPON SKILLS (STR/AGL)

There are several skills for wielding different types of weapons. You can read more about weapons and combat in the next chapter.

**Axes (STR):** A skill used for combat with axes of all kinds, including when thrown.

**Bows (AGL):** A skill for attacks with all types of bows, except crossbows.

**Brawling (STR):** Used for unarmed combat with fists, feet, teeth, or claws.

**Crossbows (AGL):** This skill is used for attacks with crossbows of all kinds.

**Hammers (STR):** Used for combat with warhammers and other blunt weapons such as clubs and maces.

**Knives (AGL):** This skill is used for combat with knives and daggers, including when thrown.

**Slings (AGL):** Roll for this skill when attacking with a sling.

**Spears (STR):** A skill used for combat with spears and tridents, including when thrown. It also covers lances.

**Staves (AGL):** Use this skill when fighting with a staff.

**Swords (STR):** Used for combat with all types of swords.

## HEROIC ABILITIES

Described below are a number of heroic abilities. All player characters except mages get one heroic ability each at the start of the game, and you can earn new ones as described on page 29. Note that some heroic abilities require a minimum skill level to be learned.

Some cost Willpower Points to activate, others do not. Unless stated otherwise, it is possible to combine multiple abilities in the same action, e.g. Assassin and Dragon-slayer, but you must pay the WP cost for each ability you wish to use.

Some heroic abilities require optional rules. If you are playing without these optional rules, those heroic abilities should not be used.

### ASSASSIN

- ◆ **Requirement:** Knives 12
- ◆ **Willpower Points:** 3

Your sneak attack (page 43) deals an extra D8 damage. This heroic ability can be combined with the heroic ability Backstabbing. You activate this ability after you roll to hit, but before you roll for damage.

### BACKSTABBING

- ◆ **Requirement:** Knives 12
- ◆ **Willpower Points:** 3

You can activate this ability when making a melee attack against an enemy that is also within 2 meters of another player character. Your attack then counts as a sneak attack, which means it cannot be dodged or parried, you get a boon to the roll, and the number of dice rolled for the damage is increased by one (i.e. 2D8 instead of D8). This ability can only be used with a *subtle* weapon (page 74). Activating this ability does not count as an action.





## BATTLE CRY

- ◆ **Requirement:** —
- ◆ **Willpower Points:** 3

You can, as an action in combat, let out a battle cry that inspires your friends. All other player characters within earshot immediately heal a condition of their choice (page 51). This heroic ability can only be used in combat.

## BERSERKER

- ◆ **Requirement:** Any melee weapon skill 12
- ◆ **Willpower Points:** 3

You gain the Angry condition and immediately attack the nearest opponent in melee combat. If already Angry, you gain another condition of your choice. Then you must keep fighting until all opponents within sight have been defeated or you reach 0 HP. You gain a boon to melee attacks, but can neither parry nor dodge. After the fight you become Exhausted.

## CATLIKE

- ◆ **Requirement:** Acrobatics 12
- ◆ **Willpower Points:** Varies

The number of D6 rolled for damage from a fall (page 53) decreases by one for each WP spent. You can first make an ACROBATICS roll and then activate this heroic ability.

## COMPANION

- ◆ **Requirement:** Hunting & Fishing 12
- ◆ **Willpower Points:** 3

You can activate this ability to turn an animal (not a monster) into your companion. This takes a stretch of time, and you can only have one animal companion at a time. The GM decides which animals are nearby – see the list on page 99. The animal follows you as long as you remain in its natural environment, and it can scout for you at no additional WP cost. For 3 additional WP you can command the animal to attack an enemy (free action for you).

## CONTORTIONIST

- ◆ **Requirement:** Evade 12
- ◆ **Willpower Points:** 1

You escape from your shackles or squeeze through a narrow space without rolling for any skill.

## DEFENSIVE

- ◆ **Requirement:** Any melee weapon skill 12
- ◆ **Willpower Points:** 3

You may attempt to parry an attack (page 46) without consuming your action for the round. The bonus parry can be used at any time during the round. You may only try to parry the same attack once and you cannot try to dodge and parry the same attack. This ability can be used multiple times per round, as long as you have enough WP.

## DEFLECT ARROW

- ◆ **Requirement:** Any melee weapon skill 12
- ◆ **Willpower Points:** 1

You can parry a ranged attack with a melee weapon, instead of using a shield.

## DISGUISE

- ◆ **Requirement:** Bluffing 12
- ◆ **Willpower Points:** 2

You are a master of disguise and can easily assume the appearance of others. After working for a stretch of time you can assume another person's looks, voice, and demeanor. The person must be of the same kin as you. Anyone who knows the person and sees you from up to 10 meters away can make an AWARENESS roll to see through your disguise.







## DOUBLE SLASH

- ◆ **Requirement:** Axes or Swords 12
- ◆ **Willpower Points:** 3

When wielding a slashing weapon, you can attack two enemies within 2 meters with a single slash. You only roll for the attack once – if it succeeds, both enemies are hit. Your enemies can parry or dodge the attack individually. Damage is rolled separately. This ability can be combined with Dual Wield.

## DRAGONSLAYER

- ◆ **Requirement:** Any weapon skill 12
- ◆ **Willpower Points:** 3

An attack aimed at a monster (not a normal NPC) deals an additional D8 damage. You activate this ability after you roll to hit, but before you roll for damage. Read more about monsters in chapter 7.

## DUAL WIELD

- ◆ **Requirement:** Any melee weapon skill 12
- ◆ **Willpower Points:** 3

This heroic ability can only be used if you wield a one-handed weapon in each hand. The STR requirement of the weapon in your off hand (you decide if it is right or left) increases by 3. You activate the ability on your turn in combat and can then perform an extra attack with your second weapon. The second attack is done with a bane. You decide in which order to use your two weapons. Finish the first attack, including damage, before rolling the second one. This ability can be combined with Double Slash.

## EAGLE EYE

- ◆ **Requirement:** Awareness 12
- ◆ **Willpower Points:** 2

You can see a person or object up to 200 meters away in great detail, as if standing right next to it. The effect lasts for one stretch. In combat you can also shoot at a target beyond the weapon's effective range (page 49) without getting a bane to your roll. This heroic ability must be activated for each new target.

## FAST FOOTWORK

- ◆ **Requirement:** Evade 12
- ◆ **Willpower Points:** 3

You may attempt to dodge an attack (page 47) without consuming your action for the round. The bonus dodge can be performed at any time during the round. You may only try to dodge the same attack once and you cannot try to

dodge and parry the same attack. This ability can be used multiple times per round, as long as you have enough WP.

## FAST HEALER

- ◆ **Requirement:** —
- ◆ **Willpower Points:** 2

You heal an extra D6 HP during a stretch rest. This heroic ability does not affect WP or conditions.

## FEARLESS

- ◆ **Requirement:** —
- ◆ **Willpower Points:** 2

You automatically resist fear (page 52), without a WIL roll.

## FOCUSED

- ◆ **Requirement:** —
- ◆ **Willpower Points:** —

Your maximum number of Willpower Points is permanently increased by 2. You can select this heroic ability multiple times, without limit.

## GUARDIAN

- ◆ **Requirement:** Axes, Hammers, or Swords 12
- ◆ **Willpower Points:** 2

You do not hesitate to take a hit to protect your friends. If you and another player character are both within 2 meters of the same enemy and the enemy tries to attack the other character, you can activate this ability to force the enemy to attack you instead. Using this ability can be done out of turn and it does not count as an action.

## INSIGHT

- ◆ **Requirement:** Persuasion 12
- ◆ **Willpower Points:** 2

If you talk a while with another person, you can roll AWARENESS to determine whether that person is telling the truth. You cannot tell exactly what a person is lying about.

## INTUITION

- ◆ **Requirement:** Myths & Legends 12
- ◆ **Willpower Points:** 3

When faced with a difficult decision, you can activate this ability to ask a question directly to the GM and receive a helpful answer. The answer represents your vast general knowledge and should only aid your decision-making, not reveal everything there is to know.





## IRON FIST

- ◆ **Requirement:** Brawling 12
- ◆ **Willpower Points:** 1

The damage of an unarmed attack increases by one D6. You can activate this heroic ability as a free action after rolling the attack.

## IRON GRIP

- ◆ **Requirement:** Brawling 12
- ◆ **Willpower Points:** 1

You get a boon to your **BRAWLING** roll when trying to grapple another person or prevent the enemy from breaking free.

## LIGHTNING FAST

- ◆ **Requirement:** Evade 12
- ◆ **Willpower Points:** 2

When drawing initiative card at the start of a combat round (page 41), you may draw two cards instead of one and choose which one you want. You can only activate this heroic ability once per round.

## LONE WOLF

- ◆ **Requirement:** Bushcraft 12
- ◆ **Willpower Points:** —

You can take a shift rest in the wilderness without first rolling for **BUSHCRAFT** to make camp (page 103). The effect only applies to you, even if you have a tent.

## MAGIC TALENT

- ◆ **Requirement:** —
- ◆ **Willpower Points:** —

You have an aptitude for magic and can learn a new school of magic (whether you already know any or not). Spells need to be learned separately. For more information on how it works, see page 61. This heroic ability can be selected multiple times – once for each new school you want to learn.

## MASSIVE BLOW

- ◆ **Requirement:** Any STR-based melee weapon skill 12
- ◆ **Willpower Points:** 3

A strike with a two-handed melee weapon inflicts D8 additional points of damage, but you cannot move in the same round. You can activate this ability after the roll to hit, but not if you moved.

## MASTER BLACKSMITH

- ◆ **Requirement:** Crafting 12
- ◆ **Willpower Points:** Varies

This ability requires blacksmithing tools. In one stretch, you can sharpen a bladed or pointed weapon, at the cost of 3 WP. Against a sharpened weapon, the armor rating of an item counts as one step lower. The effect wears off after one combat encounter where the weapon was used to attack or parry.

In one shift, you craft a metal weapon or metal armor of your choice from the lists on pages 73–75. It requires a forge, an anvil, and iron (weight 1). The cost in WP is equal to the item's price in gold (rounded up). You can spread the work across multiple shifts if you do not have enough WP.

## MASTER CARPENTER

- ◆ **Requirement:** Crafting 12
- ◆ **Willpower Points:** Varies

This ability requires carpentry tools. As an action, you can inflict D12 points of damage per WP spent on a door, wall, or any other inanimate object, ignoring the object's armor rating.

In one shift of time you can craft a wooden item of your choice, such as a club, staff, or shield, from the lists on pages 73–75. It requires wood (weight 1 or determined by the GM), and costs a number of WP equal to the item's price in gold (rounded up). The GM decides the cost for unlisted items.

## MASTER CHEF

- ◆ **Requirement:** —
- ◆ **Willpower Points:** 1

You automatically succeed at cooking food (page 103) without rolling **BUSHCRAFT**.

## MASTER SPELLCASTER

- ◆ **Requirement:** Any magic school 12
- ◆ **Willpower Points:** 3

If you activate this ability on your turn in combat, you can cast two different spells as a single action. It must be two different spells. You can roll for the first spell and then activate this heroic ability.

## MASTER TANNER

- ◆ **Requirement:** Crafting 12
- ◆ **Willpower Points:** Varies

This ability requires leatherworking tools. You can craft one set of leather armor from the skin of an animal or a monster. The armor gets half the beast's armor rating (rounded up), but always has at least 1. It takes one shift and the cost in WP is equal to the item's armor rating.





## MONSTER HUNTER

- ◆ **Requirement:** Beast Lore 12
- ◆ **Willpower Points:** 3

At a crossroads of some kind, you can activate this ability to learn the direction of the most dangerous enemies.

## MUSICIAN

- ◆ **Requirement:** Performance 12
- ◆ **Willpower Points:** 3

Your beautiful voice instills courage in your friends or fear in your foes. Activating this ability (an action in combat) gives all allies within 10 meters a boon to all rolls, or a bane to all enemies within the same range – choose one or the other. The effect lasts until your turn in the next round.

**Instruments:** You can use instruments for the Musician ability. This can increase the ability's range or reduce the cost in WP. See page 75.

## PATHFINDER

- ◆ **Requirement:** Bushcraft 12
- ◆ **Willpower Points:** 1

You get a boon to your BUSHCRAFT roll when trying to find the right direction in the wilderness.

## QUARTERMASTER

- ◆ **Requirement:** Bushcraft 12
- ◆ **Willpower Points:** 1

You are good at finding suitable campsites. You automatically succeed at making camp during journeys (page 103).

## ROBUST

- ◆ **Requirement:** —
- ◆ **Willpower Points:** —

Your max HP increases by 2. This heroic ability can be selected multiple times, without limit.

## SEA LEGS

- ◆ **Requirement:** Swim 12
- ◆ **Willpower Points:** 1

You can activate this ability (not an action) when performing an action in water, even if only waist deep. You are then safe from all negative effects of being in water (page 53) for one round, including the risk of drowning.

## SHIELD BLOCK

- ◆ **Requirement:** Any STR-based melee weapon skill 12
- ◆ **Willpower Points:** 2

You can activate this ability when parrying with a shield to roll with a boon. Using this ability, you can also parry physical monster attacks (not area effects) that normally cannot be parried. This requires a shield and you get a boon to the roll. This ability can be combined with Defensive.

## THROWING ARM

- ◆ **Requirement:** Any melee weapon skill 12
- ◆ **Willpower Points:** 2

You can throw a melee weapon with tremendous force at an enemy within your STR meters away. It must be a one-handed weapon. Roll the attack as normal. The enemy can parry or dodge the attack as usual. The weapon lands at the enemy's feet.

## TREASURE HUNTER

- ◆ **Requirement:** Bartering 12
- ◆ **Willpower Points:** 3

At a crossroads of some kind, you can activate this ability to learn the direction of the greatest treasures.

## TWIN SHOT

- ◆ **Requirement:** Bows 12
- ◆ **Willpower Points:** 3

By activating this ability when attacking with a bow (not cross-bow), you shoot two arrows instead of one. Roll just once to hit, with a bane. Damage is rolled separately. The arrows can be directed at the same target or two different targets.

## VETERAN

- ◆ **Requirement:** Any weapon skill 12
- ◆ **Willpower Points:** 1

Activating this ability at the start of a combat round allows you to retain your initiative card from the previous round instead of drawing a new one. Doing so does not count as an action. For more information on combat and initiative, see chapter 4.

## WEASEL

- ◆ **Requirement:** Evade 12
- ◆ **Willpower Points:** 3

If you are attacked and have another player character within 2 meters, you can activate this ability to let the attack hit that character instead of you. This ability has no effect against area attacks and you must activate this ability before attempting any dodge or parry. The new target may try to dodge or parry normally.



# COMBAT & DAMAGE







**L**ife as an adventurer is hard and often violent. In *Dragonbane* you can run into wild beasts, malicious raiders, and demonic monsters. Combat can be

rough for your player character, sometimes even lethal. Before you enter combat, you should always ask yourself: is it worth it?

## ROUNDS & INITIATIVE

Combat is played in *rounds*, each representing roughly ten seconds. At the start of each round, the first step is to decide who has the initiative – that is, in what order the combatants will act during the round.

### DRAWING THE INITIATIVE

The ten initiative cards in the box are numbered 1 to 10. Each player taking part in the conflict, voluntarily or otherwise, draws a random card at the beginning of each round, and the GM draws cards for NPCs. This is called *drawing the initiative*.

The number on the card determines the order in which you act in the round. Number 1 acts first, number 2 acts second, and so forth until everyone has acted. Your place in the initiative order is called your *turn*.

Place your initiative card by your character sheet so everyone can see the order in which each person acts. The GM puts their card (or cards) in front of them. When all participants have had their turn, the round is over and a new round begins by drawing the initiative again.

### INITIATIVE FOR NPCs

To make things simple, particularly in large battles, the GM can draw a single initiative card for a group of NPCs. All NPCs in that group act on the same turn in the round. The order among them is decided by the GM.

### SURPRISE

If you perform an attack that the GM deems surprising to your enemy, you get to choose any initiative card you want in the first round of combat. If several characters participate in the surprise attack, you may all choose a card. The other combatants draw the initiative from the cards that remain. At the start of the second round, everyone draws the initiative as usual.

### WAITING

On your turn in the round, you can choose to *wait*. This means that you swap initiative cards – and therefore places in the turn order – with another creature whose turn comes after yours. You can swap cards with other player characters as well as NPCs (or group of NPCs acting on the same turn), and they cannot refuse the trade. However, you cannot swap initiative cards with anyone who has already had their turn, or who themselves chose to wait earlier in the round.

**Monsters:** Monsters (page 83) often have multiple turns in a single round, and therefore draw multiple initiative cards. In that case you decide which card you want, as long as it comes after your current turn in the initiative order. Monsters themselves never choose to wait.



# ACTIONS & MOVEMENT

On your turn in the round, you can *move* and perform *one action*. You simply explain how you want to move and what action you want to perform. If necessary, you also roll dice to see whether you succeed.

You decide whether to move before you act or vice versa. You can even use part of your movement, perform your action, and then finish the movement. You must perform your action and move *on your turn* – you cannot save any of them for later (but see Waiting on the previous page).

## ACTIONS

An action in combat can be many different things, but the list below summarizes the most common ones. These actions are described in detail later in this chapter.

**Free Actions:** Minor actions such as drawing a weapon kept at hand, dropping to the ground, or shouting a few words are all *free actions*. See the sidebar on the next page for a complete list. Free actions do not count as your action in the round but you can only perform one *of each type* per round, and only on your own turn. For example, you can drop down or get up on your turn, but not both.

## REACTIONS

Some actions are not performed on your turn, but on the opponent's. These are called *reactions* and include things like parrying or dodging attacks. This uses up your own turn in the round, which means that you cannot perform a reaction if you have already had your turn. Flip your initiative card after performing a reaction.

## ACTIONS

An action in combat can be many different things, but the most common ones are summarized below. Rules for these actions are found later in the chapter.

- ◆ **Dash:** This action doubles your movement rate in the round.
- ◆ **Melee Attack:** These can be performed against an enemy within 2 meters (4 meters for long weapons).
- ◆ **Ranged Attack:** Attacks with a ranged weapon can be made against targets within the weapon's range.
- ◆ **Parry:** Both melee and ranged attacks can be parried, but the latter requires a shield. Parrying is a *reaction* that takes place outside your turn and replaces your normal turn in the round.
- ◆ **Dodge:** Dodging a melee or ranged attack is also a *reaction* that takes place outside your turn and replaces your normal turn in the round.
- ◆ **Pick Up Item:** Pick up an item from the ground within 2 meters, or from your Inventory.
- ◆ **Equip/Unequip Armor/Helmet:** Suits of armor and helmets protect you from damage, but also restrict your movement.
- ◆ **First Aid:** The HEALING skill is used to save the life of someone who has had their HP reduced to zero and is at risk of dying.
- ◆ **Rally:** You can PERSUADE another player character at zero HP to rally and keep fighting.
- ◆ **Break Down Door:** Doors can take a certain amount of damage before they break down.
- ◆ **Pick Lock:** Picking a lock requires a SLEIGHT OF HAND roll. Doing so without lockpicks gives you a bane.
- ◆ **Use Item:** Use a potion or some other item within 2 meters.
- ◆ **Activate Ability:** Use an innate or heroic ability.
- ◆ **Cast Spell:** In most cases, casting a spell counts as an action. This includes magic tricks. Some spells are reactions and do not require an action, while others are more time-consuming. For more on magic, see chapter 5.
- ◆ **Helping:** Helping another character gives them a boon to a roll in the same round.
- ◆ **Round Rest:** You rest and recover D6 WP. This can only be done once per shift.



## FREE ACTIONS

- ◆ **Draw Weapon:** Draw, exchange, or put away a weapon kept at hand.
- ◆ **Change Position:** Throw yourself to the ground or get up.
- ◆ **Drop Item:** Drop an item on the ground.
- ◆ **Shout:** Say or shout a few words.

**Movement:** When performing a reaction, you also lose your movement in the round. Several reactions, such as dodging or parrying, give you a certain movement as part of the action. You can read more about this under Melee Combat on page 45.

## MOVEMENT

Under normal circumstances, you can move as many meters as your Movement rate. But there are a few special cases to consider:

**Dash:** By choosing to *dash* as your action in the round, you can move twice as far as normal.

**Stand/Crouch:** You can drop to the ground or get up as part of your movement. These are free actions and do not affect your movement per se, but can only be done on your turn.

**Leaping:** As part of your movement, you can make a horizontal leap as long as half your movement rate with a successful **ACROBATICS** roll. If the distance is a quarter of your movement rate or less, you don't need to roll to leap it.

**Door:** Passing through a closed but unlocked door costs half your movement in the round. If you cannot move any further, you remain standing by the now open door. A locked door must either be picked open or broken down.

**Enemies:** You cannot move past a standing enemy who wants to stop you. A humanoid creature of human size can block an area of roughly 2×2 meters. Monsters can block larger areas. To move past an enemy who is blocking the way, you must first bring it to the ground or reduce its **HP** to zero. Friendly individuals can be passed without any problem.

**Free Attack:** If you are standing within 2 meters of an enemy and then voluntarily move away from that enemy, you must make an **EVADE** roll.

The roll does not count as an action, but if it fails, the enemy immediately gets to perform an additional melee attack against you – a *free attack*. The free attack does not count as an action and can neither be parried nor dodged. A monster that gets a free attack performs a monster attack (page 83) which also may affect other characters.

Note that a free attack is triggered even if you start your movement at a distance but pass by an enemy. Moving *around* an enemy does not trigger a free attack, as long as you stay within 2 meters. Also note that involuntary movement never triggers a free attack.

## SNEAK ATTACK

The key to winning a conflict is often to attack when the enemy least expects it.

**Sneak Attack:** When you sneak up on someone undetected and perform an attack, it is called a *sneak attack*. It can be done with both ranged and melee weapons, but never during active combat (except with the Backstabbing heroic ability).

First you make a **SNEAKING** roll. Moving close enough to attack in melee combat (within 2 meters for most weapons) gives you a bane. If you fail, the enemy notices you – draw initiative.

If you succeed your attack counts as surprising, which means that you can choose any initiative card you want. You also get a boon on the attack, and the target can neither dodge nor parry. Using a *subtle* weapon increases the damage by one die (for example 2D8 instead of D8). Sneak attacks are always performed individually, by one attacker against one target.

**Ambush:** A special kind of sneak attack is an *ambush* – lying in wait for an enemy and attacking as it passes by. In this case, each victim makes an **AWARENESS** roll to spot the ambush, with a bane if the attackers are well prepared. All those who fail get the bottom cards (counting from #10 and up), randomly drawn.

## FLIP THE INITIATIVE CARD

Once you have had your turn in the round, you can flip the initiative card face down to make it clear to you and everyone else that your turn is over. This means that you cannot perform any reaction (such as parrying an attack) later in the round.



## COMBAT MAPS

Combat can take place entirely in your imagination, with the GM describing the battlefield and specifying the distance between combatants. However, grid maps are a useful tool in combat, as they can be used to keep track of where everyone is. Each square on the map usually represents an area of 2×2 meters.

Doors, walls, and ascents are also shown on the map. Complete adventures for *Dragonbane* include maps of important sites. In this boxed set, you will find a double-sided map with a combat grid, which can be used for all kinds of battlefields.

As a rule, each square on the map can only be occupied by one person at a time, but it is possible to pass through a square where a friendly combatant

is positioned. Diagonal movements and attacks are allowed, but not if both squares you want to pass between are blocked or occupied by hostile opponents.

You can use miniature figures to represent combatants on the map. This box includes a number of illustrated cardboard figures with plastic bases. You can also use painted figures of plastic or metal. The only limit is your imagination!

**Five-Foot Squares?** If you are used to combat maps with 5×5 foot squares and perhaps even own a bunch of such maps, you can easily use them in *Dragonbane* – just use the 5×5 foot squares as if they were 2×2 meters. It will not affect anything in the game.

## TERRAIN

The terrain where the fighting takes place can affect your movement and actions. Maps usually show what type of terrain is found in different areas.

**Cramped:** There is little space or a low ceiling. All melee weapons except piercing weapons (page 73) and *subtle* weapons get a bane on all rolls.

**Rough:** The terrain is difficult to traverse. Whenever you move, you must make an **ACROBATICS** roll (not an action). Failure means that you fall over and lose the rest of your movement this round.

**Dimly Lit:** Imposes a bane on all ranged attacks.





# MELEE COMBAT

To attack someone in melee, you generally must be within 2 meters of your target. On the grid map you need to be positioned in a square adjacent to the enemy (including diagonally). When attacking in close combat, you use the skill that covers the type of weapon you are wielding.

**Damage:** If the attack hits, your weapon determines which dice you should roll to see how much damage you inflict on the enemy. The damage can be increased by your damage bonus and a dragon roll and decreased by armor.

**Damage Bonus:** Your damage bonus is determined by your score in the attribute on which your weapon skill is based – AGL or STR.

**Weapon:** You can have up to three weapons *at hand*. Write them down in the Weapons section on your character sheet. To attack with a weapon, it must also be *drawn*. Drawing a weapon kept at hand, or exchanging your drawn weapon for another weapon at hand, is a free action. Picking up another weapon from the ground or from your inventory costs a regular action.

**STR Requirement:** Some weapons have a STR requirement. If your STR is lower than the requirement, you get a bane on all attacks and parries with that weapon. If your Strength is less than half the requirement, you cannot use the weapon at all.

**Grip:** Weapons require either one or two hands to use. You can only have one two-handed weapon, or two one-handed weapons (including a shield), drawn at the same

time. The STR requirement of a one-handed weapon decreases by 3 if you hold it with both hands.

**Long Weapons:** An attack with a weapon with the *long* feature (such as a long spear or lance) can hit enemies up to 4 meters away (two squares). With such a weapon it is also possible to attack past a friendly combatant and hit an enemy on the other side of that person.

## PRONE TARGETS

If you are standing up but your enemy is lying on the ground, your attack gets a boon and inflicts an extra D6 damage.

## CRITICAL HIT

By rolling a dragon when you attack, you score a *critical hit*. This means that a dragon roll is required to parry or dodge the attack, and that you may choose one of the following effects:

- ◆ Roll double the amount of dice for the weapon's damage, before adding any damage bonus and other bonuses. For example, if you get a critical hit with a broadsword (damage 2D6) and have damage bonus D4, the damage is 4D6+D4.
- ◆ You can immediately perform a second attack against another enemy. This additional attack is a free action.
- ◆ Armor has no effect against the attack, as it finds a gap or weak spot. This effect can only be chosen if the attack deals piercing damage (optional rule, below).

## SHOVE

If you hit an enemy with a melee attack and your STR damage bonus is equal to or higher than your opponent's damage bonus, you can choose to shove the enemy up to 2 meters in any direction (to an adjacent square, if you are using a grid map) in addition to doing damage. This movement does not count toward the enemy's total movement in the round and does not trigger free attacks from anyone. Monsters cannot shove or be shoved.

## DAMAGE TYPES

There are three types of damage: slashing, piercing, and bludgeoning. The damage types of various weapons are listed in the weapon tables in chapter 6. Some weapons, such as swords, can inflict both slashing damage and piercing damage – you must state whether you stab or slash before rolling the die. The damage type influences the effectiveness of armor, and monsters can be resistant to certain types of damage.



### DEMON ROLL IN MELEE

If you roll a demon when attacking in melee combat, you miss your target and cannot push the roll. You might also suffer an additional mishap. Roll on the table below. If the result is unreasonable, the GM decides the effect.

#### D6 EFFECT

- 1 You drop your weapon at your feet. Picking it up is an action.
- 2 You expose yourself to the enemy, who gets a free attack (page 43) that cannot be dodged or parried.
- 3 Your weapon cuts so deep into an object that it gets stuck. Pulling it free requires a STR roll (counts as an action)
- 4 You accidentally toss your weapon D3+3 meters. To pick it up you must move and then perform an action.
- 5 You slam your weapon into something hard and damage it. Any use of the weapon gets a bane until it is repaired by an artisan.
- 6 You hit yourself by mistake. Roll for damage as usual, but without any damage bonus.

### HITTING INANIMATE OBJECTS

If you hit a non-living object, like a door or a lock, you hit automatically – only roll for damage. Inanimate objects often have an armor rating, however (page 50).

### PARRYING

When hit by an attack in close combat, you can choose to *parry* the attack with a drawn weapon or shield. Note that you cannot draw a weapon to parry, as free actions can only be performed on your own turn. You must declare that you are going to parry before the attacker rolls for

damage. You cannot parry unarmed. It is also impossible to both parry and dodge the same attack. You can parry while prone. When parrying, you roll against your skill level for the weapon.

**Reaction:** Parrying is a reaction, as it breaks the initiative order. It replaces your regular turn, and you must immediately flip your initiative card. This means that you cannot parry if you have already had your turn in the round (but see the heroic ability Defensive).

**Durability:** If your parry succeeds, the enemy's attack hits your weapon or shield, and you suffer no damage. However, if the damage exceeds your weapon's durability, the weapon is damaged and cannot be used until it is repaired with a CRAFTING roll.

**Shield:** If you have a shield drawn, you can parry with it instead of your weapon. There is no skill for shields – instead you can use any STR-based melee skill (i.e. any of them except KNIVES and STAVES) to parry with a shield.

**Piercing Damage:** Piercing attacks can never damage a parrying weapon or shield.

**Monsters:** As a rule, monster attacks (page 83) cannot be parried, unless otherwise specified.

### PARRY MOVEMENT

When successfully parrying an attack, you can move both yourself and the enemy 2 meters (one square) in any direction. These movements follow the usual rules, but do not count toward anyone's movement in the round and trigger no free attacks from anyone.

### Rolling a Dragon when Parrying

If you roll a dragon when parrying, you immediately perform a counterattack on your opponent – an automatic hit with your weapon that cannot be dodged or parried. This does not apply if the attacker rolled a dragon as well – in that case you need a dragon just to parry, and do not get a counterattack.





## DODGING

As an alternative to parrying, you can try to dodge when hit by an attack. You cannot parry and dodge the same attack – you must choose one or the other. You can dodge while prone. You must declare that you are dodging before your opponent rolls for damage. Roll for **EVAD**E – on success you evade the attack and take no damage. On a failure, you are hit by the attack.

**Reaction:** Dodging is a reaction and, like parrying, requires that you have not already had your turn in the round. Once you have dodged, your turn in the round is spent and you must flip your initiative card.

**Movement:** On a successful dodge you may, if you want, move up to 2 meters in any direction. This movement does not trigger free attacks from anyone.

**Monsters:** As a rule, monster attacks (page 83) *can* be dodged, unless otherwise specified.



## SPECIAL ATTACKS

In addition to simply trying to hit the enemy, there are a few special attacks that you can use in melee combat. You must always declare that you are using a special attack before rolling the attack.

Several special attacks are resolved by opposed rolls. When rolling for an NPC without the skill in question, the GM rolls against the default skill level 5 (page 33).

**Find Weak Spot:** If your weapon is *piercing*, you can try to find a gap in the enemy's armor or natural armor. You get a boon on the attack, but if it hits, the enemy counts as armorless.

**Topple:** You try to topple an enemy to the ground instead of inflicting damage. This is handled with an opposed roll between your skill level in the weapon you are using and the enemy's *EVADE*. If your weapon has the *toppling* feature, you get a boon. The attack counts as an action for you, but not for your opponent. It cannot be dodged or parried.

An effective way of using this special attack is to work together with another person – if you topple the opponent, your friend can attack the prone enemy before they can get up.

**Disarm:** You try to disarm your enemy instead of inflicting damage. This is handled with an opposed roll between your and the enemy's skill level in the

weapons you are using. The attack counts as an action for you, but not for your opponent. It cannot be dodged or parried. If the enemy is holding the weapon with both hands, you get a boon. If you succeed, the weapon lands D6 meters away in a direction of your choice. Picking up a weapon from the ground is an action. Disarm does not work on shields or natural weapons.

**Grapple:** You try to grapple a humanoid enemy instead of inflicting damage. This is handled with an opposed roll between your *BRAWLING* and the enemy's *BRAWLING*. The attack counts as an action for you, but not for your opponent. It cannot be dodged or parried.

If your attempt fails, you fall to the ground. If it succeeds, both of you fall to the ground and the enemy is trapped in your grip. As long as you maintain your grip the enemy can neither move nor perform any action that requires body movement, except trying to break free. Doing so is an opposed roll between your *BRAWLING* and the enemy's *BRAWLING*. The roll is a free action for the enemy, but not for you.

While maintaining your grip, you are also unable to move or perform any action that requires body movement, except *break* – this counts as an unarmed attack with a boon that cannot be dodged or parried. Releasing the enemy is a free action.

## MELEE TACTICS

To be successful in melee combat it is important to realize that your most precious resource is your actions – you only get one per round, including reactions such as dodging or parrying.

If several player characters are fighting together, it is often very effective to focus on the same enemy, as that person can only parry or dodge once, which leaves them vulnerable to multiple attacks. But always remember that you too are exposed to attacks after performing your action. The heroic abilities *Defensive* and *Lightning Fast* significantly

increase your ability to defend yourself against multiple opponents.

In single combat against an opponent as powerful as yourself, it may be wise to wait and let the enemy strike first. If their attack misses you do not need to parry or dodge, and can then perform your own attack while the enemy is unable to protect themselves. The drawback is that you surrender the initiative to your enemy, who may choose a completely different action than you expected.



# RANGED COMBAT

To use a ranged weapon, it must first be drawn (free action), just like in melee. You should preferably be positioned over 2 meters from your target (i.e. *not* in an adjacent square on the map). Standing 2 meters away or less gives you a bane on your attack. Roll against the skill for the weapon you are using. For throwing weapons, use the same skill as for melee attacks (such as **KNIVES** or **SPEARS**). If the attack hits, the weapon determines which dice you should roll to see how much damage it inflicts. The damage can be increased by damage bonus and a dragon roll, and decreased by armor.

## DEMON ROLL IN RANGED COMBAT

If you roll a demon when performing a ranged attack, you miss your target and cannot push the roll. You may also suffer an additional mishap. Roll on the table below.

### D6 EFFECT

- 1 You drop your weapon at your feet. Picking it up is an action.
- 2 You run out of arrows and must get more before you can use the weapon again. Re-roll for sling or throwing weapons.
- 3 You hit a valuable or important item nearby. The GM decides what it is.
- 4 You break your weapon. Any use of the weapon gets a bane until it is repaired by an artisan.
- 5 You accidentally hit a random player character or friendly NPC. Roll for damage as usual, including damage bonus.
- 6 You hit yourself by mistake. Roll for damage as usual, but without damage bonus.

**Damage Bonus:** You get a damage bonus for ranged weapons, just as in melee. But note that crossbows do not give you a damage bonus.

**Range:** The weapon tables on pages 74–75 specify the range of various weapons – that is, the maximum distance (in meters) at which the weapon can be used effectively. You can fire at targets up to twice the listed range, but then you get a bane.

## CRITICAL HIT

Rolling a dragon when performing a ranged attack results in a critical hit, which means that it can only be dodged (or parried with a shield) if the opponent also rolls a dragon. You may also choose one of the following effects:

- ◆ Your weapon's damage is doubled, excluding the damage bonus and other bonuses. Roll twice as many dice as normal and add them up. For example, a critical hit with a longbow inflicts 2D12 damage.
- ◆ Armor and natural armor have no effect against the attack, as it hits a gap or weak spot. This effect can only be chosen if the attack deals piercing damage (optional rule).

## PARRY & DODGE

Parrying a ranged attack requires a shield. It works the same way as in melee combat, except that rolling a dragon does not give you a counterattack. You can dodge ranged attacks just like melee attacks.

## OBSCURED TARGETS

If your view of the target is partially obscured by an object or person, no matter if it is a friend or foe, you get a bane on your attack. On a grid map you can shoot past a person standing between you and your target, but with a bane. If the target is completely out of sight, perhaps hiding behind a wall, you cannot shoot it at all. If you are playing without a map, the GM decides whether your line of sight is partially or completely blocked.



# DAMAGE

Life as an adventurer is hard and risky. The rewards may be great, but the only thing you know for sure is that you will suffer all sorts of damage along the way. Taking damage reduces your hit points (HP).

## ARMOR

Wearing leather, chainmail, or plate armor can protect your body from damage. Equipping or unequipping armor counts as an action in combat. The armor you are wearing should be written down in the Armor section on your character sheet and does not count toward your encumbrance. You can only wear one suit of armor at a time. Some armors can give you a bane on certain skill rolls or restrict your movement.

**Armor Rating:** An armor's effectiveness is determined by its armor rating. Whenever you take damage from a physical attack, subtract the armor rating from the damage. If the damage from a melee attack is completely negated, the attacking weapon itself suffers the damage instead, which might break the weapon (see durability on page 46).

**Helmets:** Your armor can be combined with a helmet, which can further increase your armor rating. Equipping or unequipping a helmet counts as an action. Helmets can also give you a bane when using certain skills.

## DEATH

If your HP reaches zero, you drop to the ground and risk dying. You cannot move or perform any actions except trying to rally (below).

**Death Roll:** On your turn in each subsequent round, you must make a *death roll* – a roll against your CON. The death roll *cannot* be pushed if that optional rule is used. Record the results of your death rolls on your character sheet. After three successful death rolls you recover D6 HP and stop making death rolls. After three failed death rolls, your player character dies. Rolling a dragon counts as two successful death rolls, and rolling a demon counts as two failures. If the combat ends, keep counting rounds until all death rolls have been made. Any failed death rolls are reset if you survive.

**Additional Damage:** If you suffer additional damage while at zero HP, it automatically counts as a failed death roll.

## DAMAGE TYPES & ARMOR

If the optional rule for damage types (page 45) is used, the following rules apply:

- ♦ Leather and studded leather gain a +2 bonus to their armor rating against bludgeoning damage.
- ♦ Chainmail gets a +2 bonus to its armor rating against slashing damage.

If the type of damage is not stated, the armor has its normal effect.

**Rally:** Another player character within 10 meters and ear-shot can PERSUADE you to rally and keep fighting despite having zero HP. This counts as an action. If you rally, you can continue acting as normal, but must keep making death rolls as described above. You can even try to rally yourself, rolling against your WIL with a bane (instead of PERSUASION).

**Saving Life:** When you have zero HP, another person next to you can save your life with a successful HEALING roll. Without bandages, they get a bane to the roll. This counts as an action. Multiple attempts are allowed. If the roll succeeds, you stop making death rolls and recover D6 HP. You cannot save your own life this way, even if you have rallied (see above). Additional HEALING rolls have no effect once you are no longer at zero HP, except when resting (see page 52). Magic can save lives as well.

**Instant Death:** You don't record negative HP, but if a single attack reduces your HP to a negative score equal to your full HP, your player character dies instantly. Time to honor the fallen adventurer and create a new one!

## ZERO HP FOR NPCs

When an NPC reaches zero HP, no death rolls are made – the GM decides whether the person lives or dies. However, an NPC dies if hit by an instantly killing attack, just like a player character.



## SEVERE INJURIES

If you have been reduced to zero HP but survived, you risk severe injuries that can take a long time to heal and even have permanent effects. Make a roll against CON. If you fail, roll on the table below.

The healing time is halved if you rest and get medical care for at least a shift per day from a person who makes a HEALING roll. Skill levels that are reduced by permanent injuries can be re-learned.

D20	INJURY	EFFECT
1-2	Broken nose	You get a bane on all AWARENESS rolls. Healing time: D6 days.
3-4	Scarred face	Bane on all PERFORMANCE and PERSUASION rolls. Healing time: 2D6 days.
5-6	Teeth knocked out	Your PERFORMANCE and PERSUASION skills levels are permanently reduced by 2 (to a minimum of 3).
7-8	Broken ribs	Bane on all skills based on STR or AGL. Healing time: D6 days.
9-10	Concussion	Bane on all skills based on INT. Healing time: D6 days.
11-12	Deep wounds	Bane on all skills based on STR or AGL, and every roll against such skill inflicts D6 points of damage. Healing time: 2D6 days.
13	Broken leg	Your movement rate is halved. Healing time: 3D6 days.
14	Broken arm	You cannot use two-handed weapon, nor dual wield, and get a bane on all other actions normally using both arms, such as climbing. Healing time: 3D6 days.
15	Severed toe	Movement rate permanently reduced by 2 (to a minimum of 4).
16	Severed finger	Your skill levels in all weapon skills are permanently reduced by 1 (to a minimum of 3).
17	Gouged eye	Your skill level in SPOT HIDDEN is permanently reduced by 2 (to a minimum of 3).
18	Nightmares	Roll to resist fear (page 52) each shift you sleep. If you fail, the shift doesn't count as slept. Healing time: 2D6 days.
19	Changed personality	Randomly generate a new weakness (optional rule, page 26).
20	Amnesia	You cannot remember who you or the other player characters are. The effect must be roleplayed. Healing time: D6 days.

## CONDITIONS

In this game you can suffer six different conditions. Each condition gives you a bane on all rolls against a certain attribute and skill rolls based on that attribute:

- ◆ **Exhausted** – STR
- ◆ **Sickly** – CON
- ◆ **Dazed** – AGL
- ◆ **Angry** – INT
- ◆ **Scared** – WIL
- ◆ **Disheartened** – CHA

**Suffering a Condition:** The most common way to suffer conditions is to push your roll (optional rule, page 32). You must then choose a condition and describe how you get it. You can suffer conditions in

other ways as well, for example because of monster attacks or spells.

**Multiple Conditions:** If you suffer a condition that you already have, you must choose another condition. If you have all six conditions, you instead lose D6 WP if you suffer another condition. If you are out of WP, you instead lose D6 HP.

**Healing Conditions:** You can heal one condition of your choice during a stretch rest. A shift rest heals all conditions.





# HEALING & RESTING

Lost **HP** and **WP** are recovered by resting. There are three kinds of rest – round rest, stretch rest, and shift rest. While resting, you cannot perform any actions that require die rolls or **WP**.

**Round Rest:** A quick rest that lasts just a single round. During a round rest you recover only D6 **WP**, no **HP**. You can only have a round rest once per shift.

**Stretch Rest:** A short rest that only lasts for one stretch of time. During a stretch rest you heal D6 **HP**, or 2D6 **HP** if someone else is tending to you and succeeds with a **HEALING** roll. The caregiver cannot rest during the same stretch and can only heal one person during the rest.

During a stretch rest, you also recover D6 Willpower Points and heal a condition of your choice. If something dramatic interrupts your rest, the effects are lost. You can only have a stretch rest once per shift.

**Shift Rest:** A shift rest lasts one full shift of time and can only take place in a safe location where there are no enemies nearby. During a shift rest you recover all your lost **HP** and **WP** and heal all conditions. If a shift rest is interrupted by combat or hard work it has no effect.

**Magic:** Spells can allow you to heal **HP** more quickly than usual.

## OTHER HAZARDS

### DARKNESS

In complete darkness you cannot dash (page 43) or hit enemies with ranged attacks. To attack an enemy in melee combat, you must first make an **AWARENESS** roll (not an action).

**Torches & Lanterns:** A torch or lantern lights up 10 meters (five squares) in all directions. Lighting a torch or lantern is an action and requires flint and tinder or a fire to light it with, or the magic trick **IGNITE** (page 65). If none of these are available, you can light it with a successful **BUSHCRAFT** roll, but that takes one stretch of work.

A torch or lantern is carried in one hand, which means that you cannot use two-handed weapons or a second one-handed weapon at the same time. A torch can be used as a weapon, and counts as a small wooden club that deals fire damage. Whenever you hit someone with it, you must immediately roll to see whether the flame goes out (below).

A torch or lantern can burn for up to a shift of time, but they are unreliable. After each stretch, or whenever the GM wants to heighten the drama, you must roll a die (the type depends on the light source, see page 78). A result of 1 means that the flame goes out.

### FEAR

There are many horrifying beasts lurking in the ruins and forests of *Dragonbane*. Such creatures can perform

so-called *fear attacks*. Fear attacks can also be triggered by magic and other terrifying experiences.

When struck by a fear attack you must immediately make a roll against **WIL**. The roll can be pushed (optional rule) and does not count as an action. Particularly frightening events can give you a bane on the roll. If the **WIL** roll fails, you must roll on the fear table on the next page.

### POISON

Poisons are measured by potency. A weak poison has potency 9, a moderate poison has potency 12, and a strong poison can have potency 15 or even more. Whenever you ingest a poison, the GM makes an open opposed roll (page 33) between the potency and your **CON**. If the poison wins, you suffer its full effect. If you win, you only suffer the limited effect of the poison. Poison has no effect on monsters.

**NPCs:** For poison effects on NPCs, roll against their maximum **HP**, reduced by 2 for each level of the Robust heroic ability.

#### Lethal Poison

- ◆ **Full Effect:** You take D6 damage per round, on your turn, until you reach zero **HP**. If you consume an antidote in time the effect is halted.
- ◆ **Limited Effect:** You take D6 damage on your next turn.



## Paralyzing Poison

- ◆ **Full Effect:** You become Exhausted and must make a CON roll each turn (not an action). If it fails, you can neither move nor perform actions (not even free actions) that round. The effect wears off after one stretch or if you are given an antidote.
- ◆ **Limited Effect:** You become Exhausted.

## Sleeping Poison

- ◆ **Full Effect:** You become Dazed and must make a CON roll each turn (not an action). If it fails, you fall asleep and remain sleeping for one shift. Being given an antidote or taking at least one point of damage wakes you up.
- ◆ **Limited Effect:** You become Dazed.

## DISEASE

When you are exposed to a dangerous disease, the GM makes an open opposed roll between the disease's virulence rating and your CON. If you win, you resist the disease. If not, you fall ill after one day – you become Sickly and lose D6 HP. While sick you cannot heal HP, WP, or conditions. Make a new roll against the disease every day, where each failure inflicts D6 damage. If you reach zero HP while sick, you die a day later. As soon as you win the opposed roll, you are fully cured – you stop rolling and can heal as usual.

**Healing:** If someone tends to you with the HEALING skill while you are sick, that person can make the roll against the disease instead of you. The caregiver rolls for HEALING against the virulence of the disease. An herbal concoction adds a boon to the roll.

## FALLING

Falling on a hard surface inflicts a number of D6s of bludgeoning damage equal to half of the height of the fall in meters, rounded down. A fall of less than two meters inflicts no damage. A successful ACROBATICS roll reduces the number of D6 by half (rounded up). Armor does not protect against falling damage.

## SWIMMING & DROWNING

All player characters are decent swimmers. In water your movement rate is half your movement rate on land. No ranged attacks can be performed in water, and melee attacks are performed with a bane. More difficult underwater maneuvers, like diving for something, require a

## FEAR TABLE

### D8 EFFECT

- 1 **Enfeebled.** The fear drains your energy and determination. You lose 2D6 WP (to a minimum of zero) and become Disheartened.
- 2 **Shaken.** You suffer the Scared condition.
- 3 **Panting.** The intense fear leaves you out of breath and makes you Exhausted.
- 4 **Pale.** Your face turns white as a sheet. You and all player characters within 10 meters and in sight of you become Scared.
- 5 **Scream.** You scream in horror, which causes all player characters who hear the sound to immediately suffer a fear attack as well. Each person only ever needs to make one WIL roll to resist the same fear attack.
- 6 **Rage.** Your fear turns to anger, and you are forced to attack its source on your next turn – in melee combat if possible. You also become Angry.
- 7 **Paralyzed.** You are petrified with terror and unable to move. You cannot perform any action or movement on your next turn. Make another WIL roll on each subsequent turn (not an action) to break the paralysis.
- 8 **Wild Panic.** In a fit of utter panic, you flee the scene as fast as you can. On your next turn you must dash away from the source of your fear. Make another WIL roll on each subsequent turn (not an action) to stop running and act normally again.

**SWIMMING** roll. You get a bane if you are wearing chainmail or plate armor.

In water you must also make a SWIMMING roll after every stretch of time to stay afloat. If you are wearing chainmail or plate armor, you must roll every round. Underwater, you need to make a successful roll against CON each round to hold your breath (not an action). If the roll fails you begin to drown, taking D6 damage per round until someone rescues you. If you reach zero HP while drowning, you make death rolls as usual, but only failed rolls count.





## HUNGER

You must eat at least one ration of food (page 103) per day. After one day without food you become famished and cannot heal **HP**, **WP**, or conditions except through magic. You also take one point of damage per day that you haven't eaten. If you reach zero **HP** while famished, you die from starvation after one day. Once you have eaten a ration of food you are no longer famished and can heal normally again.

## COLD

When the cold is bitter and you do not have enough shelter (according to the GM), you must roll **BUSHCRAFT** regularly. You usually roll once per shift, but in extreme cold you may have to roll every stretch or even every round. If you don't have a blanket, you get a bane to the roll, while a fur gives you a boon.

On failure you lose D6 **HP** and D6 **WP**, and can no longer heal these or conditions except through magic. You must then keep making rolls to withstand the cold, with the same effect if you fail. If you reach zero **HP** while cold, you die when it is time for the next roll. Only when you get warm, if only by a campfire, can you stop making rolls and heal normally again.

## SLEEP DEPRIVATION

You need at least one shift of uninterrupted sleep every day. You cannot sleep in armor. After three shifts without sleep you can no longer heal **WP** or conditions. You heal **HP** as usual. You also lose D6 **WP** each shift you remain awake. If you reach zero **WP** while suffering from sleep deprivation, you collapse and sleep for at least one shift, and cannot be woken. Once you have slept at least one shift, you can heal **WP** and conditions normally again.



# RIDING ANIMALS

A loyal horse or some other mount is a great asset to any adventurer. Different types of pack animals and riding animals are listed on page 81, and their stats are found on page 99.

**Saddlebags:** The Gear lists specify how many units of weight the animal can carry.

**Movement:** While mounted you travel twice as fast as on foot – roughly 30 kilometers per shift (page 7). All player characters are assumed to be able to get up on a horse and ride slowly, but for more advanced maneuvers a roll for RIDING is required.

**Combat:** In order to fight on horseback, your mount must be combat trained. You may then move at your mount's movement rate instead of your own. On horseback you fight as usual, but all attacks and parries use the lowest of your RIDING skill and the weapon skill. Also, RIDING replaces EVADE when horseback. If you don't have a saddle, all rolls get a bane. Enemies attacking you must choose whether they target you or your mount. Melee attacks from the ground get a bane against you.

**Damage:** Mounts heal HP just like player characters. A mount that reaches zero HP does not make death rolls, but simply dies.

# IMPROVISED WEAPONS

Battles are sometimes fought in places where things in the environment can be used in combat – as weapons, for protection, or for movement. These improvised weapons can be lots of different things, but what they all have in common is that they normally can only be used once, after which they are consumed. Using an improvised weapon is an action and can be combined with movement.

Examples of improvised weapons can be found on playing cards in this box.

At the start of combat, the GM can draw D3 cards to see which improvised weapons are available – or simply decide for themselves. The GM can mark an improvised weapon's exact location on the map, or say that it is available anywhere in the area. The playing cards are placed on the table where everyone can see them. Once used, an improvised weapon is consumed and the card is removed.

Complete adventures can feature new and unique improvised weapons that are connected to a certain adventure site.





# MAGIC







**S**ome call magic a gift from the dragons, others a curse from the demons, and still others call it the blessing of the gods or spirits. And it is true that dragons, demons, gods, and spirits influence magic and can

guide the mage who wields it, but the reality is that magic is a basic force of nature that exists throughout the physical world as well as beyond it. Gods and demons, dragons and spirits – they are all equally dependent on magic.

## SCHOOLS OF MAGIC

Exploring magic is as much art as it is science. There are different schools of magic, each with a unique view on what magic is and how it works. There are said to be more magic schools in the world of *Dragonbane*, even necromancy and other dark arts, but the three below are the only ones available to player characters in the core game.

**Skills:** Each school of magic is a separate secondary skill. As a newly created mage you may select one school as a trained skill (based on INT). You don't get a base chance in magic schools that you are not trained in, even as a mage. You can learn additional schools of magic during the game (page 61).

### ANIMISM

The world is alive. It is full of spirits and gods, and all things have a soul. Like nature itself, spirits and gods are neither good nor evil. They may not be omnipotent, but they possess great power and should be treated with respect. If you speak to them in the right way, they may lend power to your animist magic.

### ELEMENTALISM

According to elementalists, all things in the universe consist of four elements: wind, water, earth, and fire in different combinations. The mind and spirit are associated with wind. Adaptability and creativity are linked to water. Action and energy are linked to fire, and steadfastness and determination are properties of the element earth.

### MENTALISM

Mentalists believe that your mind and body are the center of the universe. By focusing and training your mind, you gain control of your body and the magic that flows through it and the world.

### GENERAL MAGIC

General magic is not a school, but a collection of general spells. You can learn general spells no matter which school of magic you subscribe to.

## SPELLS

The formulas mages use to influence and alter the world are called spells. Many spells are described later in this chapter. You either know a spell or you do not. You do not have skill levels in individual spells, only in the school. You hold your spells in your memory or grimoire.

### RANK

Spells are divided into *ranks*. These have no mechanical effect, but indicate how complex and powerful spells are. As a mage you start the game with only rank 1 spells, but you can learn higher rank spells during the game.

### PREPARED SPELLS

Spells are complicated, and the maximum number of spells you can hold *prepared* in your memory at the same time is equal to your base chance for INT (page 25). When you have reached your limit and want to prepare another spell, you need to replace a spell. To prepare spells, you need to study them in a grimoire. This takes a shift of time, regardless of the number of spells. It can be done during a shift rest (page 52). You can only prepare spells that you have learned (page 61). Mark your prepared spells with an X on your character sheet.





## GRIMOIRE

Most mages have a grimoire, and newly created mages automatically get one. In the grimoire, you record all the spells you know. Recording one spell takes a shift of time. You can record unreadied spells.

Once you have learned more spells than can be held prepared, your grimoire becomes crucial. In an emergency, you can cast spells directly from the grimoire, but it takes twice as long as normal (see below).

Grimoires from other mages are also an effective way to learn new spells, should you not have a teacher. Read more about learning new magic on page 61.

**Lost Grimoire:** If you lose your grimoire, you cannot prepare the spells you kept in it. To be able to use the unprepared spells again, you first need to get a new grimoire and record these spells in it.

## MAGIC TRICKS

So-called *magic tricks* are minor, relatively harmless spells. They are often the first thing a mage learns, as these simple spells train their minds to handle magical power. Each school has its own magic tricks. The limit on prepared spells (above) does not apply to magic tricks. Your magic tricks are always prepared. All magic tricks require a *gesture* (below) to be cast.

### NEWLY CREATED MAGE

As a newly created mage you may select three rank 1 spells and three magic tricks to start the game with. They must be chosen from your school of magic or general magic. You also get a grimoire where all your spells are recorded.

# CASTING SPELLS

To cast a spell you must spend Willpower Points (WP) and roll against your skill level in the relevant school. Any school can be used to cast general spells. If the roll succeeds, the spell has the intended effect, as per its description. Otherwise, it has no effect. You can push the roll if this optional rule is used. Magic tricks succeed automatically and always cost 1 WP.

**Zero WP:** Some spells can drain WP from another person. Hitting zero WP has no other effect than prohibiting the use of abilities that require WP.

## POWER LEVEL

The *power level* of a spell indicates how much power you charge it with. The power level ranges from 1 to 3. Casting a spell costs 2 WP per power level. In other words, normal spells always cost at least 2 WP, and magic tricks always cost 1 WP. Some spells do not use power level – these always cost 2 WP.

**Power from the Body:** If you have just one or zero WP left, you can draw power from your body if need be. But this is harmful, potentially even lethal. Roll a die of your choice (D4, D6, D8, D10, D12, or D20) before casting the spell – the result indicates how many WP you gain and must use straight away, but you also take the same amount of damage. WP not used immediately are lost. The damage

is applied after the spell is cast. *Power from the body cannot be used for healing spells.*

## MAGIC AND METAL

Metal has an anti-magical effect, which means that you cannot use magic if you are wearing metal armor or have a metal weapon at hand (page 45). This includes partially metal items such as axes, spears, studded leather, and arrows (but not staves, clubs, or slings). Items in your inventory do not count.

## REQUIREMENTS

To cast a spell, you must fulfill one or more *requirements* which are specified in the description of each spell.

- ◆ **Word:** The spell is activated with a chant or power word. It cannot be a whisper.
- ◆ **Gesture:** The spell is activated by making specific hand movements.
- ◆ **Focus:** The spell is activated with an item held in your hand, such as a wand, crystal ball, or amulet.
- ◆ **Ingredient:** The spell is activated using a certain ingredient, which is consumed in the process.

Some spells have multiple requirements. You cannot cast a spell unless all its requirements are fulfilled.



## CASTING TIME

Unless otherwise stated, casting a spell always counts as an action in combat. However, there are *reaction* spells which are performed outside your own turn. Unlike other reactions in combat, such as parrying and dodging, reaction spells do *not* replace your regular action in the round. This means that you can cast as many of them as you want, if you have enough WP. There are also *rituals*, which take a stretch of time or even a shift to perform.

**Grimoire:** Casting an unprepared spell from your grimoire takes twice as long, which means that you must spend an extra round, stretch, or shift on preparations. Make the roll when the spell is completed. Reaction spells cannot be cast from your grimoire.

## RANGE

Each spell has a maximum range. Unlike ranged weapons, spells cannot be used on targets outside their specified range. Personal range means that the spell only affects the person casting it.

**Area of Effect:** Some spells affect an entire area. That area is called the *area of effect*. Unless stated otherwise, the area of effect always starts at the mage casting the spell.

Area of effect spells can be dodged but not parried, unless stated otherwise. You can exempt one or more targets within the area from the spell's effects, but you then get a bane on the roll.

**Sphere:** If the range is described as *sphere*, the spell affects all targets within the chosen area except the mage themself.

## MAGIC ITEMS

Magic items may contain one or more spells that can be activated even by non-mages. Unless stated otherwise, it takes a successful roll against **LANGUAGES** or any school of magic to identify the spells and be able to use them.

**Willpower Points:** Using the spells inside a magic item still costs WP. Some magic items can store WP which you can use instead of your own. Read more on page 62.

**Cone:** If the range is described as *cone*, the spell affects all targets within a cone-shaped area whose width at any given point equals the distance from the source of the spell. The range indicates the length of the cone.

## DURATION

Each spell specifies the duration of its effect.

- ◆ **Instant:** The effect occurs instantly and has no lasting effect.
- ◆ **Round:** The effect lasts until your turn in the next round.
- ◆ **Stretch:** The effect lasts for one stretch of time.
- ◆ **Shift:** The effect lasts until the end of the current shift.
- ◆ **Concentration:** The effect ceases if you perform another action, take damage, or fail a WIL roll for resisting fear. If you are interrupted by a sudden disturbance, such as a sound, you must make a WIL roll (not an action) to maintain your concentration.

## FAILURE, DRAGONS AND DEMONS

If the roll for casting a spell fails, the spell has no effect, but you still spend your WP. You are free to describe how the failure manifests itself in the story, as long as it has no mechanical effect.

**Rolling a Dragon:** Rolling a Dragon when you cast a spell means that your target must roll a dragon to resist, parry, or dodge the spell, and that you may choose one of the following effects:

- ◆ The damage or range of the spell is doubled.
- ◆ The spell does not cost any WP.
- ◆ You can immediately cast another spell, but get a bane on the roll.

**Rolling a Demon:** If you roll a Demon, you cannot push the roll. There is also a risk of something going terribly wrong – see the optional rule for magical mishaps below.

## MAGICAL MISHAP

A magical mishap occurs if you roll a Demon (20) when casting a spell. Roll on the table on page 60.



## MAGICAL MISHAPS

### D20 MAGICAL MISHAP

- 1 The magical powers leave you Dazed.
- 2 The spellcasting suddenly makes you Exhausted.
- 3 The energies take a toll on your body and make you Sickly.
- 4 You lose control of the spell, which makes you very Angry.
- 5 The spell subjects you to demonic visions that leave you Scared.
- 6 You see the world beyond the veil and realize your own insignificance. You feel Disheartened.
- 7 The magic ravages your body, inflicting D6 damage per power level.
- 8 The spell drains your willpower and you lose D6 WP per power level.
- 9 The spell gives rise to a magical disease with virulence 3D6. You and everyone you come into contact with during the next shift are exposed to the disease.
- 10 Another random spell of yours is activated instead of the one you cast, with the same target and power level.
- 11 You vomit a frog the moment you tell a lie. Roll D4 every morning. On a 1, the effect wears off. It can also be lifted with **DISPEL**.
- 12 Any gold or silver you touch withers into dust. Roll D4 every morning. On a 1, the effect wears off. It can also be lifted with **DISPEL**.
- 13 The spell blinds you, and you act as if in total darkness (page 52). Roll D4 every morning. On a 1, you recover. The effect can also be lifted with **DISPEL**.
- 14 You are struck by amnesia and forget who you and the other player characters are. The effect must be roleplayed. Roll D4 every morning. On a 1, your memory returns.
- 15 The spell also affects a friend or other unintended victim. A healing or helping spell affects an enemy.
- 16 The spell backfires. An offensive spell affects you instead of the intended target. A protecting or healing spell inflicts damage instead.
- 17 You turn into an animal. Roll D6. 1: cat, 2: fox, 3: goat, 4: wolf, 5: deer, 6: bear. You get stats according to the table on page 99 and cannot speak, but you retain your mental acuity. Roll a D4 every morning. On a 1, you revert back to your original form.
- 18 You become one category younger, for example from adult to young. Your attributes and derived ratings change as per the table on page 24, but your skill levels do not. If you were already young, you turn into a child with -2 STR and CON, to a minimum of 3. The effect is permanent and you age normally from your new age.
- 19 You become one category older, for example from adult to old. Your attributes and derived ratings change as per the table on page 24, but your skill levels do not. If you were already old, you become very frail and get -2 STR and CON. The effect is permanent and you age normally from your new age.
- 20 Your magic attracts a demon (page 85) from another dimension. The demon shows up within the next shift and attacks or causes some kind of trouble. The details are up to the GM.





# LEARNING MAGIC

You can learn new spells from a teacher or grimoire. You must have a skill level in the relevant school of magic, or any school of magic for general spells.

**Prerequisites:** Some spells have a prerequisite that must be met in order to learn them. It is usually a school of magic or knowing another spell.

**Teachers:** The easiest (but often most expensive) way to learn a spell is from a teacher who already knows it. The lesson takes one shift, but you cannot activate the new spell until the end of the game session. You must then use an advancement mark (page 29) for the school to learn the new spell instead of trying to increase your skill level in the school. Make a roll against INT, with a boon. On success you learn the spell, otherwise you do not.

**Grimoires:** If you are lucky, you can find spells in other mages' grimoires. You can learn them on your own. This works the same way as with a teacher, but you roll against LANGUAGES instead of INT, without the boon.

**Magic Tricks:** Magic tricks are easier to learn than real spells. It takes one stretch to learn a new trick from a teacher or grimoire. No advancement mark or roll is required.

**Schools of Magic:** You can learn additional schools of magic by first acquiring the heroic ability Magic Talent (page 38), and then studying under a teacher with a skill level in the school for at least a week. At the end of the week you make a roll against INT. On a success you get your base chance (INT) as the skill level in the school. On failure you may try again after another week of study. Even non-mages can learn magic this way.

## SPELL LIST

The following pages list all magic tricks and spells in the *Dragonbane* core game. First up is General Magic, followed

by the three schools of Animism, Elementalism, and Mentalism.



## GENERAL MAGIC



### MAGIC TRICKS

**Fetch:** You make a loose object (no heavier than weight 1) within 10 meters float to you.

**Flick:** You give an object or creature within 10 meters a magical flick. The "attack" inflicts 1 point of damage and can, for example, shatter glass.

**Light:** You create a bright light that shines from a focus of your choice. It illuminates a 10-meter radius area around your focus and lasts for one shift of time. The light goes out if you reach zero HP.

**Open/Close:** You open or close an unlocked door within 10 meters that you can see.

**Repair Clothes:** Clothes belonging to you or someone else within 10 meters are instantly repaired and cleaned.

**Sense Magic:** You can sense whether the place you are in, or an item you are holding, is affected by magic – and if so, what kind of magic.

### DISPEL

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Any School of Magic
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 10 meters
- ◆ **Duration:** Instant

You cancel an ongoing spell of lower or equal power level. DISPEL can also be used to end other magical effects, if the adventure or GM allows it.



## PROTECTOR

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Any School of Magic
- ◆ **Requirement:** Gesture, ingredient (something to draw with)
- ◆ **Casting Time:** Action
- ◆ **Range:** Touch
- ◆ **Duration:** Shift

You protect a person or place (no larger than a human) from magic. You can cast the spell on yourself. The power level of all spells cast at the person or place is reduced by the power level in **PROTECTOR**. You can also use the spell to protect against magical attacks from monsters (page 83). In that case, each power level reduces the number of dice rolled for damage by 1.

## MAGIC SHIELD

- ◆ **Rank:** 2
- ◆ **Prerequisite:** **PROTECTOR** or **DISPEL**
- ◆ **Requirement:** Gesture
- ◆ **Casting Time:** Reaction
- ◆ **Range:** 10 meters
- ◆ **Duration:** Instant

You interfere with a spell cast by another mage. This spell is a reaction and breaks the initiative order of combat, but does not replace your action in the round. You cast it after your opponent's roll to succeed, but before any roll for damage or other effect. If it succeeds, the power level of your opponent's spell decreases by the power level of your **MAGIC SHIELD**. If the result is zero or less, your opponent's spell has no effect at all. You can also use the spell to stop magical attacks from monsters (page 83). In that case, each power level reduces the number of dice rolled for damage by 1.

## TRANSFER

- ◆ **Rank:** 3
- ◆ **Prerequisite:** **MAGIC SHIELD**
- ◆ **Requirement:** Gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** Touch
- ◆ **Duration:** Instant

You can steal WP from other humanoid creatures or transfer your WP to someone else. You can take or give a number of WP up to twice cost for casting the spell – i.e. four at power level 1, eight at power level 2, and twelve at level 3. The WP used to cast the spell are lost in the transfer. You can never exceed your maximum WP or go below zero, and the same goes for your subject. If they refuse the transfer, you get a bane to your roll.

## MAGIC SEAL

- ◆ **Rank:** 4
- ◆ **Prerequisite:** **TRANSFER**
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Shift
- ◆ **Range:** Touch
- ◆ **Duration:** Permanent

You bind a spell to an inanimate object of your choice. The power level of **MAGIC SEAL** determines the power level of the bound spell. Binding a magic trick requires power level 1. When casting **MAGIC SEAL** you also decide how the bound spell is activated. When that happens, the spell uses WP from the person activating it. If this person cannot or will not spend their WP, the spell is not activated. **MAGIC SEAL** can be combined with **CHARGE** to give the object its own WP to use. The two rituals must then be performed consecutively. Activating a bound spell dissolves the **MAGIC SEAL**, unless the **MAGIC SEAL** is combined with **PERMANENCE** (below).

## CHARGE

- ◆ **Rank:** 4
- ◆ **Prerequisite:** **TRANSFER**
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Stretch
- ◆ **Range:** Touch
- ◆ **Duration:** Shift

You transfer your WP to an inanimate object of your choice, which acts as a battery. Each power level lets you transfer up to 10 WP. Anyone in contact with the object can then use its WP instead of their own. After one shift of time, the charged WP dissipate, unless combined with **PERMANENCE**. **CHARGE** can also be combined with **MAGIC SEAL** (see above).

## PERMANENCE

- ◆ **Rank:** 5
- ◆ **Prerequisite:** **MAGIC SEAL**
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Shift
- ◆ **Range:** Touch
- ◆ **Duration:** Permanent

This ritual is combined with another spell and makes it permanent. This costs the mage one point of WIL permanently (and reduces maximum WP by one). The power level of **PERMANENCE** must be equal to that of the spell being made permanent. **PERMANENCE** cannot be added to spells with instant duration. If **PERMANENCE** is combined with **MAGIC SEAL**, the latter becomes permanent and the bound spell can be activated any number of times.





# ANIMISM

## MAGIC TRICKS

**Birdsong:** You are surrounded by lovely birdsong for one stretch of time. The birds give you a boon to **AWARENESS**. This trick only works outdoors.

**Clean:** The room you are in is cleaned. All dust and dirt disappear, and the room is put in order.

**Cook Food:** You automatically succeed at cooking food (page 103) without a **BUSHCRAFT** roll, and it happens instantly (one action).

**Floral Trail:** Beautiful flowers sprout where you walk. The flowers wither after a shift.

**Hairstyle:** You change the color, length, and style of your hair as you see fit. In some situations this can give you a boon to **BLUFFING** and **PERSUASION** rolls.

## ANIMAL WHISPERER

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Animism
- ◆ **Requirement:** Word

- ◆ **Casting Time:** Stretch
- ◆ **Range:** 2 meters
- ◆ **Duration:** Instant

This spell lets you talk to a bird or mammal. You can ask a number of questions equal to the power level. Animals can tell you what they have seen, heard, or smelled – but they do not perceive the world as humanoids do, and their answers are hard to interpret. The main advantage is that they never lie.

## BANISH

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Animism
- ◆ **Requirement:** Word, gesture, focus (holy symbol)
- ◆ **Casting Time:** Action
- ◆ **Range:** 10 meters
- ◆ **Duration:** Instant

Demons and undead rising from their graves are a violation of the natural order and must be stopped. This spell inflicts 2D8 damage on such a being. Each additional power level increases the damage by D8. Armor and natural armor have no effect, and the spell cannot be dodged or parried.



## ENSNARING ROOTS

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Animism
- ◆ **Requirement:** Gesture, ingredient (branches or roots nearby)
- ◆ **Casting Time:** Action
- ◆ **Range:** 10 meters
- ◆ **Duration:** Shift

The victim is ensnared by roots and branches and is unable to move. Breaking free requires an **EVADE** roll – with a boon at power level 1, normally at power level 2, and with a bane at power level 3. Each attempt counts as an action in combat. Only one attempt is allowed per round, but others can help. The spell does not work on monsters.

## LIGHTNING FLASH

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Animism
- ◆ **Requirement:** Gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 30 meters
- ◆ **Duration:** Instant

You call down a flash of lightning from the sky. If the spell is cast successfully, the target takes 2D6 damage. The lightning flash continues to another random target within 2 meters of the target, inflicting 2D4 damage. Each power level beyond the first increases the number of dice rolled for damage by one (e.g., 3D6 and 3D4 respectively at power level 2). Metal armor has no effect but the spell can be dodged or parried as a ranged attack, and if this is successfully done, no further target is hit. Indoors, the WP cost to cast the spell is doubled.

## TREAT WOUND

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Animism
- ◆ **Requirement:** Word
- ◆ **Casting Time:** Action
- ◆ **Range:** Touch
- ◆ **Duration:** Instant

You heal a living creature for 2D6 HP. You can use the spell on yourself. For each power level beyond the first, the spell heals an additional D6 HP.

## ENGULFING FOREST

- ◆ **Rank:** 2
- ◆ **Prerequisite:** ENSNARING ROOTS
- ◆ **Requirement:** Gesture, ingredient (branches or roots nearby)
- ◆ **Casting Time:** Action
- ◆ **Range:** 10 meters (sphere)
- ◆ **Duration:** Shift

You call upon the spirits of the forest who quickly make thickets of thorns and roots shoot up from the ground in the area of effect. The area counts as rough terrain (page 44), and everyone except yourself (not monsters) who is in the area of effect when you cast the spell is ensnared by roots and branches, unable to move. Breaking free requires an **EVADE** roll – with a boon at power level 1, normally at power level 2, and with a bane at power level 3. Each attempt counts as an action in combat. Only one attempt is allowed per round. Other people who are not ensnared can help.

## LIGHTNING BOLT

- ◆ **Rank:** 2
- ◆ **Prerequisite:** LIGHTNING FLASH
- ◆ **Requirement:** Gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 40 meters
- ◆ **Duration:** Instant

You call down a great bolt of lightning on a target, who suffers 2D8 damage. The bolt continues to another random target within 2 meters of the target, inflicting 2D6 damage, and then to a third target within 2 meters, who suffers 2D4 damage. Each power level beyond the first increases the number of dice rolled for damage by one. Metal armor has no effect but the spell can be dodged or parried as a ranged attack, and if this is successfully done, no further target is hit. Indoors, the WP cost to cast the spell is doubled.

## HEAL WOUND

- ◆ **Rank:** 2
- ◆ **Prerequisite:** TREAT WOUND
- ◆ **Requirement:** Word
- ◆ **Casting Time:** Action
- ◆ **Range:** Touch
- ◆ **Duration:** Instant

You heal a living creature for 2D8 HP and one non-permanent severe injury. You can use the spell on yourself. For each power level beyond the first, the spell heals an additional D8 HP.

## PURGE

- ◆ **Rank:** 2
- ◆ **Prerequisite:** BANISH
- ◆ **Requirement:** Word, gesture, focus (holy symbol)
- ◆ **Casting Time:** Action
- ◆ **Range:** 10 meters
- ◆ **Duration:** Instant

You exorcise a demon or undead, inflicting 2D10 damage on the unnatural creature. Each power level increases the damage by D10. Armor and natural armor have no effect, and the spell cannot be dodged or parried.



## SLEEP

- ◆ **Rank:** 2
- ◆ **Prerequisite:** TREAT WOUND
- ◆ **Requirement:** Word
- ◆ **Casting Time:** Action
- ◆ **Range:** Touch
- ◆ **Duration:** Instant

The target of the spell must succeed with a **WIL** roll or fall into a deep sleep for one stretch. NPCs roll against their maximum **WP** if this is listed, reduced by 2 for each level of the Focused heroic ability. If **WP** is not listed, NPCs roll against 10. If the roll succeeds, the victim still gets Dazed. The victim rolls with a boon at power level 1, normally at power level 2, and with a bane at power level 3. A sleeping person is very difficult to wake, but wakes up upon taking damage. The spell can only be used on the living and has no effect on monsters.

## RESTORATION

- ◆ **Rank:** 3
- ◆ **Prerequisite:** HEAL WOUND
- ◆ **Requirement:** Word
- ◆ **Casting Time:** Action
- ◆ **Range:** Touch
- ◆ **Duration:** Instant

You heal a living creature for 2D10 **HP** and any one severe injury. You can use the spell on yourself. For each power level beyond the first, the spell heals an additional D10 **HP**.

## RESURRECTION

- ◆ **Rank:** 3
- ◆ **Prerequisite:** HEAL WOUND

- ◆ **Requirement:** Word, gesture, ingredient (corpse)
- ◆ **Casting Time:** Shift
- ◆ **Range:** Touch
- ◆ **Duration:** Permanent

You can channel nature's forces to resurrect a dead person – not as undead, but truly alive. This costs the mage one point of **WIL** permanently (and reduces maximum **WP** by one). The more time that has passed since the target died, the more difficult it is. Within the same shift requires power level 1, within a day requires power level 2, and within a week requires power level 3. If over a week has passed, the body is too decomposed to be **RESURRECTED**. Only one attempt can be made – if it fails, the victim is permanently dead. A person brought back to life loses D3 skill levels in all **CHA**-based skills (to a minimum of 3).

## THUNDERBOLT

- ◆ **Rank:** 3
- ◆ **Prerequisite:** LIGHTNING BOLT
- ◆ **Requirement:** Gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 50 meters
- ◆ **Duration:** Instant

You call down a mighty thunderstroke on a target, who suffers 2D10 damage. The thunderstroke continues to up to three random targets within 2 meters of each other. The damage is 2D8 for the second target, 2D6 for the third, and 2D4 for the fourth. Each power level beyond the first increases the number of dice rolled for damage by one. Metal armor has no effect but the spell can be dodged or parried as a ranged attack, and if this is successfully done, no further target is hit. Indoors, the **WP** cost to cast the spell is doubled.

# ELEMENTALISM

## MAGIC TRICKS

**Heat/Chill:** The area within 10 meters of you becomes pleasantly warm or cold. The effect protects against cold (page 54) for one shift of time.

**Ignite:** You light or extinguish a candle, torch, or lantern within 10 meters.

**Puff of Smoke:** An impressive puff of smoke erupts in front of you. Very popular for dramatic entrances, and can give you a boon to **SNEAKING** in certain situations as determined by the GM.





## FIREBALL

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Elementalism
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 20 meters
- ◆ **Duration:** Instant

The spell sends a fireball from your hand or focus at the target. The fireball can be dodged or parried as a ranged attack. The fireball inflicts 2D6 damage on a hit and sets fire to flammable objects. Each power level beyond the first increases the damage by D6 or creates another fireball that hits another target within range.

## FROST

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Elementalism
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 4 meters (sphere)
- ◆ **Duration:** Stretch

You drastically lower the temperature around you. All natural fires in the area of effect are extinguished and all living creatures lose D6 HP and D6 WP when the spell is cast, and become cold as per the rules on page 54 – they cannot heal HP or WP until they get warm.

Humanoids (not monsters) in the area of effect when the spell is cast are also frozen in place and can neither move nor perform actions (not even reactions). On each turn, a frozen victim can make a STR roll (not an action) to break free. Each additional power level increases the range by 4 meters.

Any water in the area of effect immediately freezes. In a river this creates an ice floe that you can walk on or use as a raft.

## GUST OF WIND

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Elementalism
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 10 meters (cone)
- ◆ **Duration:** Instant

The spell summons a great gust of wind. All untethered objects and creatures up to human size in the area of effect are pushed 2D4 meter away from you and suffer the same amount of bludgeoning damage. Against a swarm (page 83) the spell deals 2D6 damage. Each additional power level increases the number of dice by one. The spell has no effect on monsters that are Large or Huge (page 83).

## PILLAR

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Elementalism
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 10 meters
- ◆ **Duration:** Shift

The spell raises a pillar, three meters high and one meter wide, from the ground or a stone floor. If someone is standing in that spot, the victim must make an ACROBATICS roll (not an action) to avoid falling off the pillar. If the pillar is created under a low ceiling and the roll fails, the victim takes 2D6 bludgeoning damage instead. For each additional power level, the height of the pillar increases by three meters, which can mean falling damage to anyone who falls off (page 53).

## SHATTER

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Elementalism
- ◆ **Requirement:** Word
- ◆ **Casting Time:** Action
- ◆ **Range:** Touch
- ◆ **Duration:** Instant

By breaking the invisible bond that holds physical matter together, you can shatter physical objects. With this spell you inflict 2D10 damage on an inanimate and non-magical item. Any armor rating has no effect. Each power level beyond the first increases the damage by D10.

## FIRE BLAST

- ◆ **Rank:** 2
- ◆ **Prerequisite:** FIREBALL
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 30 meters
- ◆ **Duration:** Instant

The spell sends a large fire blast from your hand or focus at the target. The fire blast can be dodged or parried as a ranged attack. The fire blast inflicts 2D8 damage on a hit and sets fire to flammable objects. Each power level beyond the first increases the damage by D8 or creates another blast that hits another target within range.

## STONE SHIELD

- ◆ **Rank:** 2
- ◆ **Prerequisite:** PILLAR
- ◆ **Requirement:** Gesture, ingredient (pebbles)
- ◆ **Casting Time:** Reaction
- ◆ **Range:** Personal
- ◆ **Duration:** Instant



You instantly summon a shield of stone that decreases the damage of an incoming attack by 2D6. Each additional power level decreases the damage by another D6. You can cast the spell after the roll to hit, but before rolling damage. The spell can be combined with armor.

### STONEWALL

- ◆ **Rank:** 2
- ◆ **Prerequisite:** PILLAR
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 10 meters
- ◆ **Duration:** Shift

The spell raises a wall from the ground or a stone floor – one meter thick, two meters high, and three meters wide. Each additional power level creates another section of the same size. If someone is standing in that spot, the victim must make an **ACROBATICS** roll (not an action) to avoid falling off. If the wall is created under a low ceiling and the roll fails, the victim takes 2D6 bludgeoning damage instead.

### TIDAL WAVE

- ◆ **Rank:** 2
- ◆ **Prerequisite:** FROST
- ◆ **Requirement:** Word, gesture, ingredient (water source)
- ◆ **Casting Time:** Action
- ◆ **Range:** 20 meters (cone)
- ◆ **Duration:** Instant

You summon a great wave from a water source within range. The area of effect starts at the source, not at yourself. All untethered objects and creatures in the area of effect are pushed 2D6 meters away from the water source and suffer the same amount of bludgeoning damage. Each additional power level increases the number of dice by one.

### WHIRLWIND

- ◆ **Rank:** 2
- ◆ **Prerequisite:** GUST OF WIND
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 4 meters (sphere)
- ◆ **Duration:** Instant

The spell creates a mighty whirlwind around the mage. All untethered objects and creatures up to human size in the area of effect are hurled 2D4 meters away, suffer the same amount of bludgeoning damage, and land prone. Each additional power level increases the range by 4 meters and inflicts another D4 damage.

If you take a bane on the roll, you can let one person in range be hurled to another spot of your choice within the spell's range. You decide whether that person takes damage and whether they land prone.

### FIREBIRD

- ◆ **Rank:** 3
- ◆ **Prerequisite:** FIRE BLAST
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 40 meters
- ◆ **Duration:** Instant

The spell sends a terrifying bird of fire from your hand or focus at the target. The attack can be dodged or parried as a ranged attack. The firebird inflicts 2D10 damage on a hit and sets fire to flammable objects. Each power level beyond the first increases the damage by D10 or creates another firebird that hits another target in range.





## FIRESTORM

- ◆ **Rank:** 3
- ◆ **Prerequisite:** FIRE BLAST and WHIRLWIND
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 4 meters (sphere)
- ◆ **Duration:** Instant

The spell creates a whirling storm of fire around you. All targets in range suffer 2D6 damage. Each additional power level increases the range by 4 meters and inflicts another D6 damage.

## GNOME

- ◆ **Rank:** 3
- ◆ **Prerequisite:** STONEWALL
- ◆ **Requirement:** Word, gesture, ingredient (stone or soil)
- ◆ **Casting Time:** Stretch
- ◆ **Range:** 4 meters
- ◆ **Duration:** Stretch

The spell summons an earth elemental. The gnome takes the form of a humanoid of gray-brown sand or clay, and counts as a monster in combat (page 84). It follows its creator's commands (free action) and acts independently with its own initiative, but must stay within sight of the mage.

### GNOME

**Movement:** 8    **HP:** 5 per power level

**Armor:** 4

**Weapons:** Fists of stone. Hits automatically in melee combat (but can be dodged or parried) and inflicts D6 bludgeoning damage per power level.

**Pillar:** The gnome can cast PILLAR at the same power level as its own, using the mage's WP.

## SALAMANDER

- ◆ **Rank:** 3
- ◆ **Prerequisite:** FIRE BLAST
- ◆ **Requirement:** Word, gesture, ingredient (open fire)
- ◆ **Casting Time:** Stretch
- ◆ **Range:** 4 meters
- ◆ **Duration:** Stretch

The spell summons a fire elemental. The salamander takes the form of a lizard of fire, and counts as a monster in combat (page 84). It follows its creator's commands

(free action) and can act independently with its own initiative, but must stay within sight of the mage.

### SALAMANDER

**Movement:** 12    **HP:** 5 per power level

**Armor:** —

**Weapons:** Flaming grip. Hits automatically in melee combat (but can be dodged) and inflicts D6 damage per power level. Armor has no effect.

**Fire Orb:** The salamander can cast FIRE BLAST at the same power level as its own, using the mage's WP.

**Resistance:** Piercing damage is halved.

**Immunity:** The salamander is immune to fire damage, including magical fire damage.

## SYLPH

- ◆ **Rank:** 3
- ◆ **Prerequisite:** WHIRLWIND
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Stretch
- ◆ **Range:** 4 meters
- ◆ **Duration:** Stretch

The spell summons a wind elemental. The sylph looks like a storm cloud in the shape of a bird. It counts as a monster in combat (page 84), follows its creator's commands (free action), and can act independently with its own initiative, but must stay within sight of the mage.

### SYLPH

**Movement:** 24    **HP:** 5 per power level

**Armor:** —

**Weapons:** Howling winds. Hits automatically in melee combat (but can be dodged). The attack hurls the victim D4 meters per power level and inflicts the same amount of bludgeoning damage.

**Gust of Wind:** The sylph can cast GUST OF WIND at the same power level as its own, using the mage's WP.

**Resistance:** Piercing damage is halved.



## UNDINE

- ◆ **Rank:** 3
- ◆ **Prerequisite:** TIDAL WAVE
- ◆ **Requirement:** Word, gesture, ingredient (water)
- ◆ **Casting Time:** Stretch
- ◆ **Range:** 4 meters
- ◆ **Duration:** Stretch

The spell summons a water elemental. The undine looks like a tidal wave whose crest is shaped like a woman composed entirely of water. It counts as a monster in combat (page 84), follows its creator's commands (free action), and can act independently with its own initiative, but must stay within sight of the mage.

## UNDINE

**Movement:** 12    **HP:** 5 per power level

**Armor:** —

**Weapons:** Wet embrace. Hits automatically in melee combat (but can be dodged) and inflicts D6 damage per power level. Armor has no effect.

**Tidal Wave:** The undine can cast TIDAL WAVE at the same power level as its own, using the mage's WP.

**Resistance:** Piercing damage is halved.

# MENTALISM

## MAGIC TRICKS

**Lock/Unlock:** Your touch locks or unlocks a non-magical lock.

**Magic Stool:** You create a round surface, roughly half a meter in diameter and height, which you can sit on or put things on. The effect lasts until you leave.

**Slow Fall:** You slow your fall and land as light as a feather, no matter the height.

## FARSIGHT

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Mentalism
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 1 kilometer
- ◆ **Duration:** Concentration

The spell lets you see and hear what is happening in a place up to one kilometer away, as if you were there in person. You must either have the place in sight or have visited it previously. Each additional power level increases the range tenfold – 10 kilometers at power level 2 and 100 kilometers at power level 3. The spell cannot be used to peer into other dimensions.

## LEVITATE

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Mentalism
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 6 meters
- ◆ **Duration:** Instant

You levitate yourself or another person or object of up to human size and let it float up to 6 meters in any direction, after which it lands gently or drops to the ground (you decide). Each additional power level lets you levitate the target another 2 meters or levitate an additional person or object. If you try to LEVITATE an unwilling creature, you get a bane to the roll.

## LONGSTRIDER

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Mentalism
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** Touch
- ◆ **Duration:** Stretch

The target's movement rating is doubled for the duration of the effect. You can cast the spell on yourself. Each additional power level lets you cast the spell on another person.



## POWER FIST

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Mentalism
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** Personal
- ◆ **Duration:** Stretch

The damage of your unarmed attacks increases by D6 per power level.

## STONE SKIN

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Mentalism
- ◆ **Requirement:** Word, gesture, ingredient (stone)
- ◆ **Casting Time:** Action
- ◆ **Range:** Touch
- ◆ **Duration:** Stretch

The target's skin turns hard and gray, and gains armor rating 4. Each power level beyond the first increases the armor rating by an additional 2. If you wear armor, only the highest armor rating counts.

## DIVINATION

- ◆ **Rank:** 2
- ◆ **Prerequisite:** FARSIGHT
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 100 meters
- ◆ **Duration:** Instant

Specify an item ("weapon", "sword"), substance ("gold", "air", "water"), creature or type of creature ("Zot the mage", "undead", "orcs") or phenomenon ("magic"). The spell shows you the direction to the nearest target of the specified type within the spell's range. Each additional power level doubles the range – to 200 meters and 400 meters respectively.

## ENCHANT WEAPON

- ◆ **Rank:** 2
- ◆ **Prerequisite:** POWER FIST
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** Touch
- ◆ **Duration:** Stretch

The spell enchants a weapon so that result 1–2 counts as a Dragon roll when attacking and parrying with it. The weapon also counts as magical. Each power level increases the chance of rolling a Dragon by 1. In other words: 1–3 at power Level 2 and 1–4 at power level 3.

## MENTAL STRIKE

- ◆ **Rank:** 2
- ◆ **Prerequisite:** POWER FIST
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 10 meters
- ◆ **Duration:** Instant

You can project your mental power as a powerful physical strike. The attack hurls the victim 2D6 meters away from you and inflicts the same amount of damage. Each additional power level adds D6 to the roll. The spell can be dodged or parried as a ranged attack.

## SCRYING

- ◆ **Rank:** 2
- ◆ **Prerequisite:** FARSIGHT
- ◆ **Requirement:** Gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 10 meters
- ◆ **Duration:** Concentration

You gain knowledge of past events that occurred in the place you are in, even if none alive remember what happened. You gaze up to a day back in time at power level 1, a year at power level 2, and centuries at power level 3. Your visions are often cryptic and fragmented – the GM decides exactly what you see.

## TELEPATHY

- ◆ **Rank:** 2
- ◆ **Prerequisite:** FARSIGHT
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 10 meters
- ◆ **Duration:** Concentration

You can read the surface thoughts of another person. Accessing deeper memories requires power level 2 or even more, depending on how fresh the memory is. The GM has the final say. You can also use this spell to send your own thoughts to another person.

## DOMINATE

- ◆ **Rank:** 3
- ◆ **Prerequisite:** TELEPATHY
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 10 meters
- ◆ **Duration:** Instant



You can take complete control of another person's actions. To cast the spell, make an opposed roll against the victim's WIL. NPCs roll against their maximum WP if this is listed, reduced by 2 for each level of the Focused heroic ability. If WP is not listed, NPCs roll against 10. At power level 1 you get a bane, at power level 2 you roll normally, and at power level 3 you get a boon. If you win the roll, the victim must immediately make a movement and perform an action of your choice, except any action that requires spending WP. The victim also loses their next turn. The spell has no effect on monsters.

## FLIGHT

- ◆ **Rank:** 3
- ◆ **Prerequisite:** LEVITATE
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** Touch
- ◆ **Duration:** Stretch

You give yourself or another creature of up to human size the ability to fly freely with Movement rating 6. At power level 2, the Movement rating is doubled to 12. At power level 3, it is doubled again to 24. The flying individual can ignore all obstacles and is not affected by terrain.

## TELEPORT

- ◆ **Rank:** 3
- ◆ **Prerequisite:** FARSIGHT
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** Touch
- ◆ **Duration:** Instant

With this spell you can teleport yourself up to 100 meters. You must either be able to see the destination or have visited it previously. For each power level beyond the first, you can bring another human-sized creature you touch with you, or double the range. The spell cannot be used to travel between dimensions.





# GEAR





This chapter covers various kinds of goods and services available in the world of *Dragonbane* and their usual cost. The tables also list the items' weight (page 28) and mechanical effects.

## SUPPLY

Some goods and services are rare, and the player characters cannot expect to find everything they are looking for in any little village. Each listed item has a supply rating, graded on the following scale.

- ♦ **Common:** Available in any village or marketplace.
- ♦ **Uncommon:** Can usually only be purchased from the artisan making it, which does not necessarily mean it will be available in every village.
- ♦ **Rare:** Must generally be specially ordered from artisans.
- ♦ **Unique:** Can only be obtained in treasure troves or from the person who found the precious item.

## WEAPONS & ARMOR

As an adventurer, you always want a weapon close at hand – you never know where danger may be lurking. The tables on pages 74–75 list common types of weapons. The values shown in the tables are explained below.

**Grip** indicates if you need one or two hands to wield the weapon. Read more on page 45.

**STR** indicates how much STR you need to use the weapon effectively. Read more on page 45.

**Damage** indicates how much damage the weapon inflicts on a hit. The damage can be increased by Damage Bonus and decreased by armor.

**Durability** determines how much damage you can parry without damaging the weapon. Read more about parrying on page 46.

**Range** indicates the maximum range in meters at which the weapon can be used effectively. Read more on page 49.

**Cost** indicates the weapon's typical price. The actual price can vary depending on local supply and demand.

**Features** indicates which features the weapon has:

- ♦ **Subtle:** The weapon grants a boon and increased damage when performing sneak attacks (page 43).
- ♦ **Long:** Attacks with this melee weapon can hit an enemy up to 4 meters away (two squares).
- ♦ **Toppling:** The weapon grants a boon when trying to topple an opponent (page 48).
- ♦ **Piercing:** The weapon inflicts piercing damage, which can affect the effectiveness of armor (page 50).
- ♦ **Slashing:** The weapon inflicts slashing damage. If the weapon is both slashing and piercing, you must choose whether to slash or pierce before rolling the attack.
- ♦ **Bludgeoning:** The weapon inflicts bludgeoning damage, which affects the effectiveness of armor (page 50).

**Armor Rating** indicates the amount of damage the armor subtracts from an attack. You can only wear one suit of armor at a time, but armor can be combined with a helmet.

## ARMOR & HELMETS

ARMOR	ARMOR RATING	COST	SUPPLY	EFFECT
Leather	1	2 gold	Common	—
Studded Leather	2	10 gold	Uncommon	Bane on SNEAKING rolls.
Chainmail	4	50 gold	Uncommon	Bane on EVADE and SNEAKING rolls.
Plate Armor	6	500 gold	Rare	Bane on ACROBATICS, EVADE, and SNEAKING rolls.
Open Helmet	+1	12 gold	Uncommon	Bane on AWARENESS rolls.
Great Helm	+2	100 gold	Rare	Bane on AWARENESS and all ranged attacks.



## MELEE WEAPONS

WEAPON	GRIP	STR	RANGE	DAMAGE	DURA- BILITY	COST	SUPPLY	FEATURES
Unarmed	—	—	2	D6	—	—	—	Bludgeoning
Blunt Object, Light	1H	—	STR	D8	3	—	—	Bludgeoning, can be thrown
Blunt Object, Heavy	2H	16	2	2D8	3	—	—	Bludgeoning
Knife	1H	—	STR	D8	6	5 silver	Common	Subtle, piercing, can be thrown
Dagger	1H	—	STR	D8	9	1 gold	Common	Subtle, piercing, slashing, can be thrown
Parrying Dagger	1H	—	2	D6	15	2 gold	Uncommon	Subtle, piercing, slashing
Short Sword	1H	7	2	D10	12	8 gold	Common	Piercing, slashing
Broadsword	1H	10	2	2D6	15	12 gold	Common	Piercing, slashing
Longsword	1H	13	2	2D8	15	25 gold	Uncommon	Piercing, slashing
Greatsword	2H	16	2	2D10	15	50 gold	Rare	Piercing, slashing
Scimitar	1H	10	2	2D6	12	10 gold	Uncommon	Toppling, slashing
Handaxe	1H	7	STR	2D6	9	2 gold	Common	Toppling, slashing, can be thrown
Battleaxe	1H	13	2	2D8	9	10 gold	Uncommon	Toppling, slashing
Two-Handed Axe	2H	16	2	2D10	9	25 gold	Uncommon	Toppling, slashing
Mace	1H	7	2	2D4	12	8 gold	Common	Bludgeoning
Morningstar	1H	13	2	2D8	12	14 gold	Uncommon	Bludgeoning
Flail	1H	13	2	2D8	—	16 gold	Uncommon	Bludgeoning, toppling, cannot be used for parrying
Warhammer, Light	1H	10	2	2D6	12	10 gold	Uncommon	Bludgeoning, toppling
Warhammer, Heavy	2H	16	2	2D10	12	20 gold	Uncommon	Bludgeoning, toppling
Wooden Club, Small	1H	7	2	D8	9	1 silver	Common	Bludgeoning
Wooden Club, Large	2H	16	2	2D8	12	2 silver	Common	Bludgeoning
Staff	2H	7	2	D8	9	2 silver	Common	Bludgeoning, toppling
Short Spear	1H	7	STR×2	D10	9	5 silver	Common	Piercing, can be thrown
Long Spear	2H	10	4	2D8	9	1 gold	Common	Long, piercing
Lance	1H	13	4	2D10	12	12 gold	Rare	Long, piercing, requires combat trained mount
Halberd	2H	13	4	2D8	12	20 gold	Rare	Long, toppling, piercing, slashing
Trident	1H	10	STR	2D6	9	5 gold	Uncommon	Toppling, piercing, can be thrown
Shield, Small	1H	7	2	D8	15	4 gold	Common	Bludgeoning
Shield, Large	1H	13	2	D8	18	12 gold	Common	Bludgeoning

Mastercrafted

×10

Reduces STR requirement by 3, increases durability by 3



## RANGED WEAPONS

WEAPON	GRIP	STR	RANGE	DAMAGE	DURABILITY	COST	SUPPLY	FEATURES
Sling	1H	—	20	D8	—	1 silver	Common	Bludgeoning, tiny item
Short Bow	2H	7	30	D10	3	25 gold	Common	Piercing, requires quiver
Longbow	2H	13	100	D12	6	50 gold	Uncommon	Piercing, requires quiver
Crossbow, Light	2H	7	40	2D6	6	75 gold	Uncommon	Piercing, requires quiver, no damage bonus
Crossbow, Heavy	2H	13	60	2D8	9	200 gold	Rare	Piercing, requires quiver, no damage bonus
Crossbow, Hand	1H	7	30	2D6	6	90 gold	Rare	Piercing, requires quiver, no damage bonus

## CLOTHES

GARMENT	COST	SUPPLY	EFFECT
Boots	2 gold	Uncommon	Protects against some journey mishaps (page 102).
Cloak	8 silver	Uncommon	Protects against some journey mishaps (page 102).
Fine Garments	10 gold	Uncommon	Boon on CHA-based skills when the GM finds it reasonable.
Fur	1 gold	Uncommon	Boon on BUSHCRAFT for resisting cold (page 54).
Rags	5 copper	Common	Bane on CHA-based skills when the GM finds it reasonable.
Simple Clothes	5 silver	Common	Required to avoid a bane on CHA-based skills.

## MUSICAL INSTRUMENTS

ITEM	COST	SUPPLY	WEIGHT	EFFECT
Bagpipe	30 gold	Uncommon	1	Reduces the WP cost of the Musician ability to 1 and increases range to 50 meters.
Drum	4 gold	Common	1	Increases the range of the Musician ability to 20 meters.
Flute	2 gold	Common	1	Reduces the WP cost of the Musician ability to 2.
Harp	8 gold	Uncommon	2	Reduces the WP cost of the Musician ability to 1.
Horn	6 gold	Common	1	Increases the range of the Musician ability to 100 meters.
Lyre	20 gold	Uncommon	1	Reduces the WP cost of the Musician ability to 1.



## TRADE GOODS

ITEM	COST	SUPPLY	WEIGHT	EFFECT
Abacus	2 gold	Common	1	Boon on INT rolls for solving mathematical problems.
Blanket	5 silver	Common	1	Required to avoid a bane on rolls to avoid the effects of cold (page 54).
Chess Set	1 gold	Common	1	Opposed roll for INT determines who wins.
Dice	1 silver	Common	—	Chance determines who wins.
Field Kitchen	4 gold	Common	2	Boon on BUSHCRAFT rolls for cooking (page 103).
Field Ration	1 silver	Common	1/4	One ration must be consumed per day, otherwise you become hungry (page 54).
Grappling Hook	3 gold	Common	1	Can be used to secure a rope. Can be thrown and secured with an ACROBATICS roll up to STR meters (STR × 2 with a bane).
Lockpicks, Advanced	20 gold	Rare	1	Boon on SLEIGHT OF HAND rolls for picking locks.
Lockpicks, Simple	1 gold	Uncommon	1	Required to avoid a bane on SLEIGHT OF HAND rolls for picking locks.
Magnifying Glass	30 gold	Uncommon	1	Boon to SPOT HIDDEN rolls.
Map	5 gold	Uncommon	—	Required to avoid a bane on BUSHCRAFT rolls for leading the way during journeys.
Marbles	1 gold	Common	1	Can be thrown at a humanoid enemy within 10 meters, as an action. Next turn the enemy must make an EVADE roll (not an action) in order to move.
Padlock	10 gold	Common	—	Locks a door or chest. Can take 20 points of damage, armor rating 5.
Perfume (10 doses)	5 gold	Common	1	Boon on CHA-based skill rolls when the GM finds it reasonable.
Playing Cards	5 silver	Uncommon	—	Opposed roll for BLUFFING determines who wins.
Quiver of Arrows, Iron Head	2 gold	Common	1	Required to fire bows or crossbows.
Quiver of Arrows, Wooden Head	5 silver	Common	1	Required to fire bows or crossbows. The effectiveness of armor is doubled.
Rope, Hemp (10 meters)	1 gold	Common	1	Boon on ACROBATICS rolls for climbing, but the rope must be secured to something.
Rope, Silk (10 meters)	10 gold	Uncommon	—	Boon on ACROBATICS rolls for climbing, but the rope must be secured to something.
Saddle	10 gold	Common	1	Required to avoid a bane when fighting from horseback.



## TRADE GOODS (cont.)

ITEM	COST	SUPPLY	WEIGHT	EFFECT
Sleeping Fur	1 gold	Common	1	Required to avoid a bane on BUSHCRAFT rolls for making camp.
Spyglass	50 gold	Rare	1	Boon on BUSHCRAFT rolls for leading the way during journeys.
Tent, Small	2 gold	Common	2	Can accommodate up to two people. Grants a boon on BUSHCRAFT rolls for making camp. Only one person rolls, but others can help.
Tent, Large	4 gold	Common	4	Can accommodate up to six people. Grants a boon on BUSHCRAFT rolls for making camp. Only one person rolls, but others can help.
Whistle	5 silver	Common	—	Can be heard from up to 100 meters away.

## STUDIES & MAGIC

ITEM	COST	SUPPLY	WEIGHT	EFFECT
Amulet	3 gold	Uncommon	—	Can be used as a focus for spells.
Book	25 gold	Uncommon	1	Boon on skill rolls in a specific subject. The cost varies depending on the subject.
Brooch	5 gold	Uncommon	—	Can be used as a focus for spells.
Chalk	1 copper	Common	—	Can be used as a focus for spells.
Grimoire	50 gold	Unique	1	The cost varies depending on the content and may be much higher.
Hourglass	25 gold	Rare	1	Can be used as a focus for spells.
Notebook	5 gold	Common	1	Empty, can be used as a grimoire.
Orbuculum	18 gold	Uncommon	1	Can be used as a focus for spells.
Paper (sheet)	2 silver	Uncommon	—	Can be used to write down spells.
Parchment (sheet)	1 silver	Common	—	Can be used to write down spells.
Quill & Ink	10 gold	Uncommon	1	Can be used to write down spells.
Reliquary	5 gold	Uncommon	1	Can be used as a focus for spells.
Wand	10 gold	Uncommon	1	Can be used as a focus for spells.



## LIGHT SOURCES

ITEM	COST	SUPPLY	WEIGHT	EFFECT
Flint & Tinder	5 silver	Common	—	Required to light torches, candles, or lanterns, and to make a fire.
Lamp Oil	3 silver	Common	1	Holds ten doses. Each dose keeps an oil lamp or lantern burning for up to one shift of time.
Lantern	10 gold	Common	1	Illuminates a 10 meter radius. Burns for up to a shift of time, but roll D8 after each stretch of time. On 1 the lantern goes out and must be refilled and relit (action).
Oil Lamp	1 gold	Common	1	Illuminates a 10 meter radius. Burns for up to a shift of time, but roll D6 after each stretch of time. On 1 the lamp goes out and must be refilled and relit (action).
Tallow Candle	1 copper	Common	—	Illuminates a 4 meter radius. Burns for up to a shift of time, but roll D4 after each stretch of time, or if the bearer attacks or is attacked. On 1 the candle goes out.
Torch	5 copper	Common	1	Illuminates a 10 meter radius. Burns for up to a shift of time, but roll D6 after each stretch of time, or if the torch is used as a weapon. On 1 the torch goes out.

## TOOLS

TOOL	COST	SUPPLY	WEIGHT	EFFECT
Crowbar	2 gold	Common	1	2D6 damage against a door or wall, without risk of being damaged. Hits automatically.
Hammer	1 gold	Common	1	2D4 damage against a door or wall, without risk of being damaged. Hits automatically.
Needle & Thread	3 silver	Common	—	Mends clothes with a CRAFTING roll.
Pickaxe	3 gold	Common	1	2D8 damage against a door or wall, without risk of being damaged. Hits automatically.
Saw	5 gold	Uncommon	1	Cuts metal or wood in one stretch.
Shovel	2 gold	Common	1	Reduces the time spent digging by half.
Sledgehammer	3 gold	Common	2	2D10 damage against a door or wall, without risk of being damaged. Hits automatically.
Blacksmithing Tools	20 gold	Uncommon	1	Used for CRAFTING (page 34).
Carpentry Tools	8 gold	Uncommon	1	Used for CRAFTING (page 34).
Tanning Tools	5 gold	Uncommon	1	Used for CRAFTING (page 34).



## CONTAINERS

ITEM	COST	SUPPLY	WEIGHT	EFFECT
Backpack	3 gold	Common	—	Increases carrying capacity by 2. A person can only use one backpack at a time.
Barrel	2 gold	Common	2	Holds up to 15 weight units. Can take 10 points of damage, armor rating 3.
Basket	4 silver	Common	1	Holds up to 10 weight units.
Bottle	1 gold	Common	1	Contains 1 unit of liquid.
Bucket	5 copper	Common	1	Contains up to 5 units of liquid.
Chest	5 gold	Common	3	Holds up to 20 weight units. Can take 25 points of damage, armor rating 5.
Clay Jug	5 silver	Common	1	Contains 1 unit of liquid
Saddle Bag	6 gold	Common	—	Increases an animal's carrying capacity by 2. An animal can carry no more than two saddle bags.

## MEDICINE

ITEM	COST	SUPPLY	WEIGHT	EFFECT
Poison, Lethal (dose)	2 gold × potency	Uncommon	1	See page 52.
Poison, Paralyzing (dose)	12 silver × potency	Uncommon	1	See page 53.
Poison, Sleeping (dose)	6 silver × potency	Uncommon	1	See page 53.
Herbal Concoction (dose)	1 gold	Uncommon	1	Boon on HEALING rolls for resisting disease (page 53).
Healing Potion (dose)	50 gold	Rare	1	Instantly heals 2D6 HP. Stronger potions heal more HP, but are more expensive.
Bandages (10)	5 silver	Common	1	Required to avoid a bane on HEALING rolls for saving lives. Each attempt consumes a bandage.
Surgical Instruments	15 gold	Uncommon	1	Boon on HEALING rolls for saving a life.



## SERVICES

SERVICE	COST	SUPPLY	EFFECT
Bath at an Inn	6 copper	Common	Heals a condition of your choice in one stretch. Only one bath per day has this effect.
Bodyguard	2 gold/ day	Uncommon	Stats as a typical guard on page 105.
Bowl of Stew	5 copper	Common	Covers the daily need of food.
Clothes Repair	5 silver	Common	Eliminates the effect of torn clothes (page 102).
Courier	1 silver/ kilometer	Common	Delivers a message to the recipient.
Feast	2 gold	Uncommon	Covers the daily need of food.
Goblet of Wine	2 silver	Uncommon	After drinking two goblets in a single shift, each additional goblet causes a condition of your choice.
Haircut	2 silver	Common	Heals a chosen condition in one stretch. Can only be done once per week.
Healing	5 gold	Uncommon	HEALING rolls succeed automatically.
Lodging at Inn, Separate Room	5 silver	Common	A shift rest can be had without a BUSHCRAFT roll.
Lodging at Inn, Dormitory	1 silver	Common	A shift rest can be had without a BUSHCRAFT roll, but roll D4 each shift. On a 1 someone's snoring prevents anyone else in the room from sleeping.
Lodging at Inn, Luxury Suite	2 gold	Uncommon	A shift rest can be had without a BUSHCRAFT roll.
Meal at an Inn	3 silver	Common	Covers the daily need of food.
Road Toll	2 copper	Common	Allows passage.
Stagecoach	3 copper/ kilometer	Common	Transportation to a specified destination.
Tankard of Mead	4 copper	Common	After drinking three tankards in a single shift, each additional tankard causes a condition of your choice.
Teacher	5 gold/ shift or more	Uncommon	A shift of instruction grants an extra advancement roll (page 29).



## HUNTING & FISHING

ITEM	COST	SUPPLY	WEIGHT	EFFECT
Bear Trap	3 gold	Uncommon	1	Can be used for hunting (page I03).
Fishing Rod	8 silver	Common	1	Gives D4 rations of food when fishing (page I03).
Fishing Net	2 gold	Common	2	Gives D6 rations of food when fishing (page I03).
Snare	5 copper	Common	1	Can be used for hunting (page I03). Can only be used once.

## MEANS OF TRAVEL

VEHICLE	COST	SUPPLY	EFFECT
Canoe	6 gold	Common	Can carry two people and 10 weight units
Cart	15 gold	Common	Pulled by one horse or donkey. Can carry two people and 50 weight units.
Rowing Boat	15 gold	Common	Can carry four people and 50 weight units
Sailing Boat	40 gold	Uncommon	Can carry six people and 100 weight units
Wagon	30 gold	Common	Pulled by two horses or donkeys. Can carry four people and 100 weight units.

## ANIMALS


ANIMAL	COST	SUPPLY	COMMENT
Chicken	4 silver	Common	Yields one ration of food when slaughtered. The meat should be cooked (page I03).
Combat Trained Horse	400 gold	Rare	Can carry one rider and 10 weight units, or two riders
Cow	10 gold	Uncommon	Yields D4 rations of food (milk) per day, and 2D10 rations of food when slaughtered. The meat should be cooked (page I03).
Donkey	12 gold	Common	Can carry 10 weight units. Cannot be ridden.
Guard Dog	15 gold	Common	Protects its owner. For stats, see page 99.
Homing Pigeon in Cage	2 gold	Uncommon	Flies home to its dovecote when released, wherever it is
Pig	2 gold	Common	Yields 2D6 rations of food when slaughtered. The meat should be cooked (page I03).
Riding Horse	60 gold	Uncommon	Can carry one rider and 10 weight units, or two riders
Sheep	3 gold	Common	Yields 2D4 rations of food when slaughtered. The meat should be cooked (page I03).



# BESTIARY







**T**his game features not only dragons and demons, but all kinds of deadly beasts. A monster is a creature of unnatural origin, a terrible beast that strikes terror in all and defies the natural order. This chapter presents a range of monsters and several humanoid creatures the player characters can encounter on their journeys. At the end of the chapter, a number of common animals are listed as well.

Monsters are controlled by the GM and act largely in the same way as player characters and NPCs in combat. But there are some significant differences, which are described below.

## FEROCITY

Some monsters are so powerful that they can act multiple times in the same round. This is indicated by their Ferocity score. At the start of each round, the GM draws one initiative card for each point of Ferocity. The monster gets one turn per card, with one action and one movement on each turn.

**Waiting:** If a player character swaps initiative cards with a monster (optional rule, page 41), the player character can choose any one of the monster's cards. Monsters themselves never wait.

## SIZE

Monsters come in all sizes. The game divides them into the following categories, which affect how large an area the monster can block (page 43) and how narrow a passage it can move through.

**Small:** A small monster is less than a meter tall and cannot block any area. It can easily pass through tiny passages.

**Normal:** A normal-sized monster is roughly the size of a human. It can block an area of 2×2 meters (one square on a combat map) and pass through a passage half a meter wide.

**Large:** A large monster can block an area of 4×4 meters and pass through a 1-meter-wide passage.

**Huge:** A huge monster can block an area of 8×8 meters and pass through a 2-meter-wide passage.

**Swarm:** A swarm can range in size from Normal to Huge, but never blocks the area it is in, and can pass through tiny passages.

## MOVEMENT

Just like player characters, monsters have a Movement score and can move before or after their attack or divide their movement before and after the attack. Note that this score refers to movement *per turn* for monsters, not per round.

Some monsters have different movement rates on land, in water, and in the air. Taking flight or landing are free actions.

## MONSTER ATTACKS

A monster always uses a *monster attack* when it attacks. Each monster has a unique set of monster attacks, which are summarized in a table. The GM rolls or chooses an attack from this table when it is the monster's turn to attack. Monsters never roll dice to hit their target – *monster attacks succeed automatically*.

Performing a monster attack counts as an action. Unless otherwise specified, monster attacks have the same range as melee attacks, i.e. 2 meters (an adjacent square if you are using grid maps).

**Dodging & Parrying:** As a rule, a monster attack can be dodged (page 47) but not parried. This applies to attacks with an area of effect as well, but not fear attacks. Exceptions to this rule are stated in the monster attack description.

**Conditions:** Monster attacks can inflict conditions (page 51) on player characters. If a character gains a condition they already have, the player must choose another condition instead.

**Repeated Attacks:** A monster never makes the same attack twice in a row. If the GM rolls the same monster attack two consecutive times, the second roll changes into the next attack on the table. The 6 result becomes a 1.

### MORE DANGEROUS MONSTERS?

The monsters in this chapter are typical specimens. There are legends of dreadful beasts that are even more dangerous. The GM can make monsters more – or less – dangerous to suit the player characters' competence. The easiest way to do this is to increase or decrease its Ferocity, but HP can be adjusted as well.



## SKILLS

Monsters can have skills, but they are mainly used outside of combat or for opposed rolls – not for attacks. They only attack using their monster attacks.

## FIGHTING MONSTERS

**Dodging & Parrying:** All monsters can dodge, and monsters carrying weapons can also parry. Each dodge or parry uses up one of the monster's actions in the round (flip an initiative card of your choice). Roll against a default skill level of 15 for all dodges and parries by monsters.

**Natural Armor:** Many monsters have some form of natural armor. This works just like ordinary armor (page 50).

**Weak Spots:** A piercing attack can find a gap or weak spot in the monster's natural armor, just like on humanoid opponents (optional rule, page 48).

**Toppling:** A player character can try to topple a monster (optional rule, page 48), rolling against a default EVADE skill level of 15 for all monsters. If the monster has four legs or more, the attacker gets a bane on the roll.

**Disarm & Grapple:** Monsters cannot be disarmed or grappled by player characters (optional rules, page 48).

**Darkness:** Unless otherwise stated, monsters can see in darkness and don't suffer the effects on page 52.

## RESISTANCE & IMMUNITY

Some monsters are *resistant* to certain damage types.

This means that all damage of this type is halved, after reduction by armor (rounded up). Some monsters can even be *immune* to certain types of damage, and therefore take no damage at all from such attacks.

## FEAR & PERSUASION

Monsters are too terrifying to get scared themselves (page 52), but many of them can certainly instill terror in the player characters. Monsters are also immune to the PERSUASION skill unless otherwise stated.





# DEMON

Demons are mysterious and terrifying creatures from the grim world beyond. Like dragons, they are sprung from ancient magic, and they are driven by the same insatiable, arrogant hunger for power that also burns in the hearts of dragons. They view dragons as mortal enemies and despise all other creatures as lesser and essentially insignificant forms of life. They have a destructive effect on the structures of the world and seek to destroy all that is fixed – from social relationships, peace treaties, and friendships, to nations, civilizations, and cosmic laws.

Demons come in all shapes and sizes, but their appearance is always frightening. The stats below are only an example.

**Ferocity:** 2    **Size:** Large  
**Movement:** 16    **Armor:** 4    **HP:** 64

## MONSTER ATTACKS

### D6 ATTACK

- 1 **Demonic Dread!** The demon hisses terrifying threats in an ancient and terrible tongue. All player characters within 10 meters suffer a fear attack.
- 2 **Claw Attack!** The demon smiles and slashes a player character with its sharp claws. The attack inflicts 2D10 slashing damage. It can be parried.
- 3 **Curse!** The demon points at an unfortunate player character within 10 meters and chants an ancient curse. The attack cannot be dodged, but all curses except #6 can be lifted with **DISPEL** (power level 1). Roll D6:
  - 1 **The victim vomits a frog whenever they tell a lie.** Roll D4 every morning. On a 1, the effect wears off.
  - 2 **Any gold or silver the victim touches withers into dust.** Roll D4 every morning. On a 1, the effect wears off.
  - 3 **The victim is blinded** and acts as if in total darkness. Roll D4 every shift. On a 1, the effect wears off.
  - 4 **The victim is struck by amnesia** and forgets their own name and who the other player characters are. The effect must be roleplayed. Roll D4 every morning. On a 1, the victim's memory returns.
  - 5 **The victim turns into an animal.** Roll D6. 1: cat, 2: fox, 3: goat, 4: wolf, 5: deer, 6: bear. The victim gains stats as per page 99 and cannot speak. Roll D4 every shift. On a 1, the effect wears off.
  - 6 **The victim becomes one category older**, for example from Adult to Old. Their attributes and derived ratings change as per the table on page 24, but skill levels do not. The effect is permanent, and the victim ages normally from their new age. A person who is already old becomes very frail and gets –2 STR and CON.
- 4 **Unseen Ferocity!** The demon points its hand at a victim within 10 meters. The victim is hurled 2D8 meters backwards with tremendous force, suffers the same amount of bludgeoning damage, and lands prone.
- 5 **Scorpion Sting!** The beast raises its scorpion-like tail and delivers a swift sting to its victim. The attack inflicts D12 piercing damage, and a victim who sustains at least 1 point of damage is also injected with a paralyzing poison with potency 16. The attack can be parried.
- 6 **Possessed!** The demon glares at a player character within 10 meters and takes full control of the victim's body. The player character must make a WIL roll with a bane (not an action). If it fails, the victim must immediately make a movement and perform an action of the demon's choice, except any action that requires spending WP. The victim also loses their next turn.





# DRAGON

Dragons are vicious, reptilian beasts mainly found in rugged mountainous areas, where they build their dens in deep caves or abandoned dwarven mines. They are ancient beings of power and magic who consider themselves the true masters of the world. Dragons are cunning and often frighteningly eloquent, notorious for deceiving their victims with fair words and treacherous lies. On the other hand, they are as vain as peacocks and themselves susceptible to silver-tongued flattery. Another weakness is their attraction to gold, which often causes conflicts with dwarves, humans, and others who share the draconic lust for treasure and glittering objects.

**Ferocity:** 3    **Size:** Huge

**Movement:** 24    **Armor:** 6    **HP:** 84

**Wings:** The mighty wings of the dragon allow it to move freely through the air.

## MONSTER ATTACKS

### D6 ATTACK

- 1 **Dragon Roar!** The dragon opens its mouth and lets out a chilling roar. All player characters within 20 meters suffer a fear attack, with a bane on the WIL roll.
- 2 **Claw Attack!** The dragon sweeps its claws at two player characters, who suffer 2D10 slashing damage each.
- 3 **Dragon Wind!** The dragon flaps its great wings and creates a powerful gale that strikes all adventurers within 10 meters. Any loose objects and creatures of up to human size in the whirlwind are hurled 2D6 meters, take the same amount of bludgeoning damage, and land prone.
- 4 **Tail Strike!** The dragon sweeps its spiked tail at its victims. All player characters within 6 meters suffer 2D8 bludgeoning damage and are knocked down.
- 5 **Dragon Bite!** The beast opens its great jaws and devours a victim with terrifying speed. The attack inflicts 4D10 slashing damage.
- 6 **Fire Breath!** The dragon towers over the player characters in all its splendor before unleashing a devastating storm of fire from its mouth. The fire forms a cone that is 10 meters long and whose width at any given point equals the distance from the dragon's mouth. Any player character hit by the flames suffers 3D10 damage. Armor has no effect.



# GHOST

Ghosts are the restless spirits of those unable to find peace in death. They are incorporeal undead who usually manifest themselves as translucent figures, often shimmering blue with twisted facial features. They are always bound to certain places, normally linked to their physical remains or the event that caused their premature death. Ghosts almost always have a specific problem that needs to be solved for them to find eternal peace and leave the living alone. It may be a matter of revenge or a debt that must be paid; other times the ghost's remains must be collected and given a proper burial.

## MONSTER ATTACKS

### D6 ATTACK

- 1 **Ghost Strike!** The ghost lunges at a player character within 10 meters and strikes with great force. The victim is knocked back 2D6 meters, suffers the same amount of bludgeoning damage, and lands prone.
- 2 **Touch of Death!** The ghost sticks its translucent hand into the chest of an unfortunate player character and grasps the victim's heart. The victim suffers 2D10 points of damage and becomes Scared. Armor has no effect.
- 3 **Ghost Scream!** The undead face contorts into a horrible grimace and lets out a scream that chills the souls of all adventurers within 10 meters. All of them suffer a fear attack (page 52).
- 4 **Death Stare!** The ghost towers over a player character, staring directly into their soul with its dead eyes. The victim sees their life pass before their eyes and is tormented by grotesque visions of all their dead friends and foes. The victim becomes Scared, suffers a fear attack (page 52), and gets a bane on their WIL roll.
- 5 **Ghostly Embrace!** The ghost emits an unnatural wheeze and suddenly appears right in front of an adventurer within 10 meters, wrapping them in a deadly embrace to smother their spark of life. The attack inflicts 3D6 bludgeoning damage and leaves the victim Dazed.
- 6 **Cold Strike!** The ghost grabs a victim and lets the icy chill of death stream into their body. The player character suffers 2D8 damage and cannot heal HP or WP until they spend one shift in a warm location. Armor has no effect.

**Ferocity:** 2    **Size:** Normal

**Movement:** 12    **Armor:** —    **HP:** 27

**Immunity:** Ghosts are immaterial beings and immune to all damage except magic and fire. A defeated ghost is only banished for one shift, after which it returns. The only way to banish the ghost permanently is to cast PURGE (page 64) or solve whatever problem keeps it bound to the world of the living.

**Persuadable:** Unlike other monsters, ghosts can usually be PERSUADED, albeit with a bane on the roll.







# GIANT

Giants are colossal humanoids with a strong but mysterious connection to the very bedrock of the world. Some scholars believe that they are related to dwarves; others maintain that they are remnants of a great civilization that long ago rose against the dragons. Giants are mainly found in mountainous areas, where they live alone or in small families. They are normally quite shy and reclusive, but some are highly territorial and will attack anyone who comes too close to their caves.

**Ferocity:** I    **Size:** Huge

**Movement:** 18    **Armor:** —    **HP:** 74

**Weapons:** Giants often carry a large weapon. If the Giant loses its weapon, monster attacks #1 and #4 are re-rolled.

**Weak Spot:** Attacks against the weak spot on the top of a giant's head inflict double damage. Hitting the top of the head requires either a ranged attack with a bane from an elevated position or that the attacker first climbs onto the giant. The latter requires an **ACROBATICS** roll with a bane. Once up there, the player character must make another **ACROBATICS** roll (not an action) on each turn to avoid falling off and taking 2D6 falling damage.

## MONSTER ATTACKS

### D6 ATTACK

- 1 **Crushing Blow!** The giant swings its weapon over its head and bashes a player character with all its might. The attack inflicts 4D10 bludgeoning damage and the victim is knocked down.
- 2 **Roar!** The giant lets out a bellowing sound that raises the hairs on the adventurers' arms. All player characters within 10 meters suffer a fear attack.
- 3 **Stomp Attack!** The giant takes aim and tries to stomp two player characters within 4 meters of each other. Anyone hit by the attack suffers 4D6 bludgeoning damage and is knocked down.
- 4 **Sweeping Blow!** The giant sweeps its weapon at all adventurers within 10 meters. Anyone hit by the attack suffers 2D10 bludgeoning damage and is knocked down.
- 5 **Forceful Throw!** The giant is fed up with a character, grabs them, and tries to throw them. The attack inflicts 4D8 bludgeoning damage and the victim is hurled the same number of meters in a random direction, landing prone.
- 6 **Smash Attack!** Crazy with rage, the giant smashes the player character with its feet, fists, and weapon in a frenzy of rapid blows. Everyone within 2 meters suffers 3D6 bludgeoning damage and is knocked down.





# GIANT SPIDER

Giant spiders are rapacious predators that can unfortunately be found all over the world. They are drawn to dark and damp spaces, but always on the hunt for living meat in forests and caves as well as mountains and ruined cities. Particularly sly individuals can even build their nests under popular inns or near underground libraries and treasure chambers. Ancient females can grow as large as a house, but most are roughly the size of a well-fed cow. Giant spiders are smarter than they look, and in some

parts of the world, older females can attain the status of oracles or demigods.

<b>Ferocity:</b> 2	<b>Size:</b> Normal
<b>Movement:</b> 24	<b>Armor:</b> — <b>HP:</b> 36

## MONSTER ATTACKS

### D6 ATTACK

- 1 **Mandibles!** The spider's serrated mandibles swish through the air like scimitars. The attack inflicts 2D8 slashing damage.
- 2 **Tearing Attack!** The famished spider lunges at the player characters, frantically attacking with its multitude of hairy, barbed legs. All player characters within 2 meters suffer D8 piercing damage each.
- 3 **Mesmerizing Eyes!** The monstrous arachnid stares at the player characters with a terrifying multitude of eyes. All victims within 10 meters must make a WIL roll to resist fear.
- 4 **Poison Sting!** The eight-legged horror raises its rear end and attacks a player character with a poisonous stinger that shoots out of its repulsive body. The attack inflicts D10 piercing damage, and a victim who sustains at least 1 point of damage is also injected with a paralyzing poison with potency 16. The attack can be parried.
- 5 **Web Attack!** The spider fixes its numerous eyes on the player character with the highest STR. The next moment it spits sticky spider web at the victim, who must make an EVADE roll (not an action). On failure the victim is caught in the web and unable to move. It takes a successful STR roll with a bane (action) to break free. Other can help.
- 6 **Ramming Attack!** With a great leap, the giant spider launches its massive body at a player character. The attack inflicts 2D6 bludgeoning damage and knocks the victim down.



# GOBLIN

Goblins are children of the night and shadows. They are relatively small and skinny, but have disproportionately long arms and big, bulbous heads. They primarily make their living hunting, growing mushrooms, and trading with other creatures, mainly orcs and humans, but there are also warlike, aggressive clans specialized in looting and piracy. Many thieves' guilds also have a large goblin membership. They are cunning creatures who often resort to traps, ambushes, and poisons when attacking their victims. For this reason, there are many who despise the goblins and see them as devious, dishonorable cowards.

## SCOUT

**Movement:** 10    **Damage Bonus:** —    **HP:** 9

**Typical Armor:** Leather (1)

**Skills:** Awareness 10, Evade 10, Sneaking 12

**Typical Weapons:** Short bow (skill level 12, damage D10), short sword (skill level 10, damage D10)

## WARRIOR

**Movement:** 10    **Damage Bonus:** —    **HP:** 10

**Typical Armor:** Studded leather (2)

**Skills:** Awareness 10, Evade 10, Sneaking 12

**Typical Weapon:** Long spear (skill level 12, damage 2D8)

**Non-Monster:** Goblins do not count as monsters in combat, but as ordinary NPCs.

**Nocturnal:** In direct sunlight, goblins get a bane on all rolls and suffer D6 damage per stretch. A thick layer of clouds or full-cover clothing are enough to avoid the effect.





# GRIFFON

The griffon is an aggressive predator specializing in hunting down prey in the forests of the world. Its hunting grounds extend many tens of kilometers from the tall tree or inaccessible cliff where the beast has its nest. Griffons normally live in pairs and a handful of chicks are often found in their nests, along with a plethora of items – rusted junk mixed with treasures and artifacts – left by unfortunate victims. There are tales of knights who managed to tame griffons and use them as winged mounts. However, it is an irrefutable fact that griffons like to feed on horses and donkeys, which often gets them into trouble with knights, adventurers, and other riders.

**Ferocity:** 2    **Size:** Large

**Movement:** 30    **Armor:** —    **HP:** 38

**Wings:** The powerful wings of the griffon allow it to move freely through the air.

## MONSTER ATTACKS

### D6 ATTACK

- 1 **Snapping Beak!** The beast tears at a player character with its razor-sharp beak, for 2D8 piercing damage.
- 2 **Rearing Strike!** The griffon rears up before a player character and tries to tear them apart with D6 rapid strikes. Each attack inflicts D8 slashing damage. The attack can be dodged or parried, but only one at a time.
- 3 **Sweeping Claws!** The griffon sweeps its clawed foreleg in a wide arc, attacking all player characters within 2 meters. Each victim suffers D8 slashing damage and is knocked down.
- 4 **Griffon Throw!** The beast grabs a player character with its beak and tosses them with a flick of the head. The attack inflicts 2D6 piercing damage. The victim is thrown an equal number of meters and lands prone.
- 5 **Whirlwind!** The griffon uses its powerful wings to create a whirlwind that blows away all player characters within 10 meters. The victims land D6 meters away and suffers the same amount of bludgeoning damage.
- 6 **High Drop!** The griffon grabs a player character in its claws and takes to the sky. Unless the victim dodges the attack, the griffon grabs them and flies 2D6+6 meters into the air. On its next turn the griffon drops the victim (instead of a new monster attack), who takes damage from the fall.







# HARPY

Harpies are large, raven-like birds of prey with humanoid faces and mouths full of serrated fangs. They often seek out places like ruins and abandoned settlements where they live in colonies of different sizes. Harpies are plagued by insatiable hunger and like to supplement their daily diet with careless adventurers who stumble into their nests. They are cowardly but calculating hunters who always attack in flocks, preferably with a massive numerical advantage. The assaults often begin with the harpies

**Ferocity:** 1/harpy    **Size:** Normal

**Movement:** 24    **Armor:** —    **HP:** 12/harpy

**Flock:** Harpies fight together, and their monster attacks are performed by several harpies as a group. These attacks still only use up the turn in the round for one harpy. Once half the flock has been killed, the rest will flee. They return later if an opportune situation presents itself.

**Wings:** Harpies attack from the air and can only be engaged with ranged weapons or *long* melee weapons.

trying to soften up their victims with threats, cackles, and screeching insults, while slowly circling closer and closer – with extended claws and drooling jaws.

## MONSTER ATTACKS

### D6 ATTACK

- 1 **Threatening Cackle!** The harpies shower the adventurers with terrible descriptions of what they will do to them. Everyone within 10 meters must make a WIL roll to resist fear (page 52).
- 2 **Coordinated Attack!** The harpies flock together and attack the player character who wears the most metal. The attack inflicts 2D6 slashing damage. If hit, the victim is also lifted into the air and dropped from a height of D3+3 meters.
- 3 **Death From Above!** The harpies throw rocks and other junk from afar. Everyone within 10 meters suffers D6 bludgeoning damage.
- 4 **Eye Gouge!** The creatures target an unfortunate player character and try to tear the victim's eyes out with their sharp claws. The attack inflicts 2D6 piercing damage and the victim is blinded and acts as if in total darkness for one stretch.
- 5 **Mass Attack!** The harpies split up and attack a number of player characters within 10 meters equal to the number of individual harpies. Each attack inflicts D8 slashing damage.
- 6 **Excrement Attack!** The Harpies open their cloacae and mouths and release a rain of vomit and excrement on the player characters. Everyone within 10 meters must choose a condition. The attack can be parried with a shield.





# MANTICORE

The peculiar manticore is a bloodthirsty beast that spreads death and terror wherever it goes. Their origin is unknown, but some scholars believe them to be magical creatures that escaped from their dubious master or creator. Others view them as ancient hunger beasts, ruthless remnants from the dawn of time, roused from their slumber by the gods themselves. They have human-like faces, but seem incapable of human speech – probably because their maws are packed with sharp fangs. They have the body of a lion and their tail ends in a swollen lump, covered in spikes and nasty growths.

**Ferocity:** 2    **Size:** Large

**Movement:** 16    **Armor:** —    **HP:** 44

## MONSTER ATTACKS

### D6 ATTACK

- 1 **Tail Strike!** The manticore aims a dreadful ranged attack with its tail spikes at a player character within 20 meters. The attack inflicts D12 piercing damage and injects the victim with a paralyzing poison with potency 12. The attack can be parried with a shield.
- 2 **Razor Sharp Bite!** The manticore bites a player character with its many fangs, inflicting 3D8 slashing damage.
- 3 **Claw Attack!** The beast runs up to a player character, knocks them down, and tears at them with its sharp claws. The attack inflicts 2D8 slashing damage, plus D6 since the victim is prone.
- 4 **Sweeping Attack!** The manticore whips its tail at two player characters. Both victims suffer 2D6 slashing damage and are knocked down.
- 5 **Crushing Charge!** With full force, the beast charges at the player character with the highest STR within 10 meters. The victim suffers 3D6 bludgeoning damage and is knocked down.
- 6 **Spike Rain!** The manticore fires a rain of deadly spikes from its tail. All adventurers within 10 meters suffer D10 piercing damage and are injected with a paralyzing poison with potency 12.





# MINOTAUR

Minotaurs are semi-intelligent and powerful beasts endowed by the gods with a bull's head and a humanoid body. They are fearsome in battle, and bards sing songs of their incredible strength and inexhaustible fighting spirit. But minotaurs are also notorious for their inner rage which constantly threatens to break through and turn them into senseless killers. For this reason they tend to live in solitude and exile, restlessly roaming the world in search of food, gold, and glory. Sometimes they claim a small area as their own, often near a mountain pass, a ford, or a similar choke point, demanding road tolls and challenging passing travelers to duels.

**Ferocity:** 2    **Size:** Large

**Movement:** 16    **Armor:** —    **HP:** 32

**Typical Gear:** Two-handed axe

## MONSTER ATTACKS

### D6 ATTACK

- 1 **Bull Fist!** A furry fist hits a player character with full force. The attack inflicts 2D6 bludgeoning damage and leaves the victim Dazed, even if their armor prevents any damage.
- 2 **Hoof Kick!** Using its powerful legs, the minotaur kicks the victim with its hooves. The force of the attack throws the victim 2D6 meters away and inflicts the same amount of bludgeoning damage. The victim lands prone.
- 3 **Horn Rush!** The minotaur lowers its head and rushes toward two adventurers within 2 meters of each other, hoping to impale them with its sharp horns. Both victims suffer 2D8 piercing damage and are knocked down.
- 4 **Cleaving Chop!** The beast swings its weapon over its head and brings it down with full force. The attack inflicts weapon damage plus an extra D10, and can be parried.
- 5 **Sweeping Attack!** The minotaur roars and sweeps its weapon in a wide arc, hitting everyone within 2 meters. The attack inflicts weapon damage.
- 6 **Stomping Attack!** The minotaur jumps high in the air and comes crashing down on an adventurer, who suffers 2D10 bludgeoning damage and is knocked down.



# ORC

Orcs are strong humanoids who live in well-organized clan societies. Some are settled, digging vast tunnel systems deep beneath the woods and mountains; others wander the vast steppes of the world as nomads. Orcs often have a formidable appearance: glowing black eyes, fangs the size of a wild beast's tusks, and hard, vaguely camouflage-patterned skin. They are fierce warriors, widely respected for their undeniable bravery and weapon proficiency both in melee and at range. But orcs are also extremely

honor-oriented and have an unfortunate tendency to cause territorial disputes and never-ending blood feuds with dwarves, giants, and other kin.

## WARRIOR

**Mov.:** 10 **Damage Bonus STR:** +D4 **HP:** 12

**Typical Armor:** Studded leather (2)

**Skills:** Awareness 10, Evade 8

**Typical Weapon:** Scimitar (skill level 12, damage 2D6)

## SHAMAN

**Movement:** 10 **Damage Bonus:** — **HP:** 10

**Typical Armor:** — **WP:** 16

**Skills:** Animism 14, Awareness 12, Evade 8

**Spells:** Ensnaring Roots, Lightning Flash, Treat Wound

**Typical Weapon:** Staff (skill level 10, damage D8)

## CHIEFTAIN

**Mov.:** 10 **Damage Bonus STR:** +D6 **HP:** 24

**Typical Armor:** Chainmail (4) **WP:** 15

**Skills:** Awareness 14, Evade 12

**Abilities:** Veteran, Defensive, Dual Wield, Robust × 4

**Typical Weapon:** Two scimitars (skill level 16, damage 2D6)



**Non-Monster:** Orcs do not count as monsters in combat, but as ordinary NPCs.

**Nocturnal:** In direct sunlight, orcs get a bane on all rolls and suffer D6 damage per stretch. A thick layer of clouds or full-cover clothing are enough to avoid the effect.



# SKELETON

Skeletons are the remains of humanoids who have been raised from the dead through powerful magic. They are lesser undead and lack both will and true consciousness. They are primarily used for simple tasks, for instance as guards, foot soldiers, or servants. Powerful sorcerers are also known to use skeletons to dig tunnels, move

soil and heavy rocks, and perform other tasks related to construction work. They have difficulty understanding complex instructions, but are cheap and labor without complaint – as long as they are not stopped by meddlesome adventurers.



**Non-Monster:** Skeletons do not count as monsters in combat, but as ordinary NPCs.

**Resistance:** All piercing damage is halved (rounded up).

**Immunity:** Skeletons are immune to fear and PERSUASION.

## WARRIOR

**Movement:** 8    **Damage Bonus:** —    **HP:** 8

**Typical Armor:** Studded leather (2)

**Skills:** Awareness 8, Evade 6

**Typical Weapon:** Short sword (skill level 12, damage D10)

## ARCHER

**Movement:** 8    **Damage Bonus:** —    **HP:** 8

**Typical Armor:** Leather (1)

**Skills:** Awareness 8, Evade 6

**Typical Weapon:** Dagger (skill level 10, damage D8), crossbow (skill level 12, damage 2D6)

## CHAMPION

**Mov.:** 10    **Damage Bonus STR:** +D6    **HP:** 24

**Typical Armor:** Chainmail (4)    **WP:** 15

**Skills:** Awareness 12, Evade 8

**Abilities:** Veteran, Defensive, Double Slash, Robust × 4

**Typical Weapon:** Longword (skill level 16, damage 2D8), large shield



# TROLL

Stories of cruel, black-hearted trolls are told among most peoples of the world to keep their children in line. And they really are terrifying beasts: as large and massive as

moving boulders, with great tusks and staring eyes that glow a sickly yellow. But their reputation is somewhat unfair. It is true that they are often in a terrible mood and exceedingly dangerous to encounter, but the reasons for this are usually their endless hunger and the signals they get from the hostile world around them. Drawn weapons and sudden movements trigger their terrible, all-consuming wrath, but trolls who are offered food and met with kindness can be surprisingly agreeable.

**Ferocity:** 2    **Size:** Large

**Movement:** 10    **Armor:** —    **HP:** 38

**Regeneration:** A troll automatically heals D6 HP on each of its turns in combat.

**Sensitive to Sunlight:** Trolls suffer D6 damage per round in direct sunlight, and cannot regenerate. A troll that reaches zero HP because of this is turned to stone. A thick layer of clouds or full-cover clothing are enough to avoid the effect.

**Persuadable:** Unlike other monsters, trolls can usually be **PERSUADED**, albeit with a bane on the roll.

## MONSTER ATTACKS

### D6 ATTACK

- 1 **Troll Vomit!** The troll clears its throat with a thunderous rumble, coughs from deep in its lungs, and vomits up a cascade of bile and stinking swamp water. All adventurers within 6 meters suffer a condition of their choice.
- 2 **Rending Attack!** The troll tears at a player character's body with its filthy, green-black claws. The attack inflicts D10 slashing damage but can be parried. A victim who takes damage also contracts a disease with virulence 10.
- 3 **Repulsive Bite!** The troll opens its foul-smelling mouth and bites a player character with a denture of fangs, gravel, and old bone fragments. The attack inflicts 2D8 piercing damage. The player character is stuck in the troll's mouth and must make a STR roll (counts as an action) every round to break free. On failure the victim suffers an additional 2D8 damage.
- 4 **Troll Throw!** The troll lifts a character over its head and tosses the victim like a rag doll 2D6 meters in a random direction, inflicting an equal amount of bludgeoning damage. The victim lands prone.
- 5 **Sweeping Blow!** The troll sweeps its long, gnarled arms around, hitting all characters within 2 meters. The attack inflicts 2D6 bludgeoning damage on each victim.
- 6 **Mangling Smash!** The troll grabs the nearest player character and uses the victim as a weapon by slamming them into another character. Both suffer 2D8 bludgeoning damage and are knocked down.





# WIGHT

Wights are the undead spirits of princes, princesses, and great warriors. They are powerful beings and have a will of their own, unlike creatures such as skeletons. However, this will is linked to a torn consciousness where hatred of the living is the dominant feature. Wights differ from ghosts in that they are corporeal, often wearing ancient armor and wielding mighty weapons and artifacts they took with them to their graves. Luckily, they are often bound to certain places, such as the burial mound where they were entombed.

**Ferocity:** 2    **Size:** Normal

**Mov.:** 10    **Armor:** Same as armor    **HP:** 38

**Resistance:** Takes half damage from non-magical weapons, except fire which inflicts normal damage.

**Typical Gear:** Morningstar, chainmail

## MONSTER ATTACKS

### D6 ATTACK

- 1 **Unholy Roar!** The wight's decomposed skull contorts and lets out a ghastly scream that cuts like a rusty blade through the characters' souls. Everyone within 10 meters suffers a fear attack (page 52).
- 2 **Dreadful Gaze!** An unlucky player character stares directly into the wight's horrible eyes as a wheezing sound is heard from the creature's throat. The victim becomes Scared, suffers a fear attack, and gets a bane on their WIL roll.
- 3 **Hand of the Dead!** The wight raises its hand and gestures at a player character within 10 meters, who is thrown 2D4 meters away and lands prone. The attack inflicts the same amount of damage and cannot be dodged.
- 4 **Sweeping Attack!** With surprising speed, the wight sweeps its weapon in a deadly attack. All player characters within 2 meters suffer weapon damage. The attack can be parried.
- 5 **Crippling Cold!** The wight grabs an unfortunate player character who feels the chill of death spread through their body. The victim takes D6 damage (armor has no effect) and must make an EVADE roll (not an action) on their next turn in order to act at all. If the roll fails, a new attempt can be made on the next turn. The victim also becomes cold (page 54) and cannot heal HP or WP until they get warm.
- 6 **Power Attack!** With creaking joints, the wight swings its weapon in a powerful attack against a character. The damage is rolled with twice the weapon's normal number of dice, and the victim is knocked to the ground. The attack can be parried.





# VAMPIRIC BATS

There are countless species of bats in the world of *Dragonbane*. Some are small and virtually harmless, others are as big as winged goblins and can bite the head off a grown human with a single snap of the jaw. The feared vampire bat falls somewhere in between. They have a wingspan of one meter and a strong appetite for human blood. Vampire bats always hunt in flocks and are often found in underground burial chambers, where they feed on grave robbers and other adventurers.



## MONSTER ATTACKS

### D6 ATTACK

- 1–2 **Swirling Horror!** The bats swarm around their victims at a frantic pace. Everyone within 10 meters suffers a fear attack.
- 3–4 **Collective Attack!** The bats launch a joint assault on the player character with the highest CON. The attack inflicts 2D6 slashing damage and the victim suffers a fear attack, and the bat swarm heals the same amount of HP from drinking their victim's blood.
- 5–6 **Mass Attack!** The bats split up to attack all characters within 10 meters. Each victim suffers D8 slashing damage and the bat swarm heals the same amount of HP from drinking their victims' blood.

**Ferocity:** 2    **Size:** Swarm

**Movement:** 24    **Armor:** —    **HP:** 18

**Resistance:** The bats attack as a swarm and therefore count as a single creature. All damage from physical weapons, even magical ones, are reduced by half (rounded up). Fire has normal effect.

# COMMON ANIMALS

ANIMAL	MOVEMENT	HP	ATTACK	SKILLS
Cat	12	4	Bite (skill level 8, damage D3)	Awareness 12, Evade 14, Sneaking 16
Dog	14	8	Bite (skill level 12, damage D8)	Awareness 14, Evade 10, Sneaking 12
Goat	10	6	Horns (skill level 10, damage D6)	Awareness 10, Evade 12
Donkey	14	12	Kick (skill level 10, damage D10)	Awareness 10, Evade 6
Horse	20	16	Kick (skill level 10, damage 2D4)	Awareness 12, Evade 8
Wild Boar	12	14	Tusks (skill level 12, damage 2D6)	Awareness 10, Evade 8
Deer	18	12	Horns (skill level 10, damage D8)	Awareness 12, Evade 12
Moose	16	18	Horns (skill level 10, damage 2D6)	Awareness 10, Evade 8
Fox	10	6	Bite (skill level 12, damage D6)	Awareness 12, Evade 10, Sneaking 14
Wolf	16	10	Bite (skill level 14, damage 2D6)	Awareness 14, Evade 12, Sneaking 14
Bear	12	20	Bite (skill level 12, damage 2D8)	Awareness 10, Evade 8



# ADVENTURES





The previous chapters of this book have covered player characters and their abilities, combat and magic, gear and monsters. Now it is time to combine all these components and explain how they together form an exciting adventure!

This chapter contains rules and tools for handling journeys, managing non-player characters, and creating your own adventures. The chapter is mainly written for the GM, which is who we mean by “you” in this case, but there is nothing the players must not know.

# JOURNEYS

As adventurers in the world of *Dragonbane*, the player characters must often journey through dark forests, rugged moors, and high mountains. A journey can be much more than just a way of getting somewhere – it can be a little adventure in itself. Who knows what lies in wait around the corner?

**Travel:** Journeys proceed in shifts. As mentioned in chapter 1, there are four shifts in a day: morning, day, evening, and night. As a rule, the player characters can hike roughly 15 kilometers per shift on foot or roughly 30 kilometers on horseback. Difficult terrain might slow them down.

The player characters can normally walk or ride for a maximum of two shifts per day, including a few short breaks. If they make a long stop on the road, the distance they cover is reduced. They cannot march with weapons drawn.

**Forced March:** A player character can walk or ride for a third shift during the same day, but becomes Exhausted in the process. An already Exhausted character cannot travel a third shift, and no one can ever travel more than three shifts in a single day.

## TRAVEL MAPS

Most official adventures for *Dragonbane* include a map of the area where the adventure takes place. In this boxed set, you'll find a large map of the Misty Vale setting, used in the Adventures book. You can use the adventure map to determine how far the player characters need to travel and keep track of their progress. The maps are not exact, so you will sometimes have to make a judgment call.

## LONG JOURNEYS

The travel rules are designed for short treks within a limited area, such as the Misty Vale. If the player characters go on a long journey to another part of the world, there is no need to play it out in detail – the GM can just make a cut in the story and pick up again when they arrive at their destination.

## PATHFINDERS

Player characters who follow a road or clear path are not at risk of getting lost, but such luxuries are rarely available. When they are out in the wilderness, navigation is more difficult, and all sorts of mishaps can occur.

When traveling through pathless terrain, the player characters must appoint a *pathfinder* who leads the way for the group. This person must make a **BUSHCRAFT** roll every shift to find their way. If the pathfinder has no map, the roll gets a bane. A spyglass gives a boon.

On a failure, the group suffers a mishap – roll on the table on page 102. You can adjust the mishap to better fit the area.

**Rolling a Dragon:** A pathfinder who rolls a Dragon finds a shortcut – the distance covered this shift is doubled.

**Difficult Terrain:** If the terrain is particularly difficult, you can add a bane to the **BUSHCRAFT** roll.



## MISHAPS

### D12 MISHAP

- 1 **Fog.** The player characters are caught unawares by a thick fog. The distance covered this shift is reduced by half.
- 2 **Blocking Terrain.** The way ahead is blocked by rocks, fallen trees, thick shrubs, or flooding. Each player character must make an **ACROBATICS** roll to keep moving forward. Anyone who succeeds can help the others. A player character who fails makes no progress this shift.
- 3 **Torn Clothes.** The pathfinder leads the group into a thorny thicket, rocky ravine, or swampy marsh. The clothes of a random player character are damaged and now count as rags.
- 4 **Lost.** The player characters realize that they are walking in circles and do not make any progress on the map this shift. The pathfinder must also make a **BUSHCRAFT** roll to find the right way again. Others cannot help.
- 5 **Dropped Item.** A random player character drops or breaks an item of your choice.
- 6 **Mosquito Swarm.** A large swarm of mosquitoes or gnats attacks the group, driving everyone crazy with their biting and buzzing. All player characters without a cloak become Angry.
- 7 **Sprained Ankle.** A random player character falls or missteps and suffers D6 damage. Armor has no effect but boots reduce the damage by two.
- 8 **Downpour.** A massive rainfall or blizzard (depending on the season) catches the group unawares. All player characters without a cloak must roll to withstand the cold (page 54). They must also seek shelter until the storm passes and cannot make any progress on the map this shift.
- 9 **Wasps.** The pathfinder steps right into a nest of wasps. A swarm of angry wasps attacks the entire group. All player characters must make an **EVADE** roll, and those who fail suffer D6 damage and a condition of their choice.
- 10 **Landslide.** The player characters are walking in rough terrain when the ground suddenly gives way under their feet. Everyone must make an **EVADE** roll – anyone who fails suffers D10 damage.
- 11 **Savage Animal.** A wolf, bear, or other savage animal feels threatened and attacks the adventurers. Choose an animal from the table on page 99.
- 12 **Quicksand.** The ground collapses! Each player character must make a **BUSHCRAFT** roll. Anyone who fails suffers a condition and must roll again. A character who already has all conditions and fails the roll is swallowed by the quicksand and disappears for good. Whoever is free can help those who are stuck.

## RANDOM ENCOUNTERS

During a journey, the player characters can encounter the strangest creatures from far and near. Once per shift, or whenever you deem appropriate, you can roll on a table for random encounters. Random encounters can vary depending on the area you are

in, which is why they are typically included in the adventure. You can also choose a suitable encounter instead of rolling randomly or make one up yourself. Some random encounters can even occur at night and when the player characters have made camp.



## COLD

In cold weather, particularly at night, the player characters must make a **BUSHCRAFT** roll to withstand the cold (page 54). It takes a blanket to avoid a bane, while a fur grants a boon on the roll.

## MAKING CAMP

The player characters need to sleep at least one shift per day to avoid sleep deprivation (page 54). Out in the wilderness, each player character must make a **BUSHCRAFT** roll to find a suitable resting place. Anyone without a sleeping fur gets a bane on the roll. If it fails, the shift does not count as sleep, nor can it be used as a shift rest (page 52).

**Tent:** A tent grants a boon when making camp, and a successful roll allows multiple people to sleep in the tent without making their own **BUSHCRAFT** rolls. A small tent can accommodate two people and a large one has room for six. If the person setting up the tent fails, other player characters can roll separately for the same shift.

**Keeping Watch:** Since random encounters can occur at any time, it may be wise for the player characters to sleep during different shifts so there is always someone awake to keep watch.

**Dangerous Locations:** In certain locations, such as a dungeon with enemies all around, the player characters cannot make camp or take a shift rest. They must first leave the area and find a safer spot.

## FOOD IN THE WILDERNESS

Out in the wilds a player character can spend a shift hunting, fishing, or foraging for edible plants. The character cannot make any progress on the map during such a shift.

**Hunting:** Hunting requires a ranged weapon or a hunting trap. First, the hunter makes a **HUNTING & FISHING** roll to track down an animal. If it succeeds, roll on the table below to see what kind of animal it is. Killing it requires a second roll, this time for the hunter's weapon or **HUNTING & FISHING** again if a trap is used. Note that some animals cannot be caught with a trap. The table shows how many rations of food the animal yields.

**Fishing:** Fishing requires fishing gear and is handled with a **HUNTING & FISHING** roll. If it succeeds, the fisher catches D4 rations of food with a fishing rod or D6 rations with a fishing net.

**Foraging:** The player character makes a **BUSHCRAFT** roll – with a bane in winter and a boon in the fall. On a success, the forager finds D3 food rations worth of edible mushrooms, roots, and other plants.

**Cooking:** Anyone eating raw fish or meat is at risk of falling ill – roll against virulence 10. Plants can be eaten raw without risk, but it takes two rations of raw plants to cover the daily need of food. Cooking up to ten rations of food takes one shift and requires a successful **BUSHCRAFT** roll. On a failure, the food counts as uncooked. A field kitchen gives a boon to the roll. The same goes for a proper kitchen, and there you can also cook as much food as you want. See the Master Chef heroic ability.

## HUNTING

D6	ANIMAL	REQUIREMENT	RATIONS
1	Squirrel	Weapon or trap	1
2	Crow	Weapon	1
3	Rabbit	Weapon or trap	D3
4	Fox	Weapon or trap	D4
5	Boar*	Weapon	2D6
6	Deer	Weapon	2D8

\* Boars attack if the hunting roll fails.



# THE GAMEMASTER'S ROLE

As GM, you have an important role at the table. You describe what the player characters see, who they meet, and the challenges they face. Like the director of a film, you set the scene and are largely responsible for creating a good story. Being the GM is both challenging and rewarding. Feel free to let the role of GM rotate between all members of your group. Below are some simple tips on how you as GM can make your gaming experience even more entertaining.

## ENGAGE THE PLAYERS

As GM, make sure that all players feel included. If one player character has been getting lots of attention, give the others some spotlight as well. Also be mindful of the pacing. It is often a good idea to intersperse intense events with calmer scenes. But if you notice that the game is slowing down and the players are getting bored, let something exciting happen that forces the players to react.

## ROLL DICE OPENLY

The GM often handles the dice rolls for NPCs and monsters. You may be tempted to roll them secretly in order

to control the story, but we recommend that you always roll dice openly. The benefit of open rolls is that it gets all players involved and increases the excitement around the table. After all, you are playing the game together.

## PLAY WITH THE PLAYERS

As GM it can be tempting to think you are playing *against* the players, as you control all the adversaries and dangers. But it is important to remember that you are all playing to have fun together. If the players come up with a clever plan and execute it successfully, let them feel good about themselves, and be content that you are creating stories and lasting memories together.

## BRING THE WORLD TO LIFE

As GM, you describe what the player characters experience. Try to paint a picture of a real world by describing details, sounds, and smells. Tell them about the owls hooting around the camp at night, the frogs croaking in the swamp, and the leaves rustling in the wind. A detail or two is often enough to make a scene or place come alive.

# NON-PLAYER CHARACTERS

You control everything in the world around the player characters, from dragons to demons, but your most important tool for creating drama is often your non-player characters. Stats for typical types of NPCs can be found on the next page and many NPCs are described in the Adventures book.

**Random NPCs:** You can use the random tables on page 106 to create unique NPCs. Grab a die of each type from the box and roll them together.

## MANAGING NPCs

Mechanically, NPCs function like player characters. They move, perform actions, sustain damage, and use WP in the same way. But in practice, you should disregard all rules mechanics for NPCs if they do not directly affect a player character. Don't roll dice for actions performed by NPCs unless they are attacking or healing a player character. You *can* roll for NPCs in





other situations if it enhances the drama, but usually there is no need for it. Remember, an NPC rolls against the default skill level of 5 if no other level is listed (page 33).

## MINIONS & BOSSES

NPCs can be divided into two categories: *minions* and *bosses*.

**Minions** are groups of less significant NPCs with identical stats. They are rarely described by name or personality. A minion who reaches zero HP is dead unless you want it to survive – perhaps to tell the player characters something important with its dying words. Minions almost never use WP and often act on the same turn in combat.

**Bosses** are different. They are often described with names and backgrounds, and usually play an important part in the adventure. A boss draws their own initiative card in combat. Bosses have WP and use innate and heroic abilities just like player characters. Particularly powerful bosses often have multiple heroic abilities – not least Robust and Focused several times over, which can give them far more HP and WP than the player characters.

If possible, try not to have your bosses die too early in the game. A boss who lives to fight another day is more fun than a dead one. Also make sure that the player characters cannot get to the boss too easily – put some minions in their way that need to be dealt with first. A boss encounter should be challenging!

## TYPICAL NPCs

TYPE	SKILLS	HEROIC ABILITIES	DAMAGE BONUS	HP	WP	GEAR
Guard	Awareness I0 Swords I2	—	STR +D4	12	—	Broadsword, studded leather armor
Cultist	Evade I4 Knives I4	—	AGL +D4	12	—	Dagger
Thief	Evade I2 Knives I2	—	AGL +D4	10	—	Knife
Villager	Brawling 8	—	—	8	—	Wooden club
Hunter	Awareness I2 Bows I3	—	AGL +D4	13	—	Longbow, leather armor
Bandit	Bows I2 Evade I0 Swords I2	—	—	12	—	Short sword, short bow
Adventurer	Awareness I0 Swords I2	—	STR +D4	13	—	Broadsword, studded leather armor
Scholar	Languages I3 Myths & Legends I3 Staves 8	—	—	7	—	A good book
Bandit Chief (Boss)	Awareness I2 Brawling I5 Hammers I5	Berserker Robust × 6 Veteran	STR +D6	30	16	Heavy warhammer, chainmail, open helmet
Knight Champion (Boss)	Brawling I4 Swords I6	Defensive Double Slash Focused × 6 Robust × 6	STR +D6	28	26	Longsword, large shield, plate armor, great helm, combat-trained horse
Archmage (Boss)	Magic School I5 Staves I3	Focused × 6 Master Spellcaster Robust × 4	—	22	30	Staff, grimoire



## CREATING NPCs

	D4 ATTITUDE	D6 KIN	D8 MOTIVATION	D10 PROFESSION	D12 TRAIT	D20 NAME (CHOOSE ONE)
1	Hostile	Human	Sweet, glittering gold	Bard	Talks too much	Agnar, Jorid, Dareios
2	Evasive	Dwarf	Knowledge of the world	Artisan	Strange clothes	Ragnfast, Ask, Euanthe
3	Indifferent	Elf	Deep and eternal love	Hunter	Wild-eyed	Arnulf, Tyra, Xanthos
4	Friendly	Halfling	A lifelong oath	Fighter	Smells bad	Atle, Liv, Athalia
5	—	Wolfkin	An injustice that demands retribution	Scholar	Joker	Guthorm, Embla, Kleitos
6	—	Mallard	A life of joy and song	Mage	Cultist	Botvid, Ragna, Astara
7	—	—	Blood ties that can never be severed	Merchant	A bit childish	Kale, Turid, Priamus
8	—	—	Escaping a dark past	Knight	Quiet and difficult	Egil, Jorunn, Galyna
9	—	—	—	Mariner	Demon worshiper	Ingemund, Borghild, Taras
10	—	—	—	Thief	Obstinate	Gudmund, Gylla, Zenais
11	—	—	—	—	Very touchy	Grim, Tora, Hesiod
12	—	—	—	—	Highly romantic	Brand, Edda, Liene
13	—	—	—	—	—	Folkvid, Sigrun, Eupraxia
14	—	—	—	—	—	Germund, Dagrun, Taras
15	—	—	—	—	—	Algot, Bolla, Lysandra
16	—	—	—	—	—	Tolir, Yrsa, Kallias
17	—	—	—	—	—	Hjorvald, Estrid, Isidora
18	—	—	—	—	—	Ambjorn, Signe, Athos
19	—	—	—	—	—	Grunn, Tilde, Larysa
20	—	—	—	—	—	Olgrid, Idun, Nikias

## ATTRIBUTES FOR NPCs

In adventures for *Dragonbane*, attribute scores for NPCs are not listed as they are very rarely used. If you at some point would need to roll against an exact attribute score for an NPC, use the guidelines below:

**STR & AGL:** Use the damage bonus. At +D6, roll against an attribute score of 17. At +D4, roll against 14. At no bonus, roll against 10.

**CON:** Roll against maximum HP, reduced by 2 for each level of the Robust heroic ability.

**WIL:** Roll against maximum WP if this is listed, reduced by 2 for each level of the Focused heroic ability. If WP is not listed, roll against 10.

**INT & CHA:** Roll against 10.





# CREATING ADVENTURES

Creating adventures for *Dragonbane* is easy. By looking at how adventures are structured in the Adventures book, you can easily put together your own. Preparing an adventure is often a fun and creative process. Here are some tips to get you started.

**Random Generation:** With the tables on the following pages and a few dice rolls you can quickly and easily come up with the framework for a short adventure. Grab a die of each type from the box and roll each of them three times – this gives you a quest, a journey, and a site where the adventure reaches its climax. Keep in mind that the tables are meant as inspiration and that it is okay to make changes.

## I. THE QUEST

To pull the player characters into an adventure, you need a “hook.” It might be a quest given by an NPC, but it can also be a letter, a legend, or a map they find. The hook is what sets the adventure in motion and gives the players a goal. It is important to be clear when creating a hook. If you want your adventure to take place in an abandoned crypt, give the player characters a quest to find a lost treasure at the end of the crypt. Knowing what they are supposed to do makes it easier for the players to navigate the game.

## 2. THE JOURNEY

Traveling through the world of *Dragonbane* is an adventure in itself. Rules for journeys are found earlier in this chapter and official adventures have tables for random encounters. Playing the journey gives the player characters opportunities to use their skills to find the right path, gather food, and avoid dangers.

It can also be worthwhile to roleplay small talk around the campfire. Small details like these make the game world feel more alive. The journey is not mandatory however – sometimes you may want to skip it and let an adventure begin at the adventure site.

## 3. THE ADVENTURE SITE

The core of an adventure is an *adventure site*. It is the place where the adventure reaches its climax and where the player characters spend most of their time. You can easily create your own adventure sites by looking at how they are described in the Adventures book and using the random table on page 111. Longer adventures can have multiple adventure sites.

**Map:** An adventure site is best illustrated using a map with a 2-meter grid. The map is a useful tool for you to describe the site to your players in a consistent manner. It can also be used for combat encounters (page 44). A simple sketch on squared paper may suffice, but you can also create beautiful and detailed maps using computer software.

**Challenges:** It would not be much of an adventure without dangers and challenges to face. Challenges often involve combat with enemies and monsters, but there are other variants that can come in the form of practical obstacles that must be overcome (a fallen tree blocking the road), social challenges (guards that need persuading), or traps (a treasure chest with a poison needle).



## LEAVING THE ADVENTURE SITE

Leaving a cave or other dangerous place full of enemies, perhaps to make camp and take a shift rest (page 52), can be risky. Roll on the table below if the player characters leave an adventures site for at least a shift. Disregard the result if it clearly makes no sense.

### D6 CONSEQUENCES

- |   |   |
|---|---|
| 1 | Enemies at the site follow the player characters and attack at an opportune moment.             |
| 2 | Enemies at the site get reinforcements. Fallen enemies are replaced twofold.                    |
| 3 | Someone else arrives at the site and clears it of treasure before the player characters return. |

4–6 Nothing happens.



## TYPICAL TRAPS

**Spike Trap:** snaps shut on an unwary adventurer who tries to open a chest or door. Inflicts 2D6 piercing damage.

**Trapdoor:** a hatch in the floor opens beneath a player character. The victim must make an **EVADE** roll with a bane and sustains 3D6 falling damage on a failure.

**Poison Dart Trap:** darts dipped in poison shoot out from the wall, hitting all nearby player characters who fail an **AWARENESS** roll. The GM decides the potency and whether it is a lethal, paralyzing, or sleeping poison (page 52).

**Traps:** Traps are a good way to make the adventure site feel unpredictable and dangerous to your players. Use them sparingly in carefully selected locations. Traps can be detected with the **SPOT HIDDEN** skill or by the players describing that they are looking in the right place. For truly lethal traps, it is important to give the players a hint, so they get a chance to spot the trap. There could be a strange indentation in the stone floor, a mark on the wall, or something similar.

**Final Boss:** Most adventures end with the player characters facing a powerful adversary – a “boss.” Make sure that you have prepared a final opponent and noted down its appearance, motivation, and tactics.



**Treasures:** Treasures and finds are often what tempts the player characters into perilous adventures, and they are key components in creating an adventure site. An easy way is to use the treasure cards in the game box. A typical short adventure should contain 3–5 treasure cards. You can choose treasure cards and place them in your adventure, let the players draw cards randomly, or just use the cards as inspiration for creating your own treasures.

## TYPES OF TREASURE

There are two types of treasures in *Dragonbane* – *monetary treasures* and *gear*.

- ♦ **Monetary treasures** consist of coins (copper, silver, or gold) or valuables without practical use, such as jewels and jewelry. As a rule, valuables are simply treated as coins – let the players automatically know their worth (in gold, silver, or copper depending on the material) and note it on their character sheets. The item itself does not need to be written down, unless it is of particular importance.
- ♦ **Gear** has some practical use. It can be a weapon or some other item from chapter 6. It can also be a magical item (page 62).

## TREASURE CARDS

The treasure cards in the box can be used to quickly generate treasures in the game. Some adventures in the Adventures book indicate when you should let the players draw a treasure card, but you can also use the cards to generate your own treasures. Once a player has drawn a treasure card, its contents are written down and the card shuffled back into the deck.



## THE QUEST

	D4 One day,	D6 the characters come across	D8 from/about/with	D10 who wants to	D12 a	D20 called
1	in the gloom of a tavern	a messenger	Karvago, a mysterious mage	examine	magical artifact	the Blue Zurak
2	at the first light of dawn	a letter	Bode, a one-eyed fighter	seek revenge for	family heirloom	the Eye of Kalmader
3	around the warmth of the campfire	a rumor	Smolla, a sad halfling bard	hide	sword	Sylrod's Treachery
4	in the bustle of the marketplace	gossip	Malkar, a curious wolfkin mariner	destroy	treasure	the Heart of Ardana
5	—	an encounter	Rudbul, a greedy but humorous mallard merchant	return	piece of jewelry	Gildengrip
6	—	an omen	Davanor, a secretive elven hunter	claim	ring	Nighteye
7	—	—	Veruna, an obsessive female dwarf scholar	replace	stone	Brother Gray
8	—	—	Roena of the Vale, a haughty knight	protect	case	Sira's Enigma
9	—	—	—	steal	helmet	The Crown of Hjalti
10	—	—	—	find	book	The Deceiver
11	—	—	—	—	grimoire	Gringul's Secret
12	—	—	—	—	pet	Windtamer
13	—	—	—	—	—	The Whetstone of Helox
14	—	—	—	—	—	Stoltzenkranz
15	—	—	—	—	—	Wintermoon
16	—	—	—	—	—	Hallowbane
17	—	—	—	—	—	Jommelkud
18	—	—	—	—	—	The Silver Star
19	—	—	—	—	—	Malkor's Wrath
20	—	—	—	—	—	Ironside



## THE JOURNEY

	D4 The journey is	D6 and ends	D8 There is a/an	D10	D12 surrounded by	D20 The place is called
1	easy with plenty of time for song and camaraderie	in the shadow of a mountain	ancient	tower ruin	a swamp	Bark's Blood
2	eventful with unexpected encounters and challenges	in the darkness of the forest	abandoned	catacomb	thick fog	Barrenstone
3	arduous with unpredictable weather and inaccessible roads	in a soggy bog	forgotten	tomb	dark gnarled trees	Nightpit
4	hard and miserable	at a black lake	overgrown	village	heavy rain clouds	Melka's Gift
5	—	at the foot of a hill	dilapidated	cave	icy gales	Gurge's Den
6	—	on the bank of a river	hidden	castle ruin	a lingering stench	Stonehand's Watch
7	—	—	strangely shaped	farm	the remains of dead animals	Vidergard
8	—	—	destroyed	hill	a scorched wasteland	Frost's Sphere
9	—	—	—	pond	standing stones	Oakenhand
10	—	—	—	chasm	strange symbols	Herod's Water
11	—	—	—	—	a field of ruins	Kil's Shore
12	—	—	—	—	swaying reeds	Feris' Demise
13	—	—	—	—	—	the Bridge of Saar
14	—	—	—	—	—	Birchholm
15	—	—	—	—	—	Witherland
16	—	—	—	—	—	Beaver's Howl
17	—	—	—	—	—	Coppergate
18	—	—	—	—	—	Barra's Grove
19	—	—	—	—	—	Ashencleft
20	—	—	—	—	—	Stormhaven



	D4 The way in is	D6 There is	D8 but also unexpected guests in the form of	D10 unexpected guests	D12 There is a deadly challenge in the form of	D20 Finally, the player characters must defeat
1	easy – no one locked the door	a flooded chamber	2D8 goblins and	a ravenous giant spider	a trapdoor	Kazan Murg – a mad wizard
2	hidden and hard to find	a blockage of rubble	D6 adventurers and	a curious mantichore	a strong poison	The Devastator – a powerful minotaur
3	challenging – something is lurking here	a winding stairway leading down into the darkness	D6 wolfkin and	an ill-tempered giant	a cave-in	Princess Nadilara – a terrible wraith
4	dangerous – a trap has been set	a somber tomb	D8 bandits and	D6 jeering harpies	a dart trap	Zurgush the Red – a tall orc chieftain
5	—	a remarkable statue	2D6 orcs and	2D6 patrolling skeletons	a tricky riddle	Nightclaw – an evil elf warrior
6	—	a strange mural	D8 cultists and	an enigmatic demon	a curse that must be lifted	Frosch – an undead mallard knight
7	—	—	D6 dwarves and	a flock of vampire bats	a jar of toxic gas	Vinja – an ancient ghost
8	—	—	D4 elves and	a restless ghost	rising water	Burgos Bloodtooth – a deranged thief king
9	—	—	—	an angry troll	a giant boulder	Lanja Blackgrip – a cunning goblin chief
10	—	—	—	a large minotaur	crushing walls	Greenleg – a foul-smelling troll
11	—	—	—	—	a raging fire	Laval Bluestaff – a mysterious sorcerer
12	—	—	—	—	a magic mirror	Crag Broadbeard – an aggressive dwarf warrior
13	—	—	—	—	—	Belsor Bonebreaker – a wicked knight
14	—	—	—	—	—	Orgog the Defiler – a touchy giant
15	—	—	—	—	—	Lord Aleyn – a brutal noble
16	—	—	—	—	—	Hugo of the Vale – a renegade knight
17	—	—	—	—	—	Bloodwing – a murderous griffin
18	—	—	—	—	—	The Spike Beast – a bloodthirsty mantichore
19	—	—	—	—	—	Haxenflaugrsten – a corrupting demon
20	—	—	—	—	—	Orlaugr the Red – a greedy dragon



# CAMPAIGNS

*Dragonbane* is all about adventures. But playing individual adventures is just the beginning. By playing a series of adventures with the same player characters, your gaming group can experience a larger story that becomes more exciting and memorable. This is called playing a *campaign*.

*The Secret of the Dragon Emperor* in the Adventures book is one example of a campaign, but they can take many different forms. As GM you can have lots of fun planning and playing a campaign over time, but it is often good to start simple. You do not need a grand plan to begin a campaign. Just let the player characters go off on adventures and find some way to link the adventures together as you go.

## THE GAME WORLD

The world of *Dragonbane* is full of misty forests, deep ravines, steep cliffs, and forgotten caves. It is a world of adventure and danger, of ancient beasts, hidden treasures, and dark cults working in the shadows.

The Misty Vale, which is described in the Adventures book, is a good starting point for your adventures. The world of *Dragonbane* is meant to be discovered and experienced in-game. Who knows what lies beyond the mountains in the north? Perhaps you have an idea about a strange spider realm that would be perfect for the player characters to visit next. If so, run with that idea, or anything else you think might be appropriate.

In future modules we will explore the game world bit by bit, but in a way that gives you the freedom to create your own adventures.

## DEAD PLAYER CHARACTERS

*Dragonbane* is set in a dangerous world where player characters will sometimes die. Having to part with a player character can be sad, but it is part of the game and something that opens up new possibilities.

When a player character dies, let the player create a new character and join the adventure at the earliest opportunity. Grant the new player character an extra advancement roll for each session you have played so far and the same number of heroic abilities as the other player characters. The exact details are left to the GM.





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