

SHADOW OF THE WEIRD WIZARD

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Foreword

A peril of designing, reading, and playing games for forty years is you can fall into believing you have seen everything there is to offer in one form or another—hard-core rules RPGs, rules-lite RPGs, and diceless RPGs; high fantasy, historical fantasy, and grimdark settings; sci-fantasy, magical realism, and surrealist fantasy mashups; and so much more. As the old lament goes, “...there is no new thing under the sun.” So it is always a great wonder when you discover, to your delight, that you were wrong. Along comes a game (*like maybe the one you hold in your hands?*) that plays with the tropes and expectations to create something fresh and remind you that role-playing games are about heroics, wonder, and fun.

I am told by my SO that calling someone a genius is right out—too cliché—and that as a writer I should do better. So instead, I will say that Robert Schwalb is a truly creative soul, a designer overflowing with ideas and blessed with the craft to turn those ideas into playable games. This is no simple thing. Just the business of making ideas interesting and clear enough for others to understand is a challenge. Then there is creating rules to let those ideas come through without sucking the life and wonder out of them. A lot of designers can excel at one or the other, but seldom both. Robert makes it look effortless. While I suspect he might disagree with the “effortless” part of that statement, the game he has created achieves that rare balance of creativity and practical application.

Shadow of the Weird Wizard may seem a strange title, but it is a promise of what you will find. This is not the modern *weird* of misfits and social outcasts; Robert’s weird exists outside the human realm, that of pagan things and supernatural forces. It is the old *wyrd* full of mystery and deadly fates, a richly textured setting with all shades of coloring.

It is also the unashamedly heroic fantasy found in old sagas and fairy tales, where weird equals wondrous. It may be heroic fantasy, but it is not all sunshine and happiness. *Shadow of the Weird Wizard* is fantasy with a darker edge. Tragic consequences, suffering, disfigurement, and death are always possible heroic fates. People and monsters are not simplistic reductions of good and evil but beings with often incomprehensible motives who may help and hinder according to their own logic. Adventurers who believe that the world bows to their will would best tread carefully. Fame and glory come with a cost.

And so, *Shadow of the Weird Wizard* continues the traditions of weird fantasy that began with *Weird Tales* magazine and its followers like *Unknown*, *Amazing Stories*, and modern day’s New Weird authors, such as China Miéville and Jeff VanderMeer. With *Shadow of the Weird Wizard*, Robert Schwalb has given us all an opportunity to explore lands of exotic peril and be challenged, thrilled, and sometimes bewildered by the bizarre wonders our heroes find.

I look forward to rolling some dice and taking my chances.

—Zeb

Introduction

In *Shadow of the Weird Wizard*, you tell stories in a world of high adventure. You explore the borderlands, fight strange monsters, solve mysteries, uncover secrets, and interact with others to gain aid, information, and access, all while portraying the imaginary character you create using the rules in this book. Your character is a member of a group of individuals who find success through cooperation. As you complete quests, your character becomes more experienced and thus more powerful and capable. In time, your group of characters might become the most powerful people in the known world.

All of this takes place under the guidance of the Sage, a role sometimes known as the game master. You or one of your friends gets to be in control of the story, presenting challenges and deciding what happens in response to the decisions the other players make. More information on being the Sage comes in the *Secrets of the Weird Wizard* book.

Whether you’re the Sage or playing a character, you all use the same set of basic rules, which are presented in this book. As a group, you refer to the rules to help you decide what happens in the game as a result of something you do or an event that occurs in the story. It’s crucial to remember that the rules are designed to facilitate game play, but they should never dictate what happens. The Sage can change or ignore a rule if it makes the story better.

Feel free to skip around the book and come back later when you need to know how something works. Be sure, though, to take a close look at the Game Concepts section, since those rules are the foundation on which everything else stands.

The Weird Wizard

People flee the chaos of the Old Country, seeking refuge wherever they might find it. For centuries, the Weird Wizard cast a shadow from the east, his mere presence deterrent enough to keep explorers and settlers from venturing too far beyond the borderlands that stood between the so-called new lands and those of enlightenment, culture, law, and order.

Some saw him as a mad sorcerer who commanded eldritch powers of staggering might. As proof, one only has to look at all the abominations he set loose in the lands—the hybrid beasts, the multilegged hulking collectors, floating eyes that hang in the air trailing their nerve endings. And then, far, far beyond the edges of the new lands rose the walls of the Forbidden City and the clockwork peoples who dwelled there in seeming servitude to the dread mage who ruled over all he surveyed.

But the Weird Wizard is gone. His shadow remains, but the figure casting it disappeared and none, not even his closest servants, know where he went. It might be coincidence that his absence preceded the bloody civil war that tore the Great Kingdom apart and that precipitated the violent struggle between the other nations in the west, or the Weird Wizard might have had some stabilizing influence that enabled civilization to flourish once more following a far older, nastier decline. Too, he could have been the source of the conflict and abandoned the world to its fate.

Either way, the instability sends people by the thousands spilling into the borderlands. As this territory grows more and more crowded, refugees are looking to the east to make their homes. The first forays into the strange place have ended with disappearances and death, and the few people who have returned carry tales of hostile inhabitants, cruel faeries, and hideous, ravenous monsters. If the new lands would be tamed, there must be peace with the inhabitants.

Such efforts demand heroes. Luckily, there might just be a few around. This book shows you how to make a hero who can meet and triumph over the greatest challenges of exploring a world that stands in the shadow of the Weird Wizard.

Ten True Things

You might find it helpful to digest the following basic truths about the world and its inhabitants.

FAMILIAR BUT DIFFERENT

Erth has much in common with our own world: forests and mountains, rolling plains, seas, rivers, oceans, and every other type of terrain imaginable. The sun rises in the east and sets in the west. Erth has a single moon that moves through four phases each month. Stars form constellations in the night sky, and among them drift the wandering stars, which some believe are other worlds. There are important differences, however, which are described in greater detail below.

Humans share the world with many other sentient peoples—dwarfs, faeries, clockworks, dragonets, and more. The differences between ancestries go far beyond minor cosmetic details, such as skin color, gender, or other physical features, so people don't pay attention to such distinctions when considering who belongs to a community and who doesn't. The same is not always true between members of different ancestries.

For every animal and plant that exists in the real world, there's a similar, if not identical, species on Erth; for simplicity's sake, naming conventions remain the same. A bear is a bear and an oak tree is an oak tree. Erth's magical nature enables other species to thrive where their existence would otherwise be preposterous. Sharing the lands with the familiar are talking animals, hybrid beasts that combine the forms of a multitude of creatures, dragons and monsters, living statues, and more.

Finally, Erth has a similar method for timekeeping, using months, days, hours, minutes, and seconds. Each day lasts 24 hours and a week has seven days—Sunday, Moonday, Skyday, Midweek, Highday, Revelday, and Restings, which correspond to the familiar days of the week. Each month has four weeks, and a year has thirteen months. The people of the Old Country and borderlands use the Queen's Calendar for tracking the years from the time of the Great Kingdom's founding. The present year is 1342 KE, with the "KE" meaning Kingdom Era.

MAGIC IS REAL

Most have had at least a brush with magic. The traveling magician might supplement sleight of hand with a cantrip or two to amaze and astound the audience. Everyone knows about the wizards who declare themselves authorities on magic and the druids who pull the strings on which everyone seems to dance, and curious mechanical people known as clockworks who behave as those of flesh and blood even though they have bodies of iron, brass, and ceramic. Magic is just part of life on Erth.

Magic might be commonplace, but few understand it. Wise people approach magic with the caution it deserves. More than a thousand years have passed since the old Empire fell into ruin, and everyone knows that magic played a part in that nation's collapse. Plus, angering a witch who can turn you into a toad or a wizard who can call down a mountain to wipe out your town is never a good idea.

DEVELOPING TECHNOLOGY

It might seem strange to read that technology can create wonders rivaling those of magic, when magic exists and anyone with the time, talent, and inclination can learn how to cast spells. But people look for ways to improve their lives, to make easier the work they must do to get by, and thus they turn to their own ingenuity when magical solutions are out of reach. Swelling populations and greater demands for food and resources saw technological innovations all across the Old Country, birthing harvesters, diggers, and other mechanical marvels. Unfortunately, many of these devices remain in the Old Country, abandoned in the wars, or were repurposed to carry out atrocities. Refugees have had to rely on the old methods for farming, settling, and cultivating their land, but some bright minds have escaped the violence, and in them is the hope that what was lost can be found once more.

THE GODS EXIST

People worship beings called gods and give their devotion to these entities in return for intervening in the destinies created for them by the Fates—gods who decide the outcomes of each living thing the moment they come into this world. The gods can change fate and circumstances, so people believe, and thus mortals court them, offer prayers to them, make sacrifices, and otherwise curry favor to avoid suffering, want, and delay the inevitable end.

There's little doubt that gods exist. Many people have seen them in the world. The Horned Lord and Wild Woman have both been spotted roaming in the woodlands. At dawn, one might see Mother Sun stretch her arms across the sky, and most people have seen Sky Father's wrathful face in the storms that spill across the heavens.

Some, however, doubt the gods' ability to change fate, the extent of their powers, their origins, and their purpose in the world. Such doubt leads some to wonder if these beings deserve the attention they receive.

MORTAL REINCARNATION

According to the priests, Lord Death gave the gift of life to Erth, but with that gift came a weighty debt, paid by the fact of death. All mortals must die so that they can live again. When a mortal dies, its soul, freighted with memories and emotions, sinks into the Underworld, where it bides its time until its identity fades away. Only then, once cleansed of who the soul once was, can it be born again into new flesh. One might think that people would be a bit more cavalier about dying, since they know they will come back, but people cling strongly to their lives and dread what terrors oblivion holds.

The cycle of birth-death-rebirth had been the natural order of things, or so Lord Death's priests claim, but the coming of the High One changed everything. The High One spares mortals—particularly humans—from oblivion by preparing a path for worthy souls to ascend to Paradise, a realm of peace and beauty. The High One defeated the darkness, called the Adversary, and flung down the God Whose Name Must Not Be Spoken to languish in the Netherworld, a place deeper, cosmologically speaking, than even the Underworld. The sacred writings of the High One claim that people who live in the light and remain pure of spirit will be chosen to ascend and dwell with the Redeemer for all time.

THE ANCIENT ONES SLEEP

Lord Death wrested Erth from the Ancient Ones, proto-deities sometimes called the titans, in a cataclysmic battle that nearly rent the world asunder. Victory might have slipped from his grasp had he not won several of these beings to his side, urging them to turn against their fellows and rule creation as equals. The titans who fell to these gods were cast down into the heart of the world and wrapped in the chains of their brother titan, the god known as Draconus who coils around the world, holding fast his kin in an adamantine grasp.

The Ancient Ones have come to haunt the mortal imagination as monstrous elder beings of dreadful might and destructive aspect. Their names and the means for calling on their power have been lost thanks to the efforts of both the Cult of the Last Door—Lord Death's religion—and the Church of the High One, but some people see the fate of the Ancient Ones as the evil of unchecked authority and would awaken and release them to usher in a new age. So deluded are these individuals that they even believe the Ancient Ones would somehow make everything better, though it's far more likely that they would brush off the mortal infestation before getting down to the business of revenge.

THE FIRST PEOPLES

The mortals came into a world already crowded with peoples, a world with a history written in the blood of war, conquest, ruin, and tragedy. The eldest peoples are believed to have been the elementals, beings formed by the Ancient Ones presumably to populate the Erth, though some old stories suggest that they were in part responsible for its creation. They were later joined by the immortals, souls who formed bodies of creation's stuff. Some became the faeries, those capricious folk who now live in the places between; others became the trolls, once a cunning, brilliant people whose bitterness turned them to evil; while others became monstrous things, some of which still trouble the world.

These early peoples fell victim to many of the same conflicts that have torn apart the mortal realms. At first the faeries and trolls fought against the elementals for dominion of creation and then turned against each other, until the trolls were so diminished that they fled into the wild places, and the faeries, sickened by blood and death, fashioned the realms of Faerie, where most live unto this day. The elementals clashed with the mortals time and again, but have been so reduced that they too have ceded their territory and bide their time until they can rise up and reclaim Erth.

FALLEN EMPIRES

The troubles plaguing the Old Country are in no way new or unique. The Great Kingdom, the mightiest of the nations in that realm, grew from the ashes of the Empire, which in turn arose from the wreckage of earlier nations. Civilizations form, prosper for a time, become sick with decadence and corruption, and fall. It has happened so many times, some believe that falling is the inevitable fate of every nation, no matter how noble, egalitarian, or good it might be.

Now is the time when people must set aside petty differences and work together to protect themselves from the myriad dangers all around them. It's possible that the troubles in the west might resolve themselves and some new order might emerge, but each wave of fleeing people brings worse news. Entire nations have fallen victim to the soul sickness that turns ordinary folk into orcs, necromancers lead armies of undead, and ever present is the threat from the old Empire: teeming masses of warped, misshapen abominations spawned by the chaos magic that ravages that land.

THE WEIRD WIZARD'S SHADOW

The Weird Wizard appeared in the east nearly a thousand years ago. Some legends hold that he was a fallen god, cast down from the stars by Lord Death himself. Others claim he was a traveler from another world, similar to this one but drowned in the darkness of the Void. Whoever he was, he established the east as his dominion and threatened to annihilate any nation that would challenge his rule.

Over the last centuries, the Weird Wizard has become something of a bogeyman, and people laid at his doorstep all the ills in the world. A bad growing season? The Wizard is taking our rain. An earthquake? The Wizard is going for a walk. Some blamed him for the comets that streak across the heavens when stars tumble out of the night sky, the trouble between nations, the monsters that burst from his shadowed realm, and anything else people resent.

But then he left. No one knows where he went, not even the clockworks who maintain his Forbidden City. One day, he was there. The next, he was gone.

Speculation abounds. Perhaps he went back to wherever he came from. Maybe the gods had enough and sealed him away with the Ancient Ones. He might have died from loneliness or a broken heart, or been killed by a great hero. No one knows, and he's left few clues.

The Weird Wizard's absence has opened up the new lands to the rest of the world, a troubling situation for the native beings who have long lived under his rule—centaurs, wargs, and others. Explorers report incredible vistas, features that seem to violate every law of reality, such as a mountain that reaches to the stars, or a river of rocks that flows like a waterfall into a bottomless abyss. There are structures with no means of entry and whose function defies definition, odd islands of stone that drift among the clouds, mushroom forests with growths as tall as the trees, and so much more. It is a place ripe for exploration, but also one that shifts constantly, with no intention of being pinned down. The mysterious new lands invite those who would dare to discover their secrets.

A TIME FOR HEROES

Rebuilding after the collapse occupies most people's time; they have no choice but to clear the land, plant crops, and raise livestock. Here and there, communities start to take shape, but many farmers perish long before they can harvest their crops: victims of brigands, dragged off by monsters, or vanishing after meddling with some buried mystery. These people, the bedrock of every community, need help to have a fighting chance. Now is the time for bold heroes to find their destinies, to shape the future through strength of arms, keen minds, and the will to survive.

GRAY FANTASY

Shadow of the Weird Wizard is based on *Shadow of the Demon Lord* but sheds much of the bleakness and foulness of that game. Here, you play heroes who struggle to help those in need against sickness, despair, and corruption. You can make the campaign more gruesome if you wish, but the intent of this setting is for you and your friends to do good deeds and feel great about doing them.

Game Concepts

Shadow of the Weird Wizard is a tabletop roleplaying game, the third in a family of games that include *Shadow of the Demon Lord* and *PunkApocalyptic: The RPG*. If you're familiar with *Dungeons & Dragons*, *Pathfinder*, and similar games, you know how this works. Playing the game requires the use of your imagination, a few friends, and a place to play. When you come together, you adopt the personas of the characters you and your friends create, and play through the challenges and victories of quests that take you from one side of the fantastical world to the other.

DICE

In addition to a copy of this book, you need a set of dice, which include a twenty-sided die (d20) and six six-sided dice (d6s). It's also helpful to have a copy of the character sheets presented at the end of this book.

ROLLING DICE: Often, the game calls for a roll, which might be an attribute roll or a luck roll. When you make such a roll, you always roll a d20: the higher the number, the better the result.

You also roll d6s, sometimes along with the d20 and other times after you find out the result of the d20 roll. The rules tell you when to roll these dice and, usually, how many to roll. This game uses the standard convention of $x d6$, where x tells you how many d6s to roll. For example, $3 d6$ means you roll three six-sided dice. Usually, when you see dice expressed this way, you add up the rolls to get a total.

DOUBLING AND HALVING: Sometimes the rules instruct you to double a number or halve it. You multiply the number by 2 or divide it by 2, rounding down to the nearest whole number if necessary. If more than one effect tells you to double or halve the number, you perform the operation only once.

THE SAGE

One person playing the game assumes the role of the Sage, sometimes known as a game master or referee in other games. This person presents the world, story, and situations as your characters go on adventures. For more information on being the Sage, see *Secrets of the Weird Wizard*.

CHARACTERS AND GROUPS

Everyone playing the game except for the Sage controls a character—either one created using the rules in this book or one that has been prepared by the Sage. The characters together form a group, going on quests to make the world a better place. In these quests, characters encounter interesting people, explore weird places, and confront horrible monsters. Each time the group completes a quest, they “level up” and grow more competent.

PATHS

All characters follow their personal paths. Each player chooses a novice path to determine their character's foundational capabilities. Later, they follow an expert path to ground them in the world. Finally, characters specialize in master paths to focus on what they do best. Together, these three paths tell the character's story, determine their capabilities, and bind them to the setting.

Chapter 1

Creating a Character

You need a character to play *Shadow of the Weird Wizard*. You decide the kind of character you want to play, choosing from the options presented in this chapter. Perhaps you will become a fighter, maybe even one trained by a knight until you proved yourself ready to strike out on your own. Then again, you could become a mage, schooled in the secrets of magical power. Other options include the priest, who champions a god in the mortal world, or the rogue, who relies on wits, cunning, and luck.

Whatever you want to play, this chapter helps you create a character from scratch. You make a few decisions, recording your choices on your character sheet or a piece of paper. You can then add as much or as little detail as you want until your character matches the one you envision.

Understand, though, that a character you create has just embarked on their grand story. It takes time, experience, and adventure to realize their full potential. So unless the Sage decides to use more powerful characters, be prepared to be challenged as you undertake your first quest.

The process of character creation involves making a few decisions about your human character. (Other ancestries might be available, so check with the Sage.) This chapter shows you how to create a human character. Then, determine your professions, identity, and other details. You choose a path for your character to follow next. You complete the process by coming up with a name and filling in any remaining gaps. If you need to know how certain rules work, be sure to review Chapter 2. For equipment, see Chapter 3. Finally, traditions and spells are described in Chapter 4.

Level

Your character has a level, which approximates how powerful you are. Normally, you start the game at level 1, but the Sage might start the game at a higher level. Further, the Sage informs you when you attain a new level, typically when you complete a quest. When your level increases, you gain the benefits from that level as shown on the advancement table.

Ancestry

Most people found in the borderlands belong to the great family of humanity, which encompasses people much like those found in our world, but also exotic people, with unusual physical characteristics that would make such people stand out. Blue skin, upswept, pointed ears, scaled skin, and other features reflect the influence of magic on humans, as well as the fantastical nature of the setting.

The human family is incredibly large and diverse. A human can be tall or short, big and bulky, small and slight. Humans' skin tones run the gamut from blue-black to bone white, green, blue, pink, or patterned. Typical height and weight ranges from 4 to 7 feet tall and from 80 to 400 pounds, though examples of shorter, taller, lighter, and heavier people abound. Differences in appearance have, at times, led to enmity between different groups, and a tendency toward xenophobia persists in some isolated communities, but over the passage of time humans have come to appreciate their common origin and similar nature, looking beyond the physical qualities that make them individually distinctive.

As a human, you might have been born and raised in the borderlands or could have traveled here, perhaps as one of the many troubled refugees fleeing war and disease in their homelands, or as an exile, cast out from your native land for a crime you did or did not commit. You can choose your homeland from those made available to you by the Sage. You and the other characters might come from the same village or be part of the same band of refugees, or you might hail from different parts of the world, brought together by fate or circumstance.

Human Ancestry Benefits

HUMAN

Size: 1, Speed: 5

You can find more information about these characteristics in Chapter 2.

A CUT ABOVE (HUMAN ONLY): You have certain advantages that set you apart from other people. These advantages can source from special training, a knack, a destiny, or something that happened during upbringing. You can increase the scores of two different attributes by 1 each (see Other Ancestries, bottom right).

Professions

You are a novice adventurer, but before you started down this path, you worked to keep a roof over your head and food in your belly. Your profession describes how you made a living and gives you an idea about the things you know and can do. You choose from among eight categories of professions, each with specialties representing narrower expressions of the larger professional category.

Most specialties provide a piece of equipment, which might be a flavorful item (such as a special book) or something that's described in Chapter 3. Some might grant knowledge of an additional language (see Chapter 2). If you would learn a language that you already know, you can choose a different non-secret language instead.

You can choose your profession and specialty or roll dice to gain a random result. For more information on professions, see Professional Knowledge in Chapter 2. Alternatively, if you want a profession that's not presented here, work with the Sage to create one that's suitable for your character.

OTHER ANCESTRIES

The Sage might allow other ancestries for use in the game, such as dwarfs, elves, goblins, and clockworks, along with many others. Simple rules for these ancestries appear in the *Secrets of the Weird Wizard* rulebook. If you play a character other than human, you gain the traits of that ancestry in place of the ones granted for being human.

Weird Ancestries, a supplement for this game, reveals thirty different peoples, expanding on the options presented in *Secrets*. Check with the Sage to ensure that sourcebook is available for use in making your character.

ADVANCEMENT

LEVEL	BENEFITS	LEVEL	BENEFITS
1	Gain the level 1 benefits from your novice path.	6	Gain the level 6 benefits from your expert path.
2	Gain the level 2 benefits from your novice path.	7	Choose a master path and gain the level 7 benefits from that path.
3	Choose an expert path and gain the level 3 benefits from that path.	8	Gain the level 8 benefits from your master path.
4	Gain the level 4 benefits from your expert path.	9	Gain the level 9 benefits from your expert path.
5	Gain the level 5 benefits from your novice path.	10	Gain the level 10 benefits from your master path.

PROFESSION CATEGORIES

D20	CATEGORY	D20	CATEGORY
1–2	Academic. You received a formal education or specialized training.	12–14	Wilderness. You learned how to survive in the wild places of the world.
3–5	Criminal. You learn a trade that operates outside or against the law, or that works to prevent such activity.	15–16	Military. You are trained to fight and survive in battle.
6–8	Entertainment. You entertain audiences using a particular method.	17–18	Religious. You were indoctrinated into a particular faith.
9–11	Commoner. You come from the ranks of ordinary people.	19–20	Aristocratic. You come from money and status.

ACADEMIC PROFESSIONS

D20	PROFESSION
1–2	Apothecary. You learned the medicinal properties of herbs, roots, and other useful plants. You have either a dose of antitoxin or a dose of poison.
3–4	Apprentice Magician. You studied under a magician to learn all you could of magic. You understand the principles that form the foundation of magic and hope to learn your first spell soon. You know Arcane in addition to your other languages.
5–6	Astrologer. You made a study of the stars. You can identify the constellations, divine their meaning, and interpret the movements of heavenly bodies. You have a bundle of star charts and a writing kit. You know the Old Tongue in addition to your other languages.
7–8	Doctor. Your studies of anatomy, medicine, and treatment methods combine to make you a dependable healer. You have a healer's kit.
9–10	Folklorist. You study the local legends, superstitions, and customs of your community and of neighboring lands. As part of your research, you also learned a bit about the faeries. You know Sylvan in addition to your other languages.

ARISTOCRATIC PROFESSIONS

D20	PROFESSION
1–4	Carouser. A lesser scion of a noble house, you spent your days frittering away your inheritance in gambling halls and taverns. You have a deck of cards or a set of dice.
5–8	Dilettante. You were a patron to artists, poets, and musicians; you gave funds to anyone who impressed you. You have a work of art created by one of those under your patronage that could be worth as much as 1 gp.
9–12	Merchant. You belonged to the class of the newly rich, having made your money in commerce rather than through inheritance. Your wealth opened doors for you, but you never found acceptance among the elite. You have a cart and a pack animal to draw it. Add one non-secret language of your choice to the languages you know.

D20	PROFESSION
11–12	Inventor. You build interesting machines in your workshop. You have a tool kit and one set of spare parts.
13–14	Naturalist. The life sciences dominated your educational pursuits, and thus you now know much about animals, the natural world, and the weather. You have two poultices.
15–16	Occultist. You looked into the dark places to gain an understanding of things and concepts that others deem forbidden. You know about demons, the Void, fiends, the Underworld, and the Netherworld. You have an occultist's kit. You know Archaic in addition to your other languages.
17–18	Philosopher. You studied the nature of reality, space, time, and ethics, and the question of what it means to be. You know Archaic or Kingdom in addition to your other languages.
19–20	Politician. You know how to navigate the ins and outs of bureaucracies. You might have held political office or aided those who did. You have a set of superior clothing.

D20	PROFESSION
13–16	Landholder. You owned an extensive plot of land and likely had a noble title to go with your holdings. You have a sword.
17–20	Influencer. Your opinions determined which trends and fads swept through the upper classes. You were renowned for your impeccable taste and often envied for your life of luxury. You have a set of superior clothing.

COMMONER PROFESSIONS

D20	PROFESSION	D20	PROFESSION
1	Baker. You worked in a bakery and learned how to bake breads, cakes, pies, and pastries. You have a set of kitchen utensils.	11	Jeweler. You made jewelry from precious metals and stones. You can ascertain the value of such things by examining them. You have a tool kit.
2	Bartender. You sold drinks to earn your pay. You know all about beverages, alcoholic and otherwise. You have a small cask of beer and two bottles of spirits.	12	Laborer. You performed manual labor for whoever paid you. You could have worked as a porter, a stevedore, or at some other job that involved moving heavy objects. You have a club.
3	Carpenter. You know how to cut wood and join pieces of it to produce anything from small chests to furniture to entire dwellings. You have a tool kit.	13	Mason. You worked with stone, shaping it into blocks and mortaring those blocks into larger shapes. You have a tool kit.
4	Cook. You might have been a cook in a camp, charged with rationing provisions, or you could have been a chef at a restaurant where you created culinary masterpieces. You have a dagger and a pair of kitchen knives.	14	Miner. You dug ore out of the ground. You have a mattock.
5	Exterminator. You made your living by hunting rats and other vermin. You have a net and a dog.	15	Sailor. You worked on a ship and helped keep the vessel in good working order. You have a dagger and a coil of rope.
6	Farmer. You worked the land to produce crops for your family and for sale at the market. You might also have raised livestock. You have a pitchfork (treat as an improvised weapon).	16	Servant. Maybe you waited tables in a tavern. You could have been a scullery worker, washing pots and pans for a noble household. You might also have served as a butler, a valet, a maid, or in some other similar capacity. You have a uniform.
7	Fisher. You know how to pilot a small boat and how to catch fish either in freshwater or on the open seas. You have a fishing pole, line, lures, and a net.	17	Shopkeeper. You ran a small shop selling minor baubles and other curios. You have three pieces of cheap jewelry.
8	Gravedigger. You handled corpses for a living. You could have been a digger of graves or a collector of corpses for some purpose. You have a shovel (treat as an improvised weapon).	18	Smith. You worked at a forge, pounding metal ingots into different forms. You have a hammer.
9	Groom. You cared for horses and perhaps other animals and helped train them to perform certain activities. You have a tool kit.	19	Tanner. You turned raw animal hides into leather suitable for making clothing, gear, and armor. You have a quarterstaff.
10	Herder. You watched over a flock of sheep, a herd of goats or cows, or another form of livestock. You have either a sling or a quarterstaff.	20	Teamster. You drove a cart, wagon, carriage, or some other vehicle for commercial purposes. You have a whip.

CRIMINAL PROFESSIONS

D20	PROFESSION	D20	PROFESSION
1–2	Bandit. You waylaid and robbed travelers to earn enough coin to survive. You have a bow and arrows.	11–12	Forger. You earned a living by making fake copies of official documents. You have a writing kit.
3–4	Burglar. You made ends meet by breaking into buildings and pilfering their contents. You have a set of lock picks.	13–14	Grave Robber. You stole valuables from the dead and sold them to buy food and shelter. You might also have stolen corpses for interested buyers. You have a shovel (treat as an improvised weapon).
5–6	Charlatan. You know how to trick people out of their coins. You have a dagger, a deck of cards, and a case holding 10 tiny bottles filled with alcohol in different colors.	15–16	Jailer. You watched over prisoners sentenced to spend time in your dungeon. You have a club and a lantern.
7–8	Constable. You patrolled your community to uphold the law and protect the citizens from lawbreakers. You have a club and a badge of office.	17–18	Mugger. You threatened or roughed up people and then took their money. You have a blackjack (treat as a club).
9–10	Detective. You investigated crimes committed in your community. You could have been a member of law enforcement or a private investigator. You have a magnifying glass.	19–20	Rake. You fleeced people of their valuables, then squandered your earnings on gambling and carousing. You have either a deck of cards or a set of dice.

ENTERTAINMENT PROFESSIONS

D20	PROFESSION
1–2	Acrobat. You jumped, tumbled, and performed other feats of dexterity for the crowds. You have a quarterstaff.
3–4	Animal Handler. You trained animals to perform tricks. You have a harmless pet of your choice.
5–6	Artist. You produced works of art such as sculptures, paintings, tapestries and more. You have a tool kit.
7–8	Busker. You performed songs, music, told jokes, and performed other acts on street corners. You have a musical instrument.
9–10	Clown/Mime. You painted up your face and acted the fool. You have a disguise kit.

D20	PROFESSION
11–12	Dancer. You performed exotic and complex dances. You have a cosmetics kit.
13–14	Fortune Teller. You used cards, crystal balls, and other implements of divination to foretell the future for those who paid. You have a deck of cards.
15–16	Juggler. Knives, torches, bottles, balls, or fish—you can juggle just about anything. You have a set of five daggers.
17–18	Singer. You have a beautiful voice and can move people with your songs. You have a book containing several common songs.
19–20	Thespian. The stage is your home; you never feel more alive than when you perform in front of an audience. You have a book that contains scripts for several common plays.

MILITARY PROFESSIONS

D20	PROFESSION
1–2	Caravan Guard. You traveled with caravans to protect them from bandits and monsters. You have a bow and arrows.
3–4	Herald. You delivered messages and made announcements for a person of power. You have a uniform, a trumpet, and a sword.
5–6	House Guard. You served as a guard for a noble family. You have a uniform and a spear.
7–8	Marine. You helped protect ships sailing the deep waters. You have a mace.
9–10	Member of the Watch. You belonged to your community's watch and helped keep the peace. You have a spear and a lantern.

D20	PROFESSION
11–12	Mercenary Soldier. You sold your services to the highest bidder. You have an axe.
13–14	Militia Member. You belonged to your community's militia. When your ruler called for it, you took up arms to protect your people. You have a spear.
15–16	Soldier. Whether conscripted or enlisted, you joined an army and fought on battlefields. You have a spear and a shield.
17–18	Squire. You served a knight. You have a short sword and a shield.
19–20	Sworn Bodyguard. You swore an oath to protect one or more people. You have a suit of brigandine armor.

RELIGIOUS PROFESSIONS

D20	PROFESSION
1–2	Acolyte. You studied to become a priest of the High One and spent your time perusing the holy texts. You have an acolyte's uniform. You know Archaic in addition to your other languages.
3–4	Aspirant. You studied to become a priest of the Old Faith or a particular god of the pantheon. You have the uniform of your faith.
5–6	Cultist. You belonged to a small religion that operated on the fringes of your community. Your cult might have had good intentions or could honor some monstrous power. You have a symbol or badge of your faith.
7–8	Evangelist. You traveled the land, attempting to convert people to your religion. You have a book containing uncommon knowledge about your faith.
9–10	Fundamentalist. You subscribe to an extremely orthodox interpretation of your religion. You have a book containing uncommon knowledge of your faith.

D20	PROFESSION
11–12	Heretic. You held unorthodox beliefs about an extant religion and were an outsider among the faithful who shared your devotion. You have a quarterstaff.
13–14	Missionary. You traveled into unexplored lands, hoping to bring the message of your religion to the people you met. You have a symbol of your faith.
15–16	Minister. You led a congregation of the faithful and taught them to lead spiritual lives. You have a book containing uncommon knowledge about your religion.
17–18	Prophet. You believe the gods spoke to you or through you to pronounce future happenings. You have a quarterstaff.
19–20	Scribe. You made copies of sacred texts and illuminated the manuscripts. You have a writing kit.

WILDERNESS PROFESSIONS

D20	PROFESSION	D20	PROFESSION
1–2	Beggar. You travel from place to place, living off the charity of others. You might suffer some malady, such as leprosy, have fallen on hard times, or just prefer the hobo life. You have a quarterstaff.	11–12	Pilgrim. You traveled to sites deemed holy by your faith: places where saints performed miracles or where the gods have walked among mortals, and shrines and temples believed to hold relics of your faith. You have a quarterstaff.
3–4	Forester. You worked as a game warden for a noble's preserve. You have a bow and arrows.	13–14	Prospector. You traveled into the wilderness searching for precious metals. You have a tool kit.
5–6	Gatherer. You lived by gathering what you could forage from the land. You have two poultices.	15–16	Recluse. You retreated from the world to contemplate the nature of divinity in isolation. You know how to forage for provisions and clean water. You have a quarterstaff.
7–8	Hunter. You stalked game through the wild places, hunting them for meat and materials. You have a bow and arrows.	17–18	Spelunker. You explore caves and caverns. You have rope, a lantern, oil, and a tinderbox.
9–10	Nomad. You belonged to a traveling people. You might have followed your herds, been performers who traveled from town to town, or belonged to a people displaced from your homeland. You have a quarterstaff.	19–20	Woodcutter. You cut timber from forests. You have an axe.

Equipment

You begin the game with the equipment you need to undertake your first quest. The following items provide you a mix of standard items, plus items you choose. If you prefer, you can forgo the starting equipment presented here and instead start the game with 2 gp. You can use those funds to purchase items from those presented in Chapter 3, to which you should also refer to gain information about the items presented below.

CLOTHING: You have a set of normal clothes.

WEAPONS: You have a dagger.

GEAR: You have a backpack, waterskin, provisions, 5 torches, and a tinderbox.

BONUS EQUIPMENT: Choose one of the following options.

- Brigandine armor, shield, club
- Leather armor, shield, long sword
- Leather armor, shortbow with a quiver of 20 arrows
- Padded armor, quarterstaff, 2 blank books, writing kit, 3 poultices
- Leather armor, short sword, sling with bag of 20 bullets, lockpicks

PERSONAL EFFECTS: You have whatever personal effects that make sense for your character. Examples include a pair of gloves, a comb, or an extra pair of underclothes, or a memento. Such items have little to no game effect.

Appearance

You start the game as an adult. You decide on your height and weight, along with other basic details such as your age, hair, eye and skin color, and any other cosmetic traits you want to include. Although appearance has little direct impact on game play, you're encouraged to come up with a description to help the other players visualize your character.

The Distinctive Features tables below provide a host of possibilities for physical and behavioral details that set your character apart from all others. You can use dice to randomly determine your character's distinctive features, or choose any of them that appeal to you. For random generation, roll a d6 to determine how many distinctive features you have. For each one, roll a d6 to determine the table number and a d20 to produce the result.

DISTINCTIVE FEATURES TABLE 1

D20	FEATURE
1	Your nose has an unusual shape or size.
2	Your eyes have an unusual color.
3	You have halitosis.
4	You walk with a limp.
5	You keep your head shaved.
6	You fidget all the time.
7	One of your legs or arms is shorter than the other.
8	You are far smaller than average.
9	You have a high-pitched voice.
10	You have abundant ear and nose hair.

D20	FEATURE
11	You suffer from uncontrollable sweating.
12	You sometimes spit to punctuate what you say.
13	You have thick, lustrous hair.
14	You appear younger than your actual age.
15	You scratch at yourself all the time.
16	You are quite rotund.
17	You have hairy feet.
18	You have a long, pointed nose.
19	You are rather plain or homely.
20	You have a melodious voice.

DISTINCTIVE FEATURES TABLE 2

D20	FEATURE
1	You are quite attractive.
2	A few of your teeth have gone missing.
3	You have boils, piles, a goiter, or a nasty skin condition that never heals.
4	Your joints pop when you stand up.
5	You have a brand somewhere on your body.
6	One of your eyes looks in a different direction.
7	You eat with your mouth open.
8	You have a facial tic.
9	You have broken veins in your nose.
10	You smell of soup.

D20	FEATURE
11	You have no pigment in your hair or skin.
12	You are hirsute.
13	You have a pleasant smile.
14	You are somewhat short for a human.
15	You have unusual physical characteristics, such as pointed ears, furred feet, or a light covering of fur all over your body.
16	You are gaunt to the point of appearing skeletal.
17	You have a musty smell.
18	You have an extra finger or toe.
19	You are a person of exceptional beauty.
20	You have a wide and expressive mouth.

DISTINCTIVE FEATURES TABLE 3

D20	FEATURE
1	Your ears have an unusual shape or size.
2	You have an uncommon number of body piercings.
3	You have a wart on your nose or chin.
4	You wear an unusual hair style.
5	You have a peg leg.
6	Nothing about you stands out. Lose all distinguishing features, and do not roll for any more.
7	You breathe through your mouth.
8	You slouch all the time.
9	Your pupils have a strange shape.
10	You have long fingernails.

D20	FEATURE
11	You snort when you laugh.
12	You pick at your scabs.
13	You have an infectious laugh.
14	You have a slender body.
15	You have an attractive body.
16	You have long legs.
17	You are gap-toothed.
18	You have polychromatic eyes.
19	You have a thick, blocky body.
20	You have a pot belly.

DISTINCTIVE FEATURES TABLE 4

D20	FEATURE
1	You have a beauty mark on your face.
2	You have all the freckles.
3	You have a beetling brow or your eyebrows meet.
4	You are double jointed.
5	You have tattoos over most or all of your body.
6	You stomp when you walk.
7	You have a rattling cough.
8	You have sleepy eyes.
9	You are prematurely gray.
10	You can't seem to stay clean.

D20	FEATURE
11	You have a shrill laugh.
12	Your body has extensive scarring.
13	You smell of jasmine, flowers, or something else that is pleasant.
14	You are rather portly.
15	You have dark circles under your eyes.
16	You have a stooped, hunched posture.
17	You have different colored eyes.
18	You carry a considerable amount of extra weight.
19	You have an odd bulge somewhere on your body.
20	You have a shapely physique.

DISTINCTIVE FEATURES TABLE 5

D20	FEATURE	D20	FEATURE
1	You have one or more patches of different-colored skin.	11	You smile all the time.
2	You lost an eye, ear, or part of your nose.	12	You wear dentures.
3	You have incredible facial hair.	13	You have a kind face.
4	You crack your knuckles when idle.	14	You are tall for a human.
5	You walk on the balls of your feet.	15	You have pock marks all over your face.
6	When standing, you shift your weight from one foot to the other.	16	You are shapely, voluptuous, chiseled, or muscular.
7	You have a raspy voice.	17	You have bad acne.
8	You have small hands or feet.	18	You have webbed toes.
9	You have a lined and careworn face.	19	You have prominent teeth.
10	One eye squints all the time.	20	You appear awkward and gangly.

DISTINCTIVE FEATURES TABLE 6

D20	FEATURE	D20	FEATURE
1	You have a nasty scar on your face.	11	You have smooth, babyish features.
2	You have multiple piercings in your ears or wear gauges in your lobes.	12	You have a haggard appearance.
3	You lost one or more fingertips or fingers on one or both hands.	13	You have smooth and supple skin.
4	You have no hair anywhere on your body.	14	You are an older adult.
5	You rock back and forth when sitting.	15	You move with grace and poise.
6	You are pigeon-toed or duck-footed.	16	You have short arms.
7	You often rub your hands together with glee.	17	Your skin has scaly patches.
8	You have a deep, sonorous voice.	18	You frown all the time.
9	You have an exotic skin color.	19	You have a heavy jaw.
10	You have a few extra pounds.	20	You have a strange birthmark.

Background

Unless the Sage chooses another setting, your first adventure most likely takes place in the borderlands, a region between the Old Country of the west and all the troubles there, and the unknown lands to the east, a region long held by the Weird Wizard, who forbade trespassing on his dominion. Now that the Weird Wizard has left, people are free to explore the so-called new lands, but any journey there typically starts in the borderlands.

Identity

The character you play represents a person in the world of the game, an individual who has hopes and dreams, fears, ambitions, a past, and a future. Your character's identity encompasses all these aspects and helps to inform you when you decide what they do in the game and how they respond to situations that come up in quests. You can use the tables in the following sections to help you determine aspects of your character's basic nature.

Not every detail about your character needs to be determined by these tables, and any choices you make at this time are not set in stone; some facts about your character's personality and priorities might emerge or evolve over time.

PERSONALITY

Your character's personality combines several attitudes developed from life experiences, connections to others or lack thereof, the satisfaction of certain needs and the yearning for those unfulfilled. Your character can have any personality you like, ranging from someone who acts and thinks much like you do to someone vastly different from you. If you like, you can use the tables in this section to randomly generate the facets of your character's personality that, when taken together, define an identity you can portray during the game.

Affability

How you behave in interpersonal situations is expressed by your affability. You might be a solitary soul or someone who thrives on interaction with others.

AFFABILITY

3D6	AFFABILITY
3	You become quiet around people, preferring your own company to that of others.
4–5	You find it hard to pay attention to what other people say and often lose track of conversations.
6–8	You prefer to let others do the talking. You think about what people say and consider every viewpoint before offering an opinion.
9–12	You can fend for yourself in social situations, but you're also fine when alone.
13–15	You enjoy social situations and the good conversation they provide.
16–17	You are outgoing and friendly, and enjoy having fun with others whenever you can.
18	You are loud and boisterous in the company of others. You love being the center of attention.

Dependability

Your degree of dependability speaks to how reliable you are, whether you follow through on your promises, and if you can make decisions that recognize the needs of others.

DEPENDABILITY

3D6	DEPENDABILITY
3	People can't depend on you for much of anything. You almost never see things through, and you're given to impulsive behavior.
4–5	You have a hard time staying organized and putting what's important ahead of what's not.
6–8	Sometimes you get so distracted that you forget what you are supposed to be doing.
9–12	You try to be conscientious, but sometimes fall short.
13–15	For the most part, you do what you say you will do. You try to stay organized and to keep your priorities straight.
16–17	You lead an orderly, disciplined life. You almost always do what you say you will do, and people can rely on you.
18	You become so focused on a task that you ignore almost everything else until you finish it. People can depend on you to do one thing at a time.

Outlook

Your outlook reflects your most prevalent state of mind—at one extreme, calm and confident; at the other, nervous and pessimistic.

OUTLOOK

3D6	OUTLOOK
3	Doom, doom, everywhere is doom. Nothing good will ever happen to you, and the whole world is against you.
4–5	You have terribly sensitive nerves and struggle with anxiety.
6–8	Some call you a pessimist. You expect the worst so that you will never be disappointed.
9–12	Life is what it is. Anyone can be calm and collected, or nervous to the point of fearful. It all depends on your situation.
13–15	You strive to be a positive, upbeat person. You look for the good in all things and hope for the best.
16–17	You are calm, serene, and easygoing. Little bothers you.
18	If given enough time, you can figure out anything. No task is so difficult, so complicated, or so dangerous that you're not at least willing to try it.

Receptiveness

Your receptiveness describes your willingness to try new things and your ability to adapt to changing circumstances.

RECEPTIVENESS

3D6	RECEPTIVENESS
3	You are not at all interested in breaking your routine. You need order in your life.
4–5	If it's not broken, why fix it? Be practical.
6–8	New ideas and activities make you uncomfortable.
9–12	You are willing to try new things, just not all the time.
13–15	Often, you think about new ways to do things and new activities to pursue. You might not succeed at all of them, but you're willing to try.
16–17	You're willing to do something different. You enjoy new experiences.
18	You crave new experiences. You're eager to see the world, try new foods and drinks, and gain a better understanding of all there is to learn, feel, and sense.

Sociability

Your sociability describes how well you get along with others, as well as how you regard strangers and acquaintances.

SOCIABILITY

3D6	SOCIABILITY
3	You feel people are the worst. You have few friends and no close friends.
4–5	You avoid interacting with strangers, and it takes a lot to get you to open up.
6–8	Some people think you aloof and reserved, but, simply, you prefer to keep to yourself.
9–12	You believe people can be good or bad. You withhold judgment about someone until you get to know them.
13–15	You know some people are bad, but believe most aren't, so you try to give other folks the benefit of the doubt.
16–17	You like people and almost never think poorly of others who make your acquaintance.
18	You take an interest in everyone you meet, sometimes even to your detriment.

RELIGIOUS BELIEFS

A great many gods and powers have followers in the borderlands, and some of the major religions trace their origins back to the time of the Old Country and even to the Devastation. Few people today discount the existence of the gods, but the extent to which any person fears and honors them is an individual decision. The following table describes your degree of piety for the religion to which you subscribe, if you happen to do so.

Name

Any of the following names are suitable for characters from the borderlands or elsewhere.

Abigail, Adym, Adilene, Aiden, Alice, Amelia, Ami, Andrew, Angelica, Angelo, Annora, Archibald, Arthur, Asher, Ashlyn, Autumn, Axton

Baine, Bartholomew, Baylor, Bernard, Bethany, Bill, Binx, Blake, Blair, Bonnie, Bradford, Braxton, Bronson, Bruce

Cannon, Carl, Camilla, Carina, Chandler, Charles, Christi, Christopher, Cleo, Cole, Colt, Corrine

Daen, Daisy, Dani, Danita, Daphney, Daria, Darryn, Derrie, Devan, Devin, Dexter, Dorris, Dory

Easton, Edgar, Edna, Eleanor, Elisabetta, Elliot, Emerson, Ensley, Eugene, Evelyn, Evie

Fallon, Finley, Fiona, Florence, Franklin

Gemma, Gianetta, Geoffrey, Gracelyn, Gregory, Guinevere

Harold, Harven, Haven, Hayden, Heather, Henley, Henry, Hubert

Imogen, Isabell, Isen, Isolde, Isyck, Iva, Ivy, Iris

James, Jay, Jeffrey, Jenna, Jennifer, Jensen, Jewel, Johnston, Joline, Jon, Jordan, Josephine

Kaiden, Kaisley, Kaizer, Kara, Kavi, Keaton, Kim, Kip, Knox, Koralline, Kristin, Kristoff, Ky, Kyler

Lake, Lakelyn, Landon, Lariella, Lauriann, Leeah, Leo, Leslie, Liam, Lori

Maddox, Mahala, Marc, Marcus, Margaux, Marina, Marla, Massimo, Max, Meadow, Meldon, Melvin, Merry, Michael, Millicent, Milly, Milo, Mindy, Monte

Nadine, Nala, Nali, Nathaniel, Neville, Nan, Nicole

Oakley, Odessa, Olaf, Olivia, Olga

Paisley, Palmer, Pamela, Paula, Petal, Prentiss

Quinn, Qon, Queren

Ragnar, Reed, Remington, River, Robert, Rodney, Rosemary, Rowan, Rufus, Ruprecht, Ryker

Sailor, Samyra, Sander, Shadow, Shaina, Shanna, Sinthea, Skylar, Slator, Sloane, Stacey, Stanton, Stephen, Storm, Sydney, Sylvester

Tara, Taren, Tatum, Tawney, Tayden, Taylor, Tegan, Thor, Titus, Thomas, Trenton, Troy

Umber, Urf, Ulysses

Vera, Vex, Victor, Vivianna

Wayne, Willam, Willow, Winifred, Winston

X, Xander, Xil, Xyllan

Yolanda, Yael, Yasmeen, Yuri, Yvette

Zaina, Zala, Zamora, Zeke, Zoella, Zone, Zypher

PIETY

3D6	PIETY
3	You either don't believe the gods exist or think they have no influence over you.
4–5	You know the gods exist, but you belong to no religion and favor no deity.
6–8	You know the gods exist but lack commitment to any religion.
9–12	You believe in the gods and offer prayers to them all.
13–15	You have a strong commitment to one or a few gods.
16–17	You have become a devout follower of your religion, and your religious views affect your outlook and behavior.
18	You have become a fanatical follower of your religion. Your religion dominates your life, and you have few interests outside your faith.

RELIGIONS

3D6	RELIGION
3	Small cult, likely strange, possibly sinister
4–5	Minor, regional deity
6–8	One of the Old Gods
9–12	The Old Gods
13–15	The Church of the High One
16–17	Belief in all gods, but follow none
18	No religion at all

Novice Paths

Creating a character involves making one big choice—your novice path—and a few smaller choices related to your path. At the start you choose one of four novice paths, each of which represent one of the great archetypes of fantasy heroes. The Novice Paths table offers descriptions for each path.

Your character begins play at level 1, just starting out on your life of adventure. As you complete quests, you learn to unlock more traits and specialize in certain areas. This advancement is represented in the game by attaining levels. At each new level, your character gains new abilities. The maximum level for characters is 10.

NOVICE PATHS

PATH	DESCRIPTION
Fighter	A skilled combatant, trained in the use of all weaponry.
Mage	A dedicated spellcaster with access to a wide range of different spells.
Priest	A sworn servant of one or more gods.
Rogue	A devious adventurer who relies on cunning, skill, and luck.

ATTRIBUTES

Your path presents sets of scores (and modifiers) to place in your four attributes. Choose the set you like most or determine the set by rolling a d6 and gaining the set indicated by the number rolled. At certain levels, your path increases some attribute scores.

Customizing Scores

You can create your own set of scores by starting with the following: 12, 11, 10, and 10. You can increase one score by 1 and reduce a different score by 1. You can make this adjustment twice. When you finish, assign one score to each attribute until you have assigned all four scores.

Make Strength your high score if you want to be durable and excel at hand-to-hand combat.

Make Agility your high score if you want to be light on your feet, nimble, and skilled at fighting with ranged weapons.

Make Intellect your high score if you want to be clever, know many things, and make use of magic.

Make Will your high score if you would be brave and bold, charismatic, and resolved. Will is also important for casting certain spells.

PATH BENEFITS

Your path grants benefits at level 1 and additional benefits for each level you attain. Sometimes, the path will have you make a choice, such as what tradition to discover or spells to learn. Each time your group's level increases, you gain the benefits from that level.

Each path includes a table of suggested backgrounds for your path. You can choose one, roll randomly, or come up with something of your own.

Natural Defense

Your path determines your natural Defense score. See Chapter 2 for details on Defense and Chapter 3 for armor and shields that raise or replace your natural Defense.

Health

Your path determines your Health score, which is your ability to withstand injury. In addition, as your level increases, your path tells you the amount by which you increase your normal and current Health scores.

Languages

You become fluent and literate in the stated language or the language you choose. If a path grants you a language you already know, you can choose a different, non-secret language to learn in its place. The major available languages appear in Chapter 2. Other languages might be available at the Sage's discretion.

Bonus Damage

You can use bonus damage to deal extra damage with your attacks. As you gain levels, the amount of damage increases. See Chapter 2 for details on bonus damage.

Traditions

Some paths let you discover one or more traditions—thematic groupings of talents and spells. When the path indicates you discover a tradition, you can choose one new tradition or make a discovery from a tradition you have discovered already.

TRADITION TALENT

Discovering a tradition grants you one talent from it. In addition, each time you discover a tradition you have discovered, you gain another talent from the tradition. If you have four talents from a tradition already, you instead learn a novice spell from the tradition.

SPELLS

Each tradition offers three tiers of spells: novice, expert, and master. If your path instructs you to learn a spell of a particular tier, choose the spell of the indicated tier or lower from any tradition you have discovered.

Alternatively, you can choose a spell you have already learned when you would learn a spell. When you do so, you increase the castings for this spell by the number of castings the spell normally grants. If the spell has 3 castings and you learn it again, you have 6 castings for this spell.

Talents

All paths grant at least one talent at level 1 and usually additional talents at higher levels. Talents represent learned abilities. A talent can modify certain activities you perform, such as attacking or casting a spell, or they could let you use actions, reactions, and the like in different ways. Certain talents produce magical effects, and this is indicated with (Magical) in their entries.

Fighter

Extensive training prepared you for battle and you demonstrate your skill at arms in every contest, every engagement. You can wield any weapon with skill and have the durability to keep fighting when lesser warriors would fall. As a fighter, you rely on weapons and attack options to overwhelm your foes.

FIGHTER STARTING ATTRIBUTE SCORES

ROLL	STRENGTH	AGILITY	INTELLECT	WILL
1	12	11	9	11
2	13	9	10	11
3	12	10	10	11
4	11	12	10	10
5	13	10	10	10
6	12	12	9	10

BATTLE TRAINING

D6	BATTLE TRAINING
1	You learned everything about fighting from the battlefield. You've seen enough combat to know how to survive.
2	You studied at a military institution where you were schooled in various fighting techniques.
3	A master combatant oversaw your training and tested your mettle, day after day, until you finally defeated your teacher.
4	You withdrew to a monastery where combat training was a technique to clear your thoughts of all distractions.
5	You are a skilled hunter. You honed your fighting ability by tracking down and slaying beasts.
6	You served as a squire to a knight, holy warrior, or someone else of a similar standing.

LEVEL 1 FIGHTER

Natural Defense: 10, **Health:** 16

Languages: Common

Combat Training: You ignore the requirements for wearing armor and using weapons. You roll to attack with 1 boon. When you get a critical success on a roll to attack, you can roll the damage an additional time and use the highest total.

Combat Recovery: You can use an action, or a reaction when you are harmed, to heal half your damage total and impose 1 bane on rolls to attack you until the start of your next turn.

You can use this talent once. At level 5, you can use it twice. You regain the uses of this talent after you rest.

LEVEL 2 FIGHTER

Health: +6, **Bonus Damage:** +1d6

Fighting Style: You favor a particular fighting style. Choose one of the following benefits.

- **Armiger:** Choose three weapons. When you attack with these weapons, you roll with 1 boon.
At level 5, when you get a success for an attack with a chosen weapon, you can choose to treat the success as a critical success. Once you use this aspect of the talent, you lose access to it (luck ends).
- **Battle Savant:** When you use an attack option, you roll to attack with 1 boon.
At level 5, the number of boons increases to 2.
- **Brawler:** You roll with 1 boon when you make an unarmed attack. You ignore the bane imposed from making unarmed strikes. Your unarmed strikes count as natural off-hand weapons with the Nimble trait that deal 1d6 damage.
At level 5, your unarmed strikes deal an extra 1d6 damage when you wield no other weapon.
- **Brute:** Increase your Natural Defense by 2 and your Health score by 10.
At level 5, your Health score increases again by 10.
- **Close-Combat Fighter:** You ignore the Light trait of melee weapons you wield.
At level 5, you roll to attack with 1 boon when you use a weapon that has the Light trait.
- **Combat Controller:** When you successfully attack a creature in reach, you can choose to mark the target. The target remains marked until you use this talent again, you become stunned or unconscious, or the marked target becomes incapacitated. A creature you have marked rolls to attack targets other than you with 1 bane.
At level 5, when a creature you have marked makes an attack that does not include you as a target, you can use a reaction to attack that creature.
- **Crack Shot:** You roll to attack with 1 boon when you attack with a ranged weapon. Also, you can use ranged weapons to make free attacks.
At level 5, the number of boons increases to 2.
- **Dual Wielder:** You can use a reaction to attack with a weapon you wield in your off-hand when you attack.
At level 5, you impose 1 bane on rolls to attack you while you wield two weapons, one in each hand.

- **Engager:** You can use a reaction when an enemy moves to within 5 yards of you to move up to your Speed. If you can reach the enemy that enabled the use of this talent, you can attack it. If the enemy takes damage from this attack, its Speed drops to 0 until the start of its next turn.
At level 5, you roll to attack with 1 boon whenever you attack by using a reaction.
- **Great Weapon Specialist:** When you get a success on a roll to attack, you can add twice your Strength modifier (minimum 0) as extra damage for that attack. Once you use this talent, you lose access to it for 1 minute.
At level 5, you ignore the effects of the Slow weapon trait.
- **Impalement Arts Specialist:** Increase the range of thrown weapons you wield by 5. You roll to attack with thrown weapons with 1 boon.
At level 5, when you get a critical success with a thrown weapon, you can use a reaction to make a ranged attack using another thrown weapon.
- **Shield Basher:** You treat shields as off-hand melee weapons that deal 1d6 damage instead of as improvised weapons. In addition, when you attack with a shield, you retain the shield's increase to your Defense score.
At level 5, when you get a critical success with an attack using your shield, you roll to attack the target with 1 boon until the end of your next turn.

LEVEL 5 FIGHTER

Armored and Natural Defense: +1, **Health:** +6,
Bonus Damage: +1d6

Fighting Style: Choose an additional fighting style from the options presented at level 2.

Power Strike: When you deal damage with an attack, you can use this talent to deal extra damage to the target equal to your level. Once you use this talent, you lose access to it until the start of your next turn.

Mage

You learn real magic—not tricks and misdirection. From your hands, you can release gouts of flame. With a word, you can cross vast distances in an instant. You can call up monsters to fight on your behalf and consult with mind-boggling, diabolical beings. Learning magic requires time and energy, forcing you to neglect other areas of potential development, but then, who needs to be good with a sword when you can blast your enemies apart by speaking a few mystical words?

MAGE STARTING ATTRIBUTE SCORES

ROLL	STRENGTH	AGILITY	INTELLECT	WILL
1	10	10	12	11
2	10	10	11	12
3	9	10	13	11
4	9	10	11	13
5	10	9	13	11
6	9	10	12	12

RANDOM STARTING TRADITIONS

D20	STARTING TRADITIONS
1	Aeromancy or Geomancy
2	Alchemy or Technomancy
3	Alteration or Protection
4	Animism or Spiritualism
5	Astromancy or Shadowmancy
6	Chaos or Order
7	Chronomancy or Teleportation

D20	STARTING TRADITIONS
8	Conjuration or Symbolism
9	Cryomancy, Hydromancy, or Pyromancy
10	Dark Arts
11	Destruction or Protection
12	Divination or Illusion
13	Eldritch or Invocation
14	Enchantment

D20	STARTING TRADITIONS
15	Evocation
16	Necromancy
17	Oneiromancy
18	Primal or War
19	Psychomancy
20	Skulduggery

SOURCES OF MAGIC

D6	SOURCE
1	Something happened that awakened the gift of magic within you. You might have been buried alive and received visions from your proximity to an Ancient One, bitten by a magical striped serpent, or abducted by fox-headed faeries that you managed to escape by learning a spell.
2	Something you found gave you the gift. Perhaps you learned the rudiments from a mysterious book or gained insights after reading aloud an inscription.
3	You apprenticed under a famous wizard or attended a magical university. Then again, you might have found a magical trout who whispered terrible truths about the world, thus opening a door to great magical power.
4	You made a pact with a higher power for your magical knowledge. Maybe a fiend whispered in your ear, or the god of magic chose you to be his agent.
5	You broke something magical and got some on you, a spirit of a dead magician possessed you for a time, or maybe you gained your ability from some quirk of birth, such as being the seventh son of a seventh son.
6	You released a spirit from a bottle and made a wish, you ate or drank something forbidden, or you just woke one day with the ability to work magic.

LEVEL 1 MAGE

Natural Defense: 8, **Health:** 12

Languages: Arcane and Common

Traditions: Two, **Spells:** Four novice

Mage Implement: You have a wand, amulet, totem, or crystal ball, or some other item that helps you focus your magic. If you lose this object, you can fashion another one after you rest. You can have one mage implement at a time.

The implement contains a number of charges equal to your level. Once per round, you can expend 1 charge from the implement to produce one of the following effects. You regain expended charges after you rest.

- **Augment Magic:** You can produce this effect when you cast a spell or use a magical talent. You roll with 1 boon and you impose 1 bane on rolls made as a result of casting the spell or using the talent.
- **Mage Sense (Magical):** You can use an action to perceive the presence or absence of magic within 5 yards. The range increases to 10 at level 3, and 20 at level 7. If a creature, object, or space is under the effects of or created by magic and is within range, you know it and where to find it. The effect lasts 1 minute.
- **Mage Shield (Magical):** You can use a reaction when a creature you can see within 10 yards targets you with a magical effect. You roll to resist the effect with 1 boon and you impose 1 bane on the roll made to affect you. In addition, if the magic deals damage, you take half damage from it.

LEVEL 2 MAGE

Health: +2

Traditions: One; **Spells:** Two novice

Spell Recovery: You can use an action to heal half your damage total and regain all the expended castings of your novice spells. At level 5, you also regain one expended casting of an expert spell.

At level 9, you also regain one expended casting of an expert or master spell.

Once you use this talent, you lose access to it until after you rest.

LEVEL 5 MAGE

Health: +2

Spells: One expert

Spell Expertise: When you cast a spell and the spell requires you to make an attribute roll, you roll with 1 boon. When you cast a spell and the spell enables an affected creature to make an attribute or luck roll, you impose 1 bane on the creature's roll.

Priest

The gods chose you to represent them in the world, to be their champion, agent, and speaker for all their interests. You call upon magical energies from your divine patrons to cast spells and imbue your strikes with power. You can serve one god, many different gods, or no god at all, instead representing a spiritual belief or system of ethics. See Major Gods of the Borderlands, page 27.

PRIEST STARTING ATTRIBUTE SCORES

ROLL	STRENGTH	AGILITY	INTELLECT	WILL
1	9	10	13	11
2	13	10	9	11
3	11	10	10	12
4	11	10	12	10
5	12	9	10	12
6	11	9	10	13

DIVINE CALLING

D6	CALLING
1	A vision of your god, a divine servant, or some other supernatural event revealed to you your holy purpose.
2	You have been ordained in your faith, having completed your training at a temple, monastery, or some other holy place.
3	Personal convictions led you to become an agent for the divine.
4	Some miracle transformed you into a holy servant. You spoke to the deity in a pillar of fire or were swept up in a whirlwind that carried you to the divine realms.
5	Some tragedy or horrific experience saw you turn to the gods for meaning. You might have suffered an attack by undead, encountered a spirit, or had someone close to you fall into the clutches of a diabolical fiend.
6	Something unusual in your past explains your powers. You might have drunk the blood of an angel or been the product of a virgin birth. Maybe you climbed a mountain and saw the face of a god, or an immortal entity has entered your body and taken control.

LEVEL 1 PRIEST

Natural Defense: 9, **Health:** 14

Languages: Common and one other language

Traditions: Two

Prayer (Magical): You can use a reaction when you or a creature within 5 yards of you makes an attribute roll to speak aloud a prayer that grants 1 boon to the roll. After you use this talent, you lose access to it (luck ends).

Holy Symbol (Magical): You have a symbol of your faith, spiritual beliefs, or ethical system. If you lose this symbol, you can fashion a new one after you rest. The symbol has a number of charges equal to your level. Once per round, you can expend 1 charge from the symbol each time you use it to invoke one of the following effects. You replenish expended charges after you rest.

- **Holy Smite:** When your roll to attack results in a success, you can deal an extra 3d6 damage.
- **Holy Healing:** You can use an action to enable yourself or one ally within 5 yards to heal 3d6 damage.
- **Holy Denunciation:** You can use an action to present your holy symbol to one creature that can see you, hear you, and is within 10 yards. Make a Will roll against the target's Will. You roll with 1 boon if you know the target is a demon, faerie, fiend, spirit, or undead. On a success, the target becomes held (luck ends).

LEVEL 2 PRIEST

Health: +4, **Bonus Damage:** +1d6

Spells: Two novice

Shared Recovery: You can use an action to heal half your damage total and enable one other creature within 5 yards to heal half their damage total. Once you use this talent, you lose access to it until after you rest.

LEVEL 5 PRIEST

Health: +4

Spells: One expert

Divine Favor: You make luck rolls with 1 boon.

Rogue

You walk a crooked road, one with many twists and turns. As a result, you have a knack for being able to do a little bit of everything, whether you're fighting in combat, casting a spell, solving puzzles, or running for your life.

ROGUE STARTING ATTRIBUTE SCORES

ROLL	STRENGTH	AGILITY	INTELLECT	WILL
1	9	12	12	10
2	10	11	12	10
3	10	12	11	10
4	12	11	10	10
5	10	13	11	9
6	12	12	10	9

CROOKED ROADS

D6	ROAD
1	You belong to a criminal organization, such as a thieves' or assassins' guild, and your skills come from the training that group provides.
2	You're a survivor. You do what you must to get by, even if it means stealing, cheating, and killing.
3	You study criminal techniques to bring lawbreakers to justice.
4	You received special training to become an operative for a military society, an intelligence organization, or a religious order.
5	You have become a bon vivant, and you aim to keep yourself in the manner to which you have become accustomed. You might be a gambler, a raconteur, or someone comfortable moving through all levels of society.
6	You failed at whatever you tried to do first, but you learned enough to help you in your future pursuits.

LEVEL 1 ROGUE

Natural Defense: 11, **Starting Health:** 14

Languages: Common and one other language

Cunning Dodge: Whenever you dodge, increase the number of boons granted to your Agility roll by 1 or the number of banes imposed on the roll made against your Defense or Agility by 1.

Trickery: You can use this talent to make an attribute roll with 1 boon. When you use this talent to roll to attack with 1 boon, your attack deals an extra 1d6 damage. When you use this talent in combat, you lose access to it until the start of your next turn. If you use this talent outside of rounds, you lose access to it for 1 minute or until a combat begins.

LEVEL 2 ROGUE

Health: +4

Rogue Technique: You have developed a special technique. Gain one of the following benefits.

- **Backstab:** When you get a success on a roll to attack using a melee weapon and you are either hidden from the target or the target is within the reach of one or more allies, the attack deals an extra 1d6 damage.
At level 5, the extra damage increases to 2d6.
- **Beloved of the Gods:** You make luck rolls with 1 boon.
Whenever you roll a 1 on the die for an attribute roll, you can use this talent to make a luck roll. The result of the luck roll replaces the result of the attribute roll. Once you use this aspect of the talent, you lose access to the talent until after you rest.
At level 5, you regain the use of this talent after 1 minute.
- **Fighting Style:** You gain one Fighting Style from the fighter path.
- **Magic Use:** Add Arcane to your list of languages. You discover one tradition and learn two novice spells.
At level 5, you learn one expert spell.

- **Mockery:** While you are not injured, you increase the number of actions you can use on your turn by one, but one of these actions must be used to hinder.
When you hinder a creature, the target makes your choice of an Intellect roll or Will roll. In either case, the target rolls with 1 bane. On a success, the target becomes immune to this aspect of your hinder attempts for 24 hours. On a failed Intellect roll, the target becomes weakened (luck ends). On a failed Will roll, the target becomes vulnerable (luck ends). While vulnerable in this way, the target rolls to attack targets other than you with 1 bane.
At level 5, you can use a reaction when a creature within 5 yards makes an attribute roll to hinder it. In addition, your attacks against hindered creatures deal an extra 1d6 damage.
 - **Skirmisher:** Your Speed increases by 2. When you use an action to attack, you gain the Slippery trait until the end of your turn.
At level 5, when you use an action to run, you can use this aspect of the talent to gain another action. Once you use this aspect of the talent, you lose access to this talent (luck ends).
- Swift Recovery:** You can use an action, or a reaction when you are harmed, to heal half your damage total and move up to your Speed. You have the Slippery trait for this movement. Once you use this talent, you lose access to it until after you rest.

LEVEL 5 ROGUE

Health: +4, **Bonus Damage:** +1d6

Combat Opportunist: When you get a success on any roll in combat, you can use this talent to either move up to half your Speed or cause one enemy in reach to take 1d6 damage. You have the Slippery trait if and while you move from using this talent. Once you use this talent, you lose access to it (luck ends).

MAJOR GODS OF THE BORDERLANDS

Numerous religions thrive in the Borderlands, each with a following and supporting religious organization. As a priest, you can serve any god you like or commit yourself to spirituality or an ethical system. The most important gods and their associated traditions follow. The Sage has more information on these gods.

HIGH ONE: A newcomer, the High One swept the Adversary from Paradise and then opened the gates of heaven to worthy souls. Most priests of the High One discover the Invocation tradition.

LORD DEATH: Creator of reality and ruler of the old gods, Lord Death presides over the Underworld, and the fate of most souls of the dead. Destruction and Order are his associated traditions.

DAUGHTERS OF DEATH: The violent offspring of Lord Death, they include Hate, the goddess of war, the Pale Lady, the goddess of plagues, Want, the goddess of famine, and Calamity, the goddess of chaos. The Daughters' associated traditions include Chaos, Destruction, and War.

MOTHER SUN: The shining goddess who brings light to the world reveals the Astromancy tradition to her priests.

SISTER MOON: The goddess of night and moonlight, she descends to the underworld once each month. Her tradition is Shadowmancy.

SKY FATHER: A violent, tempestuous sky god with designs on Lord Death's throne, he's associated with the Aeromancy tradition.

DRACONUS: An enormous serpent whose coils make up the world and who imprisons the dreaded Ancient Ones. He's associated with Geomancy and Oneiromancy.

OCEANUS: The dark god of the seas delights in sinking ships and flooding the lands. His associated tradition is Hydromancy.

GRANDFATHER TREE: The god of life and living things, he's most often associated with the Animism tradition.

GRANDMOTHER SPORE: The goddess of rot, decay, and fungus makes room for new living things. She's sometimes associated with Necromancy.

HORNED LORD: The god of beasts, the Horned Lord reveals the Primal tradition.

WILD WOMAN: The two-fold goddess, she both represents the home and hearth, and the utter ruination of such things. Her associated traditions include Protection and War.

URBANUS: The god of civilization, he reveals the Symbolism tradition to his followers.

REVEL: A wild, untamed deity of excess, joy, and madness, he favors the Enchantment tradition.

FATES: Three goddesses in one, they decide the destinies of all living things. Their associated traditions include Chronomancy, Destruction, and Divination.

BLIND: The goddess of justice arms her followers with the Protection tradition.

ABRAXUS: The mysterious god of magic has associations with all forms of magic.

FETCH: An outsider deity, Fetch has the veneration of thieves and scoundrels. The Skulduggery tradition is associated with him.

KAEN: The dead god of the forge, his spirit lives on and inspires artisans. He reveals the Pyromancy tradition to his followers.

Chapter 2

Game Rules

You and your friends enter the reeking cave, the light of your torches revealing walls stained with soot, rubbish on the ground, bones here and there. As you push forward, you hear a hooting noise from the dark, catch the stench of rancid, unwashed flesh, and then they come: troglodytes! What do you do?

Shadow of the Weird Wizard relies much on the efforts of the Sage and the players to determine what happens in the story. You all engage in a conversational approach to advance the plot, make discoveries, and gather information you need about the sinister forces at work in your community. There are times, though, when the outcome of some described activity stands in question. When you fire your crossbow, does the bolt hit? When you offer a bribe to the guard to gain access to the tyrant's inner sanctum, can you overcome the man's loyalty? You kick down doors, cast spells, and perform a great many other activities that could happen, are revealed to be impossible, or could happen with a bit of luck. That's where this chapter comes in.

In the pages that follow, you'll find tips and guidelines for handling all kinds of circumstances that are bound to arise in play. It's important to note that, always, the story comes first. The rules, here, offer you and the Sage ways to resolve those complications that arise in the telling of your tales when the outcomes might not be obvious. In play, you and the Sage can reference these rules as needed, using the mechanisms described here to determine what happens next. Once you make this determination, you can set them aside and proceed with the story as normal. Clearly, some circumstances rely a bit more on rules than do others. When you find yourself fighting for your life or are chasing someone down through a corn field or consult alien gods for the secrets of reality, the rules play a stronger part. But, equally as often, you converse with characters you meet, move around locations, and perform other mundane activities that simply happen without needing to pick up the dice.

The Game Rules chapter contains a fair bit of information. You need not absorb it all at once. Instead, reference the sections you need when you need them. As you play the game, you will gain expertise with the system to the point that you will not need to reference this chapter much, if at all.

Attributes

All characters, most creatures, and some objects use a set of four attributes to describe their basic capabilities: Strength, Agility, Intellect, and Will. Each attribute has a score, a number from 1 to 20, that measures how adept the creature or object is at performing activities related to its use. A typical person has a score of 10 in each attribute. A higher score indicates exceptional ability, while a lower score describes a diminished capacity.

The score also determines the attribute modifier, which is always equal to the score minus 10. If you have a Strength score of 12, you have a +2 Strength modifier. If you have an Agility score of 9, you have a –1 Agility modifier.

STRENGTH

Strength represents muscle power, durability, athletic ability, and overall fitness. You use Strength to resist effects that force you to move or that restrain you, as well as when you climb, swim, attack with most hand-to-hand weapons, kick down a door, or overpower another creature. Strength also helps you withstand or fight off the effects of pain, injury, poison, or infection.

AGILITY

Agility encompasses poise, dexterity, balance, and reflexes. You use Agility when you want to keep your footing, perhaps because someone has just shoved you or you are moving across challenging terrain. Agility also comes into play when you attempt a task that requires manual dexterity, such as picking a lock, disarming a trap, or performing a feat of legerdemain.

INTELLECT

Intellect measures intelligence, wit, memory, and knowledge. You rely on Intellect to thwart an effort to deceive you, decipher a coded message, or outwit another creature. Intellect also governs your ability to use some forms of magic.

WILL

Will describes courage, willpower, resolve, and mental fortitude. You use Will to resist efforts to erode your confidence, manipulate your emotions, or terrify you. As with Intellect, Will is also needed to use some forms of magic.

Attribute Rolls

When an attribute is important for something that you are doing or that is happening to you, the Sage decides or the rules instruct you to make an attribute roll. The result of the roll determines if an effort to do something succeeds or fails.

ATTRIBUTE MODIFIER: The rules or the Sage will tell you which attribute (and thus which modifier) to use for a roll. The attribute modifier is added to your roll to determine the result.

TARGET NUMBER: The reason for making the attribute roll determines the target number. Normally, the target number is 10 if no one resists the effort that warranted making the roll. If you make a roll that is opposed by a creature or object, the target number is the score of the attribute you are rolling against.

If an activity is resisted by multiple targets, such as when you affect more than one enemy at a time, you make one attribute roll per target.

DETERMINE OUTCOME: You determine the outcome by following these steps: Roll a d20, add the modifier for the appropriate attribute, and then compare the result to the target number. You get a success if the result equals or exceeds the target number or a failure if it doesn't.

ROLLS TO ATTACK, ROLLS AGAINST

Whenever the rules mention a "roll to attack," that means an attribute roll you make to attack a target in combat. An attack always involves either making an unarmed attack or attacking with a weapon, and the target number is the target's Defense score unless otherwise stated.

When the rules mention a "roll against" for attacks, spells, or some other effect, the attribute roll is made against a target's Defense or specified attribute score.

BOONS AND BANES

An activity might be more difficult than normal because of an affliction you suffer, or it might be easier than usual because you're getting aid from someone else. When making attribute rolls, the influence of other factors that might affect the outcome of an action is represented by additional modifiers called boons and banes.

A boon is an advantageous circumstance that improves your chance of success. For each boon that applies, you roll a boon die, which is a d6. You then add the highest number rolled on any one of the boons to your attribute roll.

A bane is a disadvantage that reduces your chance of success. For each bane that applies, you roll a bane die, which is a d6. You then subtract the highest number rolled on any one of the banes from your attribute roll.

Boons and banes cancel each other out on a one-for-one basis before any boon or bane dice are rolled. If you have 2 boons and 1 bane for the activity you attempt, you roll with 1 boon. If you have 1 boon and 3 banes, you roll with 2 banes.

You count boons and banes separately only if they come from different sources. If one of your abilities grants you 1 boon and a different one grants you 1 boon, you roll with 2 boons. But if you have 1 boon from a specific spell and the same spell is cast on you a second time before the first one ends, you still have only 1 boon. Similarly, you might become poisoned from an arrow that struck you and then become Strength impaired by a diabolical spell. You would therefore make Strength rolls with 2 banes, one from the poisoned affliction, and the other from the impaired affliction. See Afflictions on page 32 for more information about how these states work.

MAKING ROLLS

The rules often refer to you or others making rolls. When you see this instruction, whoever controls the acting individual makes the roll. (Obviously, characters and creatures controlled by the Sage aren't rolling dice themselves.) This expression is shorthand for who rolls the dice and when.

SUCCESS AND FAILURE

If you get a success with an attribute roll, the rules or the Sage will tell you what happens as a result. If you succeed on a roll to attack a foe, your attack deals damage. If you succeed on a roll to cast a spell on an enemy, you might deal damage, apply an affliction, or cause something else to happen.

If you fail a roll, there might also be a result. You might take damage, gain an affliction, or find that the activity you attempted is, for now at least, beyond your ability.

FRITZ SWINGS A SWORD

Fritz, a fighter, faces a bandit in combat. Fritz swings his sword against his foe. Fritz has Strength 12. The player rolls a d20 and gets a 14 on the die. Adding the +2 modifier from Strength brings the total to 16. The bandit has Defense 11, so Fritz hits and deals damage to the bandit.

PHOEBE PICKS A LOCK

Phoebe comes to a locked door. Her player decides she will use her lockpicks to open it. The Sage imposes 1 bane on the roll due to the quality of the lock. Phoebe has Agility 11. The player rolls a 12 on a d20, adds 1 from the Agility modifier, and subtracts 3 from the roll of the bane die. Her total is 10, and since she's not rolling against anything, she unlocks the door.

Critical Success

Some game effects take effect when you get a critical success. A critical success occurs when the result of your roll is 20 or higher and exceeds the target number by at least 5. Normally, a critical success produces no additional effect without a trait or talent, but the Sage can offer an improved outcome with such a result.

Critical Failure

Some game effects take effect when you get a critical failure. A critical failure occurs when the result of your roll is 0 or less. Many talents and spells cause targets to suffer additional effects when they get critical failures. The Sage might also impose negative consequences when you get a critical failure.

Luck Rolls

Sometimes, the rules or the Sage might call for a luck roll to see what happens. A luck roll uses no attribute, so it's just a roll of a d20. Since you never make a luck roll against a creature or object, the target is always 10.

(LUCK ENDS): If you are subject to an effect that has the (luck ends) notation, you make a luck roll at the end of the round. If you have multiple (luck ends) effects affecting you, you make a separate luck roll for each effect, in any order you choose. If you have a (luck ends both) or (luck ends all) effect, you make a single roll. On a success, the effect ends. On a failure, the effect persists until the end of the next round, at which point you repeat the luck roll to end the effect.

You can end a (luck ends) effect with a successful use of the Overcome action (see page 51). Any (luck ends) effect ends automatically when combat ends.

JEFF TAKES A DART IN THE FACE

Jeff, a mage, walks down a passageway in a tomb he and his friends are exploring in hopes of finding treasure. Because neither Jeff nor any of the other characters inspected the corridor before strolling down it, the Sage determines Jeff stepped on a pressure plate, sending a dart flying toward the hapless mage's face. The Sage calls for a luck roll from Jeff's player to see if he can avoid the dart. The player rolls a d20, needing a 10 or higher, but he rolls a 4. Jeff gets hit with the dart and must also contend with the poison smeared on its tip!

Size and Reach

Creatures and objects have a Size score to represent the space they take up in play. Size 1 is equivalent in height and width to a typical adult human, and the creature occupies a space 1 yard on each side. A higher score means the creature or object is that many times larger than a typical person. For example, Size 3 would indicate something three times as tall and wide as a human, while Size 1/2 indicates something half as tall and wide. Some effects target or create a space with a Size score, which works the same as creature and object spaces.

Any object that can normally be gripped with two hands counts as size 1/2, with one hand as size 1/4, and with the off hand, size 1/8.

A creature or object with appendages can reach out of its space a number of yards equal to its Size (minimum 1 yard), unless it has a trait that says otherwise.

Defense

Defense represents how reflexes, combat training, instinct, and protective equipment contribute to a creature or object's ability to escape harm from attacks. All creatures and objects have a Defense score, which is the target number for attackers' attribute rolls. Defense scores range from 0 to 25. A creature or object with no way to protect itself from an attack has a Defense score of 0.

NATURAL DEFENSE: All creatures and objects capable of defending themselves have a natural Defense score. Your novice path determines your natural Defense. Wearing armor, as well as some magical effects, can increase or replace your natural Defense. See Chapter 3 for more information on armor.

Health

All creatures and objects have Health scores, which represents the maximum amount of damage they take before becoming incapacitated or destroyed. Since other effects can increase or decrease one's Health score, keep track of your normal Health score separately from your current Health score.

When the rules refer to Health, they refer to the creature or object's current Health unless they say otherwise.

Changing your Health score can affect your damage total. If your Health score drops below your damage total, you reduce your damage total so it equals your current Health score, which causes you to become incapacitated. If you are incapacitated, and your Health score increases, your damage total also increases to match the new score, so you remain incapacitated until you heal damage.

Damage

Damage describes injury from a harmful effect. You keep a running total of damage accumulated. Your damage total can be as low as 0 or as high as your Health score. (Damage in excess of your Health score is ignored. Also, see page 8 for details on halving damage.) When you take damage, you add the amount to your damage total. When you heal damage, subtract the amount from your damage total.

SOURCES OF DAMAGE

Most times, the source of damage has little effect on game play. Damage from lightning hurts just as much as being struck by a mace or trampled by a giant. Sometimes, though, creatures and objects have special traits that reduce or increase the amount of damage taken from a specific source. A spell might protect a creature from fire, halving damage taken from such sources, while a creature made from ice might take double damage from fire. The players and the Sage should exercise common sense when determining if a source of damage would have a special effect on a target.

GILDA TAKES DAMAGE

Gilda has Health 14 and 0 damage. A barbarian whacks her, and she takes 6 damage as a result. Gilda's damage total is now 6, but her Health score stays the same.

ENEMIES AND DAMAGE

Enemies take damage just as characters do, but when an enemy's damage total equals its Health, the Sage decides the enemy's fate. Typically the enemy dies, but the Sage might decide the damage just knocks it unconscious for a time. You can also try to knock out a creature instead of killing it. This is possible only if the source of the damage would permit it. For example, clubbing someone might knock them out, but stabbing them with a knife would just kill them.

Injured

You are injured if your damage total equals or exceeds half your Health score. Typically, you suffer no effects from being injured, but certain talents, spells, and other effects used against you might put you at a disadvantage because you're injured.

Incapacitated

When your damage total equals your Health score, you fall prone and become incapacitated. Any damage taken in excess of that causing you to become incapacitated is lost. You are unconscious for as long as you are incapacitated.

TAKING DAMAGE WHILE INCAPACITATED: If you take damage while incapacitated, you instead lose Health equal to the amount of damage you would take.

ENDING INCAPACITATED: You stop being incapacitated when your damage total is less than your Health score. Thus any amount of healing can end being incapacitated.

If you are incapacitated at the end of the round in combat or in a situation using rounds, you lose 1d6 Health and make a luck roll. On a success, you heal 1 damage. On a failure, you remain incapacitated.

If you become incapacitated when not using rounds, the Sage tracks time with rounds until you are no longer incapacitated.

BENFORD'S BAD DAY

Benford, a priest, is having a bad day. He has Health 14, but his damage total just increased to 14, which causes poor Benford to become incapacitated. At the end of the round, he rolls a d6 to see how much Health he loses. He gets a 4, which adjusts his current Health score to 10. His damage total also drops to 10 since he can't have more damage than Health. Benford then makes a luck roll. He gets an 11, which is a success, enabling him to heal 1 damage. His Health is now 10 and his damage total is 9. Since his damage total is less than his Health score, Benford is no longer incapacitated.

Death

You die when your Health score drops to 0. Provided the cause of death does not destroy your body, your remains become an object with a normal Health score equal to its Size \times 20. Remains of organic material decay, lose 1d6 Health (or more in warm, moist conditions) each day until they completely rot away. If an effect restores you to life, any loss of Health by your corpse is a permanent reduction to your normal Health score, reflecting the ravages of decay, lost body parts, and so on.

Rest

Characters have many ways to heal damage and regain Health. They might avail themselves of poultices, elixirs, spells, talents, and other game effects. But the most reliable way to recover from injuries is resting.

Resting allows you to heal damage and regain expended resources. If you have uninterrupted rest for 6 consecutive hours, you heal all damage and regain Health equal to one-tenth your normal Health score. Some of your other resources, such as spells or talents, might also be replenished after a rest. If you stop resting to use an action or reaction, the time you spent resting up to that point is wasted and you must start resting again to gain any benefit from doing so.

Time

Time in the game passes at whatever rate is reasonable for the current activity, or as the Sage deems appropriate. A scene dominated by roleplaying could play out at more or less the same speed that it does in reality. A combat scene might move faster or slower than it would in real life, while the Sage might summarize a month of travel in a few minutes of description. The *Secrets of the Weird Wizard* book has more information about handling scenes.

The rules often reference durations of rounds, minutes, and longer, as explained further here.

ROUNDS: Combat tracks time in rounds, each lasting 3 to 6 seconds. A typical combat scene lasts about 1 minute. For more information on how rounds work, see Combat, starting on page 45.

MINUTES: Some effects last 1 minute. Since combat lasts about 1 minute, any effect with a duration of 1 minute lasts until the combat ends unless some other effect causes the effect to end early.

HOURS: More powerful and important effects last 1 hour or longer. An hour is long enough to play through about three scenes. The Sage might allow an effect to extend longer than that or reduce the number of scenes if a substantial amount of time passes between them.

Harmful Effects

In addition to damage, you can suffer all kinds of harmful effects, some of which are described here.

Afflictions

Harmful effects bestow afflictions, which limit what you can do on your turn, make certain rolls more difficult, or both. You can gain the same affliction multiple times, provided each instance comes from a different source, and you must remove each instance of the affliction separately. Sometimes gaining an affliction imposes additional effects. Those additional effects persist until you remove that instance of the affliction.

If you have an affliction as a result of some other ongoing effect and you remove the affliction, you automatically regain the affliction at the start of your next turn unless the ongoing effect ends. For example, if you are unconscious because you are incapacitated, and something ends the unconscious affliction, you would become unconscious again at the start of your next turn unless you stop being incapacitated.

MAEGAN GETS STUCK

Maegan, a mage of no little skill, runs afoul of an adhesive trap on the floor that causes her to become held until she overcomes the affliction. Before she has a chance to do so, a hideous giant spider sprays her with webbing, which causes her to become held as well. She suffers no additional effect for being held twice, but she must both remove the spider's webs and overcome the glue on the floor to remove the held affliction from herself.

BLINDED

You cannot see and thus have line of sight to nothing. You treat all creatures and objects as being invisible (see page 54.) If you want to attack or interact with anything, you must guess the target's location or locate the target using other senses, which usually means you make the roll with 3 bane. You cannot make use of reactions that rely on sight. Finally, your Speed is halved.

CONFUSED

You become unable to make sense of what is happening around you. You cannot use reactions and you make Intellect and Will rolls with 1 bane.

CONTROLLED

You fall under the control of the source of this affliction. You take your turn when your controller does and it decides what you do, using your traits, talents, and spells. If you have already taken a turn when you gain this affliction, you take a turn as described during the next round. While controlled, you regard the source of the affliction as an ally.

CURSED

You make luck rolls with 1 bane.

DEAFENED

You cannot hear. You cannot make use of reactions that rely on hearing and are not subject to effects that depend on hearing.

FRIGHTENED

You fear the source of this affliction—a creature, an object, a space, or something else. While you have line of sight to the source of your fear, you make attribute rolls with 1 bane, and you grant 1 boon on attribute rolls against you.

HELD

Your Speed drops to 0 and you cannot benefit from increases to your Speed until this affliction ends. In addition, creatures rolling against your Agility get an automatic success.

IMPAIRED

The impaired affliction affects the attribute specified by the harmful effect, so you might be Strength impaired or Intellect impaired, for instance. You roll with 1 bane when using the specified attribute, and you grant 1 boon on rolls against the specified attribute.

ON FIRE

An effect might make you catch fire. You take 1d6 damage at the end of each round until the fire is extinguished, normally with a successful luck roll. You can douse the flames with water, or smother them with a blanket or similar object. A creature that drops prone before trying to overcome the flames makes the roll with 1 boon.

POISONED

You have been exposed to venom, poison, or some other toxin. You make attribute rolls with 1 bane, and you grant 1 boon on rolls against you. In addition, at the end of each round, you lose 1d6 Health.

PRONE

You are lying on the ground. You cannot use reactions. You grant 1 boon on rolls made to attack you with melee weapons, but impose 1 bane on rolls made to attack you with ranged weapons. You can use your move only to crawl or stand up.

SLOWED

Your Speed drops to 2 if your Speed was higher than 2 and you cannot benefit from increases to Speed.

STUNNED

You cannot use actions or reactions. Your Speed drops to 0 and you cannot benefit from increases to Speed until this affliction ends. You grant 2 boons on rolls against you, and you make attribute rolls with 2 banes.

UNCONSCIOUS

You cannot use actions or reactions. Your Speed drops to 0 and you cannot benefit from increases to Speed. You receive no information from your senses. You grant 3 boons on rolls against you, and you automatically fail all attribute rolls.

Asleep

If you are unconscious because you are sleeping naturally, you stop being unconscious when a creature uses an action to shake you, kick you, or do something else to waken you. A loud noise might remove the affliction if you succeed on a luck roll. Time spent sleeping counts as resting for the purpose of healing damage (see Rest on page 32). If your sleep is uninterrupted, you wake up naturally whenever you choose.

VULNERABLE

You grant 1 boon on rolls to attack you and on rolls made against your attributes.

WEAKENED

You make Strength and Agility rolls with 1 bane, and you grant 1 boon on rolls against your Strength and Agility. In addition, your Speed is halved and you cannot benefit from increases to your Speed.

HARM

The game uses “harm” as shorthand for any effect that would deal damage, cause you to lose Health, bestow an affliction, or subject you to any other harmful effect, such as forced movement or loss of material possessions.

Buried

When you become buried, you fall prone and debris covers your body completely or nearly so. This might happen when someone tosses you into a pit and covers you with dirt, or when the ceiling gives way to rain rubble down on your head.

Being buried limits your ability to move, as solid obstacles surround you on all sides. If you can clear away space, you can move into that space by crawling.

The debris blocks line of sight to anything beyond it, and you have total cover from effects originating from beyond your space. Normally, the debris counts as a single obstacle for the purpose of hearing and making yourself heard, but might count as more if you're deeply buried. Furthermore, you might become subject to the effects of suffocation, and if under a heavy mass, also lose 1d6 Health at the end of each round until you are crushed.

Whether or not you can dig yourself free depends on the debris covering you. You can dig through dirt, sand, snow, and loose material, but heavy rocks, large chunks of ice, or metal slabs make escaping impossible without help or magic. You can use an action to dig through 1 foot of soft material. Other creatures might be able to free you by using heavy tools to clear away the debris.

STACKING EFFECTS

You can be subject to an effect from a particular source just once at a time. The effect persists until it ends. If you are subjected to the same effect again, the original effect ends and the new instance of the effect begins. For example, if someone casts a spell on you to increase your Strength for 1 hour, and, 30 minutes later, someone else casts the same spell on you, the first instance of the spell ends and the new one begins, resetting the duration to 1 hour.

Deprivation

If you are a living being, you need food and water to survive. If you go without either, you suffer deprivation until you expire. Normally, provisions and waterskins can keep these effects at bay, but if you run out of water or someone makes off with your food, you might be in trouble. You need to spend at least 1 hour each day eating at least two meals and drinking at least half a gallon of water. A small creature (Size 1/2 or lower) requires half these quantities, while a large creature (Size 2 or higher) requires four times these amounts or more.

Each day you go without drinking sufficient water, you lose 1d6 Health. For every two days you go without eating, you lose 1d6 Health. If such deprivation drops your Health to 5 or lower, you fall prone and become weakened until your Health score increases above 5. While weakened in this way, you cannot stand up and can move only by crawling.

SLEEP DEPRIVATION

You need sleep to refresh yourself. Unless your ancestry says otherwise, you need at least 6 hours of sleep every day. If you go a day without sleep, you become weakened until you do sleep. For every day you go without sleep thereafter, you lose 1d6 Health.

Dismemberment

The sudden loss of a limb makes certain activities and forms of movement difficult, if not impossible. The effects are obvious: losing a leg makes it difficult to stand up, and a missing hand or arm prevents the use of two-handed weapons. Using prosthetics, such as those described in Chapter 3, can mitigate the effects of dismemberment.

Exposure

Exposure occurs when you lack adequate clothing and protection against the elements. You can suffer from exposure to extreme heat, extreme cold, or hostile conditions such as storms or extremely dry or damp climates. At the end of each hour spent in a hostile environment without adequate protection, make a Strength roll. On a failure, you lose 1d6 Health. If such exposure drops your Health to 5 or lower, you fall prone and become weakened until your Health rises above 5. While weakened in this way, you cannot stand up and can move only by crawling.

Exposure can also have additional effects. Frostbite, for example, might eat away at your ears, nose, and fingers, while damp climates might expose you to infections.

Fire

Fire deals 1d6 damage to any creature or object that touches it. A creature or object takes this damage just once per round, regardless of how many times it touches the fire during the same round. Extended contact with fire can cause a creature or object to catch fire. Extinguishing a fire requires smothering it with water, sand, or a rug or tapestry.

Starting a fire takes 1 minute of work using a tinderbox or similar ignition method, such as a candle or flame-maker.

Poisons

Any toxic substance counts as poison. Poison affects creatures when introduced to their bodies and persists until it runs its course, is neutralized, or is otherwise overcome.

A manufactured poison is produced by mixing certain ingredients or harvesting them from biological sources, rather than a toxin a creature naturally produces. You can apply a dose of manufactured poison to food, drink, an edged or pointed weapon or piece of ammunition, or some other object that can introduce the poison to a victim's system. You might even soak a book's pages in a toxic substance to poison anyone who turns them and then licks their finger. Some special poisons require only physical contact to have an effect.

Once applied to a surface or mixed into a substance, the poison remains harmful for 8 hours. If a living creature of flesh and blood takes the poison into its body—eats poisoned food, drinks poisoned liquid, takes damage from a poisoned weapon or piece of ammunition—the creature becomes poisoned (luck ends).

Infection

Infection results from exposure to something that can sicken you, such as drinking contaminated water, eating spoiled food, or being close to someone suffering from a disease. If you've been exposed to infection, note the exposure on your character sheet. After your next rest, make a Strength roll. On a success, you shake off the infection. On a failure, you become infected and lose 1d6 Health.

While you are infected, you are weakened; at the end of each rest, make a Strength roll, losing 1d6 Health on a failure. If your Health drops to 10 or lower while you are infected, you fall prone, and cannot stand up and can move only by crawling. If your Health drops to 5 or lower, you become unconscious and cannot be woken until your Health increases above 5. If you succeed on a total of three Strength rolls, you fight off the infection and can regain lost Health by normal means.

Suffocation

You are subject to suffocation when you go without breathing for 1 minute or longer. While subject to this effect, you make attribute rolls with 1 bane and you grant 1 boon on attribute rolls against you. In addition, you cannot talk or perform activities that require speech, such as casting spells. Last, you take 1d6 damage at the end of each round, or double this damage if you used an action during your turn.

Transformation

You transform when an effect alters your body so that you become someone or something else. Unless the effect responsible for the transformation says otherwise, the following rules apply.

ATTRIBUTES: You use the Strength and Agility scores of the new form, but you keep your original Intellect and Will scores.

DEFENSE AND HEALTH: You use the Defense and Health scores of the new form. You ignore any losses to Health from your previous form, but your damage total carries over to your new form.

POSSESSIONS: If you were holding one or more objects in your hands, and the new form lacks hands or similar appendages, you drop the items to the ground in your space (or beneath your space if you are not on the ground). The Sage might also rule certain items fall off your body when you assume the new form.

SPEECH: If the new form is that of an ordinary creature not normally capable of speech, you lose the ability to speak.

TRAITS: You lose all traits of your original form and gain the traits of your new form.

TALENTS: You retain all talents you have gained, regardless of your new form. However, certain activities might be impossible in your new form. If you become a harmless mouse, you would not be able to attack and thus would not benefit from any talents that would affect your attacks.

Movement

Movement encompasses all kinds of locomotion: walking, slithering, hopping, and so on. Generally, you can walk a number of yards equal to your Speed score, twenty times this number per minute, or 3 to 4 miles per hour without exerting yourself.

Running lets you move faster, but at the expense of doing anything else. You can move three times as far as you can walk when running, or six times as far if you are a quadruped. The Sage might rule that some creatures are faster or slower according to their nature. In addition, at the end of each hour you spend running, you make a Strength roll and, on a failure, take 1d6 damage.

OTHER MOVEMENT

Other methods of moving—crawling, climbing, swimming, and the like—reduce your rate of progress. For example, you can climb about 2 yards per round, 40 yards per minute, or a bit more than 1 mile per hour. Again, the Sage can increase or decrease the distances as the circumstances warrant.

The Sage might call for an attribute or luck roll to move under challenging circumstances. Examples include moving across a slippery surface, traversing the deck of a storm-tossed ship, or climbing a wall with unreliable hand- and footholds. The degree of difficulty might also impose 1 or more banes. On a success, you move across the surface. On a failure, you make no progress or lose progress, as the Sage decides. A critical failure might indicate some calamity has befallen you, again as the Sage decides. You could fall prone on a slippery surface, lose your grip on the wall you are climbing, or be swept away by water.

Moving in combat affects positioning, attacking, defending, and other situations. More rules for such movement appear in the Movement in Combat section, presented later in this chapter.

TRAVEL

You travel when you move toward a distant destination. Usually the Sage summarizes the journey, describing the hazards encountered, challenges faced, and foes defeated on the way. The Sage might, however, use more elaborate rules for quests where travel and its mishaps can affect the plot. Rules for travel appear in the *Secrets of the Weird Wizard* book.

Distance

The game uses inches, feet, yards, and miles to measure distance; most game effects related to combat use yards. You can use any system of measurement that you like—substitute meter for yard, for example, and don't sweat the difference. Often exact distances matter little to the story; the Sage can describe a room as being large or small and dispense with exact dimensions unless you choose to measure the space.

MEASURING DISTANCE: You measure the distance from any two gridlines on the space you occupy that is closest to the target. A gridline is the line between two adjacent spaces.

LINE OF SIGHT: Sometimes range is expressed as being within your line of sight, which means you need only see the target, regardless of distance. Line of effect is similar, but it can be blocked by transparent objects or magical effects.

LINE OF EFFECT: Sometimes you must have line of effect to something in order to affect it. To have line of effect, you must have an unobstructed path to the thing you would affect that is at least as large as the thing you would use to affect it—a hole the size of an arrow or an opening the size of a thrown grenade.

Knowledge

All people know how to do certain things and can agree on some facts. As a person living in the world of Erth, you know the following things. This list isn't meant to be exhaustive but gives an idea of a typical person's understanding.

- How to build and maintain a fire.
- How to forage for food in lands with abundant forage.
- How to dress and prepare meat from animals you kill.
- How to identify water that's safe to drink.
- How to use common and uncommon equipment.
- How to maintain your equipment.
- The basic features of the land you inhabit and what's around these lands.
- Magic exists. You have heard that gods sometimes walk the lands and bestow powers on their servants.
- A bit about the major religions, their doctrines, and their dogma.
- How to care for and feed an animal.
- How to conduct commerce.
- How to feed, clothe, and bathe yourself, and tend to your other physical needs.
- How to read and write.
- The seasons and their passage, weather, the major constellations, and other phenomena related to living in the world.
- Identify common creatures you see.
- Anything else that a person would know who lives in a pre-industrial society.

Professional Knowledge

In addition to what you know in common with other people, you also have knowledge related to your profession, as well as to the paths you have chosen.

STORIES AND LEGENDS: You can recall details about legendary members of your profession, as well as famous and infamous members of your profession in and around the lands in which you live. If you are a blacksmith who has worked in a particular town, you know if there's a famous blacksmith in the next town over.

TASKS AND ACTIVITIES: You know how to perform tasks and activities directly related to your profession and your paths. If you're a scribe, you know how to illuminate a manuscript. If you're a poet, you can produce poetry. If you are a criminal, you can probably open a lock using lockpicks.

For difficult tasks directly related to your profession, you and you alone can perform the task. A person who is not a forger could not produce a believable forgery, for example. In addition, when performing such tasks, the Sage might grant an automatic success or 1 boon or more to your attribute roll.

COMPETENCE: You count as being competent in any work you perform related to your profession. Between quests, if you can find work, you can provide for yourself a quality of life typical for a member of your profession.

EYE FOR QUALITY: You can identify the quality of any good or service produced by a member of your profession. You can identify good writing as a writer, good or bad cooking as a cook, or fine or terrible service as a servant.

TANGENTIAL BENEFITS: Your profession might also grant benefits on tasks not directly related to your work at the Sage's discretion. An impossible task might be possible, if difficult, for you, or difficult tasks might be easier. The Sage might also reveal additional information in descriptions based on your expertise.

Discoveries

You can know something, not know something, or think you know something. If you think you might know something, you can ask the Sage to make an Intellect roll on your behalf. If the roll results in a success, the Sage tells you if you know about the topic or not, and what about it that you can recall. If the roll results in a failure, the Sage can tell you anything and leave it to you to decide if what you learn is true or not. Further rolls to chase down the same information fail until you have access to new details.

If you're confronted with a topic that you can't learn much about, gaining this information represents a significant advancement of the plot and ought to take a bit more effort than a single roll. Rather than pester the Sage with questions, look for ways in the story that your character can discover the information, such as by searching through a library, consulting an expert, eavesdropping on a private conversation, or other reasonable activities that would grant you this knowledge.

Senses

The Sage reveals pertinent information about your surroundings. If you want to learn more, you need to explore by looking around, listening, sniffing the air, touching things, and so on. The more you examine your surroundings, the more information you can gain until there is nothing more of interest to find or you stop exploring.

Sound and Hearing

When you listen, the Sage tells you if you hear anything of interest. The Sage might ask for a luck roll to see if you happen to be listening at the right time to catch the sound. The louder the noise, the farther it travels. Sounds have four intensities: soft, normal, loud, and louder.

- You can hear a soft noise, such as a whisper or the opening of a well-oiled door, from 1 yard away.
- You can hear a normal noise such as conversation from 10 yards away.
- You can hear loud noises such as shouting from 30 yards away.
- Any louder noises specify the distance they travel.

Obstacles mute noises, reducing the distance from which they can be heard. Each obstacle reduces the intensity of the sound by one step: a normal noise sounds like a soft noise, while a loud noise sounds like a normal noise. An obstacle blocks quiet noises from being heard. For example, if two people talk in a room beyond an open door, you'd be able to hear what they say provided they are within 10 yards of you. If there is a closed door between you and them, you would have to be within 1 yard of the closed door to catch what they are saying. If there were a second door between you and the speakers, the conversation would not be audible at all.

Light and Vision

You need light to see. On a bright, clear day, with no obstructions, you can see about 3 miles. Obstacles, haze, rain, fog, and the like reduce this distance. The light of a full moon lets you see out to about 1 mile, though again, clouds, atmospheric conditions, and obstacles similarly reduce this distance. You can see a source of light at almost any distance from you provided you have line of sight to it.

SUNLIGHT

Some creatures suffer harmful effects when in direct sunlight or sunlight cast by a reflective surface. For a creature to be affected by direct sunlight, light from the sun must have an unobstructed path to its space. The intensity of the light does not matter. Some magical effects create light that counts as sunlight for the purpose of resolving such effects.

ARTIFICIAL LIGHT

Candles, torches, spells, and the like all produce artificial light out to a range based on the intensity of the light. Artificial light has three intensities: bright, dim, and faint.

- Bright light, such as that from a lantern, lights the area around it out to a range of 30 yards.
- Dim light, such as that cast by a torch, lights the area around it out to a range of 10 yards.
- Faint light, such as that cast by candles, lights the area around it out to a range of 1 yard.

OBSCUREMENT

Fog, rain, snow, mist, and lack of light limit how far you can see. Obscurement can be light, moderate, heavy, or total, affecting the area as follows.

- Light obscurement, such as mist or light rain, reduces the range of vision inside and into the area to 10 yards.
- Moderate obscurement, such as fog, light snow, or heavy rain, reduces the range of vision inside and into the area to 5 yards.
- Heavy obscurement, such as heavy snow, reduces the range of vision inside and into the area to 1 yard.
- Total obscurement, such as the absence of any light, reduces the range of vision inside and into the area to 0 yards.

If two instances of obscurement affect an area, increase the degree of the greater obscurement by one step. Thus, in an area with both light rain (light obscurement) and fog (moderate obscurement), the obscurement becomes heavy. If there were two sources of light obscurement, such as light rain and mist, the obscurement would become moderate.

Ordinary darkness resulting from lack of light counts as total obscurement as mentioned above, however, you can still see into spaces that lack obscurement. For instance, if you are in a dark cave, and someone lights a torch, you can see into the area illuminated by the light cast by the torch.

WIND

Wind is either light, strong, or deadly. A light wind causes flames to flicker and lightweight loose objects to flutter, and clears away light smoke and foul odors, but generally has no other game effect.

Strong winds move at 20 miles per hour or faster and produce the following effects at the end of each round the wind blows through an area.

- Protected flames, such as those inside lanterns or behind some sort of cover, flicker and dance.
- The wind extinguishes small unprotected flames and spreads Size 2 or larger unprotected flames to nearby flammable objects.
- Smoke, vapor, mist, gas, and similar atmospheric effects dissipate.
- Dust and small, lightweight objects blow off surfaces.
- The wind imposes 1 bane on rolls to attack targets more than 1 yard away.
- Creatures flying against the wind count as moving through challenging terrain (see Movement in Combat).
- The wind counts as an obstacle for the purpose of hearing.
- A creature of Size 1/2 or smaller makes a Strength roll. On a failure, the creature falls prone.
- Deadly winds, such as those produced by hurricanes and tornadoes, have additional effects as the Sage decides.

Special Senses

Many creatures possess special senses. The most common sensory traits appear here:

Awareness #: The creature always perceives everything around it within the listed number in yards. This perception ignores the effects of obscurement and lighting.

Dark Vision: The creature can see out to a range of 3 yards when in no light at all.

Keen Hearing: The creature hears out to double the normal distances.

Keen Scent: The creature knows the location of each living or dead creature within 10 yards.

Keen Vision: The creature can see twice as far as other creatures in natural light and doubles the normal range of artificial light sources. Finally, the creature reduces the degree of obscurement by one step, to a minimum of no obscurement.

True Vision: The creature needs no light to see and treats everything within its line of sight as being illuminated. It perceives outlines around invisible creatures and objects in its line of sight. It also sees through mundane and magical disguises, perceives transformed creatures in their normal forms, and recognizes visual illusions for what they are.

Searching

A creature or object might be hidden, requiring you to search for it. When you want to find something hidden, you must be specific about where you look. Merely passing in front of a door hidden behind a tapestry will not reveal the door; you must pull aside the tapestry. A door disguised to look like a section of wall might require extensive searching of the area and a successful Intellect roll or luck roll.

BEING HIDDEN

A creature or object is hidden from all creatures that do not know its exact location, whether they suspect its presence or not. A hidden creature or object cannot be targeted by effects originating from any source from which it is hidden, but it might be subject to other effects that do not specify targets. For example, a creature hidden from the caster of a spell, but inside a chamber filled with fire from an exploding Fireball spell, takes damage from the spell since the fire spreads through the area and does not specifically target any creature or object.

Once hidden, the creature or object remains hidden until found or something happens to end the state. A hidden creature stops being hidden after it attacks, shouts, casts a spell, or does anything else to draw attention to itself.

See Hide on page 51 for details on hiding in combat.

Communication

Communication describes any in-character interaction between your character and others, whether they are controlled by other players or by the Sage. Out-of-character communication—talk that does not relate to interacting with characters in the game—is not subject to the following rules.

Most communication counts as conversation, the normal discourse in which people engage all the time. Conversation might involve gossip, stories, idle talk about the weather, and the free exchange of information, such as the price of this thing or where to find that place. Under most circumstances, such conversation needs no rules. You, the Sage, and other players speak in character or describe what your characters say to each other and then react accordingly. Sometimes, though, complications make even simple conversation a challenge.

Disposition

How a person sees you, whether they like you or not, affects whether they are willing to help you. A friendly person is more likely to do you a favor than an indifferent one. People you meet have a disposition toward you, characters in your group, and other people: friendly, indifferent, or unfriendly.

- **Friendly:** The person likes you and helps you if they can.
- **Indifferent:** The person has no opinion toward you, one way or the other.
- **Unfriendly:** The person dislikes you and helps you only if they have no choice.

Reading Dispositions

Unless a person has some reason to hide their disposition, how they see you should be evident in what they say and how they act around you. If someone is trying to hide their disposition from you, the Sage might make Will rolls for the person to see if they can keep their true feelings to themselves. A better way to determine how someone feels is to spend time with the person, observe them, and talk to them. The truth will come out eventually. Magic might also reveal a person's true feelings.

Changing Dispositions

You can lose a friendship over an insult but have to move mountains to win over someone who despises you. Maintaining friendly relationships requires investment of time and energy, but, in return, those people value you and help you when and how they can. Such effort should not be too difficult, but does assume you spend time with people friendly to you between quests and help them in return for their aid.

Unfriendly people have decided they don't like you. You might have done nothing that you know of to earn their enmity, but no matter what gifts you offer or what aid you provide, they remain very much outside your friendship circle. Such dispositions usually have a cause. Someone might be bigoted against members of your ancestry, could be in love with you but is too afraid to reveal their feelings, or you might have insulted, overlooked, or snubbed them, or did some thoughtless thing to erode trust and make them avoid you. It might be possible to win over unfriendly people if you can discern the reason for their animosity. If it's something you can correct, you might make a friend for life.

Indifferent people have yet to form an opinion, so you might make friends of them by doing small favors, expressing interest in their lives, remembering their names, and making them feel important. It's just as easy to lose their friendship, though, by doing the opposite of those things.

A change in disposition lasts until something happens to alter it. A friendly character might grow indifferent if you go years without talking with them, or become unfriendly if you harm them, someone they love, their property, or their standing in the community. Old grudges can also soften in time, causing people to overlook past slights and conflicts in hopes of starting again.

Social Challenges

A social challenge happens whenever you try to cause another creature to behave in a certain way by using conversation. The desired behavior can be almost anything, from the revelation of a secret to some action you want the subject to perform. In each case, the behavior represents something the creature would not normally do, whether from fear of risk or out of disinterest or dislike. Examples include convincing a guard to take a bribe and abandon his post at a specific time, persuading the baroness to send soldiers to clear the fomorians from the woods, or leaning on a prisoner to give you the details of a conspiracy. Whereas normal conversation occurs without attribute rolls, social challenges almost always require them.

RISKS AND OTHER FACTORS: The Sage grants boons and imposes banes on attribute rolls made to resolve social challenges, as on any other kind of activity. Suitable reasons for granting boons involve low risk, a friendly audience, or having someone else with a good reputation vouch for you. Banes arise from high risk, especially to friends, family, property, and reputation. Unfriendly people might also impose banes or flat out refuse to help you, and rivals and enemies might argue against you or stain your reputation by spreading rumors about you and the other characters in your group.

TYPICAL SOCIAL CHALLENGES

Example challenges, including the rules for conducting them, follow. You might make several social challenges, perhaps concurrently, with new challenges arising from the success or failure of previous ones. However, a successful challenge does not guarantee results. Circumstances might prevent a person from following through on a promise, while a secret enemy might subvert the challenge to betray you.

SOCIAL CHALLENGE SUMMARY

CHALLENGE	DESCRIPTION
Transaction	You offer something in return for a good or service.
Appeal	You present your objectives to an audience to sway their opinion.
Argument	You debate with another to turn the audience to your way of thinking.
Alliance	You present the benefits of cooperation.
Coercion	You use threats and violence to get what you want.

Transaction

You offer compensation to someone in exchange for performing a task on your behalf. Compensation might be in the form of payment, a task in return, or the promise of some future aid. Any payment offered depends on the difficulty of the request, with something simple and low risk costing a few copper pieces, while dangerous, life-threatening tasks might require expending a small fortune.

To resolve the transaction, make a Will roll against the person's Will. On a success, the person agrees to undertake the task; they refuse on a failure. You might repeat the roll by increasing the offer, at the Sage's discretion, but you make the new roll with at least 1 bane.

A person's disposition toward you affects the transaction. Someone friendly might do a simple job with little or no compensation required and without a roll. An indifferent person imposes 1 bane or more on your roll if the compensation isn't high enough and if the task is dangerous. An unfriendly person imposes 2 or more banes and, even on a success, might betray you if they can get away with it or do slipshod work.

Appeal

You make an appeal to sway opinions or convince several people to perform some desired action. You might explain how their circumstances would be improved if they go along with your plan, or highlight the perils if they don't. When you finish, you make a Will roll and compare the result to the Will scores of each audience member. If you get successes against half or more of the group, they attempt to do what you want. Otherwise, they refuse, and further efforts to sway them without new evidence or arguments might turn them against you.

As with any social challenge, any risks incurred by the activity can impose banes on the roll, while benefits could grant boons. For example, you might appeal to your fellow prisoners, urging them to rise up against the captors. Since an uprising could mean greater suffering or even death, you might make the roll with 1 bane. Alternatively, you could try to convince villagers to abandon their homes in light of an approaching army of orcs. Since staying means slavery or death, you might make the roll with 1 boon.

Argument

An argument happens when you and someone else compete in conversation to sway an audience. You work to convince an audience of your way of thinking, as does your opponent. You must make your case and show why your opponent's plan or idea is flawed or flat out wrong.

You and your opponent each make an Intellect roll and note the result. The Sage compares the results to the average Will score of the audience members. The highest success wins the argument. If neither of you get a success, both arguments fail.

Should both arguments fail, further efforts are ineffectual unless you have new information or circumstances change.

Alliance

Similar to an appeal, when you attempt an alliance, you try to join forces with others to achieve a common goal or improve circumstances for both sides. You explain what you hope to accomplish, how all can benefit, the risks entailed by making the alliance, and how long you expect the alliance to last. When you finish, make a single Intellect roll and compare the result to the Will scores of each audience member. If you get a successful result against half or more of the audience, the alliance forms. Otherwise, it doesn't. On a critical success, you improve the disposition of the audience by one step, but a critical failure turns the audience against you, worsening their disposition by one step.

An alliance lasts for the duration established but can end at any time if you betray your allies or the circumstances change to make the alliance untenable. Alliances with unfriendly creatures might unravel with little excuse.

Coercion

When all else fails, you can use force to produce the desired behavior. Coercion involves threatening someone with harm if they fail to do as you demand. Make a Will roll against the target's Will. You can make the roll with 1 boon or more if you harm the target or its friends and loved ones, or damage or destroy its property. On a success, the target deems your threat credible enough that it does what you wish until it can neutralize the threat. On a failure, the target refuses to do what you demand.

Once a target has refused to do what you wish, you must make good on your threat or the target becomes immune to your attempts to coerce it for 24 hours. Generally, coerced people do everything they can to get out from under your control, but they aren't likely to cooperate more than they must. They might do a poor job, lie through omission, or betray you the first chance they get.

Shared Language

Communication of basic to complex ideas can happen easily if you and the other creature share a language. In such cases, you both understand the most common ideas. If conversing with someone who speaks a different dialect or uses unfamiliar idioms, the Sage might call for you to make an Intellect roll to determine if you can get your meaning across and parse what is said back to you. Similarly, such rolls might happen if you try to communicate with someone who has an extremely limited vocabulary or knows only a pidgin form of the language.

Hearing Effects

Unless its rules say otherwise, when an effect requires that a target can hear you, you must speak in a language that the target understands.

Obfuscation

You might find yourself in a situation where you would thwart eavesdroppers but have no other shared language with the other person. In such cases, you can use obfuscation to cover your meaning. Obfuscation incorporates obscure vocabulary, lingo, jargon, and double-speak to make it difficult for listeners to parse what you are saying. When you use obfuscation, any creature that knows the language can make an Intellect roll. On a success, the creature understands what you say. On a failure, it loses the thread of meaning until that conversation ends or you return to a normal style of speaking.

Translation

If you converse in a language that others do not know, you can attempt to translate for them. For each minute of conversation, make a Will roll. On a success, you communicate the basic elements of the conversation. On a failure, you might get a few things wrong or become confused for a few minutes.

Pantomime

If you lack a language in common, you can still attempt to communicate ideas using drawings, gestures, or some other nonverbal method. A creature with an Intellect score of 10 or higher can understand simple concepts transmitted via pantomime, while more complex and abstract ideas might require a success on an Intellect roll or simply be impossible.

Eavesdropping

You can listen in on a nearby conversation without making it seem that you are paying attention. Doing so requires concentration and self-control—don't betray yourself if you hear something shocking, upsetting, or odd. At one point during the eavesdrop, the Sage might call for a Will roll. On a success, no one notices you overhearing their conversation. On a failure, they do, provided they can see you.

Your ability to eavesdrop on a conversation depends on surrounding noises and the distance between you and the speakers. See Sound and Hearing on page 38 for details.

Lip Reading

If you can clearly see someone speak and that person speaks in a language you know, you might be able to make out enough words to understand what is being said. If the speaker is unaware of your observation, make an Intellect roll. On a success, the Sage reveals the gist of what the speaker is saying.

Reading Script

You know how to read any language you know that has a written form (not all have one). If you can see script of a language you know and you have at least faint light, you can read the script. You can read about 250 words a minute.

You can also translate a script of a language you know into a different language while you are reading it. You can translate about 50 words a minute. For complex writings that use code, obscure language, or unfamiliar terminology, the Sage might require an Intellect roll. A success rewards you with a suitable translation, while a failure results in you getting some or many details wrong.

Deciphering Codes

You might encounter coded phrases, ciphers, puzzles, and similar challenges. The Sage presents these challenges for you and the other players to solve, but might give you clues or even outright solutions from successful Intellect rolls.

Languages of the Borderlands

Many paths allow you to choose additional languages, which you can select from the following options.

COMMON

The Common tongue originated with a seafaring people and was important for facilitating trade. It became the dominant language in the Great Kingdom and has spread to the new lands from the lips of refugees pouring across the borderlands. A dialect of Common—Seafarer—comes freighted with nautical jargon and odd digressions in which the speaker offers mild oaths to the sea god.

ARCHAIC

The Church of the High One has kept alive the Archaic language long after it should have died out. The tongue belonged to the people of the Empire, whose ruins lie scattered across the Devastation. At the time of the Church's founding, the imperial tongue was considered the language of the intelligentsia, and so authors wrote the holy books in this ancient script. Even now, priests of the High One conduct religious ceremonies in Archaic, though few people in their congregations know what they are hearing, and the sacred texts of the High One are all written in the Archaic tongue.

Anyone who would learn the secrets of the old histories, uncover dark magic, or read from proscribed books finds Archaic an indispensable language.

DIVINE SPEECH

Myths claim that gods and other powerful beings can make themselves understood to all who hear them. This divine speech, sometimes called the Ur-tongue, awakens understanding in anyone who can hear even the faintest whisper, as the speech's magical nature reshapes it into sounds that the listener recognizes. Divine speech has no official written form, but some suspect that Arcane and other secret and ancient tongues might represent attempts at transcribing the language into a universal script.

HAND SIGNS

People have been using Hand Signs for thousands of years, usually to communicate without making sounds or when the noise is too great for even shouts to carry. The language also gives the mute and deaf the means to communicate with others, so it has become widespread. Hand Signs has a robust lexicon, though communicating complex, abstract ideas requires more involved gestures, signals, and body movements. The language's written form simply duplicates these signs.

KINGDOM

The Common tongue sounded the death knell for Kingdom, or Kingdom Speak, years ago. The Great Kingdom had spread through the old country and brought many smaller nations under its influence, but the complexity of Kingdom made it difficult for non-natives to learn or speak with any fluency. Despite the monarchs' desires to make Kingdom the language of the civilized world, Common, having come from dozens of other tongues, overtook Kingdom everywhere except in the courts of the Great Kingdom's nobility. Still, it survives, especially among the aristocracy, and it sees the most use in modern histories and scholarly work.

SYLVAN

The tongue of the fair folk, the faeries know and use this language in preference over others. Sylvan, sometimes called Elvish, Fair Speech, or the Old Tongue, creeps into Common, especially in the wild places where common folk bargain with the faeries to keep them appeased. One sings Sylvan; speaking it strips away much of its meaning. In script form, the language lacks punctuation so that one thought flows into another.

OTHER TONGUES

As widespread as Common has become, there remain places throughout the borderlands and beyond where people communicate in the language that evolved with their culture. Every community has a tongue, even monstrous peoples. The inhabitants of Four Towers have their tongue, which differs from that spoken in Eastport. Some people embrace the ideal of a universal language, but there are always those too stubborn and too comfortable with their own speech to bother to learn any other form of communication.

Secret Languages

Languages gain the designation of secret when they originate from organizations and institutions who decide who can learn them. Even so, many people know of such languages and might recognize script or utterances in them, but without a lexicon, their meaning remains out of reach.

ALCHEMICAL

The alchemists record everything they learn from research and experimentation in a cipher known as Alchemical. It is known only to them, and people who break the codes have a habit of turning up dead, poisoned in some mysterious way. So important is this language that novice alchemists do not begin learning it until they complete their apprenticeship.

Alchemical speech sounds odd. It uses words from other languages, assembled in nonsensical ways. Its script is even more frustrating, with combinations of dots, dashes, letters, numbers, and even symbols comprising an alphabet with over three thousand characters.

ARCANE

The need for magical script arose when wizards sought to guard access to the knowledge they had amassed, hoarding power and wealth for themselves. Only when confronted by angry mobs and zealous priests did they relent and pull back a bit of the curtain so that others could see and understand the inner mechanisms of magic.

Arcane represents one of the few attempts to secure magic against willy-nilly usage and has become a crucial component in casting spells from inscriptions.

DRUIDIC

Druids are infamous for meddling in historical events, throwing their weight behind both heroes and villains, and sometimes betraying allies to aid those people's enemies, so most folk have little good to say about them. Most consider them dangerous, deceitful villains whose word is as worthless as elf gold. Druids feel no need to explain their actions; they do what they believe they must, each effort bringing them closer to achieving some great and lasting change to the world.

Druids use a secret language for communicating with each other and their agents. So guarded is the tongue that people who learn it without receiving the proper magical preparation go insane, and the language they struggled to master evaporates from their minds. Druid script has runic characters that, like Arcane, wriggle in place, but it foils magical effects that would reveal its meaning. In its spoken form, it sounds like undifferentiated whispering.

RANGER SIGNS

Rangers, scouts, and other travelers through the wilderness use a language of signs and markings to communicate with others who travel after them. Such signs indicate danger, aid and comfort, the presence of game or the threat of dangerous predators, as well as marking clean water, safe camping sites, and trails.

THIEVES' CANT

The Thieves' Guild developed this language to speak freely about criminal activities without arousing suspicion. It is a form of double-speak, speckled with lingo and jargon, so people who understand the base language can recognize the words but not their real meaning. Either the phrase sounds like nonsense or it seems to say something other than what the speaker intends.

Companions

You can acquire companions, additional creatures under your control, from casting spells, using talents, or hiring people outright. Although companions count as separate creatures, in play they function as extensions of your character. They take their turns when you do, and you decide what they do on their turns. When you gain a companion from a spell you cast, talent, or item you use, the companion can take its turn when it appears.

Other Activities and Movement

The companion's rules explain those activities and manner of movement a companion can commonly perform; other activities described in this chapter might be possible with the Sage's permission. For example, a peasant in your employ could use an action to help rather than make an attack, while you could order a mercenary to climb up a wall to secure a better vantage for shooting at the enemy.

Some tasks might be beyond a companion's capabilities. A typical horse will have a hard time turning a knob on a door, while that frail scholar you keep on the payroll is not going to be of much use dragging the chest of coins out of the dungeon. The Sage has final say when it comes to what a companion can and cannot do.

Harming Companions

If you harm your companion and the companion is not controlled, roll a d6 for that companion and for each other companion that can see you to determine what happens.

D6	RESULT
1-2	You lose control of the companion and it becomes your enemy.
3-4	You lose control of the companion. The companion makes a Will roll. On a failure, it becomes frightened (luck ends). While frightened in this way, the companion uses an action on each turn to run away from you.
5	The companion uses a reaction to attack you if it can. If you are an ineligible target, the companion attacks a randomly determined creature within its reach.
6	The companion becomes weakened until the end of its next turn.

Losing Control

When you lose control of a companion, the Sage assumes control and uses the guidelines here for how it typically behaves.

Combat

Combat happens when you or others use violence to deal with a challenge. The combat lasts until one side defeats the other. A side becomes defeated when they succumb to their injuries, surrender, or flee.

BATTLEFIELD

A combat takes place on a battlefield, a place large enough to encompass all the combatants. The battlefield might grow and shrink as the combat unfolds, with combatants moving off in different directions or coming together to trade blows. The Sage describes the battlefield before the combat begins and notes any obvious features and threats present.

COMBATANTS

A combat features two or more sides opposed to one another. A side consists of creatures that work together for a common cause. Any combatant actively fighting on your side counts as an ally, while any combatant fighting against your side counts as an enemy. This determination is independent of the creature's normal disposition toward you, and vice versa. One of your allies might be indifferent or even unfriendly toward you in everyday life, but when battle is joined with a common enemy, you overlook your differences.

If an effect causes someone else to treat you as an ally, that character or creature will fight on your side for as long as the effect lasts, even if it's not normally friendly toward you.

Positioning

At the start of the combat, the Sage determines the positions of all combatants based on what was happening before the combat began. Combatants can then change their positions on their turns.

Turns

On each of its turns, a combatant can move and use an action before, after, or during its move. Each combatant must complete its turn before another can take its turn.

Each round, all the combatants under the Sage's control take their turns first, acting in any order the Sage chooses. The Sage can change the order of these combatants' turns each round.

Once all combatants under the Sage's control have taken their turns, the players take their turns. Each round, players can declare they are taking their turns in any order they like. Once a player does so, the others must wait until that player finishes their turn. If two players want to act at the same time and cannot decide who goes first, the Sage decides for them.

Some effects begin or end at the end of a turn. If multiple effects begin or end at the end of your turn, you resolve any harmful effects first, in the order you choose, and then other effects, again in the order you choose.

Some effects and activities allow you to act out of turn. Each combatant can act out of turn just once each round by using a reaction. More on using reactions appears on page 52.

End of the Round

The round ends when all combatants have taken a turn. Certain effects occur or are resolved at the end of the round (sometimes expressed as "the end of each round"). First, the Sage handles all combatants not controlled by the players. Each combatant resolves all harmful effects first, in any order, and then any remaining effects, again in any order. Then, the players do the same for their characters, after which the combat continues with the start of another round.

AMBUSHES

An ambush occurs when one side takes the other by surprise. The Sage decides when an ambush is possible and if it occurs by gauging the awareness of the two sides. If an ambush happens, the ambushed can take no actions on their first turns.

Moving in Combat

During your turn in combat, you can move a number of yards equal to your Speed score using your primary mode of locomotion—walking, rolling, slithering, or fluttering.

You can also spend yards of movement to move in special ways. If your Speed is 5, you could walk 1 yard over to a wall and then climb 2 yards, advancing 1 yard for every 2 yards of movement spent. Similarly, if you are swimming, you could spend 4 yards of movement to swim 2 yards to the shore, and then move 1 yard onto solid ground.

Some effects let you expend yards of movement or your entire move to do other things. You can perform the activity only if you have yards of movement to spend. If an activity requires you to expend or use your move, you do that instead of expending yards of movement.

SPECIAL FORMS OF MOVEMENT

In addition to walking and its equivalent, you might move in any of the following ways. Each requires you to expend yards of your normal movement.

Climb

You can climb surfaces that have handholds and footholds, or when you have a rope. For every 2 yards of movement you expend, you can climb up, down, or across a distance of 1 yard. If you use a rope, you can descend 2 yards for every yard of movement you expend.

You grant 1 boon on rolls against your Defense and Agility while you climb.

DIFFICULT SURFACES

Climbing might be more difficult if you have to avoid attacks, contend with a greased surface, or need to make your own handholds. If you attempt to climb under such conditions, the Sage might require you to make a Strength roll. On a failure, you make no progress. On a critical failure, you lose your grip and fall.

HARM WHILE CLIMBING

Once per round, if you suffer any form of harm while you are climbing, make a Strength roll. You roll with 1 bane if you are injured. On a failure, you lose your grip and fall.

Crawl

You crawl while prone. For every 2 yards of movement you expend, you crawl 1 yard across a surface on which you are prone.

Drop Prone

You can expend 1 yard of movement to drop to the surface on which you are standing. You become prone.

Fly

A trait, magical talent, or spell can grant you the ability to fly. When you fly, you move 2 yards for every yard of movement you expend.

Once airborne, you remain so until you land, the effect enabling your ability to fly ends, or something causes you to land.

If you become held, prone, stunned, or unconscious while flying (or are prevented from flying in any other way), you fall.

If you fall because you are knocked prone, you can make an Agility roll at the end of the round if you have not landed yet and you are not held, stunned, or unconscious. On a success, you end the prone affliction and can continue flying. Otherwise, you continue falling. Repeat this process until either you succeed on the Agility roll or you hit something and suffer the consequences.

If you can hover, you are at risk of falling when flying only when you become unconscious. You remain airborne even if you are held or stunned.

Jump and Leap

You jump when you try to reach something overhead or drop down to something below you. You leap to hop over an obstacle. To jump or leap, you expend 2 yards of your movement. The distance you jump or leap depends on your Size. You can jump up a number of yards equal to half your Size, or your full Size if you used an action to run. You can safely jump down to a surface within a number of yards equal to twice your Size. Beyond that distance, you fall. You can leap a number of yards equal to twice your Size or four times your Size if you are running. You can double your jumping and leaping distances by making an Agility roll to jump or a Strength roll to leap. If you would jump or leap even farther, the Sage might impose 1 or more banes on your roll.

Mount and Dismount

You can expend 3 yards of movement to mount a friendly creature with the Mount trait within reach or dismount one you are riding. When you mount, you move into that creature's space and share that space until you are no longer riding the creature. When you dismount, you move from the creature's space into an empty space of your choice within 1 yard of the creature. See Mounts for more information.

Retreat

When you are in the reach of an enemy, you can retreat to safely move out of its reach provided you can move to a space not in the reach of another enemy. For each yard you would move, expend 1 additional yard of movement, preventing the enemy from making a free attack against you.

Sneak

You attempt to move without making much, if any, sound. For every 2 yards of movement you expend, you sneak 1 yard across the surface on which you are standing, making no more sound than a whisper during your movement.

If you wear heavy armor or attempt to sneak across a noisy surface, such as broken glass, gravel, and the like, the Sage might call for you to make an Agility roll. You make normal sounds from moving on a failure. A critical success indicates you make no sound at all, while a critical failure means you make a particularly loud noise.

Stand Up

If you are prone, you can expend 4 yards of movement to stand up, thus ending the prone affliction.

Swim

You can swim in just about any liquid, though immersing yourself in acid or toxic goo is never a good idea. For every 2 yards of movement you expend, you swim 1 yard in any direction inside the liquid.

While swimming, you make rolls to attack with 1 bane and you grant 1 boon on rolls to attack you.

In rough conditions, when you wear medium or heavy armor, have your hands bound, or are hindered in some other way, you might have to make a Strength roll, possibly with 1 or more banes. On a failure, you make no progress, and on critical failure, you sink beneath the surface and risk suffocation.

Teleport

Magical effects can teleport you, transporting you with whatever you are wearing and carrying from one place to another in an instant. When you arrive in the new location, you do so in the same orientation and posture had when you left the previous position. So, if you were prone, you remain prone after teleportation. If an effect teleports multiple targets, all of them appear in the same positions they had relative to each other before they moved. Finally, movement by teleportation does not trigger free attacks.

Some teleportation effects enable you to teleport to empty spaces. Any space you deem to be empty is a legitimate target for the spell. However, if there is an invisible creature or object in that space, you make an Intellect roll. On a failure, both you and the creature or object occupying the space lose 1d6 Health and the smaller of the two (if the same Size, the Sage chooses) is pushed into the nearest empty space away from the direction you traveled.

MOUNTS

You treat any friendly creature you ride that has the Mount trait as your mount. You gain control of the mount and maintain it each round by expending 2 yards of your movement. The mount moves as you direct it using its own Speed score. If you cannot control the mount and you are not secured in some way, you make a luck roll at the end of the round. You fall prone in a space within 1 yard of the mount on a failure.

ATTACKS: When a mount under your control uses an action to attack, you choose the target of its attack.

PRONE: If an effect knocks you prone while you ride a mount, you fall prone in a space within 1 yard of the mount in a direction away from the effect that knocked you prone. Your mount then makes a luck roll with 1 boon. On a failure, the mount falls prone and you make an Agility roll. If the Agility roll is a failure, the mount falls on you, causing you to lose 1d6 Health per point of the mount's Size, and you become held until the mount stands up or is moved off you. You can overcome this affliction with a successful Strength or Agility roll with 1 bane.

If an effect knocks your mount prone, make an Agility roll. On a success, you leap clear of the mount and land in an empty space of your choice within 3 yards of the mount. On a failure, you fall prone and the mount falls on top of you as described above.

VEHICLES

Vehicles are objects that move when drawn by creatures, pushed by wind, or powered by engines. In combat, a vehicle might be immobile, granting cover to creatures behind it, or mobile, creating new complications in the battle.

CONTROLLING A VEHICLE: The driver or pilot becomes the vehicle's controller until it stops driving or piloting the vehicle or the vehicle comes to a stop. The controller must be in a position inside the vehicle that allows control, and must expend 3 yards of movement to take or maintain control until the end of its next turn. If the controller leaves that position, it stops being the controller and the vehicle becomes uncontrolled.

MOVEMENT: A vehicle moves in the direction and at the velocity its controller chooses. A vehicle has a Speed score, the number of yards the vehicle moves on the controller's turn (See Vehicles in Chapter 3 for more information). A vehicle moves just once per round, regardless of how many controllers it has during the round. The controller can maintain the vehicle's velocity when it establishes or maintains control. The controller can increase the vehicle's velocity (up to its maximum Speed) by 1 or decrease it by 1 for each yard of movement expended.

A vehicle moves in the direction it is heading, though changes in terrain might cause the vehicle to drift or turn slightly. The controller can turn the vehicle up to 45 degrees by expending 1 yard of movement.

The Sage might call for Agility rolls from the controller to maintain control of the vehicle under challenging circumstances, such as turning at maximum velocity, moving over an obstacle, or being caught in a powerful blast of wind. A failed roll typically results in a loss of velocity, but the Sage can also decide that the vehicle becomes uncontrolled, moves in an unexpected direction, or tips over.

ENTERING AND EXITING: You expend 1 yard of movement to enter a vehicle you can reach or to exit from a vehicle in which you ride. Once on board, you can move around the interior as normal. If you attempt to board a moving vehicle, the Sage might call for an attribute roll or even a luck roll to determine if you succeed. If you exit a moving vehicle, you lose 1d6 Health per 5 yards of the vehicle's velocity and fall prone.

COLLISIONS: A collision occurs when a vehicle's movement brings it into contact with a creature or an object. If the creature or object is smaller than it, the vehicle slows down but continues moving. If the creature or object is the same size as the vehicle or larger, the vehicle stops moving.

When a collision occurs, the vehicle, its occupants, and whatever was hit take damage if the vehicle is moving at velocities of 5 or faster. When the collision occurs, the creature or object struck takes 1d6 damage plus 1d6 damage for every 2 yards of the vehicle's velocity above 5. The vehicle takes half this damage if it continues moving after hitting a pedestrian, or twice this damage if the collision stops its movement, such as slamming into a wall. Any creature inside a vehicle that has stopped due to a collision makes a luck roll. On a failure, it takes damage equal to that taken by the vehicle. On a success, it takes half the damage, or no damage with a critical success.

The Sage might decide there are other consequences from a collision—occupants might be thrown from the vehicle, fall off, or become trapped inside.

SECURED AND UNSECURED

A secured object is held fast in some way, such as being bolted in place, tied down, or otherwise affixed to a surface. An unsecured object has nothing to keep it in place and can be picked up and moved.

OBSTACLES

Obstacles slow or prevent movement. A pit in the center of a passageway, a gigantic boulder on a narrow path, a scattering of caltrops on the floor, a cramped tunnel, or a steep slope can all make movement difficult, even perilous. Unless an obstacle poses a risk of harm, as long as you have plenty of time to bypass it, you can continue moving. If an obstacle is dangerous or you're under pressure, the Sage might call for an attribute roll to keep moving. A failed roll indicates no progress and might result in damage or the loss of Health, depending on the nature of the obstacle.

Challenging Terrain

Any terrain that is difficult to traverse counts as challenging. Rubble, ice, oil, caltrops, deep water, and other factors make movement perilous. Normally, challenging terrain covers the ground and sometimes walls, but strong winds and turbulent waters count as challenging terrain to fliers and swimmers, respectively.

For each yard you would move across challenging terrain, you must expend 1 extra yard of movement.

If you run across challenging terrain, make an Agility roll, possibly with 1 or more banes. On a failure, you fall prone on the challenging terrain and your Speed drops to 0 until the start of your next turn.

CLEARING AWAY CHALLENGING TERRAIN

It takes 1 hour using a heavy tool kit to clear a surface of challenging terrain within a Size 3 space. If multiple creatures work on clearing the terrain and have their own heavy tool kits, divide the total required time by the number of creatures contributing to the effort to see how long the work takes.

Falling

You fall when you drop a distance greater than your height. At the end of the first round you fall, you descend 50 yards. You descend another 150 yards at the end of the second round, 250 yards at the end of the third round, 350 yards at the end of the fourth round, and so on until you land on a solid surface that can bear your weight.

On landing, you lose 1 Health for every yard you fell. You make a luck roll, losing half as much Health on a success, or no Health with a critical success. On a critical failure, you lose all your Health and die.

If you lose any Health from the fall, you also land prone.

If you fall onto a liquid surface, you halve the amount of Health you would lose. If you dive into the liquid, you can make an Agility roll in place of a luck roll.

Squeezing

You can squeeze through tight spaces by crawling. You can typically squeeze through a space of half your Size (minimum 1/2). So, a typical person can squeeze through a Size 1/2 space, while a Size 3 creature could squeeze through a Size 1 space. Certain spaces might be too small for squeezing, as the Sage decides, or the Sage might require a successful Agility roll to squeeze.

While you are squeezed in a space, you cannot use reactions, you grant 1 boon on rolls against your Defense and Agility, and you make Agility rolls with 1 bane.

Minor Activities

You can perform minor activities chosen from the following options by expending 2 yards of movement for each.

- Open an unlocked door, a chest, or some other container in your reach.
- Retrieve an item from your backpack or some other container you carry.
- Pick something up off the ground.
- Pull a lever or flip a switch.
- Draw or stow a weapon.
- Any other physical activity that involves movement and does not require an attribute roll to perform or resist it.

SPECIAL MOVEMENT TRAITS

Many creatures have special movement traits, which are described below.

Burrower: The creature burrows 1 yard into a solid surface of earth or stone for every 2 yards of movement it expends. It leaves behind a tunnel with a diameter equal to its Size – 1.

Climber: The creature climbs 1 yard for each yard of movement it expends; it can climb across ceilings and overhangs; it grants no boons on rolls to attack it due to climbing; and it rolls to climb with 1 boon.

Fly: The creature can fly when it moves.

Hover: The creature ignores any effect other than being unconscious that would cause it to fall while flying.

Insubstantial: The creature can move through or end its movement inside a solid object. While it is inside a solid object, the creature cannot be harmed until the object is destroyed. The creature ignores the effects of wind and other kinds of challenging terrain that can ordinarily affect flying creatures.

Mount: The creature enables other creatures to ride upon it.

Silent: The creature can sneak 1 yard for each yard of movement it expends and rolls to sneak with 1 boon.

Slippery: The creature's moves do not enable other creatures to make free attacks against it.

Squeeze (# inches): The creature can squeeze through openings of the indicated size.

Strider: The creature reduces by 1 the number of yards of movement it expends to move each yard across challenging terrain.

Swimmer: The creature swims 1 yard for each yard of movement it expends; it ignores the effects of swimming on its attribute rolls, on its rolls to attack, and on rolls against its Defense; and it makes rolls to swim with 1 boon.

Teleport #: This creature can expend its move to teleport to an empty space that it can see within the indicated number of yards.

Water Walk: The creature can move across liquid surfaces as if they were solid and treats them as challenging terrain.

MOVEMENT COMPLICATIONS

Various complications, coming from effects that target you or from the nature of your environment, might restrict your movement.

Forced Movement

An effect that forces you to move propels you in the direction and to the distance indicated unless you encounter an obstacle that prevents you from continuing to move. If being moved would expose you to peril, such as pushing you over the edge of a cliff or into a fire, you can make a luck roll and, on a success, drop prone at the edge of the danger. Being moved in this way does not enable enemies to make free attacks against you.

Moving Out of Reach

If you willingly move out of the reach of one or more enemies, you trigger a free attack from each enemy whose reach you leave. You can avoid this risk by retreating.

Climbing or Jumping onto Creatures

You can attempt to climb or jump onto a creature whose Size score is higher than your own. You must be able to reach the target to climb onto it, or the target must be somewhere you can jump onto it. Typically, you make a Strength or Agility roll to climb or jump onto the target, though if it resists the effort, you roll against the target's Agility. Once on the target, you move with it when it moves. If you try to move across its body, you treat it as challenging terrain.

At the end of the round, if the Sage deems your situation on the target to be precarious—the creature ran, or moved in an erratic manner, you make a Strength roll to maintain your hold. On a success, you stay put. On a failure, you fall off, with consequences determined by the Sage, such as taking damage from a fall.

Actions in Combat

You use an action to perform an activity that accounts for most of your time and attention in the round. The most common tasks that require the use of actions are presented below. Often, the rules mention these tasks in conversational ways, such as “you hinder.” When you see or say such expressions, the implication is that you are using an action to hinder.

ATTACK

You use a weapon to strike a target or you make an unarmed attack against a target. See Attacking for details on how to resolve this use of an action.

CAST A SPELL

You cast a spell you have learned, read from an inscription, or use an object that contains the spell. Some spells have special rules for their casting, such as using a reaction instead of an action. See page 56 for details.

MAGICAL EFFECTS

These rules use “magical effect” as shorthand for any effect that is created by a spell, a talent with the (magical) notation, magical object, or the like.

DEFEND

Until the end of your next turn, the first time any creature succeeds on a roll to attack you, make a luck roll. On a success, you turn the creature's success into a failure.

END A MAGICAL EFFECT

You end one magical effect you created with a magical talent, spell, or object, provided you can see the creature, object, or space affected by your magic.

FIND

You search the area within 5 yards of you for a hidden creature, object, or some other feature. If it's there and you are capable of perceiving it, you find it. Otherwise, you don't. The Sage might decide that you must also get a success on the Sage's choice of an Intellect roll or luck roll to find the creature or object.

HELP

Choose one creature within 5 yards of you. The target has 1 boon on its next attribute roll before the start of your next turn.

HIDE

You attempt to hide from creatures that lack line of sight to you. Anything that blocks line of sight enables your attempt—shadows, darkness, or some sort of cover. Make an Agility roll. On a success, you become hidden until you are found or you do something that would reveal you to other creatures. On a failure, you do not become hidden.

KYLEE HIDES FROM THE GUARDS

Kylee purloined sensitive information from a corrupt merchant and ran off into the city with guards in close pursuit. She ducks through an open door and into a warehouse, where she then moves behind some crates.

The guards arrive soon after. They suspect she's inside the warehouse but don't know where exactly, so Kylee is hidden from them.

The guards fan out and search the warehouse. Kylee hears one of the guards approach her, so she sneaks off to some other hiding spot. The Sage calls for her to make an Agility roll and she gets a success. She manages to reach the new spot without making a sound and thus remains hidden.

A few minutes later, a guard comes around the corner and sees her crouched behind a crate. Kylee is no longer hidden from this guard but remains hidden from all other guards searching for her in the warehouse until the guard who found her alerts them.

HINDER

Choose one creature within 5 yards of you. The target has 1 bane on its next attribute roll before the start of your next turn.

OVERCOME

Some ongoing harmful effects enable you to overcome them, typically by making an attribute roll or a luck roll. If such an effect affects you, you can attempt to end that effect.

RUN

Triple your Speed score until the end of your turn.

STABILIZE

You tend to one incapacitated creature in your reach. The target heals 1d6 damage.

STEAL

If you have one hand free, you can attempt to take something from one creature within your reach that carries on its person one object you can see, but is not carried in the creature's hands. Make an Agility roll against the target's Agility. If you are hidden from the target, you roll with 1 boon. On a success, you steal the object. On a failure, you don't and if the result is less than the target's Intellect score, the target notices the attempt. A target that notices the attempt also foils being hidden.

THROW

You throw something you hold. If you hold the object to be thrown in one hand, you can throw it up to 10 yards from you. If you must hold the object in two hands, you can throw it up to 5 yards. Aerodynamic objects intended for throwing, such as balls or grenades, travel up to twice as far. Typically, an object lands within 2 yards of the intended spot.

Thrown Attacks

When you throw a weapon that has the Thrown trait, you resolve the effort as a ranged attack. You can also throw objects that are neither weapons nor have the Thrown trait, in which case the range is as described above, and you treat the attack as using an improvised weapon.

Toss

You can also toss an object to another creature within the ranges described above. Make an Agility roll. On a success, the target can attempt to catch the object (see Catch). On a failure, the object falls to the ground in a space of the Sage's choosing within a few yards of the intended target.

USE A TALENT OR TRAIT

You perform an activity granted by one of your talents or traits. Some talents and traits require the use of a reaction instead of an action.

USE AN ITEM

You use an item that you wield such as a gadget, trinket, or piece of gear. The item tells you what happens as a result. Some items require the use of a reaction instead of an action.

DO SOMETHING ELSE

The activities described above represent the most common in combat, but they are not exhaustive. You could taunt an enemy into attacking you, issue a nasty threat to demoralize your foes, or yank down a tapestry to cover your opponents. It falls to the Sage to interpret how to resolve these activities, but they typically involve an attribute roll or enable targets to make an attribute or luck roll.

Reactions

You can use a reaction once each round to perform one of the following special activities. Each activity describes the event that must occur to use the reaction. In addition to the options presented below, some talents and spells use reactions, as noted in their descriptions.

Unless the rules say otherwise, you resolve the reaction before any dice are rolled.

CATCH

When a tossed object moves into your reach, you can use a reaction to make an Agility roll. If the object is a weapon, roll with 1 bane. On a success, you catch the object. On a failure, you miss it and the object lands somewhere nearby.

COVER ALLY

When an enemy attacks an ally within your reach, you can use a reaction to switch the enemy's target from that ally to yourself.

EXTRA EFFORT

Some tasks require more time or energy than what can be done by using an action. When you try to accomplish such a task, the rules will tell you how long it takes. For instance, some spells require you to spend 1 minute to complete their casting. The Sage might also decide that something you attempt takes longer than usual.

While you are spending this extra time, you focus entirely on the task at hand, and thus you cannot use an action or a reaction to do anything else. If you stop to perform some other activity, or you are forced to do so, all the progress you have made toward completing the task is lost unless the rules or the Sage says otherwise.

DODGE

When a creature attacks you, something rolls against your Agility, or you make an Agility roll to resist a harmful effect, you can use a reaction to either impose 1 bane on the roll or roll with 1 boon.

FREE ATTACK

If an enemy willingly moves out of your reach without retreating, you can use a reaction to attack it using a melee weapon, natural weapon, improvised weapon, or unarmed attack.

TAKE THE INITIATIVE

If you're aware of your enemies when a new round starts, you can use a reaction to take the initiative, which lets you take your turn immediately before your enemies take theirs. If you and other allies take the initiative, decide among yourselves who goes first as normal, or the Sage does if no one can decide. Wearing heavy armor, and some effects, limit when you can take the initiative.

WITHSTAND

When a creature rolls against your Strength or you make a Strength roll to resist a harmful effect, you can use a reaction to either impose 1 bane on the roll or roll with 1 boon.

Attacking

You attack when you use a weapon, natural weapon, improvised weapon, or an unarmed attack to harm a creature or object. Details on unarmed attacks appear in their own section.

Weapons

A weapon is an object constructed for the purpose of harming others and includes swords, axes, and the like. A weapon is either melee, for use in hand-to-hand combat, or ranged. Many weapons have traits that affect how you use them. Weapon traits are described in Chapter 3.

Natural Weapons

A natural weapon is part of a creature's body that can harm others. It counts as having the Nimble trait (see Chapter 3). Examples include horns, spiked tails, claws, and fangs. A creature with a natural weapon is always wielding a melee weapon and cannot be disarmed. When attacking with two weapons, natural weapons count as off-hand weapons. For information on unarmed attacks that do not count as natural weapons, see page 55.

Improvised Weapons

An improvised weapon is an object constructed for a function other than harm but nevertheless can cause injury. Examples include frying pans and broken bottles. When you use an improvised weapon to attack, you roll with 1 bane. On a critical success or critical failure, the improvised weapon breaks. An improvised weapon deals 1d6 damage. Reduce any Bonus Damage applied to the attack to 0.

ORDINARY

The game uses "ordinary" to describe anything that is neither magical in nature nor affected by magic.

RESOLVING ATTACKS

You resolve any attack you make by following these steps:

- **STEP 1: CHOOSE A TARGET:** Pick a target within reach for a melee attack or within the range of your weapon for a ranged attack. If you attack a target completely behind a covering object, you target the object instead (see Cover, next page).
- **STEP 2: ATTRIBUTE ROLL:** Make an attribute roll against the target's Defense. You use Strength for melee weapons and Agility for ranged weapons.
- **STEP 3: APPLY RESULT:** If the result of your roll is a success, you roll the weapon's damage dice. The target adds the sum of the roll to its damage total. If the result of your roll was a failure, you miss or fail to land an appreciable blow.

ECHO SWINGS A SWORD

Echo, a mage, wields a sword. There's a bandit in reach, so Echo decides to attack the bandit. The player makes a Strength roll against the bandit's Defense. The player rolls a 13 and adds 1 to the roll from Echo's 11 Strength for a result of 14. The bandit's Defense is 11, so Echo succeeds. A successful sword attack deals 2d6 damage, so the player rolls a 2d6 and gets a 4. The bandit takes 4 damage.

Combat Circumstances

Certain circumstances can make attacking harder or easier. The following situations represent those commonly encountered in a fight.

CALLED SHOT

When you attack, you aim for a specific place on the target's body. Doing so imposes 2 banes on your roll. On a success, the target becomes impaired in an attribute of your choice until the end of the next turn. If you aim for an object the target wears or carries and you get a success, the object takes the damage instead.

SURROUNDED TARGET

When you make a melee attack against a target in the reach of at least one ally, you roll with 1 boon. Creatures whose Size is more than 2 larger than yours ignore this effect.

LONG-RANGE SHOOTING

When you make a ranged attack, you can target a creature beyond your weapon's range, but no more than twice its range. You roll to attack with 1 bane.

HIGH GROUND

When you occupy a space higher than that occupied by the target of your attack, you roll with 1 boon.

SUBMERGED

When you attack with a weapon other than a natural weapon and you are submerged in a liquid, you roll with 1 bane. The Sage might disallow attack with certain weapons, such as bows, slings, and weapons with the Slow trait.

WITHIN REACH OF AN ENEMY

If you make a ranged attack while in the reach of at least one enemy, you roll with 1 bane.

OBSCUREMENT

You roll to attack with 1 bane while you or the target are in an area affected by obscurement of any kind.

INVISIBLE

If you can't see the target but have a general idea of its location, you roll with 3 banes.

COVER

A target that is behind an obstacle of its Size or larger (which can be a creature or an object) has partial cover from enemies that can see any part of its body, but not all of it. Partial cover imposes 1 bane on rolls against the covered target's Defense and Agility, and grants the target 1 boon on Agility rolls made to resist harmful effects originating from beyond the cover.

A target has total cover from enemies if they have no line of sight to it because the target is completely behind an obstacle. Such a target cannot be directly attacked or targeted by an effect unless the rules say otherwise. Instead, attacks against the target strike the obstacle. If the obstacle is destroyed as a result, any additional damage dealt by that attack or effect is applied to whatever was behind the obstacle.

These rules apply only in situations when an attacker cannot position itself to get a clear shot against a target.

BOBBI SHOOTS THE CURTAIN

Bobbi rightly suspects an enemy hides behind a curtain, and so she shoots at the curtain where she expects the enemy to be hiding. The shot hits the curtain and deals 10 damage to it. The Sage decides the curtain has Health 5, so Bobbi shoots through the curtain and deals 5 damage to whatever happens to be behind it. In this case, an assassin had been waiting to spring out of hiding to kill her. Lucky Bobbi.

USING BONUS DAMAGE

From the paths you choose, you might have a supply of Bonus Damage, which is expressed as +1d6 or more. Once per round, when you get a success on a roll to attack with a weapon or natural weapon (though not improvised weapons or unarmed attacks), you can roll some or all of your Bonus Damage along with the weapon's damage. The Bonus Damage rolled counts as extra damage.

For example, a level 3 fighter has +2d6 Bonus Damage. The fighter succeeds on a roll to attack with a sword, which normally deals 2d6 damage, but, because of the Bonus Damage, the fighter can deal up to 4d6 damage instead.

Multiple Attacks

When you attack, you can decide to make multiple attacks. To do so, reduce the amount of Bonus Damage by 2 dice for each additional attack you wish to make. If you lack the required number of Bonus Damage, you make no additional attacks.

For each additional attack beyond the first, you choose a different target. Of the remaining Bonus Damage, you can divide them between the attacks, making the decision about how much Bonus Damage to use after you determine if the attack is a success or a failure.

For example, a player has +3d6 Bonus Damage and uses an action to attack. The player decides to make two attacks, and thus expends 2d6 Bonus Damage. The player makes the first attack. If it results in a success, the player can apply the remaining 1d6 Bonus Damage to that attack or hold it in reserve for the second attack.

UNARMED ATTACKS

You can substitute an unarmed attack for each additional attack you make.

TWO WEAPONS

If you wield two weapons, you can make additional attacks using either weapon.

Attacking with Two Weapons

If you wield two weapons—one in each hand, you can attack with either.

Alternatively, if one weapon can be wielded in an off-hand grip, you can attack with both weapons at the same time. You resolve the attack using the weapon you wield in your main hand. If the roll results in a success, add the off-hand weapon's damage as extra damage for the attack. Then, apply Bonus Damage, if any.

For example, say your rogue wields a sword in one hand and a dagger in the other. You attack. If you get a success, your attack deals 3d6 damage: 2d6 from the sword and 1d6 from the dagger, plus any Bonus Damage you have available.

Disarming

When you attack, you can choose to disarm the target rather than deal damage to it. The target must be a creature of your Size or smaller. You roll with 1 bane if you use a melee weapon, 2 banes if you use an improvised weapon, or 3 banes if you use a ranged weapon. On a success, the target takes no damage. Instead, the target makes an Agility roll. For every 2d6 Bonus Damage you have, impose 1 bane on the target's roll. On a failure, the target drops one object it holds in its hands. If you can reach the target, you can use a reaction to catch the object (see Reactions).

Attack Options

In combat, sometimes you need to do more than just hit the opponent. You might want to shove an enemy back, or distract an enemy enough to let one of your allies escape danger. Attack options enable you to do more.

You can use an attack option when you use an action to attack if you meet the requirements (if any), but before you roll the dice. When you successfully use an attack option, the weapon contributes nothing to the damage dealt by the attack. Only Bonus Damage and any extra damage apply.

For example, a player makes a disrupting attack with a sword. The player has +1d6 Bonus Damage. The player gets a success, so the attack deals 1d6 damage from the Bonus Damage alone, in addition to possibly disrupting the target.

DISRUPTING ATTACK

If you get a success on the roll to attack and your roll equals or exceeds the target's Will + 5, the target grants 1 boon on the next roll to attack it before the start of your next turn.

DRIVING ATTACK

If you wield a one-handed or two-handed melee weapon or you have a shield equipped, and you get a success on the roll to attack a target of your Size + 1 or smaller and the result equals or exceeds the target's Strength + 5, you can push the target up to 5 yards away from you.

FEINTING ATTACK

If you wield a one-handed or off-handed weapon, and you get a success on the roll to attack and the result of your roll equals or exceeds the target's Intellect + 5, you gain the Slippery trait until the end of your turn.

GUARDED ATTACK

If you have a shield equipped and you get a success on the roll to attack, you impose 1 bane on the next roll to attack you before the start of your next turn. This benefit ends early if you become confused, held, stunned, or unconscious.

LUNGING ATTACK

If you wield a one-handed or two-handed melee weapon, you can choose a target for your attack as if your reach was 1 yard greater.

PRESSING ATTACK

If you get a success on the roll to attack and the result equals or exceeds the target's Agility + 5, you impose 1 bane on the next roll the target makes to attack before the start of your next turn.

UNARMED ATTACKS

There are several ways to make an unarmed attack, each of which is described below. Unarmed attacks do not benefit from expending Bonus Damage.

Unarmed Strike

You punch, kick, elbow, or headbutt. Making an unarmed attack counts as using an improvised weapon. However, if the target is larger than you, it takes 1 damage if you get a success rather than 1d6 damage.

Shove

You attempt to shove a creature away from you. Choose one creature in your reach whose Size is no more than 2 higher than yours. Make a Strength roll against the target's Strength. You roll with 1 boon if you have a shield equipped and 1 boon if you move at least 5 yards before you make the attempt. On a success, you push the target a number of yards away from you equal to your Strength modifier (minimum 1). If the target is larger than you, it moves half the distance (minimum 0) instead. On a critical success, the target falls prone at the end of the movement.

Trip

You attempt to knock a creature to the ground. Choose one creature in your reach whose Size is no more than 2 higher than yours. Make an Agility roll against the target's choice of Strength or Agility. If you have a shield equipped, you roll with 1 boon. On a success, the target falls prone. On a critical success, the target's Speed drops to 0 until the start of your next turn.

UNARMED ATTACKS AGAINST OBJECTS

Some objects might be immune to unarmed attacks at the Sage's discretion. Shoving a marble column likely has no effect, and punching an iron wall is not going to do anything more than hurt yourself. The Sage might disallow unarmed attacks against objects or impose 1 or more banes on rolls against them. Furthermore, such attacks could have harmful consequences for the attacker.

Grab

If you have a hand free, you can try to grab a creature. Choose one creature in your reach whose Size is no more than 1 higher than yours. Make a Strength or Agility roll against the target's Agility. You succeed automatically against a held creature. On a success, the target becomes held by you until the end of your next turn. The affliction ends early if you release the target, which you can do freely by letting it go. The effect also ends if you move away from the target without dragging it (see Drag below) or you become confused, controlled, stunned, or unconscious.

If you have a target grabbed, you can use an action to extend the duration of the grab until the end of your next turn.

DRAG

You attempt to pull a creature you have grabbed. Make a Strength roll against the Strength of a creature held by your successful grab. On a success, you move as normal and the creature moves with you, and you maintain the grab. On a failure, you can move, but if you do so the grab ends.

WRESTLE

You attempt to wrestle down a creature you have grabbed. Make a Strength or Agility roll against the target's choice of Strength or Agility. On a success, you can choose one of the following effects:

- The target falls prone and the grab ends.
- You and the target fall prone and you maintain the grab.
- The target takes 1d6 damage and you maintain the grab.
- If you and the target are both prone, you pin the target and maintain the grab. A pinned creature is confused, held, weakened, and cannot stand up until the effect ends. The target remains pinned until you release it, which you can do at any time, or if you stand up or use an action to do anything other than wrestle the target. Also, you release a target automatically if you become confused, impaired, stunned, or weakened.

ESCAPE

If you are held by being grabbed or pinned, you can attempt to escape by making a Strength or Agility roll against the Strength or Agility (your choice) of the creature that has you held. On a success, you end the held affliction. If you get a critical success, you can also use a reaction to attempt to grab the creature that grabbed you, provided that creature is an eligible target.

Casting Spells

You cast a spell that you have learned from a tradition, is contained in an object you are wielding, or you have as an inscription.

Normally, you can cast any spell you have learned once, provided you can speak aloud its mystical words at a volume equivalent to normal conversation or louder. Some spells enable you to cast them more often. Once you cast a spell, you regain the ability to cast it only after you rest.

TARGETING

Unless the spell says otherwise, you must be able to see a target and draw a line of effect between yourself and it. Spell effects don't move around corners and other obstacles unless their rules say otherwise. An invisible wall or some other unseen obstacle might block the path and reveal itself only after you cast the spell.

CREATURES AND/OR OBJECTS

Some spells affect each creature and object within a particular range, regardless of whether they are allies, enemies, or bystanders. Range is counted from you unless otherwise noted in the spell description. For the purpose of determining cover, the origin point of any effect

that affects everything in an area appears at the center of the area. So if you create a blast of flame within 5 yards of you, you are considered to be at the center of the blast.

Some spells target up to a stated number of creatures, objects, or both. You can choose fewer targets than the spell allows. Also, if a spell would target a creature, you can target yourself with the spell.

A spell might specify allies or enemies, in which case the spell can affect only the stated creatures.

SPACES

Some spells target a space or cause something to happen inside a specific space. The spell description tells you the maximum Size of the space to be affected, though you can always reduce the space's Size as needed. If a range is specified, the space must be entirely within the stated range.

Sometimes a spell creates a space from a particular point of origin. As with targeting creatures and objects, you must have line of sight and line of effect to the target point of origin.

If an effect is stated as within a range from a space, always count from the center of the space unless otherwise specified.

DURATIONS

Unless the spell says otherwise, it ends as soon as you resolve the effect. Many spells last for a specific period of time. In such cases, the spell effect persists for the indicated time or until you use an action to end the effect.

ROLLS

Some spells require you to make an attribute roll to produce the desired effect or to improve its effect, while other spells might allow targets to mitigate the spell's effects with a successful roll. If a spell has multiple targets and calls for a roll, you roll for each target separately.

COVER

The rule for cover applies when an obstacle partly blocks the path between the source of the spell effect and the target and only if you are rolling against a target's Defense or Agility.

NESTED DURATIONS

If an effect created by a success or failure lasts for a period of time and you create the same effect again, use the same rules as for the duration of afflictions.

RITUALS

Some talents and spells require you to perform a ritual to produce their effects. Performing a ritual takes 10 minutes, during which time you cannot move from your space. When you finish, the effect happens. Many rituals also require the expenditure of other resources, which are expended when you finish the ritual. If something interrupts the ritual before you can finish, you expend no resources, but you must start over from the beginning to produce its effects.

Chases

You or your enemies might try to run away from the combat. If no one follows, the fleeing party escapes. If one or more creatures take off after them, a chase begins between the pursued and their pursuers. The chase occurs over a series of rounds, during which the pursued take their turns and then the pursuers take their turns. After all have taken a turn, the round ends and a new one begins.

When a chase begins, the Sage decides how much of a lead the pursued have on the pursuers. The lead is an abstract measure of distance, and each round the pursued spent fleeing without pursuit adds 1 to the lead. For example, if the pursued fled 2 rounds before the pursuers follow, the lead becomes 2. The pursued try to increase the lead, while the pursuers work to lessen it. The pursuers can abandon the chase at any time, at which point the chase ends.

Pursued Turns

Every creature in the group being chased makes an Agility roll. If half or more succeed, the lead increases by 1. If fewer than half succeed, the lead is unchanged. A pursued creature can do something else such as cast a spell or hide, but that creature leaves the group of pursued. In addition, creatures in this group might split up into smaller groups or as individuals. Those not pursued get away.

Pursuers Turn

Each creature in the group chasing the fleeing creature makes an Agility roll. If half or more succeed, the lead decreases by 1 and nothing happens if more than half fail. During the chase, individual pursuers might split off to chase creatures that have gone off in a different direction, in which case the Sage treats these as separate chases. Finally, the pursuers can also take other actions—attacking, casting a spell, or something else, but this usually means the creature falls behind.

Chase Complications

The chase takes the pursued and the pursuers across a large area, which might introduce complications as the fleeing creatures scramble over rubble, leap over pits, or lead the pursuers into dangerous places. Some challenges might require an attribute or a luck roll to continue pursuit, at the Sage's discretion.

Extended Chases

If a chase goes on for 10 rounds or longer, each participant must make a Strength roll at the end of each round. On a failure, a participant becomes Agility impaired until the chase ends.

Ending the Chase

The chase ends when the lead drops to 0, in which case the pursuers catch up with the pursued, or the pursuers lose track of the pursued, give up, or do something else. Combat might also end the chase, in which case the combatants' starting positions reflect those of the various members of the chase when it ended.

Chapter 3

Equipment

In this chapter live all the various items one might need to survive challenges in the lands under the Weird Wizard's shadow. Here you'll find descriptions of and prices for suits of armor, weapons from bludgeons to swords, pistols, or bombs, poisons, coils of rope, and just about anything else of use to people who embrace the adventurer's life. You might even find something you didn't even know you needed!

STANDARD QUALITY: Not even the dwarfs have yet come up with mass production, so each item for sale was made by one or more people using specialized skills. Quality, thus, varies a great deal. A blacksmith in one town might be far better than the one working in the village just up the road, while a dodgy alchemist could play fast and loose with formulas and palm off colored bottles of alcohol for magical potions. The items described here, however, represent typical goods available just about anywhere.

STANDARD PRICING: People charge what they can get for the items they make. In places where weapons are in high demand, prices might be a bit higher than someplace else where swords seem to grow on trees. As interesting as it might be to track price fluctuations for common goods in a fantasy world, this game errs on the side of simplicity and sets prices for goods of typical craftsmanship. The Sage might raise or lower prices in play, but between quests you can rely on the prices found in this chapter.

OTHER ITEMS: It would be tedious and impractical to account for every item one might purchase. Instead, this chapter focuses on things adventurers might find useful. There will undoubtedly be objects and services beyond those presented here. For ordinary things with no practical game value, the Sage might just let you have them for nothing or assign a price comparing the item to other goods found in this chapter.

THE VALUE OF THINGS

The average worker earns about 200 cp a year, or 16 cp per month. Skilled tradespersons such as masons and weavers, or educated people such as scholars and priests, can earn as much as 600 cp per year, or 50 cp a month. Aristocrats and other members of the elite have yearly earnings equal to or greater than 50,000 cp, or more than 4,000 cp a month.

The disparity in earnings aside, the copper piece holds no little purchasing power. A single coin can purchase a gallon of wine, two gallons of beer, a pound of dried fruits, a pair of chickens or a couple of dozen eggs, and a half-dozen loaves of bread. Simple clothing such as a tunic and trousers might be had for a couple of coins each, while an inferior sword is available at a bargain of 5 cp.

Silver and gold see less circulation, due in part to their scarcity, but also for their value. A commoner is unlikely to ever handle gold or even see it. Silver sees use for purchasing valuables. A single silver piece can buy a good quantity of lumber, wool, and other trade goods. It can also purchase a sheep or a pound of black peppercorns.

People use gold for the most expensive transactions: buying property, raising armies, building ships, and commissioning exotic magical devices. Merchants and nobles measure wealth in gold since it concentrates purchasing power in smaller quantities of coin.

Commerce

People exchange items of value for the goods or services they need. Most use coins for this purpose, but any valuable might do. Merchants accept gems, jewelry, and trade goods in exchange for their wares. In large communities, letters of credit might be extended to wealthy and powerful individuals, while elsewhere people barter for goods, trading one commodity away for one they need more.

Coins are the most reliable method for transacting business. People can agree on their value, provided the coins have a standard weight as set out by whatever ruler or ruling body governs the area. Communities typically mint their own coins and stamp them with likenesses of their leaders and heroes, monuments and geographical features, or symbols representing their chief exports. Although coins differ in shape and appearance, for simplicity all have the same purchasing power, regardless of their origins.

Coins come in three denominations of increasing value: copper (cp), silver (sp), and gold (gp). Ten copper pieces equal one silver piece, and ten silver pieces equal one gold piece. Many communities also trade in fractional coins, such as the halfpenny—half a copper piece. Other lands use coins of different metals. The Sage determines their exchange value.

All the items presented in this chapter have prices listed in coins. Such items are newly made and of typical quality. One can find used goods for about half the listed price and sell used goods for about one-quarter of their price.

Certain items hold their value. Gemstones, jewelry, artwork, base metals, livestock, trade goods, promissory notes, deeds to lands, and the like all can be used in place of currency.

Item Quality

Items described in this chapter have standard or average quality. You can also purchase items of inferior and superior quality.

An inferior item has shoddy construction from poor materials. Unless the description says otherwise, inferior items impose 1 bane on rolls made to use them, and they retain usefulness for about one quest before they break. Inferior items sell for half the normal price.

Superior items represent the work of masters of their craft. Such items have exquisite make, using fine materials to offer superior functionality and greater durability. They might also include designs and embellishments, such as a jeweled pommel on a sword or intricate patterns etched into armor. Superior items sell for ten times their normal price or 1 gold piece, whichever is higher. Unless the rules say otherwise, superior items grant 1 boon on rolls made to use them.

Item Availability

An item's availability describes how easy it is to find. Common items are available in settlements of any size. Uncommon items require more specialized training to make and are thus found in towns and larger communities. Rare indicates the item is made of rare materials and requires expert craftsmanship, which limits it to cities. Exotic items are custom made by masters of their craft using expensive materials. Finding someone who can create such an item might be the object of a quest.

Crafting

Between quests, you can craft items described in this chapter if you have a profession or path that provides you with the necessary knowledge. If you have the alchemist path, for example, you could produce doses of poison. Crafting an item costs materials equal to one-half of the item's price. The Sage might limit what you can craft based on where you spend your time between quests and the amount of time that passes between them. Some items have special requirements for crafting them such as Inscriptions.

Carrying Limits

You can carry or wear a number of items equal to your Strength score. You hold such items in your hands or by strapping them to your body. You can exceed this limit, up to twice your Strength score, but for every 2 items beyond your limit, your Agility score is reduced by 1 until you are no longer overloaded. A few exceptions to this rule follow.

Containers: A container and everything it holds counts as 1 item. You could, for example, stuff your backpack with torches, a coil of rope, a tinderbox, and provisions, and the backpack would still count as a single item. However, some heavy containers might count as 2 or more items, especially when filled.

Clothing and Accessories: Wearable items such as clothing, necklaces, eye patches, rings, and similar items collectively count as 1 item. Heavy, bulky, or awkward apparel counts as 2 items.

Coins and Gems: Every 30 loose coins or gems you carry count as 1 item.

Sold in Multiples: Any item that's sold in multiples—candles and incense—counts as 1 item.

Armor

Armor can be light, medium, or heavy. Armor also includes shields. Like other items, armor might be inferior or superior. The effects of wearing inferior or superior armor are covered in their type descriptions.

RESTING IN ARMOR: Although you can wear armor for long stretches without much discomfort, you gain no benefit from resting while you wear any kind of armor.

STRENGTH REQUIREMENT: If you do not meet the listed requirement for wearing the armor, you make Strength and Agility rolls with 1 bane and you grant 1 boon on rolls against your Strength and Agility while you wear it.

ARMORED DEFENSE: Wearing armor replaces your natural Defense score with an armored one. Some forms of armor grant you a choice of a fixed Defense score or adding a number to your natural Defense score.

For example, leather armor grants Defense 12 or +1. If you have a natural Defense score of 10, wearing the armor would increase your Defense to 12. If, though, you have a natural Defense of 13, wearing leather armor would increase your Defense to 14.

LIGHT ARMOR

The most common form of armor and the easiest to create, a typical suit includes a sleeved jacket, trousers with greaves, thick boots, and a helmet or leather cap. It takes about 1 minute to put on or take off a suit of light armor.

PADDED: A suit of padded armor has quilted or felt panels designed to soften blows and protect against minor scrapes.

LEATHER: The most common form of light armor has soft, flexible leather clothing reinforced with plates of inflexible, hardened leather designed to protect the vitals.

MEDIUM ARMOR

Medium armor offers greater protection, though it is less comfortable than light armor. The components of a suit of medium armor include many of those for a suit of light armor, with additional coverage on the torso, arms, and upper legs.

It takes about 5 minutes to put on and remove medium armor. The armor's noise imposes 1 bane on rolls made to sneak while wearing it. A suit of medium armor counts as 2 items.

BRIGANDINE: A suit of brigandine armor is made by sandwiching metal strips between leather panels to offer superior protection without sacrificing mobility.

RING: An affordable suit of armor, this is a suit of brigandine further reinforced by heavy metal rings sewn into the leather.

MAIL: Made from a mesh of interlocked rings designed to stop thrusts and cuts, mail is one of the most common types of armor in the borderlands.

PLATE AND MAIL: This suit of mail armor is reinforced with plating.

HEAVY ARMOR

Heavy armor protects the torso, limbs, neck, and joints with metal plating typically worn over elements of mail and leather. A suit of heavy armor also includes a great helmet that fully protects the wearer's head.

It takes 10 minutes to put on or take off a suit of heavy armor. The noise it makes imposes 1 bane on rolls made to sneak while wearing it. Finally, its cumbersome nature prevents you from taking the initiative while you wear it. A suit of heavy armor counts as 3 items.

BREASTPLATE: A breastplate is typically worn over a coat of mail.

PLATE: A suit of plate includes any armor that mostly covers the wearer with plating, while leaving the joints exposed to improve mobility.

FULL PLATE: This armor is always fitted to a particular person since the suit fully encloses the wearer under a sheath of metal plates.

INFERIOR ARMOR

Armor components scavenged from the dead on battlefields, old breastplates spotted with rust, and torn and tattered shirts of mail can all serve when there's nothing better, but such armor is never suitable for long-term use. Inferior armor is worthless and rarely sells in markets except to the most gullible and foolish.

A suit of inferior armor holds up until the end of a quest and then offers no protection at all. The Defense granted by inferior armor of any kind drops by 1 (minimum 10 or +0). While wearing a suit of inferior medium or heavy armor, you make Agility rolls with 1 bane and you grant 1 boon on rolls made against your Agility. Inferior shields increase Defense by 1 only.

SUPERIOR ARMOR

Armor produced by master artisans might be available for sale in some large or wealthy communities but is more likely discovered in treasure chambers or on display as prized heirlooms. Suits of superior medium and heavy armor are often made from rare materials, such as star metal or fey silver.

A superior suit of light armor increases the bonus to Defense by 1, though if you replace your Defense with the armor's score, there is no change. Superior medium armor has no Strength requirement for wearing it and negates the bane imposed on rolls to sneak. Superior heavy armor has no Strength requirement and increases the Defense score by 1. Superior shields increase Defense by 3 instead of 2.

SHIELDS

A shield allows its wielder to deflect attacks. A wielder either grips a handle on the inside of a shield or straps it to the arm, though large shields might have to be carried and placed in position. Shields come in many different sizes and shapes, including tower shields, heater shields, and round shields.

You equip and drop shields as if they were weapons. While you have a shield equipped (held or strapped to your arm), you increase your natural or armored Defense by the amount shown on the Shields table. A shield takes the place of the weapon you can normally wield in your off-hand.

If you wield two shields, you benefit from just one of them at a time.

SHIELD: A shield is a flat or convex object held in one's off-hand or worn strapped to the arm. The shield might be round, square, or have some other shape.

You can also use a shield as an off-hand improvised weapon. When you attack with the shield, you lose its increase to your Defense until the start of your next turn.

BODY SHIELD: A body shield, sometimes called a tower shield, offers total body protection. Rather than strap it to your arm, you carry the body shield into position and then use an action to place it on the ground to provide partial or total cover to creatures behind it. A body shield does not, however, increase Defense. A body shield counts as 4 items.

ARMOR

COMMON	DEFENSE	PRICE
<i>Light</i>		
Padded	11 or +0	1 sp
Leather	12 or +1	2 sp
<i>Medium (Requires Strength 11)</i>		
Brigandine	13 or +1	5 sp
Ring	14 or +2	10 sp
UNCOMMON	DEFENSE	PRICE
<i>Medium (Requires Strength 11)</i>		
Mail	15	15 sp
Plate and mail	16	3 gp
<i>Heavy (Requires Strength 13)</i>		
Breastplate	16 or +3	5 gp
RARE	DEFENSE	PRICE
<i>Heavy (Requires Strength 13)</i>		
Plate	17	10 gp
EXOTIC	DEFENSE	PRICE
<i>Heavy (Requires Strength 13)</i>		
Full plate	18	25 gp

SHIELDS

COMMON	DEFENSE	PRICE
Shield	+2	2 sp
UNCOMMON	DEFENSE	PRICE
Body shield	—	4 sp

Weapons

You have access to a wide range of weapons, as shown on the following tables. These tables present the weapons' prices and their rules for use, which are described in detail below.

WEAPON MATERIALS

Elves make weapons from fanciful materials such as rune-scribed bone, wood harvested from ironwood trees, or magically hardened glass. Other weapons might have special materials for their properties, such as a silvered weapon for use against certain foes. Weapons with unusual and valuable materials count as superior weapons. Generally, inferior materials make inferior weapons. Soft metal and wood, for example, make inferior swords and other blades.

MELEE OR RANGED

You use melee weapons to attack targets you can reach. You use ranged weapons to attack more distant targets chosen from those within the weapon's listed range. Some melee weapons have traits that enable you to make ranged attacks with them.

Grip

Weapons on the table appear by their grip. The weapon's grip tells you how to properly wield the weapon to attack with it. You can otherwise hold or carry the weapon in any way you choose. For example, you can hold a great sword in one hand, but you need both hands on the weapon to attack with it. You can use a quarterstaff held in one hand as a walking stick.

OFF

You wield this weapon in your primary hand or your secondary (off) hand.

ONE

You wield this weapon in your primary hand. You can attack with this weapon while wielding it in your off hand, but you roll with 1 bane.

TWO

You wield this weapon in both hands. You can attack with this weapon while you wield it in your main hand only, but you roll with 2 banes.

Requirements

Some weapons list attribute score requirements for their use. If you fail to meet or exceed the required score and attack with the weapon, you roll with 1 bane.

If an effect would enable you to use an attribute other than the one required by the weapon to make the attack, you use the score of the new attribute for the purpose of determining whether you meet the weapon's requirements.

DAMAGE BY WEAPON

Most times, when you get a success on a roll to attack with a weapon, you deal damage. The table tells you how much damage the attack deals on a success. Attacks might deal extra damage from Bonus Damage, talents, and magical effects.

WEAPON TRAITS

All weapons have at least one trait that describes the weapon's basic functionality such as you must hold the weapon to make attacks with it, what sorts of ammunition you need to make the ranged attack, and any other special rules that apply when you attack with the weapon.

AMMUNITION (ARROW, BOLT, BALL, DART, STONE): You must have at least one piece of ammunition of the indicated kind to attack with this weapon. Ammunition, and a container to hold it (such as a quiver, case, or bag), is included in the weapon's price. You can recover spent ammunition after combat and make replacements while you rest.

BLUDGEONING: When you attack with this weapon and get a critical success, the target becomes vulnerable until the end of your next turn.

BRUTAL: When rolling damage for an attack made using this weapon, you can reroll each die that comes up as 1 once. You must use the new number rolled, even if it is another 1.

DISARMING: You ignore the bane imposed on your roll when you use this weapon to disarm.

FIREARM: Attacks you make with this weapon create a loud noise. If the weapon becomes submerged in water, you must dry and clean it before you can make ranged attacks with it. Cleaning the weapon takes 1 hour of work using a tool kit and a pint of oil. It takes 1 minute to load this weapon. If you do something else during this time, you must start over from the beginning.

LARGE: The result of your roll to attack with this weapon while squeezing or while you are mounted result in an automatic failure.

LIGHT: When you would add Bonus Damage to an attack made using this weapon, you add one fewer die (minimum +1d6).

LONG: When you attack with this weapon, increase your reach by 1 for the purpose of choosing targets.

MISFIRE: When you get a critical failure on an attack with this weapon, the weapon misfires. Make a luck roll. On a success, you need only reload the weapon before you can attack with it again. On a failure, the weapon is ruined until repaired, which takes 1 hour, a tool kit, and spare parts whose value equals half the selling price of the weapon.

NIMBLE: When you attack with this weapon, you can use Agility in place of Strength for the roll.

PIERCING: When you attack with this weapon and get a critical success, the target becomes weakened until the end of your next turn.

RANGE 5, 10, 15, 20, 30: You select the target for your ranged attacks with this weapon from those within the listed number of yards.

RELOAD: You must load this weapon before you can make ranged attacks with it. You can use an action to load the weapon or, if you are capable of moving and you have a Speed of 2 or higher, you can give up your move to load the weapon.

SLASHING: When you attack with this weapon and get a critical success, the target takes an extra 1d6 damage.

SLOW: You can attack with this weapon just once per round.

SPECIAL: This weapon has special rules detailed in its description.

THROWN 5, 10: You can make a ranged attack with this weapon by throwing it. You use Strength for the roll unless the weapon also has the Nimble trait. You choose your target from among those within the listed number of yards. If the attack results in a success, the weapon either sticks in the target's body or falls to its feet. If the attack results in a failure, the weapon lands 1d6 yards behind the target.

VERSATILE: When you wield this weapon with both hands, the weapon's damage increases by 1d6.

MELEE WEAPONS—OFF HAND

COMMON	PRICE	REQUIREMENT	DAMAGE	TRAITS
Dagger	5 cp	—	1d6	Light, Nimble, Thrown 5
Hammer	5 cp	—	1d6	Bludgeoning, Light, Thrown 5
Hatchet	5 cp	—	1d6	Brutal, Light, Thrown 5
Knuckledusters	2 cp	—	1d6	Special
Short sword	1 sp	—	1d6	Nimble, Piercing
Whip	5 cp	Agility 11	0	Long, Nimble, Slow, Special
UNCOMMON	PRICE	REQUIREMENT	DAMAGE	TRAITS
Scourge	5 cp	Agility 12	1d6	Light, Nimble, Special

MELEE WEAPONS—ONE HAND

COMMON	PRICE	REQUIREMENT	DAMAGE	TRAITS
Club	3 cp	—	2d6	—
Javelin	5 cp	—	1d6	Thrown 10
Mace	2 sp	Strength 11	2d6	Bludgeoning
Saber	3 sp	Agility 11	2d6	Disarming, Nimble
Spear	5 cp	—	2d6	Thrown 5
Sword	2 sp	—	2d6	Slashing
UNCOMMON	PRICE	REQUIREMENT	DAMAGE	TRAITS
Battle axe	5 sp	Strength 12	2d6	Brutal, Slow, Versatile
Bident/trident	5 sp	Strength 12	2d6	Nimble, Slow, Versatile
Flail	5 sp	Strength 12	2d6	Bludgeoning, Disarming, Slow
Long sword	1 gp	Strength 12	2d6	Slashing, Slow, Versatile
Rapier	1 gp	Agility 12	2d6	Nimble, Piercing
War hammer	1 gp	Strength 12	2d6	Bludgeoning, Slow, Versatile

MELEE WEAPONS—TWO HANDS

COMMON	PRICE	REQUIREMENT	DAMAGE	TRAITS
Axe	2 sp	Strength 12	3d6	Brutal, Large, Slow
Lance/pike	2 sp	Strength 11	2d6	Long, Special
Mattock	2 sp	Strength 13	3d6	Large, Piercing, Slow
Maul	2 sp	Strength 13	3d6	Bludgeoning, Large, Slow
Quarterstaff	4 cp	—	1d6	Light, Nimble
UNCOMMON	PRICE	REQUIREMENT	DAMAGE	TRAITS
Polearm	1 gp	Strength 12	3d6	Long, Slow
RARE	PRICE	REQUIREMENT	DAMAGE	TRAITS
Chain knife	1 gp	Agility 13	1d6	Disarming, Long, Nimble
Great axe	1 gp	Strength 14	4d6	Brutal, Large, Slow
Great hammer	1 gp	Strength 14	4d6	Bludgeoning, Large, Slow

COMMON	PRICE	REQUIREMENT	DAMAGE	TRAITS
Great sword	1 gp	Strength 14	4d6	Large, Slashing, Slow

RANGED WEAPONS—OFF HAND

RARE	PRICE	REQUIREMENT	DAMAGE	TRAITS
Crossbow pistol	1 gp	Agility 11	1d6	Ammunition (Bolt), Light, Range 10, Reload
EXOTIC	PRICE	REQUIREMENT	DAMAGE	TRAITS
Pistol	5 gp	Agility 11	3d6	Ammunition (Ball), Brutal, Firearm, Misfire, Range 5

RANGED WEAPONS—ONE HAND

COMMON	PRICE	REQUIREMENT	DAMAGE	TRAITS
Sling	1 cp	—	1d6	Ammunition (Stone), Bludgeoning, Light, Range 15, Slow, Special

RANGED WEAPONS—TWO HANDS

COMMON	PRICE	REQUIREMENT	DAMAGE	TRAITS
Bow	1 sp	—	2d6	Ammunition (Arrow), Large, Light, Range 20
UNCOMMON	PRICE	REQUIREMENT	DAMAGE	TRAITS
Longbow	1 gp	Strength 12	2d6	Ammunition (Arrow), Large, Range 30
Shortbow	5 sp	Agility 12	2d6	Ammunition (Arrow), Light, Range 20
RARE	PRICE	REQUIREMENT	DAMAGE	TRAITS
Crossbow	1 gp	—	2d6	Ammunition (Bolt), Brutal, Range 20, Reload
EXOTIC	PRICE	REQUIREMENT	DAMAGE	TRAITS
Musket	10 gp	Agility 12	6d6	Ammunition (Ball), Brutal, Firearm, Misfire, Range 20

AMMUNITION VARIANT RULES

The Sage might decide to track ammunition and use any of the following optional rules. Ammunition sells by the container for 1 sp each, the price including the quiver, case, or pouch.

Ammunition Containers: A container has four states: full, partial, low, and empty. You must have at least one full, partial, or low container to attack with the ranged weapon. If your container is low and the result of the attack roll with the weapon is 5 or less, your container becomes empty.

After a combat in which you made at least one ranged attack using ammunition, reduce the container's state by one step: full becomes partial and partial becomes low.

You can spend 1 minute after a combat in which you made one ranged attack to recover ammunition used with that weapon. Make a luck roll. On a success, you replenish your container to its most recent starting state.

After you rest, you can improve a container's state by one step from empty to low, low to partial, and partial to full.

Ammunition Die: Whenever you make an attack with a ranged weapon that uses ammunition, roll an ammunition die for one container of ammunition you have. The ammunition die is a d6. If all the ammunition dice come up as 1, you run out of ammunition in the container.

Pieces of Ammunition: A container holds 20 pieces of ammunition. Each time you make a roll to attack with the weapon, you deplete the number of pieces by one.

WEAPON DESCRIPTIONS

All the weapons listed on the Weapons tables are described below. Some of them also have special rules associated with their use.

AXE: An axe has a wedge-shaped blade fitted to a long wooden handle and is designed for cutting wood.

BATTLE AXE: A battle axe is a one-handed weapon intended for use in combat. It has a long haft and a wide, crescent-shaped blade.

BIDENT OR TRIDENT: A bident is a spear capped with a two-pronged fork, while a trident has a three-pronged fork.

BOW: The bow is a flexible length of wood that, when bent, can be fitted with a cord tied off on both ends to create tension. You can use a bow as a two-handed improvised melee weapon.

CHAIN KNIFE: A length of chain with a blade at one end and a ring or weight at the opposite end, you attack with the chain knife by flinging the blade at a foe and then whipping it back to your hand.

CLUB: A club is a manufactured bludgeon made from wood or metal. Examples include nightsticks, cudgels, and saps.

CROSSBOW: A crossbow has a grooved wooden stock to which has been fastened a metal or wooden crossbar that functions as the bow. Cranking back the bowstring until it cocks readies the weapon for firing a loaded bolt. You can use a crossbow as a two-handed improvised melee weapon.

CROSSBOW PISTOL: This smaller, compact crossbow is made from metal.

DAGGER: A dagger has a long blade up to 18 inches in length and serves well as a backup or off-hand weapon. Daggers come in many different styles, each with their own names, such as dirk, jambiya, jile, misericord, and stiletto. Daggers also include throwing knives, shuriken, and similar weapons.

FLAIL: A flail has a weighted rod, ball, metal lozenge, ring, or spiked ball at the end of a chain that's attached to a long handle. Some flails feature multiple weights at the ends of chains.

GREAT AXE: A great axe features a double axe-blade at the end of a long wooden or metal haft. It is sometimes called an executioner's axe.

GREAT HAMMER: A great hammer has an enormous wooden-and-iron head bisected by a long haft.

GREAT SWORD: A great sword is a 7-foot-long weapon with a double-edged blade extending from a wide hilt. The weapon has an overlong handle to help offset the blade's weight.

HAMMER: A hammer has a stone or metal sledge atop a sturdy length of wood or metal.

HATCHET: A hatchet is a single-edged blade sitting atop a shaft of wood or metal.

JAVELIN: A javelin is a short spear designed for throwing.

KNUCKLEDUSTERS: Sometimes called brass knuckles, knuckledusters are a set of fused rings worn over the fingers. Wearing knuckledusters prevents you from wielding a weapon or using an object in that hand.

LANCE OR PIKE: A lance or pike is a long, heavy spear. You can wield a lance or a pike in one hand without penalty while you ride a mount. In addition, when you get a success on a roll to attack while riding a mount and the mount ran before the attack, the attack deals an extra 2d6 damage.

LONG SWORD: The longsword category includes any sword that has a blade length greater than a normal sword but less than a great sword, such as the hand-and-a-half or katana.

LONGBOW: A longbow has a total length of 6 feet. The increased size improves the weapon's range, and arrows loosed from it strike with greater force. You can use a longbow as a two-handed improvised melee weapon.

MACE: A heavy bludgeon, a mace sports a weight at the end of a short haft. The weight might be flanged, spheroid, or spiked. A mace is sometimes called a war club.

MAUL: A maul has a weighted, blunt sledge at the end of a long wooden haft.

MATTOCK: A mattock is a hafted weapon with a perpendicular spike at the end for breaking apart stone.

MUSKET: A musket has a long metal barrel attached to a wooden stock. A wheel lock mechanism throws a spark into the pan to ignite the powder and propel the ball from the weapon with force. You can use the musket as a two-handed improvised melee weapon.

PISTOL: Firearm design has advanced in fits and starts until gunsmiths devised a superior firing mechanism that enables quicker loading and firing. The pistol uses the same wheel lock technology as the musket. You can use the pistol as an off-hand improvised melee weapon.

POLEARM: The halberd, voulge, and bardiche, polearms all, are long, hafted weapons fitted with blades, barbs, or tines at one end.

QUARTERSTAFF: A quarterstaff or staff is a pole of wood between 4 and 5 feet in length. Higher quality quarterstaves have ferrules on either end to prevent splitting.

RAPIER: A rapier has a thin, double-edged blade extending from an elaborate guard and handle. Similar weapons, such as jians and side-swords, use the same rules.

SABER: A saber has a curved blade that tapers toward the tip and usually has a single edge. Similar weapons—the cutlass, khopesh and scimitar—use the same rules.

SCOURGE: A scourge has several metal-tipped cords extending from a handle. When you attack a flesh and blood target with a scourge and the result of your roll is a critical success, the target makes a Will roll. On a failure, the target becomes weakened until the end of your next turn.

SHORT SWORD: A short sword, as it sounds, is a sword with a shorter blade. Short swords include similar blades such as a gladius or sax.

SHORTBOW: A shortbow is a smaller, more compact version of the bow, designed for use from the back of a steed. You can use a shortbow as a two-handed improvised melee weapon.

SLING: A sling consists of several cords attached to a leather cup. Spinning the cup at speed, you release the missile with a snapping motion. In lieu of using a sling stone, you can load an item into the sling that can be held in one closed hand, such as a potion or a grenade.

SPEAR: A spear is a pole with a sharp point at one end. The point might be whittled down or be a metal spike or blade.

SWORD: A sword typically features a straight blade with an edge on both sides, a guard, and a handle.

WAR HAMMER: This oversized hammer with a long haft is favored by dwarfs.

WHIP: A long, braided length of leather cord extending from a stout handle, the whip might have a metal cap or a hook at the end to tear at the skin.

You can use the whip to disarm, grab, drag, and trip. When you attack with the whip and get a critical success, the target takes 1d6 damage. Attacks made using a whip derive no benefit from bonus or extra damage.

Explosives

Bombs and grenades found their way into the borderlands and wreak havoc when detonated. Typical explosives are described below. For rules on throwing explosives, see the Throw action in Chapter 2.

BOMB: This iron sphere, about the size of a human head, is filled with explosive powder and fitted with a fuse. It takes 10 rounds to burn a full length of fuse, though you can shorten the fuse length to burn faster. You use an action to light the fuse and throw the bomb or set it on the ground within your reach.

The bomb detonates when the fuse burns down to deal 4d6 damage to everything within 5 yards of it. A creature in the area makes an Agility roll and takes half the damage on a success.

The explosion releases smoke that fills the air within 20 yards of the exploded bomb and lingers for 1 minute, creating heavy obscurement in the area. The sound of an exploding bomb travels up to 200 yards.

GAS BOMB: A fluid sloshes in this metal canister. You use an action to crack the canister and either throw it or set it down within your reach. For 1 minute, the canister releases poison gas that fills the air within 10 yards of the exploded bomb, creating moderate obscurement in the area. The gas remains for 1d6 minutes unless dispersed by wind.

The gas causes burns and blisters in exposed flesh. At the end of each round, any creature in the gas makes a Strength roll. On a failure, the creature takes 1d6 damage and becomes poisoned (luck ends).

A gas bomb has no effect if detonated while submerged in a liquid.

GRENADE: This is a smaller, stabler bomb made for throwing. At the end of the round, the grenade explodes to deal 2d6 damage to everything within 5 yards of it. A creature in the area makes an Agility roll and takes half the damage on a success.

The explosion releases smoke that fills the air within 5 yards of the exploded grenade, creating light obscurement in the area that remains for 1 minute. The sound of an exploding grenade carries up to 200 yards.

SMOKE BOMB: This cylindrical canister contains a fluid that combusts when exposed to air. You use an action to crack the canister and either throw it or set it down within reach.

Thick, black smoke spews from the canister for 1 minute, creating heavy obscurement within 10 yards of it. At the end of each round, each creature in the area makes a Strength roll. On a failure, the creature takes 1d6 damage from inhaling the smoke.

A smoke bomb has no effect if detonated while submerged in a liquid.

WILD FIRE BOMB: This canister holds a thick, gelatinous substance that ignites on contact with air. Once it burns, wild fire is almost impossible to extinguish, even if submerged in water.

You use an action to throw a wild fire bomb. The canister cracks open on impact with a solid creature, object, or surface, causing the substance to explode and deal 6d6 damage to each creature and object within 5 yards of it. Flammable objects take double damage and catch fire. A creature that would take this damage makes a luck roll and takes half the damage on a success, or catches fire on a failure. Fire started by the wild fire bomb ignores efforts to douse it for 1 minute.

Burning wild fire gives off smoke that fills the air within 10 yards of the exploded bomb, creating heavy obscurement for as long as the fire burns and for 1 hour after. At the end of each round, each creature in the area makes a Strength roll. On a failure, the creature takes 1d6 damage from inhaling the smoke. On a critical failure, the creature also becomes poisoned (luck ends).

EXPLOSIVES

UNCOMMON	PRICE
Bomb	5 sp
RARE	PRICE
Gas bomb	1 gp
Grenade	5 sp
Smoke bomb	1 gp
EXOTIC	PRICE
Wild Fire bomb	5 gp

UNSTABLE EXPLOSIVES

If you are carrying one or more explosives when you take 5 damage or more from fire or lightning, make a luck roll for each explosive you carry. On a failure, that explosive detonates. Grenades ignore this rule.

Clothing

Most people wear garments made from linen, wool, and leather. Silk, furs, and other fine materials appear in the garb of the wealthy. Clothing styles vary from land to land and depend on customs, available materials, and social expectations. In one place, a person's garb might be considered outlandish or scandalous, while in another the same outfit would be seen as conservative.

In the borderlands, common people favor loose, comfortable shirts worn under vests. They don trousers and skirts, and shoes made from leather with wooden soles. Many wear head coverings such as hats or scarves. In the warmest part of the year, they shed excessive clothing and favor bright colors.

People wear cloaks during the rainy season, which can also serve as blankets in a pinch. Cloaks might be hooded or not. In urban areas, cloaks have given way to long coats, jackets, and similar coverings.

A purchased set of clothing includes undergarments, the garments themselves, and outerwear such as cloaks, coats, and hats.

FANCY: The most expensive clothing, fancy dress includes elaborate costumes of silk, hair, and fur, often colored with expensive dyes. The finery worn by regents and aristocrats at major functions is fancy clothing.

INFERIOR: Cheaply made, inferior clothing includes the most basic apparel and is ill-fitting at that. It consists of a tunic for the upper body, breeches or skirt for the lower, and rag shoes, if any.

NORMAL: Any attire commonly found in an area counts as normal clothing. A set includes underclothes, trousers, a shirt and vest, or a dress with a shawl. The outfit also includes a hat or bonnet and a sturdy pair of shoes.

SUPERIOR: Fine materials cut in the latest fashion make up superior clothing. Such garb is suitable for a regent's court or in any events and circumstances that require fancy dress.

UNIFORM: Many organizations require members to wear uniforms, such as military units, priesthoods, magic-societies, centers of education, and so on. The style and appearance of uniforms varies with the organization, but all are made of good quality materials.

CLOTHING

COMMON	PRICE
Inferior	1 cp
Normal	5 cp
UNCOMMON	PRICE
Superior	1 gp
Uniform	1 sp
RARE	PRICE
Fancy	10+ gp

ACCESSORIES

Accessories include everything from cosmetics to jewelry.

COSMETICS KIT: People of higher classes use cosmetics to conceal blemishes and accentuate their looks. A cosmetic kit includes grease, powder, brushes, and the like, and lasts for a few months of regular use before it needs replacing.

JEWELRY: Any adornment worn to beautify or enhance one's appearance counts as jewelry. Pieces include rings, necklaces, torques, tiaras, bracelets, brooches, and more. Normal jewelry might be made from silver and gold and have semiprecious or precious gemstones. Superior jewelry includes finer materials with rubies, diamonds, sapphires, and emeralds, while inferior jewelry uses copper, bronze, glass, and so on. Prices for jewelry vary depending on artistry, composition, and materials, ranging from a few copper pieces for cheap items to many gold pieces for the finest creations. Jewelry retains its full value when sold.

MASKS: These can be dominos, mouth coverings, or elaborate headgear that covers the whole head to make the wearer resemble a devil or beast.

PERFUME: Sandalwood, jasmine, and other scents conceal the natural odors that arise from a population with odd superstitions about regular washing.

POMANDER: People with delicate constitutions find relief from the malodorous streets using these round cloth or linen bundles of scented herbs.

SOAP: A good bar of lye soap is always useful to stay clean and healthy.

TATTOO: The listed price for a tattoo buys you a piece of art with a simple design. Complex tattoos can be had at a greater price.

ACCESSORIES

COMMON	PRICE
Mask, cheap	1 cp
Mask, fine	5 sp
Perfume	1 sp
Pomander	5 cp
Soap, 1 bar	5 cp
UNCOMMON	PRICE
Cosmetics kit	1 sp
Jewelry	Varies
Tattoo	5 cp

PROSTHETICS AND WHEELED CHAIRS

Developments in technology grant partial or complete restoration of activity to those who have suffered the loss of or lack a limb or feature.

CLOCKWORK PROSTHETIC: Mechanisms of clockwork allow these expensive limbs a full range of motion for as long as the gears and cogs keep working. Installing the prosthetic requires a magical procedure that binds the machine to the flesh. The cost of installation is included in the price.

A creature can use an action to wind the key on a clockwork prosthesis. The key turns for 24 hours. However, if the wearer gets a critical failure for any roll, the wearer makes a luck roll. On a failure, the prosthesis suffers damage and loses functionality. A creature with a tool kit can repair the damaged limb in an hour by expending one set of spare parts.

A creature with at least one clockwork arm makes Strength rolls with 1 boon. A creature with at least one clockwork leg increases its Speed by the number of such legs it has.

CRUTCHES: A pair of crutches enable a creature that has lost the use of one or more legs or similar appendages the ability to stand up and move without having to crawl, as long as it still has at least one leg. The creature has half its normal Speed while using crutches and cannot take the run action.

PROSTHETIC: Ordinary prosthetics appear in various designs and quality.

A creature with a prosthetic hand and arm can carry items with it, but makes rolls to attack with 1 bane when using weapons with a two-handed grip.

A creature with a prosthetic leg and foot can stand up and move but cannot take the run action.

FALSE EYE, NOSE, TEETH: These cosmetic items replace the missing parts, though most are obviously not real.

WALKING STICK: This stout wooden stick is to aid balance and walking, and it functions also as an improvised weapon in a pinch. While using a walking stick, when you make an Agility roll to maintain your balance, the stick grants 1 boon on your roll.

WEAPON APPENDAGE: If you have a prosthetic arm or clockwork arm, you can attach a one-handed or off-handed weapon to it. Add the weapon's price to the base appendage cost. While it is attached, you cannot drop the weapon or be disarmed.

WHEELED CHAIR: A wheeled chair allows a creature who has lost the use of locomotive limbs to move freely by rolling the wheels attached to either side of the seat. A creature seated in a wheeled chair has a Speed of 1 + its Strength modifier (minimum 1). When such a creature takes the run action, it merely doubles its Speed.

PROSTHETICS AND WHEELED CHAIRS

COMMON	PRICE
Crutches	1 cp
False eye, nose, teeth	1 sp
Walking stick	1 cp
UNCOMMON	PRICE
Prosthetic	1 sp
Weapon appendage	1 gp*
EXOTIC	PRICE
Clockwork prosthetic	5–10 gp
Wheeled chair	5 sp

Gear

Torches, lanterns, coils of rope, and more help you overcome challenges.

ACID: A small glass bottle contains one of many different kinds of acid. You can use an action to pour out the contents or throw the bottle. Any creature or object (other than the container) that comes into contact with the acid loses 1d6 Health plus an extra 1 Health at the end of each round (luck ends). A creature losing Health in this way can end the acid's effect by washing it away with water or neutralizing it with lime.

ANTITOXIN: You can use an action to drink this substance, removing the poisoned affliction from yourself at the end of the round.

BACKPACK: A leather bag with shoulder straps, a backpack holds 8 items.

BEDROLL: This can be anything from a sleeping bag to a bundle of blankets.

BLOWGUN: A blowgun is a long tube with a mouthpiece fitted at an end. You can use an action to load the blowgun with a dart or needle, take a breath, and blow through the mouthpiece to propel the projectile at one creature or object within 10 yards. Make an Agility roll against the target's Defense. On a success, the projectile hits the target. A flesh and blood target takes 1 damage. Using a blowgun does not count as an attack.

CALTROPS: You can use an action to scatter caltrops on the ground within 5 yards of you. The caltrops remain until cleared away.

A creature moving onto a surface covered in caltrops makes an Agility roll with 1 bane. On a failure, the creature loses 1 Health and takes 1 damage for each yard it moves across the surface. On a critical failure, the creature also falls prone.

CANDLE: A lit candle burns for 8 hours. One lit candle sheds enough light to see something to which it is held close, while five lit candles shed faint light.

CANTEEN OR WATERSKIN: A canteen or waterskin holds liquid. While you have a canteen or waterskin and have ready access to water, you are immune to deprivation from thirst.

GEAR

COMMON	PRICE
Backpack	1 cp
Bedroll	1 cp
Blowgun	1 sp
Caltrops	5 cp
Candle (10)	1 cp
Canteen or waterskin	1 cp
Chain, 20 feet	1 sp
Chest	5 sp
Crowbar	5 cp
Flask	1/2 cp
Grapple	1 cp

COMMON	PRICE
Incense (bundle of 5 sticks)	1 cp
Knife	2 cp
Lantern	5 cp
Lime	1 sp
Manacles	1 cp
Mess kit	1 cp
Net	5 cp
Oil, pint	1 cp
Pitons (10)	5 cp
Pole, 10-foot	1 cp
Pouch	1/2 cp
Provisions	1 cp
Rope, 20 yards	5 cp
Sack	1/2 cp
Scroll case	5 cp
Spike, iron (3)	1 cp
Tent	5 cp
Tinderbox	1 cp
Torch (5)	1 cp
UNCOMMON	PRICE
Acid	5 sp
Antitoxin	1 gp
Compass	5 sp
Devil sticks (box of 20)	1 cp
Hourglass	2 sp
Lock and key	1 sp
Mirror, small	1 sp
Paper (5 sheets)	5 cp
Poultice	1 sp
RARE	PRICE
Poison	5 sp

CHAIN: A length of chain counts as 2 objects and has Health 20. A creature with Strength 15 or higher can take an action to make a Strength roll with 1 bane, snapping the chain on a success. You can use a chain as an improvised weapon.

CHEST: This large wooden box has a hinged lid and a lock on the front. It comes with a pair of keys. A chest can hold 50 items, but it counts as 6 items for the purpose of carrying limits.

COMPASS: A compass's iron needle points north.

CROWBAR: A crowbar grants 1 boon on Strength rolls to open doors and containers when using it. You can also use a crowbar as an improvised weapon.

DEVIL STICKS: Sold in boxes often printed with colorful labels and designs, devil sticks are thin lengths of wood that catch fire when drawn across a rough surface. Each stick burns for 1 minute and gives off enough light to see something held close to it.

FLASK: This is a small metal container with a screw cap. It can hold one pint of liquid.

GRAPNEL: You attach this heavy pronged device to a rope and throw it to catch onto a surface and thus enable climbing. To catch the grapnel on a suitable edge, you must get a success on a Strength roll.

HOURLASS: A wooden frame holds a pair of glass bulbs connected in the middle by a narrow neck. Sand sits in one bulb and, when it is flipped, fully drains into the empty bulb after about 1 hour.

INCENSE: You can use an action to light a stick or block of incense, which then burns for 1 hour and fills the air within 5 yards of it with a perfumed smoke strong enough to cover obnoxious odors.

KNIFE: A small bladed tool designed for cutting, trimming, and the like, a knife can serve as an improvised weapon.

LANTERN: A lantern has a square metal frame with glass panels that fits overtop an oil reservoir with a wick. The reservoir holds one pint of oil. Lighting the wick causes the lantern to cast dim light. It takes 8 hours to burn through a pint of oil.

LIME: Sold in bags, lime neutralizes acids on contact and can dissolve organic matter in time.

LOCK AND KEY: A heavy metal lock that comes with a key. The lock has Health 20.

MANACLES: A set of metal cuffs attached by a thick chain, manacles have a locking mechanism and a key. Manacles have Health 20. A creature with Strength 13 or higher can use an action and make a Strength roll to attempt to break free from manacles.

MESS KIT: A mess kit includes a plate, cup, knife, and fork that all fold up into a wallet.

MIRROR, SMALL: A small mirror has a polished, reflective surface.

NET: A net is a mesh made from rope that's used to ensnare targets. You can throw the net (see Chapter 2) at a creature by making a Strength roll against the target's Agility. (If the target is held, you get an automatic success.) On a success, the target becomes entangled in the net. While entangled, the target is weakened and its Speed drops to 2 if it's higher than 2. An entangled target can overcome the effect with a Strength or Agility roll or by cutting through the rope.

OIL, PINT: Sold in clay bottles with cork stoppers, oil protects gear, waterproofs leather, and serves as fuel for lanterns. Anything covered in oil that takes damage from fire automatically catches fire (luck ends).

PAPER: Parchment, papyrus, or genuine paper.

PITONS: You can hammer pitons into rock and thread rope through their loops to aid in climbing. Rope secured with pitons prevents climbers using it from falling. You need to place pitons within 2 yards of each other to gain their benefits.

POISON: One dose of a toxic substance created in a laboratory or found in nature. See Poison in Chapter 2 for more details.

POLE, 10-FOOT: Tapping a floor or prodding doors with this 1-inch diameter, 10-foot-long wooden pole might spring traps and reveal hazards from a distance.

POUCH: This small cloth bag can hold up to 1 item.

POULTICE: A poultice includes all the ingredients needed to make a healing compress. It takes 1 minute to prepare a poultice and apply it to a creature. After wearing a poultice for 1 hour, the creature heals 1d6 damage.

PROVISIONS: Foodstuffs can be rations of dried meats, nuts, hard bread, and dried fruit, or they might be fully cooked meals. While you have provisions, you are immune to deprivation from hunger. One purchase of provisions lasts one person until the end of a quest.

ROPE: Hemp, jute, or silk rope sells in 20-yard lengths. Cutting the rope requires dealing 5 damage or more to it using an edged weapon or 10 damage using a pointed weapon. A creature with Strength 15 or higher can break the rope by making a successful Strength roll.

You can spend 1 minute working with a rope of at least 10 yards in length to turn it into a lasso. You can use the lasso to grab a target within 5 yards of you. A target grabbed by the lasso can end the effect as normal, but can also end the effect by cutting the rope. If you have a target grabbed with your lasso and you attempt to drag it, you also knock the target prone on a critical success.

SACK: A typical burlap sack can hold 6 items.

SCROLL CASE: This wood-and-leather case protects up to ten sheets of paper or similar objects.

SPIKE: A 1-foot-long tapering length of iron. You can hammer the spike into stone to block doors or prevent them from closing. You can also wield a spike as an improvised weapon.

TENT: It takes 10 minutes to set up a tent and take it down. A tent provides shelter for up to two people.

TINDERBOX: This wooden box contains a piece of flint, a small steel bar, and several curls of wood shavings. It takes 1 minute of work using the tinderbox to start a flame. You can replenish the wood shavings at no charge.

TORCH: A typical torch is a bundle of twigs or length of wood wrapped with a naphtha-soaked rag. If you have a ready flame, you can use an action to light a torch. Otherwise, it takes 1 minute. A lit torch emits dim light for up to 2 hours.

You can attack with a torch as an improvised weapon. A lit torch deals an extra 1 damage from the flames and can cause flammable creatures or objects it touches to catch fire (luck ends).

Kits and Tools

You use kits and tools to make items and perform specialized activities.

ALCHEMIST'S KIT: A leather case containing a burner, alembics, flasks, and a manual, plus an assortment of magical substances. It counts as 3 items for the purpose of carrying limits.

BLOCK AND TACKLE: When used with a rope or chain, a block and tackle can help lift extremely heavy objects. A block and tackle counts as 3 items.

BOOK: A book contains writing on a subject. The listed price is for a book containing common knowledge. Uncommon books sell for 1 gp or more, rare books for 5 gp or more, and exotic books for 25 gp. The degree of rarity might grant you 1 or more boons on rolls to learn information about a related topic, or the book might contain the answer you seek.

KITS AND TOOLS

COMMON	PRICE
Block and tackle	5 cp
Dice set	1 cp
Garrote	5 cp
Healer's kit	2 sp
Heavy tool kit	2 gp
Ladder	2 cp
Tool kit	1 gp
UNCOMMON	PRICE
Book	1+ gp
Book, blank	1 sp
Cards, deck	1 sp
Crystal ball	1 gp
Disguise kit	1 sp
Holy water	5 sp
Lock picks	1 sp
Musical instrument	1+ sp
Spare parts	1 sp
Writing kit	1 sp
RARE	PRICE
Alchemist's kit	2 gp
Clock	1 gp
Flame-maker	5 sp
Forger's kit	1 gp
Magnifying glass	5 sp
Navigator's instruments	1 gp
Occultist's kit	5 sp
Pocket watch	2 gp
Spyglass	1 gp
EXOTIC	PRICE
Gas mask	5 sp

BOOK, BLANK: A heavy book with 100 blank pages.

CARDS: A typical deck of cards has seventy-eight cards, with twenty-two major arcana and fifty-six minor arcana cards divided into four suits. The suits are usually cups, pentacles, wands, and swords. The cards of the minor arcana include those numbered from 1 to 10, along with a page, knight, queen, and king to complete a set of fourteen. The major arcana cards typically correspond to those found in a typical tarot deck. Games of chance are played using the minor arcana only.

CLOCK: An ornate mechanical device used for keeping time. When fully wound, the clock operates for 1 week but loses 1d6 minutes every 24 hours.

CRYSTAL BALL: A sphere, about 6 inches in diameter, made from crystal, glass, or some other material.

DICE SET: A typical set of dice includes three to five six-sided dice carved from ivory, bone, or some other material. Each die side features a different number of pips, numbered 1 to 6. Other shapes of dice might exist with uncommon availability.

DISGUISE KIT: This kit contains greases, waxes, and other cosmetics to make someone appear other than who they are. A disguise kit has enough material to create five disguises.

You can create a disguise for yourself or for someone within your reach by expending a use from the kit. It takes 10 minutes of work to create the disguise. To disguise yourself, you must also have a reflective surface. When you finish, you or the creature becomes disguised until the disguise is removed, ruined, or thwarted.

A disguised creature appears to be someone else. The disguise can replace a person's coloration, apparent gender, blemishes, and so on with different ones. A disguise can increase apparent height by up to 6 inches or apparent weight by 20 percent.

The disguise holds up to casual visual inspection, but any kind of scrutiny enables a creature to make an Intellect roll and recognize the disguise on a success.

A creature wearing a disguise can use an action to remove it. Damage from fire, being submerged in water, or brisk activity such as combat ruins the disguise unless the wearer succeeds on a luck roll.

FLAME-MAKER: A small metal cube that can fit in the palm of your hand, the flame-maker has a hinged lid that opens to reveal a wick, wheel, and bit of flint. You can spin the wheel and cause a tongue of flame to appear that sheds faint light. The flame-maker has enough fuel to burn for 4 hours total, with each use counting as 1 minute of time. You can refill the flame-maker with a quarter-pint of oil.

FORGER'S KIT: A forger's kit contains everything one needs to make a copy of a simple document, invitation, and similar items. It includes enough material to make one forgery.

You can make a forgery of a document or similar object you can see. The time it takes to produce the copy varies from just a few minutes to several days, depending on the nature of the original item. Usually, creating the forgery requires a successful Intellect roll, with 3 or more banes depending on the original's complexity. Some forgeries might not be possible without a profession or materials, at the Sage's discretion.

A forger's kit counts as 2 items.

GARROTE: You can use this length of wire with wooden handles to choke the life out of your foe. If you are wielding a garrote when you attempt to grab a creature, on a success, the target loses Health equal to your Strength modifier (minimum 1), plus loses extra Health equal to your Strength modifier each time you maintain the grab. The target is affected by suffocation in addition to the grab's other effects.

GAS MASK: This heavy mask, made from rubber with two round filters near the mouth, helps clean the air you breathe. You can equip the mask as an action. The mask's filters work for a total of 4 hours, and you can replace a pair of filters for 1 sp. The filters make you immune to the effects of breathing in smoke, gas, and inhaled toxins.

HEALER'S KIT: A set of bandages, ointments, herbs, thread, and needles all carried in a leather satchel. You can use the kit to treat injuries. The healer's kit has 5 uses.

You can spend 1 minute treating a willing or unconscious creature. When you finish, expend a use from the kit and make an Intellect roll. On a success, the target heals 2d6 damage.

HEAVY TOOL KIT: A heavy tool kit includes a shovel, pick, and sledge for breaking up and clearing away dirt and rock. It counts as 6 items.

HOLY WATER: Sold in glass bottles etched with the symbol of the religion responsible for its blessing, each bottle contains one dose. Any demon, faerie, fiend, spirit, or undead splashed with holy water loses 2d6 Health. Any other kind of creature that drinks the liquid heals 2d6 damage.

LADDER: A standard ladder measures 18 feet long and has twelve rungs. When carried, a ladder counts as 6 items.

LOCK PICKS: A set of implements for opening locks, this kit includes files, bent wires, needles, screwdrivers, and other small tools.

It takes 1d6 minutes to pick an inferior lock, 2d6 minutes for a typical lock, and 4d6 minutes or longer for a superior lock. At the end of this time, make an Agility roll with 1 or more banes depending on the lock's complexity. On a success, you open the lock and can freely unlock and lock it. On a failure, it remains locked and attempts to try again result in automatic failures until after you rest.

MAGNIFYING GLASS: This glass lens in a metal frame with handle provides 10 times magnification of any object you examine through it.

MUSICAL INSTRUMENT: A musical instrument includes any easily carried device for making music, such as a lute, hand drum, fiddle, or pan pipes.

NAVIGATOR'S INSTRUMENTS: You can use this set of maps, sextants, and astrolabes to chart courses and avoid becoming lost. When traveling with these instruments, you can reroll one result of 1 on a die rolled to determine progress, but you must use the second result, even if it's another 1.

Navigator's instruments count as 2 items.

OCCULTIST'S KIT: An occultist's kit contains a pair of knives, a chalice, a pentacle, chalks for inscribing mystic diagrams and circles, and a set of ten black candles.

An occultist's kit counts as 2 items.

POCKET WATCH: A compact version of a clock, it is small enough to fit in your pocket. The item includes a thin chain.

SPARE PARTS: You can use spare parts to build and repair mechanical objects. Some talents enable you to expend spare parts to build objects. You can use a tool kit and a set of spare parts to repair one ordinary object within reach. It takes 1 minute to complete the repairs. When you finish, expend the set of spare parts and the target regains 2d6 Health.

SPYGLASS: A collapsible tube of brass and wood fitted with a set of lenses, the spyglass lets you see at a distance with 10 times magnification.

TOOL KIT: A tool kit includes a hammer, wrench, pliers, screwdrivers, an awl, and other tools used by crafters. It counts as 2 items.

WRITING KIT: A writing kit includes bottles of ink, pens, a knife, and a bag of fine sand.

Animals

Animals carry gear or riders, fight in battle, and might be companions. An animal you purchase becomes your companion and uses the rules presented below. An animal companion that becomes incapacitated dies at the end of the round. You can find animal stats on page 76.

ANIMALS AND ANIMAL GEAR

COMMON	PRICE
Bit and bridle	2 cp
Dog	1 sp
Harness	2 cp
Horse	5 gp
Pack animal	1 gp
Pet	1 cp
Saddle	1 sp
Saddle blanket	1 cp
Saddlebag	1 cp
RARE	PRICE
Hunting bird	1 sp
Warhorse	15 gp

BIT AND BRIDLE: You use a bit and bridle to control the steed you ride.

DOG: Smart and loyal, dogs make excellent companions and can be trained to perform in a variety of different roles. The commands a dog companion understands include such things as sit, fetch, stay, attack, heel, and the like.

HARNESS: You use a harness to tether an animal to a cart or wagon.

HORSE: Any large animal trained or otherwise willing to bear other creatures as riders uses the rules for a horse. Examples include horses, ponies, mules, camels, oxen, and similar creatures. A horse can learn commands as a dog.

HUNTING BIRD: These animals are used for hunting game and to aid owners in battle. You can use their rules for hawks, ravens, and owls.

PACK ANIMAL: Pack animals carry objects such as armor, weapons, and supplies needed for travel. Donkeys, ponies, mules, oxen, and horses are all common pack animals, while giant ants, flightless birds, and enormous worms represent more exotic offerings. See the dog entry for suitable commands.

PET: This is a small, harmless companion animal such as a mouse, rat, cat, ant farm, songbird, turtle, tapeworm, or fish in a bowl. Pets can be commanded but cannot attack.

SADDLE: A wood-and-leather seat to make riding steeds more comfortable. Saddles include stirrups.

SADDLE BLANKET: Such blankets are worn by a steed to cushion the saddle.

SADDLEBAG: A heavy leather bag that either straps onto the saddle or connects to another bag and placed over the back of a mount, a saddlebag can hold 8 items.

WARHORSE: Beasts trained to serve riders in battle are accustomed to the noise and scents of conflict and keep their cool while also lending aid in the struggle. Such steeds include chargers and destriers, giant breeds of dogs, trained bears, great cats, or more exotic animals. Most can wear armor as well, which can be had for four times the normal prices.

DOG**Defense:** 10, **Health:** 5**Attributes:** Strength 11 (+1), Agility 10 (+0), Intellect 8 (–2),
Will 10 (+0)**Size:** 1, **Speed:** 6**Senses:** Keen Scent**Melee Attack—Teeth:** Strength (+1) (1d6)**HORSE****Defense:** 9, **Health:** 30**Attributes:** Strength 13 (+3), Agility 10 (+0), Intellect 8 (–2),
Will 9 (–1)**Size:** 2, **Speed:** 6 (Mount)**Melee Attack—Hooves:** Strength (+3) (1d6)**HUNTING BIRD****Defense:** 13, **Health:** 5**Attributes:** Strength 8 (–2), Agility 11 (+1), Intellect 9 (–1),
Will 10 (+0)**Size:** 1/4, **Speed:** 6 (Fly)**Melee Attack—Talons:** Agility (+1) (1d6)**PACK ANIMAL****Defense:** 7, **Health:** 10**Attributes:** Strength 12 (+2), Agility 10 (+0), Intellect 8 (–2),
Will 9 (–1)**Size:** 1, **Speed:** 5 (Mount)**Melee Attack—Hooves:** Strength (+2) with 1 bane (1d6)**WARHORSE****Defense:** 9, **Health:** 30**Attributes:** Strength 13 (+3), Agility 10 (+0), Intellect 9 (–1),
Will 11 (+1)**Size:** 2, **Speed:** 5 (Mount)**Melee Attack—Hooves:** Strength (+3) (2d6)

Vehicles

Vehicles haul gear, make travel easier, and provide shelter from the elements. A vehicle is an object. When it moves, its Defense equals half the driver's Agility score. Each 10 items of storage space can instead hold a passenger.

Rules for vehicles and travel appear in *Secrets of the Weird Wizard*.

CARRIAGE: This ornate conveyance allows passengers to travel in comfort and style. A typical carriage has a cabin with cushioned seats inside, doors to either side, and a bench in the front with a pair of lanterns to help the driver see at night. It takes two to four horses to pull a carriage. The cabin can hold up to six passengers and the bench can hold two people, one of whom drives. Most carriages have steps on the outside on which guards might stand. The cabin's roof has room enough to store 30 items.

CART: A two-wheeled conveyance used for hauling materials, a cart takes one horse or similar animal to draw. It can hold 30 items. A cart can travel across roads, paths, and relatively obstacle-free terrain, but does not improve the rate of progress.

CYCLE: This two-wheeled conveyance moves when the driver pedals the gears. A cycle can carry one person.

GALLEON: A large sailing vessel, a galleon boasts three or four masts with square rigging, and two or three decks. It can carry 500 tons of cargo. The ship measures up to 150 feet in length and 30 feet in width, and rises about 45 feet above the water. To sail a galleon, you need a crew of at least 200 sailors.

ROWBOAT: This small craft has room enough for six people. At least one person must move the boat by using the oars.

SAILBOAT: A modest-sized boat with one or more sails to catch the wind, this vessel can hold eight people and has cargo space for 20 items. For a sailboat to move, it must have at least one person tending the sails and one steering.

WAGON: Larger than a cart, a wagon features an open bed with a bench in front situated atop four wheels. It can hold 40 items. A wagon can travel across roads, paths, and relatively obstacle-free terrain, but does not improve the rate of progress.

VEHICLES

COMMON	SPEED	HEALTH	PRICE
Cart	2	20	5 gp
Rowboat	4	20	1 sp
Sailboat	6	80	35 gp
Wagon	8	60	10 gp
UNCOMMON	SPEED	HEALTH	PRICE
Carriage	12	120	35 gp
Galleon	10	480	125 gp
RARE	SPEED	HEALTH	PRICE
Cycle	10	10	5 gp

HIRELINGS

Some people have specialized training that makes them valuable to an expedition. The listed price for a hiring employs the individual for one quest. Hirelings perform the services for which they are hired but might be convinced to do more if well treated; conversely, they might do less or even quit if they suffer poor treatment. As humans have the largest population in the Borderlands, most hirelings are assumed to be human. All hirelings speak Common, plus any other languages the Sage decides.

HIRELINGS

COMMON	PRICE
Laborer	5 cp
Professional	1 sp
UNCOMMON	PRICE
Bodyguard	2 gp
RARE	PRICE
Hedge mage	5 gp

BODYGUARD: These trained warriors protect their employers and take risks, even sacrificing themselves if need be. Bodyguards do not throw their lives away for no reason, though; employers who show no regard for their safety might end up with no protection at all.

HEDGE MAGE: Hedge mages hire out spells for a steep price and cast them as needed. In addition to Common, a hedge mage also knows Arcane.

LABORER: Workers, drivers, pilots, stevedores, porters, sailors, butchers, servants, valets, and more fill the ranks of laborers.

PROFESSIONAL: Any commoner with special training counts as a professional. These characters include guides, entertainers, healers, and scholars.

BODYGUARD

Defense: 17 (mail, shield), **Health:** 40

Attributes: Strength 12 (+2), Agility 11 (+1), Intellect 10 (+0), Will 11 (+1)

Size: 1, **Speed:** 5

Weapons: A bodyguard typically carries a sword and a dagger. The bodyguard rolls to attack with 1 boon.

HEDGE MAGE

Defense: 10, **Health:** 10

Attributes: Strength 10 (+0), Agility 10 (+0), Intellect 11 (+1), Will 11 (+1)

Size: 1, **Speed:** 5

Weapons: A hedge mage typically carries a dagger.

Spells: A hedge mage knows three novice spells of the Sage's choice.

LABORER

Defense: 10, **Health:** 5

Attributes: Strength 10 (+0), Agility 10 (+0), Intellect 10 (+0), Will 10 (+0)

Size: 1, **Speed:** 5

Weapons: A laborer typically carries a dagger, hatchet, or hammer.

PROFESSIONAL

Defense: 10, **Health:** 5

Attributes: Strength 10 (+0), Agility 10 (+0), Intellect 11 (+1), Will 10 (+0)

Size: 1, **Speed:** 5

Weapons: A professional typically carries a dagger.

Magical Items

Any object that carries a magical effect, permanent or temporary, counts as a magical item. Although creating magical items takes an investment of time and resources, magic's abundance makes such items available anywhere one might find a witch with a cauldron, an alchemist with a laboratory, or an artificer with a workshop.

Magical items described here come in three types: consumables, inscriptions, and trinkets. In addition, the Sage has access to oddities, relics, and artifacts, each of which is a potent item that might be exotic or unique. The items described in the following pages represent but a small sample of the kinds of things one might purchase in a shop or find in treasure.

Consumables

Consumables are any substances imbued with magic that's released on its consumption. Consumables have strange flavors, come in wild colors, and give off odd odors. Consumable names indicate their effects. Elixirs tend to cure the body, while philters affect the mind. Potions transform body or mind.

You can perform the use an item action to either consume or administer to one willing or unconscious creature one consumable you hold or carry on your person in a place from which you can retrieve it easily.

A superior consumable has double efficacy. It lasts twice as long, heals twice as much damage, and the like. If you consume an inferior consumable, make a luck roll with 1 bane. On a success, the consumable works as described. On a failure, the consumable has no effect. On a critical failure, you lose 1d6 Health and become poisoned (luck ends).

ELIXIR OF HEALING: At the end of the round, you heal 1d6 damage.

ELIXIR OF HEALTH: At the end of the round, you heal 4d6 damage and regain 1d6 Health. Then, for 24 hours, you roll with 1 boon when you would resist infection and being poisoned.

PHILTER OF COURAGE: At the end of the round, you become Intellect impaired for 1 hour. While you have this affliction, you are immune to the frightened affliction, and you make Strength and Agility rolls with 1 boon.

PHILTER OF GOOD FEELING: At the end of the round, you become friendly to all creatures for 8 hours. If you are harmed, the effect ends early.

PHILTER OF RAGE: At the end of the round, you become Intellect impaired and unfriendly to all creatures for 1 minute, but, during this time, you roll to attack with 1 boon and you take half damage from one source each round. The effect ends early if you become frightened.

POTION OF CLARITY: At the end of the round, you gain the Awareness 5 trait for 1 hour.

POTION OF INVISIBILITY: At the end of the round, you become invisible for 1 minute. The effect ends early if you harm another creature.

POTION OF MIGHT: At the end of the round, you feel strength and power flow through your body for 1 hour. You make Strength rolls with 1 boon, impose 1 bane on rolls made against your Strength, and have +1d6 Bonus Damage. The effect ends early if you become poisoned.

POTION OF SPEED: At the end of the round, your Speed increases by 5. In addition, you make Agility rolls with 1 boon and impose 1 bane on rolls made against your Agility. The effect wears off after 1 hour but ends early if you become held.

CONSUMABLES

COMMON	PRICE
Elixir of Healing	5 sp
UNCOMMON	PRICE
Elixir of Health	1 gp
Philter of Courage	1 gp
Philter of Good Feeling	1 gp
Philter of Rage	1 gp
Potion of Clarity	1 gp
Potion of Invisibility	1 gp
Potion of Might	1 gp
Potion of Speed	1 gp

PREPARING CONSUMABLES

You prepare a consumable by distillation, infusion, brewing, cooking, baking, or the like, a process that takes time, special ingredients, and a related profession or path. You can prepare a consumable from ingredients with availability one step lower than the consumable's (minimum common availability) and that cost one-quarter the consumable's price. With the ingredients assembled, you spend 1 hour working with an alchemist's kit per gp of the consumable's final price. When you finish, you produce a single dose of the consumable.

Inscriptions

Inscriptions are spells in written form. An inscription is written in the Arcane script. Inscriptions can appear on scrolls, on tablets, and inside the pages of tomes and books.

An inscription has a number of castings equal to the number of castings that learning a spell once would grant. Once the last casting has been expended, the inscription disappears.

USING INSCRIPTIONS: If you can read Arcane, you can use an action to attempt to cast the spell. If you know the spell, you cast it and resolve its effects.

If you don't know the spell, make an Intellect roll. You make this roll with 1 boon if the spell is of a tier lower than yours, or with 1 bane if the spell is of a higher tier. On a success, you cast the spell. On a failed roll, make a luck roll and find the result on the Inscription Mishaps table.

INSCRIPTION MISHAPS

LUCK ROLL	EFFECT
1 or less	The script blazes and explodes, throwing magical energy from the surface on which the inscription appeared out in a 5-yard radius. The inscription disappears, the spell has no effect, and each creature and object in the area of the explosion takes 2d6 damage for a novice spell, 4d6 damage for an expert spell, or 8d6 damage for a master spell.
2–5	The script lifts from the page and swirls around you, the symbols plunging into your body. The inscription disappears, the spell has no effect, and you take 1d6 damage for a novice spell, 2d6 for an expert spell, or 4d6 for a master spell.
6–9	What seemed a successful casting turns out to be a failure: the inscription fades from the surface on which it was written, and the spell has no effect.
10 or more	You nearly botched the reading, but stopped yourself before you could ruin the inscription. Nothing happens and the inscription remains.

INSCRIPTIONS

UNCOMMON	PRICE
Novice	1 gp
RARE	PRICE
Expert	5 gp
EXOTIC	PRICE
Master	25 gp

WRITE AN INSCRIPTION

You can write an inscription of any spell you have learned provided you have the time and materials. You need a writing kit, knowledge of the Arcane script, special inks worth half the inscription's price, something to hold the inscription such as paper or a tablet, and a period of time determined by the spell's tier: 1 hour for a novice spell, 2 hours for an expert spell, or 4 hours for a master spell. When you finish, you expend a casting of the spell to imbue the inscription with magic that lasts until expended.

IDENTIFYING TRINKETS

Normally, a trinket's seller can tell you how to use it, but when you find one in treasure, identifying its properties might take some effort. Spending 1 minute experimenting with the object enables you to make an Intellect roll. On a success, you learn its traits. On a failure, you must use some other method to discover what it does. Often the best way is through experimentation—pushing buttons, shaking it, or using it in a manner that seems intended.

Trinkets

Trinkets are magical items that produce specific effects or enhance an item's normal capabilities. Some trinkets bestow traits for as long as you wear or carry them, while others require you to perform the use an item action. In addition to trinkets, you might find oddities, relics, and artifacts, all of which are detailed in *Secrets of the Weird Wizard*. Trinkets count as superior items and benefits granted are in addition to the normal benefits of being such.

You can have any number of trinkets. Many require you to wear them, in which case you can wear only one trinket on a particular part of your body and, if the trinkets come in a pair, you must wear both to gain their benefits. In other words, you have to wear both gloves in a pair and you cannot benefit from two pairs of gloves at a time. Let common sense be your guide.

AMULET OF PROTECTION: This medallion hanging from a silver chain has the shape of an open eye. If you are wearing the amulet when you become cursed, make a luck roll with 1 boon. On a success, you end the cursed affliction.

APOTROPAIC BROOCH: Numerous lines form a complex pattern on this faintly glowing brooch. While you wear the brooch, you take half damage from magical sources, impose 1 bane on rolls made against you from magical sources, and make rolls to resist magical effects with 1 boon.

BELT OF SCALES: A thin length of snakeskin with a coiled serpent for its buckle, this belt adjusts to fit the wearer. You have the Slippery trait while you wear it.

BELT OF STRENGTH: This wide, thick leather belt has a dinged and dented bronze buckle. It resizes to fit its wearer. While you wear this belt, your Strength is 15 if it is normally lower than 15.

BLOODTHIRSTY BLADE: This sword features a long blade with a fuller down the center to carry blood to its yawning mouth-shaped guard. It uses the rules for a sword but also has the Brutal trait. In addition, when you use it to attack an injured target, you roll with 1 boon.

BOTTOMLESS BAG: This bag has a 1-foot-diameter opening and can hold up to 20 objects of the opening's diameter or smaller. Objects placed in the bag have no weight. A creature placed inside the bag vanishes, never to be seen again. Finally, if the bag is damaged, everything it carried falls out through the opening, the magic dissipates, and the bag becomes an ordinary scrap of fabric.

CARNAGE AXE: The wide, crescent shaped blade of this axe shows heavy use by its many notches and stains. It uses the rules for a battle axe but also has the Slashing trait. In addition, whenever your attack with this weapon causes a creature to become injured or incapacitated, you can use a reaction to make another attack against a target within reach. This attack deals 3d6 damage and does not benefit from expending Bonus Damage. If there is no other target in reach, the axe drags you 1d6 yards toward the nearest enemy, if there is one.

CHAMELEON CLOAK: A hooded cloak of some fine gray fabric that moves like water through your hands. If you are hidden while you wear this cloak, you are also invisible until you are no longer hidden.

CIRCLET OF THOUGHT: Sigils decorate this thin loop of silvery steel, which stretches or shrinks to fit your head. While you wear the circlet, your Intellect is 15 if it is normally lower than 15.

COLLAPSIBLE BOAT: What appears to be a small wooden cube unfolds when you use an action and speak the command word to become a rowboat on a surface within reach or folds itself back up into its cube shape.

ENCHANTED ARMOR: The magic imbued in this armor increases your Defense by 1 when you wear it.

ENCHANTED WEAPON: The magic imbued in this weapon grants you 1 boon on rolls to attack with it.

FIRE OPAL DIADEM: The bright jewel set in this headpiece gleams in the shadows and darkness. While you wear the diadem, you shed faint light and, whenever you would take damage from fire, roll 2d6 and reduce the damage by the total of the roll (to a minimum of 0).

FLAMING SWORD: The blade of this sword has a wavy edge and feels warm to the touch. It uses the rules for a long sword but lacks the Slow trait.

When you attack with this sword, you can choose to have the blade erupt in flames that burn for 1 minute, shedding dim light. Your attacks with this weapon deal an extra 1d6 damage from the flames. In addition, whenever you get a critical success on an attack made using this weapon, the target also catches fire (luck ends).

Once you use this aspect of the weapon's effects, you lose access to it for 1 hour.

FLYING CARPET: Unrolling the carpet reveals a distinctive weave showing colorful birds in flight. An unrolled carpet is 9 feet wide and 12 feet long. It can seat up to twelve Size 1 creatures.

A creature sitting on the carpet can speak the command word and become the pilot. The carpet can fly and hover. Performing the use an item action allows the pilot to fly the carpet in any direction, using the pilot's base Speed.

GHOST SHOES: These soft shoes have padding on the soles and adjust their size to fit your feet. While you wear the shoes, you have the Silent trait.

GLOVES OF CLIMBING: These leather gloves fit snug over your hands, and with a gesture, sprout bristling spines to help secure your grip. While you wear these gloves, you have the Climber trait.

GLOW SPHERE: While you hold this fist-sized orb of opaque white glass, you can use an action to cause the sphere to cast bright, dim, or faint light until you dismiss the light as a minor activity.

HAMMER OF DOOM: This war hammer's head has notches and grooves on either side to rend the flesh even as it shatters bone. It uses the rules for a war hammer but also has the Brutal trait. In addition, whenever you deal damage with this weapon, roll one additional time and use the higher amount.

HELM OF LEADERSHIP: While you wear this helmet forged from steel and etched with images of battle, you emit an aura that spreads through a Size 3 space centered on you. Allies in the aura roll to attack with 1 boon.

ICON OF FAITH: A painting of a martyr's likeness appears on this wooden board. While you are not injured and you are carrying the icon, you roll to attack with 1 boon, but you are Will impaired.

INVULNERABLE PLATE: The components making up this suit of plate armor have runes of warding etched into them. When you would take damage while wearing this armor, you can choose to make a luck roll. On a success, you take no damage. Regardless of the result, you lose access to this benefit for 1 minute.

KRAKEN SKULL: Constructed from corroded copper and wrought to look like a kraken, this helmet adjusts to fit your head. While you wear this helmet, you have the Swimmer trait and you can breathe while submerged in water.

MANTLE OF COURAGE: You feel braver while you wear this dark blue shirt. The mantle renders you immune to the frightened affliction.

MASK OF TONGUES: A delicate porcelain mask that changes shape when worn to match the contours of your face. While you wear the mask, whenever you speak, anyone who hears you and knows at least one language understands what you say.

NIGHT EYES: A pair of spectacles with black lenses that clear in shadowy conditions. While you wear these lenses in an area of bright light, you cannot see. While wearing them in darkness, you have the Dark Vision trait.

RING OF INVISIBILITY: This simple gold band feels heavy when held. While you wear the ring, you can use an action to become invisible to all creatures except demons, fiends, and spirits. You remain invisible until you harm a creature, at which point the ring becomes an ordinary ring for 24 hours.

SCOUNDREL CLOAK: This cloak of many colors shimmers in the light. While you wear it, you can expend your move to teleport to an empty space you can see within 10 yards. Once you do so, the cloak becomes an ordinary garment for 1 minute.

SERPENT ROPE: The slender cord of this 50-foot length of rope looks too thin to bear any weight, but it shows itself stronger than that woven from hemp. You can use an action and speak the command word to direct the rope to knot or untie itself, gather itself in a tidy coil, or send one end slithering up or across a surface and attach to something at the top or side.

SHIELD OF WARDING: While you wield this shield with a heraldic device depicting a stone tower, you impose 1 bane on rolls made to attack allies within your reach.

SKELETON KEY: A hand-sized key carved from bone with a skull-shaped handle, it fits into any lock. You can use an action to place this key into any lock you can reach. The lock unlocks or locks as you choose. Each time you use the key after the first, make a luck roll. On a failure, the key breaks and its magic departs.

TALISMAN: A protective charm is attached to a chain for wearing around the neck or wrist. If you are wearing a talisman when you make a luck roll, you can roll with 1 boon. If the roll fails, the talisman becomes an ordinary bauble for 24 hours. After the talisman is used 3 times, it becomes an ordinary object.

WIDDERSHINS: This doorknob is made from gold and wrought into the form of a grinning fey face. As an action, you can place the doorknob on a flat surface and turn it counterclockwise while thinking of a place you have visited at least once before. An outline of a door, up to 7 feet tall and 3 feet wide, forms on the surface, then opens and connects to a surface of the Sage's choice in the place you imagined. The door remains open until you close it and turn the knob clockwise, which causes the door to disappear.

WINGED SHOES: Tiny feathered wings sprout from the sides of these soft leather shoes. While you wear these shoes, you take no damage from landing after a fall and you ignore challenging terrain on the ground when you move.

TRINKETS

UNCOMMON	PRICE
Enchanted Armor	5 gp*
Enchanted Weapon	5 gp*
Fire Opal Diadem	5 gp
Gloves of Climbing	5 gp
Glow Sphere	5 gp
Night Eyes	5 gp
Talisman	5 gp

*Add this price to the price of a superior item.

RARE	PRICE
Amulet of Protection	15 gp
Bloodthirsty Blade	15 gp
Bottomless Bag	15 gp
Chameleon Cloak	15 gp
Collapsible Boat	15 gp
Flaming Sword	15 gp
Ghost Shoes	15 gp
Icon of Faith	15 gp
Kraken Skull	15 gp
Mask of Tongues	15 gp
Serpent Rope	15 gp
Shield of Warding	15 gp
Skeleton Key	15 gp

EXOTIC	PRICE
Apotropaic Brooch	50 gp
Belt of Scales	50 gp
Belt of Strength	50 gp
Carnage Axe	50 gp
Circlet of Thought	50 gp
Flying Carpet	50 gp
Hammer of Doom	50 gp
Helm of Leadership	50 gp
Invulnerable Plate	50 gp
Mantle of Courage	50 gp
Ring of Invisibility	50 gp
Scoundrel Cloak	50 gp
Widdershins	50 gp
Winged Shoes	50 gp

Chapter 4

Magic

Magic makes possible the impossible. With magic, one can cause fire to explode at some distance away, cause a sailboat from somewhere else to appear on the surface of the lake they need to cross, or meddle with the workings of time, space, and the very laws designed to make the universe both predictable and understandable. Magic, though, comes in and disrupts reality's normal operations. Magic breaks the rules.

If magic is to belong to reality, it ought to obey the same rules that govern creation, yet magic can overwrite those rules, if only for brief moments. What is magic, then? How is this even possible? The devotees of Abraxus claim that their god bestowed magical knowledge onto creation and was summarily punished for giving mortals access to the province of the divine. Many alchemists believe magic sources from residual energies leftover from the world's creation. Some believe magic comes from beyond this realm, bleeding in from some dark, hateful place and represents external efforts to unravel the world and, even, the entire universe. Magic could be a natural force, could have some alien origin, be exclusive to Erth or could be found across the cosmos.

Attempts to codify and categorize magic gave rise to magical traditions known throughout the world. Each tradition owns one or more spells that share the same theme. Pyromancy, for example, encompasses fire magic, while Psychomancy claims psychic or psionic magic. Students of magic strive to discover one or more traditions and thus gain knowledge of the magic it represents.

Knowledge of a tradition grants access to magical talents and the ability to cast spells. The magical talent demonstrates an instant and lasting benefit for having discovered the tradition, while spells represent clear expressions and techniques for using the magic related to that tradition. Spells have limited usage, represented by their castings. Once you run out of castings, you exhaust the magic of that spell, which puts it out of reach until you replenish that magic.

This chapter presents thirty-three traditions of magic. Each tradition offers four magical talents and eighteen spells divided into three tiers: novice, expert, and master. You can find more information on discovering traditions, the benefits from doing so, and how to learn spells in Chapter 1.

Aeromancy

If you listen, you can hear the wind speak. From the moment you first heard the moaning words, the shrieks, and the whispers, you committed yourself to learning the language. As your knowledge grows, so does your command of the air. You can call forth the wind to assail your foes or blast them apart with crackling lightning.

TRADITIONS OF MAGIC

TRADITION	DESCRIPTION
Aeromancy	Wind and weather
Alchemy	Object creation and transformation
Alteration	Transformation and enhancement
Animism	Nature
Astromancy	The sun, stars, and moons
Chaos	Randomness and uncertainty
Chronomancy	Time
Conjuration	Bringing forth and sending away
Cryomancy	Cold and ice
Dark Arts	Cruelty, pain, suffering
Destruction	Ruin and disaster
Divination	Prediction and espionage
Eldritch	Strange, alien powers
Enchantment	Manipulation and control
Evocation	Uttering words of power
Geomancy	Earth and stone
Hydromancy	Water

TRADITION	DESCRIPTION
Illusion	Deception
Invocation	Calling upon the gods for aid
Necromancy	Death and undead
Oneiromancy	Dreams
Order	Law, force, and predictability
Primal	Beasts and violence
Protection	Defensive effects
Psychomancy	Mind, psychic powers
Pyromancy	Fire
Shadowmancy	Darkness
Skullduggery	Subterfuge, tricks, and deceit
Spiritualism	Spirit World and spirits
Symbolism	Runes and symbols
Technomancy	Technology
Teleportation	Travel
War	Combat

AEROMANCY TALENTS

Jolt (Magical): You can use an action to fling crackling lightning from your hand. Target one creature or object within 10 yards. Make a Will roll with 1 boon against its Agility. On a success, the target takes 1d6 damage, and becomes confused until the end of your next turn. The target takes 2d6 damage at level 3, and 5d6 damage at level 7. If the result of your roll is a critical success, the target takes an extra 1d6 damage.

Soaring Leap (Magical): You can use this talent when you move at least 1 yard. You gain the Fly trait until the end of your turn. If you are still flying at the end of your turn, you gently descend until you reach a surface on which you can stand. Once you use this talent, you lose access to it (luck ends).

Wind Hammer (Magical): You can use an action to send a skirling wind out from your hand. Target one Size 5 space within 10 yards. Each unsecured object of Size 2 or smaller is pushed 5 yards. Each creature in the target space makes a Strength roll. A creature rolls with 1 boon for each point of Size it is larger than 2. On a failure, you push the creature 5 yards. Once you use this talent, you lose access to it (luck ends).

Words on the Wind (Magical): You can perform a ritual to speak to the wind, during which time you choose a place you have seen at least once. When you finish, you speak up to 30 words and wind carries them away, traveling 1 mile per minute until it reaches its destination, or the effect ends after 1 hour. If the wind reaches the destination, it repeats your words at the volume you used when you uttered them.

Novice Aeromancy Spells

CACOPHONY

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: Instantaneous

Thunder booms. Each creature in the target space takes 1d6 damage, while each object in it takes 3d6 damage. A creature also makes a Strength roll. On a failure, the creature takes an extra 2d6 damage and becomes deafened (luck ends). The noise of this spell carries 1 mile.

FORKED LIGHTNING

CASTINGS: 1

TARGET: One or two creatures or objects within 15 yards

DURATION: Instantaneous

A forked bolt of lightning leaps from your hand. For each target separately, make a Will roll with 1 boon against its Agility. On a success, the target takes 5d6 damage. On a critical success, the target takes an extra 1d6 damage.

STILL THE AIR

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: 1 hour

Silence descends on the target space. No sound emanates from inside it and no sound from outside reaches into it. Any activity that requires vocalizations performed inside the target space, such as the casting of spells, has no effect. Alternatively, you can expend the casting of this spell to target up to three creatures in reach. Each gains the Silent trait for 1 hour.

WIND BLAST

CASTINGS: 3

TARGET: One creature or object within 10 yards

DURATION: Instantaneous

You gather the wind and release it to go screaming away from you. If you target an object and the object is secured, it takes 2d6 damage. An unsecured object is pushed 1d6 yards. If you target a creature, make a Will roll against the target's Strength. On a success, the target takes 1d6 damage, is pushed 1d6 yards, and falls prone. On a critical success, the target takes an extra 1d6 damage.

WIND WALK

CASTINGS: 3

TARGET: You

DURATION: 1 minute

You find purchase for your steps in the air. You can move in any direction and remain there. If you fail to stand on a solid surface that can support your weight when the spell ends, you fall.

WIND WALL

CASTINGS: 1

TARGET: One line-shaped space, up to 10 yards wide, 10 yards tall, and 1 yard thick originating from a point within 10 yards

DURATION: 1 minute

Strong wind blows through the target space. The noise it creates drowns out all sounds quieter than a shout. A creature that would move through the space makes a Strength roll, rolling with 1 boon for each point of Size above 3. On a failure, the creature is pushed back to the nearest empty space and its Speed becomes 0 until the end of the round. Finally, the wind imposes 3 banes on rolls to attack targets behind the target space using ranged attacks.

Expert Aeromancy Spells

FLY

CASTINGS: 3

TARGET: You

DURATION: 1 hour

You leap into the air and gain the Fly and Hover movement traits. If you are airborne when the spell ends, you gently descend until you land on a solid surface that can bear your weight.

GALE FORCE WINDS

CASTINGS: 1

TARGET: Up to three contiguous Size 5 spaces, all within 30 yards

DURATION: 1 minute

Deadly winds blow through the target spaces. In addition to the normal effects created by wind, each creature in a target space takes 2d6 damage when you cast the spell and again at the start of each of your turns. When an injured, Strength impaired, stunned, unconscious, or weakened creature starts its turn in one of the target spaces, the wind pushes it 5 yards. Finally, the wind increases the number of banes imposed on rolls to attack to 3, if either the attacker or the target of the attack are in a target space.

LIGHTNING BOLT

CASTINGS: 3

TARGET: One creature or object within 30 yards

DURATION: Instantaneous

You hurl a crackling bolt of lightning from your hand. The target takes 4d6 damage. Then, make a Will roll with 1 boon against the target's Agility. On a success, the target takes an extra 4d6 damage. On a critical success, the target also catches fire and becomes vulnerable (luck ends both).

SWORD OF AIR

CASTINGS: 3

TARGET: One sword or sword-like weapon you hold

DURATION: 1 hour

Elemental air flows into the sword so that it moans whenever you swing it. When you attack with the weapon, you can choose the target from among those within 5 yards of you (the sword leaps from your hand, strikes, and returns), use any attribute for the roll to attack, and roll with 1 boon. The sword's damage increases by 2d6. Finally, while you hold the sword you increase your Speed by 3 and you have the Strider movement trait.

UNEXPECTED UPDRAFT

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: Instantaneous

A deadly gust of wind throws everything inside the target space up into the air. Each Size 3 or smaller creature and unsecured object in the target space flies 10 yards straight up and then falls. If an obstacle would prevent the creature or object from flying the full distance, it slams into the obstacle, taking 1d6 damage for each yard it was prevented from moving. Creatures suffer the normal effects from landing after a fall.

WHIRLING WIND

CASTINGS: 1, reaction when you start your turn

TARGET: You

DURATION: 1 minute

A powerful wind blows around you. The wind increases your Speed by 6 and grants you the Slippery trait. In addition, it imposes 3 banes on rolls to attack you and grants you 1 boon on Agility rolls. Finally, whenever you stop moving after you run, you create a thunderous noise that deals 1d6 damage to each creature and object within 1 yard of you. A creature makes a Strength roll. On a success, the creature takes no damage. On a failure, the creature becomes deafened until the end of your next turn and is pushed 1 yard.

Master Aeromancy Spells

BECOME THE WIND

CASTINGS: 3, reaction at the start of your turn

TARGET: You

DURATION: 1 minute

You transform into a being formed from semi-solid air. While in this form, you are invisible, have the Fly and Hover traits, and you take half damage from ordinary sources. Finally, you can move through any opening wide enough to permit the passage of air.

CLOUD CHARIOT

CASTINGS: 1, perform a ritual

TARGET: One empty Size 3 space on the ground within 10 yards

DURATION: 24 hours

Mist forms in the target space, gradually taking the shape of a chariot drawn by four steeds. Although they appear to be made from water vapor, they are solid. The chariot is a vehicle that can hold any number of creatures whose total Size is 10 or less. It has Speed 8 and has the Fly trait. Anything in the chariot when the spell ends gently floats down to land on the nearest surface under it that can bear its weight.

CONTROL WEATHER

CASTINGS: 1, perform a ritual

TARGET: A space, 100 miles long and wide, 10 miles high, resting on the ground with you at the center

DURATION: 24 hours

You change the weather in the target space. Typical changes to the weather are described below; other effects might be possible, with the Sage's consent and with effects determined by the Sage.

- The temperature climbs until unprotected creatures in the area become affected by exposure. The increase in heat causes snow and ice to melt after a few minutes, and steam creates moderate obscurement in all spaces containing the melting snow and ice for 1 hour. The sudden appearance of liquid water might cause flooding, as the Sage decides.
- The temperature drops until unprotected creatures in the area become affected by exposure. The increase in cold causes liquid water to freeze and precipitation to fall as snow or ice. The sudden temperature change could cause containers that hold liquid to burst.
- Heavy clouds gather above you and release precipitation in a form suitable for the season. You determine the intensity of the precipitation, from a gentle mist to a torrential downpour. Falling snow and ice might create areas of challenging terrain, and heavy rain can cause flooding.
- A storm rages through the area, causing heavy rain, hail, wind, lightning, and thunder. While you can see the storm, you can use an action to call down a bolt of lightning to strike a creature or object you can see. The target takes 5d6 damage and makes an Agility roll. On a failure, it takes an extra 5d6 damage.
After you call down the lightning, you can do so again after 1d6 minutes.
- You cause strong wind to blow through the area. The wind might uproot trees, flatten wooden structures, and make travel in the area impossible, as you choose.
- You can create clouds in the sky or remove them. You can shape the clouds so that they look like castles, creatures, or even words. You can change the color of the sky, make it seem as if the stars have changed position, or dim the light of the sun so that it appears eclipsed. You can make the moon appear in any phase you choose.

LEAPING LIGHTNING

CASTINGS: 1

TARGET: Up to five creatures or objects all within a Size 5 space within 30 yards

DURATION: Instantaneous

A hissing, spitting bolt of lightning leaps from your outstretched hand. Choose one of the targets and make a Will roll with 1 boon against its Agility. On a success, the target takes 20d6 damage. On a critical success, the target catches fire and becomes vulnerable (luck ends both). Then, you repeat the roll against each other target, one at a time. An individual creature or object can be targeted just once with this spell. On a success, the second target takes 15d6 damage, the third takes 10d6 damage, the fourth takes 5d6 damage, and the fifth takes 1d6 damage. On a critical success, the target catches fire and becomes vulnerable (luck ends both).

SUMMON AIR ELEMENTAL

CASTINGS: 1

TARGET: One empty Size 2 space within 5 yards

DURATION: 1 hour

A moaning sounds from the target space as a vortex of wind, crackling with lightning, forms into an air elemental. The air elemental becomes your controlled companion. The effect ends early if it becomes incapacitated.

Defense: 16, **Health:** 30

Attributes: Strength 15 (+5), Agility 15 (+5), Intellect 8 (–2), Will 15 (+5)

Size: 2, **Speed:** 8 (Fly, Slippery, Squeeze 1/2 inch)

Immune: asleep, blinded, deafened, held, frightened, impaired, on fire, poisoned, prone, weakened, unarmed attacks.

Pummeling Gust: The air elemental targets one creature or object within 5 yards and makes a Strength roll with 1 boon against the target's Strength. On a success, the target takes 3d6 damage. On a critical success, the target is pushed 5 yards.

UNLEASH CYCLONE

CASTINGS: 1

TARGET: One Size 5 space within 20 yards

DURATION: Instantaneous

A cyclone forms in the target space and moves up to 20 yards before dissipating. Each object in the cyclone's space when it appears or whose space the cyclone enters is caught in its winds. A creature or object can be affected just once. Each object takes 13d6 damage, and an unsecured object flies 2d6 yards away from the cyclone in a direction you choose. Each creature in the cyclone's space when it appears or whose space the cyclone enters takes 5d6 damage, and makes a Strength roll. On a failure, the creature takes an extra 5d6 damage, flies 2d6 yards away from the cyclone, and lands prone. If this damage causes the creature to become injured or the creature was already injured, it makes a Will roll with 1 bane. On a failure, it becomes stunned until the end of your next turn.

Alchemy

The Alchemy tradition owes its existence to mortal pursuit of wonders. The pioneers sought to turn lead into gold, while others hoped to arrest their aging. All believed the answers could be found in the natural world, through combinations of certain elements. The results of their work established an entire body of magic concerned with the nature of things. Spells from the tradition enable you to produce weird substances and to reshape the world you find around you.

ALCHEMY TALENTS

Corrosive Globule (Magical): You can use an action to flick a globule of sticky acid from your hand. Target one creature or object within 5 yards. Make an Intellect roll against its Agility. On a success, the target takes 1d6 damage, 3d6 damage at level 3, or 6d6 at level 7. At the end of each round, the target takes 1d6 damage (luck ends). On a critical success, the target takes 2d6 damage at the end of each round.

Esoteric Substance (Magical): You can perform a ritual using an alchemist's kit and 5 sp of rare ingredients to produce an esoteric substance. When you finish, expend the ingredients and produce one vial of acid, one dose of antitoxin, or one dose of poison. The substance retains potency until used or consumed.

Rapid Remedy (Magical): You can perform a ritual using an alchemist's kit and 5 cp of common materials to produce an elixir. When you finish, expend the materials and fill one bottle with an Elixir of Healing. The consumable retains potency until consumed.

Transmutation (Magical): You can perform a ritual using an alchemist's kit and 5 sp of exotic materials to make a material alteration. Target one Size ½ or smaller ordinary object in reach. When you finish, expend the exotic materials and apply one of the following effects to the target.

- The target regains 2d6 Health.
- The target loses 4d6 Health.
- The target becomes as hard as iron.
- The target becomes as soft as clay.
- You change the material of the target from one to another, provided the new material is of the same kind as the old. You could turn an iron bar into one of gold, or the oak of a haft into something soft as balsa. The change lasts for 1 hour.

Novice Alchemy Spells

BLACK BILE POISON

CASTINGS: 3

TARGET: One creature within 5 yards

DURATION: Instantaneous

You fling black, noxious fluid from your hand. Make an Intellect roll against the target's Agility. On a success, the target loses 3d6 Health, and becomes poisoned (luck ends).

CALAMITOUS RUST

CASTINGS: 1

TARGET: One Size 5 space within 5 yards

DURATION: Instantaneous

You toss red flakes into the air. Any ordinary metal object in the target space that is neither worn nor carried drops to Health 0. A creature wearing or carrying such objects makes an Agility roll with 1 boon. On a failure, each ordinary metal object the creature wears or carries drops to Health 0.

GOOEY GLUE

CASTINGS: 1

TARGET: One Size 5 space within 5 yards

DURATION: 1 minute

Thick, viscous slime covers all exposed surfaces inside the target space. Such surfaces count as challenging terrain. Any creature in the space when you cast the spell, that enters it, or attempts to move through it makes a Strength roll. On a failure, the creature becomes held until the spell ends. A creature can overcome this effect with a successful Strength roll.

MINOR ANIMATION

CASTINGS: 1

TARGET: One unsecured Size ¼ to Size 1 object within 5 yards

DURATION: 1 minute

The target twitches and shakes as the magic transforms it into a creation. The target becomes your controlled companion. The effect ends early if the target becomes incapacitated.

Defense: 6, **Health:** 10

Attributes: Strength 11 (+1), Agility 8 (−2), Intellect —, Will —

Size: ¼ to 1, **Speed:** 5

Immune: asleep, blinded, confused, deafened, impaired, poisoned, stunned, weakened

Melee Attack—Body: Strength (+1) with 1 bane (1d6)

NEUTRALIZE TOXIN

CASTINGS: 1

TARGET: One Size 1 creature or object within 5 yards

DURATION: Instantaneous

You dispatch any poisons, venoms, and infectious agents. If you target a creature, the creature can make a Strength roll. On a failure, it loses any trait that bestows the poisoned affliction or that would expose a creature to infection for 1 minute. If the creature suffers from the effects of infection, the infection ends. Finally, if you target an object, any ordinary poison, toxin, or infection it contains is destroyed.

OIL SLICK

CASTINGS: 1

TARGET: One Size 5 space within 5 yards

DURATION: 1 minute

Slippery oil covers all exposed surfaces inside the target space. Such surfaces count as challenging terrain. Any creature in the space when you cast the spell, that enters it, or attempts to move through it makes an Agility roll. On a failure, the creature falls prone. The oil is flammable. Any prone creature or object in the target space that takes damage from fire catches fire (luck ends).

Expert Alchemy Spells

CHOKING DUST

CASTINGS: 1

TARGET: One Size 5 space within 5 yards

DURATION: 1 minute

You fling a handful of dust that becomes a noxious cloud. The dust fills the target space with moderate obscurement. Each creature in the space when you cast this spell or that enters it makes a Strength roll with 1 bane. On a failure, the creature takes 4d6 damage, and becomes blinded, confused, and vulnerable (luck ends all).

LIQUID FIRE

CASTINGS: 1

TARGET: One creature or object within 5 yards

DURATION: Instantaneous

You fling a bottle of red goopy substance that ignites when exposed to air and becomes difficult to extinguish. Make an Intellect roll against the target's Agility. On a success, the bottle breaks, covering the target with the substance, such that the target catches fire and becomes vulnerable. Whenever the target takes damage from being on fire, it takes an extra 4d6 damage. The afflictions end only if a creature uses an action to smother them.

MODERATE ANIMATION

CASTINGS: 1, you can expend a casting of this spell to cast Minor Animation

TARGET: One unsecured Size 2 object within 5 yards

DURATION: 1 minute

The target shudders as the magic gives it the semblance of being alive. If you use this spell to cast Minor Animation, the spell's duration becomes 1 hour. In any case, the target becomes your controlled companion. The effect ends early if the target becomes incapacitated.

Defense: 6, **Health:** 40

Attributes: Strength 11 (+1), Agility 8 (−2), Intellect —,
Will —

Size: 2, **Speed:** 5

Immune: asleep, blinded, confused, deafened, impaired, poisoned, stunned, weakened

Melee Attack—Body: Strength (+1) with 1 boon (2d6)

RECKLESS ENHANCEMENT

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 1 minute

You blow powder into the target's face. The target can make an Agility roll with 1 bane. On a success, the target ignores this effect. Otherwise, the target increases its Health by 10, makes Strength and Agility rolls with 1 boon, and its attacks deal an extra 2d6 damage. At the end of the round, the target makes a Will roll. On a failure, the target takes 1d6 damage, and becomes confused until the end of the next round.

ROYAL WATER

CASTINGS: 1

TARGET: One creature or object within 5 yards

DURATION: Instantaneous

You toss a corrosive fluid from a specially-prepared vessel. The target loses 4d6 Health. Then, make an Intellect roll against the target's Agility. On a success, the target loses 4d6 Health and becomes vulnerable (luck ends). The target makes the luck roll to end the affliction with 1 bane. Each time the target gets a failure on the luck roll, it loses an additional 4d6 Health.

TEMPORARY REINVIGORATION

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 1 minute

You blast the target with a special powder that reinvigorates it. The target increases its Health by 30. When the spell ends, the target makes a Strength roll. On a failure, the target loses 1d6 Health.

Master Alchemy Spells

MAJOR ANIMATION

CASTINGS: 1, you can expend a casting of this spell to cast Minor Animation or Moderate Animation

TARGET: One unsecured Size 3 or 4 object within 5 yards

DURATION: 1 minute

Dust falls from the target as it becomes a creation. If you use this spell to cast Minor Animation, the spell's duration becomes 8 hours. If you use this spell to cast Moderate Animation, the spell's duration becomes 1 hour. In any case, the target becomes your controlled companion. The effect ends early if the target becomes incapacitated.

Defense: 5, **Health:** 70

Attributes: Strength 15 (+5), Agility 10 (+0), Intellect —, Will —

Size: 3 or 4, **Speed:** 5

Immune: asleep, blinded, confused, deafened, impaired, poisoned, stunned, weakened

Melee Attack—Body: Strength (+5) with 1 boon (4d6)

PRODUCE SLIMES

CASTINGS: 1

TARGET: One Size 5 space on the ground within 10 yards

DURATION: Instantaneous

You flick globules of sticky **slime** to land in the target space. Each swells until it becomes a sentient flesh-eating slime. You can produce up to four slimes. Each is a creature under the Sage's control. The slimes regard all creatures, including you, as their enemies.

REVIVE THE DEAD

CASTINGS: 1

TARGET: One dead creature within reach

DURATION: Instantaneous

You smear a drop of your blood on the target and breathe into its mouth to restore it to life. The target regains 3d6 Health, but becomes confused and weakened (luck ends both). Each time the target gets a failure on the luck roll, the target loses 1d6 Health.

STEAL FORM FROM SUBSTANCE

CASTINGS: 1

TARGET: One Size 5 or smaller creature or object within 10 yards

DURATION: Instantaneous

You extend your hand toward the target to draw away that which gives it form and shape. The target loses 10d6 Health. Then, make an Intellect roll against the target's Strength. On a success, the target loses an additional 20d6 Health, and becomes weakened until it returns to its normal Health. On a critical success, the target loses an additional 4d6 Health. If the target drops to 0 Health, it collapses into a formless puddle that evaporates a few hours later. If not, the target makes a luck roll at the end of each round. If the target gets a success, it regains 5d6 Health.

THICKEN AIR

CASTINGS: 1

TARGET: Up to three Size 5 spaces, all within 15 yards

DURATION: 1 hour

Thick, gray fog spreads throughout each space and then hangs there, unmoving. The fog fills each target space with heavy obscurement and challenging terrain. Any creature in a target space becomes confused, slowed, vulnerable, and weakened for as long as it remains in the space.

TRAP IN AMBER

CASTINGS: 1

TARGET: One Size 5 space within 10 yards

DURATION: Instantaneous

You toss a pellet into the target space. When the pellet lands, it cracks to release a billowing orange cloud that instantly hardens into an amber-like substance. Each creature within 1 yard of the edge of the target space can make a luck roll. On a success, the creature falls prone in the nearest empty space. Otherwise, the creature becomes trapped in the substance. The entire space becomes a Size 5 object. Each Size 1 section of the space has Defense 0 and Health 20. Destroying a section causes it to crumble and disappear.

A creature fully trapped inside has total cover, while a creature larger than the target space has partial cover. A creature trapped inside becomes subject to suffocation (see Chapter 2).

Alteration

Alteration magic grants you the means to take charge of your destiny by enabling you to adapt to just about any circumstance. Not strong enough? There's a spell for that. Need to get somewhere fast? This tradition has you covered. You can make yourself grow to gigantic proportions or shrink down to the size of a mouse. And when you need something to deal with a difficult foe, Alteration magic offers a suite of appalling spells that can make your enemies suffer.

ALTERATION TALENTS

Camouflage (Magical): You can use this talent at the end of your turn if you are within reach of one object of your Size or larger. Your appearance changes to match your surroundings. You become invisible to all creatures more than 2 yards away from you. The effect ends if you move. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Efficacious Disguise (Magical): You can use an action to alter a creature's appearance. Target one creature in reach. You touch the target and change as much or as little of the target's physical appearance as you like. You can adjust the target's height and weight, within limits for its Size, change coloration, apparent ancestry, and any other detail you decide. Objects worn and carried by the target are unchanged. The effect lasts 1 hour, but ends early if the target becomes unconscious or you cross running water. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Unnerving Mask (Magical): You can use a reaction when a creature you can see attacks you to make yourself appear hideous. The creature makes a Will roll. On a failure, you push the creature 1 yard and it becomes frightened of you until the start of your next turn. Once you use this talent you lose access to it (luck ends).

Warp Flesh (Magical): You can use an action to cause a creature's body to undergo a brief, but painful transformation. Target one creature within 5 yards. Make a Will roll against its Strength. On a success, the target becomes weakened until the end of your next turn. On a critical success, the target takes 1d6 damage and becomes vulnerable (luck ends). At level 3, you can target two creatures. At level 7, you can target three creatures.

Novice Alteration Spells

BESTOW MIGHT

CASTINGS: 3

TARGET: One creature within 5 yards

DURATION: 1 minute

The target grows a bit bigger and stronger. The target increases its Health by 5, makes Strength rolls with 1 boon, imposes 1 bane on rolls against its Strength, and its melee attacks deal an extra 1d6 damage. The spell ends early if the target becomes unconscious.

LIGHT HEALING

CASTINGS: 3

TARGET: One creature within 5 yards

DURATION: Instantaneous

The target heals 2d6 damage.

MINOR POLYMORPH

CASTINGS: 1

TARGET: You

DURATION: 1 hour

You, along with everything you wear and carry, transform into a Size ¼ harmless animal of your choice such as a bird, cat, or frog. The effect ends early if you are harmed. Your Speed is 4 and you have the Slippery trait and other movement traits appropriate to your form. You have no attacks and you lose the ability to speak.

SEEMING

CASTINGS: 1

TARGET: Up to five creatures all inside a Size 5 space within 5 yards

DURATION: 8 hours

You change the appearance of each target. Each target is subjected to the effects of the Efficacious Disguise talent, with you making all decisions about their new appearance. Additionally, the effect ends early for a target if it enters running water.

SPLIT THE SKIN

CASTINGS: 3

TARGET: One creature within 5 yards

DURATION: Instantaneous

A bulge forms on the target's body and breaks open. The target becomes vulnerable (luck ends). Each time the target makes a luck roll to end this effect, the target takes 1d6 damage.

WEIGH YOU DOWN

CASTINGS: 1

TARGET: Up to five creatures all inside a Size 5 space within 10 yards

DURATION: Instantaneous

You cause the targets to grow big and heavy, so that they move more slowly. Each target becomes slowed and vulnerable (luck ends both).

Expert Alteration Spells

AID MOVEMENT

CASTINGS: 3

TARGET: One creature within 5 yards

DURATION: 1 hour

You alter the target's body so that it can move more easily. The target's Speed increases by 3 and gains one of the following traits: Climber, Silent, Slippery, Squeeze 6 inches, Strider, or Swimmer.

CHANGE SIZE

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 1 hour

The target either grows giant-sized or shrinks down to mouse-size. Everything the target wears or carries adjusts to accommodate the target's Size until the spell ends. The spell ends early if the target becomes unconscious. Choose one of the following effects:

Enlarge: Triple the target's Size. The target's weight becomes thirty times its normal amount. The target grants 1 boon on rolls against its Defense, makes Strength rolls with 1 boon, imposes 1 bane on rolls against its Strength, and its Health increases by 40. Finally, the target's melee attacks deal an extra 2d6 damage.

Shrink: The target's Size becomes $\frac{1}{8}$. The target imposes 2 banes on rolls against its Defense, makes Strength rolls with 1 bane, grants 1 boon on rolls against its Strength, makes Agility rolls with 1 boon, and imposes 1 bane on rolls against its Agility. The target deals half damage on all attacks.

MASS HEALING

CASTINGS: 1

TARGET: Any number of creatures inside a Size 5 space centered on you

DURATION: Instantaneous

You speed the targets' healing. Each target heals 5d6 damage.

MODERATE HEALING

CASTINGS: 3

TARGET: One creature within 5 yards

DURATION: Instantaneous

Energy returns to the target as its wounds heal. The target heals 6d6 damage.

MOLECULAR AGITATION

CASTINGS: 3

TARGET: One creature or object within 5 yards

DURATION: 1 minute

You agitate the target's substance and the resulting friction causes the target to combust. The target catches fire and becomes vulnerable (luck ends both). The target makes rolls to end the afflictions with 1 bane. Each time the target gets a failure on the luck roll, it takes an extra 4d6 damage. In addition, the target radiates heat. At the end of the round, each creature within 1 yard of the target takes 1d6 damage. A creature can make a Strength roll. On a success, the creature takes no damage. A target incapacitated by this damage loses all Health and becomes a pile of ash.

STRANGE DIVISION

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Special (see the effect)

You reach out to seize the target in the hopes of turning it into two beings. If the target has not been affected by this spell already, make an Intellect roll against the target's Strength. On a success, the target divides into two separate creatures. Each creature has half the Size and Health score of the original. In addition, halve the damage dealt by the creatures' attacks. The two creatures retain any afflictions they had before you cast the spell, but divide their damage total between them in any way you choose. The creatures consider each other to be their enemy. When one of them dies, the corpse of one merges with the other, at which point they add together their damage totals and their normal rules are restored.

Master Alteration Spells

GREATER HEALING

CASTINGS: 3

TARGET: One creature within 5 yards

DURATION: Instantaneous

Healing energy flows into the target. The target heals 10d6 damage.

RELEASE THE BRUTE

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 1 hour

The target becomes bigger, heavier, more brutish. The target makes the following adjustments to its rules.

Natural Defense: 8, **Health:** increase to 160

Attributes: Strength 18 (+8), Agility 8 (–2), Intellect 8 (–2)

Weighty Strikes: The target's melee attacks deal an extra 3d6 damage.

TOAD SPELL

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Instantaneous

The target makes a croaking sound. Roll 15d6. If the sum of the dice, plus the target's damage total, equals or exceeds the target's Health score, it transforms into a toad and everything it wears and carries falls to the ground around it. As a toad, the target uses the following rules.

Natural Defense: 10, **Health:** 1

Attributes: Strength 1 (–9), Agility 10 (+0), Intellect 8 (–2), Will 5 (–5)

Size: 1/8, **Speed:** 2 (Slippery, Swimmer)

Amphibious: A toad can breathe while submerged in water.

Harmless: The toad's attacks deal no damage to creatures larger than it.

PETRIFY

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Instantaneous

The target slowly turns to stone. The target loses 10d6 Health, and becomes slowed (luck ends). Each time the target gets a failure on the roll to end the affliction, it becomes held until the end of the next round and it loses an additional 5d6 Health. A creature reduced to 0 Health becomes a stone statue.

POLYMORPH

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 4 hours

The target's body bubbles, bends, and twists as it struggles to find its new form. You transform the target into one of the following forms. If you target yourself, you can use an action to switch your form into a different one, but you reduce the duration by 1 hour. Each time you transform in this way enables you to heal 3d6 damage.

- The target takes the form of a different individual, either a unique person of your own design or a duplicate of another individual. The person can be no more than a few feet taller or shorter than the target. If the new form has a different ancestry, the target gains the ancestry's traits and loses its own ancestry traits. If the target duplicates another person, it uses the person's Strength and Agility scores in place of its own.
- The target transforms into some kind of animal of your choice but of its Size. Everything the target wears or carries transforms with it. In this form, the target uses its own rules with the following modifications. The target has the Keen Scent trait and has a natural weapon that deals 1d6 damage for each point of its Size (minimum 1d6). The target might gain additional traits, such as movement traits, based on its form. For example, if you turn the target into a winged animal, the target gains the Fly trait. Or, if you turn the target into a fish, it gains the Swimmer trait and can breathe while submerged in water.

RESTORE HEALTH

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Instantaneous

You repair the target's body. The target regains 5d6 Health.

Animism

The Animism tradition opens a dialogue between you and the spirits found in the natural world, wherever you happen to be. Engaging these entities enables you to befriend them and recruit them to aid you in your endeavors. Since these spirits are bound to the trees, dunes, the rocks, the combers crashing against the shore, and nature itself, their aid often comes in the form of awakening the landscape, calling forth vines to ensnare and strangle enemies, or uprooting trees to march forth and smash through the enemy lines.

ANIMISM TALENTS

Armor of the Ancient Oak (Magical): You can perform a ritual to armor yourself with the bark of a tree. When you finish, brown, woody knobs and patches appear and spread across your entire body until you are covered in bark. The covering grants you armored Defense 15 and flakes away after you rest.

Beast Tongue (Magical): You can make yourself understood by any ordinary animal that can see and hear you, and you can understand the gist of what an ordinary animal would convey through the sounds and gestures it makes. If you make the animal friendly, it might perform services for you at the Sage's discretion.

Cornucopia (Magical): You can perform a ritual while outdoors to gain provisions for you and your allies. When you finish, animals deliver berries, nuts, roots, and other edible foodstuffs enough to feed up to five creatures for 1 day. Once you use this talent, you lose access to it for 24 hours.

Whip Vine (Magical): You can use an action to cause a long vine to erupt from the ground and lash a creature before the vine withers away. Target one creature within 5 yards. Make a Will roll against the target's Agility. On a success, the target takes 1d6 damage and you can move the target up to 5 yards. At level 3, the target takes 3d6 damage. At level 7, the target takes 7d6 damage. On a critical success, the target also becomes held until the end of your next turn.

Novice Animism Spells

CLEAR A PATH

CASTINGS: 3

TARGET: One space, 3 yards wide and 10 yards long, originating from a point you can reach

DURATION: Instantaneous

The spirits pull aside all creatures and obstacles to give you a clear path. Each creature in the target space is pushed to the nearest empty space to the one it leaves. If there are two possible spaces, you choose. A creature moved in this way makes an Agility roll. On a failure, it falls prone. Each unsecured object in the target space moves to the nearest empty space to the one it leaves, with you choosing if there are multiple eligible destination spaces. Then, you increase your Speed by 3 until the end of your turn.

FIRE SEEDS

CASTINGS: 3

TARGET: You

DURATION: 1 minute

You kindle the spirit of flame in a handful of seeds, nuts, and pinecones. When you cast this spell and when you use an action to do so, you can throw a seed at a creature or object within 10 yards. Make a Will roll against the target's Agility. On a success, the target takes 4d6 damage. On a critical success, the target also catches fire (luck ends).

GRASPING GROWTH

CASTINGS: 1

TARGET: The ground inside a Size 5 space within 15 yards

DURATION: 1 minute

A profusion of animated grasses, vines, and shrubbery spreads across the target surface turning it into challenging terrain. Each creature within 1 yard of the ground when you cast this spell or that moves to such a position makes an Agility roll. On a failure, the target becomes held (luck ends). A target can overcome this effect with a success on a Strength roll. If a target gets a failure on the roll to end the affliction, it falls prone and cannot stand up until the affliction ends. If the target is already prone, it takes 2d6 damage.

PLANT THE SEED

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: Instantaneous

You awaken the spirit of the oak in an acorn you hold. Make a Will roll against the target's Agility. On a success, the acorn disappears inside the target's body and roots grow from it to anchor it in place. The target loses 1d6 Health and becomes held. The target can overcome this affliction with a success on a Strength roll with 1 bane. At the end of each round the target is held in this way, the target takes 2d6 damage. If the target becomes incapacitated, it dies and an oak tree grows out of its remains.

PROTECTION FROM THE ELEMENTS

CASTINGS: 1

TARGET: You

DURATION: 24 hours

You beseech the spirits to protect you. You impose 1 bane on rolls to attack you, become immune to exposure, hunger, and thirst. You take half damage from cold, fire, and lightning. Finally, you ignore the harmful effects of wind.

THROUGH THE HEDGE

CASTINGS: 1, reaction when you move at least 1 yard

TARGET: You

DURATION: 1 minute

You can move from tree to tree, plant to plant. When you move, you can enter a space occupied by a plant and gain awareness of each other plant of the same size or larger within 10 yards. You can exit from any space occupied by one of these plants.

Expert Animism Spells

BITING BRAMBLES

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: Instantaneous

Brambles with long thorns grow suddenly from the ground in the target space until they reach a height of 2 yards. Each creature in the space when the brambles appear takes 3d6 damage and makes an Agility roll with 1 bane. On a failure, the creature becomes held. The creature can choose to take 1d6 damage to end this affliction or overcome it by getting a success on an Agility roll with 1 bane.

The brambles grant total cover to anything behind them and cover the ground with challenging terrain. When a creature enters the space or would move to a different space inside it, the creature makes an Agility roll with 1 bane. On a failure, the creature takes 1d6 damage and becomes held as described above.

CALL STEEDS

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: 8 hours

The spirits produce one magical steed for you and up to six of your allies. The steeds are friendly to you. They use the rules of horses (see Chapter 3). If a steed becomes incapacitated, it disappears.

COUNSEL OF THE LAND

CASTINGS: 1, perform a ritual

TARGET: You

DURATION: Instantaneous

You call for the spirits of nature to advise you. When you finish, strange, translucent figures appear all around you. You can ask these spirits up to six questions regarding creatures, objects, and places in the lands around you, out to a range of 10 miles. You could ask where to locate a particular animal, where a temple might be, or the way back to the river, if you happen to be lost. Once you ask the last question, the spirits bestow their blessings on you and up to six of your allies that you choose. Each heals 3d6 damage.

ON FEATHERY WINGS

CASTINGS: 1, reaction when you are harmed

TARGET: You

DURATION: 1 minute

A giant eagle or owl swoops down and snatches you up so you can ride upon its back. The bird grants you a Speed of 7 and the Fly trait. The bird ignores all harm and can harm no creature or object. When the spell ends, the bird descends, deposits you on a surface that can bear your weight, and then disappears.

SLITHERING STICKS

CASTINGS: 3

TARGET: The ground in one Size 5 space with 5 yards

DURATION: 1 minute

You toss a handful of sticks on the ground, where they become serpents. When you cast this spell and again at the start of each of your turns, each enemy in the space makes an Agility roll with 1 bane. On a failure, the enemy takes 3d6 damage and becomes poisoned (luck ends). You can use an action to move the serpents to a different Size 5 space within 10 yards of you. When the spell ends, the serpents become sticks once more.

TRAMPLE OF HOOVES

CASTINGS: 1

TARGET: One space, 5 yards wide and 30 yards long, originating from you

DURATION: Instantaneous

You throw wide your arms and between them there appears a shimmering portal. Out from this portal come thundering hooves of spectral steeds that trample everything in their path. Each creature and object in the target space takes 3d6 damage. A creature makes a Strength roll. On a failure, the creature takes an extra 3d6 damage and falls prone.

Master Animism Spells

AWAKEN GENIUS LOCI

CASTINGS: 1

TARGET: One Size 15 space centered on you

DURATION: 1 minute

You awaken the spirit of place who turns its environs against your enemies. The ground in the target space becomes challenging terrain and you and your allies in it have partial cover from all enemies thanks to the spirit's efforts to protect you. At the end of each round, each enemy in the target space takes 3d6 damage and then makes a luck roll. On a failure, you roll a d6 to see what happens to them.

D6	RESULT
1	The enemy takes an extra 1d6 damage from being whipped by leaves, grass, and branches.
2	The enemy falls prone when a vine or root trips it. The enemy cannot stand up until it leaves the target space or until it overcomes the affliction with a successful Strength roll. If the enemy was already prone, it takes an extra 2d6 damage.
3	The enemy becomes held until it overcomes the affliction with a success on a Strength roll. Weeds wrap around the enemy's body. If the enemy is held already, it instead takes an extra 3d6 damage.
4	The enemy takes an extra 4d6 damage when a tree branch catches it.
5	The enemy takes an extra 4d6 damage and is moved to an empty space of your choice inside the target space, as a vine curls around the enemy and drags it off.
6	The enemy loses 4d6 Health and becomes poisoned (luck ends). Toxic spores, deadly pollen, or stinging insects ravage the enemy.

FOLLOW THE LEY LINE

CASTINGS: 1, perform a ritual

TARGET: You

DURATION: 24 hours

When you finish the ritual, name one place you have visited at least once or that you have seen on a map. You, and you alone, see a path form. If you follow the path for 24 hours without stopping, you and anyone who follows you can see the place you named ahead, no matter how distant the destination or severe the intervening obstacles.

Alternatively, you can expend the casting of this spell to increase your Speed by 5 for the duration.

GARDEN OF DELIGHTS

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: 1 minute

Flowering plants grow throughout the target space, filling it with riotous colors and intoxicating perfume. Each creature in the space when the plants appear or that enters it becomes confused (luck ends). In addition, each such creature makes a Strength roll. On a failure, the creature becomes cursed, slowed, and vulnerable for as long as it remains confused. A creature cursed in this way will not willingly leave the space. At the end of round, each creature in the space loses 1d6 Health.

STANDING STONES

CASTINGS: 1, perform a ritual

TARGET: A Size 10 space on the ground and centered on you

DURATION: Instantaneous

The ground rumbles as eight large stones, each 4 yards tall, 3 yards wide, and 1 yard thick, rise from the ground to form a circle around you. Each stone weighs 33 tons. The stones shed dim or faint light in a color you choose, or shed no light at all. If you cast this spell to produce this effect again, the stones sink back into the earth and rise from the ground where you cast the spell.

Any creature other than your enemies that rests inside the circle heals 1d6 damage after each hour of resting. If such a creature rests continuously for 8 hours, it also regains 4d6 Health.

If you cast an Aeromancy, Animism, Cryomancy, Geomancy, Hydromancy, Primal, or Pyromancy spell inside the circle, and the spell produces an effect that lasts at least 1 minute, that effect lasts twice as long as normal. You make any roll for casting that spell with 1 boon and impose 1 bane on any roll to resist the casting.

Finally, if you are in the same world as the stones, you can use an action to expend a casting of this spell to teleport yourself, along with any allies you choose within 5 yards, into the circle.

VORACIOUS SWARM

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: 1 minute

A boiling cloud of stinging, biting insects fills the target space with heavy obscurement and challenging terrain. At the end of each round, every creature in the space takes 3d6 damage and makes a Strength roll with 1 bane. On a failure, the creature takes an extra 3d6 damage. When a creature in the target space attempts to leave it, the creature makes a Will roll. On a failure, the creature is pulled 5 yards into the space and becomes held until the start of its next turn. Finally, if you are within 15 yards of the space, you can use an action to move the insects to a different space of the same Size within 15 yards of you.

WALKING TREE

CASTINGS: 1

TARGET: One living tree within 5 yards

DURATION: 1 hour

The target rocks back and forth and it rips its roots up from the ground to become your controlled companion. If the target becomes incapacitated, the effect ends early. Otherwise, when the spell ends and if the tree is still alive, it sinks its roots into the ground where it stands, becoming an ordinary tree once more.

Defense: 7, **Health:** 60

Attributes: Strength 13 (+3), Agility 10 (+0), Intellect —, Will —

Size: 3, **Speed:** 5

Immune: asleep, blinded, deafened, impaired, weakened

Crushing Fall: When the tree falls prone, each creature in a Size 3 space next to it makes an Agility roll with 1 bane. On a failure, the creature takes 5d6 damage, and falls prone.

Flammable: The tree takes double damage from fire and rolls with 1 bane to overcome being on fire.

Melee Attack—Limbs and Roots: Strength (+3) with 1 boon (5d6)

Astromancy

Long have mortals looked to the heavens for answers to the mysteries on Erth. The Sun drives back the darkness, the Moon plays tricks on the mind and drives the sane mad, while the stars hang in the firmament, their falling portending great events. It's no wonder then that an entire tradition of magic formed around the study of the celestial bodies. Astromancy spells let you draw light and energy from the skies and bring them to bear against your foes.

ASTROMANCY TALENTS

Beguiling Lights (Magical): You can use an action to create one or more lights. Target one Size 5 space within 30 yards. Up to five bobbing lights appear in the air of the space and remain for 1 minute. You can use an action to move the lights up to 10 yards. The lights shed dim light. From a distance, the lights look like lit torches. When an enemy starts its turn with line of sight to the light, the enemy makes a Will roll. On a success, the enemy becomes immune to Beguiling Lights for 24 hours. On a failure, the enemy becomes Intellect impaired for as long as it has line of sight to the lights. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Dazzling Flash (Magical): You can use an action to cause a bright light to flash at a distance. Target one point you can see within 10 yards. Dazzling light flashes at that point. Each creature within 1 yard of it makes a luck roll. On a failure, the creature becomes confused until the end of your next turn. A creature immune to the blinded affliction ignores this effect.

At level 3, the flash affects creatures within 3 yards. At level 7, a creature also takes 4d6 damage on a failure.

Glittering Nimbus (Magical): When you dodge an attack from an enemy that can see you, you can use this talent to cause your body to emit bright, dazzling light. If the roll to attack results in a success, the enemy becomes confused until the end of its next turn. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Produce Light (Magical): You can use an action to cause a globe of light to appear in the palm of your hand. The globe emits bright light in a color you choose. You can touch the globe to an object, and the globe becomes attached to it until the effect ends or you use an action to remove it and touch it to another object in reach. The effect lasts 1 hour, but ends early when you use this talent again. The effect lasts 4 hours at level 3 or 8 hours at level 7. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Novice Astromancy Spells

CAPTIVATING LIGHTS

CASTINGS: 1

TARGET: One Size 3 space within 10 yards

DURATION: 1 minute

Lights appear and dance in the target space. When an enemy starts its turn with line of sight to the target space, the enemy makes a Will roll. On a success, the enemy becomes immune to this spell for 24 hours. On a failure, the enemy becomes confused until the spell ends or until the enemy is harmed. While confused in this way, the enemy must run toward the target space on each of its turns. Once it enters the space, it will not willingly leave it. The enemy is otherwise free to act as it chooses.

COLORFUL FLARE

CASTINGS: 3

TARGET: One Size 1/2 space within 500 yards

DURATION: 1 minute

You launch from your fingertip a bright bead of light in any color you choose. The bead flies toward the target space and hangs there until the end of your next turn. It then gently falls to a surface below it, where it remains until the spell ends. The bead emits bright light.

FALLING STAR

CASTINGS: 1

TARGET: One creature or object within 10 yards

DURATION: Instantaneous

A miniature star appears and orbits your head, before streaking away. The target takes 1d6 damage. Then, make a Will roll against the target's Agility. On a success, the target takes 2d6 damage and makes a luck roll. On a failure, the target becomes blinded until the end of your next turn. If your roll results in a critical success, the target takes an extra 1d6 damage.

LASTING LIGHT

CASTINGS: 1

TARGET: One Size 1/2 space within 5 yards

DURATION: 8 hours

A ball of light appears in and fills the target space. It emits bright light. You can use an action to move the ball of light up to 5 yards in any direction and it remains there until you move it again or the spell ends. You can also touch the ball to an object, and the ball becomes attached to it until the effect ends or you use an action to remove it and touch it to another object in reach or release it to float in the air once more. While you are in the light created by this spell, you make rolls as a result of using Astromancy talents and casting Astromancy spells with 1 boon.

SCORCHING RAY

CASTINGS: 3

TARGET: One creature or object within 20 yards

DURATION: Instantaneous

Your hand glows as you launch from it a burning beam of radiance. Make a Will roll with 1 boon against the target's Agility. On a success, the target takes 4d6 damage. On a critical success, the target also catches fire.

WALL OF RADIANCE

CASTINGS: 1

TARGET: One Size 10 space within 15 yards

DURATION: 1 hour

Horizontal and vertical light beams form a lattice on one side of the target space. The lattice emits bright light. Any creature or object passing through it takes 3d6 damage. A flammable object catches fire. A creature makes a Strength roll. On a failure, the creature catches fire (luck ends) and becomes blinded until the end of its next turn.

Expert Astromancy Spells

EYE IN THE SKY

CASTINGS: 1

TARGET: You

DURATION: 8 hours

If you can see the moon, you can change your visual perspective to a bird's eye view above the moonlit lands as if you were the moon. You perceive nothing from your body except what it is in plain view of the moon. You can use an action to switch perspectives so you can see from your body or from the sky as you choose, but each time you switch the perspective, reduce the remaining duration of the spell by 1 hour.

Alternatively, you can expend 1 yard of movement and the casting of this spell to teleport to an empty space you can see.

SHADOW OF THE MOON

CASTINGS: 1

TARGET: One creature or object within 5 yards

DURATION: 1 hour

Faint light shines around the target and then fades. The target becomes invisible in spaces lit by faint light or no light at all, as well as spaces lit by moonlight. While invisible, the target takes half damage from ordinary sources. The spell ends early if the target harms another creature.

SHOOTING STARS

CASTINGS: 1

TARGET: You

DURATION: 1 minute

You gather a cloud of tiny stars that swirl around you and cause you to emit dim light. When you cast this spell and, again when you use an action to do so, you can launch a star from you. Target one space within 15 yards. When the star arrives at its destination or can travel no farther, it explodes to deal 2d6 damage to each creature or object within 5 yards of it. A creature makes an Agility roll. On a failure, the creature takes an extra 2d6 damage.

STARRY MANTLE

CASTINGS: 1

TARGET: You

DURATION: 1 hour

You pull from behind you a long black cloak dotted with specks of light, and wrap it around yourself. If you remove the cloak, the spell ends early. You gain the Dark Vision and Keen Vision traits. You can use an action to pluck a light from your cloak and place it in the air where it emits dim light until the spell ends. Finally, when an enemy gets a critical success on a roll to attack you, the enemy makes a luck roll. On a failure, it becomes blinded until the end of your next turn.

SUN SPEAR

CASTINGS: 1

TARGET: You

DURATION: 1 hour

A spear formed from solid sunlight appears in your hand. The spell ends early if you drop the spear or you become unconscious. You can attack with the spear when you cast this spell. The spear emits bright light. It uses the normal rules for a spear, with the following exceptions. When you attack with it, you can use Intellect or Will in place of the attribute you would normally use, you roll against the target's Agility instead of its Defense, and if you use it as a thrown weapon, it reforms in your hand at the end of the round. Finally, your attacks with the spear deal an extra 2d6 damage.

SUNBURN**CASTINGS:** 3**TARGET:** One Size 5 space within 20 yards**DURATION:** Instantaneous

Intense light flashes in the target space. Each creature in it takes 5d6 damage, and becomes Agility impaired (luck ends). A creature damaged by this spell makes a luck roll. On a failure, the creature catches fire (luck ends).

Master Astromancy Spells

INVISIBLE FIRE**CASTINGS:** 1**TARGET:** You**DURATION:** 1 minute

Invisible flames dance all over your body. You ignore the flames' harmful effects. At the end of each round until the spell ends, each enemy within 5 yards of you makes a Strength roll. On a failure, the enemy takes 6d6 damage and becomes vulnerable and weakened (luck ends). If the enemy is already vulnerable or weakened, it also catches fire (luck ends).

METEOR STRIKE**CASTINGS:** 1**TARGET:** One Size 5 space you can see under an open sky**DURATION:** Instantaneous

A burning rock tumbles out of the sky and strikes the target space. The rock explodes. Each creature and object in the target space takes 10d6 damage. Each creature that takes this damage makes an Agility roll with 1 bane. On a failure, it takes an extra 10d6 damage, and falls prone. The enemy also catches fire and becomes confused (luck ends both).

The explosion sends fire and debris 25 yards out in all directions from the target space. Each creature and object in this additional area takes 5d6 damage. Each creature that takes this damage makes an Agility roll. On a failure, the creature takes an extra 5d6 damage, and falls prone.

MOON FRENZY**CASTINGS:** 1**TARGET:** One Size 5 space within 20 yards**DURATION:** Instantaneous

Moonlight floods the target space. Each creature in the target space becomes confused and vulnerable (luck ends both), and makes a Will roll. On a failure, the creature also becomes Will impaired (luck ends). Until it ends the Will impaired affliction, the creature considers all other creatures as enemies and must use an action each round to attack the enemy nearest to it. The creature rolls with 1 boon and deals an extra 1d6 damage.

NOVA**CASTINGS:** 1, reaction when you are harmed**TARGET:** Each creature in one Size 5 space centered on you**DURATION:** Instantaneous

Light and heat explode from you. Each enemy takes 5d6 damage. A creature makes a Strength roll with 1 bane. On a failure, the creature takes an extra 5d6 damage, and becomes blinded (luck ends). On a critical failure, the creature also catches fire (luck ends). You and each ally emits dim light for 1 hour and their attacks deal an extra 1d6 damage from the radiance sheathing their weapons.

SUNBEAM**CASTINGS:** 1**TARGET:** One line-shaped space, 5 yards wide and 50 yards long, originating from you**DURATION:** Instantaneous

You throw back your arms as a beam of sunlight extends through the target space. Each creature in it takes 3d6 damage and makes a Strength roll with 1 bane. A creature with the Sunlight Weakness trait gets an automatic failure. On a failure, the creature takes an extra 4d6 damage and becomes blinded (luck ends). A creature injured by this damage also catches fire (luck ends).

SUNRISE**CASTINGS:** 1**TARGET:** The sky**DURATION:** 1 hour

You heal all damage, as a glowing sphere appears in the sky to blanket the land within 100 miles of you with bright light that counts as sunlight.

Chaos

Magic embodies raw potential and in its natural state, it produces wild, unpredictable effects. The Chaos tradition forgoes the rules that normally apply to the casting of spells to seize and release magic in unconventional ways. Chaos spells can provide unexpected windfalls that enable casters to triumph over impossible situations, but are just as likely to make even the simplest task impossible. Chaos magic appeals most to risk takers and is ignored, shunned even, by those who prefer to remain in control of the magic they wield.

Wild Magic

Often, the casting of Chaos spells produces random and unexpected effects. Whenever directed by a spell, talent, or some other effect, roll a d20 and find the result on the following table.

WILD MAGIC EFFECTS

D20	RESULT
1	You become stunned (luck ends).
2	You learn one language of the Sage's choice. The knowledge is permanent.
3	Inside a Size 5 space centered on you, butterflies appear in great numbers to fill the space with light obscurement until the end of your next turn.
4	The Sage targets one of your allies within 15 yards and you target one enemy within 5 yards of the ally. The ally makes an Agility roll. On a success, the enemy takes 3d6 damage. On a failure, the ally takes 1d6 damage. If such an arrangement is not possible, you become confused (luck ends).
5	On the ground inside a Size 5 space centered on you appear a sea of colorful marbles that cover the surface with challenging terrain that lasts until the end of your next turn. The marbles then hatch, and worms bearing your facial features wriggle out and slither off in all directions. Before the marbles hatch, any creature that starts its turn on this surface or that moves onto it makes an Agility roll. On a failure, the creature falls prone.
6	Target a Size 1/4 space within reach. A large clay pot filled with mayonnaise or some tasty sauce appears on the ground in that space. The pot holds enough substance to provide 5 meals.
7	Thin beams of energy shoot out from you in all directions. Each creature within 5 yards other than you makes an Agility roll. On a failure, the creature takes 1d6 damage.
8	You disappear from existence (luck ends). The only thing you can do is make this luck roll at the end of each of your turns. When the effect ends, you reappear in the space you left and you roll a d6. On a 1–3, you become frightened of yourself until the end of the next round. On a 4–6, you heal all damage.
9	Your skin, hair, and eyes turn blue until you get this result again, whereupon your previous coloration returns and you can be affected by this result once more.
10	The Sage chooses one novice spell you have learned and replaces it with a different novice spell from any tradition.

D20	RESULT
11	You become confused (luck ends)
12	You cast the Anarchic Blast spell without expending a casting, even if you don't know that spell.
13	Inside a Size 5 space centered on you, blue-white light flashes. Each ordinary object in the space turns to glass if it's not glass already.
14	Target any number of creatures within 5 yards. You and each target emit bright light for 24 hours or until you get this result again, whereupon the lights go out and you can be affected by this result once more.
15	Target one empty Size 1 space on a solid surface within 5 yards. A peasant appears in the space. Each time you get this result, the same peasant appears. If the peasant dies, all future rolls of 8 cause the peasant's remains to appear in the space instead. This continues until there's nothing left to summon. The Sage has rules for the peasant and it's under the Sage's control.
16	You sprout an extra, fully functional arm that remains for 8 hours, after which time it falls off your body and rots away within a few minutes.
17	Target one creature within 15 yards. An anvil appears over its head and falls. The target makes a luck roll. On a failure, it takes 1d6 damage and falls prone.
18	Target up to three enemies within 10 yards. Your first choice becomes frightened of you (luck ends), the second becomes your ally (luck ends), and the third becomes confused (luck ends).
19	You become weakened (luck ends). While weakened in this way, you have the Fly movement trait. If you are flying when this effect ends, you fall.
20	Target one enemy you can see. From under the target comes a blast of brilliant colors. The target takes 10d6 damage.

CHAOS TALENTS

Last Ditch Effort (Magical): You can use an action to make a luck roll. On a success, choose one novice spell from a tradition you have discovered. You cast it without expending a casting to do so. On a failure, roll a d20 and find the number rolled on the Wild Magic table to see what happens instead. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Scintillating Shield (Magical): You can use this talent when you use an action to cast a Chaos spell. A warbling shield appears in front of you for 1 minute. The effect ends early if you become controlled, stunned, or unconscious.

When you use this talent, and again at the start of each of your turns, make a luck roll. On a success, you impose 3 banes on rolls to attack you until the start of your next turn. On a critical success, a creature that attacks you takes 1 d6 damage. On a failure, you become confused until the start of your next turn. On a critical failure, the effect ends early and you roll a d20, finding the number rolled on the Wild Magic table. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Weird Orb (Magical): You can use an action to form an orb in your hand and release it to fly where it will. Target one Size 5 space you can see within 10 yards. Then roll a d6 and find the result on the list that appears on the table below see what happens.

D6	RESULT
1	The orb flies to the center of the space and pops, sending multicolored streamers into the air that disappear a few moments later.
2	The orb flies from you for a few yards and then veers back toward you. Make an Agility roll. On a failure, the orb strikes you and you take 1 d6 damage.
3	The orb corkscrews into the air and implodes. Roll a d20 and find the number rolled on the Wild Magic table to see what happens instead.
4	The orb flies toward a randomly determined creature in the target space. The creature makes an Agility roll. On a failure, the creature is struck by the orb and takes 1 d6 damage.
5	The orb flies toward a creature you choose in the target space. Make an Intellect or Will roll against the target's Agility. On a success, the target takes 4d6 damage. On a failure, the orb disappears and you roll a d20. Find the number rolled on the Wild Magic table to see what happens instead.
6	The orb flies toward and strikes a creature you choose in the space. The creature takes 8d6 damage.

Wild Leap (Magical): You can use this talent when you move at least 1 yard, but only if you lack the confused and controlled afflictions. Make a luck roll. On a success, you teleport to an empty space you can see within 2d6 yards. On a failure, you teleport to an empty space of the Sage's choice within 2d6 yards. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Novice Chaos Spells

ANARCHIC BLAST

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Instantaneous

From your open hand explodes multicolored light. Make an Intellect roll or Will roll against the target's Agility. On a success, roll 2d6. The sum of this roll tells you how many dice you roll for damage. If the target becomes injured, roll a d6 and find the result on the following list to see what else happens.

D6	RESULT
1	You take the same amount of damage that the target took and then roll on the Wild Magic Effects table to determine additional effects.
2-5	Each creature within 1 yard of the target takes 1 d6 damage and makes a Strength roll. On a failure, the creature takes an extra 1 d6 damage.
6	Roll 1d6. The number rolled determines the number of dice you roll to determine the extra damage the target takes.

If you get a failure on your attribute roll, energy spills from you out to a distance of 1 d6 × 5 yards. You and each creature and object in range takes 1 d6 damage.

CHAOS SPHERE

CASTINGS: 1

TARGET: One Size 1 space within 5 yards

DURATION: 1 minute

A tumescent, nacreous sphere appears in the target space. At the end of each round, make a luck roll. On a success, the energy spreads out from the sphere to a range of 1 d6 yards. Each creature and object in the area takes 1 d6 damage and becomes confused until the end of the next round. If you get a failure, the spell ends early and you roll a d20 and find the result on the Wild Magic Effects table.

CHEAT DEATH

CASTINGS: 1, reaction when you become injured or incapacitated

TARGET: You

DURATION: Instantaneous

You heal 2d6 damage and make a luck roll. On a success, you teleport to an empty space of your choice within 50 yards. On a failure, you teleport to an empty space with a surface that can support you of the Sage's choice within 1d20 × 5 yards.

FLICKERING FORM

CASTINGS: 1, reaction when a creature gets a success on a roll to attack you

TARGET: You

DURATION: 1 minute

You reduce the damage from the attack by 1 d6. Then, until the spell ends, you have the Slippery trait and when a creature gets a success on a roll to attack you, the roll counts as a failure instead if the result is an even number.

MAGICAL WELLSPRING

CASTINGS: 1, reaction when you cast a spell

TARGET: One Size 5 space centered on you

DURATION: 1 minute

The magic flooding into the target space fills the air with eerie noises, flashing colors, and other odd phenomena. When a creature in the target space produces a magical effect, the creature makes the attribute roll, if any, with 1 boon, and targets of the effect make the roll to resist the effect, if any, with 1 bane. Also, any magical effect that deals or heals damage in the space deals or heals an extra 1 d6 damage. However, at the end of each round, you make a luck roll. On a failure, roll a d20 and find the result on the Wild Magic Effects table. The spell then ends.

WARPED SPACE

CASTINGS: 1

TARGET: One Size 15 space centered on you

DURATION: 1 minute

Reality warps out of true in the target space. Whenever a creature in it moves, roll a d6 and consult the following list to see what happens.

D6	RESULT
1	The creature becomes confused and held until the start of its next turn.
2	The creature makes a luck roll. On a success, it teleports to an empty space of its choice anywhere in the target space. On a failure, it teleports to an empty space of your choice in the target space.
3	The creature moves normally.
4	A weird orb flies toward a randomly determined creature in the target space. The creature makes an Agility roll. On a failure, the creature is struck by the orb and takes 1 d6 damage.
5	The creature makes a luck roll. On a success, the creature doubles its Speed until the end of its next turn. On a failure, it becomes slowed until the end of its next turn.
6	The creature disappears into the Void until the end of the round. When the creature returns, it makes a luck roll. On a success, it reappears in an empty space of its choice within 30 yards of the one it left. On a failure, you choose the space where the creature reappears. In either cases, the creature rolls a d20. On a 13, it becomes possessed by a formless demon. The Sage has rules for this creature.

Expert Chaos Spells

BANG OR WHIMPER

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: Instantaneous

Threads of multicolored light spill through the target space and dissipate. Make a luck roll. On a success, each creature and object in the target space takes 36 damage. On a failure, each creature and object in the target space takes 6 damage.

CHAOS SURGE

CASTINGS: 1, reaction when you cast a spell or use a magical talent

TARGET: You

DURATION: 1 minute

Lights dapple your body as streams of colorful smoke spill from your ears, nose and mouth. You gain the following benefits until the spell ends. The spell ends early if you become unconscious.

- You impose 1 bane on rolls against you.
- You take half damage from any damage-dealing effect that does not specifically target you.
- Damage-dealing spells you cast and magical talents you use deal an extra 2d6 damage.
- You impose 1 bane on luck rolls made to end magical effects that you create.
- Spells and magical effects that last 1 minute or longer now last twice as long.
- At the end of each round until this spell ends, make a Will roll with 1 bane. On a success, one enemy of your choice within 10 yards takes 3d6 damage. On a failure, you become stunned until the end of the next round. On a critical failure, you also lose 2d6 Health.

PRISMATIC BARRAGE

CASTINGS: 1

TARGET: You

DURATION: Instantaneous

Light in a rainbow of colors erupts from you briefly. Roll a d6. If you roll a 1, roll a d20 and find the result from the following list. If you roll a 2–5, roll two d20s; if you rolled a 6, roll three d20s. Make rolls one at a time and resolve the result before making the next roll.

D20	RESULT
1	The sound of a trombone making a sad noise fills the air and then quiets. You stop making rolls for this casting and the effect ends.
2-3	Target one enemy within 40 yards. It makes an Agility roll. On a failure, the target becomes controlled by you for 1 minute. While controlled in this way, you grant the enemy 1 boon on its attribute rolls.
4	You become removed from reality. At the end of the round, you return to reality, appearing in the space you left or an empty space of your choice nearest to that space. Roll a d20. On a 13, you return possessed by a formless demon. The Sage has rules for this creature.
5-6	Target one enemy within 40 yards. It makes an Agility roll. On a failure, it takes 8d6 damage and catches fire (luck ends).
7	You become confused (luck ends). Each time you get this result after the first, you take 1d6 damage.
8-9	Target one enemy within 40 yards. The target makes a luck roll. On a failure, it becomes frightened of you (luck ends).
10	You take 2d6 damage.
11-12	Target one enemy within 40 yards. It makes an Agility roll. On a failure, it transforms into an insensate, inanimate object of your choice (luck ends).
13	The Sage teleports you to an empty space within 40 yards. The space must contain a surface that can bear your weight.
14-15	Target one enemy within 40 yards. It makes an Agility roll. On a failure, it and each other creature or object within 5 yards of it takes 6d6 damage.
16	You heal all damage.
17-18	Target one enemy within 40 yards. It makes a Will roll. On a failure, it becomes stunned (luck ends).
19	You become stunned (luck ends). Each time you get this result after the first, you lose 1d6 Health.
20	Target one enemy within 40 yards. It makes an Agility roll. On a failure, it takes 12d6 damage and then teleports to an empty space of your choice within 40 yards of the space it left. The destination space must have a surface that can bear its weight.

RECKLESS RELEASE

CASTINGS: 1

TARGET: 1 d6 enemies within 30 yards

DURATION: Instantaneous

Magic bursts from you taking the form of flailing tentacles that then disappear. If the spell would target more enemies than there are eligible targets, you become a target of this spell. For each target, roll a d6 and refer to the following list.

D6	RESULT
1	The target heals 4d6 damage.
2	The target takes 6d6 damage and becomes Intellect impaired (luck ends).
3	The target heals 8d6 damage and becomes confused until the end of your next turn.
4	The target takes 10d6 damage and becomes held until the end of your next turn.
5	The target heals 10d6 damage and becomes stunned until the end of your next turn.
6	The target takes 12d6 damage, and you roll on the Wild Magic Effects table to see what else happens.

A target makes a luck roll. On a success, it halves the amount of damage healed or taken from the result and the affliction ends.

UNCHAINED PROBABILITIES

CASTINGS: 1, reaction when you move 1 yard

TARGET: You

DURATION: 1 minute

You flicker out of existence. Target one empty space within 10 yards. You teleport to that space. Then, for the spell's duration, whenever a creature within 5 yards of you makes an attribute roll or a luck roll, it rolls an additional d20 and you roll a d6. (If the creature rolls any additional d20s for any other reason, it ignores this effect.) If you roll a 3 or lower on the d6, the creature uses the lower number it rolled on either d20. If you roll a 4 or higher, the creature uses the higher number instead.

WILD IDEA

CASTINGS: 3, reaction when you make an attribute roll

TARGET: You

DURATION: Instantaneous

An idea comes to you. Make a luck roll. On a success, you make your next attribute roll before the end of your next turn with 1d6 boons. On a failure, you become cursed for 1 minute. If you are cursed already, you become stunned for 1 minute instead.

Master Chaos Spells

BEND REALITY

CASTINGS: 1

TARGET: You

DURATION: Instantaneous

Reality buckles around you and rights itself. Make a Will roll with 1 bane. On a success, choose one of the following effects. On a failure, you take 10d6 damage, fall prone, and become stunned (luck ends).

- Choose one expert spell from a tradition you have discovered. You cast the spell without having to expend the casting to do so.
- Choose one novice spell from any tradition. You cast the spell without having to expend the casting to do so.
- Target one creature you can see. It either takes or heals 20d6 damage.

CHAOS VORTEX

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: 1 minute

Colorful clouds appear in the target space and form into a vortex. The vortex fills the space with moderate obscurement. At the end of each round, each creature inside the target space with a Health score of 20 or less dissolves into vapor that the vortex then absorbs, killing the creature instantly. Each other creature in the space makes a Strength roll. On a failure, the creature takes 6d6 damage.

Each time a creature within 10 yards of the target space produces a magical effect, roll a d6 to see what happens.

D6	RESULT
1	Destructive energies rush through the target space. Each object in the space loses 10d6 Health. Each creature in it takes 5d6 damage and makes a Strength roll. On a failure, the creature takes an extra 5d6 damage and becomes vulnerable (luck ends).
2	The vortex moves 1d6 yards toward the source of the magical effect.
3	The vortex rumbles with menace. Nothing else happens.
4	The vortex moves 1d6 yards away from the source of the magical effect.
5	The vortex moves 1d6 yards in a direction the Sage chooses.
6	Wild, violent energy explodes from the vortex. Each object within 10 yards of the target space loses 20d6 Health. Each creature within 10 yards of the space takes 10d6 damage and makes an Agility roll with 1 bane. On a failure, the creature takes an extra 10d6 damage. On a critical failure, the creature becomes stunned (luck ends).

EYE OF THE CHAOS STORM

CASTINGS: 1

TARGET: One Size 5 space centered on you

DURATION: 1 minute

Boiling orange and green clouds spill out from your mouth to swirl around you, filling the target space with heavy obscurement for all creatures other than you. The storm enhances magic; creatures in the space that produce magical effects make their rolls with 1 boon, while creatures roll with 1 bane to resist magical effects originating from the space.

At the end of each round, a bolt of chaos lightning leaps from the storm. Target one creature within 10 yards and make a Will roll against its Agility. On a success, the target takes 5d6 damage, and becomes vulnerable (luck ends). If you get a failure on your Will roll, roll a d6 to see what happens.

D6	RESULT
1	Increase the Size of the space by 5.
2	A bolt of chaos lightning strikes you. Make an Agility roll. On a failure, you take 5d6 damage and become vulnerable (luck ends).
3	Every creature and object inside the storm's area takes 10d6 damage.
4	Each creature in the storm's area makes a Will roll. On a failure, the creature becomes confused until the end of the next round.
5	A bolt of chaos lightning strikes a creature in the storm's area chosen by the Sage, with the same effect as described for a roll of 2.
6	The storm contracts by 5 yards. If the contraction would leave the storm no space to occupy, the spell ends.

PANDEMONIUM EGG

CASTINGS: 1

TARGET: One Size 1 space within 5 yards

DURATION: 24 hours

A mottled egg with a shell that rapidly changes color appears and hovers inside the target space. A creature can pluck the egg from the air as if picking up an object. The egg has Defense 0 and Health 66. The egg takes damage from magical sources on behalf of its wielder. When the egg is destroyed, it hatches, which ends the spell. Roll a d6 and consult the following list to see what happens:

D6	RESULT
1	The egg disappears with no other effect.
2	Magical energy explodes from the broken egg. The egg's wielder and each object within 10 yards takes 20d6 damage. Each other creature within 10 yards takes 10d6 damage and makes a luck roll. On a failure, the creature takes an extra 10d6 damage.
3	If a creature holds the egg, the creature chooses to either heal all damage or regain all castings of spells that it has expended. If no creature holds the egg, each creature within 50 yards that has expended castings of novice spells regains them. The egg then disappears.
4	Target one empty Size 1 space within 1d20 × 5 yards of the egg. The egg teleports to that space and then explodes. Each object within 15 yards of it takes 30d6 damage. Each creature within 15 yards of it makes a luck roll. On a success, the creature heals 30d6 damage. On a failure, the creature takes 30d6 damage.
5	Target one Size 5 space you have seen at least once before and that is within 500 miles. The egg teleports you and each creature inside a Size 5 space centered on it to that space. The egg then disappears.
6	The egg hatches to release a demon of a random type. Roll a d6: 1, type I; 2–3, type II; 4–5, type III; 6, type IV. The demon is under the Sage's control and regards all other creatures as enemies.

SPATIAL EXCHANGE

CASTINGS: 3, reaction when you move 1 yard

TARGET: Two Size 5 spaces, one centered on you, the other centered anywhere within 100 yards

DURATION: Instantaneous

You, along with everything else within the target space centered on you, teleport to swap positions with everything in the other target space. Then, make a Will roll. On a failure, roll a d20 and find the number rolled on the Wild Magic Effects table to see what happens instead.

UNPREDICTABLE SUMMONS

CASTINGS: 1

TARGET: One Size 5 space on the ground within 5 yards

DURATION: Instantaneous

A creature of chaos appears on the ground in the target space. The creature combines the forms of many different beings into one heaving mass. When the creature of chaos appears, make a luck roll. On a success, the creature becomes your controlled companion. On a failure, the creature becomes your enemy under the Sage's control. The creature treats all creatures as enemies. When the creature becomes incapacitated, it disappears.

Defense: 1d6 + 10, **Health:** 1d6 × 10

Attributes: Strength 1d6 + 10, Agility 1d6 + 10,
Intellect 1d6 + 2, Will 1d6 + 10

Size: 1d6, **Speed:** 6

Senses: Keen Vision

Immune: confused, frightened, Will impaired, stunned

Melee Attack—Claws and Teeth: Strength with 1d6 boons ([1d6]d6)

Chronomancy

Students of the Chronomancy tradition learn to meddle with time. Understanding time's mutability enables them to speed it up and slow it down, to steal moments from others, and to cause hiccoughs in people's own timelines. Twisting time as they do sometimes produces unfortunate consequences, but to become a master of moments puts to rest any misgivings these casters might feel.

CHRONOMANCY TALENTS

Borrow Against the Future (Magical): You can use this talent at the start of your turn. Increase the number of actions you can use during your turn by one. At the end of your turn, make a Will roll. On a failure, you become confused (luck ends). You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Peer into the Past (Magical): You can use an action to look back into the past. Make an Intellect roll. On a success, you, and you alone, see time in your vicinity flow in reverse for up to 1 hour. If you move more than 5 yards from where you cast this spell, the effect ends early. Each minute, you see events around you roll back 1 minute into the past, seeing creatures' actions and events that recently occurred happen in reverse. For example, if you cast this spell in a room where a murder took place 10 minutes before, 10 minutes after you cast this spell, you would see the murder occur and then you would see the events leading up to the murder. On a failure, you cannot see more than 5 yards away. You can use this talent once. You regain the use of it after you rest.

Sudden, Horrid Aging (Magical): You can use an action to briefly cause a creature to experience extreme aging. Target one creature within 5 yards. Make an Intellect roll against the target's Strength. On a success, the target becomes weakened until the end of your next turn. On a critical success, the target also falls prone. Angels, demons, faeries, fiends, and spirits ignore this effect. At level 3, you can target two creatures. At level 7, you can target three creatures.

Temporal Disjunction (Magical): You can use a reaction immediately after you are harmed to step out of time. You become removed from existence until the end of the round. While so removed, you take no turns and you perceive nothing. When the effect ends, make a luck roll. On a success, you return to existence in an empty space of your choice within 5 yards of the space you left. On a failure, the effect extends until the end of the next round. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Novice Chronomancy Spells

AN EXTRA MOMENT

CASTINGS: 1, reaction when a creature within 5 yards ends its turn

TARGET: One creature within 5 yards

DURATION: Instantaneous

Time speeds up for the target. The target gains one action that it must use immediately. The target makes any rolls from using this action with 1 boon. Then, the target makes a luck roll. On a failure, the target becomes confused and slowed (luck ends both).

DISPLACE FROM TIME

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: Instantaneous

Make a luck roll. On a success, the target winks out of existence. The target is removed from time (luck ends). While removed from time, the only thing the target can do is make the luck roll to end this effect. When the target gets a success on its luck roll, it reappears in the space it vacated or in an empty space of its choice nearest to that space. You then make a luck roll. On a failure, you become held (luck ends). If you get a failure on the initial luck roll, you become affected by the spell instead of the target.

ENTANGLE TIMELINE

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: 1 minute

The target sees its future and past unspool around it and becomes surrounded by conflicting images of scenes that might have happened or not. The target becomes confused and vulnerable for the duration. While confused in this way, you trap the target in a Size 5 space centered on it. If the target attempts to move out of the space, it stops and its Speed drops to 0 until the start of its next turn.

At the end of each round, you and the target make an Intellect roll. If you get a failure, you become confused until the end of the next round. If the target gets a failure, it becomes stunned until the end of the next round. The spell ends early if the target is harmed by an effect other than this one.

ENTRAP IN A TIME LOOP

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: Instantaneous

You seize the target's time line and wrap it around the target. The target becomes confused and held (luck ends both). While confused, the target must use an action on each of its turns to perform the same activity it performed during the previous round. If the target would be prevented from doing so—no eligible target for its attack, no uses remaining for its talent, and so on, the target does nothing on its turn and takes 2d6 damage.

After you cast this spell, make a luck roll. On a failure, you teleport to an empty space on a surface that can bear your weight of the Sage's choice within 10 yards.

FOLD SPACE

CASTINGS: 3

TARGET: One Size 5 space centered on you and one Size 5 space within 30 yards

DURATION: 1 round

Time and space warp so that creatures in each space can clearly see into and hear from the other space. Both spaces count as being adjacent to each other, such that when a creature moves out of one space it enters the other, and vice versa. When the spell ends, make a luck roll. On a failure, you become confused (luck ends).

TEMPORAL DISTORTION

CASTINGS: 3

TARGET: One enemy within 10 yards

DURATION: 1 minute

Time flows in an erratic fashion for the target. Make a luck roll. On a failure, you also target yourself for this spell's effects. The target emits dim light and becomes Agility impaired and vulnerable (luck ends). Until the afflictions end, the target can use an action or move on each of its turns, but not both.

Expert Chronomancy Spells

CREATE PARADOX

CASTINGS: 1

TARGET: One Size 10 space within 15 yards

DURATION: 1 minute

A shimmering, undulating tangle of tortured time appears in the center of the target space. When you cast the spell, and again at the start of each of your turns, choose three different numbers between 1 and 20, so that on the second round, you have chosen six numbers, nine numbers on the third, and so on. You can choose a number that was chosen on a previous turn.

When a creature in the target space makes an attribute roll or luck roll and the number rolled on the die matches a number you have chosen, discard the number you chose and the target is removed from time until the spell ends. A creature so removed does nothing.

When the spell ends, roll a d6 for each creature removed from time by this spell:

D6	RESULT
1	The creature remains removed from time. The only thing the creature can do is to make a luck roll once every 24 hours. On a success, the creature returns to an empty space within 5 yards of the target space. If the creature gets three failures, it is never seen again and memories of it eventually fade from the world.
2	The creature appears in an empty space of its choice within 5 yards of the target space and makes a Will roll. On a failure, the creature becomes stunned (luck ends).
3	The creature reappears in an empty space of its choice within the target space and takes 6d6 damage.
4	The creature reappears in an empty space of its choice inside the target space.
5	The creature reappears in an empty space inside the target space and heals 6d6 damage.
6	The creature and a duplicate of it appear in empty spaces inside the target space. The creature's possessions, if it has any, appear in a pile on the ground in an empty space of your choice. The creature and its duplicate use the same rules, but regard each other as enemies. When one becomes incapacitated, it ceases to exist, but, while they both exist, each loses 1d6 Health at the end of each round.

FLING THROUGH TIME

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: Instantaneous

The target disappears. Make an Intellect roll and note the result. At the end of each round, roll a d6 and subtract the number rolled from your result. When the result drops to 0 or less, the target reappears in the space it vacated or an empty space nearest to it. When the target reappears, make a luck roll. On a failure, you become stunned until the end of your next turn.

INESCAPABLE PAST

CASTINGS: 1, reaction when a creature within 15 yards takes damage

TARGET: The creature that enabled the casting of this spell

DURATION: Instantaneous

The target's body recalls previous injuries and manifests them. The target takes 3d6 damage. Then, you make a luck roll. On a failure, you take half the damage taken by the target.

MOMENTARY RESPITE

CASTINGS: 1

TARGET: You

DURATION: Special (see the effect)

You attempt to pull yourself out of time. Make an Intellect roll. On a success, you move yourself out of time and into a dark extradimensional space. An hour passes in that space, but no time passes in the world. While in that space you can cast spells and perform other activities, but you cannot target anything other than yourself with spells, talents, or other effects. You can end the spell at any time, at which point you return to the space you left. If you get a failure on the Intellect roll, you become confused (luck ends) and you regain the expended casting of this spell after 1 minute.

SLOW THE CLOCK

CASTINGS: 1

TARGET: Up to three creatures within 5 yards

DURATION: 1 minute

Each target seems to move as if trapped in treacle. The target becomes confused, slowed, and weakened for the duration, or until it overcomes the affliction with a success on a Will roll. After you cast this spell, make a luck roll. On a failure, you become weakened (luck ends). You make the luck roll to end the affliction with 1 bane for each creature you targeted.

SPEED THE CLOCK

CASTINGS: 1

TARGET: Up to three creatures within 5 yards

DURATION: 1 minute

You accelerate each target. The target makes attribute and luck rolls with 1 boon, imposes 1 bane on rolls made to attack it and rolls against it, and the target's Speed increases by 5. After you cast this spell, make a luck roll. On a failure, you become held (luck ends).

Master Chronomancy Spells

STOP TIME

CASTINGS: 1

TARGET: One Size 10 space centered on you

DURATION: Special (see the effect)

You halt time in the target space. Each object in the target space, other than ones you wear or carry, or that enters it becomes secured, even in the air, and immune to harm. Each creature other than you in the space or that enters it becomes an object until the spell ends. Ongoing effects in the target space are suspended until time resumes. Rounds spent in the space of stopped time do not count against durations.

You can freely enter and exit the affected space. You can use an action to move creatures and objects in the space, but you must get a success on a Strength roll with 1 bane to do so and, then, you move the creature or object 1 yard. The Sage might impose 1 or more additional banes on the roll depending on size and material composition. If you push a creature or object out of the affected space, time resumes for it.

At the end of each round, you can allow the spell to end or make a Will roll. On a success, the spell lasts until the end of the next round. On a failure, it ends immediately.

SUMMON SELF

CASTINGS: 1

TARGET: One empty space of your Size on the ground within 5 yards

DURATION: 1 minute

In the target space, your future self appears before you. The spell ends early if you or your duplicate become unconscious. The spell produces the following effects:

- You and the duplicate are identical, using the same attributes and having access to the same traits, talents, and spells. However, you share the same pool of uses and castings. If one casts a spell, the other loses access to the casting.
- Your duplicate has a copy of everything you wear and carry. If you drop an object, the copied object disappears from the duplicate. If an object you wear or carry is destroyed, it too is destroyed for the duplicate. Similarly, any wear and tear, dirt, or dampness that applies to you also applies to your other.
- You each take a turn during the round.
- You count as one creature for the purpose of tracking damage and Health. If one takes damage or loses Health, the damage or loss applies to both.
- If either of you becomes incapacitated, the other becomes so as well. If you die, your duplicate disappears.

When the spell ends, you and the future version of yourself vanish. After 1 minute, you reappear in the space you vacated, or an empty space nearest to that space.

TEMPORAL SURGE

CASTINGS: 1

TARGET: You and any number of allies within 5 yards

DURATION: 1 minute

Time speeds up for each target, causing the rest of the world to appear in slow motion. Each target can take one additional turn per round. At the end of each round after you cast this spell, make a Will roll. On a failure, you choose to either lose 2d6 Health or end the spell early.

TIME BOMB

CASTINGS: 1

TARGET: One Size 1/2 space within 15 yards

DURATION: Special (see the effect)

A warbling sphere appears inside the target space. You decide how long it remains, up to a maximum of 6 rounds. When you cast the spell, and on each of your turns until the spell ends, the time bomb gains 1 charge. When the spell ends, the bomb explodes, dealing 5d6 damage per charge accumulated to each creature and object within 10 yards of it. A creature makes a luck roll. On a success, the creature takes half the damage.

TIME TRAVEL

CASTINGS: 1

TARGET: You

DURATION: Special (see the effect)

You step into the future, appearing to all others to have vanished. Choose an amount of time in rounds, minutes, hours, days, months, or years. When the chosen amount of time passes, you reappear in the space you left and become weakened (luck ends). If something occupies that space when you reappear, you take 5d6 damage, fall prone in the nearest empty space to that space, and also become stunned (luck ends)

TIME'S MARCH TOWARD OBLIVION

CASTINGS: 3

TARGET: One creature within 5 yards

DURATION: Instantaneous

You accelerate the rate at which the target ages. Angels, demons, faeries, fiends, spirits, and other immortal creatures ignore this effect. The target becomes slowed, vulnerable, and weakened (luck ends all). Each time the target gets a failure on the roll to end the afflictions, the target takes 6d6 damage. If the target becomes incapacitated, it dies and turns to dust. Once the target ends the afflictions, it returns to its normal age.

Conjuration

Whatever you need, whenever you need it can be yours if you know the proper spell. The Conjuration tradition reveals methods for plucking creatures and objects from the world and bringing them to you. Thus, when you produce a blade from thin air, the spell plucks the item from somewhere nearby. When the spell ends, the blade returns to the place from which it came. Given the widespread knowledge of this tradition, many people have become accustomed to the sudden disappearance of their possessions and accept that they will find their way home, possibly a bit worse for wear.

CONJURATION TALENTS

Conjure Arrow (Magical): You can use an action to conjure an arrow and send it flying. Target one creature within 10 yards. Make an Intellect roll with 1 boon against the target's Defense. On a success, the arrow hits and the target takes 2d6 damage. At level 3, the target takes 3d6 damage. At level 7, the target takes 7d6 damage. On a critical success, the target takes an extra 1d6 damage.

Conjure Caltrops (Magical): You can use an action to cause numerous sharp, barbed objects to appear. Target the ground in one Size 5 space within 10 yards. Caltrops (see Chapter 3) cover the ground in that space and remain for 1 minute. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Conjure Useful Item (Magical): You can use an action to cause an ordinary piece of gear (see Chapter 3) worth 1 sp or less to appear in your hand or at your feet if your hands are full. The item remains for 1 hour, but disappears when you use this talent again. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Hidden Route (Magical): You can use an action to cause an opening to appear. Target one surface on a Size 1 or larger object within reach. A Size 1/2 hole appears in the object centered on the point you touch. The hole extends up to 1 yard through the object. The object remains unharmed from the presence of the hole. The hole remains open for 1 minute. If anything is in the hole when the effect ends, it's pushed out to the nearest empty space. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Novice Conjunction Spells

CONJURE HELPFUL SERVANT

CASTINGS: 1

TARGET: One Size 2 space within 5 yards

DURATION: 24 hours

A faint popping noise heralds the sudden appearance of a dog, horse, or pack mule in the target space. (See Chapter 3 for their rules.) The creature is friendly to you and becomes your controlled companion. If the creature becomes incapacitated, the spell ends early.

If you have a drop of blood, few hairs, or a bit of nail from a creature, you can expend the object and cause the creature to which the object belongs to appear in the target space instead. An unwilling creature can make a Will roll. On a success, the creature ignores the effect, but the object is still expended. An unwilling creature summoned in this way retains its normal disposition to you and does not become your controlled companion.

CONJURE OBSTACLE

CASTINGS: 1

TARGET: One Size 2 space on the ground within 5 yards

DURATION: 1 hour

Rocks, dirt, trees, and detritus fill the space around any creatures and objects in it. A creature in the space can make an Agility roll with 1 boon. On a success, the creature moves to the empty space nearest to the target space and becomes vulnerable until the end of your next turn. On a failure, the creature becomes buried (see Chapter 2).

PRODUCE FLAME

CASTINGS: 3

TARGET: One Size 2 space within reach

DURATION: Instantaneous

You pluck flames from somewhere else and send them rushing out from your hands into the target space. The flames deal 3d6 damage to each object in the space, and 1d6 damage to each creature in the space. A creature makes an Agility roll. On a failure, the creature takes an extra 2d6 damage. On a critical failure, the creature catches fire (luck ends).

RAIN OF BLADES

CASTINGS: 1

TARGET: One Size 5 space within 5 yards

DURATION: Instantaneous

You snatch knives, daggers, forks, and other sharp things from all around and cause them to appear in the air above the target space. The blades fall and disappear after they land. Each creature and object in the space and not under hard shelter takes 2d6 damage. A creature makes a luck roll. On a failure, the creature takes an extra 1d6 damage.

SECRET CHEST

CASTINGS: 1

TARGET: One container that can fit inside a Size 1 space within reach

DURATION: Special

You touch the target container and leave behind your mark. You can use an action to cause the target and everything it holds to appear in an empty space on the ground within reach, which ends this spell. Otherwise, the spell lasts until you cast it on a different target.

WEIGHTY CHAINS

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 1 minute

You reach for and retrieve heavy chains with which you can bind the target. Make an Intellect roll against the target's Strength. On a success, the chains wrap around the target and cause it to become held and weakened for the duration. The target can overcome this effect with a success on a Strength or Agility roll. On a failure, a heap of chains, 50 yards long, appears in an empty space of your choice within 1 yard of the target. The chains disappear when the spell ends.

Expert Conjunction Spells

CONVENIENT SHELTER

CASTINGS: 1

TARGET: One empty Size 10 space on solid ground or a liquid surface within 20 yards

DURATION: 12 hours

The air in the target space darkens and returns to normal when a structure that can fit inside the space appears inside it. If you target a space on a liquid surface, a boat appears instead of a structure. The shelter contains whatever items were inside it before you conjured it.

CONJURE WALL

CASTINGS: 3

TARGET: One Size 10 space within 20 yards

DURATION: 12 hours

Along one side of the space there appears a 1-yard thick wall formed from stone, iron plates, and timber. Each Size 1 cube of space has Health 40.

EMBED FOREIGN OBJECT

CASTINGS: 3

TARGET: One creature within 20 yards

DURATION: Instantaneous

The target's body bulges as it accepts some solid object that you caused to appear inside it. The target takes 6d6 damage, and becomes slowed and weakened (luck ends both). Each time the target gets a failure on the roll to end the afflictions, the target loses 1d6 Health.

PRODUCE SUPERIOR ITEM

CASTINGS: 1

TARGET: You

DURATION: 1 hour

The air shimmers over your hands until the object you desire appears there. You cause one superior suit of armor, weapon, or piece of gear to appear in your hands and remain for the duration.

SPIN A SPIDER'S WEB

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: 1 minute

Sticky strands spread through the space to fill it entirely. The strands turn the space into challenging terrain and grant creatures and objects in it partial cover. Each creature in the target space when the webs appear becomes held until the creature overcomes the effect with a successful Strength roll. A creature entering the space or moving in it must first make an Agility roll. On a failure, it becomes held as described.

The strands ignite if touched by fire and burn away at the end of the round, ending the spell early. Anything in the target space takes 2d6 damage, while creatures held by the strands in that space take an extra 2d6 damage.

SURPRISING BOULDER

CASTINGS: 1

TARGET: One empty Size 3 space within 15 yards

DURATION: Instantaneous

You pluck a boulder from somewhere and cause it to fill the target space. The boulder has Health 100. If you conjure the boulder in the air, it falls. The falling boulder deals 12d6 damage to all objects under it. Each creature under the boulder when it falls makes an Agility roll. A slowed creature makes the roll with 1 bane. On a success, the creature falls prone in the nearest empty space to the boulder. On a critical success, the creature does not fall prone. On a failure, the creature takes 12d6 damage, falls prone, and becomes held until it overcomes the affliction with a success on a Strength or Agility roll. A creature held in this way cannot stand up.

Master Conjunction Spells

CONJURE ABOMINABLE THING

CASTINGS: 1

TARGET: One empty Size 1 space on the ground within 5 yards

DURATION: 1 hour

A hulking mass of flesh and slobber, claws and teeth, appears on the ground inside the target space. It becomes your controlled companion. The spell ends early if it becomes incapacitated.

Defense: 10, **Health:** 60

Attributes: Strength 14 (+4), Agility 10 (+0),
Intellect 8 (–2), Will 10 (+0)

Size: 1, **Speed:** 6

Fearsome: A creature rolls to attack the abominable thing with 1 bane unless the creature is immune to the frightened affliction.

Melee Attack—Claws and Teeth: Strength (+4) with
1 boon (4d6)

MANSION OF THE MISTS

CASTINGS: 1, perform a ritual

TARGET: One empty Size 30 space on the ground that you can see

DURATION: 24 hours

You cause a mansion to appear in the target space. It has an appearance appropriate to the part of the world in which you cast this spell: it could be a manor house, a castle, a fortress, or just a nice cottage. The place comes with furnishings, and anyone in the mansion when you conjured it appears inside it. Creatures traveling with the mansion are friendly to you and your allies and try to make you as comfortable as possible for the duration of your stay.

If you own a structure and that structure is on your continent when you cast this spell, you can conjure it to appear in the target space instead of a random structure. In addition, a conjured structure you own can remain in the space indefinitely.

PRODUCE LAVA

CASTINGS: 1

TARGET: One Size 5 space on the ground within 20 yards

DURATION: 1 minute

You call forth lava from deep in the earth to spread across the ground in the target space, covering it with challenging terrain. Each creature and object on the ground in the space when the lava appears or that enters it takes 10d6 damage and catches fire (luck ends).

During the next round, and each subsequent round, the lava deals damage to any creature or object on the ground in the target space or that enters it, but the damage dealt is reduced by 2d6: 8d6 damage on round two, 6d6 on round three, and so on.

In addition to dealing damage, toxic gas rises from the lava and creates light obscurement in the target space. Creatures in the space are affected by suffocation until they leave it.

PRODUCE MAGIC ITEM

CASTINGS: 1

TARGET: You

DURATION: 1 hour

You pluck a magical item from somewhere in the world and cause it to appear in your hands or at your feet if your hands are full. You can choose any consumable or trinket described in Chapter 3. Alternatively, you can conjure a random oddity. The Sage has rules for oddities.

RIVER OF ROCK

CASTINGS: 1

TARGET: One creature or object within 15 yards

DURATION: Instantaneous

You pull rocks and debris from someplace else and cause them to come tumbling out from nowhere. A target object takes 20d6 damage and, if not secured, is pushed 5 yards. A target creature takes 10d6 damage, and makes an Agility roll. On a failure, the target takes an extra 10d6 damage, is pushed 5 yards, and falls prone. The boulders cover the ground in a 5-yard wide and 5-yard long line extending away from the target's space with challenging terrain that remains until cleared away.

SUMMON WINGED STEEDS

CASTINGS: 1, perform a ritual, you can see the sky

TARGET: One Size 5 space centered on you

DURATION: 8 hours

From the air above you swoop down winged steeds for you and each ally in the space. The steeds are friendly to you and your allies and bear you as riders. The steeds use the rules for horses (see Chapter 3) with the Fly trait. If a steed becomes incapacitated, it disappears. A creature on a steed falls when the spell ends or when the steed disappears.

Cryomancy

In the frozen tundra, on glaciers, and all across the polar regions one finds a climate anathema to most living things. Between the bitter cold, freezing winds, and slippery ice, doom awaits the unprepared. Armed with Cryomancy, casters can bring these inhospitable environments to anywhere in the world. With a word, the temperatures plummet. With a gesture, snow and ice barrel forward.

CRYOMANCY TALENTS

Freeze Ray (Magical): You can use an action to launch a white-blue beam from your fingertip. Target one creature within 10 yards. Make a Will roll against the target's Agility. On a success, the target takes 1d6 damage and becomes slowed until the end of your next turn. At level 3, the target takes 3d6 damage. At level 7, the target takes 7d6 damage. On a critical success, the target instead becomes slowed (luck ends).

Freeze Water (Magical): You can use an action to turn water into ice. Target one Size 5 space that you can see within 10 yards. All water in that space becomes ice. Any creature in the water can make an Agility roll with 1 boon. On a success, if the creature has a Speed greater than 0, the creature moves to the nearest empty space outside the target space. Otherwise, the creature becomes buried in ice and subject to suffocation. The ice melts away after 1 hour. You can use this talent once. You regain the use of it after you rest.

Shape Ice (Magical): Your damage-dealing Cryomancy spells deal an extra 1d6 damage.

In addition, you can perform a ritual to reshape ice. Target one Size 5 space you can see within 10 yards. When you finish, you change the shape of all ice in the target space. You could create an opening through it, steps, fanciful figures, or something else. Once you use this talent, you lose access to it for 1 hour.

Sleet Storm (Magical): You can use an action to cause sleet to fall and make the ground slippery. Target one Size 5 space within 10 yards. Sleet falls through the target space for 1 minute, creating light obscurement within the space. In addition, the ground in the space becomes challenging terrain. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Novice Cryomancy Spells

FROSTBITE

CASTINGS: 3

TARGET: One creature within 15 yards

DURATION: Instantaneous

Cold sinks its fangs into the target. It takes 1d6 damage. Then, make an Intellect or Will roll against the target's Strength. On a success, the target becomes slowed (luck ends). On a critical success, the target takes an extra 1d6 damage.

HOARFROST WEAPON

CASTINGS: 3, reaction when you attack with a melee weapon

TARGET: One weapon you wield

DURATION: 1 minute

Ice spreads across your weapon and causes it to radiate deadly cold. When you attack with the weapon, you roll with 1 boon and you can use Intellect or Will in place of the attribute you would normally use. Your attacks with the weapon deal an extra 1d6 damage from the cold. While you carry the weapon, you are immune to damage from cold and you take half damage from fire. Finally, you can use an action to touch the weapon to a body of water and freeze solid a Size 1 cube of it. You can draw your weapon freely from the ice created.

ICE BARRIER

CASTINGS: 3

TARGET: One Size 10 space within 15 yards

DURATION: 1 minute

Along one side of the target space there forms a 1-yard-thick barrier of ice. Each Size 1 cube of the barrier has Health 20 and takes double damage from fire.

ICICLE FALL

CASTINGS: 1

TARGET: One Size 3 space within 10 yards

DURATION: Instantaneous

Long blades formed from ice appear above the target space and fall. Each creature and object in the space that is not under a hard surface takes 1d6 damage. A creature makes an Agility roll with 1 boon. On a failure, the creature also falls prone. Then, for 1 minute, the broken icicles cover the ground in the space with challenging terrain.

RIME**CASTINGS:** 3**TARGET:** One creature or object within 15 yards or all exposed surfaces inside one Size 5 space within 15 yards**DURATION:** Special (see the effect)

Ice spreads with great rapidity over the target. A target creature takes 1d6 damage and makes a Strength roll. On a failure, it becomes held for 1 minute or until it overcomes the affliction with a successful Strength roll. At the end of each round the target is held in this way, it takes 1d6 damage.

A target object is covered in ice for 1 minute. If the target can normally be opened or closed, it cannot be opened or closed until the spell ends. A creature that touches the target takes 1d6 damage, but no more than once per round.

Ice covers a target surface with challenging terrain for 1 minute. Any creature that moves across the surface makes an Agility roll. On a failure, the creature takes 1d6 damage and falls prone.

SNOWSTORM**CASTINGS:** 1**TARGET:** One Size 50 space centered on you**DURATION:** 1 hour

The air temperature plummets in the target space. Thick gray clouds form there and release heavy snow that falls throughout it. The falling snow creates light obscurement in the affected space and, after 1 minute, covers the ground in the space with challenging terrain.

If you cast this spell on an indoor space, the falling snow instead creates heavy obscurement.

While you are in the affected space, you make rolls from casting your Cryomancy spells with 1 boon and you impose 1 bane on rolls to resist your Cryomancy spells.

Expert Cryomancy Spells

DEEP FREEZE**CASTINGS:** 1**TARGET:** One creature within 15 yards**DURATION:** Instantaneous

Bands of lethal cold air wrap around the target. It takes 4d6 damage and becomes Strength impaired (luck ends). While Strength impaired in this way, whenever the target takes damage, it takes an extra 1d6 damage.

FREEZING FOG**CASTINGS:** 1**TARGET:** One Size 10 space within 20 yards**DURATION:** Special (see the effect)

Billowing white fog spreads through the target space to cover all exposed surfaces with ice creating challenging terrain that lasts for 1 hour, or 1 minute in hot climates. The fog lingers in the target space for 1 minute, creating heavy obscurement throughout. Whenever a creature ends its turn in the space, it makes a Strength roll. On a failure, the creature takes 2d6 damage. If the creature becomes injured by this damage, it becomes held until it takes any damage from fire or it overcomes the affliction with a successful Strength roll.

ICE FALL**CASTINGS:** 1**TARGET:** One Size 5 space within 20 yards**DURATION:** Instantaneous

Huge chunks of ice appear in the air above and fall to the ground inside the target space to cover it with challenging terrain that remains for 1 minute or until the ice melts from fire or extreme heat. The noise of the falling ice causes all creatures in the target space to become deafened until the end of the round.

Each creature and object in the space that is not under hard cover when the ice starts falling or that enters it before the spell ends takes 3d6 damage. A creature makes a Strength roll with 1 bane. On a failure, the creature takes an extra 4d6 damage and falls prone.

KATABATIC BLAST**CASTINGS:** 1**TARGET:** One Size 10 space within reach**DURATION:** Instantaneous

A super-cold wind tears through the target space and deals 6d6 damage to each creature and object in it. The wind causes liquids in the target space to freeze, and the cold beards all surfaces with ice to make them challenging terrain for 1 hour. A creature in the target space makes a Strength roll, and on a failure, takes an extra 3d6 damage, falls prone, and becomes Strength impaired (luck ends).

SNOW DEVIL

CASTINGS: 1, reaction when an enemy attacks you

TARGET: You

DURATION: 1 minute

Freezing wind, snow, and ice whip around you. You impose 2 banes on rolls to attack you, and any creature within 5 yards that attacks you takes 3d6 damage and makes a Strength roll. On a failure, the creature becomes weakened until the end of its next turn.

TEETH OF WINTER

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: 1 minute

Long, sharp ice blades form throughout the target space and remain there for 1 minute or until melted. Each creature in the target space when the blades appear takes 4d6 damage and makes an Agility roll. On a failure, the creature takes an extra 4d6 damage. Until the blades disappear, they cover the target space with challenging terrain, and any creature that falls prone in it takes 1d6 damage.

Master Cryomancy Spells

ABSOLUTE ZERO

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: 1 minute

The air temperature in the target space becomes lethally cold. At the end of each round, any creature in the space with a Health score of 15 or lower dies, and each creature with a Health score greater than 15 takes 4d6 damage and makes a Strength roll. On a failure, the creature takes an extra 6d6 damage and becomes weakened for as long as it remains in the target space and for 1 minute thereafter. Any creature injured by this damage becomes held until the spell ends.

The spell freezes all liquids in the target space and causes them to burst closed containers. All fire deals half damage to anything in the target space, and nothing in the space can catch fire.

FORM GLACIER

CASTINGS: 1

TARGET: One Size 5 space within 30 yards

DURATION: Special (see the effect)

Ice completely fills the target space. The ice crushes secured objects in the space, dealing 100 damage to each, while unsecured objects take 50 damage and are pushed into empty spaces nearest to the target space. Each creature in the target space takes 6d6 damage; if incapacitated, it dies, its body smeared across the ground under the ice. If not incapacitated, the ice pushes the creature into the nearest empty space to the target space and the creature then makes a Strength roll. On a failure, the creature falls prone.

The ice lasts for 1 month in a temperate region, a couple of weeks in a warm environment, or a few days in a hot environment. In a cold environment, the ice stays until melted away.

FLASH FREEZE

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: Instantaneous

Deep, bone-chilling cold envelops the target. If the target's Health score is 90 or less, it freezes into a solid statue and dies. Otherwise, the target takes 10d6 damage and becomes held (luck ends). The target makes the luck roll with 1 bane to end this affliction. Each time the target gets a failure on a roll to end this affliction, it loses 5d6 Health.

HEART OF WINTER

CASTINGS: 1, reaction when you cast a Cryomancy spell or use a Cryomancy talent

TARGET: You

DURATION: 1 hour

Ice sheathes your body, transforming you into the heart of winter. The effect ends early if you become incapacitated as a result of taking damage from magical fire.

- Your natural Defense becomes 16 if less than 16.
- You take no damage from cold and you take half damage from fire.
- You increase your Speed by 3 and you have the Slippery trait.
- Your Cryomancy spells and talents that deal damage deal an extra 2d6 damage.
- You radiate bitter cold from your body. At the end of your turn, each creature within 1 yard of you takes 1d6 damage.

LIQUID ICE

CASTINGS: 1

TARGET: One creature or object within 15 yards

DURATION: Instantaneous

Freezing cold water flows from your hands toward the target. Make a Will roll with 1 boon against its Agility. On a success, the target takes 20d6 damage. On a critical success, the target takes an extra 4d6 damage. If the damage causes the target to become injured, it also becomes held from the ice that now covers its body. The affliction persists until the target overcomes it with a successful Strength roll. At the end of each round while the target is held in this way, it takes 1d6 damage from cold.

If your roll results in a failure, water spreads out across the ground within 3 yards of the target and then freezes. Any creature on the ground in the target space makes a Strength roll. On a failure, it becomes held (luck ends). For 1 minute, ice covers the ground in challenging terrain.

SUMMON ICE ELEMENTAL

CASTINGS: 1

TARGET: One empty Size 2 space within 5 yards

DURATION: 1 hour

Loud popping sounds from the space as ice forms into a hulking humanoid shape, bristling with spikes. The ice elemental becomes your controlled companion. The effect ends early if it becomes incapacitated.

Defense: 15, **Health:** 40

Attributes: Strength 15 (+5), Agility 10 (+0), Intellect 10 (+0),
Will 15 (+5)

Size: 2, **Speed:** 5

Immune: asleep, blinded, deafened, held, frightened, impaired, on fire, poisoned, prone, weakened, damage from cold.

Icy Fist: The ice elemental targets one creature or object within reach and makes a Strength roll with 1 boon against the target's Defense. On a success, the target takes 5d6 damage. On a critical success, the target becomes held (luck ends).

Dark Arts

There can be no mistaking the evil inherent in the Dark Arts tradition; each spell makes the world a bit worse. They create suffering, sickness, and sorrow. A tradition of last resort for people seeking unlimited power—no matter the consequences, studying the Dark Arts stains the soul and increases the population of the Netherworld by one upon the caster's death. Efforts to stamp out the Dark Arts should make discovering the tradition a challenge, yet its secrets have a way of surviving the bonfires and purges to infect more and more with its false promises and cruel effects.

Fiends in the Netherworld introduced the Dark Arts to mortals, offering potent and harmful magic in return for souls. It's believed that the gods despise the Dark Arts and that knowledge of even a single spell from this tradition will doom a soul to the Netherworld. For this reason, the Dark Arts tradition is a poor choice for heroes. Sometimes, though, casters find evil a powerful weapon for use against its authors, and thus these insidious spells might find their way into a spellcaster's arsenal.

DARK ARTS TALENTS

Construct Poppet (Magical): If you have a few strands of hair, a drop of blood, or a bit of nail all from the same creature, you can perform a ritual to construct a doll in that creature's likeness. When you finish, you expend the required materials. The doll is Size 1/8, has Defense 0, and Health 5. The doll remains until it's destroyed.

When you cast a spell that normally targets one creature, you can choose to lose 1 Health and target the doll instead. In doing so, you transfer the spell's effects through the doll to the creature it represents provided that creature is within 100 miles of you.

In addition, if you deal damage directly to the poppet, the creature it represents becomes vulnerable (luck ends). If you destroy the poppet, the creature it represents makes a Will roll. On a failure, it becomes stunned (luck ends).

Forked Tongue (Magical): Your tongue bifurcates. Whenever you would pass off a lie as the truth in a social situation, each creature that can hear you makes an Intellect roll with 1 bane. On a success, the creature becomes immune to this talent for 24 hours. On a failure, the creature believes what you say to be true, even if presented with evidence to the contrary, for 1 hour. On a critical failure, the creature believes anything you say to be the truth for 24 hours.

Hex (Magical): You can use an action to draw a fiery red pentagram with your finger in the air and send it flying from you. Target one creature within 5 yards. The target becomes cursed until the end of your next turn.

At level 3, the target becomes cursed (luck ends). At level 7, the target becomes cursed and vulnerable (luck ends both).

Pungent Stench (Magical): You can use this talent when you cast a Dark Arts spell. From your body emanates a foul odor that sickens nearby creatures. For 1 minute, enemies inside a Size 3 space centered on you, and that moves with you, are Strength impaired. Creatures immune to the poisoned affliction ignore this effect. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Novice Dark Arts Spells

ALL-CONSUMING FIRES OF HELL

CASTINGS: 3

TARGET: One creature within 15 yards

DURATION: Instantaneous

Screams fill the air as the black fires gathered in your hands streak toward the target. Make an Intellect roll against its Agility. On a success, the target takes 3d6 damage and catches fire (luck ends); it makes rolls to end this effect with 1 boon. If your Intellect roll results in a failure, either the target takes 1d6 damage or you can choose to lose 2 Health to turn the failure into a success. On a critical success, you also regain the expended casting of this spell.

EXQUISITE AGONY

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: Instantaneous

Pain grips the target. Make an Intellect roll against the target's Will. You can choose to lose 2 Health to make the roll with 1 boon. On a success, the target becomes cursed for 1 minute. While cursed in this way, whenever the target falls prone, takes damage, or loses Health, it becomes weakened (luck ends). On a failure, you regain the expended casting of this spell after 1 minute. On a critical success, the effect lasts 1 hour instead of 1 minute.

FLESH BLIGHT

CASTINGS: 1

TARGET: One flesh-and-blood creature within 10 yards

DURATION: Instantaneous

Blisters appear all over the target's body. Make a Will roll against the target's Strength. You can choose to lose 2 Health to make the roll with 1 boon. On a success, the target takes 2d6 damage and becomes cursed for 1 minute. While cursed in this way, the target is also weakened.

If the target takes damage from an attack by a creature in its reach and the attacker's weapon lacks the Long trait, a bubo on the target's body bursts to spray the attacker. The attacker makes an Agility roll and, on a failure, becomes affected as if you had cast this spell on it.

If your Will roll results in a failure, you regain the expended casting of this spell after 1 minute.

INSIDIOUS VEXATION

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: 1 minute

Dark splotches appear all over the target's body and then fade. You can target additional creatures with this casting of the spell: lose 4 Health to target two creatures or 8 Health to target three. A target becomes cursed for the duration. While cursed in this way, each time the target gets a success on an attribute or luck roll, roll a d6 to see what happens:

D6	RESULT
1	The target falls prone.
2	The target takes 1d6 damage.
3	The target becomes weakened until the end of its next turn.
4	The target, or your choice of one of its allies within 5 yards of it, takes 2d6 damage.
5	The target, or your choice of one of its allies within 5 yards of it, becomes confused (luck ends).
6	The target, or your choice of one of its allies within 5 yards of it, takes 4d6 damage.

ONE TRUE LOVE

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Instantaneous

The target's eyes turn black and then return to normal a moment later. Make an Intellect roll against its Will. On a success, the target sees you as its one true love for 1 hour. The target is your ally until you harm it, its friends or loved ones, or its property. The spell also ends if the target learns it is affected by this spell or witnesses you perform an act it would find objectionable. On a failure, the target becomes your enemy if it is not already and, henceforth, makes rolls against you with 1 boon. After you cast this spell, you can choose to lose 2 Health and regain the expended casting.

RECALL SOUL

CASTINGS: 1, perform a ritual

TARGET: One dead creature within reach

DURATION: Special (see the effect)

The soul belonging to the target returns to its body, causing it to animate and behave in a manner appropriate to someone that knows it has died and desperately wants to live. Each creature that can see the target, other than you, makes a Will roll. On a failure, the creature becomes frightened of the target until the spell ends or the creature overcomes the affliction with a successful Will roll.

When you cast the spell, and once each round on your turn, you can ask the soul one question. The soul answers truthfully by speaking with the target's mouth, gesturing, or writing, and uses the knowledge it had in life. When not answering queries, it blubbers, complains, and begs for help.

At the end of each round, roll a d6. On any number other than 6, the spell ends unless you choose to lose 2 Health.

Expert Dark Arts Spells

APPALLING HEMORRHAGE

CASTINGS: 3

TARGET: One injured flesh-and-blood creature within 10 yards

DURATION: Instantaneous

Blood suddenly gushes from the target's wounds. The target takes 4d6 damage. Then, make an Intellect roll against the target's Strength. On a success, the target loses 4d6 Health, and blood spraying from its body creates light obscurement within 5 yards of it. On a critical success, the target loses an extra 2d6 Health. After you cast the spell, you can choose to lose 4 Health and regain the expended casting.

FREEDOM DELUSION

CASTINGS: 3

TARGET: One creature within 10 yards

DURATION: 1 minute

For a moment, the target stiffens. You can target additional creatures with this casting of the spell: lose 4 Health to target two creatures or 8 Health to target three. A target becomes cursed for the duration, or until it overcomes the affliction with a successful luck roll. While cursed in this way, each time the target takes a turn within 10 yards of you, it chooses either to become controlled by you until the end of the round or to take 4d6 damage.

PART BONE FROM FLESH

CASTINGS: 1

TARGET: One Size 1 flesh-and-blood creature within 5 yards

DURATION: Instantaneous

The bones in the target's body begin moving around. The target takes 6d6 damage. Then, make a Will roll against the target's Strength. On a success, the target takes an extra 6d6 damage. On a critical success, the target takes an extra 12d6 damage instead. If the damage incapacitates the target, it dies and, at the end of the round, an **animated skeleton** of the target's Size pulls itself free from the corpse and stands up. The animated skeleton is a creature under the Sage's control and treats all other creatures as enemies. The Sage has rules for the animated skeleton in *Secrets of the Weird Wizard*.

THE CERTAINTY OF FOOLS

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: Instantaneous

A queer expression appears on the target's visage. You can target additional creatures with this casting of the spell: lose 4 Health to target two creatures or 8 Health to target three. For each target separately, make a Will roll against its Intellect. On a success, the target becomes confused and Intellect impaired (luck ends both). On a critical success, the target also becomes stunned until the end of your next turn.

At the end of each round the target is impaired in this way, its Intellect score is reduced by 1. A target whose Intellect score was reduced in this way regains 1 point every 24 hours from the last time this spell reduced its Intellect score.

VILE TENTACLES

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: 1 minute

Unfurling from thin air, three hideous tentacles covered in suckers lash your enemies. When the tentacles appear, and again at the start of each of your turns, the tentacles attack up to three creatures in the target space. For each target separately, make an Intellect roll against the target's Agility. On a success, the target takes 3d6 damage and becomes grabbed by the tentacle. If the target is already grabbed by a tentacle, it takes an extra 3d6 damage instead and remains grabbed until the end of the tentacle's next turn.

A tentacle counts as an object with Defense 12 and Health 10. Once three tentacles have been destroyed, the spell ends early.

VIVISECTION

CASTINGS: 1

TARGET: Up to three creatures all in one Size 3 space within 10 yards

DURATION: Instantaneous

You fling out your hands and lines crisscross the targets' bodies. Each target takes 4d6 damage and makes a Strength roll with 1 bane. On a failure, the target takes an extra 4d6 damage. On a critical failure, it takes an extra 8d6 damage instead. If this damage incapacitates the target, it dies, and its body slides apart into hundreds of ultrathin slices. The target's vitality covers the ground in a Size 3 space centered on it with challenging terrain. You can choose to lose 4 Health to regain the expended casting of this spell.

Master Dark Arts Spells

BODY PUPPET

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: Instantaneous

The target's body moves in an unsettling nature. If the target has Health 60 or less, it becomes cursed until you or the target dies. If you choose to lose 8 Health, you can instead affect a target with Health 100 or less; such a target becomes cursed (luck ends). When a target cursed in this way takes a turn, you can use a reaction to exert your will over the target if it is within 10 yards of you and in your line of sight. Make a Will roll against the target's Will. On a success, the target becomes controlled by you until the start of its next turn. On a failure, the target takes 8d6 damage.

INTO THE OUBLIETTE

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: Instantaneous

You make the target a prisoner of its own body. Make a Will roll against the target's Intellect. On a success, if the target has Health 60 or less, it becomes cursed (luck ends). While cursed in this way, the target is stunned, cannot use any of its senses, and takes half damage from all sources. When the spell ends, the target makes a Will roll, and on a failure, becomes frightened of you until you become incapacitated.

A target with a Health score greater than 60 is cursed (luck ends). While cursed in this way, the target is also held, vulnerable, and weakened.

If you get a failure on your roll, you can choose to lose 8 Health to regain the expended casting of this spell.

LIQUEFY FLESH

CASTINGS: 1

TARGET: One flesh-and-blood creature within 15 yards

DURATION: Instantaneous

The target's skin turns to liquid and drains away. The target loses 20d6 Health. You can choose to lose 8 Health to increase the Health loss to 30d6. If the loss reduces the target's Health score to 0, it melts into a reeking puddle that dries a few days later.

PART SOUL FROM FLESH

CASTINGS: 1

TARGET: One Size 1 or smaller creature within 5 yards

DURATION: Instantaneous

You hook your finger at the target to wrench free its soul. An angel, creation, demon, faerie, and fiend ignores this spell. A target with Health 60 or less falls prone and dies. If you choose to lose 8 Health, you can instead affect a target with Health 100 or less in this way. When the target dies, a **ghost** appears in the air above its body.

The ghost is a creature under the Sage's control and treats all other creatures as enemies. The Sage has rules for the ghost in *Secrets of the Weird Wizard*.

PILLARS OF SALT

CASTINGS: 1

TARGET: Any number of creatures inside a Size 5 space within 15 yards

DURATION: Instantaneous

Salt crystals form on each target's body. A target with Health 40 or less freezes in place, turns into salt, and then dies. If you choose to lose 8 Health, you can instead affect targets with Health 60 or less in this way. A target with a Health score greater than this threshold instead takes 10d6 damage.

RELEASE THE DEMON

CASTINGS: 1

TARGET: One Size 1 space within 10 yards

DURATION: Instantaneous

A black hole opens in the target space and from it clambers forth a type I **demon**. The demon is an enemy under the Sage's control. The Sage has rules for demons. When it is incapacitated, the demon disappears.

If you choose to lose 8 Health, when the demon appears, you can make a Will roll against its Will. On a success, the demon becomes controlled by you for 1 minute, after which time it returns to the Void. On a failure, you regain the casting of this spell after 1 hour.

Destruction

Some people just want to watch the world burn. The Destruction tradition is for them. Magic with the sole aim of undoing creation, its spells break, burst, splinter, and erode. Students of the tradition not disgusted by the ruin they create might find themselves reveling in the sheer devastation wrought.

DESTRUCTION TALENTS

Entropic Power (Magical): You can use this talent when you cast a Destruction spell. Entropic power flows into you for 1 minute. The effect ends early if you become unconscious. When you deal damage from a spell you cast or a magical talent you use, the target takes an extra 1d6 damage. At the end of each round, the ground within 3 yards of you fractures to become challenging terrain until cleared away. When this effect ends, make a Strength roll. On a failure, you lose 1d6 Health. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Rend the Flesh (Magical): You can use an action to send tendrils of ruinous energy from your hand. Target one creature within 5 yards. Make a Will roll against its Strength. On a success, the target takes 1d6 damage and becomes vulnerable until the end of your next turn. At level 3, the target takes 3d6 damage. At level 7, the target takes 7d6 damage instead.

Ruinous Field (Magical): You can use this talent when you cast a Destruction spell. You emanate a ruinous field for 1 minute. The effect ends early if you become confused, controlled, stunned, or unconscious. Creatures and objects that are neither worn nor carried within 1 yard of you are vulnerable for as long as they remain there. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Shatter (Magical): You can use an action to damage or destroy an object. Target one ordinary object you can see within 10 yards. Make an Intellect roll. On a success, the target loses 4d6 Health. On a critical success, the target loses 8d6 Health instead. If the loss destroys the object, it flies apart and each creature and object within 3 yards of it takes 1d6 damage. A creature can make a luck roll. On a success, the creature takes no damage. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Novice Destruction Spells

BREAK THE BODY

CASTINGS: 1

TARGET: Up to three creatures within 10 yards

DURATION: 1 minute

Fractures and fissures appear all over the targets' bodies. Each becomes Agility impaired for the duration. At the end of each round, the target takes 1d6 damage.

FEED ON LOSS

CASTINGS: 1, reaction when a creature within 5 yards becomes incapacitated or a Size 1 or larger object within 5 yards is destroyed

TARGET: You

DURATION: 1 minute

The air shimmers around you, your will to ruin made manifest. Whenever a creature within 5 yards becomes incapacitated or a Size 1 or larger object within 5 yards is destroyed, you make attribute and luck rolls with 1 boon for 1 minute.

HAMMER DOWN

CASTINGS: 3

TARGET: One creature within 10 yards

DURATION: Instantaneous

You fling out your hand to release a wave of destructive force. The target takes 1d6 damage, and makes a Strength roll. On a failure, you push the target 5 yards. On a critical failure, the target also falls prone and cannot stand up (luck ends).

LESSER RUIN

CASTINGS: 3

TARGET: One creature or object within 10 yards

DURATION: Instantaneous

Minor wounds appear all over the target. It takes 3d6 damage.

PAIN

CASTINGS: 3

TARGET: One flesh-and-blood creature within 10 yards

DURATION: Instantaneous

The target lets loose a gasp as you send a jolt of pain through it. The target becomes weakened (luck ends).

RAY OF DISSOLUTION

CASTINGS: 1

TARGET: Each creature and object within 5 yards

DURATION: Instantaneous

You sweep a lime-colored beam around you. Whatever it touches begins to decay. The beam deals 3d6 damage to each target object. Each target creature makes an Agility roll. On a failure, the creature takes 3d6 damage.

Expert Destruction Spells

CASCADING DECAY

CASTINGS: 3

TARGET: One creature within 15 yards

DURATION: Instantaneous

Dust seems to fall from the target's body as it experiences rapid and terrible decay. The target takes 4d6 damage and becomes cursed (luck ends). At the end of each round that the target is cursed in this way, it takes 1d6 damage.

DETONATE

CASTINGS: 1

TARGET: One ordinary Size 4 or smaller object within 30 yards

DURATION: Instantaneous

The target vibrates with growing intensity, which causes cracks to appear all over it. The target loses 40 Health. If the target's Health drops to 0, it explodes, dealing 8d6 damage to each creature and object within 5 yards of it. A creature can make a luck roll. On a success, the creature takes no damage.

ENTROPY STORM

CASTINGS: 3

TARGET: One Size 5 space within 15 yards

DURATION: Instantaneous

Threads of dark energy extrude from the center of the target space and dissipate. Each creature in this space takes 2d6 damage and each object in the space takes 4d6 damage. A creature makes a Strength roll. On a failure, the creature takes an extra 2d6 damage and becomes vulnerable and weakened (luck ends both); it makes the roll to end these afflictions with 1 bane. A creature or object incapacitated by this damage drops to 0 Health and becomes erased from existence.

OBLITERATION

CASTINGS: 3

TARGET: Each creature inside one Size 5 space within 15 yards

DURATION: Instantaneous

A target with Health 20 or less pops as it dies, spraying blood, flesh, and bone in all directions. Creatures with Health scores greater than 20 instead take 3d6 damage.

RAZE THE LAND

CASTINGS: 1

TARGET: The ground in one Size 10 space centered on you

DURATION: Instantaneous

A shockwave spreads through the target ground, causing it to ripple and split. The ground in the space becomes challenging terrain. Each creature on the ground with a Health score of 15 or less tumbles into one of the cracks that form, vanishing forever. Each creature on the ground with a Health score greater than 15 makes an Agility roll. On a failure, the creature takes 4d6 damage and falls prone. Finally, for 10 years, nothing grows from the ground in the target space.

RUIN

CASTINGS: 1

TARGET: One creature or object within 15 yards

DURATION: Instantaneous

The target buckles under the weight of your ruinous magic and takes 9d6 damage.

Master Destruction Spells

ALL-CONSUMING SPHERE

CASTINGS: 1

TARGET: You

DURATION: 1 minute

Darkness bleeds from you to form a perfect sphere with a radius of one-and-a-half times your height. You can see normally from within the sphere, but it blocks all light from reaching inside. The sphere reduces damage from thrown weapons or projectiles used against you to 0 and destroys them.

The sphere moves with you when you move, carving a groove on any surface you cross. When the sphere moves to within 1 yard of a creature or into an object in your path, an object loses 10d6 Health and a creature makes an Agility roll. On a failure, the creature takes 10d6 damage. Anything whose Health is reduced to 0 by the sphere disappears, erased from existence.

ANNIHILATION STONE

CASTINGS: 1

TARGET: One empty Size 1/4 space within 15 yards

DURATION: 1 minute

A sinister, black stone appears in the space. It throbs. At the end of each round, the rock pulses and releases energy that deals 8d6 damage to each object within 5 yards of it. Each creature within 5 yards of it takes 4d6 damage, and makes a Strength roll. On a failure, the creature takes an extra 4d6 damage. Anything incapacitated or destroyed by this damage evaporates into mist that disperses at the end of the next round.

DISINTEGRATION

CASTINGS: 1

TARGET: One creature or object within 30 yards; you need neither line of sight nor line of effect to the target

DURATION: Instantaneous

You fling a black beam from your hand. Make an Intellect roll against the target's Agility. On a success, the target takes 30d6 damage. If it is incapacitated or destroyed by this damage, the target disappears, erased from existence. On a failure, the beam misses but sweeps through a Size 5 space centered on the target, dealing 10d6 damage to each other creature and object in the space, also erasing from existence anything incapacitated or destroyed by this damage. A creature makes a luck roll. On a success, the creature takes no damage.

ENTROPIC DOOM

CASTINGS: 1

TARGET: Each creature inside one Size 5 space within 15 yards

DURATION: Instantaneous

For each creature inside the target space, separately make an Intellect roll against its Agility. On a success, the target becomes confused and vulnerable for 1 minute. On a critical success, it also becomes cursed for as long as it is vulnerable. Until these afflictions end, it takes 5d6 damage at the end of each of its turns. Any creature incapacitated by this damage collapses into a puddle of black liquid and dies.

GREATER RUIN

CASTINGS: 1

TARGET: One creature or object within 30 yards

DURATION: Instantaneous

You level your finger at the target and speak a word of terrible ruin. The target takes 15d6 damage.

SINGULARITY

CASTINGS: 1

TARGET: One empty Size 1/4 space within 15 yards

DURATION: 1 minute

Light bends around the target space as a 1-foot-radius black sphere appears and hovers there. Anything that touches the sphere loses 30 Health and disappears utterly if reduced to 0 Health.

The sphere gobbles up the air around it, causing strong wind (see Chapter 2) to blow toward it from 10 yards away until the spell ends. The wind is sufficient to carry lightweight unsecured objects in the area toward the sphere. Larger, heavier unsecured objects slide toward the sphere at the end of each round. Make a luck roll and, on a success, the objects fall into the sphere.

The wind makes the affected area challenging terrain. Any creature in the area that attempts to leave makes a Strength roll and, on a failure, stops at the edge of the area and becomes held until the start of their next turn.

Each creature in the affected area at the end of each round until the spell ends makes a Strength roll. On a failure, it is pulled toward the sphere and becomes held until it overcomes the affliction with a successful Strength roll. If the target was already held, it ends the affliction and falls into the sphere.

Any creature that touches the sphere and has Health remaining teleports to an empty space of its choice within 15 yards of the sphere. For an object that touches the sphere and is not destroyed, you decide where it appears in range.

Divination

Beyond reading entrails or finding omens in the shapes of the clouds, Divination magic reveals possible futures and offers ways for those armed with foreknowledge to avoid or mitigate disaster. Some spells employ the fortune teller's craft of card or tea leaf reading to focus the mind, but the greater spells merge the caster's consciousness with all of time and space to gain true and lasting insight into what is to come.

DIVINATION TALENTS

Combat Precognition (Magical): While you are not injured and you lack the confused, controlled, stunned, and unconscious afflictions, you roll to attack with 1 boon and you impose 1 bane on rolls to attack you.

Preview the Future (Magical): You can use this talent when you would make an attribute roll. Make a luck roll. On a success, you add 10 to the result of your attribute roll. On a failure, you make the attribute roll with 1 bane. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Psychometry (Magical): You can perform a ritual to divine secrets from an object. Target one object that you hold in your hands. When you finish, you learn all of the target's traits and how to make use of them. If the target was a weapon, you make rolls to attack with it with 1 boon until after you rest. In addition, you can make an Intellect roll. On a success, you learn the identity of the last person to handle the target for 1 minute or longer, the amount of time since anyone has handled it, and one or more hints about its origins. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Warning Sign (Magical): You can use a reaction when you would be harmed to make a luck roll with 1 bane. On a success, you ignore the harm. At level 3, you roll without the bane. At level 7, you roll with 1 boon. You can use this talent once. You regain the use after you rest.

Novice Divination Spells

EAVESDROP

CASTINGS: 3, you can cast without speaking

TARGET: One Size 1/2 space within 30 yards; you need neither line of effect nor line of sight to the target

DURATION: 1 hour

Your ears pop as they adjust to the spell's effects. You hear from the target space as if you were there instead of wherever you happen to be.

EXPERIENCE REVELATIONS

CASTINGS: 1, perform a ritual, you have dice, cards, tea leaves, or another implement of divination

TARGET: You

DURATION: Special (see the effect)

You consult your implements of divination to gain insights about the future. When you finish the ritual, roll a d20 three times and note the number rolled on each die. At any time before you cast this spell again, you can expend one roll to replace the number rolled on a d20 with the number you expended. The spell ends when you expend the last roll or when you cast the spell again.

INTERPRET OMEN

CASTINGS: 3, reaction when a creature within 5 yards makes an attribute roll or a luck roll

TARGET: The creature that enabled the casting of this spell

DURATION: Instantaneous

You caught a glimpse of the future and you use this knowledge to change fate. Either add 3 to or subtract 3 from the roll that enabled the casting of this spell.

LOCATE QUARRY

CASTINGS: 1, perform a ritual

TARGET: You

DURATION: 24 hours

Name one creature or object you have seen at least once. During the ritual, you close your eyes and fix your mind on the subject. When you finish, if the creature or object named is within 1 mile of you, you know where it is. If you have handled the object or have something from the creature, such as a drop of blood, a lock of hair, or bit of nail, then you know the location of the creature or object if it is within 100 miles.

The spell reveals the location of the creature or object at the time you cast it, and you retain the knowledge of the location indefinitely, though the information might no longer be accurate if the creature later leaves the space that it occupied or someone later moves the object.

PRONOUNCE DOOM

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Instantaneous

You reveal some dreadful happening to befall the target. If the target can hear and understand you, it makes a Will roll with 1 bane. On a failure, the target becomes frightened of you for 1 minute or until it overcomes the affliction with a successful Will roll. In addition, while frightened in this way, the target subtracts 5 from the result of any attribute roll and luck rolls it makes.

WEAL OR WOE

CASTINGS: 1, perform a ritual, you have dice, cards, tea leaves, or another implement of divination

TARGET: You

DURATION: 1 hour

You consult your implements of divination to discern the consequences of your next action. Describe a possible course of activity, such as “I open the door on the west wall,” “I pick the lock on the chest,” or “I talk to that man over there.” When you finish the ritual, make an Intellect roll. On a success, the Sage tells you truthfully if the activity is likely to have a good or bad outcome for you. If the Sage decides the chance for a good or bad outcome is more or less even, you receive an answer of “uncertain.” If you fail the roll, the Sage is free to answer truthfully, lie, or just give you an answer of uncertainty.

Regardless of the outcome of your roll, you make attribute rolls with 1 boon for the duration.

Expert Divination Spells

BATTLE PRESCIENCE

CASTINGS: 1

TARGET: You

DURATION: 24 hours

Seeing a moment ahead into the future grants you advantages in battle. In combat, you make attribute rolls with 1 boon and impose 1 bane on rolls to attack you and on rolls made against you.

DREADFUL ENDING FORETOLD

CASTINGS: 1

TARGET: Up to three creatures within 5 yards

DURATION: Instantaneous

To each target, you reveal how it will die; this revelation has the ring of truth. If the target can hear you and understand what you say, it becomes frightened of you for 24 hours or until it overcomes the affliction with a successful Will roll with 1 bane. While frightened in this way, whenever the target fails an attribute roll or luck roll, it grants 1 boon on rolls to attack it until the start of its next turn, and when the target takes damage, it takes an extra 1d6 damage.

OMNISCIENCE

CASTINGS: 1

TARGET: You

DURATION: 1 hour

Your eyes cloud until they turn completely white. You ignore the effects of obscurement, and any effect that would conceal, disguise, or render invisible any creature or object in your line of sight. You see auras around creatures and objects affected by magic, you recognize illusions you see and can ignore them. Your vision can also pierce solid objects. You can see through 1 yard of wood, 1 foot of stone, or 1 inch of metal as if the intervening object were not there. Until the spell ends, though, when you get a critical failure, you see something awful in your periphery and become weakened until you overcome the affliction with a successful Will roll.

QUERY THE SAGE

CASTINGS: 1, perform a ritual, you have dice, cards, tea leaves, or another implement of divination

TARGET: You

DURATION: Instantaneous

Using your implements of divination, you cast out your mind into the universe in the hopes of gaining an insight about the future. When you finish the ritual, ask the Sage one question. The Sage answers truthfully in one of the following ways: yes, no, true, false, unknown, or unclear. The Sage might give a more expansive answer to the question, perhaps offering it in the form of a riddle, but the essence of the answer is true.

REMOTE VIEW

CASTINGS: 3

TARGET: One Size 1/2 space within 60 yards; you need neither line of sight nor line of effect to the target

DURATION: 1 hour

Your vision blurs for a moment. When it clears, you see from inside the target space as if you were there instead of where you happen to be. If you cast a spell while under the effects of this spell, you can choose that spell's targets within range of the target space.

SURE STRIKE

CASTINGS: 1, reaction when you attack

TARGET: You

DURATION: Instantaneous

You see a clear path to strike the target. Add 20 to the result of your roll to attack. If the attack results in a critical success, the target takes an extra 6d6 damage.

Master Divination Spells

AVOID CERTAIN DEATH

CASTINGS: 1

TARGET: You

DURATION: 24 hours

You see how you might die. The first time you would become incapacitated or die before the spell ends, you ignore the damage or the effect that would have incapacitated or killed you. The spell then ends.

CONSULT POWER

CASTINGS: 1, perform a ritual, you have dice, cards, tea leaves, or another implement of divination

TARGET: You

DURATION: Instantaneous

You cast your senses out to the cosmos in hopes of gaining the information you seek. When you finish the ritual, choose one of the following options.

- Describe an event that occurred within the last month. You learn the identity of the individual most responsible for it.
- Choose one object you have seen, touched, or read about. Provided the object is real, you always know its current location for 1 hour.
- Describe one person you have seen at least once. You always know the person's current location for 1 hour.
- Learn one secret about a topic of your choice.
- Request a clue or piece of information related to your quest and you learn something of the Sage's choice.

FOREKNOWLEDGE

CASTINGS: 1, reaction when you or an ally within 5 yards would make an attribute roll

TARGET: You or the ally that enabled the casting of this spell

DURATION: Instantaneous

You have seen previously this situation unfold and can respond accordingly. Rather than roll the dice, the target gains a critical success as the result of the roll.

PRECOGNITION

CASTINGS: 1

TARGET: You

DURATION: 1 hour

You open your mind to anticipate future happenings. You impose 1 bane on rolls against your attributes, you make attribute rolls and luck rolls with 1 boon, and you take half damage from ordinary sources. In addition, each ally within 5 yards that can hear and understand what you say makes attribute rolls with 1 boon.

PROGNOSTICATION

CASTINGS: 1, perform a ritual, you have dice, cards, tea leaves, or another implement of divination

TARGET: You

DURATION: 12 hours

You consult your implements of divination to glimpse the future. You learn of an event to occur at some point within the next 12 hours. At any time before the spell ends, you can decide you foresaw the moment, ending the spell and adding 5 to the results of all your attribute rolls and luck rolls for 1 minute. Until this effect ends, you subtract 5 from the result of any roll against you. If you fail a roll while under this effect, the effect ends early and you become confused (luck ends).

SCRY

CASTINGS: 1, perform a ritual, you have crystal ball, a decanter of still water, or a mirror

TARGET: One Size 5 space you know to exist somewhere in the world; you need not have line of effect or line of sight to this space

DURATION: 1 hour

You concentrate on the required object and make an Intellect roll. If you use a crystal ball, you succeed automatically. If you use a mirror, you roll with 1 boon. On a success, an image of the space appears on the surface and remains for as long as you use an action each round to hold it there, up to 1 hour. The image shows a bird's eye view of the target space, and you can swivel the image to see into the space from any angle. Also, sounds of normal conversation in the target space reach you as whispers, while shouts and other loud noises sound at the volume of normal conversation. You cannot make out whispers from the target space, however.

If you cast a spell while under the effects of this spell, you can choose that spell's targets within range of this spell's target space.

On a failed Intellect roll, you become Intellect impaired until after you rest.

Eldritch

Eldritch magic explores the forbidden. It taps into cosmic forces best left undisturbed, calling forth monstrosities from other realities or contorting reality in such ways that it can never be righted. Studying the tradition offers considerable advantages, and its spells can produce spectacular outcomes, but the cost of using such magic weighs heavily upon the mind until it finally buckles and breaks into a million different pieces.

ELDRITCH TALENTS

Defy Geometry (Magical): You can use this talent when you cast a spell that affects a target other than you. You can choose your target from among any you can see, regardless of the spell's normal range. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Disastrous Revelation (Magical): If you lack the confused, controlled, stunned, or unconscious afflictions, you can use this talent at the start of your turn. Make an Intellect roll. On a success, you experience a disastrous revelation. You heal 2d6 damage and, until the end of your next turn, you make attribute rolls with 3 boons, but, after, you become confused (luck ends). On a failure, you make attribute rolls with 3 banes until the end of your next turn. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Otherworldly Shrieks (Magical): You can use a reaction when you are harmed to cause horrible, shrieking noises to fill the air around you. Each creature inside a Size 5 space centered on you makes a Will roll. On a failure, the creature becomes confused (luck ends). A creature immune to the frightened affliction is immune to this effect. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Unhinged Glare (Magical): You can use an action to level your gaze at your foe. Target one creature within 10 yards. If the creature can see you, make an Intellect roll against its Will. On a success, the target becomes frightened of you until the end of your next turn. At level 3, the target also takes 1d6 damage. At level 7, the target takes 3d6 damage, and becomes confused for as long as it remains frightened. On a critical success, the target becomes frightened of you (luck ends).

Novice Eldritch Spells

BETRAYAL OF FLESH

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: 1 minute

One of the target's limbs gains a mind of its own and becomes hostile to its owner. At the start of each of the target's turns, it makes a Will roll with 1 bane. On a failure, the target's own arm (or a similar limb) deals 1d6 damage to it and the target becomes weakened until the start of its next turn. The target can overcome this effect and end the spell early with a successful Will roll.

After you cast the spell, make a Will roll. On a failure, you take 1d6 damage.

CREEPING MIST

CASTINGS: 1

TARGET: One Size 5 space centered on you

DURATION: 1 minute

Gray mist with streaks of green rises from the ground around you and remains in place. The mist creates light obscurement in the target space. At the end of each round after the first, the mist spreads 5 yards farther in all directions, and each enemy in the mist makes a Strength roll. On a failure, the enemy takes 1d6 damage, falls prone, and is dragged 5 yards in a direction you choose.

After you cast the spell, make a Will roll. On a failure, you take 1d6 damage.

HIJACK CORPSE

CASTINGS: 1

TARGET: One Size 2 or smaller dead creature within 5 yards

DURATION: Special (see the effect)

You loosen your soul to find purchase in the target's body. You fall prone and your body becomes insensate for the duration. Your soul migrates to and possesses the target until the target becomes destroyed. The target becomes a creation under your control. The target retains none of the talents it had when it was alive, but retains any traits it had, including natural weapons. While in the target body, its Defense and Agility equal your Intellect score and its Strength equals your Will score. The target has a Health score of 20. Since the target does not breathe, it cannot speak. When the spell ends, your soul returns to your body. If you do not end the spell early and the target is destroyed, you lose 1d6 Health and become stunned (luck ends).

RATS IN THE WALLS

CASTINGS: 1

TARGET: One Size 5 space on the ground within 15 yards

DURATION: 1 minute

Human-faced rats crawl free from the ground to cover all surfaces in the target space. Such surfaces are challenging terrain. At the end of each round, each creature in the target space makes a Will roll. On a failure, the creature is frightened of the rats until it overcomes the affliction with a successful Will roll. While frightened of the rats, it cannot move from its space. Then, on each of your turns, the rats either move to another Size 5 space within 5 yards or force each enemy in their midst to make an Agility roll. On a failure, the enemy takes 2d6 damage.

After you cast the spell, make a Will roll. On a failure, you take 1d6 damage.

SUMMON MAGGOT OF SHARZAK-KA

CASTINGS: 1

TARGET: One empty Size 1 space on the ground within 5 yards

DURATION: 1 hour

From the fabled city of Sharzak-Ka, visible only in darkness of the new moon, comes a giant maggot that appears in the target space. The giant maggot becomes your controlled companion. The spell ends early if the maggot becomes incapacitated. When the spell ends, the maggot disappears.

After you cast the spell, make a Will roll. On a failure, you take 1d6 damage.

Defense: 6, **Health:** 10

Attributes: Strength 11 (+1), Agility 8 (–2), Intellect 5 (–5),
Will 10 (+0)

Size: 1, **Speed:** 3

Gloom of Sharzak-Ka: The maggot reduces the intensity of light within 5 yards of it by one-step. At the end of each round, each frightened creature within 5 yards takes 1d6 damage.

Melee Attack—Teeth: Strength (+1) with 1 boon (1d6).

WILD BEAST OF THE DARK WOODS

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: Special (see the effect)

The target's body shifts and bends. If the target has a Health score of 20 or less, it transforms into a wild beast of the dark woods, appearing bestial and strange. Any creature, other than you, that sees this transformation makes a Will roll. On a failure, the creature becomes frightened of the target until the creature overcomes the affliction with a successful Will roll.

A target with a Health score greater than 20 takes 2d6 damage and makes a Will roll. On a failure, the target is frightened of you until it overcomes the affliction with a successful Will roll.

A transformed target uses its normal rules, but treats all creatures as enemies and must attack, if it can, on each of its turns. After 24 hours, the target can make a Will roll. On a success, the spell ends. On a failure, the spell is permanent.

After you cast the spell, make a Will roll. On a failure, you take 1d6 damage.

Expert Eldritch Spells

GNASHING OF TEETH

CASTINGS: 1

TARGET: One Size 5 space on the ground centered on you

DURATION: 1 minute

The ground in the target space ripples and forms numerous, wet mouths filled with long, sharp teeth. When you cast this spell, and again at the start of each of your turns, each enemy on the ground in the target space makes an Agility roll. On a failure, the enemy takes 4d6 damage and becomes held until the spell ends or until it overcomes the affliction with a successful Strength roll. If the creature is already prone or held, it takes an extra 2d6 damage for each of these afflictions that it has.

After you cast the spell, make a Will roll. On a failure, you take 2d6 damage.

HOSTILE COLOR

CASTINGS: 1

TARGET: One Size 1 space within 15 yards

DURATION: 1 minute

An undulating smear of color appears in the target space and hangs there. When the color appears, each creature that can see it makes a Will roll and, on a failure, becomes frightened of the color until it overcomes the affliction with a successful Will roll.

At the end of each round, each creature within 5 yards of the target space makes an Agility roll with 1 bane. On a failure, the creature becomes confused (luck ends). While confused in this way, it is also Strength impaired and Agility impaired, and it treats all creatures it perceives as enemies. At the end of each round, a creature that is confused in this way takes 2d6 damage.

After you cast the spell, make a Will roll. On a failure, you take 2d6 damage.

PURPLE MOLD

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: Instantaneous

Weird purple mold covers all exposed surfaces inside the target space. The mold causes all living and breathing creatures in the target space to experience disturbing hallucinations, becoming Intellect impaired and Will impaired for as long as they remain there. When a creature leaves the target space, it becomes Intellect impaired and Will impaired (luck ends). In addition, any creature that is harmed while in the space treats you as an ally for 24 hours or until you harm it. If the creature has a Health score of 20 or less, it becomes controlled by you for as long as it is your ally.

The mold remains until destroyed. Each Size 1 surface in the area has Health 5 and is immune to all damage except damage from fire.

After you cast the spell, make a Will roll. On a failure, you take 2d6 damage.

SENTIENT GROWTH

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: 1 minute

A large growth appears somewhere on the target's body. The target becomes confused. At the end of each round that the target is confused in this way, it makes a Will roll and, on a failure, becomes controlled by you until the end of the next round.

When the spell ends, the growth bursts and drains, causing the target to lose 9d6 Health.

If the target dies before the spell ends, at the end of the round on which it died, the growth tears free from the target's body and becomes your controlled companion until it's incapacitated.

Defense: 9, Health: 20

Attributes: Strength 11 (+1), Agility 12 (+2), Intellect 9 (–1), Will 11 (+1)

Size: ¼, Speed: 4

Melee Attack—Feeding Tendrils: Agility (+2) with 1 boon (2d6). On a critical success, a flesh-and-blood target of the attack loses 1d6 Health and the growth heals half the amount of Health lost by the target.

After you cast the spell, make a Will roll. On a failure, you take 2d6 damage.

SHADOWS OF NAKTHRAKKA

CASTINGS: 1

TARGET: One Size 5 space centered on you

DURATION: 1 minute

Darkness from the accursed city of Nakthrakka spills out from your mouth to fill the target space with total obscurity. You can, however, see normally in the space. The darkness prevents creatures in its area from leaving it without using magic to do so.

Each creature other than you in the area makes a Will roll and, on a failure, becomes frightened of the darkness until it overcomes the affliction with a successful Will roll with 1 bane.

At the end of each round, each creature other than you in the area makes a Will roll and takes 5d6 damage on a failure. If frightened of the darkness, the creature takes an extra 2d6 damage. Any creature incapacitated by this damage disappears along with whatever it was wearing or carrying, never to be seen again.

After you cast the spell, make a Will roll. On a failure, you take 2d6 damage.

LOST CITIES OF SHARZAK-KA AND NAKTHRAKKA

The Eldritch tradition formed in ancient, now lost city-states that peaked thousands of years ago somewhere in the mysterious west, beyond the Devastation. Not much is known of these places, but manuscripts written in script that conforms to the reader's linguistic ability have made their way to the continent and have driven to madness the few to have found them. Scholars of antiquity believe the peoples of both cities met their ends through the worship of Ancient Ones.

SUMMON HOARY WINGED THING

CASTINGS: 1

TARGET: One empty Size 3 space within 5 yards

DURATION: 8 hours

An enormous knot of flapping wings covered in gray feathers appears inside the target space. The hoary winged thing becomes your controlled companion. The spell ends early if the thing becomes incapacitated. When the spell ends, the hoary winged thing vanishes, and gray feathers spread through a Size 10 space centered on the space it vacated to create moderate obscurity there for 1 minute.

After you cast the spell, make a Will roll. On a failure, you take 2d6 damage.

Defense: 10, Health: 60

Attributes: Strength 15 (+5), Agility 10 (+0), Intellect 5 (–5), Will 15 (+5)

Size: 3, Speed: 5 (Fly, Mount)

Senses: Awareness 10

Immune: blinded, deafened

Melee Attack—Wings: Strength (+5) (4d6)

Master Eldritch Spells

AWAKEN THE DEAD DREAMER

CASTINGS: 1

TARGET: One empty Size 5 space within 5 yards

DURATION: Instantaneous

The ground in the target space fractures as a **dead dreamer** pulls itself up and free, revealing itself in all its nightmarish glory. Chunks of earth and stone roll from its back to create challenging terrain on the ground within 5 yards of it. The dead dreamer is an enemy to all creatures, is under the Sage's control, and remains until incapacitated, at which point it disappears.

After you cast this spell, you become stunned (luck ends) and weakened until after you rest. Also, you take 3d6 damage and make a Will roll with 3 banes. On a failure, you take an extra 3d6 damage.

BEHOLD THE IMPOSSIBLE

CASTINGS: 1

TARGET: All creatures, other than you, within 15 yards

DURATION: Instantaneous

You reveal an alien vista, crawling with horrors beyond imagining. A target makes a luck roll. On a success, the target averts its eyes. On a failure, the target becomes blinded until the end of your next turn and confused, vulnerable, and weakened (luck ends all). For 1 minute, whenever the target fails an attribute roll, it suffers from this effect again, as the alien vista swims across its vision once more.

After you cast this spell, make a Will roll with 3 banes. On a failure, you take 3d6 damage.

BEWARE THE BLACK DOOR

CASTINGS: 1

TARGET: One empty Size 1 space within 5 yards

DURATION: 24 hours

A stone doorframe appears inside the target space and remains there for the duration, at which time it vanishes. Darkness prevails inside the frame. When the frame appears, pale hands reach for one creature within 3 yards of it and drag that creature into the blackness.

A creature that moves through the frame, willingly or otherwise, vanishes into the darkness. While inside the darkness, it is trapped between worlds until it can find its way free and emerges from the door into the nearest empty space.

A creature can attempt

to escape the darkness while the door stands open. To do so, it must overcome this effect four times, once for each of its attributes. If the creature gets a failure on any of these rolls,

1d6 hours pass for it in the darkness. Any creature still inside the darkness when the spell ends must wait until another door opens from a casting of this spell, and can then resume trying to find its way free.

After you cast this spell, make a Will roll with 3 banes. On a failure, you take 4d6 damage.

DRONE OF THE INSATIABLE HOST

CASTINGS: 1

TARGET: One Size 5 space centered on you

DURATION: Permanent, until you end it or you die

A horrid droning noise fills the air in the space. Each creature in it becomes Will impaired for as long as it remains there. At the end of each round, the noise grows louder, spreading out another 5 yards in all directions, and produces increasingly more severe effects as shown below. The effects are cumulative.

- Round 2: Each creature in the space becomes Intellect impaired for as long as it is Will impaired.
- Round 3: Each creature in the space becomes Strength and Agility impaired for as long as it is Will impaired.
- Round 4: Each creature in the space becomes weakened for as long as it is Will impaired.
- Rounds 5+: Each creature in the space treats all creatures as enemies and must use an action, if it can, on each turn to attack the nearest creature to it. If there is no eligible target within 5 yards of it, the creature becomes stunned and loses 10d6 Health. If this loss reduces its Health to 0, it dies and black, oily fluids spill from all the openings on its head for 1d6 minutes.

The spell lasts indefinitely. You must end the spell and can do so only if you get a success on an Intellect roll made while in the area of noise.

After you cast this spell, make a Will roll with 3 banes. On a failure, you take 6d6 damage.

PALE RIDER

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: 1 minute

A pale rider—a strange man-like thing—clings to the target's back and cannot be removed in any way. The target becomes confused, frightened of the pale rider, and slowed until the spell ends. In addition, the first time each round when the target fails an attribute roll or a luck roll, it takes 5d6 damage and the pale rider cackles, forcing each enemy within 5 yards of the target to make a Will roll and, on a failure, run in a direction chosen by the Sage.

After you cast this spell, make a Will roll with 3 banes. On a failure, you take 3d6 damage.

FORM SLICK OF UNDIGESTED DREAMS

CASTINGS: 1

TARGET: One empty Size 2 space within 5 yards

DURATION: 1 hour

A greasy ribbon appears inside the target space, unraveling to become a floating oily mass in which one can pick out screaming, laughing, haunted visages. The slick of undigested dreams becomes your controlled companion. The spell ends early if the slick becomes incapacitated, or if there are no creatures within 10 yards of it at the end of any round.

Defense: 9, Health: 40

Attributes: Strength 14 (+4), Agility 10 (+0), Intellect 10 (+0), Will 10 (+0)

Size: 2, Speed: 5 (Fly, Hover, Slippery, Squeeze 1/2 inch)

Senses: Awareness 10

Immune: blinded, deafened, held, impaired, prone

Nightmarish Presence: Enemies within 5 yards of the slick become Will impaired for as long as they remain there. When an enemy impaired in this way attempts to move more than 5 yards from the slick, that enemy makes a Will roll. On a failure, the enemy becomes held until the start of its next turn.

Nightmarish Caress: The slick targets one creature in reach and makes a Strength roll with 1 boon against the target's Strength. On a success, the target takes 8d6 damage and makes a Will roll. If the target gets a failure, the slick steals its dreams, which causes the target to become cursed and weakened (luck ends both). If the target is cursed in this way already, it instead loses 2d6 Health.

After you cast this spell, make a Will roll with 3 banes. On a failure, you take 6d6 damage.

Enchantment

Why bother fighting when others can take all the risks and put themselves in danger on your behalf? The Enchantment tradition reveals how to magically manipulate others' emotions, making them feel and experience things you wish. Your control over people puts you in a dubious position; who can tell if the feelings others have for you are genuine or not?

ENCHANTMENT TALENTS

Compelled Violence (Magical): You can use an action to compel a creature to do violence to another. Target one creature within 10 yards. Make an Intellect roll against the target's Will. On a success, the target or one creature within its reach takes 1d6 damage. At level 3, the damage increases to 3d6. At level 7, the damage increases to 7d6. On a critical success, the target also becomes vulnerable until the end of your next turn.

Lead into Peril (Magical): You can use an action to befuddle a person. Target one creature within 5 yards. Make an Intellect roll against the target's Will. On a success, you move the target up to its Speed and the target becomes vulnerable until the start of your next turn. On a critical success, the target becomes vulnerable (luck ends). You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Majestic Presence (Magical): If you are not injured and you lack the confused, controlled, stunned, and unconscious afflictions, you can use this talent at the start of your turn to seem majestic and dreadful, growing a bit larger and shining with terrible light. Until the end of your next turn, you impose 1 bane on rolls to attack you by creatures that can see you and you make rolls as a result of casting Enchantment spells with 1 boon. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Seed of Delusion (Magical): You can use an action to plant a seed of delusion in your foe. Target one creature within 5 yards. Make an Intellect roll against the target's Intellect. On a success, the target becomes confused until the end of your next turn. While confused in this way, the target rolls an additional d20 for any attribute roll it makes, and uses the lower roll. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Novice Enchantment Spells

CHARM

CASTINGS: 3

TARGET: One creature within 5 yards

DURATION: Instantaneous

For a moment, the target sees you in the best possible light. Make an Intellect roll against the target's Will. On a success, a target with Health 20 or less becomes your controlled companion for 1 hour. On a critical success, a target with Health 30 or less becomes your controlled companion for 1 hour. Otherwise, the target becomes your ally for 1 minute. The effect ends early if you harm the target, its loved ones, or its property.

DREADFUL PRESENCE

CASTINGS: 1

TARGET: Up to three creatures within 5 yards

DURATION: Instantaneous

A thrill of fear washes through the target, causing them to become vulnerable (luck ends). A creature immune to the frightened affliction ignores this effect. When a target vulnerable in this way ends its turn within 5 yards of you, it takes 1d6 damage.

INCANDESCENT RAGE

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: Instantaneous

Anger bubbles up in the target's mind, threatening to overtake its self-control. Make an Intellect roll against the target's Will. On a success, the target counts all creatures as enemies, makes rolls to attack with 1 boon, and its attacks deal an extra 2d6 damage for 1 minute. The target must use an action to attack on each of its turns, if it can. However, when it takes a turn, it makes a luck roll. On a success, it chooses the target of its attack. On a failure, you do.

If you fail the Intellect roll, you regain the expended casting of this spell after 1 minute.

TEMPER EMOTIONS

CASTINGS: 3

TARGET: One creature within 10 yards

DURATION: Instantaneous

The target experiences a numbness that spreads throughout its body. Make an Intellect roll against the target's Will. On a success, the target becomes confused and slowed for 1 minute or until it overcomes the afflictions with a successful Will roll. If the target takes damage or loses Health, the effect ends. While confused in this way, the target is indifferent to all creatures, is immune to the controlled, frightened, Intellect impaired, and Will impaired afflictions, and rolls to attack with 1 bane. On a failure, you regain the expended casting of this spell after 1 minute.

UNCONTROLLABLE LAUGHTER

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: 1 minute

The target explodes with laughter and becomes vulnerable for the duration. At the start of each of the target's turns, it makes a Will roll. On a failure, the target becomes slowed and weakened until the start of its next turn.

UNHEALTHY ATTRACTION

CASTINGS: 1

TARGET: One creature or object within 10 yards

DURATION: 1 minute

You imbue the target with magic that attracts attention from those around it. When an enemy starts its turn within 10 yards of the target and can see it, the enemy makes a Will roll. On a success, the enemy becomes immune to this spell for 1 hour. On a failure, the enemy becomes confused (luck ends). While confused in this way, the enemy must end each of its turns within 5 yards of the target or take 4d6 damage.

Expert Enchantment Spells

BESTOW COURAGE

CASTINGS: 1

TARGET: Up to five creatures inside a Size 5 space within 10 yards

DURATION: 1 hour

Each target experiences a bolstering of their courage. Each grants 1 boon on rolls to attack it, but rolls to attack with 1 boon and becomes immune to the confused and frightened afflictions.

CAUSE FEAR

CASTINGS: 3

TARGET: Up to five creatures inside a Size 5 space within 10 yards

DURATION: Instantaneous

Each target feels unease that threatens to become terror. For each target separately, make an Intellect roll against its Will. If you target just one creature, you roll with 1 boon. On a success, the target becomes frightened of you (luck ends).

DISTURBING REVULSION

CASTINGS: 1

TARGET: Up to five creatures inside a Size 5 space within 10 yards

DURATION: Instantaneous

The target feels sickened. Choose one creature or object you can see. For each target separately, make an Intellect roll against its Will. On a success, the target becomes Intellect impaired (luck ends). Until the affliction ends, the target is weakened while it can see the creature or object you chose. In addition, at the end of the round, a target that is within 5 yards of the chosen creature or object makes a Will roll and, on a failure, takes 2d6 damage.

INCITE RAMPAGE

CASTINGS: 3

TARGET: One creature within 15 yards

DURATION: Instantaneous

Unreasonable, white-hot anger swells up and drowns out the target's self-control. The target moves up to its Speed in a direction you choose. When it stops moving, you cause its body to attack. Choose one creature or object within the target's reach. Then, make an Intellect roll against the Defense of the creature or object you chose. On a success, the chosen creature or object takes 8d6 damage. On a critical success, the chosen creature or object takes an extra 2d6 damage. On a success or a failure, the target of this spell makes a Will roll. On a failure, it becomes confused (luck ends).

MAKE A DEMAND

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: Instantaneous

You attempt to exert control over the target. Make an Intellect roll against its Will. On a success, the target becomes confused until the end of the round, during which time you can describe to it one activity that it should perform and that it can complete in 1 minute or less. Examples include opening a door, moving something, handing over documents, attacking a creature, or preventing anyone from entering or leaving an area. The target then spends each turn attempting to complete the activity you assigned to it.

If you fail the Intellect roll, you regain the casting of this spell after 1 minute, but the target becomes immune to your casting of this spell for 24 hours.

WARP THE MIND

CASTINGS: 3

TARGET: One creature within 10 yards

DURATION: Instantaneous

The target experiences conflicting emotions and sensations. Make an Intellect roll against the target's Will. On a success, the target becomes Will impaired for 1 minute or until it overcomes the affliction with a successful Will roll. At the start of each of the target's turns, roll a d6.

D6	RESULT
1	The target becomes stunned until the start of its next turn.
2-3	The target becomes frightened of a creature or object of your choice until the end of its next turn.
4-5	The target becomes confused until the end of its next turn.
6	The target must use an action to overcome this affliction.

Master Enchantment spells

AWAKEN THE HERO

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: 1 hour

The target experiences feelings of invincibility, believing nothing is impossible. The target makes attribute rolls with 1 boon and imposes 1 bane on rolls to attack it and rolls against it. The target takes half damage from ordinary sources, and becomes immune to the confused, frightened, stunned, and vulnerable afflictions. Finally, the target's attacks deal an extra 2d6 damage.

CAPTIVE AUDIENCE

CASTINGS: 1

TARGET: Any number of creatures within 10 yards

DURATION: Instantaneous

You wrench the attention of others your way. A target with a Health score of 20 or less becomes stunned. Any other target makes a Will roll. On a failure, the target becomes confused. A target confused or stunned by this spell can see and hear only you. In either case, the affliction persists for as long as you can see the target. If a target is harmed, the spell ends early for that target.

CONFOUND MINDS

CASTINGS: 1

TARGET: Up to five creatures inside one Size 5 space within 15 yards

DURATION: Instantaneous

A target can't form clear thoughts and becomes confused (luck ends). When the target takes a turn while confused in this way, roll a d6 to see what it does.

D6	RESULT
1	The target howls, cries, screeches, or mutters; it does nothing on its turn.
2	The target runs off in a random direction.
3	The target attacks the creature nearest to it.
4	The target acts normally.
5	The target falls prone but can then act normally.
6	The target becomes stunned until the end of its next turn.

KILLING SPREE

CASTINGS: 1

TARGET: Up to five creatures within 10 yards

DURATION: Instantaneous

A target's emotions sour until it hates everyone and everything. The target becomes confused, Intellect impaired, Will impaired, and vulnerable (luck ends all). Until these afflictions end, it rolls to attack with 2 boons and its attacks deal an extra 3d6 damage. The target regards all creatures as enemies and must use an action to attack a randomly determined target on each of its turns, if it can. If there are no enemies that it can attack, the target runs toward the largest number of creatures it can see.

SCARE TO DEATH

CASTINGS: 1

TARGET: Up to five creatures inside one Size 5 space within 15 yards

DURATION: Instantaneous

The cold grip of terror tightens on the target's heart, causing cold sweat to break out on the skin and a certainty of imminent death to awaken in the mind. For each target separately, make an Intellect roll against its Will. If you target just one creature, you roll with 1 boon. On a success, the target takes 10d6 damage and becomes frightened of you until you become incapacitated or the target overcomes the affliction with a successful Will roll. On a failure, the target becomes frightened of you (luck ends).

WORSHIP ME

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: Instantaneous

Feelings of adoration wash over the target. Make an Intellect roll against the target's Will. On a success, the target becomes confused for 24 hours or until you or one of your allies harms it. While confused in this way, the creature is friendly to you and your allies, and aids you in any way that it can short of harming itself, its loved ones, or its property.

At any time before the spell ends, you can cause the target confused in this way, that can see and hear you, to become controlled by you (luck ends). The target makes the luck roll with 1 bane. When this affliction ends, the spell ends for the target.

If you fail the Intellect roll, you regain the expended casting of this spell after 1 hour.

Evocation

Hidden within every tongue spoken or written lie fragments, syllables, and sounds that survive from the moment of creation, when powers ancient and terrible imposed order on substance. The Evocation tradition allows casters to extract the secret words of power and give voice to them. The spells presented here are but a fraction of those that exist, producing effects useful to those who explore dangerous places and confront deadly challenges.

Novice Evocation spells offer the ability to voice sounds, mere syllables of words of power. Expert spells give casters the ability to speak words, while master spells string words together into phrases capable of producing devastating outcomes.

EVOCATION SPELLS: You must be able to hear in order to cast an Evocation spell, and creatures must be able to hear your voice. In addition, when you cast a spell, you choose to whisper, speak, or shout. The volume at which you pronounce the syllable, utterance, or recitation determines its effects as noted in the spell's descriptions.

Novice Evocation spells, and only such spells, enable you to cast them without having to use an action to do so. In fact, you need do nothing more than speak the syllable. While you remain free to do other things on your turn, after you cast any Evocation spell, you must wait until the start of your next turn before you can cast another one.

A caster is never subject to the effects of an Evocation spell they cast.

EVOCATION TALENTS

Command (Magical): If you can speak and you lack the confused, controlled, stunned, and unconscious afflictions, you can use this talent at the start of your turn. Target one creature within 5 yards. The target makes a Will roll. On a failure, you can issue one command to the target. Choose one of the activities that normally require the use of an action from those described in Chapter 2. On the target's next turn, it must use an action to perform this activity. If it cannot, the target becomes confused (luck ends). You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Numinous Benediction (Magical): The study of the uncanny has fortified your psyche. You can use a reaction when you would become confused, controlled, or stunned to make a luck roll. On a success, you do not gain the affliction.

Polyglot (Magical): You can speak, understand, read, and write in any language.

Word of Breaking (Magical): You can use an action to speak the Word of Breaking. Target one creature or object within 5 yards. The target takes 1d6 damage. At level 3, the target takes 2d6 damage. At level 7, the target takes 4d6 damage.

Novice Evocation Spells

BOLSTERING SYLLABLE

CASTINGS: 1 at level 1, 2 at level 3, or 4 at level 7, on your turn, no action required when you lack the confused, controlled, stunned, and unconscious afflictions

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout

DURATION: Instantaneous

The sound you make uplifts those who hear you. Until the end of your next turn, a target makes attribute rolls with 1 boon if you whispered, 2 boons if you spoke, or 3 boons if you shouted.

HARMFUL SYLLABLE

CASTINGS: 1 at level 1, 2 at level 3, or 4 at level 7, on your turn, no action required when you lack the confused, controlled, stunned, and unconscious afflictions

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout

DURATION: Instantaneous

You make a sound that sends painful ripples through those who hear it. A target takes 1d6 damage if you whisper, 2d6 damage if you speak, or 3d6 damage if you shout.

HATEFUL SYLLABLE

CASTINGS: 1 at level 1, 2 at level 3, or 4 at level 7, on your turn, no action required when you lack the confused, controlled, stunned, and unconscious afflictions

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout

DURATION: Instantaneous

The sound spilling from your lips awakens intense hatred in your audience. A target must use a reaction to attack the creature nearest to it. If there's more than one eligible creature, determine the target at random. If the creature cannot use a reaction, it instead becomes confused until the end of your next turn. A target rolls to attack with 3 banes if you whispered, 2 banes if you spoke, or 1 bane if you shouted.

HEALING SYLLABLE

CASTINGS: 1 at level 1, 2 at level 3, or 4 at level 7, on your turn, no action required when you lack the confused, controlled, stunned, and unconscious afflictions

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout

DURATION: Instantaneous

Pain washes away from people who hear your vocalization. A target heals 1d6 damage if you whisper, 2d6 damage if you speak, and 3d6 damage if you shout.

HINDERING SYLLABLE

CASTINGS: 1 at level 1, 2 at level 3, or 4 at level 7, on your turn, no action required when you lack the confused, controlled, stunned, and unconscious afflictions

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout

DURATION: Instantaneous

Confidence drains out from people who hear the sound you make. Until the end of your next turn, a target makes attribute rolls with 1 bane if you whispered, 2 banes if you spoke, or 3 banes if you shouted.

MOBILIZING SYLLABLE

CASTINGS: 1 at level 1, 2 at level 3, or 4 at level 7, on your turn, no action required when you lack the confused, controlled, stunned, and unconscious afflictions

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout

DURATION: Instantaneous

A sudden urgency drives your audience to move. Until the end of your next turn, a target increases its Speed by 2 if you whispered, 4 if you spoke, or 8 if you shouted.

Expert Evocation Spells

BINDING UTTERANCE

CASTINGS: 2 at level 3, 4 at level 7

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout

DURATION: Instantaneous

You speak a word to freeze others in their tracks. A target makes a Will roll. The target rolls with 1 bane if you whispered, 2 banes if you spoke, or 3 banes if you shouted. On a success, the target becomes immune to this spell for 24 hours. On a failure, the target becomes held (luck ends).

FRIGHTFUL UTTERANCE

CASTINGS: 2 at level 3, 4 at level 7

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout

DURATION: Instantaneous

The word escaping your lips carries feelings of dread and anxiety. A target makes a Will roll. The target rolls with 1 bane if you whispered, 2 banes if you spoke, or 3 banes if you shouted. On a success, the target becomes immune to this spell for 24 hours. On a failure, the target becomes frightened of you for 1 minute or until it overcomes the affliction with a success on a Will roll.

KILLING UTTERANCE

CASTINGS: 2 at level 3, 4 at level 7

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout

DURATION: Instantaneous

With but a single word, you can kill. A target takes 3d6 damage if you whispered, 4d6 damage if you spoke, and 5d6 damage if you shouted.

PAINFUL UTTERANCE

CASTINGS: 2 at level 3, 4 at level 7

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout

DURATION: Instantaneous

Members of your audience experience shocking pain on hearing the word you speak. A target makes a Will roll. The target rolls with 1 bane if you whisper, 2 banes if you speak, or 3 banes if you shout. On a success, the target becomes immune to this spell for 24 hours. On a failure, the target becomes weakened (luck ends) or until it overcomes the affliction with a success on a Strength roll.

STUNNING UTTERANCE

CASTINGS: 2 at level 3, 4 at level 7

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout

DURATION: Instantaneous

People who hear the word you speak find all rational thought driven from their minds. A target makes a Will roll. The target rolls with 1 boon if you whisper, or 1 bane if you shout. On a success, the target becomes immune to this spell for 24 hours. On a failure, the target becomes stunned until the end of your next turn.

WRATHFUL UTTERANCE

CASTINGS: 2 at level 3, 4 at level 7

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout

DURATION: Instantaneous

Bloodthirsty rage comes boiling up in response to the word you utter. A target rolls to attack with 1 boon and its attacks deal an extra 1d6 damage if you whispered, 2d6 damage if you spoke, and 3d6 damage if you shouted. A target regards all other creatures as enemies. The effect lasts until the end of your next turn if you whispered, or 1 minute if you spoke or shouted.

Master Evocation Spells

RECITATION OF CREATION'S UNDOING

CASTINGS: 1

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout; the sound ignores obstacles

DURATION: Instantaneous

You call to mind and voice in reverse the words spoken during the creation of all things. Each creature in the target space takes 10d6 damage and becomes vulnerable (luck ends). Each time that a creature fails a luck roll to end the affliction, it takes an extra 10d6 damage. Then, each ordinary object in the space that is neither worn nor carried loses all Health and disappears.

RECITATION OF DIVINE CREATION

CASTINGS: 1

TARGET: One Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout; the sound ignores obstacles

DURATION: Instantaneous

You give voice to the words spoken that gave form to substance. An ordinary structure of your own design from stone or a base metal appears in the target space.

RECITATION OF THE HERO'S JOURNEY

CASTINGS: 1

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout; the sound ignores obstacles

DURATION: Instantaneous

Your words recall the trials of a great hero from the past. Each creature in the target space gains the following benefits for 1 hour: The creature imposes 1 bane on rolls to attack it, increases its Health by 20, increases its Speed by 2, makes attribute rolls with 1 boon, and its attacks deal an extra 1d6 damage. Finally, when an affected creature would gain an affliction, it can make a luck roll. On a success, the creature ends the affliction.

RECITATION OF THE UNRAVELING MIND

CASTINGS: 1

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout; the sound ignores obstacles

DURATION: Instantaneous

You give voice to all the doubts and misgivings experienced by mortal minds. Each creature in the target space becomes confused (luck ends). At the start of each of the confused creature's turns, it rolls a d6 to see what it does on its turn.

D6	RESULT
1	The creature harms itself and takes 3d6 damage.
2	The creature moves 3d6 yards in a random direction.
3	The creature makes a melee attack against a random target within its reach; if there are no eligible targets, the creature falls prone instead.
4	The creature becomes weakened until the start of its next turn.
5	The creature falls prone and becomes stunned until the start of its next turn.
6	The creature automatically overcomes being confused. For 24 hours, it rolls to attack you with 3 boons, and its attacks against you deal an extra 3d6 damage.

RECITATION OF THE VOID'S LAMENT

CASTINGS: 1

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout; the sound ignores obstacles

DURATION: Instantaneous

You vocalize the rage of the One Without, the Dread in the Darkness, the Hunger in the Void. Each creature in the target space makes a Will roll. On a failure, the creature becomes blinded and deafened (luck ends both). Each time the creature makes a luck roll to end these afflictions, it takes 10d6 damage.

RECITATION OF WONDROUS RECOVERY

CASTINGS: 1

TARGET: Each creature in a Size 3 space centered on you if you whisper, a Size 10 space if you speak, or a Size 60 space if you shout; the sound ignores obstacles

DURATION: Instantaneous

You speak of new beginnings, new realities, and new possibilities. Each creature in the target space heals 10d6 damage.

Geomancy

Look anywhere in the world and you're bound to find magic. The Geomancy tradition contains all the spells that interact with earth, sand, and stone, as well those that draw energy from them. Students of the tradition swear they can hear whispering from the earth and many have been spotted, ear to the ground, mumbling. Maybe the earth has something to say. Or, it could be that Draconus grumbles in his sleep. Or, the earth mages might just all be mad.

TOUCH EARTH AND STONE: You can only produce effects from casting these spells if you have physical contact with earth, sand, or stone. Neither gloves nor boots interfere with this contact.

GEOMANCY TALENTS

Grasping Hand (Magical): You can use an action to cause a fist made of earth and stone to form on the ground and strike. Target one creature or object on the ground within 10 yards. Make a Will roll against the target's Agility. On a success, the target takes 2d6 damage. At level 3, the target takes 3d6 damage. At level 7, the target takes 7d6 damage. On a critical success, the target falls prone.

Shape Earth (Magical): Your damage-dealing Geomancy spells deal an extra 1d6 damage.

In addition, you can perform a ritual to reshape dirt, sand, or stone. Target one Size 5 or smaller object or surface of an object that you can see within 10 yards. When you finish, you change the target's shape into any form you choose. You can create an opening through it, form it into a weapon, create a statue, or do something else. Once you use this aspect of the talent, you lose access to it for 1 hour.

Stone Stride (Magical): If are not held, slowed, or weakened and you are in direct contact with a surface made of dirt, sand, or stone, you can use this talent at the start of your turn. Target an empty space of your Size resting on ground made from dirt, sand, or stone within 20 yards. You need not see the space; you can sense all eligible spaces when you use this talent. You teleport to that space. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Tremors (Magical): You can use an action to target the ground in one Size 5 space you can see within 10 yards. The ground in that space shakes. Each creature standing on that ground makes an Agility roll. On a failure, the creature falls prone. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Novice Geomancy Spells

BURROWING CLAWS

CASTINGS: 1

TARGET: You

DURATION: 1 hour

Curled claws sprout from your fingers. You gain the Burrower, Climber, and Strider traits.

HEAVY METAL

CASTINGS: 1

TARGET: One Size 1 or smaller ordinary metal object, metal creature, or suit of medium or heavy armor worn by one creature, any of which is in contact with the ground and within 5 yards

DURATION: 1 minute

The target sinks into the ground, burdened by added weight. If you targeted a metal object, it sinks into the earthen surface on which it rests. If a creature could normally pick up or move the target, it must use an action to do so and make a Strength roll with 3 banes. On a success, the creature can move the target but drops it at the end of its turn.

If you target a metal creature or a creature wearing medium or heavy armor, it becomes held until it overcomes the effect with a success on a Strength roll. A creature also makes a Strength roll when it gains this affliction. On a failure, the target creature falls prone and can stand up only if it overcomes the affliction with a successful Strength roll.

IMPALING SPIKE

CASTINGS: 3

TARGET: One creature or object on the ground within 10 yards

DURATION: Instantaneous

A rock spike erupts from the ground under the target and deals 3d6 damage to it, and the target becomes slowed until the end of your next turn.

MOUNTAIN MIGHT

CASTINGS: 1

TARGET: You

DURATION: 1 hour

Earth magic flows into you, bolstering your abilities for 1 hour. If you lose contact with an earth or stone surface, the spell ends early. You become slowed for the duration, but you make Strength rolls with 1 boon and impose 1 bane on rolls against your Strength. Your Health increases by 5, and your melee attacks deal an extra 1d6 damage.

STONE FISTS

CASTINGS: 3, reaction when you make an unarmed strike

TARGET: You

DURATION: 1 minute

Your hands close into stone fists, which become natural weapons that deal 4d6 damage and have the Bludgeoning trait. Your attacks with these fists deal an extra 2d6 damage to objects. The spell freezes your fingers, preventing their movement. When you end this effect, you can launch the stone fists from your hands at one creature or object within 10 yards. Make a Will roll against the target's Agility. On a success, the target takes 4d6 damage and falls prone if it is your Size or smaller.

VIOLENT ERUPTION

CASTINGS: 1

TARGET: One Size 5 space on the ground within 15 yards

DURATION: Instantaneous

The ground in the target space bulges and then bursts. Each creature and object in the space takes 3d6 damage. A creature makes an Agility roll. On a success, the creature takes no damage. On a failure, it also falls prone.

Rubble covers the ground in the target space with challenging terrain that lasts until cleared away.

Expert Geomancy Spells

BARE THE TEETH

CASTINGS: 1

TARGET: One Size 5 space on the ground or ceiling within 15 yards

DURATION: Instantaneous

You beard the surface with long, jagged spikes. Each creature and object on the target surface or within 2 yards of it takes 4d6 damage. A creature makes an Agility roll. On a failure, it takes an extra 2d6 damage and becomes held until it overcomes the affliction with a successful Strength roll. While held in this way, the creature cannot be moved by ordinary means. Any magical movement automatically ends the affliction.

GEOMANTIC PENTACLE

CASTINGS: 1

TARGET: One iron medallion worth 1 sp that you hold

DURATION: 1 minute

Magic imbues the target medallion with earth power. When you cast this spell, and once each round when you attack, you can choose any target on a surface of earth, sand, or stone within 15 yards. The medallion causes a hand or weapon matching the one you wield to rise from the ground and strike the target. You use Will to make the roll and you roll with 1 boon. On a success, the attack deals 6d6 damage. On a critical success, the target also becomes held (luck ends).

MAGNETIZE METAL

CASTINGS: 1

TARGET: One Size 3 or smaller ordinary metal object within 30 yards

DURATION: 1 hour.

The target exerts a strong magnetic force. Apply the following effects when you cast the spell and again at the start of each of your turns.

- Each unsecured metal object within 15 yards of the target slides 5 yards toward the target.
- Each creature within 15 yards of the target that's holding a metal object makes a Strength roll with 1 bane. On a failure, the object is wrenched from its hand and flies toward the target until it can move no closer. All creatures within 5 yards of the target make luck rolls. On a failure, the creature is struck by the flying object and takes 1d6 damage.
- Each creature within 15 yards of the target that's wearing medium armor makes a Strength roll with 1 bane, or 2 banes for heavy armor. On a failure, the force drags the creature 5 yards closer to the target. If the creature is prevented from moving the full 5 yards in this way but contacts the target, the impact deals 2d6 damage to the creature.
- Any metal creature or creature wearing medium or heavy armor within 5 yards of the target becomes held until the creature overcomes the affliction with a successful Strength roll with 1 bane.
- A creature within 15 yards of the target makes rolls to attack using metal weapons or ammunition with 1 bane.
- A metal creature or a creature wearing medium or heavy armor treats the ground within 15 yards of the target as challenging terrain. If such a creature falls prone, it slides 5 yards toward the target.
- Ranged attacks using thrown metal weapons and projectiles against targets within 3 yards of the spell's target deal an extra 1d6 damage.

MOVE EARTH

CASTINGS: 3

TARGET: One Size 5 or smaller space or one ordinary object made from earth, sand, or stone within 20 yards

DURATION: Instantaneous

The target moves like water to an empty space of your choice within 20 yards and assumes whatever shape you choose. You can use this effect to excavate a hole, seal an opening, create stairs, or a bridge to span over a crevasse.

SUDDEN SHOCKWAVE

CASTINGS: 1

TARGET: Up to three contiguous Size 5 spaces on the ground, at least one of which is within reach

DURATION: Instantaneous

The ground in each target space ripples like water in a pond, becoming challenging terrain until cleared away. The shockwave deals 8d6 damage to each object on the affected surfaces. Each creature on an affected surface takes 4d6 damage and makes an Agility roll. On a failure, the creature takes an extra 4d6 damage and falls prone.

WALLS OF STONE

CASTINGS: 1

TARGET: Up to ten Size 5 spaces within 50 yards

DURATION: Instantaneous

You form a wall from stone on one side of each target space. The wall can have any height, width, and depth, up to the Size of its spaces. You make all decisions about the wall's appearance, adorning it with images, carvings, columns, and openings as you choose. The wall remains indefinitely, though each cube of stone, 2 yards on each side, has Health 40 and crumbles when destroyed.

Master Geomancy Spells

BECOME A LIVING STATUE

CASTINGS: 1

TARGET: You

DURATION: 1 hour

You become a living statue. You gain the following benefits and drawbacks for the duration.

- Increase your Health score by 100.
- You make Strength rolls with 1 boon and you impose 1 bane on rolls against your Strength.
- Your unarmed strikes and natural weapons deal an extra 3d6 damage.
- You take half damage from ordinary sources.
- You are immune to the effects of deprivation, exposure, and suffocation. In addition, you are immune to damage from cold.
- You have the Strider movement trait.
- You can move through obstacles made of earth, sand, and stone that are up to 2 yards thick, but you cannot end your move inside such an obstacle. If you stop moving inside an obstacle, you are pushed back to the empty space nearest to where you entered it.
- You cannot swim. If you enter a liquid, you sink to the bottom.
- If you fall prone, you cannot stand up until you overcome the affliction with a successful Strength roll.

EARTHQUAKE

CASTINGS: 1

TARGET: The ground within 5 miles of you

DURATION: Instantaneous

The ground shakes and heaves. The quake damages creatures, other than you, and objects on the ground. Creatures and objects within 15 yards take 12d6 damage; those more than 15 yards but within 30 take 8d6 damage; everything more than 30 yards from you within the spell's range takes 2d6 damage. A creature that takes the damage makes an Agility roll with 2 banes. On a success, the creature takes half the damage. On a failure, the creature falls prone.

Any structure destroyed by this damage collapses, and each creature inside it takes 4d6 damage and becomes buried under the rubble (see Chapter 2).

The earthquake might have additional effects as the Sage decides depending on where you cast this spell. In a body of water, it might produce a tidal wave that floods nearby shores. The quake could cause dams to break, bridges to fall, and more.

An aftershock repeats the spell's effect in the same area after 1d6 hours, dealing 6d6, 4d6, and 1d6 damage respectively.

EARTHWAVE

CASTINGS: 1

TARGET: One space on the ground, 5 yards wide, 30 yards long that you can reach

DURATION: Instantaneous

A wave rolls through the ground in the space. Each object in the target space and on the ground takes 10d6 damage or 20d6 damage if it's secured. An unsecured object moves 1d6 yards away from you. Each creature in the target space and on the ground takes 5d6 damage and makes an Agility roll with 1 bane. On a failure, the creature takes an extra 5d6 damage, is pushed 1d6 yards, and falls prone.

RELEASE AVALANCHE

CASTINGS: 1

TARGET: One Size 10 space within 30 yards

DURATION: Instantaneous

Dirt, rocks, and boulders come tumbling into the target space from out of nowhere. The rushing debris kills all creatures in the space with Health scores of 30 or less and destroys all objects in the space with Health scores of 30 or less. All other creatures and objects take 10d6 damage. A creature that takes this damage also makes an Agility roll with 1 bane. On a failure, the creature falls prone and becomes buried in 1d6 feet of debris (see Chapter 2 for details on being buried). The debris covers the surface to a height of 6 feet and remains until cleared away.

ROCK DRAGONS

CASTINGS: 1

TARGET: Up to three Size 1 spaces within 15 yards

DURATION: 1 minute

From the ground in each space forms a tentacle of rock that harasses your foes. When you cast the spell, and again at the start of each of your turns until the spell ends, choose three creatures or objects within 5 yards of each affected space. For each separately, make a Will roll against the target's Agility. On a success, the target takes 6d6 damage and becomes held until the spell ends or it overcomes the affliction with a successful Strength roll. At the end of the round, each creature held in this way takes 3d6 damage. For each target held by the spell, reduce by one the number of creatures and objects you choose during your next turn.

SUMMON EARTH ELEMENTAL

CASTINGS: 1

TARGET: One empty Size 2 space on the ground within 5 yards

DURATION: 1 hour

A deep rumbling and groaning sounds from the earth as, pushing up from the ground in the space, is a brutish humanoid figure made of earth and stone, spilling dust everywhere. The earth elemental becomes your controlled companion. The effect ends early if it becomes incapacitated.

Defense: 8, **Health:** 60

Attributes: Strength 15 (+5), Agility 8 (–2), Intellect 8 (–2),
Will 15 (+5)

Size: 2, **Speed:** 4 (Strider)

Immune: asleep, blinded, deafened, held, frightened, impaired, on fire, poisoned, prone, weakened, damage from cold.

Pass through Earth and Stone: The earth elemental can move through objects made from earth, sand, and stone, and if it ends its movement in such objects, it gains partial cover or total cover if fully inside it.

Stone Fist: The earth elemental targets one creature or object within reach and makes a Strength roll with 1 boon against the target's Defense. On a success, the target takes 4d6 damage. On a critical success, the target and each creature within 1 yard of it makes a Strength roll. On a failure, it falls prone.

Hydromancy

From the seas and lakes and rivers of the world comes forth magic known as Hydromancy. A tradition concerned solely with the creation and manipulation of water, and other liquids, its spells have numerous applications, from easing one's thirst to drowning unwitting sailors. Some believe the magic comes from listening to the voice of the waves and divining secrets from the crashing combers.

HYDROMANCY TALENTS

Create Water (Magical): You can perform a ritual to create water. Target one Size 5 space within 10 yards. When you finish, you either fill empty containers in that space with fresh water or you cover the ground in the target space with water. The water is sufficient to extinguish ordinary flames in the space or to turn dirt in one Size 3 space into mud, creating challenging terrain for 1 hour. Once you use this talent, you lose access to it for 1 hour.

Fog Cloud (Magical): You can use an action to produce fog. Target one Size 10 space you can see within 30 yards. Fog fills the target space with heavy obscurement for 1 hour. You can use an action to move the fog to a different Size 10 space within 30 yards. You can use this talent once, twice at level 3, and three times at level 7. You gain expended uses after you rest.

Pressure Jet (Magical): You can use an action to release a jet of water with incredible force from your hand. Target one creature or object within 10 yards. Make a Will roll against the target's Strength. On a success, the target takes 1d6 damage, and you push the target up to 5 yards. At level 3, the target takes 3d6 damage. At level 7, the target takes 7d6 damage. On a critical success, the target takes an extra 1d6 damage.

Sea Heart (Magical): You have the Swimmer trait. If you have this trait already, increase your Speed by 2. In addition, you can breathe while submerged in water.

Novice Hydromancy Spells

BOILING WATER

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: Instantaneous

You form a seething, steaming ball of boiling water and hurl it to the center of the target space where it explodes. The water deals 1d6 damage to each creature in the target space. A creature makes an Agility roll with 1 boon. On a failure, it takes an extra 2d6 damage and becomes Strength impaired until the end of its next turn. Steam then creates moderate obscurement in the affected area until the end of your next turn.

FLUIDITY OF FORM

CASTINGS: 1, reaction when you move

TARGET: You

DURATION: 1 minute

Your body flows like liquid. You gain the Slippery, Strider, Squeeze (1 inch), and Swimmer traits if you don't have them already. In addition, whenever you become held or slowed, you can use a reaction to end the affliction.

FLYING JELLYFISH

CASTINGS: 3

TARGET: One creature within 15 yards

DURATION: Instantaneous

A jellyfish appears in the air and flies toward the target. Make a Will roll against the target's Agility. On a success, the jellyfish hits the target and deals 5d6 damage. On a critical success, the target also becomes held and poisoned (luck ends both).

PRODUCE CLOUDS

CASTINGS: 1

TARGET: The sky

DURATION: 1 hour

Thick clouds form in the air in the sky above you within half a mile and release rain, sleet, or snow, depending on the prevailing temperature, for the duration. The precipitation extinguishes all ordinary flames, disperses ordinary vapors, and washes away all tracks and other signs of passage. Any containers left open in the affected area fill with water. The precipitation creates moderate obscurement in the area.

When the spell would end, if you can see the falling precipitation, you can use an action to extend the duration by 1 hour, up to a maximum of 24 hours.

TIDAL INFLUENCE

CASTINGS: 1, reaction at the start of your turn

TARGET: One Size 10 space centered on you

DURATION: 1 minute

An invisible tide rolls in and out through the target space. Whenever a creature other than you starts its turn in the target space, it makes a Strength roll. On a failure, the creature is pushed 5 yards away from you if it is within 5 yards, or pulled 5 yards toward you if it is more than 5 yards away. A target moved in this way, in either direction, becomes vulnerable until the start of its next turn.

WALL OF WATER

CASTINGS: 1

TARGET: One Size 10 space within 15 yards

DURATION: 1 hour

Along one side of the target space there appears a 1-yard thick wall of water. A creature can move through it, but when it does, it makes a Strength roll. On a failure, the water snatches the creature and carries it up toward the top of the wall, and then drops it prone in the space it attempted to leave. The barrier causes all rolls for ranged attacks against targets beyond it to fail.

Expert Hydromancy Spells

CORROSIVE CLOUD

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: 1 minute

Green mist forms in the target space and creates heavy obscurement in it. Any creature that starts its turn in the target space takes 5d6 damage from the corrosive droplets, plus an extra 1d6 damage at the end of each round (luck ends). Organic materials such as leather, wool, cotton, and the like disintegrate.

FILL THE LUNGS

CASTINGS: 3

TARGET: One air-breathing creature within 10 yards

DURATION: Instantaneous

You fill the target's lungs with water. The target takes 2d6 damage and becomes affected by suffocation. The target can overcome the suffocation effect with a successful Strength roll with 1 bane. Otherwise, it lasts until the target dies.

FORCEFUL GEYSER

CASTINGS: 1

TARGET: One Size 5 space on the ground within 30 yards

DURATION: Instantaneous

A geyser of superheated water explodes from the center of the space. The steam and scalding water deals 4d6 damage to each creature in the target space. A creature makes a Strength roll. On a failure, it takes an extra 4d6 damage, and becomes vulnerable until the end of its next turn.

The resulting steam spreads out to fill a Size 10 space centered on the target space and fills it with moderate obscurement that remains for 1 minute.

HYDROMANTIC CHALICE

CASTINGS: 1

TARGET: One metal chalice worth 5 sp that you are holding

DURATION: 1 hour

Magic flows into the target chalice to fill it with water or some other liquid—wine, beer, juice, or broth. When tipped to drink, the liquid bubbles up from the bottom of the chalice to fill it to the brim. If held horizontally or pointing downward, liquid pours out of the chalice in a constant stream, producing about 6 gallons each round until it runs dry after 1 minute, which ends the spell early.

While you hold the chalice, you can intensify the pressure of the liquid to release a blast from it. You use an action to point the chalice at one creature or object within 15 yards and make a Will roll against the target's Agility. On a success, the target takes 9d6 damage, is pushed 5 yards away from you, and then falls prone. You can use this aspect of the spell three times, and then the spell ends.

OCHRE MIST

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: 1 minute

Thick yellow fog fills the target space with total obscurement. Any creature that starts its turn in the target space takes 6d6 damage and makes a Strength roll. On a failure, the target becomes Intellect impaired and poisoned (luck ends both). Until these afflictions end, the creature cannot leave the target space.

WATERY SPHERE

CASTINGS: 1

TARGET: One Size 3 space within 15 yards

DURATION: 1 minute

A sphere of water—or some other harmless liquid—appears inside the space. It attempts to engulf one creature within 1 yard of it. Then, on each of your turns, you can move the sphere up to 5 yards and attempt to engulf another creature within 1 yard of it. The sphere can flow around obstacles smaller than it when it moves, but it is blocked by larger obstacles.

Each time the sphere attempts to engulf a creature, make a Will roll with 1 boon against the creature's Agility. On a success, the creature is pulled into the sphere's space and remains there, moving with the sphere, until the spell ends. The creature is affected by suffocation unless it can breathe while submerged in water. The engulfed creature can only target creatures inside the sphere for its attacks, spells, talents, and other effects it would produce. An engulfed creature can overcome the effect with a successful Strength roll with 1 bane, which causes the creature to exit prone in an empty space within 1 yard of the sphere.

The sphere has the capacity to hold creatures whose combined Size equals no more than 3. If it captures a creature that would exceed the sphere's capacity, each other engulfed creature makes a luck roll; the creature with the highest result automatically overcomes the effect.

Any cold-producing effect that targets the sphere or the space it is in freezes it in place until the end of your next turn. Being frozen in place prevents the sphere from moving or engulfing creatures, but each creature it has engulfed takes 3d6 damage from the cold, and attempts it makes to overcome the engulfed effect fail automatically.

Any lightning-producing effect that targets the sphere or the space it is in deals 5d6 damage to each creature engulfed by it. In addition, the engulfed creature makes a Strength roll and, on a failure, becomes stunned until the end of its next turn.

Any fire-producing effect that targets the sphere or the space it is in causes the sphere to release scalding steam that creates moderate obscurement within 10 yards of it for 1 minute. Any creature in the area when the steam appears makes a Strength roll and takes 3d6 damage on a failure. The spell then ends.

Master Hydromancy Spells

ACID BATH

CASTINGS: 1

TARGET: One Size 5 space within reach

DURATION: Instantaneous

From your hands comes an ocean of corrosive liquid. Each ordinary object made of organic material such as leather, plant fibers, and the like disintegrates. Each creature in the space takes 5d6 damage, and becomes vulnerable and weakened (luck ends both). Each time a creature fails a roll to end this effect, it takes an extra 5d6 damage. Finally, each Size 3 or smaller creature and unsecured object is pushed 5 yards.

FOG OF DEATH

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: 1 minute

Crimson mist fills the target space. Any creature that starts its turn in it takes 10d6 damage and makes a Strength roll. On a failure, the creature takes an extra 10d6 damage. Until the spell ends, you can use an action if you are within 15 yards of the mist to move it up to 5 yards.

LEVIATHAN SLAM

CASTINGS: 1, you can see the sky

TARGET: One Size 10 space within 30 yards

DURATION: Instantaneous

A leviathan plucked from the oceans appears in the air above the target space and falls to crush everything under it. Each object in the space takes 20d6 damage. Each creature in the space takes 6d6 damage and makes a Strength roll. On a failure, the creature takes an extra 7d6 damage, falls prone, and is pushed 5 yards from the center. The mess created by the now dead leviathan covers the ground in the space with challenging terrain that remains until cleared, or rots, away.

RAISE THE WATERS

CASTINGS: 1

TARGET: Up to six contiguous Size 5 spaces on a surface within 100 yards

DURATION: 1 hour

You either fill the target spaces with water or turn the ground in the spaces into a soupy morass.

If you fill the spaces, water rises in each until it becomes completely filled. The magic holds the water in these spaces for the duration. When the effect ends, water rushes out of the target spaces, spreading out 25 yards from each across the ground in all directions. Each creature and unsecured object in a space adjacent to a target space takes 3d6 damage and makes a Strength roll. On a failure, the creature takes an extra 4d6 damage and is pushed 5 yards in the direction the water moves and then falls prone. The water douses all exposed flames within 30 yards of the target spaces.

If you turn the ground into a morass, earth, sand, and stone in each target space become slippery, wet mud down to a depth of 3 yards for the duration. Any creature or object on the surface sinks to the bottom. To get out, a creature can swim to the space's edge.

If there's an open space within 5 yards under the target spaces, the mud breaks through and drains into the space below until it fills the volume of that space or is drained completely. The draining mud carries with it any creatures and objects on the ground in the target space when you cast this spell.

If you target spaces on a surface overhead, the mud falls, crashing down and dealing 7d6 damage to everything underneath it. A creature makes a Strength roll. On a success, it takes half the damage. On a failure, the creature falls prone.

Depending on where you cast this spell, you might damage structures, or cause bridges to collapse, walls to topple, and even buildings to slide, as the Sage adjudicates.

The mud gradually dries until it returns to its normal consistency.

SHAPE OF WATER

CASTINGS: 1

TARGET: You

DURATION: 1 hour

You, along with everything you wear and carry, transform into a being of water. You cannot speak, though you can cast Hydromancy spells without needing to speak. You cannot lift, move, or interact with objects. However, you make Agility rolls with 2 boons, you ignore suffocation and attempts to grab you fail. You gain the Squeeze (1/4 inch) and Swimmer traits. You are invisible while submerged in any liquid. And, you take half damage from all sources except cold. When you take 10 damage or more from cold, you become held (luck ends), but you impose 3 banes on rolls against your Defense until the affliction ends.

SUMMON WATER ELEMENTAL

CASTINGS: 1

TARGET: One empty Size 2 space on the ground within 5 yards

DURATION: 1 hour

Water rushes into the target space and assumes a snake-like form. The water elemental becomes your controlled companion. The effect ends early if it becomes incapacitated.

Defense: 17, **Health:** 40

Attributes: Strength 13 (+3), Agility 13 (+3), Intellect 8 (–2), Will 15 (+5)

Size: 2, **Speed:** 5 (Slippery, Squeeze 1/4 inch, Strider, Swimmer, Water Walk)

Immune: asleep, blinded, deafened, held, frightened, impaired, on fire, poisoned, prone, weakened

Watery Strike: The water elemental targets one creature or object within reach and makes a Strength roll with 2 boons against the target's Defense. On a success, the target takes 4d6 damage. On a critical success, the target becomes grabbed until the end of the elemental's next turn.

Illusion

Illusion magic fools the senses. The simplest spells affect just one sense—people see things that aren't there or hear phantom noises. Advanced spells can transform the appearance of areas, making what is foul seem a sumptuous, lavish paradise. They can mask dangers or hide entire areas from view. They can also make victims believe they have been harmed and even create hideous things that seem so real their claws and teeth open actual wounds. These spells trick the mind into believing their false creations until it is almost impossible to discern reality from fantasy.

MINDLESS IMMUNITY: A target lacking an Intellect score is immune to harm from Illusion talents and spells.

ILLUSION TALENTS

Distort Appearance (Magical): When you use a reaction to dodge, you become blurred. For 1 minute, you impose 1 bane on rolls to attack you and rolls against your Agility by creatures that can see you. Creatures with the True Vision trait are immune to this effect. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

False Harm (Magical): You can use an action to make a creature believe it has suffered an injury. Target one flesh-and-blood enemy within 10 yards. Make an Intellect roll against its Intellect. On a success, the target reduces its Health by 10 (luck ends). The Health reduction increases to 15 at level 3, or 20 at level 7. On a critical success, the target reduces its Health by 10 more.

Illusory Image (Magical): You can use an action to create a visual illusion. Target one Size 2 space you can see within 10 yards. An image of a creature, object, or some other visual effect appears in that space and remains for 1 minute or until a creature touches it. The illusion moves in a realistic manner. If the image created is something that would normally produce light, it produces dim light. A moving illusion can move about inside the target space in any manner you choose. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Paracusia (Magical): You can use an action to produce illusory sounds that last for 1 minute. Target one point you can see within 30 yards. Sound emanates from the point. The sound can be noise or speech in a language you know, and its volume can be as quiet as a whisper or as loud as thunder. Exceptionally loud noise deafens creatures in the target space for as long as they remain there and makes it impossible to hear whispers. You can freely change the sound to mimic effects such as the clash of blades, a conversation, or the approach or retreat of footsteps. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Novice Illusion Spells

ALLIES TO ENEMIES

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Instantaneous

The target becomes strangely paranoid, seeing danger on all sides. The target becomes confused (luck ends). When the target takes a turn, it makes an Intellect roll. On a success, the spell ends for the target. On a failure, the target sees its allies as its enemies and you and your allies as its allies until the end of its turn.

CLAMOUR

CASTINGS: 3

TARGET: One Size 5 space within 15 yards

DURATION: Instantaneous

A loud noise sounds inside the target space and carries for 50 yards. Each creature in the target space takes 1 d6 damage and makes an Intellect roll. On a failure, the creature takes an extra 2d6 damage and becomes deafened (luck ends).

GLAMER

CASTINGS: 3

TARGET: One Size 3 space within 5 yards

DURATION: 1 hour

You create a visual and auditory illusion to make one creature or object in the target space, or the target space itself appear and sound like whatever you choose. A creature might look like a column, a pit could look like a rug, a roaring fire can appear to be a swirling cloud of rose petals, and a door might appear as a blank stretch of wall. The illusion holds up under visual inspection only; if touched, the spell ends early.

ILLUSORY ENVOY

CASTINGS: 1

TARGET: One space of your Size in any place you have seen at least once

DURATION: 8 hours

An inert illusion of yourself appears in the target space and remains for 8 hours. When you cast the spell, and again when you use an action to do so, you can merge your mind with the illusion, causing it to become corporeal until you become unconscious or you use an action to end the effect. While the illusion is corporeal, you perceive from it as if it were your body and speak through it in your own voice. Any illusory equipment created by this spell functions like the real item, though any magical effects are not replicated, so long as the object does not leave your possession. If it does, the object disappears from the illusion.

Meanwhile, while you are merged with the illusion, your body is prone and is insensate.

The illusion uses your attribute scores, Defense scores, and other capabilities, but its Health score equals your Intellect score. If the illusion is destroyed, the spell ends early.

ILLUSORY FORCE

CASTINGS: 3

TARGET: One creature within 10 yards

DURATION: Instantaneous

You create an illusion of fire, crackling electricity, or something else between your hands and hurl it. Make an Intellect roll against the target's Intellect. On a success, the target takes 4d6 damage. On a critical success, the target also falls prone. On a failure, you regain the expended casting of this spell after 1 minute.

THIMBLERIG

CASTINGS: 1

TARGET: You

DURATION: Instantaneous

Four illusionary copies of yourself appear around you. They move with you when you move and continually change places. The effect lasts until the last copy is destroyed or after you rest. When a creature that can see you gets a success on a roll against your Defense, Strength, or Agility, make a luck roll with a number of boons equal to the number of duplicates you have remaining. On a success, the roll targets a duplicate, which disappears. On a failure, the roll targets you.

Expert Illusion Spells

CREATE MIRAGE

CASTINGS: 3, perform a ritual

TARGET: One Size 5 space within 30 yards

DURATION: 24 hours

You change what creatures see, hear, smell, and feel inside the target space. The illusion can alter a few details or make the target space seem completely different.

This spell enables you to conceal a trap or make it seem that one exists. You can render fire invisible or make it seem to burn somewhere else in the target space. You can incorporate existing features into the new appearance or hide features of it. You can produce harmless illusions of creatures that behave in whatever manner you choose, though their behavior does not change once you create them. Finally, you can cause the temperature in the target space to become hot or cold, though not enough to deal damage or risk exposure. Similarly, you can cause creatures in the target space to experience hunger and thirst, though not to the point of deprivation.

You can make the illusion constant or triggered by the appearance of one or more creatures, on reaching a particular time, or if something happens. When you cast the spell, you decide how any images move and if they do, as well as what, if any, sounds they make. Any movements and sounds created by the spell continue for 1 hour before starting over at the beginning, as if you had just cast the spell.

A creature suspicious of the target space can use an action to make an Intellect roll. On a success, the creature sees the space for what it is.

CREATE PHANTASM

CASTINGS: 1

TARGET: One Size 1 space within 5 yards

DURATION: 1 hour

An entity born from your imagination appears on the ground inside the target space. The created phantasm becomes your controlled companion for 1 hour. The effect ends early when it becomes incapacitated.

Defense: 20, **Health:** 20

Attributes: Strength 12 (+2), Agility 12 (+2), Intellect —, Will —

Size: 1, **Speed:** 5

Senses: Awareness 5

Immune: all afflictions

Phantasmal Weapon: The phantasm targets one creature in reach and makes a Strength roll against the target's Intellect. On a success, the target takes 3d6 damage.

DISLOCATE SELF

CASTINGS: 1, when you use a reaction to dodge

TARGET: You

DURATION: 1 minute

You become invisible while an illusory copy of yourself springs into existence 1 yard away from you, appearing as if it were sidestepping the attack. When a creature succeeds on a roll to attack you and is not aware of your true position, it strikes and destroys the copy. At the end of the round, a new copy appears. When you perform an activity, the copy appears to do the same.

FALSE HEALING

CASTINGS: 3

TARGET: One creature within 5 yards

DURATION: 1 hour

The target becomes convinced it has healed its wounds. The target's Health increases by 10. Make an Intellect roll against the target's Intellect. On a success, the target's Health increases by an additional 15.

IMAGINARY DEATH

CASTINGS: 3

TARGET: One creature within 15 yards

DURATION: 1 minute

The target becomes invisible for 1 minute and an illusion of its corpse appears on the ground at its feet, apparently having fallen there. The illusion remains for as long as the target is invisible, and it looks and smells real, but any creature that touches the illusion recognizes it as being false and becomes immune to the target's invisibility from this spell. If the target harms a creature that cannot see it, that creature makes a Will roll. On a failure, the creature also becomes weakened until the end of its next turn.

MASK PRESENCE

CASTINGS: 1

TARGET: One creature or object within 10 yards

DURATION: 1 hour

Creatures other than you cannot perceive the target using a sense you choose when you cast this spell. For example, you could make an ally invisible or mask the taste of poison in a cup. The spell ends if the target creature or object is harmed. The spell also ends if the object can be consumed and is.

Master Illusion Spells

ALTER REALITY

CASTINGS: 1

TARGET: You

DURATION: 1 hour

You gain the Illusory Image talent if you don't have it already. You can use the talent without expending uses. Each round, on your turn, if you are not confused, controlled, stunned, or unconscious, you gain one action in addition to your other actions. You can use this additional action only to use the Illusory Image talent. The illusions created by that talent last for this spell's duration instead of 1 minute. Finally, you are immune to the effects of Illusion spells and automatically recognize them for what they are.

CREATE DOPPELGANGER

CASTINGS: 1

TARGET: One empty space of your Size within 5 yards

DURATION: 24 hours

An illusion of yourself appears inside the target space. The illusion becomes your controlled companion. It looks and sounds real. It uses your Defense, but has only half your Health score. It uses your attributes. It is a magical creation. Whenever you move, you can move the illusion up to an equal distance. When you cast a spell, you can choose to have it originate from you or the illusion. Finally, whenever a creature succeeds on a roll against you, you can make a luck roll. On a success, you instantly switch places with the illusion so that it is the target of the roll instead of you. The spell ends early if the illusion is destroyed.

CREATE PHANTASMAGORIA

CASTINGS: 1

TARGET: The area within 1 mile of you

DURATION: 24 hours

You mask the target area with illusions to make it look like something else for 24 hours. You make all decisions about the area's appearance. You can incorporate existing elements into the illusion or introduce completely new ones as you choose. The illusion has visual, auditory, tactile, and olfactory components, which impose 2 banes on rolls to discern its illusory nature.

The illusion can suppress harmful features: neither fire nor lava emit heat, traps cease to function, and the like. The illusion can replace existing terrain with new terrain and swap normal terrain features for different ones. You can render features invisible or call attention to them.

You can introduce harmful features to the area that take whatever form you choose. A harmful feature deals 6d6 damage to a creature that interacts with it once per round; the creature makes an Intellect roll and takes no damage on a success.

The spell can alter the appearance of creatures in the area but has no effect on their rules or general dimensions, though they might behave in a different manner based on their forms. For example, a bear might look like a bear-sized fluffy stuffed animal but still remains dangerous.

You can also populate the area with harmless illusory creatures that otherwise seem fully real.

CREATE GREATER PHANTASM

CASTINGS: 1

TARGET: One Size 2 space within 15 yards

DURATION: 1 hour

An illusory creature of whatever appearance you can imagine appears in that space. The greater phantasm becomes your controlled companion. The spell ends early if it becomes incapacitated.

Defense: 20, **Health:** 40

Attributes: Strength 13 (+3), Agility 12 (+2), Intellect —, Will —

Size: 1, **Speed:** 5

Senses: Awareness 5

Immune: all afflictions

Phantasmal Weapon: The greater phantasm targets one creature in reach and makes a Strength roll with 1 boon against the target's Intellect. On a success, the target takes 4d6 damage.

HALLUCINATORY TORMENT

CASTINGS: 1

TARGET: Up to three creatures in one Size 5 space within 15 yards

DURATION: 1 minute

Each target hallucinates for the duration. A target can overcome the effect with a successful Intellect roll. A hallucinating target is weakened and cannot see anything more than 3 yards from itself. When the target takes a turn, it makes a Will roll. On a failure, the target uses its action to attack something it perceives but isn't real. If the target gets three failures on Will rolls from this spell, the target becomes stunned until the end of its next turn.

HORROR REVEALED

CASTINGS: 3

TARGET: One Size 2 space within 15 yards

DURATION: Instantaneous

An illusion of something horrific appears inside the target space and then vanishes. Each creature other than you that can see the illusion makes a Will roll. On a failure, the creature drops whatever it is holding and becomes frightened of the target space (luck ends). While frightened in this way, the creature runs away from the target space on each of its turns and, at the end of each round, takes 6d6 damage.

Invocation

Magic from the Invocation tradition comes from the gods themselves. Any god might grant access to it through sworn service, in addition to other traditions of the caster's choice. Invocation spells manifest the divine in the world and can call down the fires of holy wrath, whisk the faithful to safety, and rouse the dead.

INVOCATION TALENTS

Battle Blessing (Magical): You can use an action, or a reaction when you get a failure on a roll to attack, to invoke aid from your god. For 1 minute, you and each ally within 5 yards of you rolls to attack with 1 boon and becomes immune to the frightened affliction. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Divine Favor (Magical): You can use a reaction when you make a luck roll to make the luck roll with 1 boon. Then, for 1 minute, you make luck rolls with 1 boon. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Grant Sanctuary (Magical): You can use an action to target one creature you can see within 10 yards. For 1 minute, enemies must choose targets for their attacks and harmful effects from anyone other than the target of this talent. The effect ends early if the target harms another creature. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Holy Fire (Magical): You can use an action to call down a column of fire to incinerate your foe. Target one creature within 10 yards. The target makes a luck roll. On a failure, the target takes 1d6 damage and becomes vulnerable (luck ends). At level 3, the target 3d6 damage on a failure or 7d6 damage at level 7.

Novice Invocation Spells

DIVINE AID

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Instantaneous

Supernatural forces lend aid to the target. It heals 3d6 damage. If the target is weakened, it ends the affliction.

DIVINE INTERVENTION

CASTINGS: 1, reaction when an ally within 15 yards takes damage

TARGET: The ally that enabled the casting of this spell

DURATION: Instantaneous

An angelic figure briefly appears between the ally and the source of harm. Reduce the damage the target takes to 0. Then, make a luck roll. On a success, you become slowed until the end of your next turn. On a failure, you become stunned until the end of your next turn.

GENUFLECTION

CASTINGS: 1

TARGET: Up to three creatures within 5 yards

DURATION: Instantaneous

Each target falls prone and makes a Will roll. On a failure, the target takes 3d6 damage. If the target becomes injured by this damage, it becomes frightened of you (luck ends).

SANCTIFIED WEAPON

CASTINGS: 3

TARGET: One weapon you are holding

DURATION: 1 minute

You raise your weapon up over your head as divine power flows into it. The target weapon emits bright light for the duration. You can use Will in place of the attribute you would normally use to attack with the weapon, you roll with 1 boon, and the attack deals an extra 1d6 damage. Finally, when you get a critical success on a roll to attack with this weapon, the target of your attack makes a Will roll. On a failure, the target becomes frightened of you until the end of your next turn.

SACRED LIGHT

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: Instantaneous

A beam of holy radiance streaks from you toward the target. Make a Will roll against the target's Strength. On a success, the target takes 2d6 damage and becomes blinded until the end of your next turn. On a critical success, the target takes an extra 1d6 damage. On a failure, regain the casting expended to cast this spell.

SHIELD OF RIGHTEOUSNESS

CASTINGS: 1

TARGET: One Size 5 space centered on you

DURATION: 1 minute

A supernatural presence comes to you and permeates the target space. The space moves with you to remain centered on you. Each ally in the space imposes 1 bane on rolls to attack them and makes luck rolls with 1 boon.

Expert Invocation Spells

CALLED TO SERVE

CASTINGS: 1, reaction when an ally within 15 yards shouts your name

TARGET: You

DURATION: Instantaneous

Your divine patron whisks you to where you are needed. You teleport to an empty space within 5 yards of the ally that enabled the casting of this spell. When you reach your destination and if there's an enemy in reach you can attack it. You can use Will in place of the attribute you would normally use, you roll with 1 boon, and the attack deals an extra 6d6 damage. On a failure, you regain the expended casting of this spell after 1 minute.

DIVINE VENGEANCE

CASTINGS: 3, reaction when an enemy within 10 yards harms you or one of your allies

TARGET: The enemy that enabled the casting of this spell

DURATION: Instantaneous

A bolt of lightning strikes the target. It takes 3d6 damage, and makes a luck roll. On a failure, it takes an extra 3d6 damage.

GUIDING LIGHT

CASTINGS: 1

TARGET: One enemy within 15 yards

DURATION: 1 minute

Dim light shines from the target. For the duration, the target is cursed and vulnerable. You can end this spell early when you get a success on a roll to attack the target; the target of the attack takes an extra 8d6 damage.

HOLY COMMUNION

CASTINGS: 1, perform a ritual

TARGET: You

DURATION: Special (see the effect)

You perform the necessary rites to invoke aid. You gain three blessings and retain them until you spend them or cast this spell again. You can use a reaction to spend a blessing when any of the following conditions are met to produce the associated effect:

- When you make an attribute roll, roll with 3 boons.
- When a creature rolls against you, it rolls with 3 banes.
- When you would take damage, take half damage.
- When you gain an affliction, the affliction ends.
- When an ally moves within 5 yards or starts its turn there, you cause the ally to heal 6d6 damage.

HOLY LIGHT

CASTINGS: 1

TARGET: You

DURATION: 1 hour

Bright light shines from you. The light counts as sunlight and causes enemies inside a Size 10 space centered on you, and that moves with you, to become cursed and weakened for as long as they remain there. In addition, enemy angels, demons, faeries, fiends, spirits, and undead that start their turns in the light take 3d6 damage.

ZEAL**CASTINGS:** 1, reaction when you attack**TARGET:** You**DURATION:** 1 minute

Religious fervor builds inside you. You make Strength rolls with 1 boon. Your attacks deal an extra 2d6 damage. You take half damage from ordinary sources. Finally, at the end of the round, if you are not incapacitated, you heal 1d6 damage.

Master Invocation Spells

APOCALYPSE**CASTINGS:** 1**TARGET:** One Size 5 space you can see**DURATION:** Instantaneous

Holy fire washes through the target space, killing and turning to ash each enemy in it that has a Health score of 50 or less. Each other enemy in the target space takes 10d6 damage.

BENISON**CASTINGS:** 1**TARGET:** One creature within 5 yards**DURATION:** Instantaneous

You intercede with your patron deity's blessing to relieve another's suffering. The target heals 10d6 damage, regains 5d6 Health, and ends all afflictions affecting it. In addition, if the target suffers the effects of infection, those effects end.

DIVINE JUDGEMENT**CASTINGS:** 1**TARGET:** One creature within 50 yards**DURATION:** Instantaneous

A column of holy fire strikes the target. The target takes 10d6 damage and makes a Strength roll. On a failure, the target takes an extra 3d6 damage and falls prone. If the target becomes injured by this damage, it also becomes stunned and catches fire (luck ends both).

HOLY WORD**CASTINGS:** 1**TARGET:** Any number of enemies inside a Size 20 space centered on you**DURATION:** Instantaneous

You speak with the voice of your god, the sound of which rings out to the rue of your enemies. Each target with a Health score of 40 or less dies and collapses into a pile of greasy ashes that blow away in an ethereal wind. Targets with Health scores greater than 40 but no higher than 80 become stunned (luck ends) and make a Will roll. On a failure, that enemy becomes blinded and deafened forever. Targets with Health scores of greater than 80 but no more than 200 become frightened of you until you become unconscious or it overcomes the affliction with a success on a Will roll. Finally, all other targets make Will rolls. On a failure, they become vulnerable until the end of your next turn.

RESURRECTION**CASTINGS:** 1**TARGET:** Any number of dead creatures within 5 yards**DURATION:** Instantaneous

A target that died as a result of violence or mishap returns to life. A target regains 1d6 Health and becomes weakened for 24 hours. If the target is missing any body parts, they are restored. After you cast this spell, make a Strength roll. On a success, you become weakened for 24 hours. On a failure, you become weakened until you rest for a full consecutive 24 hours and, until this effect ends, your Health score is halved.

SUPPLICATION**CASTINGS:** 3**TARGET:** Any number of creatures inside one Size 5 space within 15 yards**DURATION:** Instantaneous

Your voice rings out to compel others to bow before the majesty of your god. A target makes a Will roll with 1 bane. On a failure, the target falls prone and becomes frightened of you until you become unconscious or it overcomes the affliction with a successful Will roll. While frightened in this way, the target cannot stand up. On a success, the target becomes Strength impaired (luck ends).

Necromancy

Fear of death, an obsession with attaining immortality, a desire to divine the secrets known only to the dead, or some darker motive could explain why someone would risk awakening Lord Death's wrath by dabbling in these dark arts. Necromancy offends the god for it dabbles in the domain He claims: chiefly death and dying things. The spells it offers create abominations, undead that pervert life, or sap life force from others on which the necromancers feed. Most students of the tradition deserve the stigma attached to its study, but a few find a way to use the magic for good, if not noble, ends.

NECROMANCY TALENTS

Death's Door (Magical): You can use an action to target one incapacitated creature you can see within 5 yards. Either the target dies and you heal 1d6 damage or the target heals 1d6 damage. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Enervation (Magical): You can use an action to sap life force from a creature. Target one creature within 5 yards. If the creature has a Health score of 5 or more, make an Intellect roll against the target's Strength. On a success, the target takes 1d6 damage and you heal 1d6 damage. At level 3, the target takes 2d6 damage and you heal 2d6 damage. At level 7, the target takes 4d6 damage and you heal 4d6 damage. On a critical success, the target also becomes weakened until the end of your next turn.

Preserve Corpse (Magical): You can perform a ritual to safeguard a dead creature or repair an undead creature. Target one dead creature or one undead within 5 yards. When you finish, the target becomes immune to decay and emits no odor for 1d6 days. An undead target also heals 4d6 damage. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Rouse Corpse (Magical): You can use an action to animate a dead creature that is not already undead. Target one Size 1 dead creature. When you finish, the target stands up if it can and becomes undead for 1 minute. The undead is your controlled companion.

You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Defense: 8, **Health:** 10

Attributes: Strength 9 (–1), Agility 6 (–4), Intellect —, Will —

Size: 1, **Speed:** 3 (no running)

Immune: asleep, poisoned

Natural Weapons: The undead uses its claws as natural weapons that deal 1d6 damage. The undead rolls to attack with 1 bane.

Natural Decay: The undead loses 1 Health at the end of each round.

Novice Necromancy Spells

ANIMATE CORPSE

CASTINGS: 1, perform a ritual, you have a writing kit

TARGET: One dead creature within reach

DURATION: Instantaneous

During the ritual, you paint profane runes on the target's body. When you finish, the target becomes an animated corpse until it becomes incapacitated. The target is your controlled undead companion. You can have a number of animated corpses under your control equal to your level. The spell fails if you attempt to create more.

Defense: 8, **Health:** 15

Attributes: Strength 9 (–1), Agility 8 (–2), Intellect 3 (–7), Will 15 (+5)

Size: 1, **Speed:** 3 (no running)

Immune: asleep, frightened, poisoned

Natural Weapons: The animated corpse uses its hands as natural weapons that deal 1d6 damage. The corpse rolls to attack with 1 bane.

Natural Decay: The animated corpse loses 1 Health at the end of each of your rests.

You can expend a casting of this spell to target one undead within 15 yards. The target heals 3d6 damage.

BONE BURST

CASTINGS: 3

TARGET: One flesh-and-blood creature within 10 yards

DURATION: Instantaneous

The bones in the target's body swell and threaten to burst. The target takes 2d6 damage. Then, make an Intellect roll against the target's Strength. On a success, the target takes an extra 1d6 damage and becomes weakened until the end of your next turn. A target incapacitated by this spell dies as the bones in its body burst apart.

CORPSE SCREAM

CASTINGS: 1

TARGET: One dead creature within 10 yards

DURATION: Instantaneous

The spirit that once inhabited the target returns long enough to cause the body to let loose a blood-curdling scream and then depart. Each creature within 5 yards of the target takes 1d6 damage and makes a Will roll with 1 bane. On a failure, the creature takes an extra 3d6 damage and becomes frightened of you (luck ends).

GRAVE GRASP

CASTINGS: 1

TARGET: The ground in one Size 5 space within 10 yards

DURATION: 1 minute

Pale, rotting hands and skeletal claws reach up from the ground in the target space to snatch at anyone in their midst. The ground becomes challenging terrain until the spell ends. Each creature on the ground in the target space when you cast the spell, and at the start of each of your turns, makes an Agility roll with 1 boon. On a failure, the creature becomes held and frightened (luck ends both). A creature can overcome these afflictions with a success on a Strength roll. If the creature is held already, it takes 1d6 damage and falls prone.

OSSEUS BLADE

CASTINGS: 1, you have a small piece of bone

TARGET: You

DURATION: 8 hours

The bit of bone you hold in your hand grows, flowing like water until it becomes a long, thin blade. The Osseus Blade is a magical one-handed melee weapon that deals 3d6 damage and has the Slashing trait. When you attack with the weapon, you can use Intellect in place of the attribute you would normally use. Finally, when your attack with the weapon causes a living creature to become incapacitated, the creature dies and, at the end of the round, stands up as if you had used the Rouse Corpse talent on it.

PIECES AND PARTS

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Instantaneous

You fling hands, feet, scraps of skin, and other body parts, infusing them all with dark magic. Make an Intellect roll against the target's Agility. On a success, the parts hit the target, the target takes 1d6 damage, falls prone, and becomes held (luck ends). A target can overcome the affliction with a success on a Strength roll. Each time the target gets a failure to end the affliction, the target takes 2d6 damage.

Expert Necromancy Spells

BLOOD BLISTER

CASTINGS: 3

TARGET: One Size 1 space on a surface within 10 yards

DURATION: Instantaneous

A bubble of blood appears in the center of the target space and swells to fill it. The bubble has Health 20. If the bubble is not destroyed before the end of the round, it bursts. Each creature within 5 yards of it takes 4d6 damage and makes a Strength roll. On a failure, the creature takes an extra 2d6 damage and becomes vulnerable (luck ends).

BONE CARAPACE

CASTINGS: 1, you have a small piece of bone

TARGET: You

DURATION: 8 hours

You hold tiny bones in your hand that turn to liquid and spread across your body, hardening in place. The spell grants you armored Defense 16 and renders you immune to damage from cold. The spell ends early if you become unconscious. If you use an action to end the spell, the bones covering your body burst from you. Each creature in a Size 5 space centered on you takes 1d6 damage and makes an Agility roll. On a failure, the creature takes an extra 4d6 damage.

DEATH SMOKE

CASTINGS: 1

TARGET: One Size 5 space centered on you

DURATION: 1 minute

Smoke reeking of a crematorium spills out of your mouth to fill the target space with total obscurement. At the end of each round, the smoke moves 5 yards in a direction you choose, and each creature in the smoke takes 3d6 damage. You, creations, spirits, and undead ignore this damage. A creature that takes this damage also makes a Strength roll. On a failure, it takes an extra 2d6 damage.

EATERS OF THE DEAD

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: 1 minute

You shake your hands, and from them fall a profusion of flesh-eating insects that then flow forward to envelop the target's body for the duration. The spell ends early if the target takes 10 damage or more from cold, fire, or lightning. The target becomes blinded (luck ends). If the target is blinded in this way at the end of the round, it makes a Strength roll. On a failure, it takes 6d6 damage and becomes weakened until the end of the next round. If the target becomes incapacitated, it disappears along with everything it was wearing and carrying that was not made of bone or metal.

ROT HULK

CASTINGS: 1

TARGET: One Size 2 space on the ground within 5 yards

DURATION: 1 minute

The ground bulges and breaks apart to release a rot hulk, a 10-foot tall mass of rotting meat, bones, and bits of fur sprouting here and there. The rot hulk becomes your controlled undead companion for the duration or until it's destroyed. When the spell ends, the rot hulk falls to the ground in slippery chunks and stinking jelly.

Defense: 8, **Health:** 45

Attributes: Strength 13 (+3), Agility 8 (–2), Intellect 3 (–7), Will 15 (+5)

Size: 2, **Speed:** 4 (no running)

Immune: asleep, frightened, poisoned

Stench of the Grave: Each enemy not immune to the poisoned affliction within 1 yard of the rot hulk is weakened for as long as it remains there.

Natural Weapons: The undead uses its hands and teeth as natural weapons that deal 3d6 damage. When it gets a critical success for a roll to attack, the target makes an Agility roll. On a failure, it takes an extra 2d6 damage.

QUICKEN DEAD

CASTINGS: 1

TARGET: Any number of undead you control inside a Size 5 space within 10 yards

DURATION: 1 minute

You bolster each target with profane energy that enables it to move more quickly. Each target increases its Health by 10, imposes 1 bane on rolls against its Defense, makes attribute rolls with 1 boon, increases its Speed by 5, and gains the Slippery trait. The target's attacks also deal an extra 1d6 damage.

Master Necromancy Spells

ANGEL OF DEATH

CASTINGS: 1

TARGET: One empty Size 1 space within 15 yards

DURATION: 1 minute

A dreadful apparition, all clotted darkness, appears in the target space. Each creature, other than you, that sees it makes a Will roll. On a failure, the creature becomes frightened of the apparition and vulnerable until the spell ends or the creature overcomes the affliction with a successful Will roll. The apparition is immune to harm.

When a creature within 5 yards of the target space becomes incapacitated, the apparition swoops toward the creature to steal its soul, which prevents it from being restored to life, and each creature that sees the apparition makes a Will roll. On a failure, it becomes frightened of it (luck ends). If it's already frightened of it, it becomes stunned until the end of its next turn. The apparition then returns to its space.

When a creature within 5 yards of the target space becomes injured, that creature makes a luck roll with 1 bane. On a failure, the creature takes 6d6 damage.

ARMY OF THE DEAD

CASTINGS: 1

TARGET: The ground in one Size 10 space centered on you

DURATION: 1 minute

Mist rises from the target ground to create light obscurement for the duration. Following the mist come forth a host of skeletal figures, rotting bodies, and body parts beyond counting that amass in the space until the spell ends.

When you cast this spell and again at the start of each of your turns, each enemy in the target space takes 3d6 damage and makes an Agility roll with 1 bane. On a failure, the enemy takes an extra 3d6 damage and becomes held and vulnerable (luck ends both). If the enemy was already held, it takes an extra 3d6 damage.

CREATE UNDEAD ABOMINATION

CASTINGS: 1

TARGET: One Size 2 space on the ground within 5 yards

DURATION: 1 minute

All plants, if any, on the ground inside the target space wither and die as a profound stink rises from the cracks that suddenly appear. Rising from the ground, dirt falling from its body, is an undead abomination, a towering amalgam of many corpses all fused together and bound in chains. The undead abomination becomes your controlled undead companion for the duration, but the spell ends early if it becomes incapacitated. When the spell ends, the abomination explodes, throwing broken bits of metal, chunks of rotten meat, and unspeakable fluid in all directions. Each creature within 5 yards of it makes a luck roll with 1 bane. On a failure, the creature takes 3d6 damage.

Defense: 6, **Health:** 100

Attributes: Strength 14 (+4), Agility 8 (–2), Intellect 3 (–7), Will 15 (+5)

Size: 3, **Speed:** 5 (no running)

Immune: asleep, frightened, poisoned

Stench of the Grave: Each enemy not immune to the poisoned affliction within 5 yards of the undead abomination is weakened for as long as it remains there.

Melee Attack—Fist: Strength (+4) with 1 boon (6d6)

Two Attacks: The abomination makes two Fist attacks.

DEATH COMES FOR THEE

CASTINGS: 1

TARGET: One Size 10 space within 30 yards

DURATION: Instantaneous

A spectral figure swoops through the space and then disappears. Roll 20d6 and note the total. Compare the total to the Health scores of each flesh-and-blood creature in the target space. A creature whose Health score is equal to or less than that sum loses its remaining Health and dies.

SHRIEKING SKULL

CASTINGS: 1

TARGET: One Size 5 space within 10 yards

DURATION: Instantaneous

A humanoid skull appears in the center of the target space, shrieks, and disappears. Each creature in the target space takes 6d6 damage and makes a Will roll. On a failure, the creature takes an extra 6d6 damage and becomes frightened of you (luck ends).

SLAY

CASTINGS: 3

TARGET: One creature within 15 yards

DURATION: Instantaneous

You extend your hand, fingers splayed, and then tighten it into a fist. The target takes 7d6 damage. Make an Intellect roll against the target's Strength. On a success, the target takes an extra 7d6 damage. On a critical success, the target takes 10d6 damage instead. A creature incapacitated by this spell dies.

Oneiromancy

When creatures drift off, enfolded in sleep's embrace, their minds enter a fantastic realm of imagination, collectively shared with all other creatures. Called the dreamlands, mortals roam this place, experiencing wonders and terrors in equal measure. The Oneiromancy tradition taps into the magic of dreams and enables casters to call them forth to manipulate others or subject them to waking terrors.

ONEIROMANCY TALENTS

Fading Dream (Magical): When you are attacked, you can use a reaction to become invisible until the start of your next turn. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Interpret Dreams (Magical): You can perform a ritual to interpret another's dreams. Target one creature within reach. The target tells you of their most recent dreams. Make an Intellect roll when you finish. On a success, you offer guidance the creature can use any time before it finishes another rest. The guidance enables the target to discard the result of one attribute roll or luck roll and roll again. The creature must use the result of the second roll. Once you use this talent, you lose access to it until after you rest.

Lethargic Wave (Magical): You can use an action to afflict a creature with intense fatigue. Target one creature within 5 yards. Make an Intellect roll against the target's Will. On a success, the target becomes confused and slowed (luck ends both). A creature immune to the asleep affliction ignores this effect. At level 3, you can target two creatures within the same Size 5 space. At level 7, you can target three creatures within the same Size 5 space. On a critical success, the target also falls prone.

Lucid Dreaming (Magical): You can perform a ritual to place yourself into a restful sleep. When you finish, you fall prone and sleep for 1 hour. The effect ends early if you are harmed. If you sleep the whole time, you heal 4d6 damage and you make Intellect and Will rolls with 1 boon for 24 hours. Once you use this talent, you lose access to it until after you rest.

Novice Oneiromancy Spells

DAYDREAM

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Instantaneous

The target's mind wanders into memory and imagination. Make an Intellect roll against the target's Will. On a success, the target becomes confused and Will impaired (luck ends both). Until the affliction ends, all other creatures are invisible to the target, and the space out to 5 yards around it appears to be safe and comfortable. If harmed, the target makes an Intellect roll. On a success, it ends afflictions. If the target fails this roll, it becomes frightened of a Size 5 space centered on itself, as the once safe and comfortable area becomes treacherous and hopeless, until the confused and Will impaired afflictions end.

DREAM VISITATION

CASTINGS: 1

TARGET: One sleeping creature from which you have a part such as a bit of its hair or a drop of blood; you need not have line of sight or line of effect to it; the creature can be any distance from you

DURATION: Instantaneous

Your mind enters the dreamlands to search for the target's sleeping mind. Make an Intellect roll against its Will. On a success, you find the target's mind and enter its dreams. To the target's dreaming self, you present yourself as anyone you choose and can communicate with the target regardless of having any languages in common. In addition, you make the target's dreams pleasant, so that it regains twice as much Health as normal when it awakens, or unpleasant, in which case the target derives no benefit from resting.

FRIGHTEN

CASTINGS: 3

TARGET: One creature with 10 yards

DURATION: Instantaneous

You amplify the target's misgivings and doubts until it experiences naked terror. Make an Intellect roll against the target's Will. On a success, the target becomes frightened of you (luck ends). On a critical success, the target becomes frightened of you for 1 minute instead. If you fail the roll, you regain the casting of this spell after 1 minute.

IMAGINARY FRIEND

CASTINGS: 1

TARGET: One empty Size 1 space on the ground within 5 yards

DURATION: 1 hour

You see a being formed from your imagination appear inside the target space. The being can have any appearance you choose, but it is invisible to all other creatures. The imaginary friend becomes your controlled companion for the duration, but the spell ends early if the companion becomes incapacitated, in which case you make a Will roll. On a failure, you become stunned until the end of your next turn.

The friend uses your Intellect score for its Defense, Health, and attributes. The friend cannot harm other creatures directly and cannot interact with creatures, though it can use actions to carry things for you, help you with tasks, and perform other activities as you choose.

LULLABY

CASTINGS: 1

TARGET: Any number of creatures in a Size 5 space within 10 yards

DURATION: Instantaneous

Waves of lethargy wash over the targets. Each target with a Health score of 15 or less falls prone and goes to sleep (luck ends). The effect ends early for a target if it is harmed. Each other target makes a Will roll. On a failure, the target becomes weakened (luck ends).

MIND BONDAGE

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Instantaneous

You place the target into a dreamlike state and cause it to become Will impaired until the end of your next turn.

When the affliction ends, provided you are still within 5 yards of the target, you can make an Intellect roll against its Will. You make the roll with 1 bane if the target's Health score is greater than yours. On a success, describe an activity you want the target to perform at some point within the next 24 hours that is within its power to do and does not directly cause its death or bring harm to its loved ones or property. For example, you might suggest the target unlock a door, speak a phrase, or start a fire. As part of the activity's description, you also define the event that triggers the activity. The event could be the expiration of a period of time, a signal of some kind, or arriving at a specified place. The target becomes bound to perform the stated activity when the triggering event occurs and does so unless somehow prevented.

Expert Oneiromancy Spells

DREAM WITHIN A DREAM

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 1 minute

You bury the target in a flood of dreams from which it must struggle to escape. The target becomes confused. At the end of each round, the target makes a Will roll with 1 bane. On a success, the target ends the confused affliction until the end of the next round. On a failure, the target becomes slowed, vulnerable, and weakened until the end of the next round.

KILLING DREAM

CASTINGS: 3

TARGET: One creature within 15 yards

DURATION: Instantaneous

You force the target to recall its worst nightmares. Make an Intellect roll against the target's Intellect. On a success, the target becomes weakened until it overcomes the affliction with a success on a Will roll. At the end of each round while weakened in this way, the target takes 3d6 damage. A target that is immune to the frightened affliction is immune to this effect. If you fail the roll, you regain the expended casting of this spell after 1 minute.

NIGHT TERRORS

CASTINGS: 1

TARGET: Up to three creatures inside one Size 5 space within 15 yards

DURATION: Instantaneous

Shadows bloom all around the targets, resolving into hideous faces that leer, grin, shriek, and gibber. For each target separately, make an Intellect roll against its Will. On a success, the target takes 6d6 damage and becomes frightened of you (luck ends).

NIGHTMARE

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: Instantaneous

The target's mind plunges into a previous nightmare. A target with a Health score of 30 or less dies of fright. A target with a higher Health score takes 4d6 damage and makes a Will roll. On a failure, the target becomes frightened of you and weakened (luck ends both). Each time the target gets a failure to end these afflictions, the target takes an extra 4d6 damage.

SHATTERED DREAMS

CASTINGS: 1

TARGET: Up to three creatures inside one Size 5 space within 15 yards

DURATION: Instantaneous

Each target feels its hope turn to dust. A target becomes cursed and confused (luck ends both). At the end of each round the target is cursed in this way, it falls prone and becomes weakened until the end of the next round.

SLUMBER

CASTINGS: 1

TARGET: Any number of creatures inside one Size 5 space within 15 yards

DURATION: Instantaneous

The targets yawn and become lethargic. Each target with a Health score of 40 or less falls prone and goes to sleep (luck ends). Once the affliction ends, the target becomes weakened (luck ends). Each target with a Health score greater than 40 makes a Will roll. On a failure, it becomes weakened (luck ends).

Master Oneiromancy Spells

DREAM PRISON

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Instantaneous

A target with a Health score of 60 or less becomes cursed. A target with a higher Health score becomes cursed (luck ends). While cursed in this way, the target's eyes close and its mind enters the dreamlands. While in the dreamlands, the target is not aware of its actual surroundings; instead, it perceives its surroundings in the dreamlands, where it might think it eats, drinks, loves, fights, and does other things, believing this realm to be its reality. A target cursed in this way no longer involves itself in what goes on around it. Since an affected target consumes only dream food and drink, it eventually dies from deprivation. Also, with no means to identify danger around it, the target might fall victim to any number of mishaps.

DREAMSCAPE

CASTINGS: 1

TARGET: You and each creature inside one Size 5 space centered on you

DURATION: 1 minute

Each target falls prone and asleep for 1 minute. The target sleeps through harm and all attempts to wake it. You create a dreamscape into which each creature's mind travels. You make all decisions about the dreamscape's appearance, but it cannot be any larger than 30 yards across in any direction. A creature that would move beyond this distance enters the physical space on the opposite side of the dreamscape.

Depending on the nature of the dreamscape, the Sage might decide it features hazards and challenging terrain.

Each target believes it remains in the dreamscape for 8 hours and benefits from having rested if it remains unconscious for the full minute.

If you cast this spell in combat, you resolve the combat in the dreamscape as if it were real. Any damage taken by a dreamer applies to its body. Any creature that dies in the dreamscape dies in reality.

A creature affected by this spell can use an action to make a Will roll. On a success, the creature's imagination grants it one of the following benefits of its choice:

- The creature gains the Fly trait until the spell ends.
- The creature imposes 1 bane on rolls against it until the spell ends.
- The creature makes attribute rolls with 1 boon until the spell ends.
- The creature can remove or add a feature of its choice to the dreamscape. The feature can affect up to a Size 2 space.

DREAM TRAVEL

CASTINGS: 1, perform a ritual

TARGET: One place you have seen at least once before and is within 500 miles; you need not have line of sight or line of effect to this place

DURATION: 1 hour

You fix in your mind the target place during the ritual and, when you finish, you and each ally within 5 yards of you fall prone and go to sleep for the duration. If any creature sleeping from this spell awakens early, the spell ends with no additional effect.

When the spell ends and if you and affected allies slept for the duration, you and your allies wake in spaces of the Sage's choice inside the target place.

ETERNAL SLEEP

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: Instantaneous

An overwhelming need to sleep overcomes the target, causing it to become confused and vulnerable until the end of the round. When the afflictions end, the target makes a Will roll. A creature with a Health score of 80 or less gets an automatic failure. On a failure, the creature falls prone and becomes stunned until the end of the next round. A target stunned in this way makes a Will roll at the end of the next round. On a failure, the target becomes asleep until it dies, you die, or you—and only you—use an action to wake it.

NIGHT HAG

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: 1 minute

A shadowy horror from the dreamlands appears somewhere in the target's field of vision and remains there for the duration. The target becomes frightened of this apparition. The target can overcome this effect with a success on a Will roll with 2 banes. At the end of each round, the target makes a Strength roll. On a failure, it takes 10d6 damage.

NIGHT HORRORS

CASTINGS: 1

TARGET: Any number of creatures inside one Size 5 space within 15 yards

DURATION: 1 minute

Each target perceives nightmarish figures all around them for the duration. A target becomes frightened of the figures and held. A target can overcome the afflictions with a success on a Will roll with 2 banes. At the end of each round while frightened in this way, the target takes 2d6 damage and makes a Will roll. On a failure, it takes an extra 3d6 damage.

Order

The Order tradition sprang from early efforts to tame magic, to make the spells cast and talents used more predictable in their effects. The tradition enables casters to shape magical energy into solid forms. Also, the tradition removes chance from the effects its magic creates.

ORDER TALENTS

Certain Outcome (Magical): You can use a reaction when you make an attribute roll. Rather than roll the dice, you calculate the result as if you had rolled a 20 on the die. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Force Missile (Magical): You can use an action to form a missile of solidified magic and send it to unerringly strike a target. Target one creature or object within 20 yards. The missile hits the target, causing it to take 3 damage.

At level 3, you can create two missiles and send them both against one target or divide them between two targets. At level 7, you can create four missiles and divide them in any way you choose between up to four targets.

Logic Armor (Magical): When you use a reaction to dodge or withstand, you can use this talent to cause gleaming mathematical symbols to appear all around you and on your body that last until the end of your next turn. Whenever you would take a variable amount of damage or lose a variable amount of Health, you take or lose the minimum amount. You can use this talent once. You regain the use of it after you rest.

Orderly Mind (Magical): You can use this talent when you become confused, controlled, stunned, Intellect impaired, or Will impaired. The affliction ends. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Novice Order Spells

DAMPEN MAGIC

CASTINGS: 1, reaction when a creature within 15 yards produces a magical effect

TARGET: The creature that enabled the casting of this spell

DURATION: 1 minute

You weaken the target's connection to magic. For the duration, when the target would produce a magical effect, it makes a Will roll. On a failure, the magical effect is lost and any resources expended to use it are wasted. The target can overcome this effect with a success on a Will roll.

FORCE BARRIER

CASTINGS: 3

TARGET: One Size 10 space within 10 yards

DURATION: 1 hour

Along one side of the target space there forms an invisible field. Nothing can pass through it. The field has Health 40, but regains 1d6 Health at the end of each round. Destroying the field ends the spell early.

INEVITABLE SWORD

CASTINGS: 3

TARGET: You

DURATION: 1 minute

You form a one-handed blade from solidified magic. The blade remains for the duration, but the spell ends early if you become unconscious. The blade deals 2d6 damage. When you attack with it, add 10 to the result of the roll. On a critical success, the target takes an extra 1d6 damage.

LOGIC PRISON

CASTINGS: 3

TARGET: One creature within 15 yards

DURATION: 1 minute

Numbers and mathematical symbols appear and rotate around the target's body, causing it to become held for the duration. The target can overcome this affliction with a success on an Intellect roll. The target rolls to attack with 1 bane, but imposes 1 bane on rolls to attack it.

MITIGATE RISK

CASTINGS: 1, reaction when you start your turn

TARGET: You

DURATION: 1 minute

While you lack the confused, controlled, stunned, and unconscious affliction, you can add or subtract 5 from the result of one luck roll made by a creature within 5 yards of you. Once you use this benefit, you lose access to it until you start your next turn.

ORDERED MINDS

CASTINGS: 1, reaction when a creature within 5 yards makes an attribute roll against any target's Intellect or Will

TARGET: Any number of creatures inside one Size 5 space centered on you

DURATION: 1 minute

Each target becomes immune to, and ends, the frightened, Intellect impaired, Will impaired, confused, and stunned afflictions.

Expert Order Spells

COMPEL ACTIVITY

CASTINGS: 3

TARGET: Each creature, other than you, within 5 yards

DURATION: Instantaneous

Choose one activity from Chapter 2 that normally requires the use of an action such as attack, cast a spell, help, or hinder. A target makes a Will roll. On a failure, the creature must use an action to perform that activity during its next turn. If it cannot, the target becomes stunned until the end of your next turn.

FORCE BUBBLE

CASTINGS: 1

TARGET: One Size 3 or smaller creature within 15 yards

DURATION: 1 minute

A bubble of magical force snaps into existence around the target and holds it for the duration. The bubble has Health 40. If destroyed, the spell ends early. When the spell ends, anything inside the bubble falls.

The target can move around inside the bubble, but the bubble prevents it from leaving. Nothing from inside the bubble can affect anything outside it and vice versa. A creature that attacks the target targets the bubble instead. Similarly, if the target attacks, it attacks the bubble.

You can use an action to move the bubble up to 5 yards in any direction. When it stops moving, it remains in place until the spell ends or you move it again.

FORCE PLATFORM

CASTINGS: 1

TARGET: One Size 3 space within 5 yards

DURATION: 8 hours

Magic weaves together an invisible 1-inch-thick platform that forms parallel to the ground inside the target space. The platform has a Defense equal to half your Intellect score and Health 50. If destroyed, the spell ends early. When the spell ends, anything on the platform falls.

At the start of each of your turns that you lack the confused, controlled, stunned, and unconscious afflictions, you can move the platform up to 8 yards horizontally or 2 yards vertically.

GEAS**CASTINGS:** 1, perform a ritual**TARGET:** One creature within 5 yards**DURATION:** 24 hours

You reach into and reorder the target's mind. When you finish the ritual and if the target is present for the entire time, roll 9d6. If the sum of the dice rolled plus the target's damage total equals or exceeds its Health score, the target becomes controlled by you for 24 hours.

You can use an action before the spell ends to bestow an obligation or prohibition on the target. Doing so ends the spell early.

Obligation: The target becomes cursed. Describe a service within the target's power to perform. The service can be anything you choose, but it cannot be obviously suicidal or bring direct harm to the target's loved ones or property. You could, for example, force the target to seek out a fabled artifact, slay a giant, or travel to some far-flung place. If the service you described is possible, the target works toward fulfilling the obligation. If the target does otherwise, it becomes weakened and gains no benefits from resting until it resumes its efforts to complete the service. Fulfilling the obligation ends the cursed affliction.

Prohibition: The target becomes cursed, and you can forbid it from performing a specific activity while it is cursed in this way. Examples include casting spells, taking lives, or drinking alcohol. The prohibition cannot be an activity that is required to live; you could not, for example, prohibit it from eating, though you can forbid eating a particular kind of food. If the target violates the prohibition, it loses 3d6 Health and becomes weakened until after it rests 8 hours. After one year and one day, the target ends the cursed affliction.

NEGATE MAGIC**CASTINGS:** 1**TARGET:** One creature or object or space within 15 yards**DURATION:** Instantaneous

Mathematical symbols swirl around the target and rid magic from it. For each ongoing, non-permanent magical effect affecting the target, make a luck roll. On a success, the effect ends.

STASIS FIELD**CASTINGS:** 1**TARGET:** One Size 10 space within 20 yards**DURATION:** 1 minute

An invisible field spreads across one side of the target space and remains in place until the spell ends. Any object that makes contact with the field stops moving. A creature that tries to move through the field makes a Strength roll. On a failure, it too stops moving. The field even stops fire, cold, and energy effects.

Anything the field stops moving is held in stasis until the spell ends. The field prevents the creature or object from perceiving, using actions or reactions, or moving, and renders it immune to damage, Health loss, afflictions, and other harmful effects.

When the spell ends, everything caught in the field resumes its movement as if nothing had happened to it. Resolve ongoing effects starting with the first creature or object held in stasis. Projectiles from ranged attacks affect randomly determined targets between eligible creatures and objects in the space. Other moving objects finish their moves and come to a stop. Creatures finish their moves and, if they had been arrested mid-turn, end their turns immediately.

Master Order Spells

DOMINATION**CASTINGS:** 1**TARGET:** One creature within 5 yards**DURATION:** Instantaneous

You impose your will on the target. The target becomes confused (luck ends), and you roll 20d6. If the sum of the dice rolled plus the target's damage total equals or exceeds its Health score, the target becomes controlled by you for 1 minute. Otherwise, you regain the casting expended to cast this spell 1 minute later.

FORCE GLOBE**CASTINGS:** 1**TARGET:** You**DURATION:** 1 hour

A globe of magical force springs into existence around you. The globe uses your Defense and has Health 60. The globe moves with you, rolling, to stay around you. If destroyed, the spell ends early. Any time a creature would attack you, it attacks the globe instead. Any time a creature would affect you with a spell or harmful effect, it affects the globe instead.

HAND OF FORCE

CASTINGS: 1

TARGET: One Size 1 space within 15 yards

DURATION: 1 hour

Magical energy forms a giant hand in the space. You can expend movement to move the hand 1 yard in any direction for each yard of movement expended. When you cast the spell, and again when you use an action to do so, you can have the hand perform any one of the following activities.

Slap: Target up to three creatures within 1 yard of the hand. Make an Intellect or Will roll against the target's Agility. On a success, the target takes 6d6 damage and falls prone.

Grab: Target one Size 1 or smaller creature within 1 yard of the hand. Make an Intellect or Will roll against the target's Agility. On a success, the target becomes grabbed by the hand. For the purpose of escaping the grab, the hand uses the higher of your Intellect or Will score for its Strength. If the target is already grabbed by the hand, the target takes 6d6 damage and remains grabbed until the end of your next turn. If the damage incapacitates the target, it dies, collapsing in on itself and squirting out the top and bottom of the closed hand. If you use the hand for any other purpose, the grab ends.

Punch: Target one creature within 1 yard of the hand. Make an Intellect or Will roll with 1 boon against the target's Agility. On a success, the target takes 10d6 damage.

Offend: The hand makes an offensive gesture. Each enemy that can see it makes a Will roll. On a failure, the enemy becomes offended (luck ends). An offended creature rolls with 1 bane, cannot speak in an articulate manner, and attacks on each of its turns if it can.

IMPLOSION

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: Instantaneous

Pressure builds on all sides of the target, causing it to take 15d6 damage. If it becomes injured from this damage, it takes an extra 10d6 damage. If it becomes incapacitated by this damage, the target dies and compresses into a small hard ball that rolls around the ground and continues to shrink in on itself until it eventually disappears.

LAW HAMMER

CASTINGS: 1

TARGET: One Size 5 space within 30 yards

DURATION: Instantaneous

An enormous hammer of magical force appears in the air and slams down inside the target space. Each creature and object in the space takes 10d6 damage, is pushed 5 yards up and away from the space, and then hangs in the air, held, until the end of your next turn, at which point the creatures and objects fall prone.

QUELL MAGIC

CASTINGS: 1

TARGET: One Size 10 space centered on you

DURATION: 1 hour

Magic fizzles out in the target space. Spells and magic effects produced inside the target space have no effect. Creatures and objects in the space ignore all magical effects from sources that originate from outside it. Any magical effect affecting a creature or object that enters the target space ceases to function for as long as it is in the field, but time spent in the field counts against the effect's duration, if any. Any creature or object created by magic that enters the target space disappears until this effect ends; time spent while disappeared counts against its duration. Finally, any creature in the target space that uses a magical consumable tracks the consumable's duration while in the field; the consumable produces its effects, if any, when the creature enters a space outside the field.

Primal

One of the oldest traditions in the world, predating even the systemization of magic, the Primal tradition draws energy from the natural world, specifically wild animals, and manifests their traits and behavior in the casters. Frequent casting of these spells takes a toll on many casters, causing them to become almost feral, uncouth and unsuited to refined company. Being a little dirty and a little rude seems a fine price to pay for the ability to tear an enemy's heart from its chest.

PRIMAL TALENTS

Bestial Aspect (Magical): You can use your teeth and claws as natural weapons that deal 2d6 damage and have the Brutal and Slashing traits. At level 3, you roll to attack with these weapons with 1 boon. At level 7, you increase their damage to 4d6.

Hunter's Senses (Magical): You have the Keen Hearing, Keen Scent, or Keen Vision trait. At level 3, you gain a second trait from the previous list. At level 7, you have all three. For each trait you have already, increase your Health by 6.

Primal Scream (Magical): You can use a reaction when you harm a creature or are harmed to give voice to a terrible scream. Each creature within 5 yards of you makes a Will roll. On a failure, the creature becomes frightened of you until the end of your next turn. Then, for 1 minute, you roll to attack with 1 boon. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Wolf in Sheep's Clothing (Magical): You can use an action to make yourself appear to be an ordinary animal of a kind suited to the nearby habitat. While this effect masks your appearance, you leave prints as you normally do and make noises you normally make, either from the gear you carry or what you say. Any creature that touches you can see through this magical disguise. The effect lasts 8 hours, but ends early if you harm another creature. You can use this talent once. You regain the use of it after you rest.

Novice Primal Spells

FORM OF THE HUNTING BEAST

CASTINGS: 1

TARGET: You

DURATION: 1 hour

You, along with everything you wear and carry, transform into an enormous beast that looks something like a wolf. You remain in this form for the duration, but the spell ends early if you become incapacitated. In this form, you lose the ability to speak and make use of your equipment. Make the following changes to your rules until the spell ends. When it ends, you heal 2d6 damage.

You can expend a casting of this spell to heal 4d6 damage instead of producing the spell's normal effects.

Defense: 15, **Health:** 30

Attributes: Strength 14 (+4), Agility 10 (+0)

Size: 1, **Speed:** 6

Senses: Keen Hearing, Keen Scent, and Keen Vision

Natural Weapons: You can use your teeth and claws as a single natural weapon that deals 4d6 damage. When you attack with your natural weapon, you roll with 1 boon.

Tongue of Beasts: You can cast Primal spells without having to speak.

RUN THEM DOWN

CASTINGS: 1

TARGET: One flesh-and-blood creature within 5 yards

DURATION: Instantaneous

The target senses its imminent demise. Make a Will roll against the target's Will. On a success, the target becomes frightened of you until the start of your next turn. The target then moves its Speed away from you and you can move up to twice your Speed to follow. You have the Slippery trait for this movement. If you end your movement where you can reach it, you can make a melee attack against it, rolling with 1 boon. If you get a failure on your Will roll, you regain the casting of this spell after 1 minute.

SPEED OF THE CHEETAH

CASTINGS: 3, reaction when you move 1 yard

TARGET: You

DURATION: 1 minute

Increase your Speed by 2 and gain the Slippery trait. When you run, you quadruple your Speed instead of tripling.

STALK PREY

CASTINGS: 1, reaction when you attack

TARGET: The target of your attack

DURATION: 1 minute

You fill your nostrils with the stink of your enemy. The target rolls to attack you with 1 bane. You roll to attack the target with 3 boons and one attack you make against it each round deals an extra 2d6 damage. Finally, whenever the target moves, you can use a reaction to move up to half your Speed. The spell ends early if you become unconscious.

TOOTH AND CLAW

CASTINGS: 1

TARGET: One creature in reach

DURATION: Instantaneous

You throw yourself at the target, clawing and biting it. Make an unarmed strike or an attack with your natural weapons. You roll with 1 boon. On a success, the target takes an extra 3d6 damage. On a critical success, the target makes a Will roll. On a failure, it becomes frightened of you until the end of your next turn. After the attack, your melee attacks deal an extra 2d6 damage until the end of your next turn.

WILD VIGOR

CASTINGS: 1

TARGET: You

DURATION: 1 hour

Hunger grows inside you and images of predators killing their prey dance through your mind. Increase your Health by 10, make Strength rolls with 1 boon, impose 1 bane on rolls against your Strength, and increase your supply of Bonus Damage dice by 1. The spell ends early if you become unconscious.

Expert Primal Spells

HOWL OF THE BEAST

CASTINGS: 1

TARGET: You

DURATION: 1 hour

A terrible howl rips free from your throat as you, along with everything you wear and carry, transform into a beast that looks something like an enormous bear. You remain in this form for the duration, but the spell ends early if you become incapacitated. In this form, you lose the ability to speak and make use of your equipment. Make the following changes to your rules until the spell ends. When it ends, you heal 6d6 damage.

Defense: 15, **Health:** 60

Attributes: Strength 15 (+5), Agility 12 (+2)

Size: 2, **Speed:** 6

Senses: Keen Hearing, Keen Scent, and Keen Vision

Natural Weapons: You can use your teeth and claws as a single natural weapon that deals 5d6 damage and has the Brutal trait. When you attack with your natural weapon, you roll with 1 boon.

Tongue of Beasts: You can cast Primal spells without having to speak.

You can expend a casting of this spell to heal 9d6 damage instead of producing the spell's normal effects.

PRIMAL RECOVERY

CASTINGS: 1, reaction when you are harmed

TARGET: You

DURATION: Instantaneous

Power flows through you, restoring and protective. You gain the Slippery trait until the start of your next turn, move 10 yards, and heal 9d6 damage.

RENDING CLAWS

CASTINGS: 1

TARGET: One creature in reach

DURATION: Instantaneous

You sweep your clawed hands at the target, back and forth. Three times, make a Strength or Agility roll with 1 boon against the target's Defense. On the first success, the target takes 9d6 damage. On the second success, the target takes 6d6 damage. On the third success, the target takes 3d6 damage. On any critical success, the target takes an extra 1d6 damage. If the target becomes injured from this damage, it falls prone.

SNAPPING FANGS

CASTINGS: 1

TARGET: You

DURATION: 1 minute

You snarl as you make a melee attack. You roll with 1 boon and the attack deals an extra 4d6 damage. Then, for the duration, whenever an enemy in reach attacks you, you can use a reaction to attack that enemy.

SPRINGING ATTACK

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: Instantaneous

You crouch and spring forward. Increase your Speed by 10 until the end of your next turn. You can move as part of resolving the spell's effect. If you can reach the target, make a melee attack against it. You roll with 1 boon. On a success, the target takes an extra 6d6 damage, and becomes vulnerable (luck ends). On a failure, you increase your supply of Bonus Damage dice by 4 until the end of your next turn.

WILD FRENZY

CASTINGS: 1

TARGET: You

DURATION: 1 hour

You throw your head back and howl. Whenever you make a melee attack and the number rolled is 5 or less, you can roll an additional d20 and add it to the result. You increase your supply of Bonus Damage dice by 3 and you impose 1 bane on rolls to attack you. The spell ends early if you become unconscious.

Master Primal Spells

PRIMAL AVATAR

CASTINGS: 1

TARGET: You

DURATION: 1 hour

You swell in size as primal magic flows into you and makes you the champion of beasts. You, along with everything you wear and carry, transform into a terrifying beast that looks something like a gigantic tiger. You remain in this form for the duration, but the spell ends early if you become incapacitated. In this form, you lose the ability to speak and make use of your equipment. Make the following changes to your rules until the spell ends. When it ends, you heal 10d6 damage.

Defense: 18, **Health:** 90

Attributes: Strength 16 (+6), Agility 14 (+4)

Size: 2, **Speed:** 8 (Strider)

Senses: Keen Hearing, Keen Scent, and Keen Vision

Natural Weapons: You can use your teeth and claws as a single natural weapon that deals 6d6 damage. When you attack with your natural weapon, you roll with 1 boon. On a critical success, the target also becomes frightened of you (luck ends).

Tongue of Beasts: You can cast Primal spells without having to speak.

You can expend a casting of this spell to heal 15d6 damage and regain 2d6 Health instead of producing the spell's normal effects.

TEAR FREE THE STILL-BEATING HEART

CASTINGS: 1

TARGET: One creature in reach

DURATION: Instantaneous

Your clawed hand shoots out and punches through the target's chest. The target takes 15d6 damage. If the damage injures the target, it takes an extra 10d6 damage and becomes weakened (luck ends). If the target becomes incapacitated by this damage, you rip free its heart (or similar organ) and the target dies. Each creature that sees you kill the target in this way makes a Will roll. On a failure, it becomes frightened of you (luck ends).

TASTE YOUR BLOOD

CASTINGS: 3

TARGET: One creature in reach

DURATION: 1 minute

You throw yourself at the target. The target takes 5d6 damage and you make a Strength or Agility roll with 1 boon against its Defense. On a success, the target takes an extra 5d6 damage. On a critical success, it takes an extra 10d6 damage instead. Additionally, for the spell's duration, you add 10 to the result of your rolls to attack the target.

THROAT RIP

CASTINGS: 1, reaction when a flesh-and-blood creature in reach becomes injured

TARGET: The creature that enabled the casting of this spell

DURATION: Instantaneous

You lunge for the enemy's throat. Make a Strength roll with 1 boon against its Agility. On a success, the target takes 8d6 damage, falls prone, and makes a Will roll. On a failure, the creature becomes stunned until the end of your next turn.

WICKED THORNS

CASTINGS: 1, reaction when you are attacked

TARGET: You

DURATION: 1 minute

Sharp thorns appear all over your body. Whenever a creature attacks you with an unarmed attack or a melee weapon and the weapon lacks the Long property, the creature takes 3d6 damage and becomes vulnerable (luck ends).

WINNOW THE WEAK

CASTINGS: 1

TARGET: Up to five creatures or objects within 5 yards

DURATION: Instantaneous

Wild fury overtakes you, causing you to become a whirlwind of claws and teeth. Your Speed increases by 5 until the end of your next turn. Each target takes 7d6 damage. Then, for each target separately, make a Strength roll against its Defense. On a success, the target takes an extra 7d6 damage. On a critical success, the target takes an extra 10d6 damage instead.

Protection

The ability to blast apart foes with a word and a gesture, to call forth horrible monsters bristling with teeth and tentacles, or travel anywhere in an instant draws many to studying the secrets of magic, yet most recognize that no matter how powerful the spells they cast, without some sort of safeguard they are as vulnerable as the lowliest peasant. The Protection traditions encompasses the many different efforts to mitigate the worst the world might throw at casters. From simple wards to elaborate security systems, it's magic can mean the difference between life and death.

PROTECTION TALENTS

Forceful Removal (Magical): You can use an action to drive back your foes. Each creature in your reach makes a Strength roll. On a failure, you push the creature 5 yards away from you. At level 3, a creature also takes 1d6 damage. At level 7, a creature also takes 2d6 damage instead. On a critical failure, the creature also falls prone.

Mystic Aegis (Magical): You can use an action to create a protective field. Target one creature within 5 yards. Glittering tracery appears around the target for 1 minute. The effect imposes 1 bane on rolls to attack the target. When the target takes damage, it can choose to end the effect early to reduce the damage it takes by 2d6. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Secure Door (Magical): You can use an action to seal shut a door. Target one door, gate, window, or similar object you can see within 10 yards. The target shuts and stays shut for 8 hours. Attempts to open it by any creature other than you fail, though the target can be destroyed normally. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Ward Site (Magical): You can perform a ritual to make a site secure. Target one Size 5 space within 10 yards. When you finish, a faint light appears on the edge of the space and winks out. For 8 hours, creatures inside the target space are invisible to creatures outside the space and no sound they make emanates beyond the target space. Finally, if an enemy enters the space, you know it and this knowledge awakens you if you are asleep. You can use this talent once. You regain the use of it after you rest.

Novice Protection Spells

CIRCLE OF DAGGERS

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 1 minute

A ring of magical daggers appears in the air around the target. If the target moves, it takes 3d6 damage and the spell ends early.

CONCEALING WARD

CASTINGS: 1

TARGET: One Size 2 space within 5 yards

DURATION: 1 minute

A ward of concealing protects the target space. The ward prevents creatures outside the target space from seeing or hearing any creature inside it. The spell ends early if a creature in the target space harms another creature.

LIGHTNING WALL

CASTINGS: 1

TARGET: One Size 5 space within 10 yards

DURATION: Until the end of your next turn

A curtain of lightning appears on one side of the target space. The curtain blocks line of sight. Any creature or object that moves through it takes 2d6 damage. A creature that takes this damage makes a Strength roll. On a failure, it becomes Strength impaired (luck ends). A creature can take this damage just once per round.

MAGIC WARD**CASTINGS:** 3**TARGET:** One creature within 5 yards**DURATION:** 1 hour

Gleaming tracery appears on the target and forms into a pattern that protects it from magic. When the target would be harmed by magic, it can end this spell to impose 2 banes on the roll against it and make the roll to resist it with 2 boons. If the magic deals damage or causes a target to lose Health, the target takes half the damage or loses half the amount of Health. This spell ends early if the target becomes unconscious.

RESISTANCE TO DAMAGE**CASTINGS:** 3**TARGET:** One creature within 5 yards**DURATION:** 1 minute

A shimmering field settles over the target's body and then fades. When the target takes damage, it can choose to reduce the damage taken by 1d6 (2d6 at level 3, or 3d6 at level 7). Once it makes this choice, it loses access to the spell's effect until the start of its next turn.

SHIMMERING SHIELD**CASTINGS:** 3, reaction when you or an ally within 10 yards is attacked**TARGET:** You or the ally that enabled the casting of this spell**DURATION:** 1 minute

A shimmering shield interposes itself between the source of the attack and the target. The shield imposes 1 bane on rolls to attack the target.

Expert Protection Spells

CORRECTIVE MEASURE**CASTINGS:** 1**TARGET:** One creature within 5 yards**DURATION:** 1 minute

Guilt and shame bloom in the target's mind. The target becomes cursed for the duration. Each time the target harms a creature, the target takes 3d6 damage and becomes vulnerable until the end of its next turn.

LIFT CURSE**CASTINGS:** 1**TARGET:** One creature within 5 yards**DURATION:** 1 hour

The dark magic afflicting the target pulls free, forming into a dark knot that then breaks apart into nothing. You end the cursed affliction from the target if it has it and render it immune to the cursed affliction for the duration. In addition, the target makes luck rolls with 1 boon.

REPULSION**CASTINGS:** 1**TARGET:** One creature or object within 5 yards**DURATION:** 1 minute

A humming fills the air around the target. Whenever a creature gets a success on a roll to attack the target using a melee weapon or unarmed strike, the attacking creature makes a Strength roll. On a failure, the creature takes 3d6 damage, is pushed 5 yards, and falls prone.

REVEAL REFUGE**CASTINGS:** 1**TARGET:** One Size 1 space within reach**DURATION:** 24 hours

A stationary two-dimensional magical door appears inside the target space. The door has any appearance you choose. When it is closed, the door is invisible to all creatures other than you. The door serves as the border between your world and an extradimensional space that remains in existence for the spell's duration. The space is empty and bare, with smooth walls, floor, and ceiling of a color you choose. Dim or faint light fills the space. The air inside is at a constant, comfortable temperature.

Creatures outside the door can move into the extradimensional space while the door is open. Creatures inside the space can see the door and open or close it as they choose.

Each creature in the extradimensional space when the spell ends makes a luck roll. On a success, it appears inside the door's space. On a failure, it disappears into the Void, where it finds whatever fate that the Sage deems fit.

WARD AGAINST HARM

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 1 hour

Tiny glowing shields appear all around the target's body and settle in place, at which point they disappear. The spell imposes 1 bane on rolls to harm the target and grants 1 boon on the target's rolls to avoid harm.

WHISK AWAY

CASTINGS: 1, reaction when a creature you can see becomes injured or incapacitated

TARGET: The creature that enabled the casting of this spell

DURATION: Instantaneous

The target flickers in and out of existence before it teleports to an empty space you can see within 5 yards and heals 6d6 damage.

Master Protection Spells

BESTOW INVULNERABILITY

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 1 hour

You render the target invulnerable to damage. The target gains 20d6 of invulnerability. Whenever the target takes damage, it can expend any number of dice of invulnerability, roll them, and reduce the amount of damage taken by the total of the roll (minimum 0). Once the target runs out of dice, the spell ends early.

COLUMNS AND SHACKLES

CASTINGS: 1

TARGET: Up to five Size 1 spaces within 20 yards

DURATION: 1 minute

A stone column from which hang magical glowing chains appears in each space and remains for the duration. A column has Health 20. If destroyed, the column disappears.

When an enemy starts its turn within 5 yards of at least one column, the enemy makes an Agility roll with 1 bane. On a failure, a chain snakes out from the column to wrap around the enemy. The enemy takes 3d6 damage and becomes tethered to the column until the spell ends or the column is destroyed. The chain prevents the enemy from moving more than 5 yards from the column that holds it. A column can tether just one creature, and a creature can be tethered to just one column at a time.

DISRUPTION FIELD

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 1 minute

A sigil appears on the target's body and remains there for the duration. The target emits a disrupting field that spreads through a Size 10 space centered on it until the spell ends. The spell ends early if the target becomes incapacitated. An ally of the target that starts its turn in the field takes 5d6 damage and makes a Will roll. On a failure, the ally becomes confused and slowed until the start of its next turn.

FORBIDDEN ZONE

CASTINGS: 1

TARGET: One Size 10 space centered on you

DURATION: 1 hour

A faint field forms along the edges of the target space and remains in place for the duration. Any enemy that passes through the target space, though no more than once per round, takes 3d6 damage and makes a Will roll. On a failure, the enemy takes an extra 4d6 damage. If the enemy becomes injured as result of this damage, the enemy also becomes stunned until the start of its next turn.

In addition, enemies inside the target space become vulnerable for as long as they remain there.

SUPREME SECURITY

CASTINGS: 1, perform a ritual

TARGET: One structure you can see

DURATION: 24 hours

The structure becomes protected and gains the following effects for the duration:

- You know the location of any enemy inside the structure. You, and you alone, hear a chime when a creature enters the structure.
- Objects inside the structure as well as the structure itself take half damage.
- All doors, windows, and other objects close and lock throughout the structure. Only you and any creature you choose when you cast this spell can open these objects.

- Mist creates light obscurement in all interior spaces within the structure.
- No creature can enter or exit the structure by magical means.
- You can use an action to sound an alarm that persists until the spell ends or you end it using an action. The noise of the alarm causes creatures in the structure to become deafened for as long as they remain in it.

WORD OF ESCAPE

CASTINGS: 1

TARGET: Up to five creatures within reach

DURATION: 24 hours

You speak a magic word, imprinting the knowledge of it on each target. At any time before the spell ends, a target that lacks the confused, controlled, stunned, or unconscious affliction can speak the word on its turn and teleport to an empty space of your choice within your reach.

Psychomancy

Psychomancy, sometimes called psionics or psychic powers, encompasses all the spells that draw power from the caster's mind and focuses that power into useful effects. Many people in the world have the talent for this tradition, evidenced by frequent déjà vu, the ability to sense what others might be thinking or feeling, or the strange occurrence of ordinary objects suddenly being at hand. Training builds on these natural gifts and enables a caster to unlock the full potential of their mind.

SILENT SPELLS: Unlike other spells, you can cast Psychomancy spells without having to speak.

PSYCHOMANCY TALENTS

Mental Anguish (Magical): You can use an action to invade and harm the mind of another creature. Target one creature within 10 yards. Make an Intellect or Will roll against the target's Will. On a success, the target takes 1d6 damage and becomes Intellect or Will impaired until the end of your next turn. At level 3, the target takes 3d6 damage. At level 7, the target takes 7d6 damage instead. On a critical success, the target also becomes both Intellect impaired and Will impaired until the end of your next turn.

Shielded Mind (Magical): If you are not injured and you lack the confused, controlled, stunned, and unconscious affliction, you impose 1 bane on rolls against your Intellect and your Will.

Telekinesis (Magical): If you are not injured and you lack the confused, controlled, stunned, and unconscious affliction, you can use your mind as an additional, prehensile limb. Your ability has a range of 5 yards and enables you to pick up, move, open, close, carry, and to do what one can normally do with one or two hands. You can even wield weapons and perform unarmed strikes and unarmed attacks. However, whenever you make an attribute roll as a result of using this extra limb, you use Will in place of the attribute you would normally use.

Telepathy (Magical): You can mentally communicate with other creatures. Whenever you would speak, you can choose to communicate mind-to-mind so that allies can "hear you" depending on the mental volume you use, just as if you were whispering, speaking, or shouting. In other words, your allies mentally hear you say something, but no one else can hear you. The communication is two-way; your allies can think their responses to what you say provided they do so at a volume you can hear with your mind.

Novice Psychomancy Spells

DANCING WEAPON

CASTINGS: 3

TARGET: One weapon within 5 yards that is neither worn nor carried by a creature other than you

DURATION: 1 minute

The target weapon leaps into the air and hovers there. When you cast the spell and at the start of each of your turns if you lack the confused, controlled, stunned, and unconscious afflictions, you can move the target weapon up to 10 yards. If you move the target more than 10 yards away from you, the spell ends early and the weapon falls to the ground.

You can attack with the target weapon as if you were holding it, but you use Will in place of the attribute you normally use and the attack deals an extra 2d6 damage. Finally, until the spell ends, the target counts as an off-hand weapon for the purpose of attacking with two weapons.

LEVITATION

CASTINGS: 1

TARGET: Up to three creatures or objects inside one Size 5 space within 15 yards

DURATION: 1 minute

Each target rises 2 yards into the air and hangs in place. An unwilling target makes a Strength roll. On a success, the target ignores the effect. An affected target is Strength impaired, Agility impaired, and vulnerable until the spell ends. The target can move only by crawling and then only if it can reach a surface. On each of your turns, you can use an action to raise or lower the target by up to 2 yards.

LINK MINDS

CASTINGS: 1

TARGET: Any number of allies inside a Size 10 space centered on you

DURATION: 1 hour

You hear the targets' mental chatter as you link your mind to theirs. The spell ends early if you become confused, controlled, stunned, or unconscious. Each target can communicate telepathically with each other target provided they know at least one language, but need not have any languages in common, regardless of the distance between them.

In addition, any target that casts a spell can produce the spell's effect from the space occupied by any other target.

Targets within 5 yards of each other are immune to the blinded, deafened, and confused afflictions unless everyone has the same affliction.

Finally, you can use a reaction to end the spell early when a target becomes stunned. The target ends the affliction on itself.

MENTAL STOWAWAY

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: Instantaneous

Your consciousness beats at the door of the target's mind. If the target has an Intellect score, you attempt to invade its mind. Make an Intellect roll against the target's Will. On a success, you know the target's exact location for the next 24 hours.

You can also use an action to perceive from the target's body instead of your own until you use an action to switch perspectives. While you perceive from the target's body, you see, hear, and otherwise perceive as if you were in the target's space and perceive nothing from your own. In addition, the target grants you 1 boon on rolls you make against it.

If you failed your Intellect roll, you regain the expended casting of this spell after 1 minute.

MINDWRACK

CASTINGS: 3

TARGET: One creature within 15 yards

DURATION: Instantaneous

You send your solidified thoughts crashing into the target. The target takes 1d6 damage and you make a Will roll against the target's Strength. On a success, the target also falls prone. On a critical success, the target takes an extra 3d6 damage.

PSYCHIC HEALING

CASTINGS: 3

TARGET: You

DURATION: Instantaneous

You demonstrated the triumph of intellect over body by either healing 3d6 damage or regaining 1d6 Health.

Expert Psychomancy Spells

CRUSHING THOUGHTS

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: 1 minute

Visions of death crowd your mind as you wrap the creature in bands of psychic force to crush the life from it. The target becomes held and Strength impaired for 1 minute but can end the afflictions early by overcoming them with a successful Strength roll. At the end of the round, if the target still has these afflictions, it takes 4d6 damage. In addition, while the target is within 15 yards and has these afflictions, you can use an action to deal 4d6 damage to it.

ELUDE PERCEPTION

CASTINGS: 1

TARGET: Up to three creatures within 15 yards

DURATION: Instantaneous

You erase yourself from the targets' minds. Each becomes confused (luck ends). While a target is confused in this way, you are invisible and silent to it. The target can still detect you using other senses and observing the effects of your presence on your surroundings, such as a shadow you cast, an amount of water you displace, or the visible results of your actions.

ERASE MEMORIES

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Instantaneous

You reach into the creature's mind to strip away its memories. Make an Intellect roll against the target's Will. On a success, the target becomes confused (luck ends). You erase the most recent of the target's memories so that it knows that time has passed but cannot ever recall what happened during that interval. You can erase up to 1 hour of memories. On a critical success, you can erase up to 24 hours.

If you fail the roll, the target becomes confused until the end of your next turn.

KINETIC STRIKE

CASTINGS: 1

TARGET: One creature or object within 10 yards

DURATION: Instantaneous

You concentrate your thoughts into an invisible force that smashes into the target. A target object takes 12d6 damage. A target creature takes 4d6 damage and you make a Will roll against its Strength. On a success, the target takes an extra 6d6 damage, is pushed 1 d6 yards away from you, and becomes vulnerable until the end of your next turn. On a critical success, the target takes an extra 2d6 damage.

READ MIND

CASTINGS: 3

TARGET: One creature within 5 yards

DURATION: Instantaneous

If the creature has an Intellect score, you reach into its mind and sort through its thoughts. Make an Intellect roll with 1 boon against the target's Will. On a success, the target becomes Intellect impaired for 1 minute. On a critical success, the target also becomes Will impaired for 1 minute. When you cast the spell, and again on each of your turns while the target is Intellect impaired, you can ask a question and the Sage answers based on what the target knows or thinks it knows. Alternatively, you can just search for any information, in which case the Sage reveals one thing in the target's thoughts per round until the spell ends.

THOUGHT CLOUD

CASTINGS: 1

TARGET: One Size 5 space centered on you

DURATION: 1 minute

Your mind scrapes from the ground debris and dust and lifts them up to form a cloud of light obscurement in the target space. You can see normally in the target space. The cloud moves with you, remaining centered on you. When you cast this spell and when you use an action to do so, you can sweep the cloud at one creature or object within the area. A creature takes 3d6 damage, while an object takes 6d6 damage. Against a creature, make a Will roll against its Strength. On a success, the creature takes an extra 3d6 damage. On a critical success, the creature also becomes blinded until the end of your next turn.

Master Psychomancy Spells

KINETIC OUTBURST

CASTINGS: 3

TARGET: One Size 10 space centered on you

DURATION: Instantaneous

You open your mind and release an expanding wall of telekinetic force around you to bash anything in its way. Each object in the target space takes 13d6 damage and an unsecured object is pushed to an empty space nearest to the outer edge of the target space. Each creature in the target space takes 6d6 damage and makes a Strength roll. On a failure, the creature takes an extra 7d6 damage and is pushed to the empty space nearest to the outer edges of the target space.

MIND BLAST

CASTINGS: 3

TARGET: One Size 5 space within 15 yards

DURATION: Instantaneous

You flood the space with hostile psychic energy that has variable effects on creatures based on their Health scores. Roll 10d6 and note the sum. Compare the sum to the Health score of each creature in the space. If the sum plus its damage total equals or exceeds its Health score, the creature suffers a cranial explosion and dies. If the sum equals or exceeds half its Health score, the creature takes 5d6 damage and becomes stunned (luck ends). All other creatures take 5d6 damage and become confused (luck ends).

MIND CONTROL

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: Instantaneous

You reach into the creature's mind to take control of its body. Roll 15d6 and compare the sum to the target's Health score. If the sum plus the target's damage total equals or exceeds the target's Health score, the target becomes controlled by you for 1 hour. If the sum equals or exceeds half the target's Health score, it becomes controlled (luck ends). Otherwise, the target becomes vulnerable (luck ends).

MIND OVER BODY

CASTINGS: 3

TARGET: You

DURATION: Instantaneous

You reorder your body through the power of thought alone. You heal 6d6 damage and gain one of the following benefits: regain 2d6 Health, cure one infection affecting you, or end one of your afflictions.

OPEN MIND

CASTINGS: 1

TARGET: You

DURATION: 24 hours

You impose 2 banes on rolls to attack you. You become immune to the blinded and deafened afflictions as long as there is at least one creature within 10 yards of you. You can benefit from all sensory traits possessed by any creature within 10 yards of you. Finally, when you cast a spell or produce a magical effect, you can do so from any space occupied by a creature within 10 yards of you. This spell ends early if you become unconscious.

REND ASUNDER

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: Instantaneous

With your mind, you lift the creature 2 yards into the air and pin it in place (luck ends). While pinned, the target is held and takes 8d6 damage at the end of each round. If the target is incapacitated by this damage, it dies; you tear it to pieces and the chunks of it fall to the ground in a wet heap.

Pyromancy

Some swear fire lives, that in the dancing flames one sees patterns, communications almost. Students of Pyromancy learn how to coax knowledge from fires and use that knowledge to control it. Often, Pyromancy leaves a mark on those who discover it; they feel warm to the touch, feverish, and their eyes flash when angry.

NO WATER: If you cast a Pyromancy spell or use a Pyromancy talent while you are submerged in water, the spell has no effect and the use is wasted.

PYROMANCY TALENTS

Finger of Fire (Magical): You can use an action to cause flames to spill out from your fingertip. Target one creature within 10 yards. Make a Will roll against the target's Agility. On a success, the target takes 2d6 damage, 3d6 damage at level 3, or 7d6 damage at level 7. On a critical success, the target also catches fire (luck ends). After you use this talent, a tongue of fire appears above the tip of your finger and remains for 1 minute. The fire sheds dim light.

Fire Cloak (Magical): You can use a reaction when you are attacked to sheathe your body in wild, dancing flames. You suffer no harm from these flames. They shed bright light. They remain for 1 minute, but the effect ends early if you are doused in water. When a creature in your reach rolls to attack you, the creature makes a luck roll. On a failure, the creature takes 1d6 damage. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Light the Candle (Magical): You can use an action to light a creature on fire. Target one creature within 5 yards. Make a Will roll against the target's Strength. On a success, the target catches fire (luck ends). You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Shape Fire (Magical): You can use an action to manipulate fires around you. When you use this talent, choose one of the following effects.

- **FAN OR DAMPEN FLAME:** Target one ordinary Size 1 or smaller fire within 10 yards. Either you increase the intensity of the light the target sheds by one step, but the fire burns twice as fast, or you reduce the intensity of the light the target sheds by one step, but the fire burns twice as long.
- **EXTINGUISH FIRE:** Target one Size 1 or smaller ordinary fire within 10 yards. You extinguish the target fire. Then, either you cause smoke to billow from it to fill a Size 5 space centered on the fire with light obscurement for 1 minute, or your damage-dealing Fire spells deal an extra 1d6 damage for 1 minute.

- **MOVE FLAMES:** Target one Size 1 or smaller ordinary fire within 10 yards. You move the flames up to 5 yards.
- **FORM FIRE:** Target one Size 1 or smaller ordinary fire within 10 yards. You shape the fire into a particular form such as a humanoid, a monstrous visage, or burning words. The effect lasts 1 minute.
- **IGNITE FLAME:** Target one flammable, ordinary object within 10 yards. It catches fire.

Novice Pyromancy Spells

BRILLIANT DISPLAY

CASTINGS: 3

TARGET: One point within 1 mile

DURATION: Instantaneous

A pea-sized ball of flash launches itself from your fingertip. When it reaches its destination or can fly no further, the ball explodes in a pyrotechnic display that creates bright light until the end of the round. Any sighted creature within 5 yards of the explosion makes a luck roll with 1 boon. On a failure, the creature becomes blinded until the start of your next turn.

BURNING WEAPON

CASTINGS: 3, reaction when you attack with a melee weapon

TARGET: One weapon you wield

DURATION: 1 minute

The target weapon erupts in flames. You handle the weapon without harm. The flames shed bright light. When you attack with the weapon, you roll with 1 boon and you can use Intellect or Will in place of the attribute you would normally use. Your attacks with the weapon deal an extra 1d6 damage from the flames. While you carry the weapon, you are immune to damage from fire and you take half damage from cold. Finally, you can use an action to touch the weapon to a flammable object and cause it to catch fire.

FIRE ARROWS

CASTINGS: 1

TARGET: Up to three creatures or objects within 15 yards

DURATION: Instantaneous

You fling fiery arrows from your hand. For each target, separately make a Will roll against its Agility. On a success, the target takes 3d6 damage. On a critical success, the target takes an extra 1d6 damage. On a failure, you have 1 boon on all rolls you make against the target until the end of your next turn.

JET OF FLAMES

CASTINGS: 3

TARGET: One creature within 15 yards

DURATION: Instantaneous

You fan your hand to release a jet of flames from your palm. The target takes 2d6 damage. Then, make a Will roll against the target's Agility. On a success, the target catches fire (luck ends). On a critical success, the target takes an extra 2d6 damage.

FIRE STRIDE

CASTINGS: 3, reaction when you move 1 yard

TARGET: You

DURATION: Instantaneous

Sparks fly from your feet. Until the end of your turn, you have the Slippery and Strider traits. In addition, when you move to within 1 yard of a creature or object, the object takes 1d6 damage and the creature makes an Agility roll. On a failure, the creature takes 1d6 damage. A creature can be affected in this way just once.

SPRAY OF CINDERS

CASTINGS: 1, reaction when a creature within 5 yards attacks you

TARGET: The creature that enabled the casting of this spell

DURATION: Instantaneous

Cinders spray from your body and swirl toward the target. The target takes 2d6 damage and makes an Agility roll. On a failure, it becomes blinded until the start of your next turn.

Expert Pyromancy Spells

ERUPTION

CASTINGS: 3, reaction when a creature within 5 yards attacks you

TARGET: Up to three creatures or objects within 5 yards

DURATION: Instantaneous

Flames and debris burst up from the ground under each target. A target object takes 3d6 damage. A target creature makes an Agility roll with 1 bane. On a failure, it takes 3d6 damage.

FIRE WHIP

CASTINGS: 3

TARGET: You

DURATION: 1 hour

A fiery whip appears in your hand and you can attack with it. The whip sheds dim light. It functions as a normal whip, except you can use Will in place of the attribute you normally use, it deals 2d6 extra damage, and it can benefit from bonus and extra damage. On a critical success for a roll to attack with the whip, you can cause the target to either fall prone or become held until the start of your next turn. The target also catches fire (luck ends).

FIREBALL

CASTINGS: 1

TARGET: One Size 5 space within 30 yards

DURATION: Instantaneous

A ball of fire forms in your hands and then flies from you toward the center of the target space. When the ball reaches its destination or can travel no further, it explodes to deal 4d6 damage to each creature and object inside a Size 5 space. Flammable objects catch fire. A creature that takes this damage makes an Agility roll and, on a failure, takes an extra 4d6 damage and catches fire (luck ends).

GIFT OF FIRE

CASTINGS: 3, reaction when you move 1 yard

TARGET: You

DURATION: 1 hour

Flames begin at your feet and climb quickly until you are engulfed. You suffer no harm from these flames. You emit bright light, you are immune to damage from cold and fire, and you ignore the effects of exposure.

When an enemy touches you, it makes a luck roll. On a failure, it takes 2d6 damage.

Your melee attacks deal an extra 1d6 damage, while your Pyromancy spells and talents deal an extra 2d6 damage.

When you move into a Size 1 or larger space filled with fire, you are aware of each other Size 1 or larger spaces filled with flame within 15 yards. You can then expend 1 yard of movement to emerge from that other space and then can continue moving as normal.

You can use an action to ignite one ordinary flammable object you can reach that is neither worn nor carried by a creature other than you.

Finally, each time you cast a Pyromancy spell or use a Pyromancy talent, roll a d6 and keep a running total of each roll. When the total reaches or exceeds 15, flames burst from you, dealing 3d6 damage to each creature in your reach. Then, reduce the running total to 0.

WALL OF FIRE

CASTINGS: 3

TARGET: One Size 10 space within 15 yards

DURATION: 1 minute

Flames jet up from the ground along one side of the target space and burn for the duration or until extinguished. Anything passing through the flames takes 3d6 damage, though no more than once each round.

At the end of each round, each object within 5 yards of the flames takes 1d6 damage. Each creature within this range makes a Strength roll. On a failure, it takes 1d6 damage. If the barrier is within a creature's reach, the creature makes the roll with 1 bane and instead takes 2d6 damage on a failure.

WAND OF FIRE

CASTINGS: 1

TARGET: You

DURATION: 1 hour

A red-metal wand appears in your hand. While you carry the wand, you take no damage from fire and half damage from cold. In addition, you can use an action to shoot flames from the tip into a Size 3 space within reach. The flames deal 4d6 damage to each object in the target space. Each creature in the target space makes a luck roll. On a failure, it takes 4d6 damage.

Master Pyromancy Spells

BURNING CLOUD

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: 1 minute

A black cloud shot through with flames fills the target space and remains for 1 minute. The cloud creates total obscurement in the target space. Any creature in the target space that attempts to move out of it first makes an Intellect roll. On a failure, the creature becomes lost in the cloud and cannot attempt to exit until the start of its next turn.

At the end of each round, the flaming cloud deals 6d6 damage to objects in the target space and 3d6 damage to creatures in it. A creature that takes this damage makes a Strength roll. On a failure, it takes an extra 3d6 damage and becomes weakened until the end of the next round.

FLAME SERPENT

CASTINGS: 1

TARGET: One Size 5 space within 30 yards

DURATION: Instantaneous

An enormous serpent of fire appears and coils around each creature in the space. A creature takes 6d6 damage and makes a Strength roll. On a failure, the creature takes an extra 6d6 damage and becomes held until the end of your next turn.

INCINERATE

CASTINGS: 1

TARGET: One creature or object within 20 yards

DURATION: Instantaneous

Flames engulf the target. The target takes 15d6 damage and catches fire (luck ends). Each time the target gets a failure on a roll to end being on fire, it takes an extra 2d6 damage.

INFERNO

CASTINGS: 1

TARGET: One Size 5 space within 30 yards

DURATION: 1 minute

Flames rush through the space for the duration. Each creature and object in the space takes 5d6 damage when the flames appear and again at the start of each of your turns. At the end of each round, the flames spread 5 yards across the ground in all directions, subjecting each creature and object in the area to the spell's effect. Flammable objects in the affected area catch fire, and any creature injured by these flames while in the area catches fire (luck ends). A creature can attempt to extinguish the flames only after it is no longer in the area.

PYROCLASTIC STRIKE

CASTINGS: 1

TARGET: One Size 5 space within 30 yards

DURATION: Instantaneous

Fiery debris rains down into the target space until the end of your next turn. The debris deals 10d6 damage to each creature and object in the target space that is not under hard cover as well as to anything that enters it.

The debris covers the ground in the target space with challenging terrain that stays until cleared away. Toxic gas rising from the debris creates moderate obscurement in the target space for 1 minute. Any creature that takes a turn in the target space makes a Strength roll with 1 bane. On a failure, the creature takes 2d6 damage and becomes poisoned (luck ends).

SUMMON FIRE ELEMENTAL

CASTINGS: 1

TARGET: One empty Size 2 space within 5 yards

DURATION: 1 hour

Flames appear in the target space and assume a snake-like form. The fire elemental becomes your controlled companion. The effect ends early if it becomes incapacitated.

Defense: 15, **Health:** 50

Attributes: Strength 13 (+3), Agility 13 (+3), Intellect 8 (−2), Will 15 (+5)

Size: 2, **Speed:** 6 (Slippery, Squeeze 1/4 inch, Strider)

Flaming Body: The elemental emits bright light.

Immune: asleep, blinded, deafened, held, frightened, impaired, on fire, poisoned, prone, weakened, damage from cold and fire

Fiery Touch: The fire elemental targets one creature or object within 5 yards and, against a target creature, makes a Strength roll with 1 boon against the target's Agility. On a success, the target takes 4d6 damage and catches fire (luck ends). Against a target object, it takes 4d6 damage and catches fire if flammable.

Shadowmancy

Scholars of magic and magical theory believe the stuff of Shadowmancy bleeds into reality from the Underworld. Truly, it's spells deal in darkness, oblivion, and ennui. Students of the tradition tend to appear wan, pale, sickly even. Bruises smudge their eyes and lights seem to dim around them.

SHADOWMANCY TALENTS

Dark Sight (Magical): You gain the Dark Vision trait. If you have this trait, you increase its range by 3 yards.

Mantle of Darkness (Magical): You can use this talent at the end of your turn, if you are in a space lit by dim light, faint light, or no light at all. Until the end of your next turn, you are invisible and you take half damage from ordinary sources. Once you use this talent, you lose access to it for 1 minute.

Nightfall Blade (Magical): You can use an action to produce a blade of solid shadow in your hand and use it to make an attack, if you choose. The blade remains for 1 hour or until you use this talent again. The blade uses the rules for a dagger, but attacks with it deal an extra 1d6 damage (2d6 damage at level 3 or 4d6 damage at level 7), and the weapon lacks the Light trait. When you attack with the blade, you can use Intellect in place of the attribute you would normally use, and you roll to attack with 1 boon. Finally, when you get a critical success on a roll to attack with the blade, the target loses 1d6 Health.

Wall of Darkness (Magical): You can use an action to blanket an opening with darkness. Target one opening, no larger than 5 yards wide by 5 yards tall. An opaque wall of darkness spreads across the opening and remains there for 1 minute. The darkness blocks all ordinary forms of vision, though True Vision can pierce it. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Novice Shadowmancy Spells

BLACKEST RAZORS

CASTINGS: 1

TARGET: One Size 5 space within 10 yards

DURATION: Instantaneous

You sweep your arm to let loose blades of solidified darkness that streak toward the target space. For each creature in it separately, make an Intellect roll against its Agility. You roll with 1 boon if you target three creatures or more, 2 boons for two targets, or 3 boons against a single target. On a success, the target takes 3d6 damage. On a critical success, the target takes an extra 2d6 damage.

BLINDING BLOT

CASTINGS: 3

TARGET: One sighted creature within 15 yards

DURATION: Instantaneous

An undulating ball of darkness flies toward the target. Make an Intellect roll against its Agility. On a success, the target becomes blinded until the end of your next turn. On a critical success, the target instead becomes blinded (luck ends).

CLUTCHING SHADOWS

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: Instantaneous

Shadows gather around the target creature, pawing at it. Make an Intellect roll with 1 boon against the target's Agility. On a success, the target takes 4d6 damage and the shadows drag the target into your reach. On a critical success, the target also becomes weakened until the end of your next turn.

DARK BOLTS

CASTINGS: 3

TARGET: One creature within 15 yards

DURATION: Instantaneous

A shadowy bolt flies from you toward the target. Make an Intellect roll with 1 boon against the target's Agility. On a success, the target takes 2d6 damage and is pushed 5 yards away from you. On a critical success, the target takes an extra 1d6 damage.

ENVELOPING DARKNESS

CASTINGS: 3

TARGET: One Size 5 space within 15 yards

DURATION: 1 hour

Magical darkness fills the space, creating total obscurement in it for 1 hour. You ignore the effects of this obscurement on your vision. A creature that would move out of the target space first makes an Intellect roll and, on a failure, becomes lost in the space and cannot attempt to exit again until the start of its next turn.

INTO THE DARKNESS

CASTINGS: 3, reaction when you move 1 yard

TARGET: You

DURATION: 1 minute

You can leap from shadow to shadow. You know the location of each space in faint, dim, or no light within 15 yards. Provided you are in faint, dim, or no light, you can expend 1 yard of movement to move from your space to another one in faint, dim, or no light within 15 yards.

Expert Shadowmancy Spells

CHILLING DARKNESS

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: 1 minute

Magical darkness fills the space, creating total obscurement in it. You ignore the effects of this obscurement on your vision. A creature that attempts to move out of the target space first makes an Intellect roll. On a failure, it becomes lost in the space and cannot attempt to exit until the start of its next turn.

At the end of each round, each creature in the target space makes a Strength roll and, on a failure, takes 4d6 damage and becomes Strength impaired until the end of its next turn.

DARKLING TRANSFORMATION

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 1 hour

Inky shadows gather around the creature and seep into its skin, transforming it into a darkling for 1 hour. The target gains the Keen Vision trait and the Climber and Silent movement traits. The target imposes 1 bane on rolls to attack it and rolls against its Agility by enemies that can see it. Finally, the target is invisible from enemies more than 5 yards from it while the target is in an area lit by dim light, faint light, or no light at all.

MIDNIGHT RAZOR

CASTINGS: 3

TARGET: You

DURATION: 1 hour

An utterly black razor appears in your hand. The razor uses the rules for a saber. You can use Intellect in place of the attribute you would normally use for the roll to attack, and you roll with 1 boon if the target is in faint or dim light, or with 3 boons in no light. When you get a critical success on a roll to attack with the razor, the target also loses 2d6 Health.

SEE IN DARKNESS

CASTINGS: 1

TARGET: You

DURATION: 24 hours

Your eyes turn into yawning black pits. You need no light to see for 24 hours, but the spell ends early after you rest. Your vision can even pierce magical darkness.

SHADOW BLADE BARRAGE

CASTINGS: 3

TARGET: A line of three contiguous Size 5 spaces, one of which must be within reach

DURATION: Instantaneous

Long spikes emerge from your body and then leap free, speeding away from you. Each creature in a target space takes 2d6 damage and makes an Agility roll. A creature makes the roll with 1 bane if in faint or dim light, or with 3 banes in no light at all. On a failure, the creature becomes weakened (luck ends). On a critical failure, the creature takes an extra 2d6 damage.

SHAPE SHADOW MONSTER

CASTINGS: 1

TARGET: One Size 1 space within 5 yards that's lit by dim light, faint light, or no light at all

DURATION: 1 hour

A monster forms from the shadows in the target space. It can have any shape you choose. It becomes your controlled companion. The spell ends early if the companion becomes incapacitated. When the spell ends, the shadow monster disappears and magical darkness spreads out 5 yards from the space it occupied, creating total obscurement in the area that lasts until the end of your next turn.

Defense: 14, **Health:** 25

Attributes: Strength 14 (+4), Agility 14 (+4), Intellect 8 (–2),
Will 12 (+2)

Size: 1, **Speed:** 6 (Silent, Strider)

Senses: Awareness 10

Immune: asleep, blinded, deafened, impaired, on fire, poisoned, prone, weakened

Melee Attack—Claws and Teeth: Strength (+4) with 3 boons (1 d6). On a critical success, the target becomes blinded until the end of your next turn.

Sunlight Weakness: At the end of the round, if the shadow monster is in a space lit by sunlight, it becomes weakened until the end of the next round.

Master Shadowmancy Spells

DEVOURING DARKNESS

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: Instantaneous

Darkness blooms and swallows the target. The target takes 10d6 damage, and you make an Intellect roll against the target's Strength. On a success, the target takes an extra 8d6 damage and becomes blinded (luck ends). On a critical success, the target takes an extra 10d6 damage and becomes blinded (luck ends) instead. In either case, each time the target gets a failure on a luck roll to remove the blinded affliction, it takes 5d6 damage.

OBSIDIAN GATE

CASTINGS: 1

TARGET: One empty Size 1 space within 5 yards

DURATION: 1 hour

You punch through reality causing a black hole to open inside the target space. When you cast the spell, and again when you use an action to do so while you are within 5 yards of the target space, you can choose one empty Size 1 space anywhere in the world that you have seen at least once before and cause a second hole to open there. Until you choose a different space, anything entering one hole instantly emerges from the other.

If the hole has no exit, anything that enters it makes a luck roll. On a success, it emerges from the other side of the target space. On a failure, it disappears, never to be seen again.

SHADOW KILLER

CASTINGS: 1

TARGET: One empty Size 1 space within 10 yards lit by dim light, faint light, or no light at all

DURATION: 1 minute

The shadows in that space form into a monstrous killer. The shadow killer becomes your controlled companion for the duration, but the spell ends early if it becomes incapacitated. When the effect ends, the shadow killer disappears and magical darkness spreads out 5 yards from the space it occupied, creating total obscurement in the area that lasts until the end of your next turn.

Defense: 13, **Health:** 40

Attributes: Strength 13 (+3), Agility 14 (+4), Intellect 9 (–1), Will 15 (+5)

Size: 1, **Speed:** 8 (Silent, Strider)

Senses: Awareness 10

Immune: asleep, blinded, deafened, impaired, on fire, poisoned, prone, weakened

Melee Attack—Shadow Blade: Strength (+3) roll with 3 boons (5d6). On a critical success, the shadow killer and the target teleport to empty spaces of your choice inside one Size 2 space within 20 yards of the spaces they left.

Sunlight Weakness: At the end of the round, if the shadow killer is in a space lit by sunlight, it becomes weakened until the end of the next round.

SHRIEKING DARKNESS

CASTINGS: 1

TARGET: One Size 20 space within 30 yards

DURATION: 1 hour

Magical darkness fills the space with total obscurement. You ignore the effects of this obscurement on your vision. A creature that would move out of the target space first makes an Intellect roll and, on a failure, becomes lost in the space and cannot attempt to exit until the start of its next turn.

From the darkness come sounds of terrible shrieking. Each creature in the darkness or within 10 yards of it, other than you, makes a Will roll. On a success, the creature becomes immune to this aspect of the spell for 24 hours. On a failure, the creature becomes frightened of the darkness (luck ends).

At the end of each round, each creature in the target space, other than you, makes a luck roll. On a failure, the creature takes 4d6 damage and becomes held until the end of its next turn. While held in this way, the creature is also Will impaired.

SLICING SHADOWS

CASTINGS: 1

TARGET: One Size 5 space within 30 yards

DURATION: Instantaneous

Blades of solidified darkness crisscross the target space and dissipate. The blades deal 5d6 damage to each creature in the target space. A creature that takes this damage makes an Agility roll with 1 bane. On a failure, it takes an extra 5d6 damage. A creature that becomes injured by this damage takes 2d6 damage at the end of each round (luck ends).

STEAL SHADOW

CASTINGS: 3

TARGET: One creature within 10 yards

DURATION: 8 hours

A horrible tearing sounds as you rip away the target's shadow. The target no longer casts a shadow. You always know the target's location in relation to your own. For your attacks, spells, and talents, you can target the shadow, which squirms somewhere in your reach until the spell ends, instead of the target creature and the effects apply to that creature regardless of the distance between you. The shadow uses the target's Defenses and attributes. Each time you harm the target through its stolen shadow, the target makes a Will roll with 1 bane; on a success, the spell ends early.

In addition, until the spell ends, you make rolls against the target with 1 boon, you impose 1 bane on rolls the target makes against you, and your attacks against the target deal an extra 5d6 damage.

Skullduggery

People sometimes forget that with magic, almost anything becomes possible. While a great many spells have big, flashy effects, magicians profit from the smaller, subtler forms magic takes. The Skullduggery tradition offers solutions to a raft of common challenges spellcasters face on their quests. And when they don't solve the problem, they offer a way out of it.

SKULLDUGGERY TALENTS

Beat a Hasty Retreat (Magical): You can use this talent if you lack the confused, controlled, stunned, or unconscious afflictions when you move at least 1 yard. Until the end of your turn, your Speed increases by 5, and you gain the Slippery trait. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Handy Hole (Magical): You can use an action to open two connected hand-sized portals, one on a point within reach, and the other on a point within 10 yards. Anything entering one portal emerges from the other, such that you could reach through one portal and pluck a ring of keys from a hook on the wall some distance away. The portals remain open for 1 minute. When the effect ends, the portals close and severs anything that's not magical reaching through them. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Keenest Edge (Magical): You can use an action to make a weapon you wield inordinately sharp. Target one edged weapon such as a dagger or sword. For 1 hour, you get critical successes with the weapon when your roll is 20 or higher; the roll need not exceed the target number by 5. In addition, when you get a critical success with the weapon, the attack deals an extra 1d6 damage. At level 3, your attacks with the blade deal an extra 2d6 damage, or 4d6 damage at level 7.

Sneaky Moves (Magical): You can use an action to gain one of the following benefits: Climber, Silent, Slippery, Squeeze (6 inches). The effect lasts 1 hour. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Novice Skullduggery Spells

DANGER SENSE

CASTINGS: 1

TARGET: You

DURATION: 1 minute

It feels almost as if fingers were massaging your head. In times of peril, the rubbing becomes more insistent. You know the location of each creature within 15 yards, which prevents such creatures from hiding from you. In addition, when a creature in that range succeeds on a roll to attack you, you can use a reaction to make a luck roll. On a success, you turn the success into a failure.

FLY THE SCENE

CASTINGS: 3, reaction when you become injured

TARGET: You

DURATION: Instantaneous

You kick your feet back and forth, and can speed off. You gain the Slippery trait and increase your Speed by 20 for 1 minute.

LOCATE TRAPS

CASTINGS: 3

TARGET: You

DURATION: Instantaneous

You cast your senses out to detect the presence of any security measures that might be nearby. If there are ordinary or magical traps within 10 yards of you, you are aware of it and know where to find it.

READ ANYTHING

CASTINGS: 3

TARGET: You

DURATION: 1 hour

Any text you happen to see gets all swimmy for a second and then resolves into something you can read. You can read any script you see.

SABOTAGE OBJECT**CASTINGS:** 3**TARGET:** One ordinary object within 5 yards**DURATION:** Instantaneous

You flick your finger and the target either stops functioning or takes 10 damage. You could force open a lock, disarm a trap, or break a glass bottle.

STICKY FINGERS**CASTINGS:** 3**TARGET:** You**DURATION:** 1 minute

Your fingertips become sticky as if you were playing with honey. You roll to steal with 1 boon. In addition, when you move to where you can reach a creature, you can use a reaction to attempt to steal something from that creature.

Expert Skullduggery Spells

BREAK ON THROUGH**CASTINGS:** 3, perform a ritual**TARGET:** One flat surface you can reach**DURATION:** Instantaneous

You press yourself against the target surface. When you finish, if the surface thickness is less than 1 yard of wood, 1 foot of stone, or 1 inch of metal, you pop through to an empty space on the other side of it.

FILCH SKILL**CASTINGS:** 3**TARGET:** One creature within 5 yards**DURATION:** Instantaneous

You send your mind into the target's mind and withdraw something useful. The creature gains an impaired affliction of your choice (luck ends). While the target is impaired in this way, you make attribute rolls using the attribute you chose for the affliction with 1 boon.

INVISIBILITY**CASTINGS:** 3**TARGET:** You**DURATION:** 1 hour

Your appearance washes away until you become invisible. The spell ends early if you harm another creature.

MURDEROUS STRIKE**CASTINGS:** 3**TARGET:** You**DURATION:** Instantaneous

You whisper the incantation and spring into action. Until the end of your next turn, you have the Slippery trait and your Speed increases by 10. If you can reach an enemy before the end of the turn in which you cast this spell, that enemy takes 6d6 damage.

MY SPYING EYE**CASTINGS:** 1, you have one or more functioning eyes**TARGET:** You**DURATION:** 1 hour

You reach up and pluck out your eye. You become weakened until the spell ends and your eye becomes your controlled companion. If you have an eye remaining, you can choose from which eye you can see no matter how far away your detached eye is from you. If the separated eye is destroyed, the ruined organ grows back and intact after a rest. If you want to end the spell early, you must place the eye back in its socket.

QUICK CHANGE**CASTINGS:** 1, reaction when you move 1 yard**TARGET:** You**DURATION:** 8 hours

You completely change your appearance to look like someone else of approximately your age. You can change your ancestry to a different one, thereby losing your traits and gaining those from the new ancestry. You can alter your height and weight to fall within the limits of your ancestry. The spell can also affect any ordinary armor or clothing you are wearing, such that you can change ordinary clothing into a suit of mail. The spell lasts 8 hours but ends early if you become fully immersed in water or incapacitated.

Master Skullduggery Spells

BEND FATE

CASTINGS: 1

TARGET: You

DURATION: 1 hour

You hear Calamity's laughter in your ears as you beseech her for a blessing. You make luck rolls with 1 boon. In addition, whenever you make an attribute roll, you also make a luck roll. If either roll succeeds, the attribute roll is a success. If both rolls result in a success, you regain the casting you expended to cast this spell.

BREAK THE RULES

CASTINGS: 1

TARGET: You

DURATION: 1 hour

The rules don't apply to you. On your turn, you can perform one of the following options. Once you use an option it cannot be used again until you complete a rest or cast this spell again.

- Turn your failed roll into a successful one.
- Automatically evade any pursuers in a chase (see Chapter 2).
- Grant 3 boons on the next roll a creature within 5 yards makes before the end of your next turn.
- Impose 3 banes on the next roll a creature within 5 yards makes before the end of your next turn.
- Heal all damage.
- Regain all Health lost.
- Cast an expert or novice spell without expending a casting. You need not know the spell.
- Deal maximum damage for an attack.
- End all afflictions.
- Ignore one feature within 5 yards of you, such as obscurement, challenging terrain, or a damaging hazard, until this effect ends.

Each time you make use of an option, make a luck roll. On a failure, you become cursed (luck ends). While you are cursed, you lose access to the spell's effects.

FREEDOM

CASTINGS: 1

TARGET: You

DURATION: 8 hours

Your clothing feels a bit looser, owing to the sudden freedom you gain. Until the spell ends, any lock you touch unlocks. You do not trigger traps. You have the Slippery and Squeeze 1/4 inch traits, and you can leave any space that would confine you, including magical spaces.

PHASING

CASTINGS: 1

TARGET: You

DURATION: 1 hour

You become insubstantial, transparent, and a bit smudged around the edges. You can move through obstacles and can end your movement inside an obstacle, though you die if the spell ends while you occupy the same space as an obstacle. You can move on a surface in any direction as if you were moving across solid ground. You have the Slippery and Strider traits. You are immune to the held, prone, and slowed afflictions. You take half damage from ordinary sources, but your attacks deal half damage.

SUPERIOR INVISIBILITY

CASTINGS: 1

TARGET: You

DURATION: 1 hour

From head to foot, you become invisible and have the Silent trait. If you already have the Silent movement trait, increase your Speed by 3 for the duration.

WOO LADY LUCK

CASTINGS: 1

TARGET: You

DURATION: 8 hours

You roll the dice and they come up in your favor. You gain a pool of luck that lasts for the duration or until you expend the last of it. You generate this pool by making a luck roll and noting the result. If you roll a 10 or less, add 10 to the number you rolled.

Whenever you make an attribute roll or an attribute roll is made against you, you can spend luck from your pool and either add the amount spent to your roll or subtract it from the roll.

Spiritualism

The natural world, or the mortal world as some call it, exists within a supernatural envelope, a realm apart inhabited by the spirits. This realm resembles the real world, though misty and sometimes indistinct. Discovering this tradition opens channels of communication between the two worlds, enabling casters the ability to enlist aid from the spirits of the great beyond.

SPIRITUALISM TALENTS

Call Apparition (Magical): You can use an action to cause a spectral figure to appear. Target one Size 1 empty space within 10 yards. An apparition forms in that space and disappears. Each enemy that can see the apparition makes a Will roll. On a failure, the enemy becomes frightened of you until the end of your next turn. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Essence Strike (Magical): You can use an action to cause a vicious spirit to attack. Target one creature within 10 yards. Make a Will roll against the target's Will. On a success, the target takes 2d6 damage. At level 3, the target takes 3d6 damage. At level 7, the target takes 7d6 damage.

Query Corpse (Magical): You can perform a ritual to put a question to the recent dead. Target one creature dead no longer than 24 hours. You touch the target. When you finish, you can ask one question that can be answered with a yes, no, or maybe. The spirit answers the question truthfully. Once you use this talent, you lose access to it until after you rest.

Spirit Sight (Magical): You can see invisible creatures and objects in line of effect.

Novice Spiritualism Spells

ECTOPLASMIC BOLT

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: Instantaneous

You gather up a mass of ectoplasm, stretch it into an arrow shape, and then throw it. Make a Will roll against the target's Agility. On a success, the target takes 4d6 damage and becomes impaired in an attribute of your choice until the end of your next turn. On a critical success, the target takes an extra 1d6 damage. On a failure, you regain the expended casting of this spell after 1 minute.

SPIRIT STRIKE

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Instantaneous

The target's spirit becomes appalled by your awareness of it. The target becomes confused and frightened of you (luck ends both).

SPIRITUAL AID

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 1 minute

An invisible friendly spirit lends aid to the target. The target becomes immune to the frightened affliction, and makes attribute rolls with 1 boon. When the spell ends, the target makes a Will roll. On a failure, the target becomes frightened of you until it overcomes the affliction with a successful Will roll.

SUMMON FRIENDLY SPIRIT

CASTINGS: 3

TARGET: One empty Size 1 space within 5 yards

DURATION: 8 hours

A friendly spirit appears inside the target space to become your controlled companion. If you cast this spell again or the spirit becomes incapacitated, the spell ends early. The spirit can have any appearance you choose. While you have a friendly spirit, you can have the effects of spells you cast originate from you or the space occupied by the spirit. The spirit understands all the languages you speak, though it cannot itself speak.

Defense: 15, **Health:** 20

Attributes: Strength 10 (+0), Agility 10 (+0), Intellect 10 (+0), Will 10 (+0)

Size: 1, **Speed:** 5 (Fly, Hover, Insubstantial, Silent, Slippery)

Senses: Awareness 10

Immune: asleep, blinded, deafened, frightened, held, on fire, poisoned, prone

Ghost Touch: The friendly spirit targets one creature in reach and makes an Agility roll with 1 boon against the target's Agility. On a success, the target takes 2d6 damage.

VEXING SPIRIT

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: Instantaneous

You set a cruel and nasty spirit on the target, causing it to become cursed (luck ends). When a creature cursed in this way would move, it must first make a Will roll. On a success, it can move as normal. On a failure, the target becomes slowed until the end of its turn and it takes 2d6 damage.

WICKED SPIRITS

CASTINGS: 1

TARGET: One Size 5 space centered on you

DURATION: 1 minute

All around you, the spirits of evil people who have somehow escaped the netherworld appear and cause your enemies in the target space to become cursed for as long as they remain there. If an enemy tries to move out of the space, it makes a Will roll. On a success, it can move freely. On a failure, it becomes held until the start of its next turn.

Expert Spiritualism Spells

BIND MALICIOUS SPIRIT

CASTINGS: 1

TARGET: You

DURATION: 1 minute

You bind to you a malicious spirit that appears to you as a hateful, ugly humanoid. The spell ends early if you become confused, controlled, stunned, or unconscious. When you cast this spell and again on each of your turns, target one creature within 5 yards of you. Make a Will roll with 1 boon against the target's Agility. On a success, the target takes 4d6 damage. If the target is frightened, it takes an extra 2d6 damage. In addition, the target makes a Will roll. On a failure, the target becomes frightened of you until the spell ends or the target overcomes the affliction with a success on a Will roll. If the target overcomes this affliction, it becomes immune to this spell for 24 hours.

DREADFUL HAUNTING

CASTINGS: 1

TARGET: One Size 5 space within 15 yards

DURATION: 1 minute

Eerie happenings occur in the target space such as blood dripping from the walls, foul odors hanging in the air, or weird knocking noises. Each enemy that starts its turn inside the target space makes a Will roll. On a failure, it becomes frightened of the space until it overcomes the affliction with a successful Will roll. A frightened creature must run away from the target space on each of its turns and cannot attempt to overcome the affliction until it can no longer see the space and is at least 15 yards away from it.

GHOST WALK

CASTINGS: 1

TARGET: You

DURATION: 1 hour

You physically enter the spirit world. While there, you can see into the mortal world where the spirit world overlaps it, though everything appears hazy, as if lightly obscured, and sounds seem muted, as if originating 10 yards farther away from you. You are invisible to creatures in the mortal world.

You can move freely in the spirit world. You can cross liquid surfaces as if they were solid ground, ignore the effects of challenging terrain, and pass through solid objects provided they are 2 yards thick or less.

You can attempt to interact with features in the mortal world, such as throwing an object, opening a door, or moving something. Doing so requires you to use an action to make a successful Will roll.

You can attack creatures in the mortal world and target them with spells you cast and talents you use. You make rolls to do so with 1 bane and the target takes half of any damage, loses half of any Health, and makes rolls to resist or end harmful effects from you with 1 boon.

If you are incapacitated while in the spirit world, you make a Will roll. On a failure, you die and your spirit moves on. On a success, the spell ends.

SPIRIT TANTRUM

CASTINGS: 1

TARGET: One Size 1 space within 15 yards

DURATION: 1 minute

An angry, violent spirit haunts the target space and its shrieks and cries cause creatures within 10 yards of the target space to become deafened for as long as they remain in that range. In addition, at the end of each round, the spirit throws an object at an enemy of your choice within 10 yards of it. The enemy takes 2d6 damage and makes an Agility roll. On a failure, it takes an extra 2d6 damage and falls prone.

SUMMON POSSESSING SPIRIT

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 1 minute

An entity from the spirit world slips into the target's body, causing it to be confused for the duration. When the target takes a turn while confused in this way, it makes a Will roll. On a failure, the target becomes controlled by you. If the result of the Will roll is a critical success, the spell ends early.

When the spell ends, the spirit leaves the target's body and shrieks. Each creature other than you within 5 yards of the space the spirit left makes a Will roll. On a failure, the creature becomes frightened of you until you become unconscious or it overcomes the affliction with a successful Will roll.

SÉANCE

CASTINGS: 1, perform a ritual

TARGET: You

DURATION: Instantaneous

You place yourself in a trance so you can commune with the spirits. Roll a d6. A number of spirits equal to the number you rolled move into your body and stay until you rest or release the last spirit. You exhale ectoplasm, if you breathe, and orbs flicker around your body. As long as you are not confused, controlled, stunned, or unconscious, you can release a spirit at any time to produce any of the following effects:

- Heal 3d6 damage.
- Make an attribute roll with 2 boons.
- Each creature that can see you makes a Will roll. On a failure, it becomes frightened of you for 1 minute, until you become unconscious, or until the creature overcomes the affliction with a success on a Will roll.
- Release three spirits to ask the Sage a question that can be answered with a yes or no. The Sage truly answers with a yes, no, or unknown.

Master Spiritualism Spells

ASTRAL PROJECTION

CASTINGS: 1, perform a ritual

TARGET: You

DURATION: Special (see the effect)

Your soul leaves your body and your body becomes an object. If your body takes any damage, loses Health, gains an affliction, or suffers any other harmful effect, you can make a luck roll. On a success, the spell ends early, which restores your soul to your body. If your body dies, make a Will roll. On a success, the spell lasts until your spirit form is destroyed. On a failure, the spell ends and your spirit disappears, dragged to whatever fate you earned in life.

- Your spirit is invisible and lacks substance. It has your general shape and provides you with the following benefits and drawbacks:
- Your Defense equals your Intellect score + 5.
- Your Health score equals your Will score + your level. You take half damage from all sources. If your spirit form is incapacitated, the spell ends early, but your Intellect and Will scores drop to 1. At the end of each week, make a luck roll. On a success, the scores in each increase by 1 until they reach your original scores.
- You use Will in place of Strength and Intellect in place of Agility.

Special Movement: Fly, Hover, Insubstantial, Silent, Slippery

Senses: Awareness 15

Immune: asleep, blinded, deafened, held, on fire, poisoned, prone

Possession: You can use an action to target one confused, stunned, or unconscious creature within 5 yards. Make a Will roll with 1 boon against the target's Will. On a success, you enter the target's body and remain there for as long as you use an action on each of your turns to maintain this effect. While you are inside its body, the target is controlled by you. On a failure, the target becomes immune to your use of Possession for 24 hours.

BIND GUARDIAN SPIRIT

CASTINGS: 1

TARGET: You

DURATION: 1 minute

You bind to you a guardian spirit that appears to you as a gleaming, noble humanoid. The spell ends early if you become confused, controlled, stunned, or unconscious. You impose 1 bane on rolls to attack you or allies within 5 yards of you.

When you cast this spell and again on each of your turns, target one creature within 5 yards of you. Make a Will roll with 1 boon against the target's Agility. On a success, the target takes 8d6 damage and falls prone.

SPIRIT EATER

CASTINGS: 1

TARGET: One empty Size 1 space within 15 yards

DURATION: Instantaneous

A hideous spirit appears in the space, shrieks, and then disappears. Each creature within 5 yards of the target space makes a Will roll with 1 bane. On a failure, the creature becomes deafened (luck ends). A creature deafened by this effect transforms into a monstrous killer burdened with a hunger for raw meat. It treats all creatures of flesh and blood as enemies, and runs toward the nearest enemy and attacks it on each of its turns, making the roll to attack with 1 boon and dealing an extra 2d6 damage on each attack it makes.

When the target succeeds on a luck roll to end this effect, the creature becomes stunned until the end of its next turn.

SPIRIT REND

CASTINGS: 1

TARGET: One creature within 10 yards

DURATION: Instantaneous

Your hand twists into a claw as you make a raking motion. The target takes 8d6 damage, and you make a Will roll against its Will. On a success, the target takes an extra 8d6 damage, and becomes confused, vulnerable, and weakened (luck ends all). On a critical success, the target also becomes frightened of you for 1 minute.

STORM OF SPIRITS

CASTINGS: 1

TARGET: One Size 10 space centered on you

DURATION: 1 minute

Spirits spill into the target space and fly around, filling it with moderate obscurement. Each enemy in the target space when the spirits appear makes a Will roll. On a failure, the enemy takes 5d6 damage, and becomes held and frightened of the space until the spell ends or it overcomes the affliction with a success on a Will roll with 1 bane.

At the end of each round, each enemy in the affected area makes a Will roll. A frightened enemy makes the roll with 1 bane. On a failure, the enemy takes 2d6 damage and falls prone.

WAIL OF THE BANSHEE

CASTINGS: 1

TARGET: One Size 1 empty space within 30 yards

DURATION: Instantaneous

A shadowy figure appears in the target space, keens, and then vanishes. Each enemy within 30 yards of the target space and that hears the sound becomes cursed (luck ends). Spirits and undead are immune to this effect. At the end of each round, an enemy cursed in this way takes 6d6 damage.

Symbolism

The practice of imbuing magic into symbols goes back to the fallen empires of old. One can still find these glyphs and runes inscribed in ruins and, sometimes, the magic lingers to ruin anyone's day who triggers them. The Symbolism tradition lets a caster sketch a symbol, imbue it with power that typically lasts until the symbol burns away.

SYMBOLISM TALENTS

Apotropaic Rune (Magical): You can perform a ritual using a writing kit to draw a protective rune. Target one creature or object in reach. When you finish, the target makes rolls to resist magical effects with 1 boon and imposes 1 bane on rolls made against it using magic. The effect lasts 24 hours or until you use this talent again. Once you use this talent, you lose access to it until after you rest.

Rune of Defense (Magical): You can use an action to place a Rune of Defense. Target one creature in reach. For 1 minute, the target's natural Defense increases by 3. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Rune of Tracking (Magical): You can use an action to place a rune on something so you can keep track of it. Target one creature or object you can see. An invisible rune appears on the target and remains there for 24 hours. You always know in which direction you can find the target and the approximate distance between you and the target. Once you use this talent, you lose access to it until after you rest. If the effect has not ended yet after you finish resting, you can use this talent to extend the duration by another 24 hours.

Rune of War (Magical): You can use an action to cause a Rune of War to appear on a weapon you can see within 10 yards. The rune remains for 1 minute or until you use this talent again. The rune grants 1 boon on rolls to attack with the weapon, and attacks with the weapon deal an extra 1d6 damage.

At level 3, attacks with the weapon now deal an extra 2d6 damage. At level 7, attacks with the weapon deal an extra 4d6 damage instead.

Novice Symbolism Spells

BAFFLING PATTERN

CASTINGS: 1

TARGET: One Size 1 space within reach

DURATION: 1 minute

Using your finger, you sketch in the air a complex pattern that leaves a glowing tracery for the duration. Any creature that starts its turn with line of sight to the target space makes a Will roll. On a success, the creature becomes immune to this spell for 24 hours. On a failure, the creature takes 1d6 damage and becomes confused until the start of its next turn.

BRAND OF CRUELEST BURNING

CASTINGS: 1, reaction when you get a success on a roll to attack an enemy

TARGET: The target of your attack

DURATION: 1 minute

A burning brand appears on the target's body. The brand emits dim light and the enemy becomes impaired in an attribute of your choice and takes an extra 1d6 damage the first time it takes damage in each round until the spell ends.

ENTRAPPING CIRCLE

CASTINGS: 1

TARGET: The ground in one Size 5 space within 10 yards

DURATION: 24 hours (see the effect)

An invisible circle forms on the ground inside the space and remains there for the duration or until activated, which ends the spell early. Any enemy moving into, within, or out of the target space makes a luck roll. On a failure, the enemy activates the circle, which causes it to radiate bright golden light up to 10 yards high and forms an impenetrable barrier around the enemy. The barrier remains until it's destroyed; it has Health 20. Until then, nothing can pass through the barrier or climb it.

GLYPH OF DESTRUCTION

CASTINGS: 1, perform a ritual, you have a writing kit and rare materials worth 5 cp

TARGET: One secured object within reach

DURATION: 24 hours (see the effect)

A 1-foot-diameter glyph appears on the target's surface where it remains for the duration or until activated. You decide what activates the glyph: a creature, ally, or enemy, which might be a specific individual or not, touches the glyph or moves to within some distance of it.

When activated, the glyph disappears and fire fills a Size 5 space centered on its location. The fire deals 3d6 damage to each object in the space and 1d6 damage to each creature in the space. A creature makes a luck roll. On a failure, the creature takes an extra 2d6 damage.

MARK OF THE BEAST

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 1 minute

A mark appears on the target's body and remains there for the duration. The target becomes vulnerable, cannot benefit from invisibility, and cannot hide from you as you always know the target's exact location.

RUNE OF UNFLAGGING VIGOR

CASTINGS: 1, reaction when a creature starts its turn

TARGET: One creature within 5 yards

DURATION: 1 minute

A complex rune appears on the target's body, bolstering its endurance and courage. The target makes Strength and Will rolls with 1 boon and imposes 1 bane on rolls against its Strength and Will. When the target becomes injured, it can end the spell early to heal 2d6 damage.

Expert Symbolism Spells

GLYPH OF THE ILLUSTRATED GUARDIAN

CASTINGS: 1, perform a ritual, you have a writing kit and rare materials worth 1 sp

TARGET: One Size 1 secured object in reach

DURATION: 24 hours (see the effect)

A 1-foot-diameter glyph appears on the object's surface where it remains for the duration or until activated. You decide what activates the glyph: a creature, ally, or enemy, which might be a specific individual or not, touches the glyph or moves to within some distance of it.

Once triggered, the glyph disappears and an **illustrated guardian** appears on the ground within 5 yards of its location. The guardian remains for 1 hour, until it is incapacitated, or until it moves or is moved more than 5 yards from the space that contained the glyph. The guardian treats all creatures other than you and your allies as enemies. The Sage controls the guardian and uses the rules for it found in *Secrets of the Weird Wizard*.

PROTECTIVE CIRCLE

CASTINGS: 1

TARGET: One Size 5 space centered on you

DURATION: 1 hour

A magical circle scrawled with writhing runes appears on the ground in the target space. The circle hedges out something of your choice, which you choose when you cast the spell from the following options:

- A particular kind of magical creature, such as demons, fiends, angels, or undead
- Ordinary objects
- Cold, fire, ice, lightning, wind, water, or earth and stone
- Allies or enemies

Creatures, objects, or effects of the chosen kind cannot cross the circle by any means. For example, fire would not reach into the area protected by the circle, or a demon could not make attacks against creatures inside it. However, an enemy prevented from entering the circle could make ranged attacks against targets inside it.

If anything covers any part of the circle, make a luck roll. On a failure, the spell ends early.

RUNE OF TITANIC MIGHT

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 4 hours

A large rune appears on the target's body and emits dim light. The target's Strength becomes 15 if it is lower than that and the target increases its supply of Bonus Damage dice by 2.

SEAL OF ARYAL

CASTINGS: 1

TARGET: One Size 1 space on the ground within 5 yards

DURATION: 1 minute (see the effect)

A 1-yard diameter seal of Aryal appears on the ground in the target space and remains there for the duration or until activated. The seal radiates bright light.

A creature can activate the seal by moving onto it, provided the creature is not already under the effects of another seal. When it does, it becomes stunned until the start of its next turn, at which point it assumes an angelic appearance, with metallic skin and feathery wings for 1 hour. The creature imposes 1 bane on rolls to attack it and rolls against its Defense, gains the Fly trait, and makes attribute rolls and luck rolls with 1 boon.

SEAL OF BALEFRONS

CASTINGS: 1

TARGET: One Size 1 space on the ground within 5 yards

DURATION: 1 minute (see the effect)

A 1-yard diameter seal of Balefrons appears on the ground in the target space and remains there for the duration or until activated. The seal radiates dim light.

A creature can activate the seal by moving onto it, provided the creature is not already under the effects of another seal. When it does, it becomes stunned until the start of its next turn, at which point the creature's head changes into that of a beast with blazing eyes and smoke spilling from its nostrils for 1 hour. The creature imposes 1 bane on rolls against its Defense and Agility, increases its Speed by 2, gains the Keen Vision trait, rolls to attack with 1 boon, and its attacks deal an extra 1d6 damage.

SYMBOL OF AWE

CASTINGS: 1

TARGET: One secured object within 10 yards

DURATION: 24 hours

A 1-foot diameter symbol appears on the surface of the target and remains there for the duration. An enemy that starts its turn with line of sight to the symbol makes a Will roll with 1 bane. On a success, the enemy becomes immune to this spell for 24 hours. On a failure, the enemy becomes frightened of the symbol for as long as it has line of sight to it and for 1 minute thereafter. On each of its turns, an enemy frightened of the symbol must use an action, if it can, to run and move as far from the symbol as possible.

Master Symbolism Spells

BRAND OF IMMINENT DEFEAT

CASTINGS: 1, reaction when you get a success on a roll to attack a creature

TARGET: The target of your attack

DURATION: 1 minute

A brand appears on the target's body and emits bright light and the target becomes confused and weakened for the duration. At the end of each round, the target makes a Strength roll. On a failure, it takes 3d6 damage.

RUNE OF RUIN

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: 1 minute

You point at the target and cause a black rune to appear on its body (luck ends). The target becomes Strength impaired, Agility impaired, and vulnerable until the effect ends. In addition, at the end of each round, the rune pulses to release a wave of destructive energy that spreads through a Size 5 space centered on the target. Each creature and object in this space takes 3d6 damage.

SEAL OF TATENGOL

CASTINGS: 1

TARGET: One Size 1 space on the ground within 5 yards

DURATION: 1 minute (see the effect)

A 1-yard diameter seal of Tatengol appears on the ground in the target space and remains there for 1 minute or until activated. The seal radiates dim light.

A creature can activate the seal by moving onto it, provided the creature is not already under the effects of another seal. When it does, the creature becomes stunned until the start of its next turn. Then, for 1 hour, the creature becomes a towering humanoid with midnight blue skin and shaggy white hair. The creature imposes 1 bane on rolls to attack it by enemies not immune to the frightened affliction, increases its Strength score to 18, increases its Size by 1, gains the Keen Vision trait, takes half damage from ordinary sources, becomes immune to the frightened affliction and damage from cold. Finally, the creature's melee attacks deal an extra 2d6 damage.

SYMBOL OF CHAOS

CASTINGS: 1

TARGET: One secured object within 10 yards

DURATION: 24 hours

A 1-foot diameter symbol of chaos appears on the surface of the target object and remains there for the duration. An enemy that starts its turn with line of sight to the symbol makes a Will roll. A creature with a Health score of 70 or higher rolls with 1 boon. On a success, the creature becomes immune to this spell for 24 hours. On a failure, the creature becomes stunned until the start of its next turn.

SYMBOL OF DEATH

CASTINGS: 1

TARGET: One secured object within 10 yards

DURATION: 24 hours

A 1-foot diameter symbol of death appears on the surface of the target and remains there for the duration. An enemy that starts its turn within 5 yards of the symbol loses 5d6 Health and makes a Strength roll. On a success, the enemy becomes immune to this spell for 24 hours. On a failure, the enemy loses an extra 5d6 Health.

SYMBOL OF PAIN

CASTINGS: 1

TARGET: One secured object within 10 yards

DURATION: 24 hours

A 1-foot diameter symbol of pain appears on the surface of the target and remains there for the duration. When an enemy within 5 yards of the symbol is harmed, it makes a Will roll. On a success, the enemy becomes immune to this spell for 24 hours. On a failure, the enemy becomes vulnerable and weakened (luck ends both). If the creature is weakened already, it takes 3d6 damage.

Technomancy

Grease and soot, a scattering of tools, and sheaves of blueprints: these are the trappings of anyone who studies Technomancy. The tradition's spells enable casters to construct marvelous devices from junk, scrap, and other bits of detritus they happen to find around them. The spells transform the wreckage into useful forms.

TOOL KIT REQUIRED: You must have a tool kit to be able to cast Technomancy spells.

TECHNOMANCY TALENTS

Ablative Armor (Magical): You can perform a ritual using a tool kit to make an upgrade to a suit of armor. Target one suit of armor in reach. You apply additional plating to enhance the wearer's protection. The plating increases the wearer's Health score by 10 (20 at level 3, 30 at level 7) for 8 hours, before it falls away. If the wearer takes a single instance of 20 damage or more, though, the effect ends early. You can use this talent once. You regain the use of it after you rest.

Mark IV Pistol (Magical): You construct a magical pistol. The weapon reloads itself instantly and automatically after each attack you make with it. You roll to attack with the pistol with 1 boon and the weapon lacks the misfire trait. If you lose this pistol, you can create another one after you rest. You can have one such pistol at a time.

Mend Object (Magical): You can use an action to repair an object. Target one object of a Size equal to your level or smaller in reach. The target regains all Health. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Ultimate Tool (Magical): You have a magical tool, which counts as a tool kit. If you lose it, it returns to you 1 hour later. You can use an action when you hold the tool to transform it into a different tool or one-handed or two-handed melee weapon. Thus, if it's in the form of a hammer, you can transform it into a screwdriver. The tool grants you 1 boon on rolls to use it or rolls to attack with it. In addition, when you attack with this object while in the form of a weapon, you can use any attribute in place of the one normally used.

Novice Technomancy Spells

BOLT THROWER

CASTINGS: 1

TARGET: One empty Size 1/2 space on the ground within 5 yards

DURATION: 1 minute

At the end of the round, a self-loading crossbow mounted on a tripod appears in the target space and remains for the duration. The Bolt Thrower has Health 20. If destroyed, the spell ends early. When the Bolt Thrower appears and again at the end of each round, target one creature or object within 20 yards of it. Make an Intellect roll with 1 boon against the target's Defense. On a success, the target takes 2d6 damage.

ELECTRIFIED SHIELD

CASTINGS: 1, reaction when you are attacked and have a hand free

TARGET: You

DURATION: 1 minute

Metal plates fan out from your arm to create a sparking shield that remains for the duration or until you drop it. The shield uses the normal rules for a shield, and whenever a creature within your reach attacks you, the creature must first make a luck roll. On a failure, the creature takes 1 d6 damage, is pushed back 1 yard, and becomes Strength and Agility impaired until the end of its next turn.

HERMETIC HELMET

CASTINGS: 1

TARGET: You

DURATION: 4 hours

From a metal collar worn around your neck, metal plates climb up over your head to cover it completely. Lenses set in the face plate grant you the Dark Vision trait. In addition, you become immune to inhaled toxins, suffocation, stench effects, and anything that would harm you from inhaling.

OPENER OF WAYS

CASTINGS: 1

TARGET: One Size 1 space within 5 yards

DURATION: Instantaneous

Ball bearings spill from your hand and roll across the ground toward the target space where they form a square on one edge on a surface. At the end of the round, each ball bearing burns away to cause a Size 1 opening to appear in the surface. If nothing lays beyond the surface, the effect creates a hole to the other side. Otherwise, the effect creates a pit or depression.

POWER GAUNTLET

CASTINGS: 1

TARGET: You

DURATION: 1 hour

Metal plates form on your hand, with an additional plate that runs across the knuckles with pistons to either side. The gauntlet uses the rules for knuckledusters except that they have the Bludgeoning and Brutal traits and attacks with them deal an extra 1 d6 damage. In addition, the gauntlet grants you 1 boon on your Strength rolls.

WONDERFUL ROD

CASTINGS: 1

TARGET: You

DURATION: 8 hours

A 3-inch long metal rod appears in your hand. Anyone holding the rod can use an action to activate the device, choosing one of the following effects, which last until the device is activated again.

- The rod becomes a metal pole, 5 yards in length.
 - The rod becomes a ladder, 5 yards in length.
 - The rod becomes a mace, spear, bident/trident, or quarterstaff. The wielder rolls to attack with the weapon with 1 boon.
 - The rod becomes a portable battering ram that grants 1 boon on rolls to open doors.
 - The rod becomes a shovel, crowbar, or sledge.
 - The rod returns to its normal form.
-

Expert Technomancy Spells

CHAIN SWORD

CASTINGS: 1

TARGET: You

DURATION: 1 hour

You construct in your hands a sword that comes equipped with a toothy chain. The weapon uses the rules for a sword that has the Brutal trait. When you attack with it, the chain springs to life, rotating around the blade so that your attacks with it deal an extra 3d6 damage. On a critical success, the target of your attack takes an extra 2d6 damage and becomes vulnerable (luck ends). However, the weapon creates noise loud enough to drown out speech and whispers within 5 yards of it.

FLITTER BLADE

CASTINGS: 1

TARGET: Up to five creatures inside one Size 5 space within 10 yards

DURATION: 1 minute

For each target, you fling one winged blade that zooms toward its prey. When you cast this spell and, again, at the start of each of your turns, the blades swoop down to slice their targets. Each target becomes weakened until the start of your next turn and makes an Agility roll. On a failure, the target takes 2d6 damage. A target can attack a flitter blade: it has Defense 20 and Health 5. Destroying a winged blade ends the effect for that target.

GIZMO

CASTINGS: 1

TARGET: You

DURATION: 8 hours (see the effect)

You construct a Size 1/4 device that has a raft of different functions. Choose two novice spells from any tradition. The device becomes imbued with these spells and has a full complement of castings for each. While you hold the device, you can cast the spells it contains by expending castings from it. Finally, while you have at least one casting left of a spell the device contains, you make attribute rolls with 1 boon. When you expend the last casting from the device, the spell ends early.

MECHANICAL LACKEY

CASTINGS: 1, perform a ritual

TARGET: One empty Size 1 space on the ground in reach

DURATION: 8 hours

You build a mechanical servant to fight for you. When you finish, you have a mechanical lackey that becomes your controlled companion for the duration. The spell ends early if the lackey is destroyed.

Defense: 12, **Health:** 30

Attributes: Strength 12 (+2), Agility 10 (+0), Intellect —, Will —

Size: 1, **Speed:** 5 (no running)

Immune: asleep, blinded, deafened, impaired, poisoned, weakened

Melee Attack—Sword: Strength (+2) with 1 boon (2d6)

EYE SPY

CASTINGS: 1

TARGET: You

DURATION: 12 hours

You construct a winged eye that can scout for you. The spying eye becomes your controlled companion. If destroyed, the spell ends early.

Defense: 18, **Health:** 10

Attributes: Strength 5 (–5), Agility 12 (+2), Intellect —, Will —

Size: 1/8, **Speed:** 6 (Fly, Hover)

Senses: Keen Vision

Immune: asleep, blinded, deafened, impaired, poisoned, weakened

Reconnoiter: The spying eye records images of the places it can see and can store up to 8 hours of recording. Beyond this limit, for every minute it adds, it loses the earliest 1 minute of what it has recorded so far. A creature can use an action to play back the recording, which it projects on a surface within 5 yards of it, starting with the earliest thing it recorded and continues playing until a creature switches it off or it finishes.

ROCKET SHOES

CASTINGS: 3, reaction when you move 1 yard

TARGET: You

DURATION: Instantaneous

You kick your heels together to ignite the rockets on your feet. You move 30 yards. For this movement, you have the Slippery, Strider, and Water Walk traits. If you cannot move the full distance, you take 1 damage for each yard you do not move in this way. In addition, when you finish moving, make an Agility roll. On a failure, you fall prone.

Master Technomancy Spells

BRONZE WINGS

CASTINGS: 1

TARGET: You

DURATION: 1 hour

A pair of bronze wings unfold from your back to grant you the Fly and Hover traits, as well as to increase your Defense by 3. If you are in the air when the spell ends, you fall.

DEATH TURRET

CASTINGS: 1

TARGET: One empty Size 1 space within 5 yards

DURATION: 1 minute

A Size 1 turret with a Health 20 surmounted with a dome bristling with nozzles appears in the target space. When you cast the spell and again at the start of each of your turns, the dome rotates and releases lethal energy rays in all directions. Each object within 5 yards of the turret takes 7d6 damage. Each creature within 5 yards of the turret takes 3d6 damage and makes a luck roll. On a failure, the creature takes an extra 4d6 damage.

FIRE LANCE

CASTINGS: 1

TARGET: You

DURATION: 1 minute

You construct a short metal tube capable of releasing gouts of flame. When you cast this spell, and again when you use an action to use it, you can target one creature or object within 10 yards. The target takes 4d6 damage. Then, make an Intellect roll against its Agility. On a success, the target takes an extra 4d6 damage and catches fire (luck ends).

POWER ARMOR

CASTINGS: 1, perform a ritual

TARGET: You

DURATION: 8 hours

You construct a suit of magical armor on your body that remains on you for the duration. The armor counts as light armor, grants Defense 18 and renders you immune to any harmful effect that would affect you when you inhale it. You take half damage from ordinary sources. You make Strength rolls with 1 boon, impose 1 bane on rolls against your Strength, and you increase your supply of Bonus Damage dice by 3.

RADIANT BLADE

CASTINGS: 1

TARGET: You

DURATION: 8 hours

You construct a sword handle. When you attack with it, a 1-yard long bar of light snaps out of the handle's end and remains until you use an action to retract it. The weapon counts as being off-hand, deals 4d6 damage, and has the Brutal, Nimble, and Slashing traits. You roll to attack with this weapon with 1 boon.

ROLLING FORTRESS

CASTINGS: 1

TARGET: One Size 10 space on the ground within reach

DURATION: 8 hours

You construct a Rolling Fortress inside the target space. It is a vehicle with Defense 5, Health 200, Size 10, Speed 5 (Strider). It takes no damage from cold and half damage from ordinary sources. The vehicle is self-propelled, though it requires a driver to steer it. Creatures can enter and exit the vehicle through one of two hatches. The fortress can hold creatures and objects whose total Size does not exceed 20 and no individual creature greater than Size 2.

The fortress also comes equipped with a heavy cannon.

A creature inside the fortress can use an action to fire the cannon, sending a projectile to a point within 100 yards. When the projectile reaches that point or can travel no further, the projectile explodes inside a Size 5 space. Each object in the space takes 7d6 damage. Each creature in it takes 3d6 damage and makes an Agility roll. On a failure, the creature takes an extra 4d6 damage, falls prone, and becomes confused and vulnerable (luck ends). You must perform a ritual to reload the cannon.

If the fortress is destroyed, it explodes inside a Size 20 space centered on it. All creatures and objects inside the fortress take 20d6 damage. Each object in the affected space takes 10d6 damage and each unsecured object is pushed 5 yards. Each creature in the affected space takes 5d6 damage and makes a Strength roll. On a failure, it takes an extra 5d6 damage, is pushed 5 yards away, and falls prone.

When the spell ends, the fortress crumbles into challenging terrain that covers the ground in its space until cleared away.

Teleportation

With the spells from the Teleportation tradition, the world becomes so much smaller. Its spells enable instant transit from one space to another, so that a caster can cross hundreds of miles without breaking a sweat. The tradition also finds clever and sometimes gory ways to harm others. Ultimately, the tradition works by finding the soft spaces in reality and exploiting them.

TELEPORTATION TALENTS

Far Step (Magical): If you lack the confused, controlled, stunned, or unconscious afflictions, you can use this talent at the start of your turn. You teleport to an empty space you can see within 5 yards. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Fetch Object (Magical): You can use an action to retrieve an object at a distance. Target one object you can see that you can hold in one or two hands. If the target is worn or carried, make an Intellect roll against the target's Agility. On a success or if the object is neither worn nor carried, the object teleports to your waiting hand or hands. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Swap Spaces (Magical): If you lack the confused, controlled, stunned, or unconscious afflictions, you can use this talent at the start of your turn. Target one ally within 5 yards. You and the target teleport to swap positions. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Unexpected Portal (Magical): You can remove obstacles from your path. Target one enemy or unsecured object within 5 yards. Make an Intellect roll against the target's Agility. On a success, the target falls through a portal and reappears in an empty space of your choice within 5 yards of the space it left. On a critical success, the target becomes confused until the start of your next turn. At level 3, on a success, the target also becomes vulnerable until the start of your next turn. At level 7, on a success, you can cause the target to appear in an empty space within 10 yards instead.

Novice Teleportation Spells

DISMISSAL

CASTINGS: 3

TARGET: One creature within 10 yards

DURATION: Instantaneous

Light dapples the target. Make an Intellect roll against the target's Will. On a success, you teleport the target onto a solid surface that can support their weight in an empty space of its Size within 30 yards of you. On a critical success, the surface can be within 50 yards of you. On a failure, you regain the expended casting of this spell after 1 minute.

QUICK JAUNT

CASTINGS: 3

TARGET: You

DURATION: 1 minute

You sense the gaps in reality and can exploit them. Gain the Teleport 5 trait for the duration.

REMOVE OBJECT

CASTINGS: 1

TARGET: One Size 3 or smaller unsecured object within 10 yards that is neither worn nor carried by a creature other than you

DURATION: Instantaneous

The target disappears for 1 minute. When the spell ends, the target reappears in the space it left. If there is a creature or object in that space when the target returns, the returning object, and the creature or object in its space, each lose 3d6 Health and the smaller of the two is pushed to the nearest empty space.

SCATTER

CASTINGS: 1

TARGET: Up to five creatures within 5 yards of you

DURATION: Instantaneous

The targets flicker in and out of existence. For each target separately, make an Intellect roll against its Will. On a success, you teleport the target onto a solid surface in an empty space of its Size within 10 yards of you. On a critical success, the surface can be within 30 yards of you.

SEVER

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: Instantaneous

A two-dimensional portal opens in the target's space, threatening to cut the target in half. Make an Intellect roll against the target's Strength. On a success, the target loses 6d6 Health. On a critical success, the target loses an extra 2d6 Health. If this drops the target's Health by half or more, it loses one of its limbs of your choice. If it reduces the target's Health to 0, the target loses its head or an equivalent extremity and dies. Otherwise, the target becomes weakened (luck ends). If the roll results in a failure, you regain the expended casting of this spell after 1 minute.

SUMMON CREATURE

CASTINGS: 1, reaction when a creature you see within 50 yards starts its turn

TARGET: The creature that enabled the casting of this spell

DURATION: Instantaneous

The target disappears and reappears where you choose on a solid surface that can support its weight. You teleport the target to an empty space of its Size you choose within 5 yards of you.

Expert Teleportation Spells

DEPLOY ALLIES

CASTINGS: 3

TARGET: You and any number of allies inside one Size 5 space centered on you

DURATION: Instantaneous

You and the targets vanish and reappear elsewhere. Each target teleports to empty spaces of their Size on solid surfaces of your choice within 15 yards. Until the end of your next turn, each ally rolls to attack with 1 boon.

DISASSEMBLE

CASTINGS: 3

TARGET: One creature within 15 yards

DURATION: Instantaneous

You attempt to teleport pieces of the target's body in all directions. Make an Intellect roll against the target's Strength. On a success, the target takes 10d6 damage. On a critical success, the target takes an extra 2d6 damage. If the target becomes incapacitated by this damage, it dies and pieces of its body cover the ground all around the space. On a failed roll, you can teleport to an empty space within 15 yards.

HIDDEN PASSAGES

CASTINGS: 3, when you move 1 yard

TARGET: You

DURATION: Instantaneous

You duck through a soft place in reality and teleport to an empty space of your Size within 30 yards.

HOSTILE PORTAL

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: Instantaneous

You attempt to open a portal through the target's body. Roll 12d6 and note the sum. If the sum of the dice plus the target's damage total equals or exceeds its Health score, the portal opens through the target's body, killing it instantly. Otherwise, the target becomes vulnerable for 1 minute.

REMOVE FROM EXISTENCE

CASTINGS: 1

TARGET: One creature or object within 15 yards

DURATION: Instantaneous

The target vanishes, removed from existence (luck ends). While removed in this way, the target perceives nothing and can do nothing except make luck rolls to end this effect. When the spell ends, the target reappears in the space it vacated or in an empty space nearest to that space and becomes confused (luck ends).

TELEPORT SELF

CASTINGS: 3

TARGET: You

DURATION: Instantaneous

Choose one space of your Size within 500 miles that you have seen at least once before. You need not have line of effect or line of sight to this space. You teleport to the space and make a Will roll. On a failure, you become confused for 1 minute.

Master Teleportation Spells

BANISH

CASTINGS: 1

TARGET: One creature within 15 yards

DURATION: 1 minute

Reality folds in around the target, causing it to disappear for the duration. The target perceives nothing and can do nothing. When the spell ends, roll 30d6. If the sum of the dice plus the target's damage total equals or exceeds its Health score, the target is shunted into the Void. Otherwise, the target reappears in the space it left or the empty space nearest to it of the Sage's choice.

GATE

CASTINGS: 1, perform a ritual

TARGET: One Size 5 space within 5 yards

DURATION: 8 hours

You fix your mind on a Size 5 space anywhere in the world. You need not have seen this space, but it must exist. When you finish the ritual, a multicolored disk forms a portal on one side of the target space that remains open for the duration. A second portal appears on one side of the space you had in mind. Anything passing through one portal emerges from the other and vice versa.

PORTAL NETWORK

CASTINGS: 1

TARGET: Ten empty Size 1 spaces within 100 yards

DURATION: 1 hour

In each space, a portal irises open. Each appears as a glowing white two-dimensional disk that sheds dim light. Number each portal, from 1 to 10. Anything entering one portal instantly emerges from the portal of the next higher or lower number (chosen by the user). Depending on how the portals are arranged, it might be possible for something to pass through multiple portals. If so, it can pass through any given portal created by this spell just once per round, which might happen if the portals all appear in a stack or arranged across the ground like trapdoors.

SEQUESTER

CASTINGS: 1

TARGET: One ally or one object neither worn nor carried by a creature other than you within 15 yards

DURATION: 24 hours

A bubble forms around the target, contracts, and disappears, carrying the target into the Void where it remains for the duration. No time passes for it. When the spell ends, the target reappears in an empty space of your choice within 5 yards of you.

TELEPORTATION CIRCLE

CASTINGS: 1

TARGET: One Size 5 space centered on you

DURATION: Instantaneous

A ring of numbers and symbols appears in the target space, marking the coordinates to one Size 5 space in a place you have seen at least once before and that exists somewhere in the world. You need no line of effect or line of sight to this space. You and each ally inside the space teleports to that space.

WICKED PORTALS

CASTINGS: 3

TARGET: Any number of creatures inside one Size 5 space within 30 yards

DURATION: Instantaneous

From your outflung hand come several flying disks, each in a variety of different colors. For each target separately, make an Intellect roll against its Agility. On a success, the disk hits the target, which causes it to take 7d6 damage and teleport to an empty space of your choice within 5 yards of the space it leaves.

War

Most magicians lack the martial prowess of warriors and their ilk. While magicians throw fireballs and hurl lightning from their fingertips, most would rather be anywhere else than in the thick of a fight with a bar of sharpened iron standing between them and certain death. The War tradition arose from a demand to even the odds, to give magicians a fighting chance when they find themselves low on spells and in the middle of a battlefield.

WAR TALENTS

Arcane Warrior (Magical): You can substitute Intellect or Will for the attribute you would normally use for rolls to attack. You roll to attack with 1 boon. And your supply of Bonus Damage dice becomes 1 if it's less than 1. At level 3, your supply of Bonus Damage dice becomes 2 if it's less than 2. At level 7, your supply of Bonus Damage dice becomes 4 if it's less than 4.

Occult Strike (Magical): You can use a reaction when you get a failure on a roll to attack to harm a different target. Target one creature or object within 5 yards of the target you attacked. The new target takes 2d6 damage (or 4d6 at level 3, or 6d6 at level 7). Once you use this talent, you lose access to it for 1 minute.

Swift Advance (Magical): If you are not injured and you lack the confused, controlled, held, slowed, stunned, and unconscious afflictions, you can use this talent at the start of your turn. Until the end of your turn, increase your Speed by 10 and gain the Slippery trait.

Uncanny Block (Magical): You can use a reaction when a creature you can see attacks you to block the attack. Roll a d20 and subtract the number rolled from the result of the attacker's roll. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

Novice War Spells

CASCADE OF STRIKES

CASTINGS: 1

TARGET: Any number of creatures in one Size 5 space centered on you

DURATION: Instantaneous

You spring into motion, striking at all foes at once. Each target takes 1d6 damage and then makes a Strength roll. On a failure, the target takes an extra 2d6 damage.

CELERITOUS MOVES

CASTINGS: 1, reaction when you move at least 1 yard

TARGET: You

DURATION: 1 minute

You pick up speed until you leave tracers when you move. Increase your Speed by 5, roll to attack with 1 boon, and gain the Slippery trait.

CONCUSSION STRIKE

CASTINGS: 1, reaction when you get a success on a roll to attack

TARGET: Each enemy inside one Size 5 space centered on you other than the target of the attack that enabled the casting of this spell

DURATION: Instantaneous

A concussive wave erupts from the target of your attack. Each target makes a Strength roll. On a failure, it takes 2d6 damage and is pushed 5 yards.

FROM OUT OF NOWHERE

CASTINGS: 1

TARGET: One enemy within 10 yards

DURATION: Instantaneous

As you spring forward, you vanish, only to reappear where you can strike. Teleport to an empty space of your Size within 5 yards of the target and make an attack. If you attack the spell's target, you roll with 2 boons and the attack deals an extra 3d6 damage. If the roll to attack results in a failure, you can teleport to an empty space within 10 yards of your new space.

MARTIAL INSIGHTS

CASTINGS: 1, reaction when you attack

TARGET: You

DURATION: 1 minute

You enhance your fighting instincts. You impose 1 bane on rolls to attack you and you increase your supply of Bonus Damage dice by 2.

TRUE STRIKE

CASTINGS: 1

TARGET: One enemy in reach or within range of a weapon you are wielding

DURATION: Instantaneous

Magic guides your hand to ensure your strike lands true. Roll damage as if you had succeeded with a roll to attack, and the attack deals an extra 1d6 damage.

Expert War Spells

AVALANCHE STRIKE

CASTINGS: 3

TARGET: One creature within reach or range of the weapon you wield

DURATION: Instantaneous

You become large, threatening, like a mountain sliding down into a valley. Attack the target. You roll with 1 boon. On a success, the target takes an extra 9d6 damage. On a critical success, you push the target 5 yards and it makes a Strength roll. If it gets a failure on the roll, it falls prone.

CAST DOWN FROM HEAVEN

CASTINGS: 1

TARGET: One creature in reach

DURATION: Instantaneous

Magical wings spread out from your back as you attack the target. You roll with 3 boons. On a success, you deal damage as normal, but you and the target fly up to 30 yards straight up into the air. When you reach that distance or can fly up no further, you cast the target down to the ground, where it suffers the normal effects from a fall. You then land safely in an empty space on a surface that can bear your weight within 15 yards of the one you left. If you fail the roll to attack, you gain the Fly trait for 1 minute.

CRUSH THEIR SPIRITS

CASTINGS: 1

TARGET: Each enemy inside one Size 5 space centered on you

DURATION: Instantaneous

You spring into motion, hacking and hewing to all sides. Each target makes a Strength roll and a Will roll. On a failed Strength roll, the target takes 4d6 damage and falls prone. On a failed Will roll, the target becomes frightened of you (luck ends). If the target fails both rolls, it also becomes stunned until the end of your next turn.

DIVIDE THE RIVER

CASTINGS: 3

TARGET: One creature within reach or range of the weapon you wield

DURATION: Instantaneous

Your weapon hums with dread energy, almost as if it were eager to make the kill. Attack the target. On a success, the target takes an extra 5d6 damage. On a critical success, the target takes an extra 7d6 damage instead. Then, in either case, you can move up to your Speed with the Slippery trait. When you finish moving, each enemy in a Size 5 space centered on you makes a luck roll. On a failure, that enemy takes 3d6 damage.

FATEFUL STRIKES

CASTINGS: 3, reaction when you attack

TARGET: You

DURATION: 1 minute

You hear the dice rattle in your head, and hope fortune comes down on your side. Whenever you roll an even number on the die for a successful attack, your attack deals an extra 3d6 damage.

PUSH THEM BACK

CASTINGS: 1

TARGET: Each enemy in a Size 5 space centered on you

DURATION: Instantaneous

You pull your arms in and then open with tremendous force. Each target takes 4d6 damage and makes an Agility roll. On a failure, the target takes an extra 4d6 damage, is pushed 5 yards away from you, and then falls prone.

Master War Spells

DECISIVE STRIKE

CASTINGS: 1

TARGET: One creature within reach or range of the weapon you wield

DURATION: Instantaneous

You see the path through your foe and line up your strike in answer. Attack the target. You roll with 1 boon. If you roll a 10 or less on the d20, roll another d20 and add that number to the roll. On a success, the target takes an extra 10d6 damage. On a failure, you regain the expended casting of this spell after 1 minute.

FROM ALL DIRECTIONS

CASTINGS: 1

TARGET: Each enemy within 5 yards

DURATION: Instantaneous

You teleport rapidly, moving from target to target. Attack each target separately. You roll with 1 boon plus 1 boon for each target after the first. On a success, the target takes an extra 10d6 damage. Once you have attacked the last target, you can teleport to an empty space you can see within 10 yards.

IMMOVABLE STANCE

CASTINGS: 1

TARGET: You

DURATION: 1 minute

Make an attack. After you resolve the attack, you anchor yourself into place as you enter a deadly fighting stance. For the duration, you impose 2 banes on rolls to attack you and rolls against your Strength. When a creature attacks you, it takes 3d6 damage. You ignore any effect that would move you. Finally, you can use a reaction when an enemy starts its turn and can see you to force that enemy to make a Will roll. On a failure, the enemy must move toward you on its next turn by the fastest means and the shortest available route before it does anything else.

SUDDEN DEATH STRIKE

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Instantaneous

You vanish from your space, appear behind the target, strike it, and then return to the space you left. The target takes 15d6 damage and becomes weakened until the end of your next turn.

SURGE OF SLAUGHTER

CASTINGS: 1

TARGET: You

DURATION: Instantaneous

Strange, hateful power rises up in you and creates an appetite for destruction. Increase your Speed by 20 and gain the Slippery trait until the end of your turn. Each enemy you can reach before the end of your turn takes 4d6 damage and makes an Agility roll with 1 bane. On a failure, the enemy takes an extra 4d6 damage. An enemy can be affected by this spell just once per casting.

ULTIMATE WEAPON

CASTINGS: 1

TARGET: One weapon you are wielding

DURATION: 4 hours

Magic flows into the target weapon to enhance its capabilities. Any creature wielding the weapon rolls to attack with 2 boons and its attacks with it deal an extra 4d6 damage.

Chapter 5

Expert Paths

You have come a long way since the days when you toiled in your profession. Circumstances showed you a path to great adventure, danger, and astonishing rewards, and you followed this path, became a mage, a fighter, a priest, or a rogue. The quests you have undertaken so far prepared you to follow a new and more difficult path, one that sees you confronting frightening foes and putting your life at risk, but with the promise of fame and glory and riches beyond counting. To realize these fortunes, you must choose the expert path you will follow.

Expert paths appear in four broad groupings: paths of battle, paths of faith, paths of power, and paths of skill. The paths of battle have a combat focus, while paths of faith grant you magical abilities drawn from the gods. Paths of power offer routes to grow your magical mastery, while paths of skill introduce special techniques to overcome challenges, whether obstacles or enemies.

You may choose any expert path, though you benefit more from a selection that reflects what has happened in the game so far. If you began as a rogue and developed a penchant for magic, you might become a wizard or a witch. Similarly, if you were a mage to start but found yourself fighting on the front lines, maybe spellfighter would better capture your experiences.

EXPERT PATHS OF BATTLE

PATH	DESCRIPTION
Berserker	A wild, ferocious combatant who grows even mightier when the fury takes hold.
Commander	A natural leader in battle, the commander shows allies the path to victory.
Gladiator	A combatant who uses tricks and feints to overcome enemies.
Knight Errant	A honorable warrior who lives by a chivalrous code.
Martial Artist	One who specializes in unarmed combat, turning their body into a weapon.

PATH	DESCRIPTION
Myrmidon	A philosopher and warrior, committed to excellence in all things.
Ranger	A wilderness combatant, knowledgeable in woodcraft, herbalism, and overcoming the dangers of the wild.
Swashbuckler	A daring combatant skilled at outwitting and outmaneuvering enemies.
Veteran	A seasoned combatant, reliable in a fight and ready for action.
Warden	A wild combatant and protector aided by the spirits of the land.

EXPERT PATHS OF FAITH

PATH	DESCRIPTION
Channeler	A divine adept who draws magic directly from the gods.
Chaplain	One who draws from faith to encourage those who fight on their side.
Cleric	A devoted servant of the gods who channels supernatural powers to create miracles.
Friar	An itinerant devotee of a faith, the friar depends on the charity of others and has a knack for escaping danger.
Godsworn	A militant member of the faith, the godsworn fights against their gods' enemies.
Holy Avenger	A sworn champion of the gods who seeks out and destroys their enemies.

PATH	DESCRIPTION
Inquisitor	Authorized by the gods, these devotees hunt demons, fiends, undead, and other evil things and destroy them.
Oracle	Host to divine beings who use the oracle's body to communicate with the mortal world.
Paladin	A devout combatant aided by faith and divine favor.
Templar	A protector of holy sites, relics, and the faithful.
Theurge	One who calls forth angels and persuades them to give aid.

EXPERT PATHS OF POWER

PATH	DESCRIPTION
Arcanist	A skilled magician able to shape spells to suit their needs.
Artificer	A spellcaster who learns to infuse technological creations with magic.
Druid	A manipulator of people and events to serve the greater goal of protecting this world.
Elementalist	A wielder of the fundamental forces of reality, commanding air, earth, fire, and water.
Psychic	One who taps into a reservoir of mental energy and uses that energy to create magical effects.

PATH	DESCRIPTION
Sorcerer	A conjurer of evil spirits from whom comes magical knowledge.
Wild Guardian	One who draws magic from nature to protect it from harm.
Witch	A student of the old magical methods, keeper of secrets, and protector of the innocent.
Wizard	A cunning practitioner of magic who keeps arcane knowledge in grimoires.

EXPERT PATHS OF SKILL

PATH	DESCRIPTION
Annihilator	It's not enough to kill one's enemies; the annihilator aims to destroy the world in which they live.
Assassin	A ruthless killer who employs underhanded techniques to murder.
Bard	A wandering performer, keeper of lore, and jack-of-all-trades.
Beastfriend	A strong magically bonded beast offers a potent ally.
Inheritor	A combatant armed with a magical weapon forged to carry out a great purpose.
Jester	One whose antics and jokes demoralize others.

PATH	DESCRIPTION
Mountebank	A cunning scoundrel able to outwit almost anyone.
Physician	One skilled in medical training and the healing arts.
Scout	Skill at hiding and sneaking help the scout gain insights against enemies.
Spellfighter	One who wields magic and martial skill with equal proficiency.
Thief	An expert criminal armed with a variety of techniques to thwart almost any defense.
Warlock	A dreadful bargain with the Adversary imbues this antihero with fiery power.

Paths of Battle

The paths of battle offer different expressions of characters skilled in combat. They include knights, rangers, berserkers, and more.

BERSERKER

Your vision goes red and a howl tears free from your throat. All your anger, all your hate boils up inside you, and you have no choice but to fling yourself into the thick of battle. Your arm—and the weapon it holds—moves almost of its own accord, hacking and hewing through your enemies. And then it ends. Your chest heaves as your vision clears. The blood cools on your skin, and everywhere you look, you see death.

LEVEL 3 BERSERKER

Attributes: Increase two attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Berserk: When you are harmed and not under the effects of this talent, you can go berserk. The effect lasts until the combat ends or you gain control of yourself. While berserk, you gain the following benefits and drawbacks:

- You are Intellect impaired and vulnerable.
- You are immune to the Strength impaired and frightened afflictions. If you have either affliction when you go berserk, they end.
- When you become weakened, make a luck roll. On a success, you end the affliction.
- Increase your Speed by 2.
- Your melee attacks deal an extra 1 d6 damage, or 2d6 damage at level 9.

At the end of the round, you can choose to make a Will roll. On a success, the berserk ends. On a failure, you remain berserk until the end of the next round. If you do not end the talent's effect early, you become weakened for 1 minute after the effects end.

LEVEL 4 BERSERKER

Health: +12, Bonus Damage: +1 d6

Thick Hide: While you are under the effects of your Berserk talent, you increase your Health by 10. At level 9, you increase your Health by 20 instead.

LEVEL 6 BERSERKER

Health: +12, Bonus Damage: +1 d6

Ferocious Rage: When you go berserk, each enemy within 5 yards that can see you makes a Will roll. On a failure, the enemy becomes frightened of you (luck ends).

LEVEL 9 BERSERKER

Health: +12, Bonus Damage: +1 d6

Will to Live: When you become incapacitated while you are under the effects of your Berserk talent, you become weakened instead of unconscious. You still make luck rolls from being incapacitated and you still die if your Health drops to 0.

Wild Counterattack: You can use a reaction when you are harmed and under the effects of your Berserk talent to attack with a melee weapon or unarmed attack. Your attack deals an extra 1 d6 damage.

COMMANDER

In stressful times, it takes a person of rare ability to step forward and take command. You are a gifted leader. People believe in you and your ideas, and they want to follow you wherever you go. Your brilliance at command reveals itself in the decisive orders you give in the battle's thick and how you lead your followers to victory.

LEVEL 3 COMMANDER

Attributes: Increase two attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Inspiring Commands: You issue commands to aid your allies in combat. You can use this talent once per round provided you can speak, but you lose access to it while you are confused, controlled, stunned, or unconscious. The following commands tell you when you can issue them and what happens. The command only affects an ally that can hear and understand what you say.

- **Command to Strike:** Issue this command when an ally makes a roll to attack. The ally rolls to attack with 1 boon and, if the ally gets a critical success on the roll, the attack deals an extra 1 d6 damage.
- **Command to Hustle:** Issue this command when an ally moves. The ally's Speed increases by 2 until the end of their turn.
- **Command to Rally:** Issue this command when an ally makes an attribute roll to resist an effect. The ally rolls with 1 boon.

LEVEL 4 COMMANDER

Health: +12, Bonus Damage: +1 d6

Attack Command: You can use this talent when you use an action to attack. You enable one ally within 5 yards to use a reaction to attack. Once you use this talent, you lose access to it (luck ends).

LEVEL 6 COMMANDER

Health: +12, Bonus Damage: +1 d6

Inspire Recovery: When an ally you can see takes damage, you can use a reaction to inspire that ally. If the ally can hear you, they make a Will roll. On a success, they heal 1 d6 damage and they make Will rolls with 1 boon for 1 minute. Once you use this talent, you lose access to it for 1 minute. At level 9, they heal 2d6 damage instead.

LEVEL 9 COMMANDER

Health: +12, Bonus Damage: +1 d6

Lead the Charge: If you lack the slowed affliction, you can use an action to move up to your Speed and make an attack. Then, each ally that can see and hear you can use a reaction to move up to their Speed. Allies that move in this way, make rolls to attack with 1 boon and their attacks deal an extra 1 d6 damage until the end of your next turn. Once you use this talent, you lose access to it for 1 minute.

Glorious Speech: If you spend 10 minutes talking about courage, puissance in battle, and other virtues of warfare, you increase by 10 the Health of each ally within 10 yards that hears your speech. The effect lasts until the ally becomes unconscious. Once you use this talent, you lose access to it until after you rest.

GLADIATOR

Spectacle fighting has been around for centuries. People love to watch combatants tear each other apart and pay well to watch evenly matched opponents go toe-to-toe. The arenas in large cities play to crowds of thousands, but go anywhere and you will find a fighting pit dug into the ground or a ring sketched in with posts and ropes somewhere in the community.

You cut your teeth fighting for coin. Likely you started alongside other inexperienced hopefuls, and you saw in your early battles as many victories as defeats. But whether you won or lost, you learned something and used that experience to develop your skills and find the tactics that work best for you.

The one crucial thing you learned, though, was that how you won didn't matter, as long as you walked away from the fight and left your opponent in the mud. If victory depends on throwing sand in your foe's eyes, feigning an injury to make your opponent overconfident, or pulling some other kind of dirty trick, you do it. A win is a win.

LEVEL 3 GLADIATOR

Attributes: Increase two attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Dastardly Trick: While you are not injured, you impose 1 bane on rolls to attack you.

Fight Dirty: You roll to attack with 1 boon for each of the following criteria that apply to that target: the target is affected by the hinder action, the target is injured, the target has one affliction or more.

LEVEL 4 GLADIATOR

Health: +12, Bonus Damage: +1d6

Battle Performance: When you make use of an attack option that would compare the result of your roll to one of the target's attribute scores + 5, you merely need to equal or exceed the target's attribute score.

LEVEL 6 GLADIATOR

Health: +12, Bonus Damage: +1d6

Feign Weakness: You can use this talent when you take damage from an attack. Reduce the damage by 2d6 (minimum 0) and then become vulnerable until the start of your next turn. If an enemy attacks you before this effect ends, you can use a reaction to attack that enemy and this attack deals an extra 2d6 damage. Once you use this talent, you lose access to it for 1 minute.

LEVEL 9 GLADIATOR

Health: +12, Bonus Damage: +1d6

Underhanded Strike: When you get a critical success on a roll to attack and you rolled with at least 1 boon, the target makes an Intellect roll with a number of banes equal to the number of boons you had on your roll. On a failure, the target suffers one of the following effects:

- The target becomes vulnerable (luck ends).
- The target becomes blinded until the end of your next turn.
- The target falls prone and cannot stand up (luck ends).

KNIGHT ERRANT

Fame and renown granted you a title from a noble as well as the right to bear arms in your patron's name. As a knight errant, you swear oaths to protect your superior, conduct yourself with honor in all things, and bring glory to the noble you serve. Your patron supplies you with weapons, gives you a mount and your coat of arms, and provides housing whenever you return to their lands. As you venture into the world, you have the opportunity to not only do good deeds, but become a hero worthy of the bards' tales.

FAME: Whenever you enter a community of 100 people or more, and you make no effort to conceal your identity, the Sage makes a luck roll on your behalf. On a success, people recognize you and might greet you by name or otherwise be friendly to you.

KNIGHTLY ACCOUTREMENTS: When you take this path, you gain the following items: a suit of plate and mail; a shield, sword, mace, and lance; a warhorse with mail armor and saddle; one horse with saddle; one pack mule with two saddlebags. If you lose any of these items, your patron replaces them before your next quest begins.

BLACK KNIGHT: If you do anything to sully your reputation or dishonor your patron, you become a black knight until you regain your patron's good graces. As a black knight, you must replace your own knightly accoutrements, and people who recognize you are hostile to you instead of friendly. Repairing your reputation entails undertaking a quest that involves great danger for little reward. The Sage decides what kind of quest you must complete, but examples include fighting a giant or a dragon, recovering a religious relic, or bringing a dangerous villain to justice.

Followers

You gain the service of two followers, a page at level 3 and a squire at level 6. If you lose either follower, you can replace them at the start of your next quest.

PAGE

Your page serves you by maintaining your equipment, running errands, cooking and cleaning, and helping you armor yourself. Your page might be a servant or have ambitions to become a knight one day. A page knows Common.

Defense: 11 (padded), **Health:** 5

Attributes: Strength 10 (+0), Agility 10 (+0), Intellect 10 (+0),
Will 10 (+0)

Size: 1, **Speed:** 5

Weapons: The page carries a dagger.

SQUIRE

Once a page, the follower undertakes the training needed to become a knight. A squire performs many of the same functions as a page, but spends time training and fighting at your side. A squire knows all the languages you know.

Defense: 15 (brigandine, shield), **Health:** 10

Attributes: Strength 11 (+1), Agility 10 (+0), Intellect 10 (+0),
Will 11 (+1)

Size: 1, **Speed:** 5

Weapons: The squire carries a sword, dagger, and a bow with arrows. The squire rolls to attack with 1 boon.

LEVEL 3 KNIGHT ERRANT

Attributes: Increase two attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Born to the Saddle: When you ride a friendly mount and that mount takes damage or becomes frightened, you can use a reaction to either take some or all of the damage on its behalf or remove the frightened affliction.

Knightly Training: When you use an attack option for an attack you make using a lance, long sword, mace, or sword, you do so without losing the weapon's damage dice.

LEVEL 4 KNIGHT ERRANT

Health: +12, Bonus Damage: +1 d6

Honorable Conduct: At the end of each round that you are frightened or impaired, you can make a luck roll. On a success, you end one of these afflictions.

LEVEL 6 KNIGHT ERRANT

Health: +12, Bonus Damage: +1 d6

Powerful Charge: If you lack the held and slowed afflictions, you can use an action to move up to your Speed and attack. The attack deals an extra 1d6 damage or 2d6 damage if you are mounted. Once you use this talent, you lose access to it (luck ends).

Battle Presence: When you use a reaction to cover an ally, you impose 1 bane on the enemy's roll to attack you.

LEVEL 9 KNIGHT ERRANT

Health: +12, Bonus Damage: +1d6

Armored Excellence: If you wear medium or heavy armor when you take damage, you can use this talent to halve the damage you take. Once you use this talent, you lose access to it (luck ends).

Prowess at Arms: When you attack using a lance, long sword, mace, or sword, you roll with 1 boon.

MARTIAL ARTIST

The pugilist with scarred hands and cauliflower ears, the wandering monk, the contemplative philosopher who clears the mind by performing certain moves, and the bloodthirsty pit fighter might all be described as martial artists, despite coming from wildly different backgrounds and having varied attitudes toward fighting. What unites them is their effort to turn their bodies into living weapons. These characters, and others like them, can use their fists to land blows as if they were wielding clubs. They kick, elbow, claw, and headbutt, taking their foes apart one strike at a time.

LEVEL 3 MARTIAL ARTIST

Attributes: Increase two attributes by 1 each.

Natural Defense: +2, Health: +12, Bonus Damage +1d6,

Speed: +1

Martial Arts: You gain the Brawler talent from the fighter path. If you already have this talent, increase your Health by 6. In addition, when you use an attack option with an unarmed strike attack, you can do so without forgoing the weapon's damage dice.

Tremendous Throw: When you get a critical success on a roll to attack a target of your Size + 1 or smaller with an unarmed strike, you can use this talent to force the target to make an Agility roll. On a failure, you push the target up to 1d6 yards and the target falls prone.

LEVEL 4 MARTIAL ARTIST

Health: +12, Bonus Damage: +1d6

Fists of Fury: Your unarmed strikes deal an extra 1d6 damage or 2d6 damage to objects.

Grappler: When you wrestle a target and would deal damage to it, the target takes an extra 1d6 damage. In addition, you impose 1 bane on rolls made to escape your grabs.

LEVEL 6 MARTIAL ARTIST

Health: +12, Bonus Damage: +1d6

Impromptu Shield: You can use a reaction when you have a creature grabbed and a creature you can see attacks you to pull the creature you are grabbing into the attack's path so that it becomes the target of that attack instead.

Neck Breaker: When you deal damage to a target creature with an unarmed strike and the target becomes injured as a result, the target makes a luck roll with 1 boon. On a failure, it dies from a blow to the neck. Creatures whose Size is 2 or more higher than yours as well as those that lack tangible bodies or suitable anatomy are immune to this effect.

Size Means Nothing: When making unarmed attacks, you ignore banes incurred from targeting creatures larger than you.

LEVEL 9 MARTIAL ARTIST

Health: +12, Bonus Damage: +1d6

One-Thousand Fists and Feet: If you are not held, you can use an action to throw yourself into motion. Target any number of enemies within 5 yards of you. For each target, make a Strength or Agility roll against its Agility. On a success, the target takes 5d6 damage. On a critical success, the target also falls prone. Once you use this talent, you lose access to it (luck ends).

MYRMIDON

An ancient society of warriors formed around the idea that mastery of arms should result from a desire to do good in the world. They swore vows to conduct themselves with honor and lend aid to those in need. Famous myrmidons have lived and died fighting for noble ends, and their stories inspire others to follow in their steps.

Myrmidons have no use for fancy armor, preferring simple peasant garb, or for weapons outside those they have spent their lives mastering. All myrmidons limit themselves to a pair of swords and a longbow, and you are accomplished at using them. Joining the society requires you to forswear your holdings and possessions beyond what you need to fulfill your purpose. You have no master other than yourself and the obligation you swore to fulfill when you joined.

LEVEL 3 MYRMIDON

Attributes: Increase two attributes by 1 each.

Natural Defense: +2, Health: +12, Bonus Damage: +1d6

Myrmidon Arms: You gain a long sword, longbow, and a sword. If you lose these items, you can replace them at no cost at the start of your next quest.

You make rolls to attack with the long sword, longbow, and sword with 1 boon and your attacks with these weapons deal an extra 1d6 damage. In addition, you can make a guarded attack with these weapons without having to have a shield equipped.

Side-Step Strike: You can use a reaction when you wear no armor and a creature you can see gets a success on a roll to attack you to make a luck roll. On a success, you turn the success into a failure. Once you use this talent, you lose access to it (luck ends).

LEVEL 4 MYRMIDON

Health: +12, Bonus Damage: +1d6

Canny Combatant: While you are not injured, you have the Slippery trait. In addition, when you wear no armor, you impose 1 bane on rolls to attack you by creatures you can see.

LEVEL 6 MYRMIDON

Health: +12, Bonus Damage: +1d6

Definitive Counterstrike: While you wield a long sword or a sword, enemies within your reach enable you to use a reaction to make free attacks against them when they get failures on their rolls to attack you.

Piercing Shot: When you get a critical success on a roll to attack with a longbow, you can repeat the attack against one creature or object of your choice within 5 yards of and behind the target.

LEVEL 9 MYRMIDON

Health: +12, Bonus Damage: +1d6

Concluding Strike: You can use this talent when you attack with a long sword or sword. When you do so, you roll with 2 boons and the attack deals an extra 3d6 damage. Once you use this talent, you lose access to it for 1 minute.

Double Shot: You can use this talent when you attack with a longbow. When you do so, you make a luck roll along with your attribute roll. If either roll results in a success, you succeed on the attack. If both rolls result in a success, the attack deals an extra 3d6 damage. Once you use this talent, you lose access to it (luck ends).

RANGER

The rangers patrol the borderlands and beyond. An old league of wilderness warriors founded to safeguard the roads and protect the peoples living on the frontiers from wild animals, monsters, and worse, rangers work alone or in small groups to cover more territory. In fact, many rangers prefer isolation, emerging from the wilderness only to trade news and acquire supplies, but their expertise in the wild makes them valuable guides and escorts for those making overland journeys.

LEVEL 3 RANGER

Attributes: Increase two attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Languages: Ranger Signs

First Strike: If you take the initiative during the first round of combat, you add 10 to the result of any roll to attack you make during your turn and your attacks during that turn deal an extra 1d6 damage. When you end your turn, you gain one reaction, which you keep until you use it or the combat ends.

Expert Tracker: From any tracks you find, you learn their age, the number of creatures that left them, the pace at which they traveled, and their general condition—injured, starving, and so on.

Wilderness Lore: You can identify whether or not water and food you can see and smell is safe for consumption. If you can see the sky, you can accurately predict the prevailing weather over the next 24 hours within 50 miles.

LEVEL 4 RANGER

Health: +12, Bonus Damage: +1d6

Wild Might: When you succeed on a roll to attack and the number rolled on the d20 was even, the attack deals an extra 1d6 damage.

Wild Instincts: You can use a reaction when a creature within 5 yards makes a roll to attack to help or hinder that creature.

LEVEL 6 RANGER

Health: +12, Bonus Damage: +1d6

Duty-Bound: When you fail a roll to attack, you make your next roll to attack the same target before the end of your next turn with 1 boon and that attack deals an extra 1d6 damage.

LEVEL 9 RANGER

Health: +12, Bonus Damage: +1d6, Speed: +2

Heroic Resurgence: When you take damage, you can use this talent to heal all damage and then, for 1 minute, make all attribute and luck rolls with 1 boon. Once you use this talent, you lose access to it until after you rest.

Swift Traveler: You gain the Strider trait.

SWASHBUCKLER

Other warriors might be bigger than you. Some might be stronger and others quicker. But you have daring, courage, and panache. Most of all, you have charm and wit, leaving your foes confounded.

In combat, you're the one who swings on the chandelier. You yank the curtain down to entangle your foes, or scale the cliff with a dagger clenched in your teeth to rescue your one true love from the blackguard's clutches. You do the things no one else dares and have the pluck to pull off the impossible.

LEVEL 3 SWASHBUCKLER

Attributes: Increase two attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Bravado: At the start of combat, roll a number of d6s equal to your level. Note the number rolled on each die. You expend these results when using talents gained from this path. At the end of the combat, discard any unexpended results.

Bold Defense: When an enemy you can see attacks you, you can expend one Bravado result to subtract its number from the enemy's result.

Derring-Do: When you make an attribute roll, you can expend one Bravado result to add its number to the result of your attribute roll.

LEVEL 4 SWASHBUCKLER

Health: +12, Bonus Damage: +1d6

Evasive Maneuvers: Whenever you expend a Bravado result, you become Slippery until the end of your next turn.

Cutting Quip: You can use a reaction when a creature you can see gets a failure on an attribute roll to expend one Bravado result of 3 or more. The creature that enabled the use of this talent becomes weakened until the end of your next turn.

LEVEL 6 SWASHBUCKLER

Health: +12, Bonus Damage: +1d6

Courageous Strike: When you get a success on a roll to attack, you can expend one Bravado result to add twice its number as extra damage.

LEVEL 9 SWASHBUCKLER

Natural Defense: +1, Health: +12, Bonus Damage: +1d6, Speed: +2

Dashing Recovery: At the end of the round in which you expended your last Bravado result, make a luck roll. On a success, increase the number of actions you can use during your next turn by one.

VETERAN

Whether you look for fights or not, they have a way of finding you. It's hard to remember all the battles you have fought, how many times you were pushed to the limit, and yet you somehow survived contest after contest. You know how to fight, and the proof is all the scars, notches, and ravages war has left on you.

LEVEL 3 VETERAN

Attributes: Increase two attributes by 1 each.

Armored and Natural Defense: +1, Health: +12,
Bonus Damage: +1d6

Blooded in Battle: You roll to attack with 1 boon and you increase the reach of your melee weapons by 1.

LEVEL 4 VETERAN

Health: +12, Bonus Damage: +1d6

Near Miss: Once per round when you fail a roll to attack, you can make a luck roll. On a success, you hit the target with a glancing blow so that it takes half damage instead of none.

LEVEL 6 VETERAN

Health: +12, Bonus Damage: +1d6

Back on My Feet: You can use a reaction when you take damage to heal 6d6 damage. You can use this talent three times. You regain expended uses after you rest.

LEVEL 9 VETERAN

Health: +12, Bonus Damage: +1d6

Attack Mastery: While you are not injured, add 5 to the result of the first roll to attack you make during each round.

WARDEN

Alien forces threaten to upset the natural order of things. Fiends plot to corrupt mortals, while demons clamber at the edges of reality, eager to dismantle everything. Even the High One seeks to stamp out all other religions so this usurper god can rule over all. All those abominations, horrors, and monsters risk upsetting the balance and unraveling the world as it was meant to be. You stand on the front lines against these dire foes, emboldened and empowered by the spirits of nature, the Old Gods, and others to take a stand against any who would pervert or warp reality.

You don the mantle of warden and gain several powers to aid you in the struggle to safeguard the land. Like the wild guardian, you depend on aid from the supernatural entities haunting the wild places, but you channel all their gifts into your combat skills to make you a dangerous foe. You can drag your enemies into your reach and pin them down with the growth that springs up at your command. You can shield your companions with upthrust rocks, while nourishing your body and soul with the free-flowing energy that wells up through your feet.

LEVEL 3 WARDEN

Attributes: Increase two attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Nature Blessing: You grow a bit bigger and bulkier, and your body displays both animal and plant characteristics such as vines twisting around your limbs, thick fur forming a mane around your head, elongated teeth, and sharp nails. You make Strength rolls with 1 boon and you impose 1 bane on rolls against your Strength. In addition, you make your luck rolls to end ongoing effects affecting you at the start of your turn instead of at the end of the round.

LEVEL 4 WARDEN

Health: +12, Bonus Damage: +1d6

Warded Territory (Magical): You can use this talent when you get a success on a roll to attack and you stand on ground. When you do so, green runes spread across the ground inside a Size 5 space centered on you. The area becomes warded until you leave it or you become unconscious. The warded area imposes 1 bane on rolls to attack you or your allies that are in it. If you become incapacitated while in the area, make a luck roll. On a success, you heal 1d6 damage. Once you use this talent, you lose access to it for 1 minute.

LEVEL 6 WARDEN**Health:** +12, Bonus Damage: +1d6**Fury of Nature:** When you get a success on a roll to attack and the target of your attack is in your Warded Territory, the target becomes held (luck ends).**LEVEL 9 WARDEN****Health:** +12, Bonus Damage: +1d6**Wild Summons (Magical):** You can use an action, or a reaction when an enemy within 10 yards starts its turn, to cause vines to explode from the ground and reach toward one enemy within 15 yards. Make a Will roll against the target's Agility. On a success, the target takes 2d6 damage and the vines drag the enemy to an empty space of your choice within 5 yards of you. The enemy becomes held until the end of your next turn.

Paths of Faith

The gods gift greater powers to their faithful servants. Those seeking to strengthen their ties to the deities can perform powerful miracles by following the paths of faith.

CHANNELER

Whether you worship a god or not, you recognize the vastness of their power, and you find a way to harness it for your own needs. With arms raised, you call down sacred light to flow into your body until you become suffused with the magic of the divine. You might steal this magic, having found ways to siphon what you need from powers far beyond yourself, but most channelers have the blessing of their deities and treat the experience as holy. Divine power burns across your body with a pale flame that eventually transforms you into something more than you were before.

LEVEL 3 CHANNELER**Attributes:** Increase two attributes by 1 each.**Health:** +8**Traditions:** One, Spells: One novice**Divine Investiture (Magical):** At the start of a combat if you lack the confused, controlled, stunned, and unconscious afflictions, you can cause bright light to shine from you. Each enemy within 10 yards makes a Strength roll. An angel, demon, faerie, fiend, spirit, or undead rolls with 1 bane. On a failure, the enemy becomes weakened (luck ends); starting at level 6, the enemy also catches fire (luck ends).

Then, the light ebbs to become dim light that shines for 1 minute or you become unconscious. Until the light goes out, you have the following benefits:

- When you get a failure on a luck roll, you can discard the result and roll again. You must use the result of the second roll, even if it is another failure.
- You can use a reaction when you take damage to reduce the damage by 1d6 (to a minimum of 0).
- You can expend 5 yards of movement to fly to an empty space within 10 yards. If you don't land in this space, you descend to a surface capable of supporting your weight at the end of the round.
- Any damage-dealing spell you cast deals an extra 2d6 damage.

LEVEL 4 CHANNELER**Health:** +8, Bonus Damage: +1d6**Spells:** One novice**Holy Radiance (Magical):** If you are under the effects of your Divine Investiture talent, you can use an action to release a beam of burning radiance at one creature or object within 15 yards. Make a Will roll against the target's Agility. On a success, the target takes 4d6 damage; this damage increases to 6d6 at level 6 and to 9d6 at level 9. On a critical success, the target also becomes blinded until the end of your next turn.**LEVEL 6 CHANNELER****Health:** +8, Bonus Damage: +1d6**Spells:** One expert**Holy Mantle:** You make rolls to attack and against angels, demons, faeries, fiends, spirits, and undead with 1 boon and you impose 1 bane on rolls against you and to attack you by such creatures.

LEVEL 9 CHANNELER

Health: +8

Spells: One master

Blessed Channeling (Magical): When you cast a spell while under the effects of your Divine Investiture talent, you can also produce one of the following effects:

- Each enemy within 5 yards makes a Strength roll and, on a failure, is pushed 5 yards away from you.
- Move one ally within 10 yards up to 5 yards in a direction you choose.
- After resolving the spell's effects, you teleport to an empty space you can see within 10 yards.

CHAPLAIN

Your religion has become the cornerstone of your being, and your beliefs inform everything you do. From your faith you draw inspiration to help you through the trials you must endure. You use the gifts of your god to aid your companions and protect them from physical and spiritual harm. Your companions look to you for guidance, and thus you strive to be an exemplar of your faith and constancy. You can worship anyone as a chaplain; it matters little. That you place your trust in a power beyond yourself is enough to inspire the people fighting at your side.

LEVEL 3 CHAPLAIN

Attributes: Increase two attributes by 1 each.

Health: +8

Traditions: One, **Spells:** One novice

Courageous Presence: While you are not unconscious, you grant 1 boon on Will rolls made by allies inside a Size 5 space centered on you.

Rush to Aid (Magical): You can use a reaction when you see an ally within 15 yards become injured or incapacitated to teleport to an empty space within reach of the ally that enabled the use of this talent. The ally heals 2d6 damage; at level 6, the damage healed increases to 4d6. Once you use this talent, you lose access to it for 1 minute.

LEVEL 4 CHAPLAIN

Health: +8, Bonus Damage: +1d6

Spells: One novice

Restorative Strike (Magical): When you make an attack, you can enable one ally within 5 yards to heal 1d6 damage; the damage healed increases to 2d6 at level 6 and to 3d6 at level 9. You can use this talent a number of times equal to half your level. You regain expended uses of it after you rest.

LEVEL 6 CHAPLAIN

Health: +8, Bonus Damage: +1d6

Spells: One expert

Health Transfer (Magical): You can use an action to lose 1d6 Health and enable one ally within 5 yards to regain 5 Health.

LEVEL 9 CHAPLAIN

Health: +8

Spells: One master

Clarity of Purpose (Magical): You can use an action to gain perfect clarity, which you can also bestow onto each ally inside a Size 10 space centered on you. For 24 hours, or until you become unconscious, you and each affected ally make attribute and luck rolls with 1 boon. Once you use this talent, you lose access to it until after you rest.

CLERIC

Any doubts about your purpose in this world fell away once your god spoke to you. The High One's radiant visage seared your mind, or you felt the chill of Lord Death when his shadowy form swam up to the surface in your dreams. Whoever contacted you revealed the existential threat facing the world, a crisis brought about by greed, iniquity, and corruption by vile agents of evil. So you have taken up your weapon, armored your body, and set out to purge the unclean from any land in which you find them.

LEVEL 3 CLERIC

Attributes: Increase two attributes by 1 each.

Health: +8

Traditions: One, **Spells:** One novice

Divine Decree (Magical): You can use an action to target up to three enemies within 10 yards that can see you and hear you. Each target makes a Will roll with 1 bane. On a failure, the target becomes cursed (luck ends). While cursed in this way, the first time in a round that enemy takes damage, it takes an extra 1d6 damage. At level 9, the extra damage increases to 2d6. Once you use this talent, you lose access to it for 1 minute.

Lay on Hands (Magical): You can use an action to touch one creature within reach. The target heals 4d6 damage or regains 1d6 Health. At level 6, the target heals 6d6 damage or regains 2d6 Health; at level 9, it heals 8d6 damage or regains 3d6 Health. You can use this talent a number of times equal to half your level. You regain expended uses after you rest.

LEVEL 4 CLERIC

Health: +8, **Bonus Damage:** +1d6

Spells: One novice

Protective Orison (Magical): You can use a reaction when an ally within 5 yards would be attacked or subjected to a harmful effect to either impose 1 bane on the roll to attack the ally or grant the ally 1 boon on the roll to resist the harmful effect.

LEVEL 6 CLERIC

Health: +8, **Bonus Damage:** +1d6

Spells: One expert

Holy Revelation (Magical): You can use this talent when you make an attribute roll and get a failure to make a luck roll. If the luck roll results in a success, you turn the attribute roll's failure into a success. Once you use this talent, you lose access to it for 1 minute.

LEVEL 9 CLERIC

Health: +8

Spells: One master

Righteous Fury (Magical): You can use this talent when you either get a success on a roll to attack or you cast a spell to channel the fury of the divine into your body. For 1 minute or until you become unconscious, you gain the following benefits:

- Your Size becomes 3 and everything you wear and carry grows to accommodate your new stature.
- You radiate bright light.
- You impose 1 bane on rolls to attack you.
- Your Health increases by 16.
- You are immune to the confused, controlled, and stunned afflictions.
- Other creatures cannot move you or knock you prone.
- You make rolls to attack with 1 boon.
- Your attacks deal an extra 1d6 damage.
- You can use this talent three times. You regain expended uses after you rest.

FRIAR

It's a great big world, so there are bound to be people who have not yet heard about your god and all the good your patron has done. You become a holy beggar, traveling from place to place, offering wisdom to those who would hear it and aid to those who need it, and accept whatever anyone offers to wet your whistle and feed your belly. Many friars belong to holy orders whose mission is to help people in need, but you might have chosen this path for other reasons.

VOW OF POVERTY: You made a sacred vow to remain humble and poor, and to depend on charity. You break this vow if you knowingly carry more than 1 gp, own property, wear anything other than ordinary clothing, and use a weapon other than a club, dagger, quarterstaff, or sling. If you break your vow, you lose all talents gained from this path and your deity imposes 1 bane on your attribute rolls and luck rolls for 24 hours.

LEVEL 3 FRIAR

Attributes: Increase two attributes by 1 each.

Health: +8

Traditions: One, **Spells:** One novice

Holy Aid: You impose 1 bane on rolls against you, you ignore the effects of exposure, and you ignore the effects of hunger and thirst—your deity provides enough to sustain you.

Holy Strike (Magical): You roll to attack with 1 boon when you attack using an unarmed strike or a weapon permitted by your vow of poverty. If the attack results in a critical success, the attack deals an extra 1d6 damage and you make attribute rolls and luck rolls with 1 boon until the end of your next turn.

LEVEL 4 FRIAR

Health: +8, **Bonus Damage:** +1d6

Spells: One novice

Beggar's Arms: You ignore the effects of the Light trait for weapons you wield.

Wandering Fellow (Magical): You are immune to the Slowed affliction. You have the Slippery, Strider, and Water Walk traits while you are not injured.

LEVEL 6 FRIAR

Health: +8, **Bonus Damage:** +1d6

Spells: One expert

Good, Clean Living: You are immune to infection and the poisoned affliction.

LEVEL 9 FRIAR

Health: +8, **Speed:** +1

Spells: One master

Divine Regard (Magical): When an enemy attacks you, you can make a luck roll. If the result of your luck roll is a success, you reduce the result of the roll to attack you by 10. If the result of your luck roll is a failure, you lose access to this talent for 1 minute.

GODSWORN

The chaos sweeping across the world enables evil to root itself and thrive, growing and spreading until its darkness gobbles up all that is good and noble. Cultists worship abominations, and restless dead claw free from their graves. You have even heard whispers of some hermit who calls forth demons from the Void. Someone must take a stand against evil—and that someone is you.

You swore sacred vows to purge the lands of the wicked and burn away the unclean. You hunt down and put to the sword and flame those who lost themselves to evil. You do so with the blessings of your patron deity, and your faith sustains you through every battle and helps you overcome the obstacles in your path to a brighter future. Your holy pledge is a guiding anchor amidst the swirling storm of darkness.

LEVEL 3 GODSWORN

Attributes: Increase two attributes by 1 each.

Health: +8

Traditions: One, **Spells:** One novice

Directed Strike: When you roll to attack while you are not injured, make a luck roll along with your attribute roll. If both rolls result in a success, the attack deals an extra 1d6 damage, 2d6 damage at level 6, or 3d6 at level 9. If both rolls result in a failure, increase your supply of Bonus Damage by 1d6 until the end of the next round.

LEVEL 4 GODSWORN

Health: +8, **Bonus Damage:** +1d6

Spells: One novice

Divine Wrath (Magical): When you get a success on a roll to attack, you can make a luck roll. If the target is a demon, faerie, fiend, spirit, or undead, you roll with 1 boon. On a success, the target becomes cursed and catches fire (luck ends both). Once you use this talent, you lose access to it (luck ends).

LEVEL 6 GODSWORN**Health:** +8, Bonus Damage: +1d6**Spells:** One expert**Holy Resolve:** If you are not injured when you dodge or withstand, increase the number of boons or banes that apply to the roll by 1.**LEVEL 9 GODSWORN****Health:** +8**Spells:** One master**Litany of Destruction (Magical):** In combat, at the start of your turn, you can chant holy proverbs to strengthen your commitment to your holy cause. The effect lasts until the start of your next turn, but ends early if you cannot speak, use your voice for a purpose other than chanting, such as casting spells, or you become confused, controlled, stunned, or unconscious. The effect grants the following benefits:

- You make Will rolls with 1 boon and you impose 1 bane on rolls against your Will.
- Once per round, when you take damage, you can reduce the damage by 5.
- Your attacks deal an extra 2d6 damage to demons, faeries, fiends, spirits, and undead.
- You can use an action to heal all damage and regain 3d6 Health. When you do so, you lose access to this talent until after you rest.

HOLY AVENGER

Time and time again, those with evil in their hearts, who hate the gods, or who would plunder the riches of temples and shrines strike out against the faithful. Each temple burned, each priest assaulted, each innocent person in a god-fearing community carried off in chains is an affront to your deity. Such actions cannot stand without divine retribution. Thus, you become your god's sword of vengeance, your ultimate purpose to mete out justice on those who have wronged your faith.

The gods all have at least one holy avenger who fights in their name. The Church of the High One has an entire order who scour the lands to punish their enemies, while Draconus might have only one or two. Holy avengers wear icons to display their allegiance. Such symbols might appear on surcoats, on banners carried in battle, or tattooed directly onto the skin.

LEVEL 3 HOLY AVENGER**Attributes:** Increase two attributes by 1 each.**Health:** +8**Traditions:** One, **Spells:** One novice**Willful Combatant:** You can substitute Will for the attribute you normally use when rolling to attack.**Vengeful Vow (Magical):** If you are not confused, controlled, stunned, or unconscious when you see an enemy make an attack, you can speak a vow of vengeance against that enemy. The vow lasts for 1 minute or until you use this talent again. The vow grants you 1 boon on rolls to attack the target of the vow and your attacks against it deal an extra 2d6 damage, or 3d6 damage at level 9.**LEVEL 4 HOLY AVENGER****Health:** +8, Bonus Damage: +1d6**Spells:** One novice**Relentless Pursuit (Magical):** You can use a reaction when the target of your Vengeful Vow talent ends its turn within 15 yards of you to teleport to an empty space you can see from which you can reach that enemy.**LEVEL 6 HOLY AVENGER****Health:** +8, Bonus Damage: +1d6**Spells:** One expert**Vengeful Retribution (Magical):** If you are not injured, confused, controlled, stunned, or unconscious when the target of your Vengeful Vow deals damage to you, you can cause that target to take 1d6 damage, and you impose 1 bane on the target's rolls to attack creatures other than you until the end of your next turn.

LEVEL 9 HOLY AVENGER

Health: +8

Spells: One master

Certain Vengeance (Magical): When you attack the target of your Vengeful Vow talent, you can roll two additional d20s and use your choice of the numbers rolled. For each die that comes up 20, the attack deals an extra 3d6 damage.

INQUISITOR

Evil infects the world with a darkness that lingers to haunt the lives of the just and innocent. It seeks to corrupt people, turn them against their communities, cast down the idols of their gods, and condemn them to the horrors of the Netherworld. Left unchecked, such wickedness could throw all that is noble and good into ruin, and thus it falls to you and others like you to seek this evil and stamp it out.

Many religions have sects dedicated to purging their ranks of apostates and heretics, and many of these expand their purview to include anyone they deem an evildoer. The Sword of the High One, for example, gained prominence with the fall of the Great Kingdom, making a public commitment to prevent such an event from occurring again in the New Lands. Lord Death's Cult of the Last Door is utterly intolerant of anyone dabbling in Necromancy.

LEVEL 3 INQUISITOR

Attributes: Increase two attributes by 1 each.

Health: +8

Traditions: One, **Spells:** One novice

Dire Attention (Magical): If you are not confused, controlled, stunned, or unconscious at the start of your turn, you can target one enemy you can see within 5 yards. The enemy makes a luck roll with 1 bane. On a failure, the enemy is cursed and vulnerable (luck ends both). You can see through any ordinary or magical disguise that conceals the enemy's true appearance, and you can tell when the enemy knowingly tells a lie, even a lie of omission. Once you use this talent, you lose access to it (luck ends).

LEVEL 4 INQUISITOR

Health: +8, **Bonus Damage:** +1d6

Spells: One novice

Castigation (Magical): You can use an action to target any number of enemies within 10 yards. You deliver a fiery rebuke to the targets. Each target makes a luck roll. A demon, faerie, fiend, spirit, or undead rolls with 1 bane. On a success, the target becomes immune to this talent for 24 hours. On a failure, the target takes 1d6 damage and becomes cursed and weakened (luck ends both). The damage increases to 2d6 at level 6 and to 3d6 at level 9. Once you use this talent, you lose access to it for 1 minute.

LEVEL 6 INQUISITOR

Health: +8, **Bonus Damage:** +1d6

Spells: One expert

Flames of Judgment (Magical): You can use an action to target any number of cursed creatures within 10 yards. Each target makes a luck roll. On a success, the target becomes immune to this talent for 24 hours. On a failure, the target catches fire until it is no longer cursed.

LEVEL 9 INQUISITOR

Health: +8

Spells: One master

Condemn to Perdition (Magical): You can use an action to target one cursed enemy you can see. The target takes 20d6 damage, falls prone, and becomes weakened for 24 hours. If the target becomes incapacitated as a result of this damage, flames engulf the target's body and its soul plummets into the Netherworld where it becomes a prisoner of the fiends forever. Once you use this talent, you lose access to it until after you rest.

ORACLE

The gods incarnated are truly terrible to behold. For this reason, when they have cause to treat with mortals, they do so through intermediaries called oracles. A god extends a portion of its essence into the host and reveals its intentions to the world through the mortal vessel. In these throes of ecstasy, you experience the joy of divinity, even if the time is fleeting.

Strange happenings follow you when the god manifests in your body. The phenomena depend on the god you serve: Mother Sun brightens nearby flames, while Draconus causes flowers to bloom; wind blows from the Sky Father, and shadows crawl around you if you're in the grip of Lord Death. Such effects cause no harm but represent the gods' proximity.

LEVEL 3 ORACLE

Attributes: Increase two attributes by 1 each.

Health: +8

Traditions: One, **Spells:** One novice

Divine Ecstasy (Magical): If you are not confused, controlled, stunned, or unconscious, and not already under the effects of this talent at the start of your turn, you can use this talent to invite your deity to infuse your body for 1 minute. The effect ends early if you become unconscious or are subject to an effect that would end the controlled affliction. This talent grants the following benefits:

- Your Health increases by 10.
- You impose 1 bane on rolls against your Defense or attributes by enemies not immune to the frightened affliction.
- You make attribute rolls with 1 boon.
- You are immune to the controlled, confused, frightened, held, impaired, stunned, and vulnerable afflictions.
- Your attacks deal an extra 1d6 damage.

When this effect ends, you heal 4d6 damage, but you become weakened (luck ends). You can use this talent a number of times equal to half your level. You regain expended uses after you rest.

LEVEL 4 ORACLE

Health: +8, **Bonus Damage:** +1d6

Spells: One novice

Divine Presence (Magical): At the end of each of your turns while under the effects of your Divine Ecstasy talent, you can roll a d6 to see what happens.

D6	EFFECT
1–2	Blessing of Health and Vitality. One ally within 5 yards heals 1d6 damage; the damage healed increases to 2d6 at level 6 and to 3d6 at level 9.
3–4	Blessing of Inspiration. Each ally within 5 yards makes attribute and luck rolls with 1 boon until the start of your next turn.
5–6	Wrath of the Divine. Each enemy within 5 yards takes 1d6 damage; the damage increases to 2d6 at level 6 and to 3d6 at level 9.

LEVEL 6 ORACLE

Health: +8, **Bonus Damage:** +1d6

Spells: One expert

Prophetic Pronouncement: When you get a 5 or 6 on the die rolled for your Divine Presence talent, the god uses your mouth to make a pronouncement. One ally of your choice who heard the entity speak is inspired by the pronouncement and gains their choice of the following benefits:

- Heal 3d6 damage.
- Regain an expended casting of an expert or novice spell.
- Make attribute rolls with 2 boons for 1 minute.

LEVEL 9 ORACLE

Health: +8

Spells: One master

Awesome Manifestation: When you use your Divine Ecstasy talent, each enemy within 10 yards that can see you makes a Will roll. On a failure, the enemy becomes frightened of you (luck ends). If the result of the roll is 5 or less, the enemy also falls prone and becomes held for as long as it is frightened in this way.

PALADIN

Once, the Order of Paladins included some of the most famous warriors in all the lands. Each member was seen as a paragon of virtue, a true hero. The regents of the Great Kingdom entrusted these holy warriors to protect their families, so imagine their surprise when the paladins turned against them and painted Whitestone's halls red with their blood. None know why the paladins betrayed their rulers' trust, but their act called into question the order's legacy and has left its reputation in tatters.

You, and others like you, seek to restore the paladins' good name and have taken on the mantle of these noble warriors, fighting to restore their place of pride in this dark new realm. You resemble the knight errant insofar as you cleave to a chivalric code of conduct and champion honorable conduct, bravery, and, above all, piety. Your religious beliefs guide you, though, focusing you on overcoming temptation so that you always walk in the light. In return, your divine patron supports your work and bestows on you supernatural might.

LEVEL 3 PALADIN

Attributes: Increase two attributes by 1 each.

Health: +8

Traditions: One, Spells: One novice

Enemies Revealed (Magical): While you are not injured, you see faint auras around angels, demons, faeries, fiends, spirits, and undead within 5 yards. Such creatures derive no benefit from being invisible to you and you roll to attack such creatures with 1 boon.

Holy Weapon (Magical): When you get a success on a roll to attack, you can imbue your weapon with holy power that lasts for 1 minute. Until this effect ends, the weapon radiates bright light and your attacks with it deal an extra 1d6 damage. In addition, your successful attacks with this weapon against demons, faeries, fiends, spirits, and undead cause the targets to lose Health instead of taking damage.

LEVEL 4 PALADIN

Health: +8, Bonus Damage: +1d6

Spells: One novice

In a God's Hands (Magical): When you would make a Strength, Agility, or Intellect roll, you can use this talent to make a Will roll instead. You make this roll with 1 boon. Once you use this talent, you lose access to it for 1 minute.

Protection from Evil: You are immune to the controlled, frightened, and poisoned afflictions, as well as to infection.

LEVEL 6 PALADIN

Health: +8, Bonus Damage: +1d6

Spells: One expert

Restorative Touch (Magical): You can use an action to target one creature in reach. You touch the target and produce the following effects: you remove all infections, end the poisoned affliction, enable the target to heal 2d6 damage, and enable the target to regain 1d6 Health. You can use this talent three times. You regain expended uses after you rest.

LEVEL 9 PALADIN

Health: +8

Spells: One master

Light of Heaven (Magical): When you get a success on a roll to attack, you can use this talent to fill a Size 5 space centered on you with sunlight that lasts 1 hour. The sunlight moves with you, to remain centered on you. It has the following effects:

- Bright light fills the space.
- You impose 1 bane on rolls to attack you and your allies that are in the space.
- Your Health increases by 18.
- You take half damage from all ordinary sources.
- Enemies in the affected space become vulnerable for as long as they remain there.
- Allies in the affected space become immune to the controlled and frightened afflictions.

Once you use this talent, you lose access to it until after you rest.

TEMPLAR

Every religious institution has enemies. Schisms in the faith can cause fighting between the ranks, while rival faiths vying for dominance in a region might solve their theological differences with steel and fire. And then there are the host of beings, people, and organizations that oppose all religious groups. The Ancient Ones and the cults that form around them, and many faeries, demons, fiends, and countless others, consider religions an existential threat and are committed to stamping them out.

In the face of such hostility, religions invest holy warriors known as templars with supernatural power to protect the interests of their faith. They guard temples and shrines or travel with relics from place to place, keeping watch over these sacred treasures. Some accompany pilgrims on their journeys, while others bind themselves to places where their gods have revealed themselves. A rare few, though, have other ideas about protecting their religion's assets. These errant templars travel the lands to watch over and defend congregations of believers and to guard against malfeasance by the enemies of their faith.

You have joined this breakaway group. Your calling draws you out into the world, undertaking critical missions to safeguard your faith. You can declare any site a temple of your god and from there channel divine power to smite your enemies.

LEVEL 3 TEMPLAR

Attributes: Increase two attributes by 1 each.

Health: +8

Traditions: One, **Spells:** One novice

Righteous Relentlessness (Magical): When you start your turn grabbed, held, or stunned, make a luck roll. On a success, you end the grab or the affliction. On a failure, you lose access to this talent for 1 minute.

Sacred Ground (Magical): If you are not confused, controlled, stunned, or unconscious at the start of your turn, you can use this talent to make sacred a Size 5 space centered on you for 1 minute. At level 6, the Size of the space increases to 10. The effect ends early if you leave the space or you become stunned or unconscious. While in the space, you roll to attack with 1 boon and your attacks deal an extra 1d6 damage, or 3d6 damage at level 9. Once you use this trait, you lose access to it for 1 minute.

LEVEL 4 TEMPLAR

Health: +8, **Bonus Damage:** +1d6

Spells: One novice

Divine Chains (Magical): When an enemy starts its turn inside the space affected by your Sacred Ground talent, that enemy makes a Will roll. An angel, demon, faerie, fiend, spirit, or undead rolls with 1 bane. On a success, the enemy becomes immune to this talent for 24 hours. On a failure, the enemy becomes held and weakened (luck ends both).

LEVEL 6 TEMPLAR

Health: +8, **Bonus Damage:** +1d6

Spells: One expert

Blessed Temple (Magical): Invisible enemies inside the space affected by your Sacred Ground talent become visible for as long as they remain in the space. In addition, the space neutralizes all manufactured poisons in it and destroys all sources of infection.

LEVEL 9 TEMPLAR

Health: +8

Spells: One master

Temple Protector (Magical): You have the following additional benefits while you are inside the space affected by your Sacred Ground talent.

- You impose 1 bane on rolls to attack you and your allies that are in the affected space.
- You take half damage from all ordinary sources.
- You are immune to the confused, controlled, frightened, stunned, and vulnerable afflictions.
- If you are not held, when an enemy moves into the affected space, you can use a reaction to move up to 5 yards. If you can reach the enemy before the end of its turn, you attack it. You add 10 to the result of your roll and the attack deals an extra 4d6 damage.

THEURGE

You learn the secret names of angels so you can call them forth to serve your needs. Rarely do the gods look kindly on the subversion of their servants, and thus you risk much by dabbling in these techniques. Whether you aim to exploit those immortals or work along with them, there might one day be consequences for your work.

Being a theurge means walking a path between light and darkness. No matter the good deeds you might attempt, your theft of divine magic makes you a pariah to the gods and their servants. Further, many wicked agents would exploit your knowledge for their own ends, so you must guard against fiends, demons, and other dread foes.

LEVEL 3 THEURGE

Attributes: Increase two attributes by 1 each.

Health: +8

Traditions: One, **Spells:** One novice

Pilfer Theological Revelation (Magical): You can perform a ritual to gain some advantage at the expense of a divine servant.

When you finish, you learn one novice spell of your choice from the Invocation tradition. You learn two spells at level 4, three at level 6, and four at level 9; one of these four can be an expert spell. You retain knowledge of these spells until you use this talent again.

After you use this talent, make a luck roll. On a failure, you become cursed for 24 hours.

LEVEL 4 THEURGE

Health: +8, **Bonus Damage:** +1d6

Spells: One novice

Divinely Warded (Magical): When you make an Intellect or Will roll, you can use this talent to also make a luck roll. If either result is a success, the attribute roll succeeds. Once you use this talent, you lose access to it until the start of your next turn.

LEVEL 6 THEURGE

Health: +8, **Bonus Damage:** +1d6

Spells: One expert

Angelic Wings (Magical): You acquire wings through exploitation of angels. You gain the Fly trait. If you can already fly, you impose 1 bane on rolls to attack you while you are flying.

LEVEL 9 THEURGE

Health: +8

Spells: One master

Burning Feathers (Magical): You can use an action to cause cinders to fall into a Size 5 space centered on you until the end of your next turn. Each creature other than you that starts its turn in the affected space takes 5d6 damage and makes both an Agility roll and a Will roll. A failure on the Agility roll causes the creature to catch fire (luck ends). A failure on the Will roll causes the creature to become frightened of you (luck ends).

Each time you use this talent, make a luck roll. On success, one of your allies of the Sage's choice that you can see is struck by divine lightning and takes 3d6 damage. On a failure, you are struck by lightning and take 3d6 damage instead.

Summon Seraph (Magical): You can use an action to pull a **seraph** from the High One's control and force it to appear in an empty Size 2 space within 5 yards. When it appears, make a Will roll with 1 boon against the seraph's Will. If you have used Burning Feathers since you last rested, you get an automatic success, but the seraph loses the Fly trait. On a success, the seraph is controlled by you. On a failure, it regards you as an enemy and risks its own existence to kill you. The seraph remains for

1 minute and then disappears. Once you use this talent, you lose access to it until after you rest.

The Sage has rules for the seraph, which appear in the *Secrets of the Weird Wizard* rulebook.

Paths of Power

Anyone seeking to grow their magical might profits from following a path of power. The paths presented here reflect various societies and institutions associated with advancing magical knowledge and preserving its secrets.

ARCANIST

The pursuit of magic consumes you. Into the world you venture to uncover occult secrets. You scour libraries, consult experienced magicians, and continually hone your craft to improve on the methods and means of casting spells. Your obsession might come from an appetite for power, a belief that you can one day challenge the gods for dominion over Erth, or some conviction that you might become the Weird Wizard's heir. Whatever your reasons, you allow nothing to stand in your way.

LEVEL 3 ARCANIST

Attributes: Increase two attributes by 1 each.

Health: +4

Traditions: One, Spells: Two expert

Arcane Mantle (Magical): You can perform a ritual to gain magical protections. When you finish, an invisible field springs into existence around your body and remains until you become unconscious. The field increases your natural Defense to 15 if it's lower than that. Also, it prevents ordinary precipitation from dampening you, protects you from the effects of exposure, and keeps wind from disturbing your hair or clothing.

Thwart Attack (Magical): You can use a reaction while you are under the effects of Arcane Mantle and take damage to reduce the damage you take by 10 (minimum 0). The effects of your Arcane Mantle then end early.

LEVEL 4 ARCANIST

Health: +4

Spells: One expert

Swift Spell (Magical): When you use an action or a reaction to cast a novice spell you have learned, you can use this talent to immediately regain the use of the action or reaction. At level 9, you can use this talent when you cast an expert or novice spell you have learned. Once you use this talent, you lose access to it for 1 minute.

LEVEL 6 ARCANIST

Health: +4

Spells: One expert

Spell Shaper: When you cast a spell that would affect an area, you can exclude any number of creatures and objects from the spell's effects.

Silent Spell: You can cast spells without needing to speak.

LEVEL 9 ARCANIST

Health: +4

Spells: One master

Protection from Magic: While you are under the effects of your Arcane Mantle talent, you impose 1 bane on rolls made against you from magical effects. You make rolls to resist magical effects with 1 boon. Finally, when you use your Thwart Attack talent, you can make a luck roll. On a success, the effects of your Arcane Mantle persist.

ARTIFICER

Back in the Old Country, technologists made wonders aplenty: nearly sapient machines, guns that could blast apart giants, flying devices that reached the clouds. The fall of the older great nations stole these wonders from the survivors. Luckily, you found, stole, or invented your own takes on those innovations and can now produce devices of similar capability.

Artificers imbue ordinary objects with magic to create wondrous items with amazing abilities. To do this, they create power sources, which might be large battery packs, steam engines, or even plants that radiate weird energy. Artificers tap into the energy from their power sources to assemble what they need, when they need it.

Level 3 Artificer

Attributes: Increase two attributes by 1 each.

Health: +4

Traditions: One, Spells: Two expert

Invent Wonder (Magical): You can perform a ritual to use a tool kit and 2 sets of spare parts to invent something that produces a magical effect. When you finish, expend 1 charge from your power source to create an invention that retains potency until after you rest or it runs out of charges, if it has charges, at which point it breaks and the spare parts are destroyed. The invention is a Size 1/4 object with any appearance you decide. The Sage determines the invention's effect randomly by rolling dice and finding the result on the Oddities tables found in *Secrets of the Weird Wizard*. Once you create an invention that produces a particular effect, you can recreate that same invention each time you use this talent.

Power Source: You have a special device that generates energy. The power source has a number of charges equal to half your level. You can expend charges from the power source to use talents granted by this path. If you lose your power source, you can assemble a new one with a full supply of charges after you rest, though you can benefit from just one power source at a time. You replenish your supply of charges generated by the power source after you rest.

LEVEL 4 ARTIFICER

Health: +4

Spells: One expert

Self-Destructing Inventions (Magical): You can use an action to throw one invention you created with your Invent Wonder talent to a space within 10 yards, where it explodes in a Size 5 space centered on the spot where it landed. Each creature and object in the space takes 4d6 damage. A creature can make a luck roll. On a success, it takes half the damage. The explosion destroys the invention.

LEVEL 6 ARTIFICER

Health: +4

Spells: One expert

Magical Item (Magical): You can perform a ritual using a tool kit to either imbue magic into an object you can reach or to construct a magical item.

If you imbue an object with magic, expend 1 charge from your power source to transform the target into a superior version of itself until after you rest. At level 9, the effect is permanent.

If you construct a magical item, you can expend 2 charges to create an uncommon trinket (see Chapter 3). The magical item retains potency and functionality until after you rest.

LEVEL 9 ARTIFICER

Health: +4

Spells: One master

Power Source Blast: You can use an action to release a blast of energy from your Power Source. Target one creature or object within 5 yards and make an Intellect roll against the target's Agility. On a success, expend any number of charges from your Power Source. For each charge expended, the target takes 4d6 damage. On a critical success, the target takes an extra 4d6 damage.

Superior Inventions: When you use your Invent Wonder talent to construct an invention, you can expend an additional 2 sets of spare parts to grant the invention an additional random trait or a trait you have previously invented.

DRUID

You belong to a secret council of magic-users who would march civilization into a future of their choosing for thousands of years. The druids manipulate events to further their inscrutable goals. Their efforts sometimes put them in league with great heroes, and at others, with despicable villains. For what purpose, only the Grand Druid who rules them all can say with certainty.

You could have looked for a place among the druids, having heard of their exploits, or maybe you earned a druid's esteem and invitation to join. Either way, they ushered you into their secret society as an aspirant, a position you held until you completed your training. Instruction and long hours spent in study broadened your horizons, and many secret truths were revealed to you. You gained the ability to see omens in the world around you, signs foreshadowed by your dreams. The more you learned, the more certain you became of your place among these wise people and convinced that whatever ends they sought would serve the best interests of the world. When you completed your training, you donned the traditional hooded black robes favored by members of your order.

LEVEL 3 DRUID

Attributes: Increase two attributes by 1 each.

Health: +4

Languages: Druidic plus any one

Traditions: One, Spells: Two expert

Meddler (Magical): You can use a reaction when a creature you can see within 10 yards makes an attribute roll to either help or hinder that creature.

Sleep of Ages (Magical): At the end of a quest, you can choose to enter a sleep of ages, which persists until the next quest begins. During this time, you do nothing but sleep, but you are immune to hunger and thirst, grow no older, and suffer no ill effects from exposure or infection. You experience vivid dreams of things to come, and from these visions you receive insights into your near future.

At the start of the next quest, roll a d20 + your Intellect modifier. The number rolled becomes your supply of insight. Whenever you make an attribute or luck roll, you can expend points from your insight supply to add the number spent to your result. Once you exhaust your supply, you must finish another sleep of ages before you can replenish it.

LEVEL 4 DRUID

Health: +4

Spells: One expert

Emerald Flames (Magical): You can use an action to cause green flames to erupt from your hands. Target one creature or object within 10 yards. Make an Intellect roll against the target's Agility. On a success, the target takes 4d6 damage. The damage increases to 6d6 at level 6 and to 9d6 at level 9. On a critical success, the target takes an extra 1d6 damage.

LEVEL 6 DRUID

Health: +4

Spells: One expert

Walker of Ways (Magical): When you use a reaction to dodge, you can also teleport to an empty space on a surface that can hold your weight within 20 yards. If the teleport makes you an ineligible target for an attack or an effect, the attack or effect does not affect you. When you arrive at your destination, you become invisible until the end of your next turn. Once you use this talent, you lose access to it for 1 minute.

LEVEL 9 DRUID

Health: +4

Spells: One master

Signs and Portents (Magical): You see signs and clues around you, and if you can read them properly you can anticipate the future. Increase the number of reactions you can use each round by one. You can use this reaction only to help or hinder. Whenever you help or hinder, you increase the number of boons granted or banes imposed by 2.

ELEMENTALIST

Experiments with elemental magic such as Aeromancy or Pyromancy reveal truths about the forces underpinning reality. Behind or beneath what ordinary people perceive as the world rages a cosmic storm of unformed substance that boils and seethes in a state of constant flux. The clash of these energies become yours to command and enhance the elemental spells you cast. However, the more you tap into these forces, the more their energies linger in you, changing you in subtle ways: after attuning yourself to fire, you feel hot to the touch; to water, damp; or odd callouses form after drawing on earth's power.

LEVEL 3 ELEMENTALIST

Attributes: Increase two attributes by 1 each.

Health: +4

Languages: Add one

Traditions: One, Spells: Two expert

Elemental Ability: You gain one magical talent from the Aeromancy, Geomancy, Hydromancy, or Pyromancy traditions. Whenever you finish a rest, you can swap out the talent for a different one from any of these traditions.

LEVEL 4 ELEMENTALIST

Health: +4

Spells: One expert

Elemental Attunement (Magical): When you cast a spell, you can use this talent to become attuned to air, earth, fire, or water.

The effect lasts 1 minute, but ends early if you become unconscious, or if you become attuned to a different element. The benefits of attunement depend on the element you choose:

- **Air:** Your Speed increases by 5.
- **Earth:** Enemies treat the ground inside a Size 5 space centered on you as challenging terrain.
- **Fire:** At the end of each round, each enemy in your reach makes a Strength roll. On a failure, the enemy takes 1d6 damage, or 2d6 damage at level 9.
- **Water:** You impose 1 bane on rolls against your Defense and Agility.

LEVEL 6 ELEMENTALIST

Health: +4

Spells: One expert

Dual Attunement: When you use your Elemental Attunement talent, you can attune yourself to two elements simultaneously and gain the benefits from each.

LEVEL 9 ELEMENTALIST

Health: +4

Spells: One master

Elemental Mastery: While you are under the effects of your Elemental Attunement talent, your attacks and damage-dealing spells deal an extra 1d6 damage, and you gain benefits associated with the element to which you are attuned.

- **Air:** You gain the Fly trait.
- **Earth:** Your Health increases by 20.
- **Fire:** You are immune to damage from cold and fire. When you roll damage for a spell you cast, you can reroll any dice that come up as 1s, but you must take the second results, even if they are 1s.
- **Water:** You are immune to the held and prone afflictions. You have the Slippery trait if you don't have it already. Finally, you can squeeze through any opening wide enough to permit the passage of water.

PSYCHIC

Stress, pain, extensive training, or some other effort shattered whatever contained the magic of your mind. By breaking this barrier, you can draw energy from your thoughts and use it to produce magical effects and cast spells. Even at the start of developing your psychic abilities, you enjoy greater versatility than you ever imagined possible.

The trauma unlocked a wellspring of magic within you. You can now cast spells and manipulate the world with your thoughts. As you experiment, you discover a vast repertoire of abilities at your fingertips. Telekinesis? Child's play. Conjuring illusions? A mere whisper away. The potential for further development seems limitless.

But be warned. This newfound power is a double-edged sword. The same stress or pain that shattered your limitations can also shatter your control. You must learn to wield your emotions along with your thoughts, lest they consume you and bend your magic to their will. The path of a psychic is one of constant practice and discipline, for true mastery lies not just in wielding power, but in wielding yourself.

LEVEL 3 PSYCHIC

Attributes: Increase two attributes by 1 each.

Health: +4

Traditions: One, **Spells:** Two expert

Hostile Thoughts (Magical): You can use an action to produce either of the following effects:

- **Telekinetic Slam:** Target one creature or object within 10 yards. Make an Intellect or Will roll against the target's Strength. On a success, the target rises into the air and then slams to the ground. The target takes 4d6 damage and falls prone. The damage increases to 6d6 at level 6 and to 9d6 at level 9.
- **Thought Rend:** Target one creature within 10 yards. Make an Intellect or Will roll against the target's Will. On a success, the target takes 3d6 damage, and becomes Intellect impaired and Will impaired (luck ends both). The damage increases to 5d6 at level 6 and to 8d6 at level 9.

LEVEL 4 PSYCHIC**Health:** +4**Spells:** One expert

Mental Fortress (Magical): You impose 1 bane on rolls against your Intellect and Will. In addition, whenever you become confused, controlled, frightened, Intellect impaired, Will impaired, or stunned, you can make a luck roll. On a success, you end the affliction.

LEVEL 6 PSYCHIC**Health:** +4**Spells:** One expert

Speed of Thought (Magical): When you take the initiative, increase your Speed by 5 until the end of your turn. Then, until the end of your next turn, you impose 1 bane on rolls made against you.

LEVEL 9 PSYCHIC**Health:** +4**Spells:** One master

Psychic Effort (Magical): You can make an Intellect roll or Will roll in place of any Strength or Agility roll you make. In addition, when you get a result for an Intellect or Will roll, you can use this talent to add 10 to the result, but then lose access to this talent for 1 minute.

SORCERER

Feared and despised, sorcerers conjure up evil spirits from the Netherworld and from them learn the secrets of magic. As the means for contacting these spirits are guarded and forbidden, would-be sorcerers explore the darkest places, make pacts with diabolical beings, or do far worse things. A darkness follows these spellcasters, as if their souls are stained, sullied by their foul, contemptible associations.

LEVEL 3 SORCERER**Attributes:** Increase two attributes by 1 each.**Health:** +4**Languages:** Any one**Traditions:** One, **Spells:** Two expert

Conjure Evil Spirit (Magical): You can perform a ritual using an occultist's kit to conjure up an evil spirit from the Netherworld. During the ritual, you draw a summoning circle on a horizontal surface within 5 yards. When you finish, a plume of black smoke fills the circle and then dissipates to reveal a monstrous entity. The spirit remains until the circle is broken, until it performs one service for you, or until you use an action to dismiss it. The circle can be broken by placing something over it, erasing the inks and powders used to draw it, or otherwise interfering with its integrity. If the circle is broken, the spirit deals 3d6 damage to you, and then both it and the circle disappear.

When the spirit appears inside the circle, roll three d6s. You can use the numbers rolled singly or combine two or three of them to produce a higher number. The following list tells you what reward a particular number grants you. See table below.

Once you use this talent, you lose access to it until after you rest.

LEVEL 4 SORCERER**Health:** +4**Spells:** One expert

Sorcerous Blast (Magical): You can use an action to release a seething stream of black energy from your fingertips. Target one creature or object within 15 yards. Make an Intellect or Will roll against the target's Agility. On a success, the target takes 3d6 damage and becomes cursed (luck ends). The damage increases to 5d6 at level 6 and to 8d6 at level 9. On a critical success, one creature or object within 5 yards of the target takes the same amount of damage.

LEVEL 6 SORCERER

Health: +4

Spells: One expert

Evil Sacrifice (Magical): Your trafficking with evil spirits has put you on good terms with wicked entities who can assist you in exchange for a taste of your vitality. If you have an edged weapon and you are neither stunned nor unconscious, you can make an offering of your blood, sacrificing 2, 4, or 8 Health.

If you sacrifice 2 Health, you impose 1 bane on rolls against you. If you sacrifice 4 Health, you also regain one expended casting of a spell you have learned. If you sacrifice 8 Health, you also make rolls to cast spells with 1 boon, and your spells and your Sorcerous Blast talent deal an extra 3d6 damage.

The effects of your sacrifice last for 1 hour after you make the offering.

LEVEL 9 SORCERER

Health: +4

Spells: One master

Dark Presence (Magical): You impose 1 bane on rolls to attack you by enemies that can see you and that are not immune to the frightened affliction.

In addition, when you cast a spell, you can use this talent to force each enemy within 5 yards that can see you to make a Will roll.

On a success, the enemy rolls to attack you with 1 boon and becomes immune to this talent of yours for 24 hours. On a failure, the enemy becomes frightened of you for 1 hour or until you become incapacitated.

Unholy Might (Magical): If you have gained knowledge of a magical talent through your Conjure Evil Spirit talent and you cast a spell, you can choose to lose knowledge of the talent to harness evil power. Dark energies spill from your body to swirl around a Size 5 space centered on you before they dissipate. Each creature in the area takes 5d6 damage.

Then, for 1 hour after the effect of the blast is resolved, your Health increases by 10 and you have the Dark Vision, Fly, and Hover traits.

3D6	EFFECT
1	Increase your Health by 3 until the end of your next rest.
2-3	The spirit grants you 1 additional casting of a novice spell you know. You retain this additional casting until you expend it or after you rest.
4-5	The spirit grants you knowledge of one magical talent from any tradition, that you do not already have. The talent must be one you have not gained already. You retain it until after your next rest.
6	Name one creature for which you have a drop of blood, bit of skin or nail, or lock of hair. If the creature named is within 100 miles, it becomes cursed until after your next rest.
7-8	The spirit grants you knowledge and castings of one novice spell of your choice from any tradition. The spell must be one you have not yet learned. You retain knowledge of this spell until after your next rest.
9-10	You can ask the spirit one question about a specific person, place, or thing. The question must pertain to something about the nature of the thing, its history, or its capabilities. The spirit offers a true answer if it has one. If doesn't know the answer, it admits as much.

3D6	EFFECT
11	The spirit grants you knowledge and castings of one expert spell of your choice from any tradition. The spell must be one you have not yet learned. You retain knowledge of this spell until after your next rest.
12-13	The spirit doubles the number of castings you have for an expert or novice spell you know. You retain this additional casting until you expend it or after you rest.
14-15	The spirit provides you with any item of equipment (see Chapter 3) whose price is 25 gp or less. The object has a sinister appearance and has no value to buyers. It disappears after you rest.
16	Name one creature for which you have a drop of blood, bit of skin or nail, or lock of hair. The creature named loses 3d6 Health and becomes cursed until after you rest.
17	The spirit provides you with a weapon, suit of armor, or piece of gear (see Chapter 3) worth no more than 1 gp. The object has a sinister appearance and has no value to buyers. It disappears after your next rest.
18	The spirit grants you knowledge and castings of one master spell of your choice from any tradition. The spell must be one you have not yet learned. You can cast this spell even if you cannot normally cast master spells. You retain knowledge of this spell until after your next rest. When you lose knowledge of the spell, any effect created by the spell ends as well.

WILD GUARDIAN

There's magic everywhere in the world, but the best, purest expression of magic comes from the wilderness. Your connection to such places opens a dialogue between you and the nature spirits. These spirits could be the small gods of the trees, rocks, and rivers; forgotten deities who have all but faded away; faeries who haunt the borders between their fantastical realms and the known world; or other powers such as the Wild Woman or the Horned Lord.

By protecting natural places, you receive gifts from the spirits of the land that let you move more freely through the wilderness, never need fear hunger or thirst, and find shelter whenever you grow weary. Ley lines reveal themselves to you so you can speed your travel from place to place, and animals and plants regard you with friendship rather than fear and hostility.

LEVEL 3 WILD GUARDIAN

Attributes: Increase two attributes by 1 each.

Health: +4

Languages: Any one

Traditions: One, **Spells:** Two expert

Blackthorn Staff (Magical): You have a magical quarterstaff made from blackthorn wood. While you carry it, you impose 1 bane on rolls to attack you, increase your Speed by 3, and benefit from the Strider trait. In addition, when you attack with the staff, you can use your Will in place of the attribute you would normally use, make the roll to attack with 1 boon, and the attack deals 2d6 damage. The damage increases to 3d6 at level 6 and 5d6 at level 9.

If you lose the staff, you can create a replacement by performing a ritual. When you finish, the original staff crumbles to ash and a new one rises from the ground in an empty space within 5 yards.

LEVEL 4 WILD GUARDIAN

Health: +4

Spells: One expert

Natural Allies (Magical): You can use an action to call for aid from nature. The aid comes in the form of an animated vine, a falling branch, a serpent in the grass, a swooping hawk, a mob of cockroaches, or a particularly unfriendly squirrel. Target one creature or object within 10 yards. Make a Will roll against the target's Agility. On a success, the target takes 4d6 damage. The damage increases to 6d6 at level 6 and to 9d6 at level 9. On a critical success, the target also falls prone and is dragged up to 5 yards into an empty space of your choice.

LEVEL 6 WILD GUARDIAN

Health: +4

Spells: One expert

Wild Protection (Magical): The nature spirits guard you. You become immune to exposure, nature provides you, and you and alone, with food to eat and water to drink. In addition, you take half damage from cold, fire, and lightning. Finally, you are invisible for as long as you rest outdoors.

LEVEL 9 WILD GUARDIAN

Health: +4

Spells: One master

Shambling Servant (Magical): You can use an action to assemble an ally from plant matter. Target one Size 2 space within 5 yards. A shambling servant forms on the ground in that space and stands up. The shambling servant remains in your service for 1 hour, but collapses into a heap of vegetable matter if it becomes incapacitated. When the effect ends, its body produces food enough to feed up to 10 people for 1 day. Once you use this talent, you lose access to it until after you rest.

Defense: 12, **Health:** 50

Attributes: Strength 14 (+4), Agility 12 (+2), Intellect 8 (–2), Will 15 (+5)

Size: 2, **Speed:** 5 (Strider)

Immune: asleep, blinded, deafened, frightened, held, impaired, poisoned, prone, weakened

Natural Weapons: The shambling servant uses its tendrils as natural weapons that deal 4d6 damage. The shambling servant makes rolls to attack with 1 boon. On a critical success, the target also becomes held (luck ends).

WITCH

True witches belong to the High Secret Order of Witchcraft, an institution founded before the first cities by the earliest practitioners of magic. In their communities, witches serve as wisdoms, healers, protectors, and advisors. People seek them out for remedies, charms, and other things to make their lives easier.

Becoming a witch means making a choice about how you intend to use magic. If you choose to help others, to heal them and protect them, you follow the right-hand path of white magic. If you embrace the darkness, pain, and suffering, you take the left-hand path of black magic. And if you walk the road between, take the middle path of gray magic.

LEVEL 3 WITCH

Attributes: Increase two attributes by 1 each.

Health: +4

Languages: Any one

Traditions: One, Spells: Two expert

Witchcraft (Magical): You can use an action to produce a harmless magical effect of your choice. The effect can be any you imagine, subject to the following limitations: it replicates no other spell or magical talent, harms no creature or object, and lasts no longer than 1 minute. Examples include lighting a candle at a distance, warming up food, creating a ball of faint light, freshening a room with a pleasant odor, and so on.

Path of Witchcraft (Magical): Choose one of the following benefits. The choice affects other talents you gain from this path.

- **White** Magic: You can use an action to target one creature in reach. You touch the target and it either heals 2d6 damage or ends one affliction affecting it. The amount of damage healed increases to 4d6 at level 6 and to 6d6 at level 9. You can use this talent a number of times equal to your level and regain expended uses after you rest.
- **Gray** Magic: Whenever you make an attribute roll as part of a magical effect you create, you make the roll with 1 boon.
- **Black** Magic: Whenever you deal damage to a single creature from a magical effect you create, the creature takes an extra 1d6 damage. This damage increases to 2d6 damage at level 6 and to 3d6 at level 9. You can use this talent a number of times equal to your level and regain expended uses after you rest.

LEVEL 4 WITCH

Health: +4

Spells: One expert

Witch Fire (Magical): You can use an action to shoot flames from your fingertips. Target one creature or object within 10 yards. Make an Intellect or Will roll against the target's Agility. On a success, the target takes 4d6 damage. The damage increases to 6d6 at level 6 and to 9d6 at level 9. On a critical success, the target also catches fire (luck ends).

LEVEL 6 WITCH

Health: +4

Spells: One expert

Ceremonial Casting: You can perform a ritual to cast any spell you have learned without having to expend a casting. After resolving the spell's effects, make a Strength roll. On a failure, you become weakened for 1 hour and you lose access to this talent until after you rest.

Greater Witchcraft (Magical): You gain a talent that corresponds with the choice you made for the Path of Witchcraft talent.

- **Apotropaic** Aegis (White Magic): You can use a reaction when a creature within 10 yards takes damage. You reduce the amount of damage by 10, or 15 at level 9.
- **Fade** Away (Gray Magic): You can use a reaction when you are attacked to become hazy and indistinct. You impose 2 banes on the roll, or 3 banes at level 9.
- **Evil** Eye (Black Magic): You can use a reaction when an enemy you can see starts its turn within 10 yards to cause that enemy to make a luck roll. On a failure, the enemy becomes cursed (luck ends). Whenever you deal damage to a target cursed in this way, the target takes an extra 1d6 damage, or 2d6 damage at level 9.

LEVEL 9 WITCH

Health: +4

Spells: One master

Secrets of Witchcraft (Magical): You gain a benefit depending on the choice you made for the Path of Witchcraft talent.

- **Restore** Life (White Magic): You can perform a ritual to restore health to the injured or rouse the dead. Target one injured creature or one creature dead no longer than 3 days. If you target an injured creature, the target heals all damage and regains 1d6 Health. If you target a dead creature, you restore it to life so that it becomes a creature once more. The target heals all damage and regains 1d6 Health. In either case, the target imposes 1 bane on rolls to attack it for 24 hours. Once you use this talent, you lose access to it until after you rest.
- **Seeming** Evaporation (Gray Magic): You can use an action to become invisible for 1 minute. The effect ends early if you harm another creature.
- **Killing** Curse (Black Magic): You can snuff the life from a living thing. Choose one creature you can see within 10 yards. The target becomes cursed (luck ends). Each time the target makes a luck roll to end this affliction, the target loses 3d6 Health. Once you use this talent, you lose access to it until after you rest.

WIZARD

The Arcane Society of Wizards emerged before the founding of the Great Kingdom to rein in the excess and danger of uncontrolled and ungoverned magic-use. The wizards defined the laws of magic and assigned the spells and effects to the various traditions known today. As important as these magic-users were, scandal, division, betrayal, and infighting destroyed the order and scattered its members across the lands. The wizards of today belong to no such organization but model themselves after their namesakes, being devoted to magical study.

An academic approach to learning magic rewards you with the title of wizard. You might have apprenticed under another wizard, studied at an academy of magical knowledge, or simply taught yourself from books and scrolls you found in your adventures.

You acquire a magical book called a grimoire. The book can have any appearance you choose. Magical protections safeguard the book so that if it is destroyed or lost, it returns to you after you rest.

LEVEL 3 WIZARD

Attributes: Increase two attributes by 1 each.

Health: +4

Traditions: One, Spells: Two expert

Languages: Any one

Wizard Grimoire (Magical): You have a magical book called a grimoire. You decide the book's appearance. If the book is destroyed or lost, it returns to you after you rest.

While you carry the grimoire, you make Intellect rolls with 1 boon and you impose 1 bane on rolls against your Intellect. In addition, you are immune to the Intellect impaired affliction.

Your grimoire holds all the spells you have learned and additional ones as well. Choose four novice spells from any traditions to add to your grimoire. You add one expert spell at levels 4 and 6, and one master spell at level 9.

You can spend 1 hour after you rest to study your grimoire. When you finish, you can exchange one spell you have learned for a spell of the same tier contained in your grimoire. Alternatively, you can trade one expert spell you have learned for two novice spells, or vice versa. The exchange lasts until you use this aspect of this talent again.

LEVEL 4 WIZARD

Health: +4

Spells: One expert

Wizard Sight (Magical): You can use an action, or a reaction when you see a creature or object, to gain the ability to see auras around any creature, object, or space under the effects of magic. You also see auras around angels, demons, faeries, fiends, spirits, and undead, as well as any creature created by magic, such as creations and summoned creatures. The aura thwarts the benefits of invisibility, if a creature has it, and prevents the creature from hiding from you. The effect lasts 1 hour but ends early if you become unconscious.

You can use this talent a number of times equal to half your level. You regain expended uses after you rest.

LEVEL 6 WIZARD

Health: +4

Spells: One expert

Burn the Page: If you hold your grimoire, you can use an action to cast a spell contained in it as if that spell was an inscription. When you do, however, the spell disappears from your grimoire until after you rest.

LEVEL 9 WIZARD

Health: +4

Spells: One master

Magic Savant: After each rest, you can choose one novice spell, one expert spell, and one master spell you have learned. Increase the castings you have for each spell by an amount equal to its normal number of castings.

Paths of Skill

The paths of skill offer avenues for development of specific expertise. They make available entirely new capabilities or unlock special and unique features. Paths of skill also provide diverse options for people who crave flexibility.

ANNIHILATOR

To think there is a point to existence exposes a weakness the annihilator can exploit. The endless cycle of life and death makes slaves of mortals to Lord Death or whoever profits from the extinction of mortal life. Rather than serve the needs of some unworthy divinity, the annihilator harnesses ruinous magic to unravel creation and bring sweet, sweet oblivion to everything in it. Tempering the hate is a constant challenge for these nihilistic adventurers, for what is to be gained by helping others when the best and surest solution to their troubles is death?

LEVEL 3 ANNIHILATOR

Attributes: Increase two attributes by 1 each.

Health: +8, Bonus Damage: +1d6

Destructive Blast (Magical): You can use an action to release a blast of chaotic energy from your hand. Target one creature or object you can see. Make a Will roll with 1 boon against the target's Agility. On a success, the target takes 1d6 damage per level. On a critical success, the target takes an extra 2d6 damage and you scour away all harmless living things from a Size 5 space centered on the target.

After you use this talent, make a Will roll. On a failure, energy erupts from you to deal 1d6 damage to yourself and each creature and object inside a Size 5 space centered on you. A creature, other than you, can make a luck roll and takes half the damage on a success. You then lose access to the Destructive Blast talent (luck ends).

Appetite for Destruction: Whenever you get a critical success on a roll made as a result of using your Destructive Blast talent, you become cursed (luck ends). While cursed in this way, you regard all creatures as enemies.

LEVEL 4 ANNIHILATOR

Health: +8

Split the Blast (Magical): When you use your Destructive Blast talent, you can divide the blast between any number of targets that you can see. You divide up the damage between targets before you make the Will roll. For example, if you would deal 4d6 damage, you could target four creatures and objects, dealing 1d6 damage to each, three creatures and objects, dealing 2d6 damage to one and 1d6 damage to the other two, and so on.

LEVEL 6 ANNIHILATOR

Health: +8

Revel in Ruin (Magical): When your Destructive Blast causes a creature to become incapacitated or destroys an object, you make attribute rolls with 1 boon until the end of your next turn.

LEVEL 9 ANNIHILATOR

- **Health:** +8, Bonus Damage: +1d6

Horrid Annihilation (Magical): When you use your Destructive Blast talent, you can use this talent to amplify the effect. You must make this decision before you roll the dice. On a success, a target takes double the damage. However, you get an automatic failure on the Will roll you make as a result and the energies that erupt from you deal an extra 3d6 damage.

ASSASSIN

Strengthening your hands helps you maintain your grip when strangling a victim. Extensive study of poisons and exposure to them lets you use these toxins without fear. And paying attention to your movements—how you step, where you stand—as well as adopting various disguises all help you to get into a position where you can make the kill.

Being a professional killer makes you few friends and a great many enemies, but there's never any shortage of work. You might have always been a bloodthirsty sort, well-acquainted with the killing business from the earliest days of your career, so the assassin path represents a refinement of skills you have already acquired. Then again, you might be new to the trade. Conversion to the Cult of the Last Door and a fervent belief that your kills serve as prayers to your gloomy god might help you sleep at night between missions. Your techniques could also support a career as a spy, a saboteur, a guerrilla, or even a warrior who has learned that fair fighting is for suckers. You might have rules about who you will kill and who gets to live. The reasons and limits are yours to decide, but the clearer they are, the easier you will fit in with the rest of your group.

LEVEL 3 ASSASSIN

Attributes: Increase two attributes by 1 each.

Health: +8, Bonus Damage: +1d6

Languages: Any one

Assassinate: When you deal damage to a creature that you are hidden from, you can use this talent to cause the target to lose 2d6 Health. At level 9, the target loses 4d6 Health instead.

Stalker: You can use a reaction when you move to a position where you can hide to become hidden. You treat areas in dim light or faint light as hiding places, even if you are being observed. A creature with special senses, such as the Awareness or Keen Vision trait, ignores the effects of this talent.

LEVEL 4 ASSASSIN

Health: +8

Art of the Kill: You gain the following benefits from your training in advanced assassination techniques:

- You deal an extra 1d6 damage to creatures from which you are hidden or to which you are invisible.
- It takes you just 1 minute to create a disguise from a disguise kit, and you can create a disguise for yourself without needing a reflective surface.
- Creatures affected by poisons you use make their rolls to end the affliction with 1 bane. In addition, creatures poisoned by you lose an extra 1d6 Health at the end of each round.
- You make rolls to grab and overcome grabs with 1 boon. When you cause a creature to lose Health from a garrote, the creature loses an extra 1d6 Health.

LEVEL 6 ASSASSIN

Health: +8

Killer's Eye: When you attack a creature, you roll an additional d20 and use either result. If both rolls succeed, the target also loses 2d6 Health.

LEVEL 9 ASSASSIN

Health: +8, Bonus Damage: +1d6

Killing Strike: Your attacks deal maximum damage to targets from which you are hidden or to which you are invisible.

BARD

Bards exist in a loose society of musicians, actors, and storytellers united by their shared love of history and their eagerness to bear witness and record the great events that shape the future. Thanks to the bards, civilization recalls information about nearly all the eras of history, though the willingness to learn from such events varies. And even though the institution that created the bards collapsed long ago and its members have scattered, some remain who carry out the sacred duties of their predecessors.

You have joined the bards. Maybe you became an understudy to another, or you claimed the mantle for yourself. You might strive to return the bards to their place of prominence or just join the fight in these dangerous times.

You proved yourself a worthy candidate to join this esteemed group by your skill at performance, your cleverness, and your eagerness to learn all that you can. Now, you travel the world, seeking new legends to add to those you have discovered.

LEVEL 3 BARD

Attributes: Increase two attributes by 1 each.

Health: +8, Bonus Damage: +1d6

Languages: Any three

Bard Training (Magical): You can play any instrument. You can sing, dance, act, juggle, and perform in any style you choose.

You make rolls related to performing with 1 boon.

If you perform for at least 10 minutes, any creature present for the entire performance that is not already friendly to you makes a Will roll. On a success, the creature becomes immune to this effect for 24 hours. On a failure, the creature becomes friendly to you and counts as your ally until you or one of your allies harms it.

Legends and Lore: You can ask the Sage one question concerning a legend, magic, history, a people, or a place and then make a luck roll. On a success, the Sage tells you one fact about the subject. On a failure, you lose access to this benefit until after you rest.

LEVEL 4 BARD**Health:** +8**Languages:** Any one**Tradition:** One, **Spells:** One novice

Manipulating Music (Magical): You can use an action to perform magical music (with or without an instrument). The music lasts until the end of your next turn, but ends early if you stop singing or playing, or you become confused, controlled, stunned, or unconscious. On your turn, you can choose to extend the effect until the end of your next turn, up to a maximum of 1 minute. While you perform in this way, your attacks deal an extra 1d6 damage and the music you create has the following effects:

- Each enemy within 5 yards makes a Will roll. On a success, the enemy becomes immune to this talent for 24 hours. On a failure, the enemy becomes vulnerable until the performance ends. The effect ends early for an enemy that cannot hear this music. An enemy that overcomes the effect becomes immune to this effect for 24 hours.
- Each ally within 5 yards makes attribute rolls with 1 boon until the performance ends. The effect ends early for an ally that cannot hear your music.

You can use this talent a number of times equal to your level. You regain expended uses after you rest.

LEVEL 6 BARD**Health:** +8**Languages:** Any one**Spells:** One expert

Inspiring Note (Magical): When an ally under the effect of your Manipulating Magic talent gets a success on a roll to attack, you can use this talent to cause the attack to deal an extra 1d6 damage. Once you use this talent, you lose access to it until the start of your next turn.

LEVEL 9 BARD**Health:** +8, **Bonus Damage:** +1d6**Languages:** Any one**Legendary Luck:** You make luck rolls with 1 boon.

Spellbinding Music (Magical): If you are under the effects of your Manipulating Music talent, you can use an action to spellbind your audience. Target any number of creatures within 5 yards. Each makes a Will roll. An angel, creature, demon, faerie, fiend, spirit, and undead gets an automatic success. On a success, the target becomes immune to this talent for 24 hours. On a failure, the target becomes controlled (luck ends).

You can use this talent a number of times equal to half your level. You regain expended uses after you rest.

BEASTFRIEND

The moment your eyes met you knew that you would be friends forever, partners in everything you do. You might bicker over a choice bit of meat, but at the end of the day, you would do anything for your beast companion, and you know that your companion would do anything for you.

Performing an ancient ceremony, possibly originating from the cult of the Horned Lord, you joined your soul to that of a quadrupedal beast, such as a timber wolf or black bear, and this connection creates a link that lasts for the rest of your life. So strong is the bond that should the beast fall in battle, its spirit moves into your body until it resurrects itself.

LEVEL 3 BEASTFRIEND**Attributes:** Increase two attributes by 1 each.**Health:** +8, **Bonus Damage:** +1d6

Bonded Beast Companion: You gain the service of a magical quadrupedal beast, one lacking the Fly and Swimmer traits. The creature is your companion, and you can communicate telepathically while you are within 100 miles of each other. If your beast companion dies, its spirit enters your body, where it remains for 24 hours, at which point the companion reincarnates into a new body. While your body contains the companion's spirit, you have a bonus to Health equal to your level and the Keen Vision trait if you do not have it already. At level 4, while your companion's spirit is in your body, your melee weapon attacks deal an extra 1d6 damage, or 2d6 damage at level 6.

If you die, the companion spends the next hour eating your remains and disappears when it finishes. If you are inedible, both you and the companion disappear.

Defense: 10, **Health:** 20

Attributes: Strength 12 (+2), Agility 10 (+0), Intellect 10 (+0), Will 11 (+1)

Size: 1, **Speed:** 5

Senses: Keen Scent, Keen Vision

Natural Weapons: The beast uses its teeth as natural weapons that deal 1d6 damage.

LEVEL 4 BEASTFRIEND

Health: +8

Coordinated Assault: When you or your beast companion attack, the next one of you to attack the same target, even if it is you, before the end of the next round makes the roll with 1 boon.

When your companion successfully attacks and you are within 5 yards, you can apply some or all of your Bonus Damage to the companion's attack provided you have Bonus Damage remaining.

Evolving Companion: Your beast companion gains one of the following traits. If the companion becomes incapacitated, you gain the trait until your companion returns.

Senses: Dark Vision or Keen Hearing

Movement: Climber or Swimmer

Speed: The companion's Speed increases by 1.

Healing Bond (Magical): You can use an action to enable yourself and your beast companion to heal damage if it is within 5 yards of you. Divide 4d6 between you to determine how much damage you heal.

You can use this talent a number of times equal to half your level. You regain expended uses after you rest.

LEVEL 6 BEASTFRIEND

Health: +8

Beast Companion Evolution: Magic flows into your companion, causing it to grow larger and tougher. Your beast companion becomes a dire beast companion that uses the following rules.

Defense: 10, **Health:** 30

Attributes: Strength 14 (+4), Agility 10 (+0), Intellect 10 (+0), Will 11 (+1)

Size: 1, **Speed:** 6

Senses: Keen Scent, Keen Vision

Natural Weapons: The dire beast uses its teeth as natural weapons that deal 2d6 damage. It rolls to attack with 1 boon.

LEVEL 9 BEASTFRIEND

Health: +8, **Bonus Damage:** +1d6

Beast Companion Apotheosis: Your beast companion becomes greater, stronger, and more dangerous, an exemplar of its kind. Your companion becomes a legendary beast companion that uses the following rules.

Defense: 10, **Health:** 60

Attributes: Strength 15 (+5), Agility 10 (+0), Intellect 10 (+0), Will 12 (+2)

Size: 2, **Speed:** 7

Senses: Keen Scent, Keen Vision

Natural Weapons: The legendary beast uses its teeth as natural weapons that deal 3d6 damage. It rolls to attack with 1 boon.

INHERITOR

An ancient weapon of untold power made its way into your hands, most likely for some great deed you performed of a nature the weapon found compatible with its own aims. Upon taking up the weapon, you became an inheritor, one of a few individuals armed with a relic forged to accomplish some great and lasting end. The weapon offers you might, but do you have the courage to finish the work begun so long ago?

You either acquired the relic weapon recently or you have always had it with you and only now realize its potential. Nearly all relic weapons are swords, but other melee weapons are possible, if you prefer. You choose the weapon's appearance.

LEVEL 3 INHERITOR

Attributes: Increase two attributes by 1 each.

Health: +8, Bonus Damage: +1d6

Relic Weapon: You acquire a relic weapon, which can be any melee weapon. The weapon is magical and immune to damage. The weapon grants 1 boon on your rolls to attack with it and its damage increases by 1d6, or 2d6 at level 9. Finally, while you are wielding the weapon and are not unconscious, the weapon imposes 1 bane on rolls to attack you.

Call Relic Weapon (Magical): You can use an action to cause your relic weapon to teleport to your hand from anywhere in the world.

LEVEL 4 INHERITOR

Health: +8

Magical Quality: You discover your relic weapon's special quality. Choose one of the following varieties.

- **Answerer:** Once per round, when you take damage from an enemy within 5 yards, the weapon wrenches itself free from your hand to strike that enemy and then returns to your hand. The enemy that enabled the use of this effect makes an Agility roll with 1 bane. On a failure, it takes 2d6 damage.
- **Flame Kiss:** When you attack with the weapon, flames erupt from it and burn until the combat ends or until you drop the weapon. A creature that takes damage from an attack you make with the weapon must succeed on a luck roll or catch fire (luck ends). If you get a failure on your roll to attack, one different enemy in reach must make an Agility roll. On a failure, it takes 1d6 damage from the flames.
- **Ice Heart:** When you attack with the weapon, intense cold radiates from it. A creature that takes damage from an attack you make with the weapon must succeed on a luck roll or become Strength impaired (luck ends).
- **Life-Stealer:** The weapon cackles and howls during combat. A creature that takes damage from an attack you make with the weapon must succeed on a luck roll or lose 1d6 Health. If the target loses Health, you heal damage equal to the amount of Health the target lost.
- **Snake Tongue:** When you attack with the weapon, foul poison bleeds from it. A creature of flesh and blood that takes damage from an attack you make with the weapon must succeed on a luck roll or become poisoned (luck ends).
- **Spellbound:** The weapon contains three novice spells of your choice. The spells can come from any traditions. The weapon holds the castings for these spells, and you can cast the spells while you wield the weapon as if you knew them. The weapon regains expended castings after you rest.
- **Stormheart:** When you attack with the weapon, it throws off sparks and crackles with electricity. You make rolls to attack metal targets or targets that are wearing medium or heavy armor with 1 boon. A creature that takes damage from an attack you make with the weapon must succeed on a luck roll or become vulnerable (luck ends).
- **Vorpal:** The weapon has a keen edge. Whenever you get a critical success on a roll to attack with the weapon, the target takes an extra 1d6 damage and you make a luck roll. If the result of the luck roll is 18 or higher, the target takes an extra 5d6 damage. If the damage causes the target to become incapacitated, it dies and you sever its head (or an appendage that serves a similar purpose).
- **Wallbreaker:** When you deal damage with the weapon, the target takes an extra 1d6 damage and grants 1 boon on rolls made to attack it until the end of the next round.

LEVEL 6 INHERITOR

Health: +8

Relic Weapon Strike (Magical): When you succeed on a roll to attack with your relic weapon, you can use this talent to deal an extra 4d6 damage. Once you use this talent, you lose access to it (luck ends).

LEVEL 9 INHERITOR

Health: +8, Bonus Damage: +1d6

Awakened Weapon (Magical): Your relic weapon has an Intellect and Will score of 10 each. The weapon knows three languages and can speak. The Sage decides the weapon's personality and the ultimate purpose for which it was forged. Your attacks with the weapon deal an extra 1d6 damage.

If you become incapacitated, the weapon rises into the air and fights on your behalf until you are no longer incapacitated or you die. The weapon uses your rules, and has the Fly and Hover traits. Each time the weapon causes a creature to become incapacitated and you are within 15 yards of it, you heal 1d6 damage. If you die, this effect ends, and the weapon falls to the ground and becomes an ordinary weapon until another inheritor takes it up.

JESTER

There's a difference between an idiot and a fool. Anyone can be an idiot; it takes work to be a fool. You've spent a lifetime perfecting your craft. You can juggle just about anything, you pratfall with the best, and your jokes and quips bring laughter and groans in equal measure. You entertain your audiences, but you also hold a mirror up to their follies and know just what to say to cut a person down to size. And when you go too far, you can lead the one offended on a merry chase that turns your victim into the bigger fool.

LEVEL 3 JESTER

Attributes: Increase two attributes by 1 each.

Health: +8, Bonus Damage: +1d6

Languages: Any one

Cutting Insult: If you can speak and you are not confused, controlled, stunned, or unconscious when a creature you can see within 10 yards starts its turn, you can use a reaction to insult that creature. That creature makes rolls to attack you and against you with 1 boon until the start of your next turn. Each other creature that can hear you makes a Will roll. On a success, the creature becomes immune to this talent for 1 minute. On a failure, the creature becomes confused and vulnerable (luck ends both) from laughing at your joke. Once you use this talent, you lose access to it (luck ends).

Pratfall: You can use a reaction when you take damage, are moved against your will, or fall prone, to make a big show of your misfortune. Each creature within 5 yards that can see you makes a Will roll; allies make this roll with 1 boon. On a failure, the creature becomes confused until the end of your next turn.

LEVEL 4 JESTER

Health: +8

Who's the Fool?: You impose 1 bane on rolls to attack you by confused creatures. You make rolls to attack confused creatures with 1 boon and your attacks against such creatures deal an extra 1d6 damage. The extra damage increases to 2d6 at level 6 and to 3d6 at level 9.

LEVEL 6 JESTER

Health: +8

Astonishing Reflexes: The number of reactions you can use in a round increases by one.

Fast Hands: Once per round, when you use an action to throw an object or make an attack with a thrown weapon, you regain the use of the action.

In addition, when you are not injured, you can use a reaction when a creature you can see gets a success for a ranged attack it makes against you using a weapon that lacks the Firearm trait to reduce the damage to 0 and, if you have at least one hand free, catch the weapon or piece of ammunition.

LEVEL 9 JESTER

Health: +8, Bonus Damage: +1d6

Great Wit: Whenever a creature within 5 yards that can hear you gets a failure on an attribute or luck roll and the creature lacks immunity to the frightened affliction, that creature becomes confused until the end of your next turn.

Merry Chase: While you are not injured, you impose 1 bane on rolls to attack you. While you are injured, increase your Speed by 2 and increase the number of banes you impose on rolls to attack you to 2.

MOUNTEBANK

In the coldest winter ever known, you can always find a buyer for the ice you happened to collect. No one is so greedy that they wouldn't lend you a coin when you ask them. And when you feel moved to snatch candy from a baby, the infant does not even snuffle. You know people. You know what makes them tick. And your skill at manipulating others makes certain you have friends wherever you go. By the time they grow wise to what you're about, you're long gone.

You might have an incredible disregard for others and a willingness to use people, but this doesn't have to be the case. You could be different from other such scoundrels. Perhaps you developed your talents to get back at the real criminals, to expose them for all their venality, cruelty, and wickedness, and then destroy them.

LEVEL 3 MOUNTEBANK

Attributes: Increase two attributes by 1 each.

Health: +8, Bonus Damage: +1d6

Languages: Any one

Inveigle: If you can speak, you can use a reaction when an enemy within 5 yards chooses you as the target of its attack. If the enemy can hear you, make an Intellect roll against its Intellect.

On a success, the enemy either becomes Intellect impaired (luck ends) or Will impaired (luck ends), as you choose, and you switch the target of the enemy's attack to a different eligible target. If there are no other eligible targets, the enemy's attack results in a failure.

On a critical success, the enemy becomes controlled by you until it ends the impaired affliction or it can no longer hear you.

On a failure, the enemy becomes immune to this talent for 24 hours.

LEVEL 4 MOUNTEBANK

Health: +8

Double-Cross: You make rolls to attack Intellect impaired or Will impaired targets with 1 boon, and your attacks against such targets deal an extra 2d6 damage, or 3d6 damage at level 6.

LEVEL 6 MOUNTEBANK

Health: +8

One Step Ahead: When an Intellect impaired or Will impaired creature gets a failure on a roll to attack you and you lack the held and slowed afflictions, you can move up to 2 yards. You count as having the Slippery trait for this movement if you don't have it already.

LEVEL 9 MOUNTEBANK

Health: +8, Bonus Damage: +1d6

Diabolical Cunning: You make Intellect rolls with 1 boon, and you impose 1 bane on rolls against your Intellect.

Enemy Undone: You grant 1 boon on rolls to attack targets that have the Intellect impaired or Will impaired affliction and that are within 5 yards of you.

PHYSICIAN

Magic can cure infections and close wounds, but access to its miraculous powers often lies out of reach. Even in places where such treatment might be at hand, demand for healers' services means limited access and, sometimes, high prices. Such limitations have allowed more traditional methods of healing to develop, and the field of medicine advances at a steady pace to meet the needs of patients.

You have made an extensive study of anatomy, herbalism, and the healing arts, and eventually learned enough to provide excellent care. You know how to fight infection, neutralize poisons, tend injuries, extract teeth, set broken bones, and even provide a fine haircut. Your talents come from natural training, but you are the equal of any magic-user armed with a healing spell.

LEVEL 3 PHYSICIAN

Attributes: Increase two attributes by 1 each.

Health: +8, Bonus Damage: +1d6

Languages: Any one

Medical Training: You can work miracles with a healer's kit. You can use an action and expend 1 use from your healer's kit to produce any of the following effects:

- Enable one ally within reach to heal 2d6 damage. The damage healed increases to 3d6 at level 9.
- Remove the confused, poisoned, vulnerable, or weakened affliction from one ally within reach. At level 9, you can remove any affliction.
- End one infection affecting one ally in reach.
- Enable one ally within reach to regain 1d6 Health.

LEVEL 4 PHYSICIAN

Health: +8

Merciful Intervention: You can use a reaction when an enemy within 5 yards attacks an injured target to reduce the result of the enemy's attack by 20. The attacks of angels, demons, faeries, fiends, spirits, and undead are immune to this effect. Once you use this talent, you lose access to it for 1 minute.

LEVEL 6 PHYSICIAN**Health:** +8

Resident Physician: Allies within 5 yards heal an extra 1 d6 damage when they heal damage and they make rolls to resist infection and being poisoned with 1 boon. When you help a creature to overcome an affliction, you grant 1 boon on the creature's roll. In addition, when an ally finishes resting and you were present the entire time, the ally also regains an additional 1 d6 Health.

LEVEL 9 PHYSICIAN**Health:** +8, **Bonus Damage:** +1 d6

Anatomical Expertise: You have extensive knowledge of anatomy. Your attacks with weapons benefit from the Brutal trait.

Quick Intervention: When an ally within 5 yards becomes injured or incapacitated, you can use a reaction to expend a use from your healing kit.

Ready for Treatment: You replenish the uses in your healer's kit, up to its maximum, after each rest.

SCOUT

A good scout ranges ahead, studies the ground, searches out hidden dangers, and then returns to report what waits ahead. When any dark passage could harbor a trap, when any cave might hold a troll or a dragon, and when bandits, mutants, and worse lie in wait for the unwary, people cannot afford to be incautious. One misstep is all it takes to bring a treasure hunter's career to a sudden end. The scout makes sure the group stays prepared and avoids the worst of the pitfalls and foes they might encounter.

LEVEL 3 SCOUT

Attributes: Increase two attributes by 1 each.

Natural Defense: +1, **Health:** +8, **Bonus Damage:** +1 d6,
Speed: +1

Lone Wolf: While you are at least 5 yards away from any ally, you have the Slippery and Strider traits, you roll to attack with 1 boon and you impose 1 bane on rolls to attack you.

LEVEL 4 SCOUT**Health:** +8

Expose Vulnerability: At the start of your turn if you are not confused, controlled, stunned, or unconscious, target one enemy you can see and make an Intellect roll. On a success, the target becomes vulnerable (luck ends) or until you use this talent again. A vulnerable enemy takes an extra 1 d6 damage each time a creature gets a critical success against it. On a failure, you lose access to this talent for 1 minute.

LEVEL 6 SCOUT**Health:** +8, **Speed:** +1

Exploit Advantage: When you attack a target not within reach of any creature other than you, you roll to attack with 1 boon and your attack deals an extra 1 d6 damage.

LEVEL 9 SCOUT**Health:** +8, **Bonus Damage:** +1 d6

Pathfinder: When you move into a room, chamber, or similar space, you can make an Intellect roll. On a success, you discover each exit from that area, even if those exits would otherwise be hidden from you. On a failure, you lose access to this talent for 1 hour.

Ultimate Scout: While you wear light or no armor, you have the following traits if you don't have them already: Keen Hearing, Keen Vision, Silent, and Strider. In addition, whenever you enter an area of any obscurity or move behind an object that can provide you with any cover, you become invisible until you leave the area of obscurity or abandon the position.

SPELLFIGHTER

Those poor deluded fools. So often you meet people who say that blending magic use with skill at arms is impossible, and to them you have but one answer: a blast of fire to the face. Not only do you know what's possible—you prove it with your magical attacks. You exult in the wonder your mad skills evoke.

Some say your methods originated from a society of exceptional warrior-mages who threw themselves into both magic and skill at arms, all to protect the magicians who recruited them. You've heard tell that those spellfighters not only exceeded expectations but played a part in their masters' undoing. Not that you care: you encompass the best of two worlds, and you dare anyone to stand in your way.

LEVEL 3 SPELLFIGHTER

Attributes: Increase two attributes by 1 each.

Health: +8, Bonus Damage: +1d6

Tradition: One, Spells: One novice

Languages: Any one

Spell-Charged Weapon (Magical): You can perform a ritual to imbue one weapon you touch for the entire performance with magical energy. When you finish, the weapon becomes charged until it's destroyed or you use this talent again. Being charged in this way grants the following benefits:

- While you hold the weapon, you impose 1 bane on rolls against your Defense.
- When you attack with the weapon, you can use the higher of your Intellect or Will score in place of the attribute you normally use to attack with the weapon.
- When you attack with the weapon, you roll to attack with 1 boon.
- When you get a critical success on an attack using the weapon, you roll to attack the target with 1 boon until the end of your next turn.

LEVEL 4 SPELLFIGHTER

Health: +8

Spells: One novice

Spellstrike: When you cast a spell, the next attack you make before the end of your next turn deals extra damage. You deal an extra 1d6 damage if you cast a novice spell, 2d6 for an expert spell, or 3d6 for a master spell.

LEVEL 6 SPELLFIGHTER

Health: +8

Spells: One novice

Battle Casting: When you use an action to attack, you can also cast a novice spell as part of the attack, provided you can expend a casting to do so. Casting a spell in this way triggers additional effects from your Spellstrike talent. Once you use this talent, you lose access to it (luck ends).

LEVEL 9 SPELLFIGHTER

Health: +8, Bonus Damage: +1d6

Spells: One expert

Bestow Magic Weakness: When you get a critical success on a roll to attack, you can use this talent to make the target vulnerable to magic (luck ends). While vulnerable to magic, the target makes rolls to resist magical effects with 1 bane and takes double damage from magic. Once you use this talent, you lose access to it (luck ends).

THIEF

You picked the lock so your friends didn't have to kick the door in. When the trap killed Fritz, you retrieved his body from the spinning blades and disarmed the device so no one else would get hurt. You found the secret door that circumvented that scary idol, and you were the one who scrambled up the ledge and dropped down the rope. Really, no one would have found all that treasure if it hadn't been for you. Yeah, they need you, so none of them should complain about you taking the largest share. After all, you did all the work. Right?

Absolutely. Their grumbles were starting to grate on your nerves. Sure, they might have gotten a little banged up along the way, what with the booby traps and sheer cliffs, but you were the reason they weren't all dead or lost in this dusty tomb. They could argue about the split later, after they haul your butt out of here when you trip that last pressure plate.

LEVEL 3 THIEF

Attributes: Increase two attributes by 1 each.

Health: +8, Bonus Damage: +1d6

Languages: Any one

Artful Dodger: While you are not injured, confused, controlled, stunned, unconscious, or vulnerable, you impose 1 bane on rolls to attack you.

When you use a reaction to dodge an attack and you are neither held nor slowed, you can, after the attack's resolution, move 2 yards. You are Slippery for this movement.

Thievary: You can use Intellect in place of Strength or Agility when you roll to climb, sneak, steal, or perform any activity that relates to a thief's Professional Knowledge. In addition, whenever you roll to use a tool, kit, or object, none of which count as weapons, you roll with 1 boon.

LEVEL 4 THIEF

Health: +8

Steal Advantage: Once per round, when you deal damage with an attack to a target creature, you can cause that target to become weakened (luck ends). While it is weakened in this way, you roll to attack that target with 1 boon and your attacks against it deal an extra 1d6 damage.

LEVEL 6 THIEF

Health: +8

Make it Happen: When you make an attribute roll, you can add 10 to the result. Once you use this talent, you lose access to it for 1 minute.

Sticky Fingers: On your turn, you can use this talent to gain an action. You can use this action only to steal. Once you use this talent, you lose access to it (luck ends).

LEVEL 9 THIEF

Health: +8, Bonus Damage: +1d6

Mostly Harmless: Enemies treat you as harmless and do not target you for their attacks and harmful effects. If you harm or steal from an enemy, that enemy becomes immune to this talent.

WARLOCK

Rather than study, you turned to a dark entity to gain the power you crave. You likely followed in the steps of other warlocks by enlisting in service to the Adversary: Prince of the Netherworld, Lord of the Fiends, and author of all the evils that have befallen the world. You might have sought out such a bargain on your own or succumbed to temptation when a fiend seduced you and brought you over to the side of darkness.

Making a pact with the Devil takes a special set of circumstances. Desperation, fear, and anger might have led you to take the first steps down this dark road. Perhaps you want revenge against someone far more powerful than you and you neither have the time or luxury to devote yourself to learning magic the old-fashioned way. It could also be that powerful enemies hunt you and this pact was the only way to save your neck. Better a fate worse than death that might come in ten, twenty, or more years than the agony of the bonfire, the torturer's tools, hunger, disease, or some other calamity tomorrow.

LEVEL 3 WARLOCK

Attributes: Increase two attributes by 1 each.

Health: +8, Bonus Damage: +1d6

Tradition: One Spells: One novice

Languages: Any one

Adversary's Mark (Magical): The Adversary's dread attention causes you to be cursed. No effect can end this affliction. The curse manifests as an upside-down star burned into the center of your forehead. In addition to the effects of being cursed, the star imposes 1 bane on your rolls in social situations, but it signifies that your soul belongs to the Adversary, and thus fiends do not harm you unless you harm them first.

Magical Doom (Magical): When a creature within 5 yards of you dies or becomes incapacitated and that creature has a Health score of 10 or higher, you can use a reaction to gain 1 doom token and the incapacitated creature that enabled the use of this talent dies. You retain the token until you expend it. You expend these tokens to use talents gained from this path. Discard any unexpended doom tokens after you rest.

Hellfire Blast (Magical): You can use an action to release blue-black flames from your hand. Target one creature within 15 yards.

Make an Intellect roll against the target's Agility. On a success, the target takes 1 d6 damage and becomes weakened until the end of your next turn. You can expend 1 doom token to deal an extra 3d6 damage. The extra damage increases to 4d6 at level 4, 6d6 at level 6, and 9d6 at level 9.

LEVEL 4 WARLOCK

Health: +8

Spells: One novice

Hellfire Blade (Magical): You can use an action and expend 1 doom token to create a saber made from fire that remains for 1 hour, until it leaves your hands, or until you become unconscious. The saber uses the normal stats for the weapon, but the weapon damage is 3d6, or 4d6 at level 6. In addition, when you get a critical success on an attack using the saber, the target also catches fire (luck ends).

Terrifying Presence (Magical): You can use an action and expend 1 doom token to force any number of enemies within 5 yards to make a Will roll. On a failure, the target becomes frightened of you (luck ends), or until you become unconscious.

LEVEL 6 WARLOCK

Health: +8

Spells: One expert

Hellfire Shroud (Magical): When you use your Hellfire Blast talent, you can choose to take 1d6 damage to wreath your body in hellfire for 1 minute. Any creature in reach that attacks you takes 1d6 damage and must succeed on an Agility roll or catch fire (luck ends).

Infernal Might (Magical): You can use an action, or a reaction when you are harmed, to expend 1 doom token and heal 1d6 damage. Then, for 1 minute, you make attribute rolls with 1 boon.

LEVEL 9 WARLOCK

Health: +8, Bonus Damage: +1d6

Spells: One expert

Brimstone Step (Magical): Each time you spend 1 doom token, you can teleport to an empty space you can see within 15 yards. Inside a Size 3 space centered on the space you left, there appears acrid, noxious smoke that creates heavy obscurement until the end of your next turn.

Eyes of the Adversary (Magical): You gain the Dark Vision trait. In addition, you see through all disguises, recognize illusions for what they are, and see clearly into the spirit world in places where it coexists with your surroundings.

Chapter 6

Master Paths

Looking back on the journey so far, you helped towns and villages, saved lives one at a time, and confronted the darkness that bloomed in bleak places. You wrested treasures from forgotten ruins and throughout it all, your talents grew. Eventually, you heard the call to take a stand against greater evil, foes that threatened not just a few, but entire regions. Perhaps you bearded a dragon in its lair or vanquished a demon that had slipped in from the Void, and still your abilities have grown. Now, you stand at the brink of realizing your destiny and your efforts safeguard all the borderlands and, even, the lands beyond. You have become a master of your craft and you decide where your fate will lead you.

Upon reaching level 7, each member of the group chooses a master path. Master paths use similar groupings to those of expert paths but offer further specialization. The paths of arms let you focus on specific weapons and fighting styles. The paths of the gods reward constant service to a particular deity. The paths of magic let you master a particular tradition. And the paths of prowess do a little bit of everything. You can choose any master path you like. Again, though, portraying your character can be easier when your path choice reflects past events and experiences in the game.

MASTER PATHS OF ARMS

PATH	DESCRIPTION	PATH	DESCRIPTION
Barbarian	A relentless, bloodthirsty combatant who thrives in violent situations.	Juggernaut	One with incredible strength, able to smash through walls.
Battle Master	A true master of weapons who becomes a paragon of combat.	Mariner	A master of sailing and veteran of many high seas adventures.
Blade	A specialist in blades and knives, able to turn these modest weapons into lethal tools.	Marauder	One who relies on speed and awesome force to crush their enemies.
Cavalier	The ultimate mounted warrior, the cavalier rides a fearless steed into battle.	Outlander	A grizzled survivalist, grown strong and tough through enduring the worst dangers of the wilderness.
Champion	A hero and devoted protector, a fighter of great skill and determination.	Razor Wind	A fighter who specializes in fighting with the chain knife.
Conqueror	One who crushes enemies through superior command and physical prowess.	Ruffian	One who intimidates and demoralizes enemies.
Death Dealer	A brutal combatant whose savagery in battle makes mountains of the dead.	Sharpshooter	A master of fighting with ranged weapons.
Dragon Fist	A master of the Dragon Fist fighting style, which enables the combatant to fight with the fury of a dragon.	Skald	A warrior-poet able to inspire allies with chants and stories.
Duelist	An able fighter, adept at singling out and defeating enemies one at a time.	Slayer	A brutal killer who can take a beating while rending enemies to pieces.
Fencer	A master of the rapier who taxes enemies with dead-ly, precise strikes.	Twin Striker	A master of fighting with two weapons at once.
Giant Killer	One who specializes in slaying large foes.	Warlord	A cunning battlefield leader.
Graven	One who wears a magical suit of armor that, once donned, cannot be removed.	Zealot	A religious fanatic who seeks only to fight in the name of their god.

MASTER PATHS OF THE GODS

PATH	DESCRIPTION
Anointed One	You become a holy defender of the High One and his congregation.
Blessed Knave	A devotee of Fetch, the god of thieves.
Blighter	One chosen by the Pale Lady to spread sickness and death.
Catastrophist	A devoted servant of Calamity who spreads misfortune to all.
Dragonite	A devoted servant of Draconus who manifests many of their patron's physical properties.
Fate Weaver	A devoted servant of the Fates, enabled with the ability to manipulate a creature's destiny.
Flagellant of Want	A devotee of Want, one who suffers to expiate their crimes.
Herald of the Dawn	One chosen by Mother Sun to bring light to the world.
High Priest	A leader of the faith who can perform incredible miracles.
Horned Apostle	A devotee of the Horned Lord, a terrifying hunter and killer.
Justiciar	A devoted servant of Blind, the goddess of justice.
Kraken Thrall	A servant of dread Oceanus, drowner of nations.

PATH	DESCRIPTION
Legate	An enlightened devotee of Urbanus, the god of civilization.
Maenad	One of the violent servants of the Wild Woman in her bloodthirsty aspect.
Magister	A mighty servant of Abraxus, the god of magic.
Moon Celebrant	One who serves Sister Moon, the goddess of night.
Reforged	A disciple of Kaen, armorer of the gods, imbued with the ability to shape metal.
Sacred Reveler	A debauched hedonist in service to Revel.
Saprophyte	A devotee of Grandmother Spore, transformed into a walking, talking fungus.
Soul Taker	A reaper of souls, chosen by Lord Death.
Spirit Caller	One who speaks to the ancestor spirits and gains their aid.
Storm Apostle	A wild servant of the Sky Father, who brings rains and storms to the battlefield.
Valkyrie	A soldier of the war goddess Hate.
Wood Watcher	One chosen by Grandfather Tree to protect green and growing things.

MASTER PATHS OF MAGIC

PATH	DESCRIPTION
Abjurer	One who masters the secrets of Protection magic.
Aeromancer	One who masters the secrets of Aeromancy, the magic of air.
Alchemist	One who masters Alchemy to discover the secret of the philosopher's stone.
Alienist	A reckless, possibly unhinged master of Eldritch magic.
Animist	One who allies with nature spirits and masters Animism magic.
Archmage	Counted among the greatest spellcasters in the world, archmages rival the gods themselves.
Astromancer	One who masters the magic of the Astromancy tradition.
Authority	One who masters Order magic.
Battle Mage	A master of War magic, capable with weapons and spells.
Binder	One who calls forth and binds a spirit to become a companion.
Chaotician	A master of Chaos magic with all its unpredictability.
Chronomancer	One who masters the secrets of time through Chronomancy.
Conjurer	A master of Conjunction magic.
Cryomancer	One who masters Cryomancy, the magic of cold.
Destroyer	A master of Destruction magic, able to raze everything.
Diabolist	A corrupted spellcaster who masters the Dark Arts.
Diviner	A master of Divination magic.
Enchanter	One who manipulates minds through mastery of Enchantment magic.
Evoker	One who speaks words of power learned from mastery of Evocation magic.

PATH	DESCRIPTION
Geomancer	A master of Geomancy, shaper of earth and stone.
Hierophant	A scholar and spellcaster who unlocks the mysteries of reality.
Hydromancer	One who masters Hydromancy, the magic of water.
Illusionist	A master of Illusion magic, able to reshape reality through false sensations.
Invoker	One who masters the magic of the gods.
Necromancer	A master of the dark arts of Necromancy and leader of undead.
Oneiromancer	One who masters the magic of dreams.
Primal Hunter	A spellcaster who embraces the wild fury of Primal magic.
Pyromancer	A master of fire magic.
Scoundrel	One who masters the Skulduggery tradition.
Shadowmancer	A master of the magic of shadows and darkness.
Shapechanger	A polymorphic magic-user whose gifts come from mastering Alteration magic.
Spirit Caller	One who communes with the beings of the spirit world and master of Spiritualism.
Summoner	A spellcaster who can call forth strange creatures to serve them.
Symbolist	One whose body has been covered with mystical markings to unlock the secrets of Symbolism magic.
Technomancer	A master of making magical machines with Technomancy spells.
Telepath	A master of Psychomancy magic.
Traveler	A master of Teleportation magic who can go anywhere in the world.

MASTER PATHS OF PROWESS

PATH	DESCRIPTION
Academician	Learned and brilliant, academicians can solve any problem through wit alone.
Accursed	A god cursed you, but you use your ingenuity to turn this drawback into an advantage.
Avatar	One chosen by the gods to assume their form and become forces of divine power.
Bearer of the Black Blade	One who wields the accursed Black Blade.
Chorist	One who invokes the gods' majesty through the hymns they sing.
Daredevil	A consummate adventurer and risk taker, one who defies the odds.
Darkheart	One who traffics with dark forces to combat those same forces in the world.
Darkslayer	One who hunts down and destroys magical foes.
Demonologist	A sworn foe to demons and their kind, who drives them and other evils from the world.
Executioner	One who snuffs out the life of others with uncannily accurate strikes.
Factotum	Versatility and wit enable the factotum to do almost anything.
Galvanist	One who harnesses magical energy for use as a potent weapon.
Gunslinger	A deadeye shot with firearms.
Healer	One who masters the healing arts.
Horologist	A master clockmaker whose fabulous contraptions seem to come to life.
Hunter of the Dead	A sworn enemy of spirits and the undead.
Infiltrator	A master intruder who can slip past almost any defense.
Mastermind	A genius able to plan several steps in advance.

PATH	DESCRIPTION
Mind Blade	A psychic warrior who fashions weapons from thoughts.
Mystic	One who seeks to transcend the limits of the physical form and become something greater.
Nightshade	A master of poison use.
Oblivionist	A fanatical killer in service to Lord Death.
Rakehell	A rascal and gambler who risks all for the greatest rewards.
Ravenguard	One who forms a magical bond with ravens to become a more dangerous fighter.
Sanguinist	One who amplifies magic use by spilling their own blood.
Sapper	A master of making and deploying explosive devices.
Schemer	One who always has a plan, an angle to exploit.
Seeker	An agent of the druids, gifted with a magical cloak and boots to carry out missions of espionage.
Sentinel	The ultimate watcher, one with uncanny perception.
Silhouette	Magic makes this sneak unseen and undetected.
Sniper	One with deadly aim when shooting from hidden positions.
Spellthief	One who plucks spells from out of nowhere.
Trapsmith	A builder of nasty traps, able to take enemies by surprise.
Trickster	A cunning, mischievous person who overcomes challenges through trickery.
Uncanny Acrobat	Swift, nimble, and nearly impossible to pin down, the acrobat stays one step ahead of enemies.
War Machine	You construct and pilot a bipedal machine.

Paths of Arms

These paths enable specialization in fighting styles and weapons.

BARBARIAN

They call you a butcher, a murderer, a killer of people. You accept these names, as they're not far from the truth. When someone wrongs you, you make them pay. You're not interested in talking through your differences. You respond to force with even greater force. Only when your enemy lays gasping, blood pumping from their injuries, will they learn what it means to provoke you.

You can lose control at almost any time, but the battlefield breaks whatever chains of self-control you happen to use to keep yourself from tearing apart the fools who annoy you. Combat liberates you as you hack and slash your way through your foes, leaving their torn and broken bodies behind you wherever the battle happens to take you. You might not have been the one to start the fight, but you are damned sure going to be the one who finishes it.

LEVEL 7 BARBARIAN

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1d6

Bloodthirst: Each time you deal damage or take damage in combat, gain 1 bloodthirst token. You retain the token until you expend it, you become unconscious, or the combat ends.

Blood Rage Strike: When you get a critical success on a roll to attack using a melee weapon that lacks the Light trait, you can expend any number of bloodthirst tokens to deal extra damage. For each token you spend, the attack deals an extra 1d6 damage.

LEVEL 8 BARBARIAN

Health: +18, Bonus Damage: +1d6

Shrug off the Pain: If you become confused, Strength impaired, Agility impaired, vulnerable, or weakened, you can expend 1 bloodthirst token. The affliction ends.

LEVEL 10 BARBARIAN

Health: +18, Bonus Damage: +1d6

Overwhelming Strike: Whenever you get a success on a roll to attack and an odd number comes up on the d20, the target takes an extra 3d6 damage.

Severed Limbs and Blood Fountains: When you get a success on a roll to attack with a melee weapon that lacks the Light trait, you can expend 3 bloodthirst tokens to break the weapon you wield. The target takes an extra 6d6 damage. If the target survives, it makes a Will roll and, on a failure, becomes frightened of you (luck ends).

BATTLE MASTER

You cannot remember the last time an enemy gave you trouble in hand-to-hand combat. Wherever you go, you seem to find someone eager to test their mettle against your fighting skill, and each time, you take them apart, expose the weakness of their form, and the failures of their training. You could kill them, but how can they learn if they're dead? More often, you leave them with a scar by which they will remember you and a humiliating defeat to remind them to show proper respect for their betters.

With a single-minded focus, you trained to become a true master-at-arms. From your extensive practice, both on training grounds and on the battlefield, you elevate the fighting form to become a force of nature in combat, an unstoppable killing machine. You rip through the enemy ranks, cutting through where you deem them softest. Even when confronted with the largest, toughest monsters, you have little to fear. You know your strikes land truly and can overcome almost any defense.

LEVEL 7 BATTLE MASTER

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1d6

Certain Strike: When you roll to attack and the number on the die shows a 5 or less, you can add your level to the result of the roll.

Glancing Blow: When you roll to attack with a weapon and the roll results in a failure, you can use this talent to cause the target to take 1d6 damage from a glancing strike. Increase the damage to 2d6 at level 8 and 3d6 at level 10.

LEVEL 8 BATTLE MASTER

Health: +18, Bonus Damage: +1 d6

Storm of Strikes: If you are not held and you wield a melee weapon or have a natural weapon, you can use an action to target any number of creatures within 5 yards. Each target takes 1 d6 damage plus 1 d6 damage for every two Bonus Damage dice in your supply. A target can make a luck roll and takes no damage on a success.

LEVEL 10 BATTLE MASTER

Health: +18, Bonus Damage: +1 d6

Battle Mastery: You impose 1 bane on rolls to attack you and you make Agility rolls to avoid or mitigate harm.

Ultimate Strike: When you deal 25 damage or more from an attack you make, add the number rolled on the d20 as extra damage.

BLADE

Being a blade has its advantages. One, you can keep your weapons concealed in your clothing. Two, you can retrieve them and stab at your enemy before they even have a chance to clear their weapon from the scabbard. And three, when all else fails, you can hurl a blade at a distant foe to take them down. Sure, some point out that against a prepared enemy, daggers aren't very good, but when you get inside your opponent's reach, your blades have a way of finding gaps in the armor until the enemy sags and falls dead.

LEVEL 7 BLADE

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1 d6

Dagger Mastery: In your hands, daggers have the following traits instead of their normal traits: Damage 2d6, Nimble, Slashing, Thrown 10. When you attack with a dagger, you roll with 1 boon. Finally, when you wield two daggers, you impose 1 bane on rolls to attack you.

Blade Barrage: You can use an action to fling a barrage of small blades into a Size 5 space within 10 yards. Each creature in the target space and between you and that space takes 1d6 damage; the damage increases to 2d6 at level 8 and 3d6 at level 10. In addition, the creature makes an Agility roll with 1 bane. On a failure, the creature takes an extra 2d6 damage. On a critical failure, the creature takes an extra 4d6 damage instead. Once you use this talent, you lose access to it for 1 minute.

LEVEL 8 BLADE

Health: +18, Bonus Damage: +1 d6

Bleeding Edge: When you attack with a dagger and get a critical success against a flesh-and-blood target, the target becomes weakened (luck ends). The target loses 1 d6 Health each time it fails a luck roll to end the affliction. The target ends this effect early if it heals any damage or a creature uses an action to stanch the wound.

LEVEL 10 BLADE

Health: +18, Bonus Damage: +1 d6

Carve them Up: When you make a melee attack while you wield a dagger in each hand, you roll four additional d20s. If any roll is a success, the attack counts as a success. For each additional success beyond the first, the attack deals an extra 1 d6 damage.

CAVALIER

Long time experience with the same mount, some gift with magic of animals, or simply advanced equestrian training make you a terror when you ride a steed into battle. You and your mount fight as one unit, the steed understanding your intentions by merely shifting in the saddle or the lightest touch of your spurs. When you charge, your enemies fall beneath your mount's thundering hooves, crushed to paste as the steed brings you into the battle's thick. If the foe dares counterattack, you can fight to protect your mount, thus ensuring it shares in the glory of victory.

LEVEL 7 CAVALIER

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1 d6

Mounted Advantage: When you ride a friendly mount, you and the mount both roll to attack with 1 boon, your attacks deal an extra 1 d6 damage, and you impose 1 bane on rolls to attack the mount.

LEVEL 8 CAVALIER

Health: +18, Bonus Damage: +1d6

Legendary Equestrian: Increase the Health of any mount you ride by 20, or 40 at level 10, and its Speed by 3, or 6 at level 10. Finally, while you ride a mount, the mount is immune to the confused, controlled, and frightened afflictions.

Trample: While you ride a mount, the mount can move through spaces occupied by creatures smaller than it. When it enters a creature's space, the creature makes an Agility roll. On a failure, the creature takes 2d6 damage and falls prone. A creature can be affected by this mount's Trample just once per round.

LEVEL 10 CAVALIER

Health: +18, Bonus Damage: +1d6

Spirited Charge: When your mount moves 6 yards or more on your turn, you roll an additional d20 when you roll to attack and can use the highest result.

CHAMPION

When the duke locked away his political opponents, when the baroness was found to bathe in the blood of innocents, when reckless magicians destroyed an entire town to settle their scores, or when the Om captured hundreds to appease the inscrutable mind they serve, you were the first to take a stand. Where others quailed before the enormity of the task, you shook off your misgivings and set out to make a change, protect the innocents, and defeat evil wherever you found it. Your principles prevent you from letting such crimes go unpunished. The stakes are too high for you to set aside this burden, and you will keep fighting, even if it means your life.

You are strong, tough, and dependable in a fight. In your mind, you are responsible for the people who quest with you. Others might lack your grit and durability, and so you work to protect them from harm. You become the iron core of your group, and you make sure nothing happens to your companions for as long as you can keep your feet under you.

LEVEL 7 CHAMPION

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1d6

Dedicated Defender: At the start of your turn, you can target one ally within 5 yards. You defend the target for 1 minute or until you use this talent again. So long as the target is within 5 yards, you impose 1 bane on rolls to attack the target. In addition, whenever the target takes damage, you can use a reaction to move up to your Speed. At level 10, you can move up to twice your Speed. If you move to within reach of the target, you take up to half of the damage on its behalf, and you can attack that enemy if it is an eligible target for your attack.

LEVEL 8 CHAMPION

Health: +18, Bonus Damage: +1d6

Defensive Stance: If you are not confused, controlled, stunned, or unconscious at the start of your turn, you can enter a defensive stance. The effect lasts until you move more than 2 yards on a turn, or you become confused, controlled, frightened, stunned, or unconscious. While in this stance, increase your Defense by 3 and you ignore any effect that would push or pull you, knock you prone, or disarm you.

LEVEL 10 CHAMPION

Health: +18, Bonus Damage: +1d6

Vengeful Champion: When a creature you targeted with your Dedicated Defender talent is harmed, you make rolls to attack with 3 boons and your attacks deal an extra 3d6 damage until the end of your next turn.

CONQUEROR

The whole world, it seems, has gone mad. People rise up against their rulers, nations spend blood and treasure in bids to conquer others, plague rips through town after town, and wherever you go, people have faces pinched from hunger and the wide, staring eyes of the lost. The lands might have reached this sorry state through greedy and weak leaders, but no doubt invisible hands are orchestrating the downfall of civilization.

You aim to restore order, and the surest means to bring unruly elements under control is through strong leadership. For now, you content yourself with being a source of inspiration to your companions. You guide them through the toughest parts of combat and lend aid where needed so that together you can vanquish your foes. One day, you will take the grand stage and bring light and hope to a land driven to the brink of despair.

LEVEL 7 CONQUEROR

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1 d6

Combat Leader: While you lack the confused, controlled, stunned, and unconscious afflictions, you emanate an aura that spreads through a Size 5 space centered on you that moves with you to remain centered on you. Allies in the space make rolls to attack with 1 boon. In addition, when you take the initiative, you can choose one ally in the affected space to also be able to take the initiative without having to use a reaction to do so.

LEVEL 8 CONQUEROR

Health: +18, Bonus Damage: +1 d6

Road to Victory: You can use this talent when you use an action to attack and get a success. Roll a d6. Until the start of your next turn, you add the number rolled to the results of any roll to attack made by an ally affected by your Combat Leader talent. Once you use this talent, you lose access to it (luck ends).

LEVEL 10 CONQUEROR

Health: +18, Bonus Damage: +1 d6

March toward Victory: You impose 1 bane on rolls made to attack allies affected by your Combat Leader talent. In addition, when an ally gets a success on a roll to attack and that ally is affected by your Combat Leader talent, you can expend some or all of your Bonus Damage and apply it as extra damage to the ally's roll.

DEATH DEALER

People fear you and for good reason. You thrive in combat. Drawn swords and readied axes are invitations to fight that you readily accept, weapon swinging, ropes of blood leaping into the air as enemy after enemy falls beneath your brutal assault. The screams of the dying, the crunch of bones, the cries for mercy are music to your ears as you strew the battlefield with severed limbs and organs. Woe to any who dare stand in your way. You could hate what you have become, feeling remorse for all the suffering you create. Then again, you could see your work as necessary, if messy. Some monsters just have no place in this world.

LEVEL 7 DEATH DEALER

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1 d6

Vicious: You make rolls to attack injured targets with 3 boons.

In addition, when your attack causes a creature to become injured, each other enemy within a Size 5 space centered on you makes a Will roll with 1 bane. On a success, the enemy becomes immune to this aspect of the talent for 24 hours. On a failure, the enemy becomes frightened of you (luck ends).

LEVEL 8 DEATH DEALER

Health: +18, Bonus Damage: +1 d6

Make Mountains of the Dead: You can use this talent when you get a success on a roll to attack with a one-handed or two-handed melee weapon. Each enemy in your reach other than the target of the attack makes an Agility roll. On a failure, the creature takes half the damage taken by the target of your attack. You can use this talent four times, or five times at level 10. You regain expended uses after you rest.

LEVEL 10 DEATH DEALER

Health: +18, Bonus Damage: +1 d6

Killing Field: You can use this talent when you get a success on a roll to attack a flesh-and-blood target. Blood sprays from the target into a Size 3 space centered on you to create a killing field that lasts 1 minute. Enemies in the space become vulnerable for as long as they remain there and they treat the ground in the space as challenging terrain. In addition, whenever an enemy in that space is harmed, it makes an Agility roll. On a failure, it falls prone.

A HARBINGER OF WAR

They call you a monster, a relentless storm on two legs. Battlefields sing your name in the clang of steel and the terrified gasps of the fallen. You revel in the fray, a whirlwind of violence that leaves a path of carnage in its wake.

Is it a dark joy you take in the slaughter, a twisted satisfaction in the groans of the dying? Or are you a grim reaper, a necessary evil culling the world of those who deserve such an end? Only you know the answer, a chilling truth hidden beneath the mask of carnage you wear.

DRAGON FIST

Legend holds that the Dragon Fist technique arose from observing two dragons fighting for their lives. In ancient times, the Dragon Fists wandered the lands, but the Empire's collapse took with it these mighty warriors, or so many believed. Whispers about the Dragon Fists still carry along the roads, each seeking to test their mettle against other fighters and, more often than not, emerging victorious.

Somehow, you discovered the secrets of the Dragon Fist technique. You might have found a master willing to teach you or ancient scrolls liberated from a destroyed temple beyond the Salt Barrens. As you master each move, a dragon appears on your body as if inked into you flesh and when you fight, they travel down your arms or writhe across your torso.

LEVEL 7 DRAGON FIST

Attributes: Increase three attributes by 1 each.

Natural Defense: +2, Health: +18, Bonus Damage: +1 d6

Dragon Defense: While you wear no armor and don't have a shield equipped, you impose 1 bane on rolls to attack you.

Dragon Fists: You gain the Brawler talent from the Fighter path. If you already have that talent, you roll with 1 boon when making an unarmed strike or unarmed attack.

Dragon Wrath: You can use this talent when you attack with an unarmed strike and get a critical success. You either fly to and land in an empty space within 15 yards or you push the target of the attack 5 yards and knock it prone. A creature whose Size is equal to yours + 2 or higher ignores this effect.

LEVEL 8 DRAGON FIST

Health: +18, Bonus Damage: +1 d6

Dragon Talons: Your strikes can tear flesh. Your unarmed strikes now have the Brutal and Slashing traits if they don't have them already.

Claw, Claw, Bite: You can use this talent when you get a success on an unarmed strike attack. You lunge forward to bite the target. The target makes an Agility roll with 1 bane. On a failure, the target takes 3d6 damage. Once you use this talent, you lose access to it (luck ends).

LEVEL 10 DRAGON FIST

Health: +18, Bonus Damage: +1 d6

Dragon Flame Strike (Magical): You can use an action to gather flames between your hands. Target one creature or object within 10 yards. You hurl the flames at the target. Make a Strength roll against the target's Agility. On a success, the target takes 10d6 damage. On a critical success, the target also catches fire (luck ends). Once you use this talent, you lose access to it (luck ends).

Dragon Scales: You can use a reaction when an enemy you see attacks you to impose 3 banes on the enemy's roll. If the roll results in a success, you take half the damage. Once you use this talent, you lose access to it for 1 minute.

DUELIST

You adopt a vexatious fighting style to level the battlefield and even the odds. You invite foes to duel you and then, once committed, expose their vulnerabilities. You start your contests with a mocking challenge that is hard to ignore. This is the bait in your trap. If the foe bites, it finds itself ill-prepared. You dance around your enemy, dodge its attacks, and land strikes to sap its strength and leave it

open for the killing blow.

LEVEL 7 DUELIST

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1 d6

Duelist's Challenge: You can use this talent at the start of your turn. Target one enemy you can see. If the target can hear you, it makes a Will roll with 1 bane. On a success, the target becomes immune to this talent for 24 hours. On a failure, the target becomes challenged by you until you use this talent again, you become stunned or unconscious, or the target becomes unconscious. The effects of being challenged are as follows:

- You roll to attack the target with 1 boon.
- You impose 1 bane on rolls the target makes to attack targets other than you.
- Enemies other than the target make rolls to attack you with 1 bane while the target is within your reach.
- If the target would move more than 5 yards away from you, it stops moving at 5 yards and its Speed becomes 0 until the start of its next turn.

LEVEL 8 DUELIST

Health: +18, Bonus Damage: +1 d6

Imminent Victory: Each time you damage the target of your Duelist's Challenge, you increase the number of boons on your rolls to attack it by 1. The effect is cumulative.

LEVEL 10 DUELIST

Health: +18, Bonus Damage: +1 d6

Demoralizing Defeat: Whenever you cause the target of your Duelist's Challenge to become incapacitated, each other enemy within 5 yards makes a Will roll. On a failure, the enemy becomes frightened of you until the end of your next turn.

Unerring Strike: Whenever the result of your roll to attack the target of your Duelist's Challenge is 5 or less, you add 10 to the result of your roll.

FENCER

It's easy to overlook the rapier. A thin blade, its delicate construction and overall fanciness make the weapon more suited as an accessory for courtiers than for use in real battle. You prove the foolishness of such attitudes, for the rapier becomes even more dangerous when you wield it. You strike with precision, finding gaps in your enemies' fighting techniques, the myriad cuts draining away their vitality.

LEVEL 7 FENCER

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage +1 d6

Parry Riposte: You can use a reaction when an enemy in reach attacks you with a melee weapon. You impose 2 banes on that enemy's roll. If the roll results in a failure, you can attack that enemy and you roll with 1 boon. At level 10, this attack deals an extra 1 d6 damage.

Keenest Blade: You make rolls to attack using a rapier with 1 boon and the weapon gains the Slashing trait.

LEVEL 8 FENCER

Health: +18, Bonus Damage +1 d6

Weakening Strike: When you get a critical success for an attack using your rapier, the target makes a Will roll. On a failure, the target becomes weakened (luck ends).

Faster than You: You roll to attack injured targets and targets with impaired or weakened afflictions, with 1 boon.

LEVEL 10 FENCER

Health: +18, Bonus Damage +1 d6

Fatal Thrust: You can use this talent when you get a success for an attack using your rapier against a target that is injured or that has the impaired or weakened afflictions. The target takes an extra 5 d6 damage. Once you use this talent, you lose access to it (luck ends).

GIANT KILLER

Most people, when they see a giant coming, run away as fast and as far as they can. But you're not most people. Spotting a giant is an invitation to test your mettle against the biggest brutes in the world.

You've been called courageous. Others have called you mad. Some think you'd have to be stupid to search out giants. But you know all the ways to fight these monsters and others, and live to boast about it. Sure, they hit hard, but they have to hit you first, and you're excellent at ducking, bobbing, and weaving to stay out of range of their attacks. They can stomp around all they like; you're just going to roll out of the way.

Once you exhaust your foe, it's only a matter of time before you land the blow that brings them to their knees. The rest is just cleanup.

LEVEL 7 GIANT KILLER

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage +1d6

No Pushover: Creatures larger than you roll to attack you with 1 bane. In addition, whenever a creature of your Size + 2 or larger deals damage to you, reduce the damage by your Strength score and lose access to this aspect of the talent (luck ends).

LEVEL 8 GIANT KILLER

Health: +18, Bonus Damage: +1d6

Low Center of Gravity: Your unarmed attacks ignore Size restrictions.

The Bigger They Are: Your attacks against creatures whose Size is greater than yours deal extra damage equal to twice their Size score.

LEVEL 10 GIANT KILLER

Health: +18, Bonus Damage: +1d6

The Harder They Fall: When your attack causes a creature whose Size is greater than yours to become injured, the creature makes an Agility roll with 1 bane. On a failure, it falls prone and cannot stand up (luck ends).

While They're Down: Your attacks deal an extra 2d6 damage to prone targets.

GRAVEN

During a previous quest or on some side quest between your major expeditions, you came into possession of a suit of magical armor. The armor has an odd, uneven style, with great flaring shoulder guards, flanges on the greaves and leggings, and a breastplate wrought to show the face of a wizened man with wild hair. Unusual appearance aside, the armor appeared of the finest quality and fitted you perfectly when you donned it.

But as you secured the final piece, the armor bound itself to your body, forming a second skin. Although you cannot remove it, it discomfits you not at all. You and the armor have become one.

The armor has mysterious origins, though the longer you wear it, the more you learn about its capabilities. It could have come from Kaen himself, since that god merged with his armor too. The armor might also have some great purpose that will reveal itself as you undertake more and more dangerous quests.

LEVEL 7 GRAVEN

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1d6

Graven Armor (Magical): You become encased in a suit of graven armor and remain so until you die, at which point the armor disappears. If you are restored to life, the armor returns to encase you. If you transform, the armor transforms to accommodate your new form.

The graven armor counts as light armor that grants Defense 18. The armor sustains you; you become immune to hunger and thirst.

You ignore the consequences for resting in armor and you ignore the effects of exposure.

Finally, you can use a reaction when a creature you can see attacks you to increase your Defense to 25 for that attack. If the result is a success, a wave of force rushes through a Size 5 space centered on you. Each creature in this space makes a Strength roll.

On a failure, the creature falls prone; at level 8, the creature also takes 1d6 damage. Once you use this aspect of the talent, you lose access to it for 1 minute.

LEVEL 8 GRAVEN

Health: +18, Bonus Damage: +1 d6

Protection from Magic (Magical): You take half damage from magical sources, impose 1 bane on rolls made against you from magical effects, and make rolls to resist or end magical effects with 1 boon.

LEVEL 10 GRAVEN

Health: +18, Bonus Damage: +1 d6

Empty Armor (Magical): You can use an action to become ethereal for 1 minute. You take half damage from ordinary weapons and gain the Insubstantial and Slippery traits. Once you use this talent, you lose access to it for 1 hour.

JUGGERNAUT

You are an unstoppable force. You are likely big and powerful, a hulking brute of a person, but you don't have to be. Natural strength and resilience make you a good fit for this path, but the talents you acquire might arise from sheer determination, extensive body training, or, more weirdly, consuming a strange potion that bulked you up and gifted you with near superhuman toughness.

The hallmark of the unstoppable force isn't just raw power, though that certainly helps. It's the unwavering will, the ability to take a punch (or a mountain) and keep moving. You might be a towering giant, muscles rippling like iron cables, or you could be deceptively average-looking, your size belying your strength.

LEVEL 7 JUGGERNAUT

Attributes: Increase three attributes by 1 each.

Health: +24, Bonus Damage: +1 d6

Incredible Strength: You make Strength rolls with 1 boon and you impose 1 bane on rolls against your Strength. Your attacks against objects always deal maximum damage.

LEVEL 8 JUGGERNAUT

Health: +24, Bonus Damage: +1 d6

Juggernaut Stride: You can use an action to move up to your Speed. During this movement, you can enter spaces occupied by creatures and ordinary objects.

When you enter a space occupied by a creature, the creature can make its choice of a Strength or Agility roll. On a successful Strength roll, the creature takes 2d6 damage and you return to the last empty space you left and your movement ends. On a successful Agility roll, the creature moves 1 yard into an empty space of its choice and you can continue moving. If either roll fails, the creature takes 4d6 damage, falls prone, and you can continue moving.

When you enter a space occupied by an ordinary object, it takes 5d6 damage. If the damage destroys the object, you can continue moving. Otherwise, you are pushed back into the last empty space you left and your movement ends.

A creature or object can be affected just once per round by this talent. When you use this talent, you lose access to it (luck ends).

LEVEL 10 JUGGERNAUT

Health: +24, Bonus Damage: +1 d6

Awesome Strike: You can use this talent when you get a critical success for an attack against a target whose Size is equal to or less than your Size + 3. You push the target up to 2d6 yards away from you in a direction you choose, and the target lands prone. If an obstacle would prevent this forced movement, the target takes an extra 1d6 damage for every full 2 yards it is prevented from moving.

MARINER

You sailed the high seas, saw strange things, and met people both familiar and not. You visited unknown lands and learned how to bargain with the sea god for safe voyages. You are a mariner, a master of sailing, and can chart a course to almost any destination. You have learned how to fight in close quarters when pirates come over the rails and stave off the ill luck that can turn a normal voyage into a cursed one.

The respect of the sea is not gained easily. You've appeased temperamental krakens with offerings of rum and weathered your fair share of storms. Sometimes, the sea demands a song in its honor, a rhythmic shanty sung by the crew under a starlit sky. The ocean holds a language all its own, and those who learn its whispers are the ones who truly thrive upon it.

LEVEL 7 MARINER

Attributes: Increase three attributes by 1 each.

Natural Defense: +2, Health: +18, Bonus Damage: +1d6

Able Deckhand: When you make an attribute roll or a luck roll as the result of moving, you roll with 1 boon. Also, you have the Slippery and Swimmer traits. In addition, while you wear no armor and have no shield equipped, you increase your Speed by 1.

Superstitions: You can use this talent after you make a luck roll. Roll a d6. If the number rolled on the d20 is greater than the number rolled on the d6, add the d6 to your result. If the number rolled on the d20 is less than the number rolled on the d6, you become cursed until after you rest. Once you use this talent, you lose access to it for 1 minute.

LEVEL 8 MARINER

Health: +18, Bonus Damage: +1d6

Deft Disarm: You can use a reaction when an enemy in your reach gets a failure on a roll to attack you to disarm the enemy that enabled the use of this talent. At level 10, you make the roll to disarm with 1 boon.

Pressgang Strike: You can use this talent when you get a critical success for an attack you make using a melee weapon against a creature of your Size or smaller. The target makes a Strength roll. On a failure, the creature falls prone and becomes vulnerable (luck ends). If the target fails its luck roll, it becomes stunned (luck ends) instead of vulnerable. If the target fails its luck roll again, it becomes unconscious for 3d6 hours instead of stunned. Once you use this talent, you lose access to it for 1 minute.

LEVEL 10 MARINER

Health: +18, Bonus Damage: +1d6, Speed: +1

Close-Quarters Fighting: Enemies in your reach are vulnerable for as long as they remain there.

Uncanny Reflexes: Increase the number of reactions you can use normally during a round by one. When you dodge or withstand, increase the number of banes imposed or boons granted by 1.

MARAUDER

You see the enemy. You charge the enemy. You waste no time, for the battle calls and you are only too happy to answer. Some folk think you reckless, foolish even, but you show them the error of their ways when you get to the front lines first and bring down the biggest nastiest enemy in the bunch. Your enthusiasm for brawling does expose you to terrible danger and you can recall a few times when your eagerness almost got you killed. But you lived and that's what counts.

LEVEL 7 MARAUDER

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1d6, Speed: +1

Into the Fray: You can use this talent when you take the initiative. You become Slippery and your attacks deal extra damage equal to your Speed until the end of the round. Once you use this talent, you lose access to it until after the end of your next turn.

Grab and Stab: You can use a reaction when you successfully grab a creature to attack that creature. You roll to attack with 1 boon and your attack deals an extra 1d6 damage.

LEVEL 8 MARAUDER

Health: +18, Bonus Damage: +1d6, Speed: +1

Kick it Down: While you move, you can expend 1 yard of your movement to kick down one ordinary door you can reach during your movement. The door opens, even if it is locked or otherwise secured.

Shove Away: You can use this talent when you get a critical success for a melee attack. You shove the same target.

LEVEL 10 MARAUDER

Health: +18, Bonus Damage: +1d6, Speed: +1

Fast Runner: Whenever you use the run action, you gain the Strider trait and your attacks deal an extra 3d6 damage until the end of your next turn.

Break their Spirits: You can use this talent when you grab or shove a creature. That creature makes a Will roll. On a success, it becomes immune to this talent for 1 hour. On a failure, the creature becomes weakened (luck ends).

OUTLANDER

Survivalist, explorer, traveler: you're these and more. You have spent so much time in the wilderness that towns and villages make you uncomfortable. You prefer fresh air and wide-open spaces to the press and stink of urban areas.

Time in the wilderness hardened you. Just as when you first tried to forage for food and find a safe place to shelter, you put the same determination to work in overcoming other challenges. Self-sufficient, you can tend to your own hurts and push through the pain when you don't have the time to bind your wounds. Your time scaling cliffs, ranging through the woods, and living rough built your endurance so you can keep going long after others would quit.

LEVEL 7 OUTLANDER

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1 d6, Speed: +1

Great Effort: When you roll a 5 or less on the die for an attribute roll, you can roll another d20, adding the number rolled to the result of the initial roll. If the roll still results in a failure, you lose access to this talent (luck ends).

Wild Explorer: You gain the Climber, Slippery, Swimmer, and Keen Vision traits if you don't have them already.

LEVEL 8 OUTLANDER

Health: +18, Bonus Damage: +1 d6, Speed: +1

Mighty Strike: When you make a melee attack and the result of your roll is 15 or higher and exceeds the target number by at least 5, your attack deals an extra 1 d6 damage. If you get a critical success, your attack deals an extra 3 d6 damage instead.

LEVEL 10 OUTLANDER

Health: +18, Bonus Damage: +1 d6, Speed: +1

Unbound Explorer: When you become grabbed or gain an affliction, make a luck roll. On a success, you end the grab or the affliction.

In addition, when you become injured or incapacitated, make a luck roll. On a success, you heal 1 d6 damage.

RAZOR WIND

The chain knife takes great effort to master but offers great rewards to those who do so. This length of strong chain has a cutting blade at one end and a weight at the other, enabling the wielder to strike from a distance to either slash or bind a foe. Masters of the weapon become lethal whirlwinds, lashing out and ripping through enemies with ease.

LEVEL 7 RAZOR WIND

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1 d6

Chain Mastery: When you attack with the chain knife, you roll to attack with 1 boon. Your reach with the chain knife equals your Size + 4.

When you make a disrupting attack, the result of your roll merely has to equal or exceed the target's Will.

When you get a critical success for an attack using the chain knife, you can force a target of your Size or smaller to make a Strength roll. On a failure, it either falls prone or moves into an empty space of your choice within 5 yards of you.

Finally, you can use the chain knife as a lasso, though it takes 20 damage to destroy rather than 5.

LEVEL 8 RAZOR WIND

Health: +18, Bonus Damage: +1 d6

Lashing Chain: You can use an action to lash your chain knife around you. Target up to three creatures or objects within 5 yards.

Each target makes an Agility roll with 1 bane. On a failure, the target takes 4 d6 damage and you can move the target, if it is your Size or smaller, to a different space within 5 yards of you.

LEVEL 10 RAZOR WIND

Health: +18, Bonus Damage: +1 d6

Chain and Knife Strike: Increase the chain knife's damage to 3d6.

Strangling Strike: You can use this talent when you get a critical success for an attack using a chain knife. The chain wraps around the target's neck and the target becomes subject to suffocation for as long as you use an action to maintain the hold. Each time you use an action to do so, the target takes 5d6 damage. While held in this way, the target can move toward you or perpendicular to you, but not away from you. A target can overcome the effect with a successful Strength or Agility roll with 1 bane.

RUFFIAN

Everyone fears something, and you know just the thing to say, the posture to use, to add yourself to the list of things that keep people up at night. You might be a powerful brute, but you don't have to be. It's all in the attitude and how you carry yourself. So long as people believe you will make good on your threats, they're going to think twice before crossing you.

And remember, true intimidation isn't about violence, it's about control. It's about radiating a quiet confidence that lets everyone know you won't hesitate to act if necessary.

LEVEL 7 RUFFIAN

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1 d6

Demoralize: You can use this talent at any point on your turn when you lack the confused, controlled, stunned, and unconscious afflictions and you can speak. Target one enemy within 5 yards of you. At level 10, you can target up to five enemies within range. For each target that can hear you, make a Will roll against its Will. On a success, the enemy becomes frightened of you (luck ends). On a failure, the enemy becomes immune to this talent for 24 hours.

Opressor: You roll to attack with 1 boon against targets that have at least one affliction, or 2 boons if the target is frightened.

LEVEL 8 RUFFIAN

Health: +18, Bonus Damage: +1 d6

Exploit Weakness: From your attacks, a target takes an extra 1 d6 damage for each affliction it has.

Goading Remark: Any ally within 5 yards that tries to remove an affliction from itself can make the roll with 1 boon if it can hear you.

LEVEL 10 RUFFIAN

Health: +18, Bonus Damage: +1 d6

Threat Made Good: You can use this talent when you get a success on a roll to attack a target frightened of you. You double the number of Bonus Damage dice that apply to the attack. Once you use this talent, you lose access to it (luck ends).

SHARPSHOOTER

Sometimes it seems as though you were born with a missile weapon in your hands. You're a master of ranged attacks, and it shows each time you launch a bolt from your crossbow or send a barrage of arrows flying into your enemies. When you hurl a stone from a sling, you can shatter bones and punch through armor. You've been training with these weapons for so long, shooting has become second nature to you.

As a sharpshooter, you master the use of ranged weapons, from pistols to slings and everything between. If it launches projectiles, any weapon will serve. You have a steady hand, a keen eye, and a willingness to take down your enemies from afar.

LEVEL 7 SHARPSHOOTER

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Ranged Mastery: You gain the Crack Shot talent from the fighter path if you don't have this talent already. If you do, increase the number of boons granted to your rolls to attack with ranged weapons by 1. In addition, you increase the range of any ranged weapon you wield by 10 and you can use arrows and bolts as if they were daggers.

Superior Aim: You can use this talent when you use an action to make a ranged attack. Roll one additional d20 and use the highest number rolled. At level 10, you roll two additional d20s instead. Once you use this talent, you lose access to it until after the end of your next turn.

LEVEL 8 SHARPSHOOTER

Health: +12, Bonus Damage: +1 d6

Dazing Shot: You can use this talent when you use an action to make a ranged attack with a pistol, musket, or sling. If your roll results in a critical success, the target becomes confused until the end of your next turn.

Pinning Shot: You can use this talent when you use an action to make a ranged attack with a bow, crossbow, crossbow pistol, longbow, or shortbow against a target that can reach a solid surface. If your roll results in a critical success, the target becomes held until the end of your next turn or until it overcomes the effect with a successful Strength or Agility roll.

Reactive Shot: You can use a reaction when an enemy you can see within 10 yards moves and attack that enemy with a ranged weapon you are wielding.

LEVEL 10 SHARPSHOOTER

Health: +12, Bonus Damage: +1 d6

Sharpshooter's Barrage: If you are wielding a ranged weapon, you can use an action to launch a barrage of ammunition into the air. Target one Size 5 space within the range of the weapon. Projectiles arc up and rain down into that space, dealing 3d6 damage to each creature in it that is not under hard shelter. An enemy that takes this damage makes a luck roll with 1 bane. On a failure, the creature takes an extra 3d6 damage, or 6d6 damage on a critical failure.

If you track ammunition, use of this talent expends 20 pieces of ammunition or empties one container of ammunition.

Sure Shot: When you attack with a ranged weapon, for each 18 or higher you roll on any of the dice rolled using Superior Aim, the attack deals an extra 2d6 damage.

SKALD

There's inspiration in the old tales. Each hero who stood up against the tyrants, who vanquished evil, who persevered in the face of hardship should motivate later generations to walk in those steps and do what is right. As a skald, you know these stories, poems, and songs by heart. You recite them in battle, drawing from your deep well of knowledge to lift your allies' spirits. You are a warrior-poet, and your voice rises above the clash of swords to lead your side to victory. Let the enemies hear your voice and tremble. Let your words be a storm that crashes against their resolve. And when the battle is won, sing of the fallen with a heavy heart, but also with pride, for they fought with courage inspired by legend.

LEVEL 7 SKALD

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1 d6

War Chant: If you are not confused, controlled, stunned, or unconscious, and you can speak, you can use this talent at the start of your turn. You chant for up to 1 minute, until you use your voice for some other purpose, or you stop chanting. The sound of your chanting carries through a Size 10 space centered on you and moves with you when you move. Each ally can add half your level to the results of their rolls to attack. In addition, if the target of their attacks has the Intellect impaired affliction, it takes an extra 1d6 damage. At level 10, allies affected by this talent also increase their supply of bonus damage dice by 1d6.

Confounding Kenning: If you are not confused, controlled, stunned, or unconscious, and you can speak, you can use this talent at the start of your turn. Target any number of creatures. You tell them a riddle. Each target that can hear you becomes Intellect impaired until it overcomes the effect with a successful Intellect roll. A creature that ends the affliction solves the riddle and ends the affliction for each other affected creature within 5 yards of it that can hear it and understand it. Once you use this talent, you lose access to it for 1 minute.

LEVEL 8 SKALD

Health: +18, Bonus Damage: +1 d6

Rallying Tale: If you are not confused, controlled, stunned, or unconscious, and you can speak, you can use this talent at any point during your turn to end one affliction affecting you. Then, each ally other than you within 5 yards that can see and hear you can use a reaction to overcome one affliction or harmful effect. Once you use this talent, you lose access to it for 1 minute.

LEVEL 10 SKALD

Health: +18, Bonus Damage: +1 d6

Tale of Tales: You can spend 10 minutes telling a tale of a great hero to inspire your allies. If an ally listens to the full performance and understands what you say, the ally is emboldened for 8 hours. The ally increases their Health by 10, makes attribute rolls with 1 boon, and their attacks deal an extra 1d6 damage. When an emboldened ally fails a roll, they can turn the failure into a success, but the emboldened effect ends for them. Once you use this talent, you lose access to it until after you rest.

SLAYER

The scars on your body tell the story of your life. A row of puckered dimples marks the time when a monster bit a chunk out your shoulder. You lost an ear to a lamia. The melted part of your face came from a flock of drakes swarming you. You're ugly as sin, but you're as tough as they come. You've seen a lot, fought a lot, and come through each fight with your life intact. You have yet to find something that can kill you, and you're not about to quit looking.

LEVEL 7 SLAYER

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1d6

Savage Strikes: You treat all melee weapons and unarmed strikes as having the Brutal trait. If the weapon already has the Brutal trait, when you roll damage for attacks using it, you treat any 1 or 2 on a die rolled for damage as if you had rolled a 3.

Overwhelming Force: When you get a critical success with an attack using a melee weapon, the target takes an extra 1d6 damage and makes a Strength roll. On a failure, the target falls prone, and becomes weakened (luck ends).

LEVEL 8 SLAYER

Health: +18, Bonus Damage: +1d6

Shrug it Off: You can use this talent when you take 20 damage or more, but are not incapacitated. You heal all damage. You can use this talent once, or twice at level 10. You regain expended uses of it after you rest.

LEVEL 10 SLAYER

Health: +18, Bonus Damage: +1d6

Kill or Be Killed: Each time you take damage, increase your supply of Bonus Damage dice by 1d6. The increase lasts until the end of your next turn.

Brutality: When you deal 20 damage or more to a creature, the target makes a Strength roll. On a failure, it takes an extra 3d6 damage.

TWIN STRIKER

Your training pays off when you master the style of fighting with two weapons at once. You might wield a sword and dagger, or keep a pistol in your off hand to shoot at foes as they close in on you. Your technique lets you parry incoming strikes and create openings for your own.

This deadly dance becomes second nature, a whirlwind of steel and lead that leaves enemies disarmed and vulnerable. Your reputation as a master of two-weapon fighting makes you a formidable and daunting foe in combat.

LEVEL 7 TWIN STRIKER

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1d6

Two-Weapon Mastery: You gain the Dual Wielder talent from the fighter path if you don't have this talent already. If you do, you treat one-handed weapons as if they were off-handed weapons.

Twin Strike: When you get a success with an attack made using an off-hand weapon, your attack deals an extra 1d6 damage.

LEVEL 8 TWIN STRIKER

Health: +18, Bonus Damage: +1d6

Off-Hand Parry: You can use this talent when you dodge and you are wielding two weapons at the same time. If the roll to attack you results in a failure, you gain a reaction and use it immediately to attack the creature that enabled the use of your dodge, if possible.

LEVEL 10 TWIN STRIKER

Health: +18, Bonus Damage: +1d6

Flurry of Strikes: If you wield two weapons at the same time, you can use an action to make a flurry of strikes. Target any number of creatures and objects in reach. You attack each target separately and you can divide your Bonus Damage dice between these attacks in any way you choose.

WARLORD

You've lost track of how many battles you have fought. The individual fights might run together, and the reasons for fighting in the first place might have disappeared into the hole of your memory, but you remember what went right and what went terribly wrong. Now, you can size up your situation and come up with a plan to take your opponents apart. Your assessment comes from not only perceiving weaknesses in your enemies, but also measuring the strengths and assets at your disposal. When you put your plan in motion, your allies can exploit the gaps in your opponents' defenses to send them reeling. Things might not work out. You know better than anyone that no plan survives contact with the enemy. You are willing, though, to take any risk to win the day.

LEVEL 7 WARLORD

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1 d6

Battlefield Tactics: At the end of any round in which you used an action, roll 2d6 and consult the following list to see what happens:

2D6	EFFECT
4 or Less	You and allies within 5 yards that can hear you gain the Slippery trait until the end of the next round.
5–8	You or one ally you choose within 5 yards that can hear you increases the number of reactions they can use during the next round by one.
9 or More	You impose 1 bane on rolls to attack you and allies within 5 yards that can hear you until the end of your next turn.

If both dice come up with the same number, you gain an additional action and can move an additional time during your next turn. You can keep the additional action and move, or give one or both of them away to an ally within 5 yards that can see and hear you. The additional action and move must be used before the end of the next round or they are lost.

LEVEL 8 WARLORD

Health: +18, Bonus Damage: +1 d6

Counter Advantage: When an enemy within 5 yards makes a roll against you or one of your allies within this range, you can use a reaction to turn any boons rolled for the attack into banes. If the enemy's roll results in a failure, the enemy grants 3 boons on rolls to attack it until the start of its next turn. Once you use this talent, you lose access to it (luck ends).

LEVEL 10 WARLORD

Health: +18, Bonus Damage: +1 d6

Risk It All: Before rolling the dice for your Battlefield Tactics talent, you can choose to gamble. If so, you can produce a special result in addition to the normal effects. If both dice rolled show even numbers, you and each ally within 5 yards deal an extra 3d6 damage on the next attack they make before the end of the next round. If the dice rolled both come up as odd numbers, you take 1d6 damage and each of your allies becomes vulnerable until the end of the next round. If the dice come up as one even and one odd, no additional effect occurs.

ZEALOT

You believe the gods made you for a special purpose. You feel it in your bones, at the very core of your being. You have confidence that the divine watches over you and aids you in times of need, provided you remain constant and faithful.

Some call you a fanatic, and you've heard yourself described as deluded, misguided, and insane to boot. But you make no apologies for your zeal. You believe in your gods and they, in turn, believe in you. You have read the scriptures and have heard the voice of the divine thunder in your mind. Your purpose is clear; no one will stand in your way.

LEVEL 7 ZEALOT

Attributes: Increase three attributes by 1 each.

Health: +18, Bonus Damage: +1 d6

Unwavering Faith: You impose 1 bane on rolls against your Intellect and Will.

Zealous Strike: When you attack a target that has not yet taken a turn in the round, you can roll an additional d20 and use either result. If both rolls result in successes, your attack deals an extra 1d6 damage. This extra damage increases to 3d6 at level 10.

LEVEL 8 ZEALOT**Health:** +18, Bonus Damage: +1d6**To Suffer is To Live:** When you are harmed, you make attribute and luck rolls with 1 boon until the end of your next turn.**LEVEL 10 ZEALOT****Health:** +18, Bonus Damage: +1d6**Righteous Wrath:** If you are not confused, controlled, stunned, or unconscious when you become injured, you can use this talent to embrace your righteous fury for 1 minute. Once per round, while you are under the effects of this talent, you can add 10 to the result of any an attribute roll or luck roll you make. In addition, you count as if you had rolled a critical success whenever the result of your roll exceeds the target number by at least 5.**DRIVEN BY DIVINITY**

The whispers began early, a constant hum beneath the surface of your thoughts. It wasn't a voice, exactly, but a feeling, an unshakeable conviction that your path was preordained. Doubt flickers at the edges sometimes, fueled by the scornful words of those who see your faith as madness. But then you remember the trials you've overcome, the moments when intervention felt undeniable. The scriptures offer guidance, the divine pronouncements echoing in your mind. Your purpose is a compass, guiding your every move. No obstacle is insurmountable, no critic's voice strong enough to deter you. You are an instrument of the gods, and their will is your unwavering resolve.

Paths of the Gods

Only the most devout servants of the gods can benefit from following these paths, which reward faithful service with uncanny powers.

ANOINTED ONE

Your exemplary efforts earned you the esteem of the High One's church, and you have been invited to participate in a special ceremony that will imbue you with the god's favor henceforth. In this ceremony, a priest prays over you for hours, during which time you inhale the smoke of burning incense and receive a dab of oil on your brow that marks you as the High One's chosen.

Being anointed in this way shows great favor from both the Church and the god you serve, for they reserve the honor for those with unimpeachable faith, deep knowledge of the sacred writings, and the holiest of character. Many believe anointment marks the first step to becoming an exalted servant of your god.

LEVEL 7 ANOINTED ONE**Attributes:** Increase three attributes by 1 each.**Health:** +12**Languages:** Any one**Traditions:** Invocation, Spells: One expert**Blessed Action (Magical):** You can use a reaction when you would heal damage or deal damage to heal or deal an extra 3d6 damage. Once you use this talent, you lose access to it (luck ends).**High One's Favor (Magical):** You ignore the effects of exposure and infection. You impose 1 bane on rolls to attack you by angels, demons, faeries, fiends, spirits, and undead. Finally, whenever you would become confused, controlled, frightened, impaired, poisoned, stunned, vulnerable, or weakened, you can make a luck roll. On a success, you end the affliction. On a failure, you lose access to this talent (luck ends).**LEVEL 8 ANOINTED ONE****Health:** +12, Bonus Damage: +1d6**Spells:** One expert**Valiant Strike (Magical):** When you get a critical success with an attack roll, each enemy angel, demon, faerie, fiend, spirit, and undead within 5 yards becomes cursed (luck ends) and each ally that can see you ends the frightened affliction on itself.

LEVEL 10 ANOINTED ONE**Health:** +12, Bonus Damage: +1 d6**Spells:** One master**Sustaining Grace (Magical):** If you become incapacitated, you can choose to regain all lost Health, heal all damage, and end all afflictions and harmful effects affecting you. Then, for 1 minute, your Defense is 25, you roll to attack with 1 boon, and you radiate bright light that counts as sunlight. Once you use this talent, you lose access to it until after you complete a quest.**BLESSED KNAVE**

Fetch, the god of thieves, mischief, and freedom has made you his proxy in the mortal world. In return for magical gifts, the god expects you to steal and trick in his name. Luckily, you can keep most of what you take.

LEVEL 7 BLESSED KNAVE**Attributes:** Increase three attributes by 1 each.**Health:** +12**Languages:** Any one**Traditions:** Skullduggery, **Spells:** One expert**Divine Mischief (Magic):** If you are not confused, controlled, stunned, or unconscious, you can, at the start of your turn, perform an act of divine mischief. You can perform each of the following once. You regain the ability to perform all of these acts again after you rest.

- Cause one creature you can see within 10 yards to fall prone.
- Become invisible to one creature you can see within 5 yards until the end of your next turn.
- For 1 minute, gain the Slippery trait.
- Cause one locked door you can see to become unlocked and swing open.
- Cause one rope, chain, set of manacles, or other fetters to fall from your body.
- Automatically overcome being grabbed.
- Take the steal action.
- For 1 minute, suffer no harm from landing after a fall.

LEVEL 8 BLESSED KNAVE**Health:** +12, Bonus Damage: +1 d6**Spells:** One expert**Fetch's Blessing (Magical):** Whenever you use your Divine Mischief talent or you get a success on a roll made to steal, you gain the following benefits for 1 minute—impose 1 bane on rolls to attack you and rolls made against you, and you increase your Speed by 3.**LEVEL 10 BLESSED KNAVE****Health:** +12, Bonus Damage: +1 d6**Spells:** One master**Free Access (Magical):** Add the following acts to those listed under your Divine Mischief talent.

- For 1 minute, make attribute rolls with 1 boon.
- For 1 minute, make luck rolls with 1 boon.
- For 1 minute, you can move through any door without opening it.
- For 1 hour, gain the Strider trait.
- For 1 minute, you can walk and run up walls, and across ceilings and overhangs.
- You can expend your move to fly to an empty space within 15 yards and land safely.
- You end all afflictions affecting you.

BLIGHTER

One day you fell into a fever, gripped by an illness you were certain would put an end to your life. Delirious, drenched in sweat, with pools of your sick everywhere, you saw the Pale Lady before you and thought the suffering would end at last. But the goddess touched your brow, marking you as one of her own. You now carry in your wrecked body a myriad of plagues that the Pale Lady expects you to spread across the lands. Her touch lingers, a cold ember that fuels your coughs and chills, a constant reminder of your purpose – to be a harbinger of her will.

LEVEL 7 BLIGHTER

Attributes: Increase three attributes by 1 each.

Health: +24

Languages: Any one

Traditions: Destruction, Spells: One expert

Plague-Bearer (Magical): You are cursed. If an effect would end this affliction, you lose all other benefits from this talent and cannot regain them until 1 minute after you regain the cursed affliction.

While cursed in this way, you make attribute rolls with 1 bane, but you take half damage from ordinary sources.

In addition, you can use an action to cause infectious vapors to spill from your mouth and spread out through a Size 10 space centered on you before dissipating. The vapors kill harmless creatures in the space. Each other creature in the space makes a Strength roll. On a success, the creature becomes immune to this talent for 24 hours. On a failure, it becomes poisoned (luck ends) and is exposed to infection.

LEVEL 8 BLIGHTER

Health: +24, Bonus Damage: +1d6

Spells: One expert

Infectious Strike (Magical): If you are not injured when you attack, you can make a luck roll along with the roll to attack. If both rolls result in a success, a flesh-and-blood target becomes poisoned (luck ends).

LEVEL 10 BLIGHTER

Health: +24, Bonus Damage: +1d6

Spells: One master

Pale Lady's Favor (Magical): You exude a foul odor of decay. You impose 1 bane on rolls to attack you by enemies in your reach that are not immune to the poisoned affliction. In addition, you roll to attack poisoned and weakened targets with 1 boon and your attacks against such targets deal an extra 1d6 damage.

Vile Spew (Magical): You can use an action when you are cursed to projectile vomit. Target one creature within 5 yards. Make a Strength roll with 1 boon against the target's Agility. On a success, the target loses 5d6 Health and becomes weakened (luck ends). Once you use this talent, you lose access to it (luck ends).

CATASTROPHIST

You roll the dice and they come up ones. You know you have a winning hand, but your opponent finds some way to best you.

Everywhere you go, bad luck follows. Why? Calamity has her eye upon you. If you serve her and spread her ill-luck to others, she might lift the doom from your shoulders long enough to catch a break.

LEVEL 7 CATASTROPHIST

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: Chaos, Spells: One expert

Calamity's Dread Attention (Magical): You can use an action to call upon your chaotic goddess. Target one enemy within 10 yards. The target makes a luck roll. On a success, the target becomes immune to this talent for 24 hours. On a failure, the target becomes cursed and vulnerable (luck ends both). In addition, an affected target cannot benefit from boons and takes an extra 1d6 damage each time it takes damage. Finally, until the target is no longer cursed, you impose 1 bane on attribute rolls made by enemies within 5 yards of you.

LEVEL 8 CATASTROPHIST

Health: +12, Bonus Damage: +1 d6

Spells: One expert

Triggered Disaster: You can use a reaction when an enemy within 5 yards gets a failure on an attribute roll to force that enemy to make a luck roll. On a failure, roll a d6 to see what happens to it:

D6	EFFECT
1	One object the target wears or carries that you choose falls to the ground and gets kicked 1 d6 yards away from the target.
2	The target falls prone and cannot stand up until the end of your next turn.
3	The target becomes vulnerable until the end of its next turn.
4	The target becomes Agility impaired (luck ends).
5	The target becomes weakened (luck ends).
6	The target becomes stunned until the end of its next turn.

LEVEL 10 CATASTROPHIST

Health: +12, Bonus Damage: +1 d6

Spells: One master

Calamitous Presence (Magical): While you lack the unconscious affliction, you impose 1 bane on luck rolls made by creatures within 5 yards of you and when a creature other than you gets a failure on a luck roll, the creature takes 1 d6 damage. When you make a luck roll, you roll an additional d20 and can use either result. But, if the number on two of these rolls is 13, you take damage equal to your Health and become incapacitated.

DRAGONITE

While Draconus sleeps, the Ancient Ones remain in the god's grip, trapped there as they have been for thousands of years. So long has the Great Dragon slept that the whole world grew on his back, and there's little to show of the deity's slumbering form. You know better. You know the mountains grew where the Dragon's spine thrust up from the depths, and the fire that sometimes vents from the peaks is the Dragon's blood. You also know what's at stake if Draconus wakes. Disaster. You joined the cult of the Dragon to make certain your god never stirs, never shakes off the doom Lord Death bestowed on it.

LEVEL 7 DRAGONITE

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: Oneiromancy, **Spells:** One expert

Chains of the Dragon (Magical): You can use an action to call forth spectral chains to bind your foes. Target up to five creatures all inside one Size 5 space within 15 yards. Each target becomes held (luck ends). Then, the ground inside a Size 10 space centered on you cracks open becoming challenging terrain and releases steam that fills the space with moderate obscurement that lasts for 1 minute. Once you use this talent, you lose access to it for 1 minute.

Dragon Senses: You have the Awareness 10 trait.

LEVEL 8 DRAGONITE

Health: +12, Bonus Damage: +1 d6

Spells: One expert

Dragon Claws: Your nails become thick claws. Your claws are natural weapons that deal 2d6 damage, or 3d6 at level 10, and have the Brutal and Slashing traits.

Dragon's Slumber (Magical): You can use an action to cause your foes to become lethargic. Target up to five creatures all in one Size 5 space within 15 yards. Each target makes a Will roll with 1 boon. On a success, the target becomes immune to this talent for 24 hours. On a failure, the target falls prone and goes to sleep (luck ends). If a target gets three failures on the luck rolls to end this effect, it sinks into the ground, never to be seen again. Once you use this talent, you lose access to it for 1 minute.

LEVEL 10 DRAGONITE

Health: +12, Bonus Damage: +1d6

Spells: One master

Dragon Form: You assume the likeness of your god, becoming dragon-like. You gain the Fly trait, if you don't have it already. If you have the Fly trait, you impose 1 bane on rolls to attack you while you are flying. In addition, when a creature gets a success on a roll to attack you using an ordinary weapon and the result of the roll is a success, but not a critical success, you take half damage from the attack.

FATE WEAVER

The three-fold goddess has bestowed on you her blessings, giving you the power to lengthen or cut the cords of destiny belonging to the people you meet. Your appearance changes depending on the aspect that notices you.

LEVEL 7 FATE WEAVER

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: Divination, Spells: One expert

Fate Aspect (Magical): You can use an action to manifest an aspect of the Fates, which alters your appearance and grants you a benefit. Choose one of the following options; the effects last 1 hour.

- **Maiden:** You appear young and beautiful. You impose 3 banes on rolls to attack you and rolls made against you.
- **Mother:** You appear strong and powerful, a devoted protector. Each time an ally within 5 yards takes damage, you reduce the amount of damage it takes by 1d6 (to a minimum of 0).
- **Crone:** You appear decrepit and hideous. Each enemy within 5 yards becomes vulnerable for as long as it remains there.

Alter Fate (Magical): If you are under the effects of your Fate Aspect talent, you can use a reaction to make a luck roll when a creature within 10 yards gets a success or a failure on a roll. On a success, you can change the success to a failure or the failure to a success. Once you use this talent, you lose access to it for 1 minute.

LEVEL 8 FATE WEAVER

Health: +12, Bonus Damage +1d6

Spells: One expert

Gifts of the Threefold Goddess (Magical): While you manifest an aspect of the Fates, you can use an action to bestow a gift from the Threefold Goddess, depending on which aspect you manifest.

- **Maiden:** One or two creatures within 5 yards can use a reaction to perform an activity that normally requires the use of an action.
- **Mother:** Each injured ally within 5 yards heals 3d6 damage.
- **Crone:** Each injured enemy within 5 yards takes 3d6 damage.

You can use this talent a number of times equal to your level. You regain expended uses after you rest.

LEVEL 10 FATE WEAVER

Health: +12, Bonus Damage: +1d6

Spells: One master

Three in One (Magical): When you use your Fate Aspect talent, you can manifest all three aspects at the same time. All three visages appear on your head, with the Mother facing forward, the Maiden to your right, and the Crone to your left. You gain all the benefits from each aspect, and you impose 1 bane on rolls to attack you by creatures not immune to the frightened affliction.

Loom of the Fates (Magical): Whenever you make a luck roll, roll an additional d20 and choose either result.

FLAGELLANT OF WANT

The custom of allowing criminals to “go to Want” survived the fall of the Great Kingdom, and gangs of flagellants wander the wilds of the borderlands and beyond as they have done for centuries. The flagellants belong to the Cult of Want, a strange religious sect devoted to the daughter of Death who brings famines and droughts to the mortal world. The cult aims to take on the burden of the goddess’s attention and thus spare innocents from the ruin she causes. Since membership has little to offer but pain and deprivation, it has survived by accepting those people who faced justice and who made amends by performing the rites enforced by the goddess’s followers.

People who join the flagellants do so out of some need to atone for the crimes they committed. Membership in the cult lasts till death, and anyone who wears the hair shirt must commit to suffering or die. Some try to flee after discovering how awful life can be in service to Want, but these cowards are always found and brought back into the fold.

LEVEL 7 FLAGELLANT OF WANT

Attributes: Increase three attributes by 1 each.

Natural Defense: +1, Health: +12

Languages: Any one

Traditions: Destruction, Spells: One expert

Expectations of Agony: Your goddess holds certain expectations in those who serve. You grant 3 boons on rolls to attack you when you wear armor or use a shield. However, you master weapons associated with her faith. You roll to attack with 1 boon when you use a flail, scourge, or whip, and your attacks with these weapons deal an extra 1d6 damage. In addition, when you get a critical success for an attack using a flail, scourge, or whip, the target also becomes cursed and weakened (luck ends both). Finally, you make attribute rolls with 1 boon while you are injured.

LEVEL 8 FLAGELLANT OF WANT

Health: +12, Bonus Damage: +1d6

Spells: One expert

Want’s Bitter Curse (Magical): You can use an action to target any number of enemies within 10 yards. Each target makes a Strength roll. On a success, the target becomes immune to this talent for 24 hours. On a failure, the target becomes cursed, Strength impaired, and vulnerable (luck ends all).

LEVEL 10 FLAGELLANT OF WANT

Health: +12, Bonus Damage: +1d6

Spells: One master

Joyful Suffering: You can use this talent when you take damage. Lose 1d6 Health. Then, for 1 minute, your attacks deal an extra 3d6 damage.

REDEMPTIVE SUFFERING IN THE BORDERLANDS

The Cult of Want, a fringe religious group dwelling in the wild borderlands, has a disturbing yet strangely admirable custom. They believe in appeasing Want, a goddess associated with famine and drought. To shield innocents from her wrath, the cult takes on her punishment through self-inflicted suffering.

Membership is a harsh life of deprivation and pain, attracting only those seeking atonement for past crimes. Escape is not an option; escapees are inevitably retrieved and forced to fulfill their penance until death. This brutal practice highlights the lengths some go to in the pursuit of redemption, blurring the lines between faith and punishment.

HERALD OF THE DAWN

Mother Sun’s radiance shone upon you, signaling you as becoming her agent in the mortal world. Through you she brings forth light to banish the darkness. The heat of sunlight scours the unclean, turning your enemies to ash. You understand the goddess’s purpose and commit yourself to rooting out those who connive in shadow to bring about the end of all things.

LEVEL 7 HERALD OF THE DAWN

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: Astromancy, Spells: One expert

Radiate Sunlight (Magical): You can use an action to emit bright light from your body until you become unconscious or until you choose to end the effect. The light counts as sunlight.

While under the effects of this talent, you can use your move to rise a few feet in the air and remain there until you become unconscious or until you choose to end the effect. While in the air, your Speed drops to 0 and each creature within 10 yards of you that lacks immunity to the blinded affliction makes rolls to attack with 1 bane. At the end of each round, each object within 5 yards takes 2d6 damage, while each enemy within 5 yards makes a Strength roll. On a failure, the enemy takes 3d6 damage and catches fire (luck ends).

You can use this talent a number of times equal to half your level. You regain expended uses after you rest.

LEVEL 8 HERALD OF THE DAWN

Health: +12, Bonus Damage: +1d6

Spells: One expert

Blinding Flash (Magical): If you are under the effects of your Radiate Sunlight talent, you can use a reaction when harmed by a creature in reach to cause brilliant light to flash from you. The creature that enabled the use of this talent makes a luck roll. On a failure, the creature becomes blinded until the end of its next turn.

Sun Flare (Magical): If you are under the effects of your Radiate Sunlight talent, you can use an action to launch a tongue of fire from your hand. Target one creature or object within 10 yards. Make a Will roll against the target's Agility. On a success, the target takes 6d6 damage and catches fire (luck ends). At level 10, the target takes 8d6 damage instead.

LEVEL 10 HERALD OF THE DAWN

Health: +12, Bonus Damage: +1d6

Spells: One master

Divine Light of Mother Sun: While you are under the effects of your Radiate Sunlight talent, you have these additional benefits:

- You impose 1 bane on rolls against your Defense and Agility by enemies that can see you.
- You take half damage from ordinary sources.
- If you are grabbed at the end of the round, the creature grabbing you catches fire (luck ends).
- You make luck rolls with 2 boons.
- You retain your normal Speed score and can move normally.

HIGH PRIEST

Through your great deeds you have won the esteem of the god you serve, and upon you now rests the mantle of high priest. You have a direct line to your patron deity and can ask for and receive aid. Such are the blessings the god shows you, there is little you need fear.

LEVEL 7 HIGH PRIEST

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: One, Spells: One expert

Divine Authority (Magical): You can use an action to speak with the voice of your god. Each enemy angel, demon, faerie, fiend, spirit, and undead within 10 yards of you becomes cursed and weakened (luck ends both). Each ally within 10 yards of you heals 7d6 damage and makes all rolls with 1 boon for 1 minute. Your voice carries 100 miles. You can use this talent twice and regain expended uses after you rest.

LEVEL 8 HIGH PRIEST

Health: +12, Bonus Damage: +1d6

Spells: One expert

Divine Protection (Magical): You are immune to deprivation, exposure, and infection, as well as to the controlled, frightened, poisoned, and Will impaired afflictions. Enemies that attack you discard boons for their roll.

In addition, you can use a reaction when you would be harmed to make a luck roll. On a success, you ignore the harm. You can use this aspect of the talent a number of times equal to half your level. You regain expended uses after you rest.

LEVEL 10 HIGH PRIEST

Health: +12, Bonus Damage: +1d6

Spells: One master

Chosen by a God: You stop aging physically, and your appearance does not change no matter how much longer you live. Short of mishap or violence, you can survive indefinitely. If you die, your body does not decay and cannot become undead. If your corpse is laid to rest on ground holy to members of your faith, you are restored to life seven days later, with no damage and at full Health.

Miracle (Magical): You can use an action to produce any one of the following effects:

- Target one creature you can see. The target takes 20d6 damage.
- Target one object within 10 yards that was once a creature. The target returns to life and becomes a creature once more. In addition, the target and each creature within 10 yards of you heals all damage and regains all Health.
- Target up to 5 creatures within 5 yards of you. You and each target teleport to empty spaces inside a Size 5 space found in a site sacred to your faith and that you have previously visited or seen on a map.
- You cause enough food and drink to appear around you to sustain a multitude for 24 hours.
- You change a Size 5 space of your choice within 20 yards by adding or removing a feature. You might create a bridge over a chasm, for instance, or cause a door to appear in a stone wall.

Once you use this talent, you lose access to it until after you complete a quest.

HORNED APOSTLE

The Horned Lord snatched you up by the neck and peered deep into your eyes. After a few moments, he flung you away, but you carried with you a fragment of his essence. The fragment bound you to the violent god and began your transformation into a bull-headed humanoid.

As a horned apostle, you gain nearly a foot in height and 50 or so pounds of muscle. Your skin assumes a greenish color and green streaks appear in your hair, if you have any. Your eyes shine with emerald light, and a great rack of sharp antlers sprouts from your forehead. You are a wild one of the woods now, protector of wild animals and foe to tyrants the world over.

LEVEL 7 HORNED APOSTLE

Attributes: Increase three attributes by 1 each.

Health: +18

Languages: Any one

Traditions: Primal, Spells: One expert

Might of the Horned Lord: You make Strength rolls with 1 boon, and you impose 1 bane on rolls against your Strength.

In addition, you grow from your head a pair of sharp horns. The horns are natural weapons that deal 2d6 damage and have the Brutal trait. When you get a critical success for an attack using these horns against a target of your Size + 1 or smaller, you can push the target 1d6 yards away from you and knock it prone.

Finally, if you are grabbed, held, or wearing chains or rope bindings on your turn, you can expend 2 yards of movement to break free of the chains or bindings, end the grabbed effect, or remove the held affliction.

LEVEL 8 HORNED APOSTLE

Health: +18, Bonus Damage: +1 d6

Spells: One expert

Hunt the Prey (Magical): You can use this talent when you harm an enemy. The enemy becomes vulnerable until it dies, you become unconscious, or the prey moves across running water. You always know the exact location of any vulnerable creature within 20 yards and your attacks against vulnerable targets deal an extra 1d6 damage.

LEVEL 10 HORNED APOSTLE

Health: +18, Bonus Damage: +1 d6

Spells: One master

Like Lambs: You roll to attack creatures frightened of you with 2 boons and your attacks against such creatures deal an extra 3d6 damage.

Victorious Roar (Magical): When you cause an enemy within 5 yards to become incapacitated, you can roar. Each enemy within 10 yards that can hear you makes a Will roll. On a success, the enemy becomes immune to this talent for 24 hours. On a failure, the enemy becomes frightened of you (luck ends).

JUSTICIAR

The goddess of justice and order, Blind, incarnates the rule of law and balanced systems of government, and encourages concord in civilized lands. Nevertheless, all too often tyrants invoke her name to tighten their grip on those living under their rule. Blind despises such individuals; she seeks justice and rule by a doctrine of fairness in all societies.

The goddess chose you to be her agent and gifts you with divine powers to aid you. She expects you to mete justice to lawbreakers, to fight those who abuse the laws of the land to enrich themselves, and to enforce order wherever chaos reigns. Her blessing, however, strikes you blind, for you must never let one's appearance sway you from making a fair judgment. When not questing, you might preside over court cases to decide the fates of those who broke the law.

LEVEL 7 JUSTICIAR

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: Protection, Spells: One expert

I Have No Eyes Yet I Can See: You gain the Awareness 15 trait. You become immune to the blinded affliction. Finally, you roll to attack cursed targets with 1 boon.

LEVEL 8 JUSTICIAR

Health: +12, Bonus Damage: +1d6

Spells: One expert

Mark of Justice (Magical): You can use this talent when you get a success on a roll to attack. The target becomes cursed and vulnerable until it dies, you become unconscious, or until you use this talent again. An enemy you cursed rolls to attack with 1 bane and you always know its exact location, no matter how far it is from you. Your attacks against this enemy deal an extra 1d6 damage. At level 10, the extra damage increases to 2d6.

LEVEL 10 JUSTICIAR

Health: +12, Bonus Damage: +1d6

Spells: One master

Blind Blessing (Magical): When an enemy with a cursed affliction gained from you becomes incapacitated, you and each ally within 5 yards of you heal 4d6 damage.

Dispense Justice (Magical): You can use a reaction when an enemy within 10 yards and that is cursed by you harms another creature to teleport to an empty space within 2 yards of the enemy that enabled the use of this talent.

KRAKEN THRALL

So dangerous has the Sea of Fear become that many believe Oceanus, the god of the deep, hates land-dwellers. The waters become rough without warning, storms blow north, wind and rain slap coastal settlements, and countless ships have sunk to the bottom, dragging with them their crews. Luckily, sailors can enlist people like you to perform the proper ceremonies to appease the Great Kraken. Offerings of wine, animals, and gold can keep this monstrous deity at bay.

You belong to the company of those who have been spared by the sea god. You were drowned and your soul doomed to the Underworld, but Oceanus saw something in you and brought you back to serve as his representative in the world. The near-death experience left you shaken, and the memory haunts your dreams, but you are wholly committed to carrying out the will of the Great Kraken.

Salt now stains your clothing, and your filthy hair clings to your head. You reek of fish, bits of seaweed cling to you, and seagulls seem to follow you, awaiting the corpse that was promised them.

LEVEL 7 KRAKEN THRALL

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: Hydromancy, Spells: One expert

Blessing of the Kraken: You can breathe while submerged in water, and you gain the Swimmer trait if you don't have it already. Finally, while you are on board a seafaring vessel, no beasts attack you, members of the crew, or other passengers, and the ship enjoys favorable winds and clement weather until it reaches its destination. The change to the weather extends out to a range of one-half mile in all directions.

The Kraken's Trident (Magical): You can use an action to cause a trident to appear in your hand and remain until it leaves your hand. The weapon is made from coral. The weapon uses the normal rules for a trident, except you can substitute Will for the attribute you normally use when you roll to attack with it. The weapon grants you 1 boon on rolls to attack with it and your attacks deal an extra 1d6 damage. At level 10, the extra damage increases to 2d6. Finally, when you get a critical success for an attack with this weapon against an air-breathing creature, you fill the target's lungs with water. The target becomes weakened (luck ends) and subject to suffocation.

LEVEL 8 KRAKEN THRALL

Health: +12, Bonus Damage: +1d6

Spells: One expert

Call of the Kraken (Magical): You can use an action to evoke the essence of your god. Target any number of creatures more than 5 yards away, but within 10 yards. Each target makes a Strength roll with 1 bane. On a failure, ghostly waters drag the target into an empty space of your choice within 5 yards of you, and then the target becomes vulnerable (luck ends).

LEVEL 10 KRAKEN THRALL

Health: +12, Bonus Damage: +1d6

Spells: One master

Sea God's Wrath (Magical): You can use an action to cause water to fill one Size 5 space within 15 yards. The water remains bound to that space. Creatures can move in the target space by swimming, but they cannot leave it. At the end of the round, a whirlpool forms in the center of the target space as the waters drain away. Each creature in the space takes 4d6 damage and must make a Strength roll. On a failure, the creature takes an extra 4d6 damage. Any creature incapacitated by this damage disappears, devoured by the Great Kraken.

You can use this talent once. You regain the use of it after you rest.

LEGATE

Urbanus appeared before you and tasked you with becoming a unifying force in the world, to lift your people from cruelty and tyranny, and to become something better. The god, manifesting as the very bricks of the city held in humanoid form, explained how the world stands at the brink of collapse and that the infection of the Old Country threatens to spread into the New Lands. The time to act is now. You agreed and have become an envoy of Urbanus, charged with bringing a hopeful message to all.

LEVEL 7 LEGATE

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: Symbolism, Spells: One expert

Common Ground: If you spend at least 1 minute conversing with unfriendly creatures, each present for the entire discussion makes a Will roll with 1 bane. On a failure, it becomes indifferent to you, or friendly to you on a critical failure.

Decree of Peace (Magical): You can use an action to issue a decree of peace. Each creature within 5 yards that can hear you makes a Will roll. Angels, demons, faeries, fiends, spirits, and undead get an automatic success. On a success, the creature becomes immune to this talent for 24 hours. On a failure, the target drops any weapons it holds and becomes Will impaired for 1 minute, then becomes Will impaired (luck ends). While impaired in this way, the target cannot pick up a weapon and makes rolls to attack with 3 banes. The effect ends early for a target that is harmed.

LEVEL 8 LEGATE**Health:** +12, Bonus Damage: +1 d6**Spells:** One expert**Virtue of Cooperation (Magical):** You can use a reaction when an enemy attacks you to urge that enemy to hold its attack. The enemy makes a Will roll. On a success, the enemy becomes immune to this talent for 24 hours. On a failure, the enemy becomes your ally (luck ends) and its attack is wasted.**Wisdom of Civilization (Magical):** You can draw from your knowledge of civilization to aid you. Whenever you make an attribute roll or a creature rolls against you, you can replace your attribute modifier with +5 or your score with 15. After you use this talent, make a luck roll. On a failure, you lose access to this talent until after you rest.**LEVEL 10 LEGATE****Health:** +12, Bonus Damage: +1 d6**Spells:** One master**Aura of Cooperation (Magical):** While you are not injured, confused, stunned, or unconscious, you emanate an aura throughout a Size 5 space centered on you that moves with you and urges others to work together. While you have at least one ally in your aura, you and each ally in the aura make attribute rolls with 1 boon.**Unexpected Alliance (Magical):** When a creature becomes your ally because of a spell you cast or a talent you used, make a luck roll. On a success, the target becomes controlled by you until it is no longer your ally.**MAENAD**

The Wild Woman is one half of a primal pair of deities as old as Lord Death, if not older. She and the Horned One seeded Erth with living things at Lord Death's behest, according to the priests of the Old Faith, but they believe these gods to have been among the Ancient Ones who surrendered their more bloodthirsty aspects to join forces with Death. Most people now worship the Wild Woman as a goddess of home and hearth, family, childbearing, and childrearing, with few ever realizing that she was even more vicious and fierce than the Horned Lord in prehistorical times.

The Wild Woman found you, however, and showed you her true face. Like her, you have become a wild being of spirit and violence, but also one driven to protect family and tribe, with the wisdom needed to overcome hardships. The Wild Woman equips you with gifts to aid your companions or destroy your enemies, as you choose. One minute, you might be a staunch defender and the next, a wild killer. You are as much a riddle as the goddess you serve.

LEVEL 7 MAENAD**Attributes:** Increase three attributes by 1 each.**Health:** +12**Languages:** Any one**Traditions:** War, **Spells:** One expert**Divine Frenzy (Magical):** Whenever you are harmed, you can let the Wild Woman take over your body, awakening in you a divine frenzy that lasts for 1 minute or until you become stunned or unconscious. The Wild Woman imposes 1 bane on rolls made against you, you make attribute rolls with 1 boon, and increase your supply of Bonus Damage by +2d6. Once you use this talent, you lose access to it for 1 minute.**LEVEL 8 MAENAD****Health:** +12, Bonus Damage: +1 d6**Spells:** One expert**Wild Whims (Magical):** At the end of the round while you are under the effects of your Divine Frenzy talent, roll a d6 to determine what happens until the end of the next round. On a 4 or higher, you impose 1 bane on rolls to attack your allies, while on a 3 or lower, your allies make rolls to attack your enemies with 1 boon.**LEVEL 10 MAENAD****Health:** +12, Bonus Damage: +1 d6**Spells:** One master**Collective Insanity (Magical):** When you use your Divine Frenzy talent, you can target any number of allies within 5 yards. Each ally gains the benefits of your Divine Frenzy talent for 1 minute.

MAGISTER

The god of magic, Abraxus, elevates the most prized and devoted servants to the title of magister and entrusts them with the great secrets of magic. Membership in this esteemed organization demands magical proficiency, so petitioners must either have some innate ability or some formal training in the magical arts.

Upon gaining admittance into this organization, you construct a magical staff, a weapon that reflects your personality, the magic you favor, and the work you hope to accomplish. Each staff is a unique object, typically carved from the heartwood of a hawthorn, oak, or some other tree and fitted with a decorative cap at one end. The cap might be a tangle of roots clutching a jewel, an animal head, a metal prong, a lozenge, a disk, or some other kind of design. The staff becomes more than a weapon for you. It helps you focus and shape magic in whatever ways you wish.

LEVEL 7 MAGISTER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Spells: One expert and one master

Abraxus's Insight: You learn spells from any tradition, even ones you have yet to discover.

Staff of Abraxus: You have a magical staff. It uses the normal rules for a quarterstaff, except as follows: You can use any attribute for rolls you make to attack with it and you roll with 1 boon. While you carry the staff, your supply of Bonus Damage increases by +2d6.

Your staff also holds spells. Choose two novice spells and one expert spell. (At each level you gain, you can swap out these spells for different ones of the same tier.) These spells can come from any tradition. You can cast spells imbued in your staff as if you had learned them. Spells regain their castings after you rest.

If you lose your staff, you can perform a ritual to regain it. When you finish, the staff reappears in your hand, or at your feet if your hands are full.

LEVEL 8 MAGISTER

Health: +6

Spells: One master

Blessing of Abraxus: When you cast a spell while you hold your staff, you apply all of the following benefits to the spell. If the spell deals damage, it deals an extra 2d6 damage. If the spell heals damage, it heals an extra 2d6 damage. If the spell lasts for an amount of time, it now lasts twice as long. If you make an attribute roll as a result of casting a spell, you make the roll with 3 boons and you impose 3 banes on any rolls to resist the spell.

LEVEL 10 MAGISTER

Health: +6

Spells: One master

Gift of Abraxus: You can use an action to regain all expended castings of your spells. Once you use this talent, you lose access to it until you complete a quest.

Retributive Staff (Magical): You can use an action to break your Staff of Abraxus while you are holding it. Destructive energies burst out through a Size 15 space centered on you. The explosion deals 30d6 damage to each creature and object in the space. A creature makes a Strength roll. On a failure, it takes an extra 30d6 damage. If you survive the explosion, you teleport to an empty space of the Sage's choice within 1 mile onto a surface able to bear your weight.

Once you use this talent, you lose access to your Staff of Abraxus, as well as talents related to using the staff, for 24 hours.

MOON CELEBRANT

Sister Moon draws most of her followers from the ranks of young people living on the edges of the wilderness, where they have an unobstructed view of the night sky. In addition to the moon, the goddess also claims darkness, the night, secrets, and rebirth in her portfolio. It's said that souls follow her light when they are reborn into the world. It is also said that Lord Death has a hold over her, forcing her to dwell with him in the Underworld once each month.

You belong to or recently joined the Sisterhood of Night, where you hold a position of authority as priest or priestess of Sister Moon. You have earned the goddess's affection and wield supernatural powers she grants you. You can enchant mortals, heal the injured, and bestow eerie blessings on those who accompany you on your quests.

LEVEL 7 MOON CELEBRANT

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: Shadowmancy, Spells: One expert

Moon Dance (Magical): You use this talent when a new combat begins. Roll a d20 to determine your starting phase. At the end of each round until the combat is over, you shift to the next phase on the list (or to waning if your current phase is full).

D20	EFFECT
1–5	Waning: You shed faint light and make attribute rolls with 1 bane.
6–10	New: You are invisible and you have the Silent trait.
11–15	Waxing: You shed dim light, and you make attribute rolls with 2 boons.
16–20	Full: You radiate bright light, and your attacks and spells deal an extra 3d6 damage.

Shadowed Beauty: While you are not in direct sunlight, you appear beautiful to creatures ordinarily attracted to your kind. You make rolls in social situations involving such creatures with 1 boon.

LEVEL 8 MOON CELEBRANT

Health: +12, Bonus Damage: +1d6

Spells: One expert

Shadow of the Moon (Magical): You can use an action to evoke the moon's shadow. Target any number of enemies within 5 yards. Each makes a Will roll with 1 bane. On a success, the target becomes immune to this talent for 24 hours. On a failure, the target becomes blinded until the end of your next turn.

LEVEL 10 MOON CELEBRANT

Health: +12, Bonus Damage: +1d6

Spells: One master

Gifts of the Goddess (Magical): You can use an action to receive a gift from the goddess. Choose one of the following benefits:

- One creature within 5 yards heals 10d6 damage.
- One creature that you can see makes a Will roll. On a failure, it falls prone and falls asleep (luck ends).
 - For 24 hours, magical darkness creates total obscurement in a Size 5 space centered on you. The darkness moves with you, remaining centered on you. You can see normally in this darkness.
 - For 1 hour, you are invisible, and you automatically succeed on rolls to sneak.
- Target each creature that can see you. Each becomes Intellect and Will impaired (luck ends both). If you harm a creature impaired in this way, the affliction ends. Until the affliction ends, the target is friendly to you.

Once you use this talent, you lose access to it until after you rest.

REFORGED

After Kaen was betrayed by and murdered at the hands of the cyclopes, Lord Death took his shade and bound it to a suit of armor. Thus the god of the forge, craftsmanship, and artistry was saved from oblivion.

Kaen chose you to serve as his agent in the world. You watch over artisans, lending aid in their work and inspiring them to advance their understanding of their trades. Service calls you to travel from temple to temple, shrine to shrine, watching over the small but dedicated cult that honors your master.

LEVEL 7 REFORGED

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: Pyromancy, Spells: One expert

Armor of Kaen (Magical): You can use an action to cause magical armor to form a metallic skin over your body. The armor counts as being light. Your Defense increases to 18 if it was lower than this. The effect lasts until after you rest.

Tools of the Forge: You roll to attack with great hammers, hammers, mauls, and war hammers with 1 boon. Your attacks with these weapons deal an extra 1d6 damage. You need not meet any requirements for using these weapons.

LEVEL 8 REFORGED

Health: +12, Bonus Damage: +1d6

Spells: One expert

Shape Metal (Magical): You can use an action to target one metal object in reach. You touch the target and alter its shape. The effect is permanent.

With this talent, you can turn a small iron door into a shield or a mace into a sword, reduce a battle axe to the size of a hatchet by stripping away metal, reshape mail into a breastplate, turn a fork into a spoon, convert metal bars into metal balls, and so on. Provided you have the materials, you could combine metal objects to make a larger one—such as two hammers into a maul—or strip them down to make something smaller. For complex items, such as keys or items that have moving parts, you must succeed on an Intellect roll or you ruin the object.

LEVEL 10 REFORGED

Health: +12, Bonus Damage: +1d6

Spells: One master

Builder's Hammer (Magical): You can use an action to call forth a divine hammer to fight at your side. Target one empty Size 1 space within 5 yards. A giant flying hammer appears in the target space and remains for 1 minute, at which time it disappears.

When the hammer appears, and on each of your turns when you use an action to do so, the hammer flies up to 5 yards and attacks a creature or object of your choice. Make a Will roll with 1 boon against the target's Defense. On a success, the target takes 10d6 damage. On a failure, the ground in a Size 1 space within reach of the target becomes challenging terrain that remains until cleared. Once you use this talent three times, you lose access to it until after you rest.

Forge Strike (Magical): You can use this talent when you get a critical success for an attack made using a great hammer, hammer, maul, war hammer, or the giant hammer created by your Builder's Hammer talent. Sparks fly from the weapon. Each enemy within 5 yards of the target makes a luck roll. On a failure, the enemy takes 2d6 damage.

SACRED REVELER

You've put up with obligations your whole life. You had to hold down a job and look after your family members, friends, and lovers. You had to stay tidy, keep your home clean, and tend to all the drudgery that goes into living. But one day, you found Revel—probably at the bottom of a bottle—and the god cut your chains and set you free.

You haven't looked back. The old life of roots and connections and responsibility fades like a bad dream. Now, there is only drunkenness and debauchery. You understand that Revel uses you as his vessel to create discord in the world, but you're having so much fun, you can't think of any reason to complain.

LEVEL 7 SACRED REVELER

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: Enchantment, Spells: One expert

Divine Fool (Magical): You can perform a ritual during which time you imbibe alcohol or use some other recreational substance. When you finish, you enter the holy state of revelry and remain in this state until after you rest. Until this effect ends, you gain the following benefits and drawback:

- You are Intellect impaired and Will impaired. If either of these afflictions ends, the effects of this talent end early.
- You make luck rolls with 1 boon.
- You are immune to the frightened and weakened afflictions.
- You can use an action to bring joy. Target one creature within 5 yards. The target makes a Will roll. On a success, it becomes immune to this talent for 24 hours. On a failure, the target gains all the effects of this talent for 1 hour. When the effect ends, the target loses 1 d6 Health.
- You can use a reaction when you take damage to halve the damage and fall prone.

LEVEL 8 SACRED REVELER

Health: +12, Bonus Damage: +1 d6

Spells: One expert

Foolish Antics (Magical): When you fall prone, each Intellect impaired creature that can see you makes a Will roll. On a success, the creature becomes immune to this talent for 24 hours. On a failure, the creature is consumed with laughter. While in this state, the target is confused and vulnerable (luck ends). The effect ends early for a target if it is harmed.

Life of the Party (Magical): If you are under the effects of your Divine Fool talent, you can use an action to target one Intellect impaired creature within 5 yards. Make a Will roll with 1 boon against the target's Intellect. On a success, the target becomes controlled by you until the end of your next turn. On a failure, it removes the Intellect impaired affliction and becomes immune to this talent for 24 hours.

LEVEL 10 SACRED REVELER

Health: +12, Bonus Damage: +1 d6

Spells: One master

This Gang of Mine (Magical): If you are under the effects of your Divine Fool talent, you can use an action to cause each Intellect impaired creature within 5 yards, other than you, to become violent. Each creature that can do so must use a reaction to attack an eligible target of your choice, with 1 boon on the roll.

Wild and Frenzied Dancing (Magical): If you are under the effects of your Divine Fool talent, you can use an action to target one Intellect impaired creature within 5 yards. Make a Will roll against the target's Intellect. On a success, the target becomes confused and vulnerable (luck ends both), as the target gyrates in a wild manner. Each time the target gets a failure to end this effect, it takes 2d6 damage. If you get a failure, the target becomes immune to this talent for 24 hours.

SAPROPHYTE

One day you noticed an odd growth on your body, a strange ridge pushing up the skin. Inspecting the wound revealed fibrous material underneath that stretched out like feelers. From then on, your body became a breeding ground for all kinds of fungi. Those growths have overtaken what was your original form, but you remain who you were. The reason? Grandmother Spore saw something in you and bestowed her strange blessings on you.

LEVEL 7 SAPROPHYTE

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: Necromancy, **Spells:** One expert

Ambulatory Fungus: You lose all the traits from your original ancestry and become an ambulatory fungus. You ignore any effect that would transform you. You have the following traits:

- **Senses:** Awareness 15
- **Digestive** Enzymes: You can use an action to target one object that was previously a flesh-and-blood creature. You touch the target and cause it to dissolve. You become immune to deprivation from hunger and thirst until the end of the quest.
- **Sensory** Spores: You can use an action to release a blast of spores from your body into a Size 5 space centered on you. The spores create moderate obscurement in the space until the end of the round, at which point they settle on all surfaces within that space. For 24 hours, you can use an action to switch your senses from your body to the space containing the spores until you use an action to switch your senses back or you become unconscious. Large fire effects clear the space of spores and end this effect early. You can use this trait three times per day. You regain expended uses after you rest.

Dissolving Touch: You can use an action to target one flesh-and-blood creature in reach. Make a roll using an attribute of your choice against the target's Agility. On a success, the target takes 3d6 damage and becomes poisoned (luck ends). At level 10, the target instead takes 5d6 damage.

LEVEL 8 SAPROPHYTE

Health: +12, Bonus Damage: +1 d6

Spells: One expert

Calming Spores: You can use an action to release a cloud of spores from your body into a Size 5 space centered on you. The spores create moderate obscurement in the space for 1 minute. Each breathing creature in the space when the cloud appears or that enters it and that is not a fungus makes a Strength roll. On a success, the creature becomes immune to these spores for 24 hours. On a failure, the creature heals 2d6 damage and becomes Will impaired (luck ends). Until this affliction wears off, the creature is immune to the frightened affliction, makes rolls to attack with 1 bane, and its attacks deal half damage. If the creature is harmed while under this effect, it ends the affliction on itself. Once you use this talent, you lose access to it for 1 hour.

LEVEL 10 SAPROPHYTE

Health: +12, Bonus Damage: +1 d6

Spells: One master

Flesh-Eating Spores: You can use an action to release a cloud of spores from your body into a Size 5 space centered on you. The spores create heavy obscurement in that space for 1 minute. Each creature that starts its turn in the area or enters it and is not a fungus takes 1 d6 damage and makes a Strength roll. On a failure, the creature loses 3d6 Health and becomes weakened (luck ends). Once you use this talent, you lose access to it for 1 hour.

SOUL TAKER

When the specter of death appeared before you, you fell to your knees, certain that your time on Erth had come to its ends. Rather than be whisked away to the forgetting place, you found the darkness embracing you, merging its essence with your own. Only then did you realize what was being asked of you. Lord Death had chosen you to be his herald, his bringer of doom, and ender of lives. The shadow of death lays upon you. It goads you to hunt down those who refuse to heed Death's call and end their existence.

Being chosen in this manner elevates you to the position of soul taker, a small society of mortals deemed fit for carrying out the Great End's wishes. Normally, the divine influence haunts your body, offering few clues about your nature to the people around you. However, when you do Death's work, shadows gather around you, transforming you into a wriggling knot of umbral, questing tentacles that reach forth to caress your foes. You call to your hand the scythe of finality, and use it to tear the souls from the living as your master commands.

LEVEL 7 SOUL TAKER

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: Destruction, Spells: One expert

Reaper's Scythe (Magical): You can use an action to call for a magical scythe, which comes flying to your hand from out of nowhere. Each enemy within 5 yards of you makes a Will roll. Angels, demons, faeries, fiends, spirits, and undead get an automatic success. On a failure, the enemy becomes frightened of you for 1 minute.

The weapon remains until it leaves your hand, at which point it evaporates into black smoke. The scythe is a two-handed melee weapon that deals 3d6 damage and has the Brutal, Nimble, and Slashing traits. Finally, when you attack with this weapon, you can use Will in place of the attribute roll you would normally use.

On Death's Wings (Magical): You can use a reaction when a creature within 20 yards becomes incapacitated to teleport to an empty space of your choice within reach of that creature. The target makes a luck roll as if it were the end of the round.

LEVEL 8 SOUL TAKER

Health: +12, Bonus Damage: +1d6

Spells: One expert

Detect Life: You know the exact position of each living thing within 10 yards.

Pall of Death (Magical): You can use this talent when you cause a creature to become incapacitated. Magical shadows fill a Size 5 space centered on you and remain there for 1 minute. The shadows create moderate obscurement for all creatures other than you.

LEVEL 10 SOUL TAKER

Health: +12, Bonus Damage: +1d6

Spells: One master

Spared from Death: You can use this talent when you make a luck roll as a result of being incapacitated. Roll an additional d20 and use any result you like.

Time to Die: If you wield the Reaper's Scythe, you can use an action to teleport to an empty space within reach of one flesh-and-blood enemy within 10 yards. When you arrive, make a Will roll with 1 boon against that enemy's Strength. On a success, the enemy takes 20d6 damage. If the enemy becomes incapacitated as a result, it dies. Otherwise, the enemy becomes cursed for 24 hours. If you get a failure, you regain the use of this talent, but you must wait at least 1 minute before you can use it again. Once you successfully use this talent, you lose access to it until after you rest.

SPIRIT CALLER

Many cultures worship their deified ancestors, but the practice is most pronounced among the dwarfs. Whether or not you are a dwarf, you adopt the beliefs of those people as your own and feel the weight of your ancestors' scrutiny. Service to these spirits rewards you, and you can call upon them to help you in times of need. The spirits, or their proxies, lend aid when the causes for which you fight agree with the ancestors' notions of justice, right action, and nobility.

LEVEL 7 SPIRIT CALLER

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: Spiritualism, Spells: One expert

Ancestral Aid (Magical): You can use an action to call upon your ancestors. Inside a Size 5 space centered on you, green mist rises from the ground to fill it with moderate obscurement that lasts for 1 minute. Until the mist clears and while you are in that space, you make attribute rolls with 1 boon, you impose 1 bane on rolls made against your Defense, and whenever you take damage, you reduce the amount by 1d6 (to a minimum of 0). You can use this talent three times. You regain the uses after you rest.

Litany of Grudges (Magical): You can use an action to announce the wrongs ever done to you and your people. You can chant for 1 minute, but the effect ends early if you use your voice for something else, such as casting a spell. On each of your turns, each enemy within 5 yards makes a Will roll. On a success, the enemy becomes immune to this talent for 24 hours. On a failure, the enemy becomes frightened of you until the chanting stops or the enemy overcomes the affliction with a successful Will roll.

LEVEL 8 SPIRIT CALLER

Health: +12, Bonus Damage: +1 d6

Spells: One expert

Shield Bearer (Magical): You can use this talent when you become injured or when you are harmed while injured. A shield-bearing spirit appears at your side and remains there for 1 minute. The spirit moves with you to stay at your side. While you are under the effects of this talent, you have the Slippery trait, you impose 1 bane on rolls to attack you, and you reduce damage you take from attacks by 2d6 (to a minimum of 0). You can use this talent once. You regain the use after you rest.

LEVEL 10 SPIRIT CALLER

Health: +12, Bonus Damage: +1 d6

Spells: One master

Judgment of the Ancestors (Magical): You can use an action to speak aloud three wrongs done to you, your allies, or your loved ones committed by one enemy you can see. If these wrongs are true, a huge, shadowy spirit armed with an axe appears inside an empty space you choose and brings the weapon crashing down on the enemy's head. Make a Will roll with 3 boons against the enemy's Defense. On a success, the enemy takes 30d6 damage. If the enemy becomes incapacitated by this damage, it dies, and the spirit whisks its soul to the Netherworld to face justice for its offenses. Once you use this talent, you lose access to it until after you complete your quest.

STORM APOSTLE

The Sky Father pours all his anger into you, and in so doing transforms you into his avatar. When you have need, you can raise your weapon to the sky and catch a lightning bolt. Thunder booms, wind whips around you, rain and hail falls to all sides. You become the herald of the storm, and violence follows you wherever you go.

LEVEL 7 STORM APOSTLE

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: Aeromancy, Spells: One expert

Breath of the Sky Father (Magical): You can use this talent when you get a failure on a roll to attack. The Sky Father sends a blast of wind from you. Target one enemy within your reach. The target makes a Strength roll. On a failure, you push the target up to 5 yards away from you.

Tempest Weapon (Magical): Lightning crackles and spits from any metal weapon you wield. The weapon emits faint light and your attacks with this weapon deal an extra 2d6 damage.

LEVEL 8 STORM APOSTLE

Health: +12, Bonus Damage: +1 d6

Spells: One expert

Sky Father's Wrath (Magical): You can use an action to call down a lightning bolt. Target one enemy within 15 yards. Make a Will roll against the target's Agility. You roll with 1 boon if the target wears medium or heavy armor or the target is made of metal. On a success, the lightning strikes the target. The target takes 6d6 damage and catches fire and becomes vulnerable (luck ends both). Once you use this talent, you lose access to it for 1 minute.

LEVEL 10 STORM APOSTLE

Health: +12, Bonus Damage: +1d6

Spells: One master

Sky Father's Blessing (Magical): You can use this talent when you get a success on a roll to attack. The Sky Father takes an interest in your endeavors. Roll a d6 to see what happens.

D6	EFFECT
1	Light wind blows through a Size 5 space centered on you for 1 round.
2	Strong wind blows through a Size 5 space centered on you. In addition, each creature within that space, other than you, makes a Strength roll. On a failure, the target falls prone.
3	Deranged laughter causes each creature within 5 yards, other than you, to become deafened until the end of your next turn.
4	You feel a surge of strength. Until the end of your next turn, you add twice your Strength modifier to rolls to attack with melee weapons, and your melee attacks deal an extra 1d6 damage.
5	One enemy you choose within 10 yards is struck by lightning and takes 2d6 damage. If the damage causes the enemy to become injured, it also catches fire (luck ends).
6	Lightning strikes all enemies within 10 yards. Each enemy takes 2d6 damage and becomes vulnerable (luck ends). An enemy injured from this damage also catches fire (luck ends).

VALKYRIE

Hate, the goddess of war, strides across the battlefields, inspiring combatants to ever greater acts of violence. Perhaps it was on one such killing ground that you spotted the terrible figure of Death's most ruinous daughter. Locking eyes with the goddess, you felt your soul torn free, watched as Hate inspected it, and cried out when she restored it to your flesh, bound to her service. You have become a valkyrie, one of the choosers of the slain. Battle calls to you wherever you go.

LEVEL 7 VALKYRIE

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: War, **Spells:** One expert

Chooser of the Slain (Magical): You can use a reaction when a creature within 15 yards dies or becomes incapacitated to teleport to an empty space of your choice within 5 yards of the creature that enabled the use of this talent. When you arrive, if you can reach the target, you can claim its soul. The target dies and you gain the goddess's blessing for 1 minute. Each enemy within 5 yards of you becomes vulnerable for as long as it remains there and your attacks against vulnerable targets deal an extra 2d6 damage.

War Ensemble (Magical): If you are not injured and you lack the confused, controlled, stunned, and unconscious afflictions, allies within 5 yards of you roll to attack with 1 boon and become immune to the frightened affliction for as long as they remain there.

LEVEL 8 VALKYRIE

Health: +12, Bonus Damage: +1d6

Spells: One expert

Blessing of Hate (Magical): You can use a reaction when an ally within 10 yards succeeds on a roll to attack to enable the ally to deal an extra 2d6 damage.

LEVEL 10 VALKYRIE

Armored and Natural Defense: +2, **Health:** +12,
Bonus Damage: +1d6

Spells: One master

Angel of Battle: Hate rewards your service by transforming you into one of her dreaded angels. You become immune to the asleep, frightened, and poisoned afflictions. You grow no older and you ignore the effects of deprivation, infection, and exposure. Great wings covered in black feathers spread from your back, granting you the Fly trait. Finally, all creatures within 50 yards roll to attack with 1 boon and their attacks deal an extra 1d6 damage.

MAIDENS OF THE MAELSTROM

Valkyries, legendary warriors chosen by Hate, soar the skies on ethereal wings. Their presence can inspire courage in worthy combatants, but their true purpose is a grim one. They assess the fallen with a cold neutrality, their stoicism a chilling counterpoint to the fury of battle. They can unleash devastating magic, cleave through enemy ranks with enchanted blades, or even ferry wounded allies to safety. Encountering a Valkyrie on the battlefield can be a turning point, a chance to witness their prowess and perhaps even receive their aid. But their ultimate loyalty lies with Hate, and their bargains, guidance, and hostility are driven by their unwavering duty.

WOOD WATCHER

You become a servant of Grandfather Tree. The seed of your devotion takes root and transforms you. Now, bark covers your body, while branches and vines grow in place of your hair.

LEVEL 7 WOOD WATCHER

Attributes: Increase three attributes by 1 each.

Natural Defense: +1, Health: +12

Languages: Any one

Traditions: Animism, Spells: One expert

Ambulatory Plant: You lose all the traits from your original ancestry and become an ambulatory plant. You ignore any effect that would transform you. You have the following traits:

- **Plant:** You nourish yourself by absorbing sunlight and nutrients from the ground. Rather than consume provisions to avoid the effects of deprivation, you can plant your feet in damp earth in a sunlit area. If you spend at least 1 hour in this area under these conditions, you are immune to deprivation from hunger and thirst for 24 hours.
- **Flammable:** Once per round, when you take damage from fire, you take double the damage, lose 1d6 Health, and make a luck roll. On a failure, you catch fire (luck ends).

Ensnaring Strike (Magical): You can use this talent when you attack an enemy on the ground within 5 yards of you. Make a luck roll in addition to your roll to attack. If both rolls result in a success, grasses and vines entangle the target, causing it to become held until the end of your next turn.

LEVEL 8 WOOD WATCHER

Health: +12, Bonus Damage: +1d6

Spells: One expert

Grasping Growth (Magical): You can use this talent when you cast a spell. Target the ground in one Size 5 space within 10 yards. Sudden plant growth in the space turns the target ground into challenging terrain for 1 minute. Any enemy that becomes held or falls prone in the space takes 1d6 damage at the end of each round until it leaves the target space.

LEVEL 10 WOOD WATCHER

Health: +12, Bonus Damage: +1d6

Spells: One master

Arboreal Fury (Magical): You can use an action to awaken the ire of Grandfather Tree. You produce all the following effects.

- **Thorn Walls:** Thorny growth rises from the ground at one edge of a Size 5 space centered on you. The growth is 1 yard thick and up to 10 yards tall. A creature that attempts to move through the growth makes an Agility roll. On a failure, the creature takes 1d6 damage, stops moving, and becomes held until this effect ends or the creature overcomes the affliction with a successful Strength roll.
- **Grandfather's Summons:** Vines erupt from the ground and snake toward any number of enemies within 10 yards. Each target makes a Strength roll. On a failure, the vine drags the target 2d6 yards closer to you.
- **Ire of the Great Tree:** Your Health increases by 50, your reach increases to 5 yards, and your attacks deal an extra 2d6 damage. These benefits last 1 hour. When this effect ends, heal 8d6 damage. Once you use this talent, you lose access to it until after you rest.

Paths of Magic

The paths of magic reflect specialization in traditions or casting methods. You might become an alchemist and discover the secrets of immortality, or a pyromancer who becomes living flame.

ABJURER

You confronted manifold dangers in your career, witnessed terrible things that had the worst intentions toward you and yours. Whether you faced hostile magic or ravenous monsters, you triumphed over these challenges by making the protection of your allies and yourself your highest priority. You learn the intricacies of the tradition and develop useful talents to ward yourself against harm. Many abjurers, perhaps yourself included, mark up their bodies with protective sigils to make them secure against harm.

LEVEL 7 ABJURER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Protection, Spells: One master

Defensive Sigil (Magical): You can use an action to place a protective sigil on a creature. Target one creature in reach. You touch the target. For 1 hour, a magical sigil appears somewhere on its body. The sigil imposes 1 bane on rolls to attack the target. When the target takes damage, it can end the effect early to halve the damage it takes. You can use this talent five times. You regain expended uses after you rest.

LEVEL 8 ABJURER

Health: +6

Spells: One master

Turn Magic (Magical): You can use a reaction when a creature within 5 yards would be the target of a magical effect to attempt to turn away the magic. Make an Intellect roll. On a success, the magic has no effect on the creature. At level 10, a critical success on your roll enables you to have the magical effect target one creature or object you choose within 10 yards.

LEVEL 10 ABJURER

Health: +6

Spells: One master

Disjoin Magic (Magical): You can use an action to render yourself immune to all magical effects for 1 minute. You cannot cast spells or make use of magical talents or any other magical effects, but nothing magical can affect or harm you, including angels, demons, faeries, fiends, spirits, undead, and creatures created by magic. Any continuous magical effect active on you is negated until the effect of this talent ends, and the time that elapses until then counts against the duration of the continuous effect. Once you successfully use this talent, you lose access to it until after you rest.

AEROMANCER

You bargained with a spirit of air, forged a pact with a sylph, or discovered secret magical knowledge in a windswept place. However you discovered Aeromancy, you have chosen to master it. Now, you can take control of the winds, commanding them to drag storm clouds to you, or to lift you up into the air, to soar across the heavens. Even more, you can call forth lightning from your hands or bring it down from the skies to destroy your foes. You master the elements.

Beware, though, for the power of the storm can be fickle, and even the mightiest aeromancer can be brought low by a sudden shift in the wind. But for those who can weather the tempests, the power of the storm is unmatched.

LEVEL 7 AEROMANCER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Aeromancy, Spells: One master

Sustaining Wind (Magical): If you normally breathe air, you become immune to the effects of suffocation. You suffer no harm from landing after a fall. And, you have the Strider trait if you don't have it already. In addition, while you are not injured, you can select targets for your ranged attacks and Aeromancy spells and talents from any you can see.

LEVEL 8 AEROMANCER

Health: +6

Spells: One master

Breath of the Storm (Magical): You can use an action to send forth a screaming ball of wind. Target one creature or object within 15 yards. Make a Will roll with 1 boon against the target's Strength. On a success, the target takes 6d6 damage and falls prone. On a critical success, the wind carries the target 1d6 × 5 yards away from you. If something would prevent it from moving the full distance, the target takes an extra 1d6 damage for every full 5 yards it was prevented from moving in this way. Once you use this talent, you lose access to it (luck ends).

LEVEL 10 AEROMANCER

Health: +6

Spells: One master

Power of Elemental Air (Magical): While you are not injured and you lack the stunned and unconscious afflictions, you have the following benefits.

- **Announce** the Storm: Whenever you stop moving after running or flying, you can cause strong wind to blow through a Size 5 space centered on you until the start of your next turn.
- **Ride** the Winds: You have the Fly trait. If you can fly already, you can also hover.
- **Shielding** Winds: You impose 1 bane on rolls to attack you using melee weapons and 3 banes on rolls to attack you using ranged weapons.

ALCHEMIST

The philosopher's stone can defeat death, transmute base materials into precious metals, and cure any ailment. Despite the name, many believe the "stone" exists in the mind only or as some unformed substance, as indescribable as it is impossible. Peril stands on either side of the road to attaining the stone, but the threat of insanity, maiming, and death has so far failed to dissuade you from your goal. The stone might lie out of reach for now, but it will be yours. Of that you are certain.

Once you discover the secrets of immortality from your philosopher's stone, you immediately arrest the aging process. Upon completing your last quest, your body henceforth retains the appearance it had when you discovered the stone, and you show no further sign of aging.

LEVEL 7 ALCHEMIST

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Alchemical

Traditions: Alchemy, Spells: One master

Homunculus (Magical): You have the service of a magical simulacrum of yourself. The homunculus is a permanent companion. It is a creation made from clay, your blood, and your breath. It has a natural Defense of 16, Health equal to half your Health, Strength 6 (−4), Agility 14 (+4), and uses your Intellect and Will scores. Its Size is ¼ and its Speed is 5. The homunculus speaks with your voice and can make use of your talents and spells, expending uses and castings from them. The homunculus has no weapons and deals no damage on attacks it makes. If the homunculus becomes incapacitated, you become stunned (luck ends). After 1 hour, if you are still alive, the homunculus reforms in a space you can reach, having regained all Health and healing all damage.

LEVEL 8 ALCHEMIST

Health: +6

Spells: One master

Alchemical Production (Magical): You can produce a consumable. Choose one from those found in Chapter 3. You perform a ritual using an alchemist kit and expending rare ingredients worth half the consumable's price. When you finish, you have one dose of the consumable.

Transmute any Object (Magical): You can change the substance from which an object is made. Target one Size 1 or smaller object within reach. Then perform a ritual with an alchemist's kit and expending rare ingredients whose value depends on the desired substance as described below.

- Turning an object into plant material costs 5 cp, and the change lasts for 7 months.
- Turning an object into stone, sand, earth, worthless crystal, or a base metal costs 5 sp, and the change lasts for 7 weeks.
- Turning an object into copper or silver costs 1 gp, and the change lasts for 7 days.
- Turning an object into gold or another precious metal costs 5 gp, and the change lasts for 7 hours.

When the effect ends, the object immediately returns to its original substance. At level 10, you need spend only half the required cost to bring about the effect, and the effect lasts 1d6 times as long.

LEVEL 10 ALCHEMIST

Health: +6

Spells: One master

Philosopher's Stone (Magical): You discover the secrets of the philosopher's stone. You become immune to the harmful effects of exposure and infection, as well as to all impaired afflictions and the poisoned affliction. You also stop aging and your appearance never changes no matter how long you live.

In addition, when you die, you can make a luck roll. On a success, you return to life a number of hours later equal to the number you rolled. When you do so, you regain all your lost Health and you heal all damage. On a failure, the philosopher's stone disappears and you lose this talent forever, even if you are later restored to life by other means.

HOMUNCULUS

Many alchemists create copies of themselves to share their burdens. These copies—homunculi—echo their creators' knowledge, personality, and motivations. They become extensions of their makers' bodies.

Creating a homunculus begins with forming a tiny body from a single block of clay. The body needs only the proper number of limbs and a head; the act requires no artistry and thus the product might be ugly, malformed, obscene even. The alchemist then presses a drop of their blood into the body's chest and gives it their breath, mouth to tiny mouth. The homunculus thus awakens and is its master's companion, confidant, helper, and co-conspirator.

ALIENIST

You were right all along. The experiments, the tests, the books—oh so many books—proved everything you thought was true about your world's cosmology. You found incontrovertible evidence that other realities, other universes exist beyond your own.

With suspicion firming into certainty, you used your magic to burrow a hole into a neighboring reality, but you found only death and darkness. Each universe you discovered was the same, wholly emptied of living things. Just as your hope began to die, you found something—something so awful, so sanity-shatteringly terrible that you will never again be the same.

You have developed unusual mannerisms and tics, and show signs of a disturbed mind. Your research could have infected you with a blight that displays the markings of that impossible place. A questing tentacle creeps out from between your ribs; an eye opens and casts about from the palm of your hand; a second mouth, hidden beneath your shirt collar whispers truths so terrible that to hear them is certainty you will never again be clean.

LEVEL 7 ALIENIST

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Eldritch, **Spells:** One master

Accustomed to Horror: You make Will rolls with 1 boon and you impose 1 bane on rolls made against your Will.

Fray Reality (Magical): You can use this talent when you cast a spell. For any rolls required or enabled by the spell, the roller rolls an additional d20 and you decide which result is used.

After you resolve the spell's effects, each enemy within 5 yards makes a Will roll. On a failure, the enemy takes 1d6 damage, and becomes frightened of you (luck ends). This damage increases to 2d6 at level 8 and to 3d6 at level 10. An enemy immune to the frightened affliction is immune to this effect.

In return for using this talent, you make a Will roll the next time you reach the end of your turn. You make the roll with 1 bane if you cast a novice spell, 2 banes for an expert spell, and 3 banes for a master spell. If you get a failure, find the result on the following table to see what happens.

RESULT	EFFECT
8–9	You shriek, gibber, and whine and can use your voice for no other purpose (luck ends).
6–7	Appalling images fill your mind, causing you to become Intellect impaired and Will impaired (luck ends both).
4–5	An unspeakable revelation leaves you breathless. You become confused (luck ends).
3	You stagger under the weight of your appalling knowledge and become confused and vulnerable (luck ends both).
2	All rational thought flees your mind. You become stunned (luck ends).
1	Overwhelmed by horror, you fall prone and become unconscious (luck ends).
0 or less	A horror under the Sage's control slips free from another reality into empty space of the Sage's choice within 5 yards. The horror regards all other creatures that are not horrors as enemies and attacks the nearest enemy each round until destroyed. The Sage has rules for horrors in <i>Secrets of the Weird Wizard</i> .

LEVEL 8 ALIENIST

Health: +6

Spells: One master

Madness Worms (Magical): You can use an action to infect others with the worms of madness. Target one creature within 5 yards. Make an Intellect roll against the target's Will. On a success, the target takes 6d6 damage and becomes confused and vulnerable (luck ends both). Each time the target gets a failure on the luck roll to end these afflictions, it loses 1d6 Health. Once you use this talent, you lose access to it (luck ends).

LEVEL 10 ALIENIST

Health: +6

Spells: One master

Maddening Revelations (Magical): When you cast a spell, you can choose to become confused for 1 minute. While confused in this way, the first time each round that you cast a spell, make a luck roll. On a success, you immediately regain the casting and cast the spell again, at which point you expend the casting. When this effect ends, lose 2d6 Health and become stunned (luck ends).

ANIMIST

Becoming an animist enables you to commune with the spirits of the land and gain their advice. The spirits awaken all around you as you travel through the wild places. Stones shift, plants sway, natural creatures seem to welcome you.

LEVEL 7 ANIMIST

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Animism, **Spells:** One master

Aid of the Nature Spirits (Magical): Spirits aid you constantly. Your reach becomes 5 and when you cast a spell that would originate from you, you can have the spell originate from any point you can reach. You gain the Strider trait, and you can pass through ordinary and magical plants unimpeded. You leave tracks only when you choose and can alter your tracks and those of other creatures to resemble those of different creatures. Neither animals nor plants harm you unless you harm them first.

LEVEL 8 ANIMIST

Health: +6

Spells: One master

Wild Elemental (Magical): You can use an action to invite a nature spirit into a plant, rock, or some other natural feature within 10 yards. The spirit animates the thing it inhabits until the end of your turn, at which point the spirit departs. Target up to five creatures or objects inside a Size 5 space centered on the natural feature you chose. For each target, make a Will roll with 1 boon against its Agility. On a success, the target takes 4d6 damage, falls prone, is moved up to 5 yards across the ground in a direction you choose, and becomes vulnerable until the end of your next turn. Once you use this talent, you lose access to it for 1 minute.

LEVEL 10 ANIMIST

Health: +6

Spells: One master

Nature Merge (Magical): You can use an action to merge your soul with those of the nature spirits that follow you. For 1 hour, you have the following benefits and drawbacks:

- **Senses:** Awareness 10
- **Nature Attacks!** You can use an action to cause nature spirits to attack. Target one creature or object within 20 yards. Make a Will roll against the target's Agility. On a success, the target takes 10d6 damage. On a critical success, the target also becomes held (luck ends).
- **Quicken Growth:** The ground inside a Size 5 space centered on you becomes covered with challenging terrain created by plants, rocks, and the like. The space moves with you when you move.
- **Tear Down the Walls:** You can use an action to collapse a structure. Target one Size 10 space. Any structure or portion of a structure in that space loses all Health. Challenging terrain covers the ground in the space formerly occupied by the structure until cleared away. Once you use this talent, you lose access to it until after you rest.

ARCHMAGE

The archmages form a loose society of dangerous spellcasters, each versed in magic's most ruinous aspect. While other magic-users can rival their power, few come close to the zeal with which they use their spells to blast apart foes and bring enemies to their knees. Many archmages withdraw from the world, lurking in crooked towers rising from the deep wilderness or burying themselves alive in terrible dungeons where they can work their art undisturbed. Still, a few take it upon themselves to use their dreadful power for good ends, to protect the world from threats beyond any mortal understanding.

LEVEL 7 ARCHMAGE

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: One, **Spells:** One master, two novice

Signature Spells (Magical): Choose two novice spells you have learned. These spells become your signature spells. Whenever you cast such a spell, you can make a luck roll and, on a success, you regain the casting of the spell.

At level 8, you can add an expert or novice spell to your list of signature spells. At level 10, you can add a spell from any tier to your list.

Spell Readiness (Magical): You can perform a ritual to prepare up to three spells you know so you can cast them all at once when you need them. When you finish, the spells hover in your mind, causing you to become confused until you release them. You can use an action to release the three prepared spells so that they take effect, one after the other, in any order you choose.

Once you use this talent, you lose access to it until after you rest.

LEVEL 8 ARCHMAGE

Health: +6

Spells: One expert and one master

Overcast (Magical): When you cast a spell that takes effect immediately, you can choose to have the spell's effect take place at the end of the round instead. If so, you can roll twice and use either result for all variable effects created by the spell.

LEVEL 10 ARCHMAGE

Health: +6

Spells: One master

Impervious Globe (Magical): You can use a reaction when an enemy attacks you or uses a magical effect against you to surround yourself with an invisible field of magical force that lifts you into the air. The field has Health 100. Whenever an attack or magical effect would cause you to take damage or lose Health, the damage or loss instead applies to the field. While the field is intact, you can fly. Once you use this talent, you lose access to it for 1 minute.

ASTROMANCER

The lights in the heavens feed your appetite for magical energy. You reach for the stars and draw their glow into you. You bathe yourself in sunlight and shine almost as brightly. You become a master of radiance and use your powers to drive back the darkness. With a flick of your wrist, you weave beams of concentrated light, pushing back the inky tendrils of darkness. Your very aura crackles with purifying energy, banishing negativity and restoring a semblance of peace.

LEVEL 7 ASTROMANCER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Astromancy, **Spells:** One master

Defense against Darkness (Magical): You gain the Produce Light talent from the Astromancy tradition. If you have this talent already, gain a different one from the same tradition.

In addition, you can cast the Scorching Ray spell from the Astromancy tradition without expending a casting, even if you don't know this spell. If you do know it, you make the roll with 1 boon and the spell deals an extra 1d6 damage.

LEVEL 8 ASTROMANCER

Health: +6

Spells: One master

Race to the Stars (Magical): When you cast an Astromancy spell, you can also cause ten motes to appear anywhere you choose within 100 yards, where they remain for 1 minute or until discharged. Each mote sheds dim light. On your turn when you have at least one mote remaining, you can expend 3 yards of movement to teleport to a space within 3 yards of one of your motes. When you arrive at your destination, one mote of your choice created by this spell disappears. Once you use this talent, you lose access to it for 1 hour.

LEVEL 10 ASTROMANCER

Health: +6

Spells: One master

Blinding Presence (Magical): You can use this talent when you cast an Astromancy spell. A flash of bright sunlight erupts from you. Each enemy within 5 yards takes 10d6 damage, and makes a luck roll. On a failure, the enemy becomes blinded (luck ends). Once you use this talent, you lose access to it for 1 minute.

AUTHORITY

Randomness plays no part in the outcomes of Order spells, and for that reason the tradition appealed to you. Order magic lets you compel others, strike with certainty of the desired effect, and force wild magic into useful, physical shapes. You have the right magical tool for just about any task. You have the right magical tool for just about any task. This predictability allows you to approach any situation with a strategic mind, wielding your magic with the precision of a well-oiled machine.

LEVEL 7 AUTHORITY

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Order Spells: One master

Force Field (Magical): You can use an action to surround yourself with a field of magical force. The field remains until it's destroyed or you use this talent again. Whenever you would take damage, the field takes damage on your behalf. The field has Health 10, but increases to 15 at level 8, and 20 at level 10. You can use this talent three times. You regain expended uses after you rest.

LEVEL 8 AUTHORITY

Health: +6

Spells: One master

Dismiss Chaos (Magical): You can use this talent when you use an action to cast a spell. Inside a Size 5 space centered on you, order reigns supreme until the end of your next turn. When a creature in the space would make an attribute roll or a luck roll, the creature replaces the number rolled on the die with a 10. If the creature rolled a 10, it replaces the number on the die with a 20. Once you use this talent, you lose access to it for 1 minute. You can use this talent three times. You regain expended uses after you rest.

LEVEL 10 AUTHORITY

Health: +6

Spells: One master

Take Twenty (Magical): When you make an attribute roll or a luck roll, you can replace the number rolled on the die with 20. You can use this talent five times. You regain expended uses after you rest.

BATTLE MAGE

It helps to know your way around weapons and armor, but all you really need to fight well is to keep up your studies of War magic. Veteran warriors sneer at the tradition, quick to point out that magic is only good while you still have oil in the lamp, so to speak, but only a fool would run out of castings before ending the battle. You're no fool. You have learned the deeper secrets of the tradition to enhance your already commendable abilities in hopes of becoming a truly great warrior.

Life as a sword-wielding battle mage is a constant dance between physical prowess and arcane power. You spend hours drilling with your blade, perfecting your swings and footwork until they become an extension of yourself. But your training doesn't end there. You delve into dusty tomes, memorizing complex spell incantations and practicing intricate magical gestures. The true test comes in mastering the art of weaving these two disciplines together. A well-timed spell can augment your swordsmanship, turning a powerful blow into a devastating eruption of energy.

LEVEL 7 BATTLE MAGE

Attributes: Increase three attributes by 1 each.

Health: +12

Languages: Any one

Traditions: War, Spells: One master

Magical Prowess (Magical): You can use this talent when you cast a spell. You increase your supply of Bonus Damage dice by an amount determined by the spell's tier and the increase lasts until the end of your next turn. A novice spell grants +2d6, an expert +4d6 dice, and a master +8d6 dice.

Magician, Arm Thyself (Magical): You can use this talent at the start of your turn if you have a hand free and you lack the confused, controlled, stunned, and unconscious afflictions. Target one ordinary weapon you can see within 10 yards. If no creature holds or carries the target, it flies to your hand. If the target is worn or carried by a creature, that creature makes an Agility roll. On a success, the creature retains the weapon and becomes immune to this talent for 24 hours. On a failure, the weapon tears itself free, dealing 1d6 damage to the creature.

LEVEL 8 BATTLE MAGE

Health: +12

Spells: One master

Face the Magic (Magical): You can use this talent when you would make a melee attack, but before you choose your target. Any creature or object within 15 yards of you becomes an eligible target for the attack.

LEVEL 10 BATTLE MAGE

Health: +12

Spells: One master

Strike and Cast: You can use a reaction to cast a spell immediately after you use an action to attack or make an attack immediately after you cast a spell.

BINDER

You acquire a spirit bound into the form of an animal, which is called a familiar. You performed a ritual to gain this creature, during which time you burned incense, rare herbs, and a few drops of your blood. As a shadowy figure of monstrous aspect formed, you bargained with it, offering promises that bound you to it and compelled its service. When you finished, the shadow became a tiny animal you held in your hands.

LEVEL 7 BINDER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: One, Spells: One master

Familiar (Magical): You acquire the service of a familiar by binding a spirit to a harmless animal such as a cat, bird, toad, or something similar. The familiar becomes your constant companion and it remains within 5 yards of you at all times, moving by whatever means it must to stay within this distance. The familiar ignores all harm and can do no harm. Your familiar grants you 1 boon on attribute rolls and luck rolls and imposes 1 bane on rolls to attack you and rolls made against you.

LEVEL 8 BINDER

Health: +6

Spells: One master

Mystic Reserves (Magical): Your familiar gathers magical energy and stores it for your use. The familiar holds a number of charges equal to half your level. You can expend 1 charge from your familiar to cast a novice spell or 2 charges to cast an expert spell. The spell must be one you have learned or have access to as an inscription. The familiar regains all expended charges after you rest.

LEVEL 10 BINDER

Health: +6

Spells: One master

Dread Familiar (Magical): You can use this talent when you use an action. Your familiar transforms into a dreadful, hateful thing called a bogun, ceasing to be your familiar. It remains in that form for 1 minute, but the effect ends early if it becomes incapacitated, at which point your familiar returns to you 1 hour later. Once you use this talent, you lose access to it for 1 hour.

Defense: 15, **Health:** 40

Attributes: Strength 14 (+4), Agility 12 (+2), Intellect 12 (+2), Will 10 (+0)

Size: 2, **Speed:** 6 (Silent)

Immune: asleep, frightened, held, poisoned

Fearsome: Creatures not immune to the frightened affliction roll to attack the bogun with 1 bane.

Natural Weapons: The bogun uses claws and teeth as natural weapons that deal 6d6 damage. The bogun makes rolls to attack with 1 boon.

CHAOTICIAN

The restrictions traditional methods impose on magic are arbitrary and short-sighted, or so you believe. Magic recognizes no restraints; the rules exist only to limit what casters can do. You have no need for such safeguards. Instead, you let magic pass through you to behave as it chooses.

LEVEL 7 CHAOTICIAN

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Chaos, **Spells:** One master

Anarchic Magic (Magical): You can use this talent at the start of your turn. Roll a chaos die, which is a d6, and find the result on the list below. Many results grant 1 or more chaos tokens, which you can expend to use talents from this path. You retain the chaos tokens until you expend them or until after you rest. Some chaotician talents force you to discard chaos tokens as well.

D6	EFFECT
1	Discard 1d6 chaos tokens. If you do not have enough tokens to discard, you discard what you have and become confused (luck ends).
2	Gain 1 chaos token.
3	Gain 1 chaos token, and you can immediately make a luck roll to end one (luck ends) effect on you.
4	Gain 2 chaos tokens.
5	Gain 2 chaos tokens. You make rolls resulting from your use of magical effects with 1 boon, and you impose 1 bane on rolls made to resist your magical effects. This benefit lasts until the end of the round.
6	Gain 1d6 chaos tokens, and then each creature within 5 yards takes damage equal to the number of chaos tokens you possess.

Once you use this talent, you lose access to it for 1 minute.

Chaos Strike (Magical): Whenever you deal damage to an enemy, you can expend 1 chaos token to roll a d6. On a 3 or lower, you impose 1 bane on rolls the enemy makes against you until the end of your next turn. On a 4 or higher, the enemy takes an extra 3d6 damage.

Chaos Surge (Magical): Whenever you are harmed while you have at least 1 chaos token, make a Will roll. On a failure, you expend 1 chaos token and produce a random effect from the Wild Magic table in the Chaos tradition.

LEVEL 8 CHAOTICIAN

Health: +6

Spells: One master

Bend Chaos (Magical): Whenever you roll a die from the casting of a Chaos spell, you can expend 1 chaos token to increase or decrease the number rolled by your Will modifier (minimum 1).

Wild Blast (Magical): You can use an action and expend 1 chaos token to hurl magical energy from your hand. Target one enemy you can see. Make a Will roll against the target's Agility. On a success, roll 2d6, then roll a number of d6s equal to the total of that roll to determine how much damage the target takes. On a failure, you produce a random result from the Wild Magic table.

LEVEL 10 CHAOTICIAN

Health: +6

Spells: One master

Explosive Surge (Magical): When you roll on the Wild Magic table, you can expend any number of chaos tokens to make additional rolls and choose one of the results for the effect. Magical energy then explodes from you, dealing 2d6 damage per chaos token expended to everything within 5 yards. A creature makes a luck roll. On a success, it takes half damage. On a failure, it is also knocked prone.

CHRONOMANCER

To turn back the clock or speed up time so that the moments flow like a stream of rushing water—these desires lured you to specialize in Chronomancy. Your efforts to understand the tradition reward you with unique insights into its magic. You have no fear of paradoxes, for you have become a weaver on the great skein of time and you decide how the future shall unfold.

LEVEL 7 CHRONOMANCER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Chronomancy, **Spells:** One master

Go Again (Magical): You can use a reaction at the end of your turn to gain one action. You use the action immediately or you lose it. Once you use this talent, you lose access to it for 1 minute. You can use this talent three times. You regain expended uses after you rest.

LEVEL 8 CHRONOMANCER

Health: +6

Spells: One master

Temporal Flux (Magical): You can use this talent when you cast a Chronomancy spell. Target one Size 3 space within 10 yards. A temporal flux fills the space until the start of your next turn. Light and sound in the target space become distorted. The space has heavy obscurement, and whispers within the space sound like shouting, while shouting sounds like whispers. A creature that starts its turn in the target space makes a luck roll. On a success, the creature disappears until the start of its next turn, at which point it returns to the space it left or the empty space nearest to that space. It makes attribute rolls with 1 boon until the end of its next turn. On a failure, the creature becomes slowed and weakened until the end of its next turn. Once you use this talent, you lose access to it for 1 minute. You can use this talent three times. You regain expended uses after you rest.

LEVEL 10 CHRONOMANCER

Health: +6

Spells: One master

Revise History (Magical): You can use an action to rewrite history. Target one creature or object within 5 yards and apply to it one of the following effects:

- If the target was dead, it is now alive and at 1 Health.
- The target heals 5d6 damage.
- The target takes 5d6 damage.
- The target regains one casting each of an expert and a novice spell.
- The target immediately regains one expended use of a talent, even if it normally requires a success on a luck roll to regain it.

You can use this talent three times. You regain expended uses of it after you rest.

CONJURER

Need a sword? You have one, right here. You just need to cast the spell. How about some extra muscle? At your word a bodyguard appears, sword drawn, shield raised, knowing you wouldn't have called without need. Whether you produce flames from the palm of your hand or ferocious monsters to maul your enemies, you can call up whatever you need, whenever you need it.

LEVEL 7 CONJURER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Conjunction, Spells: One master

Conjurer's Mark (Magical): You can use an action to place a magical mark on someone or something. Target one creature or ordinary object in reach. The creature must be an ally, or one controlled by you, or that has the stunned or unconscious afflictions. The object must be one you can hold in both hands and not worn or carried by anyone else. A mark appears at the spot you touched and remains for 24 hours or until its magic has been expended.

At level 8, the mark remains until its magic has been expended, no matter how much time has passed since you used this talent.

At level 10, you can target unsecured objects of up to Size 3 within your reach.

You can use an action to cause one creature or object bearing the mark created by your Conjurer's Mark talent to appear in an empty space within 5 yards. The mark then disappears.

Superior Conjunction: You gain the Conjure Useful Item talent from the Conjunction tradition. If you have this talent already, gain a different talent from the Conjunction tradition. Using the Conjure Useful Item talent, you can produce items worth 1 gp or less and items conjured this way remain for 24 hours. At level 10, you can produce items worth 10 gp or less.

LEVEL 8 CONJURER

Health: +6

Spells: One master

Special Delivery (Magical): You can use an action to bring something you can see to you. Target one creature or ordinary unsecured object you can see. The target teleports to an empty space of your choice within 5 yards of you. Once you use this talent, you lose access to it for 1 minute.

LEVEL 10 CONJURER

Health: +6

Spells: One master

Summon Ally (Magical): You can use an action to make an ally of another. Target one creature you can see. The target makes a Will roll. On a failure, the target teleports to an empty space within 5 yards of you and becomes controlled by you (luck ends) or until it becomes incapacitated. When the effect ends, the creature rolls to attack you with 1 boon for 24 hours. Once you use this talent, you lose access to it for 1 minute. You can use this talent three times. You regain expended uses after you rest.

CRYOMANCER

You learn the secrets of Cryomancy, discovering more ways to shape ice and create cold with magic. At your command, you can freeze your enemies in place or savage them with serrated ice shards. Cold bleeds from your body, though you no longer feel it, and the magic gives your skin a bluish cast. Winter is always one snap of a finger away.

LEVEL 7 CRYOMANCER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Cryomancy, Spells: One master

Ice in your Veins (Magical): You take no damage from ordinary cold and fire and half damage from magical cold and fire, and you cannot catch on fire. Finally, when you deal damage from using or creating magical cold or ice, the target takes an extra 1d6 damage, and makes a Strength roll. On a failure, the target becomes Strength impaired until the end of your next turn.

LEVEL 8 CRYOMANCER**Health:** +6**Spells:** One master

Flash Freeze (Magical): You can use an action to release a burst of cold from your body. Choose a number between 1 and 5, referred to as X. Each creature within X yards takes 3d6 damage and makes a Strength roll. On a failure, it takes an extra Xd6 damage and becomes held until the end of your next turn. Once you use this talent, you lose access to it for 1 minute.

LEVEL 10 CRYOMANCER**Health:** +6**Spells:** One master

Winter's Heart (Magical): You can use an action to siphon heat from the air inside a Size 10 space centered on you. Each creature in the space other than you takes 5d6 damage and makes a Strength roll. On a failure, it takes an extra 5d6 damage and becomes held and vulnerable (luck ends both). At the end of each round the creature is held in this way, it loses 2d6 Health. You can use an action to remove this held affliction from one creature you can reach.

In addition, you rime all surfaces in the affected area with ice, turning it into challenging terrain, and swirling ice crystals create moderate obscurement in the space for 1 minute.

Once you use this talent, you lose access to it for 1 minute. You can use this talent three times. You regain expended uses after you rest.

DESTROYER

Embracing the catastrophic aspects of magic made mastering the Destruction tradition an obvious choice for you. Creation offends you, and you feel a growing need to reduce everything you see to rubble and broken bodies. You struggle to control yourself, but the more you delve into this tradition's secrets, the harder it becomes to care. Let the whole world burn.

LEVEL 7 DESTROYER**Attributes:** Increase three attributes by 1 each.**Health:** +6**Languages:** Any one**Traditions:** Destruction, **Spells:** One master

Building Catastrophe (Magical): Each time you cast a Destruction spell, you gain 1 charge. You keep the charge until you expend it, lose it, or after you rest.

If you are harmed while you have 1 charge or more, make a Will roll. If you are injured or confused, roll with 1 bane. On a failure, discard all charges and release a blast of energy from your body that deals 1d6 damage for each charge discarded to each creature, other than you, and object within a number of yards equal to the charges discarded. Any creature injured by this damage falls prone.

When you get a success on a roll to attack, you can expend 1 charge to deal an extra 1d6 damage.

LEVEL 8 DESTROYER**Health:** +6**Spells:** One master

Heightened Destruction: Your damage-dealing Destruction spells deal an extra 4d6 damage.

LEVEL 10 DESTROYER**Health:** +6**Spells:** One master

Apocalyptic Outburst (Magical): You can use an action to release a burst of ruinous energy. The energy spreads through a Size 100 space centered on you and deals 50d6 damage to each creature, other than you, and object in the space. A creature can make a Strength roll. On a success, the creature takes half the damage. On a critical success, the creature takes no damage.

After you use this talent, make a Strength roll with 1 bane. On a success, you take 5d6 damage. On a failure, you take 20d6 damage. If you survive, you become weakened until the end of the quest.

DIABOLIST

Promises of swift and easy power seduced you to studying the Dark Arts. Before you knew what was happening, it had enfolded you in its corrupting embrace. How did you come to the darkness? Perhaps you found an old grimoire and became enamored with what you learned from its pages. A desperate bargain with a fiend could have opened the door to black magic, but so too could a cult, an encounter with something demonic, or an evil as ancient as—or even older than—the world.

The Dark Arts stained you to the point that you fear you are becoming a monster. You're not so far gone, however, that you cannot still do some good in the world. It might just be that using evil to fight evil could help you escape the fate your research has earned you.

LEVEL 7 DIABOLIST

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Dark Arts, Spells: One master

Dreadful Temptation (Magical): If you fail a d20 roll, you can use this talent to reroll the d20, but you must use the second result. If the second roll is a success, you gain 1 corruption (to a maximum of half your level). If the second roll is also a failure, you become stunned until the end of your next turn. You keep corruption tokens until after you rest.

You make luck rolls with a number of banes equal to the amount of corruption you have accumulated, but your spells and magical effects deal extra damage or cause additional loss of Health equal to twice that number.

Once you use this talent, you lose access to it for 1 minute. At level 10, you can use this talent as often as you like.

LEVEL 8 DIABOLIST

Health: +6

Spells: One master

Agonizing Magic (Magical): When you harm a creature using magic and you have at least 1 corruption, the target also becomes Strength impaired until the end of your next turn.

Weight of Wickedness (Magical): You become vulnerable while you have at least 1 corruption, but you make Intellect and Will rolls with 1 boon.

LEVEL 10 DIABOLIST

Health: +6

Spells: One master

Forbidden Magic: Whenever you produce a magical effect to harm one or more creatures while you have 4 corruption or more, one creature takes an extra 4d6 damage or each creature takes an extra 2d6 damage. If the effect causes any target to lose Health, the target becomes weakened until the end of your next turn instead of taking extra damage.

Finally, if the effect causes a target to become incapacitated, it dies in a messy and disgusting manner. Each creature within 5 yards of it makes a Will roll. On a success, a creature becomes immune to this aspect of this talent for 24 hours. On a failure, the creature becomes frightened of you (luck ends).

Marked by Darkness (Magical): The burden of your corruption produces additional effects. Enemies that can see you roll against your Defense and Agility with 1 bane unless they are immune to the frightened affliction. In social situations, strangers are hostile to you. Finally, you cannot benefit from effects created by Invocation spells.

DIVINER

Some believe the future has already been written, that all choices have been weighed and made before the eyes of the gods. Mortal existence is one grand drama that plays out in a manner preordained. When you look into future happenings with Divination magic, you see likely outcomes based on actions chosen in the present. More often than not, the future you witness comes to pass, so perhaps there is no such thing as free will after all.

LEVEL 7 DIVINER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Divination, Spells: One master

Glimpse of Future Possibilities (Magical): You can use this talent when you cast a novice Divination spell. Choose high or low and then roll a d6. If you chose low and the number rolled is 3 or less, or you chose high and the number rolled is 4 or more, you regain the casting of the spell you expended. Otherwise, you become Intellect impaired until the end of your next turn.

Uncanny Readiness (Magical): While you are not injured and you lack the confused, controlled, stunned, and unconscious afflictions, you make attribute rolls and luck rolls with 1 boon.

LEVEL 8 DIVINER

Health: +6

Spells: One master

Auspicate (Magical): You can perform a ritual using dice, notched sticks, cards, or some other tools of divination to gain an insight about the future. When you finish, roll a d6 and consult the following list to determine what information you learn.

D6	EFFECT
1	A few glimpses of the future grant you 1 boon on the next attribute or luck roll you make within the next hour.
2	The Sage reveals the location of four places within 100 miles. In one of them, you can find something to help you on your quest.
3	The Sage reveals the location of four places within 100 miles. In one of them is something dangerous that could hinder your quest.
4	The Sage reveals the identity of one person who might help you in your quest and who is currently within 100 miles.
5	The Sage reveals the identity of one person who might hinder you in your quest and who is currently within 100 miles.
6	The Sage reveals a clue to help you in your quest. If the Sage has no clues prepared or if you choose, you can save the clue until you expend it. At any time before you use this talent again, you or one of your allies can expend the clue when you would deal damage to a target. The target takes an extra 4d6 damage.

You can use this talent once. You regain the use of it after you rest.

Foresight (Magical): You can use a reaction when a creature makes a roll against you or you make an attribute roll or luck roll to either add 3 to or subtract 3 from that roll. Once you use this talent, you lose access to it for 1 minute.

LEVEL 10 DIVINER

Health: +6

Spells: One master

True Prediction (Magical): You can use an action to make a prediction about the future for people nearby. Target any number of creatures within 5 yards. The prediction you make is a cryptic statement about some future event. It retains potency until expended or if 24 hours have elapsed. A target with a prediction can expend it when it makes an attribute roll to also make a luck roll and use either result to determine success or failure. If both dice come up with the same number, the target gains one of the following additional benefits of its choice:

- The target heals all its damage and removes all afflictions.
- The target regains an expended casting of one expert or novice spell.
- On the target's next turn, it increases the number of actions and moves it can use by one each.

Once you use this talent, you lose access to it until after you rest.

ENCHANTER

What have you to fear from enemies when you can control what they think and feel? Specializing in the Enchantment tradition offers you new and improved ways to seize others' minds and make them do what you want. Fear, love, hatred, and confusion are your weapons, and you wield them expertly. Having such control might tempt you toward monstrous behavior, so you must weigh carefully the decisions you make using your magic.

LEVEL 7 ENCHANTER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Enchantment, Spells: One master

Assume Control (Magical): You can use an action to enter a creature's mind. Target one creature you can see within 10 yards. Make an Intellect roll against the target's Will. On a success, roll 14d6. If the sum equals or exceeds the target's Health score, it becomes controlled (luck ends). On a failure, the target becomes immune to this talent for 24 hours. At level 8, you roll 16d6. At level 10, you roll 20d6. Once you use this talent, you lose access to it for 1 minute. You can use this talent three times. You regain expended uses after you rest.

Remote Threat (Magical): While you are within 5 yards of a creature controlled by you, you impose 1 bane on rolls to attack you and rolls made against you.

LEVEL 8 ENCHANTER

Health: +6

Spells: One master

Bestow Control (Magical): You can use an action to pass control over a creature to another. Choose one creature within 10 yards. The target takes control of one creature controlled by you.

Master Manipulator (Magical): You impose 1 bane on rolls made to end the controlled affliction on creatures under your control. In addition, a creature under your control makes attribute rolls with 1 boon and is immune to being frightened.

LEVEL 10 ENCHANTER

Health: +6

Spells: One master

Puppet Master (Magical): You can perceive from the body of any creature you have controlled, and you can speak using its mouth and voice.

Staggering Charm (Magical): When you fail the Intellect roll for your use of the Assume Control talent, the target makes a Will roll. On a failure, the target becomes confused until the end of your next turn.

EVOKER

In studying the Evocation tradition, you learned that there was once a single language spoken by the gods, and to this language all tongues spoken today owe their existence. Now, thousands upon thousands of years after the first words were shared with mortals, their potency has been obfuscated by the intentions of the speakers, by vast, tangled lexicons, and by the muddling of speech from countless different peoples. But hidden within are fragments of those original words, and the Evocation tradition reveals them to you.

LEVEL 7 EVOKER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any two

Traditions: Evocation, Spells: One master

Distracting Drone (Magical): You can use this talent when you cast an Evocation spell. Your body emits a droning sound that lasts for 1 minute. The sound of the droning fills a Size 5 space centered on you. Each creature in the space, other than you, becomes Intellect and Will impaired for as long as it remains there. You can use this talent three times. You regain expended uses after you rest.

Focused Evocation (Magical): When you cast an Evocation spell, you can exclude a number of creatures or objects from the spell's effect equal to 1 + your Will modifier (minimum 1).

LEVEL 8 EVOKER

Health: +6

Spells: One master

Throw Voice (Magical): You can use this talent when you cast an Evocation spell. Target one point within 10 yards of you. At level 10, you choose a point within 20 yards instead. The spell originates from the target point.

LEVEL 10 EVOKER

Health: +6

Spells: One master

Profound Evocation (Magical): When a creature is harmed by an Evocation spell you cast, it becomes vulnerable (luck ends). A creature vulnerable in this way takes an extra 1d6 damage each time it takes damage.

Swift Utterance (Magical): If you are not injured and lack the confused, controlled, stunned, and unconscious afflictions, you can cast one Evocation spell you know without using an action to do so. Once you use this talent, you lose access to it (luck ends).

GEOMANCER

Currents of magic flow through the earth. For proof, one merely must look and see the cleft between mountains, the curious ways trees in forests seem to stand apart forming a path through them, and in the way the grasses bend in the same direction even when the air is still. You could feel the energy flowing underfoot. You sensed a vast, terrible wellspring of power, but rather than be frightened, the magic emboldened you. It was there for the taking. You needed only to reach for it.

You become a geomancer, one who harness the magic of the earth. With it, you can call forth columns of stone, hurl boulders at your enemies, and root yourself in place so that nothing can move you. The ground itself becomes your servant to command.

Such magic comes at a price, one subtle to start, but growing more and more apparent as your knowledge grows. The hairs you noticed on your arms disappear and the blemishes you had fade away. Your skin assumes a smooth appearance, smooth as marble. Eventually, you lose all your hair, your skin hardens to something akin to rock, and your eyes glitter like mica.

LEVEL 7 GEOMANCER

Attributes: Increase three attributes by 1 each.

Natural Defense: 15, Health: +6

Languages: Any one

Traditions: Geomancy, **Spells:** One master

Strength from Stone (Magical): You can use an action to use this talent or you can use this talent when you cast a Geomancy spell. For 1 minute, you take half damage from ordinary sources, and your supply of Bonus Damage increases by +1d6. You can use this talent a number of times equal to your level. You regain expended uses after you rest.

LEVEL 8 GEOMANCER

Health: +6

Spells: One master

Earth Wave (Magical): If you have physical contact with earth, sand, or stone, you can use an action to send a wave of dirt, sand, and tumbling rocks at your foes. Target one Size 2 space on the ground within 10 yards. The earth wave rolls through the ground between you and the target. Each creature on the ground in the wave's path makes an Agility roll. On a failure, the creature falls prone. When the wave reaches the space, it deals 4d6 damage to each creature and object in it. Also, each creature makes a Strength roll. On a failure, the creature falls prone and becomes vulnerable (luck ends). Once you use this talent, you lose access to it for 1 minute.

LEVEL 10 GEOMANCER

Health: +6

Spells: One master

Power of Elemental Earth (Magical): If you are not injured, stunned, or unconscious, you have the following benefits.

- **Disquiet Earth:** You can use this talent by expending 3 yards of movement. The ground inside a Size 5 space centered on you shakes. Each creature on the ground in the space makes an Agility roll. On a failure, it falls prone.
- **Pass through Earth and Stone:** You gain the Strider trait. If you have this trait already, increase your Health by 6. In addition, you can move through objects made from ordinary earth, sand, or stone by spending an additional yard of movement for each yard you move. If you stop moving while inside an object, you flow backwards to the nearest empty space that can hold you.
- **Stone Hide:** You impose 1 bane on rolls to attack you. When you take damage from an ordinary source, roll a d6 and reduce the damage by the amount you rolled.

HIEROPHANT

You join the secret society of learned people charged with preserving knowledge against chaos and upheaval. As part of your membership, you discover certain mysteries to enhance your capabilities. The further you progress, the more powerful you become, developing those abilities that interest you most.

LEVEL 7 HIEROPHANT

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: All

Traditions: One, **Spells:** One master

Ancient Mysteries (Magical): You learn one mystery of your choice from among those described below. You gain a second mystery at level 8, and a third at level 10.

- **Mystery** of Arcane Lore: You learn three novice spells from any traditions, even ones you have not yet discovered.
- **Mystery** of Boundless Celerity: Increase your natural Defense by 2 and your Speed by 2. You make Agility rolls with 1 boon and you impose 1 bane on rolls against your Defense and Agility.
- **Mystery** of Eternal Vitality: Increase your Health score by 20. When you become injured or take damage while injured, make a luck roll. On a success, you heal 1d6 damage.
- **Mystery** of Occluded Ways: You gain the Teleport 10 trait.
- **Mystery** of Puissance in Battle: You ignore the requirements for using weapons. You roll to attack with 1 boon. You increase your supply of Bonus Damage by three dice.

LEVEL 8 HIEROPHANT

Health: +6

Spells: One master

Deny Outcome (Magical): You can use a reaction when a creature within 10 yards gets a success or failure on an attribute roll or a luck roll to turn the success into a failure or a failure into a success. Once you use this talent, you lose access to it for 1 minute.

LEVEL 10 HIEROPHANT

Health: +6

Spells: One master

Mystery of Immortality: You stop aging, and grow no physically older no matter how long you live. You are immune to exposure, infection, being poisoned, and the harmful effects of sleep deprivation. Although your body can survive indefinitely, a mishap or an act of violence can still do you in, at which point your body instantly turns to dust.

Ultimate Casting (Magical): You can use this talent when you cast a spell. If the spell requires you to make an attribute roll, you count as having rolled a 20 on the die; you also count as having rolled 6s on any boons you roll with it. If the spell enables a creature to make an attribute roll or luck roll to resist the effect, the creature treats its result as if it rolled a 1 on the die and rolled 6s on any banes rolled with it. If the spell deals a variable amount of damage or loss of Health, it deals the maximum amount. After resolving the spell's effects, you become weakened (luck ends). Once you use this talent, you lose access to it until after you finish your quest.

HYDROMANCER

Water extinguishes flames. The seas erode the land. The depths drown the air-breathers. Water might be a deluge from the skies, a sheet of ice, or scalding steam. Hydromancy deals with this, the most dynamic of the elemental forces, and its appeal drew you to study and gain control over it.

With your focus on Hydromancy come subtle changes to your body. Your skin feels clammy and there's a briny smell about you. Your hair and clothes always seem damp, though never mildewed. It is always as if you had just stepped out of the rain or walked out of the sea.

LEVEL 7 HYDROMANCER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Hydromancy, **Spells:** One master

Water is Life (Magical): You can breathe while submerged in water. You have the Swimmer trait, if you lack it, and you ignore any detriments from fighting underwater. Finally, while you are not injured, you have the Slippery and Squeeze (6 inches) special traits.

LEVEL 8 HYDROMANCER

Health: +6

Spells: One master

Watery Tentacles (Magical): You can use an action to cause tentacles made from water to appear inside a Size 3 space within 10 yards. Each creature in the space makes an Agility roll. On a failure, the creature takes 3d6 damage and you can either pull it 5 yards toward you or knock it prone. Once you use this talent, you lose access to it (luck ends).

LEVEL 10 HYDROMANCER

Health: +6

Spells: One master

Power of Elemental Water (Magical): If you lack the injured, stunned, or unconscious afflictions, you have the following benefits.

- **Like** the Crashing Wave: Whenever you stop moving after running or swimming, you can cause waters to crash down around you. Each Size 1 and smaller unsecured object within 3 yards of you moves 5 yards away from you. Each creature within 3 yards of you makes a Strength roll. On a failure, the creature moves 5 yards away from you.
- **Misty** Evasion: You can use a reaction when you take damage to transform yourself and everything you wear and carry into a cloud of mist and immediately flow to an empty space within 5 yards where you return to your normal form.
- **Flowing** Moves: Whenever you would be moved against your will, you choose the direction and distance you move.

ILLUSIONIST

What is real and what is fantasy? The magic you study blurs the lines between fact and fiction. You create images, sounds, and sensations, and as your skill grows, the ability of others to discern their falsity diminishes until you seemingly alter reality. Your magic preys upon the senses, forcing others to perceive things that aren't there or overlook features that are.

LEVEL 7 ILLUSIONIST

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Illusion, Spells: One master

Illusion Expertise: Gain one Illusion talent of your choice.

There/Not There (Magical): Whenever you dodge an attack, you increase the number of banes imposed on the roll by 1. If the roll results in a failure, you disappear from the space you occupied and appear in an empty space within 5 yards of the one you left. Once you use this talent, you lose access to it for 1 minute.

LEVEL 8 ILLUSIONIST

Health: +6

Spells: One master

Potent Illusion (Magical): Illusions you create with spells that normally end when touched persist. When you make an attribute roll as part of casting an Illusion spell, you roll with 1 boon. When a creature would make an attribute or luck roll to resist your Illusion spell or to discern that an effect is illusory, you impose 1 bane.

Swift Illusion (Magical): You can use this talent at the start of your turn. Increase the number of actions you can use by one for that turn. You can use this action only to cast a novice Illusion spell. At level 10, you can cast an expert Illusion spell instead. Once you use this talent, you lose access to it (luck ends).

LEVEL 10 ILLUSIONIST

Health: +6

Spells: One master

Emulate Spells (Magical): You can use this talent immediately after you finish a rest. Choose one novice spell, one expert spell, and one master spell. These spells can come from any tradition. You can cast each spell once. When you cast the spell, you lose knowledge of it.

INVOKER

Mastering Invocation magic enables you to wield the power of the gods themselves. You might champion the divine or discover a way to tap into their supernatural mysteries.

LEVEL 7 INVOKER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Invocation, Spells: One master

Minor Miracle (Magical): You can use an action to produce one of the following effects:

- **Anoint:** Target one creature within 5 yards. The target's Health increases by 10 for 1 hour.
- **Divine Shield:** Target one creature within 5 yards. A nimbus envelops the target for 1 hour and imposes 1 bane on rolls to attack the target and rolls made against the target.
- **Holy Sign:** Target one ally within 5 yards. You produce a sign of the gods that the target can perceive—a rainbow in the sky, the sudden appearance of a white dove, or a freshening of the air. The target ends one affliction.
- **Purge Sickness:** Target one creature within 5 yards. You end one infection affecting it.
- **Succor:** Target one creature within 5 yards. The creature heals 3d6 damage.

You can use this talent a number of times equal to half your level. You regain expended uses after you rest.

LEVEL 8 INVOKER

Health: +6

Spells: One master

Crown of Light (Magical): You can use an action to cause bright light to shine from your head for 8 hours or until you become unconscious. While this light shines, you make luck rolls with 1 boon and you take half damage from magical sources. Enemy angels, demons, faeries, fiends, spirits, and undead in this light are weakened for as long as they remain there. Once you use this talent, you lose access to it until after you rest.

Wrath of the Gods (Magical): You can use a reaction to use this talent when an enemy harms you or one ally you can see. Make a luck roll. On a success, a bolt of lightning strikes that enemy and deals 2d6 damage to it. On a failure, you lose access to this talent for 1 hour.

LEVEL 10 INVOKER

Health: +6

Spells: One master

Angelic Aspect (Magical): You can use this talent when you are under the effects of your Crown of Light talent and you use an action to attack. You assume an angelic appearance until the Crown of Light effect ends. Your natural Defense becomes 16, you become immune to the confused and frightened afflictions, you gain the Fly trait if you don't have it already, and you increase your supply of Bonus Damage by +3d6. When this effect ends, you heal all damage and regain 3d6 Health. You can use this talent once. You regain the use of it after you rest.

NECROMANCER

You need no reminder of what Lord Death thinks about Necromancy and those who practice this dark art, yet you have firmed your resolve and thrown yourself into the tradition to discover its strange and terrible secrets. In exploring the tradition's magic, you gain an intimate understanding of dead things and the natural processes that cause their decay and dissolution. You find ways to arrest the rot, to preserve the specimens so that you can imbue them with blasphemous magic that gives them the semblance of life. These twitching, shuffling things obey your every command, heedless of the danger to themselves, almost eager to make new corpses from the living. You have stepped into darkness and become its master. The cost for doing so is that you cannot shake off the stain of corruption. The stench of the grave follows you, no matter how hard you scrub, and your pallor becomes sickly, as if you carry a terrible burden of disease. You have no regrets; the power you gain is worth any price.

LEVEL 7 NECROMANCER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Necromancy,

Spells: One master

Life Siphon (Magical): You can use an action to drain vitality from another. Target one creature with 5 yards. Make an Intellect or Will roll against the target's Strength. On a success, the target loses 2d6 Health and becomes weakened (luck ends). On a critical success, the target loses an additional 1d6 Health. Then, you and each undead ally within 5 yards of you heal damage equal to the amount of Health the target lost and these undead allies roll to attack with 1 boon for 1 minute. Once you use this talent, you lose access to it (luck ends).

Corpse Vision: You can use this talent at the start of your turn if you lack the confused, controlled, stunned, and unconscious afflictions. You switch your perspective from your body to that of one undead ally within 5 yards or from one undead ally within 5 yards to another or back to your body. While you perceive from another body, talents you use and spells you cast originate from that creature.

LEVEL 8 NECROMANCER

Health: +6

Spells: One master

Control Undead (Magical): You can use an action to take control of an undead. Target one undead within 10 yards. Make an Intellect roll against the target's Will. On a success, the target becomes controlled by you (luck ends). On a failure, the target becomes immune to this talent for 24 hours.

Query Spirit (Magical): You can perform a ritual to gain information from a dead creature's spirit. Target one creature dead no longer than 24 hours. When you finish, you learn the creature's name, profession, what it was doing at the time of its death, and its cause of death.

LEVEL 10 NECROMANCER

Health: +6

Spells: One master

Transcend Death (Magical): You defeat death. You gain the Dark Vision trait. If you have it already, double its range. You are immune to the asleep, blinded, deafened, impaired, poisoned, and weakened afflictions. While you are not injured, you take half damage from all ordinary sources. However, you make luck rolls with 1 bane. Although your body ages normally, natural aging cannot end your life. Unless you take steps to preserve your body, your flesh withers away until nothing but scraps of skin and bones remain.

Undead Mastery (Magical): Undead under your control roll to attack with 1 boon and their attacks deal an extra 1d6 damage.

ONEIROMANCER

As an oneiromancer, you have ready access to the Dreamland, a place formed by dreamers long ago that now persists as a warped mirror of the mortal world. Dreamers populate the Dreamland, their minds cast into places of their imagination that might correspond to those in the real world or not. Most dreamers relive memories of past situations, or experience circumstances they anticipate or scenarios created from the darkest parts of their minds.

Whenever you sleep, your mind enters the Dreamland as normal, but rather than being shackled to your dreams, you can move about the Dreamland and observe the dreams of people who sleep near your sleeping body. Ordinarily, you cannot interfere with these dreams, but you might divine interesting information from them as the Sage decides.

LEVEL 7 ONEIROMANCER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Oneiromancy, Spells: One master

Dream Walker (Magical): You can perform a ritual to cast your mind into the dreamlands. When you finish, you fall prone and become asleep, while your dreaming self sits up from your body, stands up, and can move around freely. The dreamlands resemble the world in which you used this talent, but everything appears hazy and indistinct. The dreamlands also mute sounds, so that shouts and loud noises sound like normal speech, while normal speech sounds like whispers. Whispers become inaudible to you. While in the dreamlands, no waking creature notices you and nothing you do can affect waking creatures. You might encounter other dreaming creatures at the Sage's discretion, in which case you can interact with them normally, and such creatures make use of their full capabilities and any equipment they have in the waking world. You can wake yourself at any time (no action required). Time spent using this talent does not count as resting. Once you use this talent, you lose access to it for 24 hours.

Dreamless Sleep (Magical): You can use an action to put a creature to sleep. Target one creature you can see. Roll 5d6. If the sum of the dice rolled equals or exceeds the target's Health score, it falls prone and becomes unconscious for 3d6 hours or until harmed. Otherwise, the target becomes immune to this talent for 24 hours.

LEVEL 8 ONEIROMANCER

Health: +6

Spells: One master

Dream Intruder (Magical): You can use a reaction when you cast an Oneiromancy spell. Target one creature you can see within 10 yards. Make an Intellect roll against the target's Will. On a success, you disappear, having entered the target's body, where you become immune to harm except harm suffered from this talent and are imperceptible by ordinary means.

The only action you can perform while inside the target's body is to exert control over it. Make a Will roll against the target's Will. On a success, the target becomes controlled by you until the start of your next turn. On a failure, you lose 1d6 Health. You can remain inside the target's body for as long as you wish. The target can use an action to make a Will roll to overcome this effect. If you end this effect or the target forces you out, you reappear inside an empty space of your choice nearest to the target.

Finally, if the target dies while you are inside its body, make a Will roll. On a success, you reappear in an empty space as described above. On a failure, you appear, prone, in an empty space of the Sage's choice, with a damage total equal to your Health score.

You can use this talent three times. You regain expended uses of it after you rest.

LEVEL 10 ONEIROMANCER

Health: +6

Spells: One master

Nightmarish Recall (Magical): You can use an action to bring a creature's nightmares to life. Target one creature you can see. Make an Intellect roll against the target's Will. On a success, the target loses 4d6 Health and becomes frightened of you for 1 minute. The target can overcome the affliction with a successful Will roll. On a critical success, the target also falls prone and drops whatever it is holding. On a failure, or as soon as the target overcomes its fear of you, it becomes immune to this talent for 24 hours.

PRIMAL HUNTER

You see wild shapes at the edges of your vision, hear growls and whimpers, snarls and screams. The longer you spend on the path to mastering Primal magic, the stronger and more frequent these experiences. One day, when you cast a spell, you felt a change come over you. Reason and restraint fled your mind as a thirst for blood and a need for violence took hold. The magic inside you awakened a beast that demands to be free.

LEVEL 7 PRIMAL HUNTER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Primal, Spells: One master

Primal Might (Magical): You can use this talent at the start of your turn. For 1 minute, you have the Keen Vision and Keen Hearing traits if you don't have them already. You roll to attack with 1 boon and your attacks deal an extra 1d6 damage, or 2d6 damage if you are injured. In addition, you heal 1d6 damage at the end of each round. You can use this talent a number of times equal to your level. You regain expended uses after you rest.

LEVEL 8 PRIMAL HUNTER

Health: +6

Spells: One master

Primal Power (Magical): You can use this talent when you harm a creature in combat to increase your supply of Bonus Damage by +3d6. The increase lasts until the end of your next turn. Once you use this talent, you lose access to it until the end of your next turn.

LEVEL 10 PRIMAL HUNTER

Health: +6

Spells: One master

Lead the Wild Hunt (Magical): You can use this talent when you use an action to attack or you cast a Primal Spell. Target any number of creatures within 10 yards. Spectral, shadowy duplicates of you appear in reach of each target and attack. The target takes 2d6 damage, and makes an Agility roll with 1 bane. On a failure, the target takes an extra 6d6 damage and becomes frightened of you for 1 minute. Once you use this talent, you lose access to it for 1 minute.

PYROMANCER

Pyromancy's raw destructive potential makes it a popular tradition. Casters can call forth fire with a gesture, hurl blazing balls of hungry flames at distant foes where they explode. You have been seduced by the magic, but you find it comes at a price, though. The more you learn, the more you feel something burning within you. You lose your temper, and you feel hot to the touch.

LEVEL 7 PYROMANCER

Attributes: Increase three attributes by 1 each.

Health: +6, **Speed:** +2

Languages: Any one

Traditions: Pyromancy, **Spells:** One master

Burning Inside (Magical): You take no damage from ordinary cold and fire and half damage from magical cold and fire. Your attacks and unarmed strikes deal an extra 1d6 damage from the heat radiating off your body. In addition, whenever a creature gets a success on a roll to attack you with a melee weapon or an unarmed attack, that creature takes 1d6 damage.

LEVEL 8 PYROMANCER

Health: +6

Spells: One master

Scorching Strike (Magical): You can use an action to fling fire from your hand. Target one creature or object within 10 yards. Make a Will roll against the target's Agility. On a success, the flames hit the target and deal 8d6 damage to it. On a critical success, the target also catches fire (luck ends).

Shape Fire: You gain the Shape Fire talent from the Pyromancy tradition. If you have this talent already, gain a different one from the same tradition.

LEVEL 10 PYROMANCER

Health: +6

Spells: One master

Power of Elemental Fire (Magical): While you're not injured and you lack the stunned and unconscious afflictions, you have the following benefits.

- **Wildfire Moves:** Whenever you stop moving after running, flames rush out from you in all directions. Each object within 3 yards takes 1d6 damage and catches fire if flammable. Each creature in this range makes an Agility roll. On a failure, the creature takes 2d6 damage.
- **Self Immolation:** You can use a reaction when you are harmed to envelop your body with flames for 1 minute. The flames create bright light. Neither you nor your equipment suffer any harm from the flames. Creatures that take damage from your Burning Inside talent take an extra 2d6 damage.
- **Fire Walk:** Whenever you move into a space containing fire, you become aware of each similar space within 50 yards of you, and can exit from any one of those spaces.

SCOUNDREL

The Skullduggery tradition provides all kinds of ways to defraud, steal, and get the better of others. Since you're inclined in this direction anyway, putting a bit more time and effort into expanding your knowledge of such magic can only make you more successful in your criminal ventures. Along the way, you learn a few more tricks to help you get away from whatever situation you find yourself in.

You might be a charming rogue, a smooth-talking con artist, or a hardened criminal, but you tend to operate on the fringes of society. You're motivated by personal gain, and you aren't afraid to bend or break the rules to get what you want. You proudly use secret schemes, sly maneuvers, and outright trickery to achieve your goals.

LEVEL 7 SCOUNDREL

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Skullduggery, **Spells:** One master

Far Hand (Magical): Objects within 10 yards are eligible targets for your steal attempts. When you would steal an object out of your normal reach, use Intellect in place of Agility for the roll.

Secret Pocket (Magical): You perform a ritual to create a secret pocket. Target one article of clothing you wear. An invisible pocket appears on the target and remains for 24 hours. The pocket can hold 20 items without affecting your carrying limits. No one other than you can find the pocket or retrieve the items it holds. When the effect ends, if the pocket has not been emptied, everything spills out of it and falls to the ground in or under your space.

LEVEL 8 SCOUNDREL

Health: +6

Spells: One master

Underhanded Tactics (Magical): Whenever you harm a creature, make a luck roll. On a success, the creature becomes vulnerable until the end of your next turn.

LEVEL 10 SCOUNDREL

Health: +6

Spells: One master

Cheat the System (Magical): You can use a reaction when a creature within 5 yards of you gets a success on an attribute roll or luck roll. You turn the success into a failure, and you gain a cheat. You retain the cheat until you expend it, but you lose it if you become stunned or unconscious. When you get a failure on an attribute roll or luck roll, you can expend your cheat to turn the failure into a success. Once you use this talent, you lose access to it until you expend the cheat. You can use this talent five times. You regain expended uses after you rest.

SHADOWMANCER

Your studies of Shadowmancy have left an indelible mark upon you. No matter how bright your surroundings, shadows seem to cling to your body, slithering over you like worms. Rather than repel you, though, their presence reminds you of the magic at your command. You can spin quasi-real creatures and things from shadow and use them as if they were real. Your creations seem eager to do your bidding and obey your will with chilling devotion. They are instruments of your whims, echoes of your soul's embrace of the unseen.

LEVEL 7 SHADOWMANCER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Shadowmancy, Spells: One master

Shadowbind (Magical): You can use this talent if you are in dim light, faint light, or no light at all and you have no shadows bound to you. Use an action to bind a number of shadows to you equal to your level. The shadows crawl all over your body and remain on you until you expend them or after you rest. You can expend bound shadows while you lack the confused, controlled, stunned, and unconscious afflictions to produce the following effects:

- **Dim** the Lights: You can expend 1 bound shadow at any time to snuff out all ordinary sources of light within 20 yards.
- **Shadow** Eyes: You can use an action and expend 1 bound shadow to turn your eyes or the eyes of one creature within 5 yards black, and grant you or the creature the Dark Vision trait for 24 hours.
- **Shadow** Path: You can expend 1 yard of movement and 1 bound shadow on your turn to send a shadow slithering to an empty space within 10 yards. You teleport to that space.

LEVEL 8 SHADOWMANCER

Health: +6

Spells: One master

Shadow Claw (Magical): You can use an action and expend 1 bound shadow to send a shadowy claw flying from you. Target one creature within 15 yards. Make an Intellect roll against the target's Agility. You make the roll with 1 boon if you are in faint light, or 2 boons if you are in darkness. On a success, the target takes 6d6 damage and becomes weakened until the end of your next turn. At level 10, the target becomes weakened (luck ends) instead.

LEVEL 10 SHADOWMANCER

Health: +6

Spells: One master

Shadowspawn (Magical): You are invisible while in spaces lit by faint light, dim light, or no light at all. While you are invisible, you take half damage from ordinary sources.

SHAPECHANGER

Alteration magic makes your form fluid. You become free from the limitations that others must endure. You can change anything about yourself by simply willing it.

LEVEL 7 SHAPECHANGER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Alteration, Spells: One master

Acquire Trait (Magical): You can use an action to gain one of the following traits of your choice. You retain the trait until you rest or until you use this talent again.

- **Attributes:** Increase your Strength and Agility scores by 1 each.
- **Health:** Increase by 10.
- **Senses:** Keen Hearing, Keen Scent, or Keen Vision
- **Special** Movement: Climber or Swimmer; at level 10, you can choose Fly.
- **Appearance:** You change your physical appearance. You might gain or hide a distinguishing feature or appear as someone altogether different. The change in appearance can alter your height and weight by up to 10 percent.

LEVEL 8 SHAPECHANGER

Health: +6

Spells: One master

Beast Form (Magical): You can use an action to transform yourself and everything you wear and carry into a beast that might look like an ordinary beast, such as a wolf or puma, or something that combines the features of many different beasts. The effect lasts 1 hour, but ends early if you become unconscious. If you voluntarily end this effect, you heal 2d6 damage. You can use this talent a number of times equal to half your level. You regain expended uses after you rest. While in your beast form, you use your normal rules, subject to the following modifications:

- **Attributes:** Your Strength and Agility become 13 (+3), if lower than 13.
- **Natural Defense:** Your natural Defense becomes 15 if lower than 15.
- **Health:** Increase by 20.
- **Speed:** 6
- **Senses:** Keen Hearing, Keen Scent, and Keen Vision
- **Natural Weapons:** You have claws and teeth that deal 4d6 damage. When you attack with them, you roll with 2 boons.

LEVEL 10 SHAPECHANGER

Health: +6

Spells: One master

Ideal Form (Magical): You become so capable with Alteration magic that you can instinctively use the magic to compensate for your shortcomings. While you lack the confused, controlled, stunned, and unconscious afflictions, you make Strength and Agility rolls with 2 boons. You impose 1 bane on rolls to attack you and rolls made against you. If you are not injured at the end of the round, you heal 1d6 damage.

SPIRITIST

You stand between the worlds of the living and the dead. Through ancient rituals and ceremonies, and after extensive training, you gain the ability to see the entities haunting the spirit world and use your magic to compel their aid. You live a haunted existence, with strangeness following you wherever you go.

Most spiritists arise from cultures with strong animistic tendencies in their religion, serving as interlocutors for the dead. However, the role of the spiritist has broadened enough to encompass any who have connections to spirits, whether that connection was inborn, inherited, or learned.

LEVEL 7 SPIRITIST

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Spiritualism, **Spells:** One master

Spirit Bind (Magical): You can use this talent when you cast a Spiritualism spell. Target one creature within 10 yards and make a Will roll. You roll with 1 bane if you cast a novice spell or 1 boon if you cast a master spell. On a success, choose to bind a friendly spirit or a hostile spirit to the target. If you choose a friendly spirit, the target makes attribute rolls and luck rolls with 1 boon for 1 minute. If you choose a hostile spirit, the target makes attribute rolls and luck rolls with 1 bane for 1 minute.

LEVEL 8 SPIRITIST

Health: +6

Spells: One master

Weird Hauntings (Magical): You can use this talent when you cast a Spiritualism spell. Make a luck roll. On a success, something unsettling happens within 5 yards of you—an odd odor, a chill in the air, weird laughter, or blood spilling down the walls. The phenomenon causes each creature within 5 yards other than you to make a Will roll. On a success, the creature becomes immune to this talent for 24 hours. On a failure, the creature becomes frightened of the affected area for 1 minute.

LEVEL 10 SPIRITIST

Health: +6

Spells: One master

Storm of Spirits (Magical): You can use an action to call forth angry spirits from the Ephemera to vex your foes. Target one Size 10 space you can see. Ghostly forms fly around in the space for 1 minute, filling it with moderate obscurement. When the spirits appear and again at the start of each of your turns, each enemy in the space loses 1d6 Health and makes a Will roll. On a failure, the enemy loses an additional 2d6 Health and becomes frightened of the space and vulnerable until the start of your next turn. You can use this talent five times. You regain expended uses after you rest.

SUMMONER

Spells and other forms of magic allow casters to call forth creatures from elsewhere in the world and compel them to do their bidding. Some magically assemble creatures, others call them from faraway places, and others still rip them out of alien worlds. You focus on summoning monstrosities, odd things of tooth, claw, fang, and tentacle, writhing masses of fur and flesh that lurch toward your enemies to tear them apart.

The secret of your craft is the mystic pentacle you discovered. This bronze disk features a star-shaped design etched onto its surface. The disk can be as small as a medallion or as large as a gong, and summoning might involve spilling your blood on the star or ringing the gong with a hammer. Whatever method you use, some horrible thing soon appears in a cloud of smoke and shrieks as it casts about for something to kill.

LEVEL 7 SUMMONER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: One, **Spells:** One master

Summoner's Pentacle (Magical): You acquire a magical pentacle. If you lose the object, it returns to you after you rest.

While you carry the pentacle, you can use an action to summon a monster from it. Target one **SIZE** 1 space you can see within 10 yards. A monster forms in that space and has any appearance you choose. The monster counts you as an ally, but treats all other creatures as enemies. It takes its turn when you do and you decide what it does on its turns. The monster remains in your service for 1 hour, but disappears if it becomes incapacitated or you use this talent again. You can use this talent a number of times equal to half your level. You regain expended uses after you rest.

Defense: 10, **Health:** 40, 60 at level 10

Attributes: Strength 13 (+3), Agility 10 (+0),
Intellect 8 (−2), Will 10 (+0)

Size: 1, **Speed:** 6

Natural Weapons: The monster uses claws and teeth as natural weapons that deal 3d6 damage. At level 10, the weapons deal 4d6 damage. The monster makes rolls to attack with 1 boon.

LEVEL 8 SUMMONER

Health: +6

Spells: One master

Monstrous Symbiosis (Magical): While you and a monster you summon using your Summoner's Pentacle are within 5 yards of each other, you impose 1 bane on rolls to attack either of you, and the monster's attacks deal an extra 1d6 damage.

LEVEL 10 SUMMONER

Health: +6

Spells: One master

Fearsome Monster: Enemies not immune to the frightened affliction roll to attack the monster with 1 bane.

Regenerating Monsters: Monsters you summon using your Summoner's pentacle heal 1d6 damage at the end of each round.

SYMBOLIST

With brush and ink, with chisel, or even your very own flesh and blood, you practice drawing symbols and imbuing them with lasting magic. In so doing, you can call upon this magic later, when you need it the most. But you have gone beyond merely sketching your markings on objects you find around you. Rather than illustrating a bit of a surface or marking up a sword with runes, you turn your own body into a canvas. You have runes, sigils, and other eldritch markings tattooed on your flesh and body, and perform a special ritual that quickens their power to enhance your already impressive capabilities.

LEVEL 7 SYMBOLIST

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any two

Traditions: Symbolism, Spells: One master

Magical Markings (Magical): You have two magical brands or tattoos on your body wherever you choose. You gain an additional marking at level 8 and another at level 10. For each, choose one of the following options. You can choose each option just once.

- **Enhanced Strength:** You make Strength rolls with 1 boon, and you impose 1 bane on rolls against your Strength.
- **Enhanced Agility:** You make Agility rolls with 1 boon, and you impose 1 bane on rolls against your Agility.
- **Enhanced Speed:** Your Speed increases by 3 and you have the Slippery trait.
- **Enhanced Health:** Your Health increases by 10.
- **Enhanced Self-Preservation:** Impose 1 bane on rolls to attack you.
- **Enhanced Ferocity:** Increase your supply of Bonus Damage by +2d6.
- **Enhanced Instincts:** You can use an additional reaction each round.
- **Enhanced Prowess:** You roll to attack with 1 boon.

LEVEL 8 SYMBOLIST

Health: +6

Spells: One master

Inscribe Spell (Magical): You can perform a ritual to inscribe up to three spells on your body. Choose the spells from any traditions, no more than one from each tier. When you finish, the spells and their castings appear somewhere on your body. They remain until you expend the last casting from them or you use this talent again.

Once per round, on your turn if you lack the confused, controlled, stunned, and unconscious afflictions, you can cast one of these spells without having to use an action to do so. However, after casting the spell, make a Strength roll. On a failure, you become vulnerable until the end of your next turn.

Once you use this talent, you lose access to it until after you rest.

LEVEL 10 SYMBOLIST

Health: +6

Spells: One master

Blazing Symbols (Magical): You can use this talent when you are harmed if you lack the confused, controlled, stunned, and unconscious afflictions. Bright light shines from the markings on your body for 1 minute. You impose 1 bane on rolls to attack you and rolls made against you, and you take half damage from ordinary and magical sources. You can use this talent three times. You regain expended uses after you rest.

TECHNOMANCER

A focus on Technomancy grants you greater control over the gadgets and gizmos you make with it. As your understanding of the magic grows, so does your command over it until you can whip up useful machinery to aid you in a raft of challenging circumstances.

LEVEL 7 TECHNOMANCER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Technomancy, Spells: One master

Deploy Turret (Magical): You can use an action to deploy a turret. Target an empty Size 1/4 space on the ground in reach.

A turret of your choice from the options presented below appears in that space. The turret remains for 1 minute or until destroyed. The turret has Defense 0 and Health 10.

- **Healing Turret:** At the end of each round, the turret enables each creature within 3 yards of it to heal 1d6 damage.
- **Flame Turret:** At the end of the round, the turret spews fire. Target one creature within 5 yards of the turret. The target makes an Agility roll. On a failure, it takes 2d6 damage.
- **Shielding Turret:** The turret emanates an opaque barrier of blue energy out to either side of it that also covers the front of the turret. The barrier conforms to the available space, and can be up to 5 yards tall and extend 5 yards to either side. The barrier has Defense 0 and Health 20. Nothing can pass through the barrier until it is destroyed. If the barrier is destroyed, this effect ends early.

You can use this talent a number of times equal to your level. You regain expended uses after you rest.

LEVEL 8 TECHNOMANCER

Health: +6

Spells: One master

Mega Gun (Magical): You assemble a Mega Gun, an absurdly large weapon that counts as 4 items for purposes of carrying limits. The Mega Gun produces and fires magical ammunition. If you lose this object, you can build another one after you rest and the one lost disappears.

A creature carrying the Mega Gun can use an action to fire it. From the barrel comes a barrage of glowing bullets that spread through a line-shaped area, 5 yards wide and 30 yards long, originating from the creature's space. Each creature and object in the area that does not have total cover takes 3d6 damage. A creature makes an Agility roll. The creature rolls with 1 boon if it has partial cover. On a failure, the creature takes an extra 3d6 damage.

After each use, make a luck roll. On a failure, the Mega Gun breaks. You can repair it after you rest.

LEVEL 10 TECHNOMANCER

Health: +6

Spells: One master

Abominable Machine (Magical): You can use an action to create an abominable machine. Target one Size 2 space within reach. A giant, heaving mass of machine parts, spinning blades, and crackling sparks appears in that space. The abominable machine remains in your service for 1 hour, until it's destroyed, or until you use this talent again. You can use this talent three times. You regain expended uses after you rest.

Defense: 8, **Health:** 40

Attributes: Strength 16 (+6), Agility 8 (–2), Intellect 8 (–2), Will 15 (+5)

Size: 2, **Speed:** 5

Immune: asleep, blinded, deafened, frightened, held, poisoned, prone

Natural Weapons: The machine uses its sharp ends as natural weapons that deal 3d6 damage. On a critical success against a flesh-and-blood target, the target becomes vulnerable (luck ends).

TELEPATH

You found the key you need to unlock the vault of your mind. Upon opening it, the flood of your hidden potential rushes free, enabling you to cast your thoughts far and wide. Your ability to communicate with your allies extends to incredible distances, while your thoughts themselves become weapons you can use to pierce the minds of your enemies. You can invade the thoughts of others, compel them, and burn out their brains.

LEVEL 7 TELEPATH

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Psychomancy, **Spells:** One master

Greater Telepathy: You gain the Telepathy talent from the Psychomancy tradition. If you have this talent already, you gain a different one from the same tradition. In either case, you can use an action to telepathically communicate with any creature you can see within 1 mile until the end of your next turn.

Mindbend (Magical): You can use this talent at the start of your turn if you are not injured and you lack the confused, controlled, stunned, and unconscious afflictions. Target one creature within 10 yards. Make an Intellect roll against the target's Will. On a success, the target takes 1d6 damage and grants 1 boon on rolls you make against it for 1 minute. On a critical success, the target also becomes controlled by you until the start of your next turn. On a failure, you become vulnerable until the start of your next turn. Once you use this talent, you lose access to it (luck ends).

LEVEL 8 TELEPATH

Health: +6

Spells: One master

Confusion Field (Magical): You can use this talent when you are not injured and you cast a Psychomancy spell, but before you resolve the spell's effects. Each enemy within 5 yards of you becomes Intellect impaired and Will impaired until the end of your next turn.

Mind Block (Magical): When you make an attribute roll to dodge or withstand, you can roll Intellect or Will in place of the attribute roll that enabled the use of that reaction.

LEVEL 10 TELEPATH

Health: +6

Spells: One master

Psychic Scream (Magical): You can use this talent when you become injured or are harmed while you are injured but lack the confused, controlled, stunned, and unconscious afflictions. You release a violent wave of psychic energy that spreads through a Size 20 space centered on you. Each enemy in the space takes 5d6 damage and makes a Will roll. On a failure, the enemy takes an extra 10d6 damage and becomes confused and vulnerable (luck ends both). Once you use this talent, you lose access to it until after you rest.

TRAVELER

You have had your fill of chains and ropes, bindings and obligations. You sought out the secrets of Teleportation to liberate you from all constraints. Now free, there is nowhere in the world that you cannot go. No wall is too high, no door too secure, no distance too far to thwart you. You are the traveler, and the world is yours to explore.

LEVEL 7 TRAVELER

Attributes: Increase three attributes by 1 each.

Health: +6

Languages: Any one

Traditions: Teleportation, **Spells:** One master

Misdirect Missile (Magical): You can use a reaction when an enemy you can see makes a ranged attack against you to teleport the missile so that it flies toward a different creature or object within 15 yards of you. The enemy resolves its attack against the new target instead and makes the roll with 1 bane. Once you use this talent, you lose access to it (luck ends).

Spatial Fluctuations (Magical): Whenever you teleport, you impose 1 bane on rolls to attack you until the end of your next turn.

LEVEL 8 TRAVELER

Health: +6

Spells: One master

Constant Traveler (Magical): You gain the Teleport 10 trait.

LEVEL 10 TRAVELER

Health: +6

Spells: One master

Far Traveler (Magical): You can use an action to teleport people around you. You and each creature inside a Size 5 space centered on you appear in empty spaces inside a Size 5 space you can see.

Paths of Prowess

The paths of prowess offer ways to specialize in specific areas, activities, and abilities, offering some magical ability or combat capability, exploring the limits of technology, and more.

ACADEMICIAN

Circumstances forced you out from the university to grub along with the rest in the mud and blood, facing danger at all sides. It's not all bad. You can experience the world and all it contains firsthand. Being in the field in no way diminishes your erudition; rather, you find your travels and experiences add to what you have learned already, growing your knowledge in unexpected ways.

LEVEL 7 ACADEMICIAN

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Languages: Any three

Erudition: You make Intellect rolls with 1 boon and impose 1 bane on rolls against your Intellect. Also, once per round, when you make a roll to attack, you can use Intellect in place of the required attribute. Finally, when you make an attribute roll that uses your Professional Knowledge, you can use Intellect in place of the normally required attribute.

LEVEL 8 ACADEMICIAN

Health: +12

Critical Advice: You can use a reaction when you see a creature make an attribute roll to help that creature. When you help, the target makes its attribute roll with a number of boons equal to your Intellect modifier. You can use this talent a number of times equal to half your level. You regain expended uses after you rest.

Weakness Exposed: Whenever you roll to attack a creature, you can also make an Intellect roll. If both rolls succeed, the target takes an extra 2d6 damage, or 3d6 damage at level 10. If just the Intellect roll succeeds, the target becomes vulnerable until the end of your next turn. If neither roll succeeds, you lose access to this talent (luck ends).

LEVEL 10 ACADEMICIAN

Health: +12

Battle of Wits: You can use an action to challenge a foe to a battle of wits. Target one enemy within 5 yards. If the target can see and hear you, it makes a Will roll. On a success, the enemy becomes immune to this talent for 24 hours. On a failure, the enemy must engage you in a battle of wits.

The battle of wits lasts until you or the enemy are harmed by an effect not produced by this talent or until you can no longer hear or see the other. At the end of each round, you and the enemy each make an Intellect roll against the other's Intellect. If you both succeed, nothing happens. If one succeeds, the other takes damage equal to the Intellect score of the one who succeeded. If both fail, each takes damage equal to half the Intellect score of the other.

Triumph of Intellect: You are immune to the Intellect impaired affliction, and you impose 1 bane on rolls against your Intellect and Will.

In addition, when you make a luck roll, you can use this talent to make an Intellect roll in its place. Once you use this aspect of the talent, you lose access to it until after you rest.

ACCURSED

You offended a god, angered a faerie, or affronted a powerful fiend: you have become cursed. Will you bear this doom until the end of your days? Maybe. Others might buckle under this burden's weight, but not you—you can carry it and, more importantly, use it to your advantage. Through a combination of ingenuity and bargaining with dangerous beings, you can throw this curse onto another.

LEVEL 7 ACCURSED

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Lasting Curse (Magical): You are cursed. If the affliction ends for any reason, you regain the cursed affliction 1 minute later.

While cursed in this way, you impose 1 bane on luck rolls made by enemies within 5 yards, and when an enemy's luck roll result is a critical failure, it takes 3d6 damage from some unlikely occurrence—it cuts itself, trips and hits its head, or a pigeon flying overhead drops a coconut on it.

When you become incapacitated, you end all cursed afflictions affecting you and you make luck rolls with 3 boons until you are no longer incapacitated.

LEVEL 8 ACCURSED

Health: +12

Bestow Curse (Magical): You can use this talent when you get a critical success on a roll against one creature within 5 yards. You lose the cursed affliction and the target creature becomes cursed for 1 minute. While the target is cursed in this way, you make attribute rolls with 1 boon and your supply of Bonus Damage increases by +2d6.

LEVEL 10 ACCURSED

Health: +12

Exploit Misfortune: You make rolls to attack cursed targets with 1 boon and your attacks against such targets deal an extra 1d6 damage.

Doom Revealed (Magical): You can use a reaction when an enemy within 5 yards fails an attribute roll or a luck roll to cause that enemy to become cursed (luck ends). Roll a d6 after resolving the effect of the failed roll to see what else happens:

D6	EFFECT
1	There is no additional effect.
2	The enemy takes 1d6 damage.
3	The enemy becomes vulnerable until it is no longer cursed.
4	The enemy becomes confused and weakened until it is no longer cursed.
5	One creature of your choice within 5 yards of the enemy can use a reaction to attack it. If no creature can make this attack, you instead move the enemy up to 10 yards.
6	The enemy falls prone and becomes stunned until the end of your next turn.

AVATAR

The gods, using criteria known only to themselves, sometimes single out mortals to serve as their agents. Some see such attention as a great honor; others find the experience maddening. Either way, when the divine eye falls upon their subjects, they undergo a profound transformation, becoming giants that resemble common depictions of the god. While in these forms, avatars become mighty and terrible forces, heedless of the ruin and chaos they create until released from the god's attention.

LEVEL 7 AVATAR

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Divine Manifestation (Magical): You can use this talent at the end of the round if you are not already subject to its effects and you lack the unconscious affliction. Make a luck roll. On a success, you end the confused, controlled, and stunned afflictions if you have them and you become the avatar of your god and remain in that form for 1 minute. The effect ends early if you become unconscious. Each enemy within 10 yards that witnesses your transformation makes a Will roll. On a failure, the enemy becomes frightened of you (luck ends).

- Your Size doubles, and everything you wear and carry adjusts to accommodate your new stature. You weigh nine times your normal weight.
- You take half damage from all sources.
- You impose 1 bane on rolls against you from magical sources and make rolls to resist magic with 1 boon.
- Your supply of Bonus Damage increases by +2d6. At level 8, your supply increases by +4d6. At level 10, your supply increases by +6d6.

When this effect ends, you heal damage equal to your level, and you become weakened until the end of your next turn. You can use this talent three times. You regain expended uses after you rest.

While you have no uses remaining, you make attribute rolls and luck rolls with 1 boon, and at level 10, you take half damage from ordinary sources.

LEVEL 8 AVATAR

Health: +12

Divine Wrath (Magical): You use this talent at the end of the round if you are under the effects of your Divine Manifestation talent. Make a luck roll. On a success, you make attribute rolls with 1 boon until the end of your next turn. On a failure, you release a wave of destructive energy from your body that deals 2d6 damage to each creature and object within 5 yards, or 4d6 damage at level 10. A creature makes a luck roll. The creature takes no damage on a success.

In addition to this damage, the Sage might determine that certain cosmetic effects result. If you manifest Lord Death, the dead might twitch and bones rattle within 1 mile of you, while all light sources blaze for a moment if you manifest Mother Sun.

LEVEL 10 AVATAR

Health: +12

Divine Rebirth: Each time you use your Divine Manifestation talent, make a luck roll. On a success, you heal all damage. If you become incapacitated, you make your luck roll with 1 boon. On a critical success, you also heal all damage.

AVATAR FORMS

The form you adopt when you use Divine Manifestation depends on the god who chose you to become a divine vessel. The god might be one you have served for much of your career, or one with whom you had little or no association, the honor taking you by surprise. Choose from the following options. Each includes a description of what you look like while under the effects of Divine Manifestation.

HIGH ONE: a shining star swallows your form and hovers above the ground where you once stood.

ABRAXUS: you assume the appearance of a mischievous goblin with a large, rounded belly, but your fingers and toes turn into vipers, while another long snake serves as a tail.

BLIND: great feathery wings spread from your back, while bindings cover your eyes.

CALAMITY: your body reshapes itself, assuming many different forms. You might appear as a giant cat, a young man, a striking woman, or a shower of gold.

DRACONUS: you transform into a scaly dragon, and your tapering tail seems to trail off into infinity.

FATES: your head divides into three faces, with that of a beautiful young maiden on the right, a hideous crone on the left, and a kindly matron in the middle.

FETCH: a gray hooded cloak wraps around your body and conceals your features.

GRANDFATHER TREE: you assume the form of an enormous walking tree. Your face peers out from the center of the trunk and branches serve as arms.

GRANDMOTHER SPORE: you grow pale and fleshy, and fungus of all kinds makes ridges, lines, and flutes all over your prodigious bulk.

HATE: your skin loses color until it becomes bone white. Your left eye burns with blue fire, while your right becomes a bottomless abyss.

HORNED LORD: green fur spreads across your lower body, while an enormous rack of antlers emerges from your brow. Your emerald eyes glow.

KAEN: you become a great, armored thing, leaking fire and steam with each step.

LORD DEATH: your body appears to lose substance, becoming shadows. A crown of iron spikes rises from your head, and your eyes burn with red flames.

MOTHER SUN: your head becomes a burning ball of radiance, completely obscuring your features and filling a size 5 space centered on you with bright sunlight.

OCEANUS: you assume a grotesque form that makes your head mottled and bulbous, a spill of writhing tentacles bearding your face, while tiny bat wings flutter on your back.

REVEL: you transform into an enormous faun, with devil horns, black goatish legs, and a long twitching tail.

SISTER MOON: silvery light dapples your shadowy form, while stars twinkle in the night of your eyes. Sources of bright light within 5 yards instead produce dim light.

SKY FATHER: lightning crackles all over your body as your face warps into a scowling, bearded mask. Strong wind blows through a size 5 space centered on you.

THE PALE LADY: corruption spills from your eyes, ears, nose, and mouth, the leakage forming a river of black filth that flows down your body to corrupt your surroundings.

URBANUS: you retain your general shape, but you appear to be assembled from houses, towers, bricks, and stones. You become a living city.

WANT: your body bloats, becoming fleshy and corpulent, while shrieking laughter fills the air around you.

WILD WOMAN: you become either an unclad woman covered in blood or a grinning matron wielding a cornucopia.

BEARER OF THE BLACK BLADE

Few have encountered this horrid weapon and survived to tell of it. Some claim a cyclops named Anor forged the Black Blade and used it to slay the god Kaen during the cyclopes' failed uprising, but some whisper that the blade is a demon called from the Void and bound in the form of a weapon. The Black Blade devours souls and drives the wielder to commit horrific acts of violence to feed its hunger.

There is just one bearer of the Black Blade at a time. If you take this path, no other player can do so. If you meet another player whose character has this path, you both must grab a d6 and roll off. The first to roll a 6 gets to keep their character. The other character dies, its body and soul sucked into the Void.

INHERITOR

If you have the inheritor expert path, your relic weapon reveals itself to be the Black Blade, and you gain all the traits from this path in addition to those gained from the inheritor path. If the weapon you have from your inheritor path is a weapon other than a long sword, the legends about the Black Blade are proven incorrect and you treat the Black Blade as the weapon gained from your inheritor path.

LEVEL 7 BEARER OF THE BLACK BLADE

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

The Black Blade (Magical): You acquire the Black Blade, which is a nasty bladed weapon that uses the rules for a long sword. When you attack with this weapon, you add your level to the roll in place of your attribute modifier. In addition, when you get a critical success for an attack using this weapon, the target loses Health equal to twice your level. If this loss causes the target's Health to drop to 0, the sword consumes its soul and you make attribute rolls with 1 boon for 1 hour. A creature whose soul has been consumed cannot be restored to life by any means.

As the Black Blade's bearer, you are cursed. In addition to the affliction's normal effects, the affliction ensures the weapon finds its way back to your hands 1 minute after you discard or lose it. If an effect would end the cursed affliction, you become cursed once more after 1 minute.

Whenever you fail a roll to attack a creature, you gain 1 hate. Each time the blade consumes a soul (as described above), discard 1 hate. If you accumulate 13 hate, the weapon turns in your hands and attacks you. Roll a d20 and add 20 to the result. On a success, you take 30d6 damage. Assuming this attack does not kill you, you discard all your doom and become stunned (luck ends).

LEVEL 8 BEARER OF THE BLACK BLADE

Health: +12

Accursed Strike (Magical): Any creature that takes damage from an attack you make with the Black Blade becomes cursed and vulnerable (luck ends both).

Hungry Blade (Magical): When you fail a roll to attack with the Black Blade, you can make a luck roll. On a success, you turn the failure into a success. Once you use this talent, you lose access to it for 1 hour.

LEVEL 10 BEARER OF THE BLACK BLADE

Health: +12

Ferocious Blade (Magical): When you attack an enemy and you have at least 1 hate, you make the roll with a number of boons equal to your total hate.

Restless Blade (Magical): At the start of the round in combat, if there are no enemies within 5 yards, the Black Blade drags you into reach of the nearest enemy of the Sage's choice that is within 15 yards. You attack that enemy without using an action to do so.

CHORIST

You feel the presence of the divine move through you whenever you lift your voice in song. The praises you sing of the gods inspire others around, firming their resolve to stand fast in the face of evil. You need only open your spirit to the divine for it to come flooding through you, and your hymns transform you and your allies into heroes worthy to serve the gods.

LEVEL 7 CHORIST

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Languages: Any one

Joyful Song (Magical): You can use an action to sing a brief, joyful song. You end the confused, frightened, Intellect impaired, Will impaired, and stunned affliction from each ally that can hear you.

Voice of Thunder (Magical): When you speak, you can choose to raise your voice so that it can be heard anywhere within 10 miles. Each creature within 5 yards, however, becomes deafened (luck ends).

LEVEL 8 CHORIST

Health: +12

Sacred Hymn (Magical): You can use an action to sing a hymn. The music lasts 1 minute, but ends early if you use your voice for anything else, such as casting a spell. In addition, if you become deafened, make an Intellect roll. On a failure, the effects of this talent end at the end of your turn.

The music increases your Speed by 5, your supply of Bonus Damage increases by +2d6, and enables each ally within 10 yards that can hear you to heal 1d6 damage at the end of the round. You can use this talent five times. You regain expended uses of it after you rest.

At level 10, angels join their voices to yours. At the end of each round, each enemy angel, demon, faerie, fiend, spirit, and undead within 5 yards makes a Will roll. On a success, the enemy becomes immune to this talent for 24 hours. On a failure, the enemy takes 3d6 damage and becomes weakened until the end of the next round.

LEVEL 10 CHORIST

Health: +12

Song of the Gods (Magical): You can use an action to sing the song of the gods. Your song carries 100 yards in all directions. Each enemy that can hear the song takes 5d6 damage and makes a Will roll. An enemy angel, demon, faerie, fiend, spirit, and undead rolls with 1 bane. On a failure, the enemy takes an extra 10d6 damage, falls prone, and becomes stunned until the end of its next turn. When an affected creature removes the stunned affliction, it becomes cursed, vulnerable, and weakened (luck ends all). After you use this talent, you become weakened (luck ends). You can use this talent once. You regain the use after you rest.

DAREDEVIL

Some might call you reckless, foolish even, but fortune ever favors the bold. Without taking risks, what rewards can you expect to receive? So when your companions hesitate, when they give pause to their fears, you do what needs doing, leaping headlong into peril, knowing that skill, luck, or a bit of both will see you through to victory.

Becoming a daredevil makes you willing to take risks others would not. You tend toward rash action, being impulsive in tough situations, as you're always willing to be a disruption to circumstances and see what happens next. Your risk-taking propensities might put you at odds with allies who prefer a more measured approach, so you must ever temper your instincts with consideration for those who fight at your side.

LEVEL 7 DAREDEVIL

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

A Bit of Luck: You can use this talent at the start of your turn. Make a luck roll with 1 boon. On a success, you make attribute rolls with 1 boon until the start of your next turn. On a failure, you make attribute rolls with 1 bane until the start of your next turn.

Impulsive Action: You can use a reaction when an enemy you can see uses an action. You can use an action, but become vulnerable until the end of the next round. Once you use this talent, you lose access to it for 1 minute.

LEVEL 8 DAREDEVIL

Health: +12

Defy Death: You can use this talent when you take damage and you lack the confused, controlled, stunned, and unconscious afflictions. You take no damage instead. Once you use this talent, you lose access to it until after you rest.

Risky Strike: You can use this talent when you get a success on a roll to attack. You discard the result of the roll and roll again but with 1 bane. If the second roll results in a success, your attack deals an extra 4d6 damage. Once you use this talent you lose access to it (luck ends).

LEVEL 10 DAREDEVIL

Health: +12

Adventurous Surge: You can use this talent at the end of your turn. Take another turn. Once you use this talent, you lose access to it for 1 minute.

DARKHEART

Few people see themselves as villains. For most, acknowledging their part in making others suffer, deciding on courses of activity that feed their own selfish desires, or acting in manners that create hardship and suffering is just too shameful to be endured. People delude themselves. They justify their actions as serving some greater good. If the act resulted in someone's harm, it was divine will, bad luck, or the dispensation of justice.

You are different. You know who and what you are. In your heart of hearts, you understand you are a rotten person, someone who puts their own interests above any other consideration. Now, this does not mean that you are grotesque in your evil. You don't revel in hurting others or worsening the world. You might even do some good to counteract your villainy, but you're capable of just about anything. Except when it comes to your companions, naturally.

The people with whom you go on quests, with whom you face terrible danger, on whom you depend and who depend on you, deserve more than a knife in the back. You might be a monster, but you're not that kind of monster. You need your companions. Keep them safe and never betray them.

If you die after taking this path, the ground opens beneath you to drag your corpse and shrieking spirit to the Netherworld, where gargoyles feed upon your remains and your soul passes from fiend to fiend, each heaping on ever greater torments to make sure you spend eternity suffering.

LEVEL 7 DARKHEART

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Blackest Eyes of a Corrupted Soul: You can see normally without light. When you see an angel, demon, faerie, or fiend, you recognize them as such, even if they are disguised.

Unholy Word (Magical): You can use this talent after you use an action. You speak an unholy word. Lose 1d6 Health. Then, each enemy within 5 yards makes a Will roll with 1 bane. On a success, the enemy becomes immune to this talent for 24 hours. On a failure, the enemy takes 1d6 damage and becomes deafened and weakened (luck ends both).

LEVEL 8 DARKHEART

Health: +12

Corrupted Weapon (Magical): You can perform a ritual to cause ribbons of corruption to spread across a weapon you wield, such that foul, black smoke issues from it. Target one ordinary weapon you hold for the entire performance. When you finish, the target becomes corrupted until the weapon leaves your possession, at which point the weapon crumbles into greasy ash.

When you deal damage with this weapon, the target becomes poisoned (luck ends). Your attacks with the weapon deal an extra 1d6 damage at level 8 and an extra 2d6 damage at level 10. Finally, you cannot be disarmed while you wield this weapon.

In addition, the weapon reduces the intensity of light within 5 yards. Sources of bright light shed dim light, sources of dim light shed faint light, and sources of faint light produce no light at all. The change to illumination lasts until you leave the area or the effects of this talent end.

LEVEL 10 DARKHEART**Health:** +12**Unholy Suffering (Magical):** You can use this talent when you harm a creature. Each enemy within 5 yards of you becomes vulnerable until the end of your next turn.**Share the Suffering (Magical):** You can use a reaction when you gain an affliction other than confused, controlled, stunned, or unconscious to make a luck roll. On a success, target one creature you can see within 5 yards. The affliction that enabled the use of this talent ends and the target gains that affliction (luck ends).**DARKSLAYER**

The air reeks of dark magic; you know your quarry is close. You have been tracking the demonist for months, and the things you saw will haunt you for the rest of your days. But this is what comes from your necessary work. You face things others never dare because someone has to take a stand against these fiends. You draw your sword, check your charms, and descend the steps into darkness.

You are a hunter of the dark, a hard-bitten, self-declared enemy of evil. You search out the death masters, the demon lords, and all the vile, selfish people who burn everything down for even a thimbleful more magical power. You guard yourself with numerous charms, some of which you have even tattooed into your skin, so that none of your foes' foul spells can affect you.

LEVEL 7 DARKSLAYER**Attributes:** Increase three attributes by 1 each.**Health:** +12, Bonus Damage: +1d6**Evil Exposed (Magical):** You can use this talent when you get a success on a roll to attack. The target of your attack becomes vulnerable (luck ends). While vulnerable in this way, the target cannot become hidden or invisible.**Protective Charms:** Your body bears protective charms, which might be scars, tattoos, or amulets. When a creature rolls against you for a magical effect, you impose 1 bane on the roll. You roll to resist magical effects with 1 boon.**LEVEL 8 DARKSLAYER****Health:** +12**Purge the Darkness (Magical):** Whenever you cause an angel, demon, faerie, fiend, spirit, or undead target to become vulnerable, the target makes a luck roll. On a failure, it takes 3d6 damage.**Ravel Magic:** You can use this talent when you get a critical success on a roll to attack. The target's magical talents and spells produce no effects until the end of your next turn.**LEVEL 10 DARKSLAYER****Health:** +12**Burning Scourge (Magical):** You can use this talent when you get a success on a roll to attack. The target catches fire (luck ends). Once you use this talent, you lose access to it until the target is no longer on fire.**Defeat Magic (Magical):** You can use a reaction when you would suffer harmful magical effects to ignore those harmful effects. Once you use this talent, you lose access to it (luck ends).**ON THE DEMON'S TRAIL**

The stale air is thick with the smell of sulfur. You've been following the demon for months. Months of relentless tracking have stained your soul with grim memories, but such is the price of your chosen path. You take on the tasks no one else wants, facing threats most wouldn't dare approach. Someone has to keep the darkness in check. Sword strapped tight and wards checked, you descend the stairs, disappearing into the darkness.

DEMONOLOGIST

That the Church of the High One makes demons into bogeymen does a disservice to those who understand the true threat they pose. Neither monster nor fiend, demons exist apart from the world and its magical corners. They seek the utter annihilation of all things, to bring not just Erth but all of reality tumbling into the Void to feed the appetite of the one that drives them. This entity, called the Demon Lord for want of a better name, is something of such vast and terrible power that to even lay eyes upon it is to find torment that only madness can relieve. This is the real threat, and you have made it your life's purpose to fight demons at every turn and prevent them from gaining a foothold in your reality.

Progressing along this path teaches you ways to confront all kinds of magical foes, from wicked faeries to undead. Your faith empowers your methods so that the enemies of mortals fall before you. You are resolute in your work, a stalwart foe of evil.

LEVEL 7 DEMONOLOGIST

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Languages: Any one

Traditions: One, Spells: One expert

Exorcism (Magical): You can use an action to free a creature from another's control. Target one controlled creature within 5 yards. The target's controller makes a Will roll with 1 bane. On a success, the target loses 1 d6 Health and the controller becomes immune to this talent for 1 hour. On a failure, the controlled affliction ends.

Occult Casting (Magical): You can use this talent when you cast a spell. The spell originates from any point you can see within 15 yards.

Steely Resolve (Magical): You can use this talent when you become frightened, impaired, or weakened. Make a luck roll. On a success, the affliction ends.

LEVEL 8 DEMONOLOGIST

Health: +12

Spells: One expert

Occult Senses (Magical): When you use an action to find, you locate each angel, demon, faerie, fiend, spirit, and undead within 20 yards of you.

Protective Incantation (Magical): You can use an action to begin speaking aloud mystic words that cause discomfort and distress to evil beings. You protect a Size 5 space centered on you. For 1 hour, any enemy angel, demon, faerie, fiend, spirit, and undead becomes weakened while in the space. You can use this talent three times. You regain expended uses after you rest.

LEVEL 10 DEMONOLOGIST

Health: +12

Spells: One master

Bind Demon (Magical): If you do not have a bound demon already, you can use a reaction when a demon within 5 yards of you becomes incapacitated to bind it to one ordinary object you wear or carry. The demon becomes bound until the object holding it is destroyed. When this happens, a demon of a randomly-determined type appears in the nearest empty space to the destroyed object of the Sage's choice.

While the object has the demon bound, you can use its essence to power your magic. You can cast any spell you have learned without expending a casting by instead burning away the demon bound to the object. After you resolve the spell's effects, make a luck roll. If you cast a novice spell, you roll with 1 boon. If you cast a master spell, you roll with 1 bane. On a failure, the demon bound to the item is utterly destroyed and this effect ends.

Words of Anathema (Magical): You can use an action to speak words of anathema. Target one creature within 10 yards. Make a Will roll against the target's Will. You make this roll with 1 boon against a demon. On a success, the target becomes cursed for 24 hours. If the cursed target is within 5 yards of you at the end of any round, it loses 1 d6 Health.

If the target was a type I or II demon, you cause it to become a formless demon. If the target is of a higher type, a success also causes it to become weakened (luck ends), and the target loses 6d6 Health at the end of each round until it is no longer weakened.

On a failure, the target becomes immune to this talent for 24 hours.

EXECUTIONER

The executioner's trade appeals to few. Killing people, even those who deserve it, is difficult for most. Yet death never bothered you. People die all the time, some to disease, others to mishap. You, at least, can promise a good, clean death. So skilled have you become at the killing business, your victims hardly feel a thing. Or so you hope. It's not like they can complain after the fact.

As an executioner, you spend your time between quests lopping the heads off criminals or political prisoners. You could also be a hired killer, making ends meet by snuffing out the lives of the people who angered your employers. Then again, you could belong to a guild of executioners, an extremist death cult, or some other fringe organization with a fixation on killing.

LEVEL 7 EXECUTIONER

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Anatomical Knowledge: You can use this talent when you make a called shot. You roll with 1 boon. On a critical success, the target also becomes weakened (luck ends).

Execution: You can use this talent when your melee attack deals damage to an injured target or causes a target to become injured. The target takes an extra 2d6 damage, or 4d6 damage at level 10.

LEVEL 8 EXECUTIONER

Health: +12

One Terrible Cut: You can use this talent when you get a critical success for a roll to attack. Make a luck roll. Add the result of the luck roll as extra damage to the attack.

LEVEL 10 EXECUTIONER

Health: +12

Exacting Strike: You can use this talent when you attack with a melee weapon and get a success on the roll to attack. The target takes maximum damage. Once you use this talent, you lose access to it (luck ends).

FACTOTUM

Where your peers specialize, you found it far better to diversify. Doing so makes you ready for just about anything. You can fight, certainly, and cast a few spells, but you have a keen, adaptable mind that lets you pick up talents wherever you go. You're nowhere as good as the real thing, but you can fit in wherever and whenever you're needed.

LEVEL 7 FACTOTUM

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Languages: Any one

Attention for Detail: You can use this talent when a creature you can see gets a success on a roll to perform a specific activity such as cast a spell, steal, or attack. The next time you roll to perform the same activity before the end of your next turn, you roll with 1 boon.

Beginner's Luck: You have a pool of luck equal to twice your level. Whenever you make an attribute roll or a luck roll, you can spend points from your pool and add them to the result of the roll. After you rest, you refresh your pool, up to your maximum.

LEVEL 8 FACTOTUM

Health: +12

Quick Study (Magical): You can perform a ritual to gain knowledge of magic. Choose one novice spell from any tradition. At level 10, you can choose any novice or expert spell. You learn this spell and retain knowledge of it until after you rest. You can use this talent three times. You regain expended uses after you rest.

LEVEL 10 FACTOTUM

Health: +12

Flexible Asset: When you fail an attribute roll, you can increase the score of that attribute by 1 (maximum 16). The increase lasts until after you rest.

Mimic Talent: After you rest, choose one of your allies' talents. You add this talent to your list of talents until you use mimic talent again. You gain none of the talent's improvements determined by level, however.

GALVANIST

You construct a generator to gather and store free magical energy from the world around you. The device doesn't look like much: It's a spindle wrapped in copper wire and mounted on a non-conductive plate. You attached loops to the plate so you can strap it onto your back and keep your hands free. A lever on the side switches it on and off. Though the machine works as intended, you have noticed some oddities, such as the strange things you sometimes see when you make use of its energies.

LEVEL 7 GALVANIST

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Generator (Magical): You construct a generator that gathers and stores magical energy. If you leave the generator running while you rest, it accumulates charges up to your maximum, which equals your level. You, and you alone, expend charges from your generator to use devices and talents gained from this path. If you lose the generator, you can spend 1 hour constructing a replacement after you finish a rest.

You can use an action and expend 1 charge from your generator to cast the Lightning Bolt spell from the Aeromancy tradition.

Eldritch Horrors (Magical): The energy your generator gathers comes from alien places. Each time you expend 1 charge, make a luck roll. On a success, the spot you see, if you can see one, disappears. On a failure, you see a black spot somewhere in your field of vision that remains until after you rest or until the black spot becomes a horror under the Sage's control.

The spot becomes a horror the next time a creature within 5 yards of you gets a failure on a luck roll. The horror appears in an empty space of the Sage's choosing within 5 yards of you and treats all creatures as enemies. The horror remains until destroyed.

LEVEL 8 GALVANIST

Health: +12

Tradition: Eldritch or Technomancy, Spells: Two novice

Lightning Cage (Magical): You can use an action and expend 1 charge from your generator to create a cage of lightning around a Size 5 space within 20 yards. The cage remains for 1 minute. The cage produces bright light. Any creature or object moving through the cage makes a Strength or Agility roll. On a failure, it takes 2d6 damage, and catches fire and becomes vulnerable (luck ends both). Creatures and objects can take this damage just once per round, regardless of how many times they move through it.

Occult Energy (Magical): You can use an action and expend 1 charge to regain all expended castings of one novice spell you have learned.

LEVEL 10 GALVANIST

Health: +12

Spells: One novice

Boost of Energy (Magical): You can use this talent at the start of your turn. Expend 2 charges from your generator. You can increase the number of actions and reactions you can use during the round by 1. At the end of the round, make a Will roll. On a failure, you become cursed (luck ends).

GUNSLINGER

Some say black powder flows through your veins, so deft is your hand with firearms. In truth, a steady hand, an intimate understanding of how firearms work, and so much practice have made you one of the best shooters the lands have ever seen. You carry a firearm with you at all times, as well as secret ammunition, powder, and the tools you need to maintain your weapons.

LEVEL 7 GUNSLINGER

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Speed Shooter: You roll to attack with firearms with 1 boon.

Speed Loader: You can use an action to reload a pistol or musket instead of spending 1 minute to do so.

Trick Shot: When you use a pistol to disarm a creature, you reduce the number of banes imposed on your roll to 1. When you make a disrupting attack or pressing attack with a pistol or musket, you roll to attack with 1 boon.

LEVEL 8 GUNSLINGER

Health: +12

Ricochet Shot: You can use this talent when you get a failure on a roll to attack with a pistol or musket. Make a luck roll. On a success, target one different creature or object within 5 yards of the original target. The new target makes an Agility roll. On a failure, the new target takes 2d6 damage.

Fog of War: When you use a pistol or a musket to attack, you can choose to fill a Size 3 space centered on you with fog that lasts for 1 minute. The fog creates heavy obscurement in that space.

LEVEL 10 GUNSLINGER

Health: +12

Gun Fighting (Magical): Somehow, you always keep your pistols and muskets loaded so that you never have to reload. In addition, your attacks with pistols and muskets deal an extra 2d6 damage.

WHISPERS AND LEAD

The townsfolk whisper about you. Some call you a demon, others a savior, but all agree – you're the fastest draw they've ever seen. They say your reflexes are uncanny, and bullets fly from your gun with supernatural grace. The truth is far less mystical. The years you've spent hunched over gun benches, the metallic tang of black powder a constant companion, have honed your skills. Your firearms are an extension of yourself. Every worn groove in the barrel, every click of the hammer, speaks a language only you can understand.

Your reputation comes at a price. A constant companion rests heavy on your hip. And you carry more than just a gun; you carry a secret arsenal – hidden pockets stuffed with extra bullets, a tightly wrapped flask of precious powder, and the tools to keep your weapons singing true.

HEALER

You have seen such pain, such suffering in the world, you were moved to do something about it. You choose to spend your time aiding others. Such a life might lack the glory of a fighter or the majesty of a skilled mage, but you play an invaluable part in the lives of people around you. You have yet to find a disease you cannot defeat, a parasite you cannot destroy. Your touch closes wounds and restores vigor to the exhausted. In time, you even learn to keep Lord Death at bay.

While grand adventures may call to some, your heart finds solace in the quiet triumphs. Each relieved sigh, each flicker of hope rekindled in a weary eye, fuels your resolve. You may not conquer empires or slay dragons, but yours is a battle fought on a different front, one where a gentle touch and unwavering dedication prove mightier than any sword. The gratitude in the eyes you heal is a language understood by all, a testament to the power of selflessness. Though the path may be long, with each life you mend, you chip away at the darkness, a beacon of light in a world that often forgets its own kindness.

LEVEL 7 HEALER

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Healing Hands (Magical): You can use an action to enable one ally in reach to heal 8d6 damage. You can use this talent five times. You regain expended uses after you rest.

LEVEL 8 HEALER

Health: +12

Zone of No Harm (Magical): You can use an action to create a zone that prevents harm from befalling you and others in it. The zone covers a Size 5 space centered on you and lasts until the start of your next turn. No creature in the space can suffer any form of harm unless the harm originates from an angel, demon, faerie, fiend, spirit, or undead. Once you use this talent, you lose access to it for 1 minute.

LEVEL 10 HEALER

Health: +12

Eternal Health: You are immune to the poisoned affliction. In addition, each time after you rest, you end any infection affecting you and you regain all of your lost Health. Finally, creatures within 5 yards of you that rest with you regain an additional 1d6 Health when they finish the rest.

Restore Life (Magical): You can use an action to restore life to the dead. Target one creature dead no longer than 1 hour and within reach. The target returns to life, regains 1d6 Health, and heals damage equal to the amount of Health regained. Once you use this talent, you lose access to it until after you rest.

HOROLOGIST

You construct marvelous devices from clockwork. Each component takes painstaking effort to create, and the assembly of these pieces takes time, patience, and dedication. Perhaps the effort you make explains why each creation holds a special place in your heart. The “life” you give them comes from your expert precision and your mastery of engineering. These are no toys; in some respects, you see them as your children.

LEVEL 7 HOROLOGIST

Attributes: Increase three attributes by 1 each.

Health: +12; Bonus Damage: +1 d6

Clockwork Tinker: You have a supply of clockwork parts equal to your level. You can use clockwork parts as spare parts. Also, you can perform a ritual using a tool kit to enhance an object. Target one ordinary object in reach and expend one set of clockwork parts. You either remove the inferior trait from the target or, if not inferior, cause it to become superior. The change lasts for 24 hours. You replenish your supply of clockwork parts after you rest.

At level 8, if you target a weapon, you can also expend 1 set of clockwork parts to remove one trait from a weapon or grant it one trait from those described in Chapter 3.

LEVEL 8 HOROLOGIST

Health: +12

Chronomancy Dabbler: You gain one talent from the Chronomancy tradition. At level 10, you gain another one.

Force Delay (Magical): You can use this talent at the start of a new combat. Target any number of enemies within 10 yards. Each target makes a luck roll. On a failure, the target loses its turn during the first round. If the target is harmed, however, it can take its turn immediately. You can use this talent three times. You regain expended uses after you rest.

LEVEL 10 HOROLOGIST

Health: +12

Marvelous Lackey: You construct a marvelous lackey. The lackey has a humanoid shape, but can have any appearance you choose. The lackey becomes your companion until it's destroyed. If destroyed, you can construct a new one by spending 8 hours using a tool kit and 5 gp worth of rare components.

Defense: 14, **Health:** 60

Attributes: Strength 14 (+4), Agility 10 (+0), Intellect —, Will —

Size: 2, **Speed:** 5

Immune: asleep, blinded, deafened, impaired, poisoned, weakened

Natural Weapons: The lackey uses a weaponized appendage as a natural weapon that deals 4d6 damage.

HUNTER OF THE DEAD

Each time a corpse rises from death, or a spirit escapes the Underworld to plague the living, the natural order weakens. The more this happens, the greater the threat, for reality depends on the migration of souls so that new life can be born and thrive. Some claim each soul denied to Lord Death diminishes the deity; should that happen, what other chaos might result? Could the chains holding the Ancient Ones slacken? Could the terrors in the Void break through the boundaries and lay waste to everything? The defilers must be stopped.

Numerous organizations are committed to stopping the plague of undead. Lord Death's cult, the Church of the High One, and secular companies search out these foul things and rid the lands of them. You could have joined one of these groups and undertake missions on their behalf. You might also go it alone. Perhaps you have a personal grudge against spirits and undead.

LEVEL 7 HUNTER OF THE DEAD

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Death Warded: You impose 1 bane on rolls to attack you by spirits and undead. When a harmful effect would cause you to lose Health, you reduce the amount of Health lost by an amount equal to half your level (minimum 1). Finally, if you become frightened, you can make a luck roll. On a success, you become immune to the affliction for 1 minute.

Grave Stench: You always know the location of each spirit and undead within 15 yards.

LEVEL 8 HUNTER OF THE DEAD

Health: +12

Drawn to Death (Magical): You can use a reaction when a creature within 10 yards of you is harmed to become as a ghost. If you are grabbed, the grabbed effect ends. If you are held, end the affliction. Then, until the start of your next turn, you can move through creatures and solid obstacles, and you have the Slippery and Strider traits. Once you use this talent, you lose access to it (luck ends).

Living Vengeance: You roll to attack spirits and undead with 1 boon and your attacks against these creatures deal an extra 2d6 damage.

LEVEL 10 HUNTER OF THE DEAD

Health: +12

Death's Judgment (Magical): You can use this talent when you get a success on a roll to attack. Make a luck roll. On a success, each enemy within 5 yards takes 1d6 damage. Spirits and undead take double damage. On a failure, you lose access to this talent for 1 minute.

Grave Summons (Magical): If you lack the confused controlled, stunned, and unconscious afflictions, you can use this talent at the start of your turn. Target one creature you can see within 15 yards. Make a Will roll against the target's Strength or Will (Sage's choice). If the target is a spirit or undead, you make the roll with 1 boon. On a success, you pull the target up to 15 yards toward you and the target becomes vulnerable for 1 minute. On a critical success, you can also make an attack against the target. Once you use this talent, you lose access to it (luck ends).

INFILTRATOR

Something about you makes you hard to notice. Exceptionally plain features, a soft voice, a furtive manner: these might be natural qualities you have always had or traits you developed through training and body modification. In any event, you know how to avoid attracting attention and slip into places with no one the wiser.

The opportunities granted by being an infiltrator are obvious. You can sneak in right under guards' noses. Once inside, you can move around freely to find whatever you seek: secrets, treasure, a prisoner, or something else of value. After laying your hands on it, you exit the same way. And when people realize their prize has gone missing, they cannot find any witnesses. It was like you were never there.

LEVEL 7 INFILTRATOR

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Languages: Any one

Low Profile: You can use this talent at the start of each new combat. Each enemy that can see you makes an Intellect roll. At level 10, you impose 1 bane on the roll. On a success, the enemy becomes immune to this talent for 24 hours. On a failure, you become invisible to the enemy for 1 minute. The effect ends early if you harm the enemy.

Strike from Hiding: You roll to attack enemies from which you are hidden or invisible with 1 boon and such attacks deal an extra 1d6 damage.

At level 10, you add 10 to the result of your rolls to attack such targets, and these attacks now deal an extra 3d6 damage.

LEVEL 8 INFILTRATOR

Health: +12

Disappear: You can use this talent when you are in a space containing any degree of obscurement or when you have partial cover. Expend 2 yards of your movement and become invisible until the start of your next turn. The effect ends early if you harm another creature.

Forgettable: People have a hard time remembering you. After any social interaction that lasts 1 hour or less and that does not result in combat, anyone present for that social interaction forgets your appearance and what you said a few minutes later. After an hour, people forget having socially interacted with you at all.

LEVEL 10 INFILTRATOR

Health: +12

Faceless: Your Forgettable talent applies to a social interaction of any length that does not result in combat.

MASTERMIND

Little surprises you. Your razor-sharp intellect lets you see several steps in advance. You understand how events ought to play out and respond appropriately. While your enemies jockey for position on the battlefield, you have already deduced the most likely outcomes based on your keen observation. Your genius lets you see patterns in your surroundings and choose the best course of action.

This foresight isn't just for combat, though. You can anticipate social situations, business deals, even the weather. Your mind is a storm of calculations, always a step ahead. Even the most complex problems become clear under your scrutiny.

LEVEL 7 MASTERMIND

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Languages: Any one

Genius Intellect: You make Intellect rolls with 1 boon and impose 1 bane on rolls against your Intellect. When you make an Agility roll or Will roll in combat, you can make an Intellect roll instead. At level 10, you make Intellect rolls with 3 boons and impose 3 banes on rolls against your Intellect.

Best Idea Ever: You can use this talent whenever you would make an attribute roll outside of combat. You can use Intellect in place of the attribute you would normally use. Once you use this talent, you lose access to it for 1 minute.

Intimidating Intellect: When a creature makes an attribute roll against your Intellect and gets a failure, the creature becomes frightened of you until it overcomes the affliction with a successful Will roll.

LEVEL 8 MASTERMIND

Health: +12

Stratagems: You can make use of each of the following options once during each combat provided you lack the confused, controlled, stunned, and unconscious afflictions. When you use them all, you regain the ability to use them all again.

- You can use this option when a creature rolls to attack you or rolls against your Strength, Agility, or Will. The creature must use your Intellect score for the target number of the roll.
- You can use this option when you use a reaction. Gain one reaction to be used before the end of the round or it's lost.
- You can use this option when you get a success on a roll to attack. The target takes an extra 3d6 damage. At level 10, the target takes an extra 6d6 damage instead.
- You can use this option when you gain an affliction. The affliction ends.
- You can use this option when you take damage. You take no damage instead.

LEVEL 10 MASTERMIND

Health: +12

Staggering Intelligence: Your Intellect score increases to 20.

MIND BLADE

You discovered within yourself the ability to solidify your thoughts, to make of them whatever tool you might need. You need only open your hand, and there appears a blade. You concentrate, and shimmering armor covers your body. So prepared, you stand ready for battle, confident in your focus on victory.

LEVEL 7 MIND BLADE

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Psychic Trance (Magical): You can use an action to enter a trance. You remain in the trance until you end it or you become unconscious. If you are in the trance and become confused, Intellect impaired, or Will impaired, make a luck roll. On a failure, this effect ends and you lose access to this talent for 1 minute.

While in the trance, you have the Keen Hearing and Keen Vision traits, you impose 1 bane on rolls against your Intellect and Will, and you are immune to being controlled.

Psychic Weapon (Magical): You can use this talent if you are subject to your Psychic Trance talent and you have a hand free. You use an action to form a magical melee or ranged weapon (including ammunition) from solidified thoughts. The weapon remains for as long as you are in your trance.

You can use Intellect or Will in place of the attribute you would normally use to attack with this weapon. Attempts to disarm you or steal this weapon from you fail. If you throw the weapon, it disappears after you resolve the attack and a new one forms in your hand at the end of the round.

At level 8, you roll to attack with this weapon with 1 boon and your attacks deal an extra 2d6 damage.

Once on each of your turns that you are neither confused, controlled, stunned, or unconscious, you can change the weapon's form into a different one.

LEVEL 8 MIND BLADE

Health: +12

Psychic Armor (Magical): You can use this talent if you are subject to your Psychic Trance talent. You use an action to clad yourself in a suit of light armor made from your solidified thoughts. The armor grants you Defense 18 and halves damage you take from cold, fire, and lightning. The armor remains until the trance ends.

LEVEL 10 MIND BLADE

Health: +12

Ascendant Mind (Magical): While you are under the effects of your Psychic Trance talent, you float a foot above the ground, which grants you the Strider trait. In addition, whenever you make a Strength roll or an Agility roll, you can use Intellect or Will in place of that attribute, but you lose access to this aspect of the talent (luck ends).

Mind Blade Storm (Magical): You can use this talent if you are subject to your Psychic Trance talent. You use an action to hurl a barrage of psychic blades into a space up to Size 5 within 30 yards. The blades deal 5d6 damage to each creature and object in that space. A creature makes an Agility roll with 1 bane. On a failure, it takes an extra 5d6 damage. Once you use this talent, you lose access to it (luck ends).

MYSTIC

You believed there was a way to escape the limitations on your physical form in the hopes of attaining more, becoming more than you were born to be. You consulted with wisdoms, hidden away in high aeries, closed yourself off from your senses to search for your true self, and put your body through extensive training, always pushing yourself harder. You found the path that leads to escape from these limits. Your learning shows in how you move, how you seem to never grow ill, feel pain, or suffer. You find yourself divorced from other people, especially those content with what they have, but you find the price you pay worth the limitless self you stand to gain.

LEVEL 7 MYSTIC

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Enlightenment: You gain all of the following benefits:

- When you make a Strength roll, you can make a Will roll instead.
- When you make an Agility roll, you can make an Intellect roll instead.
- Make a luck roll when you become confused, frightened, Intellect impaired, Will impaired, stunned, or vulnerable. On a success, you do not gain the affliction.
- You gain the Brawler talent from the fighter path. If you already have this talent, your unarmed strikes now have the Bludgeoning and Brutal traits.
- You are immune to infection and the poisoned affliction.
- You can hold your breath for 1 hour.
- You need to eat and drink just once every seven days.
- For each hour you rest, you heal 1 d6 damage and regain 1 Health.

LEVEL 8 MYSTIC

Health: +12

Stunning Fist: You can use this talent when you get a success on a roll to attack using an unarmed strike. The target of your attack makes a Will roll. Angels, demons, faeries, fiends, spirits, and undead get an automatic success. On a success, the target becomes immune to this talent for 24 hours. On a failure, the target becomes stunned (luck ends). Once you use this talent, you lose access to it for 1 minute.

Unfettered Movement: You can move across, up, down, and stand on any surface, across ceilings and overhangs, over liquid surfaces, and on surfaces that could not normally bear your weight. You can squeeze through Size 1/4 openings.

LEVEL 10 MYSTIC

Health: +12

Ultimate Strike (Magical): You can use this talent when you get a critical success on a roll to attack using an unarmed strike. The target takes an extra 5d6 damage and makes a Strength roll. On a failure, you push the target up to 10 yards away from you, where it lands prone, and becomes stunned until the end of your next turn. If the damage causes the target to become incapacitated, it explodes and dies instantly. Once you use this talent, you lose access to it for 1 minute.

NIGHTSHADE

People who say there's no honor in using poison have never been desperate enough or feared enough for their lives that they would do anything to escape their predicament. You know this fear all too well, and so your business is making lethal substances and using them against targets you are hired to eliminate. It's an underhanded, dirty trade, but you have a real talent. You appreciate how poisons do not discriminate, killing commoners or kings, wizards or monsters. That's their enduring appeal to the likes of you who study them, make them, and use them without thinking twice.

In this world, death is the great equalizer, and you are the hand that wields it with a cold, practiced touch. The coin always lands the same way—heavy in your pocket, a life lighter in the world. But sometimes, in the quiet of the night, you wonder if the weight in your pocket isn't the coin, but the accumulation of lives taken, a chilling reminder of the path you walk.

LEVEL 7 NIGHTSHADE

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Blowgun Specialization: You roll to use a blowgun with

1 boon and increase its range to 15. When you use a poisoned dart with your blowgun, make a luck roll along with your attribute roll. If you get a success on both rolls, the target automatically fails the first luck roll made to end the poisoned affliction.

Brew Poisons: You can perform a ritual using an alchemist's kit and 1 sp of uncommon ingredients. When you finish, expend the ingredients and create one dose of poison. When you get a success on a roll to attack, you can expend one dose of poison. The target of your attack becomes poisoned (luck ends).

LEVEL 8 NIGHTSHADE

Health: +12

Toxic Reprisal: You can use a reaction when a creature in reach attacks you to expend one dose of poison and blow the substance into the attacker's face. The creature that enabled the use of this makes a Strength roll with 1 bane. On a failure, it loses 3d6 Health and becomes poisoned (luck ends).

Toxin Immunity: You are immune to the poisoned affliction.

LEVEL 10 NIGHTSHADE

Health: +12

Ur-Poisons: Creatures make rolls to resist your poisons and end the poisoned affliction gained from you with 1 bane, and lose an additional 1d6 Health whenever they lose Health from being poisoned. A creature poisoned by you also becomes vulnerable until the poisoned affliction ends. Finally, when you use poison against a creature normally immune to poison, the creature instead takes 3d6 damage.

OBLIVIONIST

You joined an extremist sect of Lord Death's faithful. They believe Lord Death seeks the extinction of all living things, and it falls to them exterminate as many people as they can. To this end, the cultists devised killing techniques drawn from the power of their faith alone, and their best killers ventured out in the darkest hours to do the bidding of their grim master. Obviously, they made many enemies and now just a handful remain. You decide if you adhere to the principles of this cult or if you joined them merely to learn their methods.

LEVEL 7 OBLIVIONIST

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Penumbral Blade (Magical): You can use an action to cause one edged weapon you are wielding, such as a sword or dagger, to become a penumbral blade. The effect lasts until you use this talent again. You roll to attack with 1 boon when you attack with the weapon. Also, the weapon gains the Brutal trait if it does not have it already. If it has the Light or Slow traits, it loses them.

Vanishing Death (Magical): You can use this talent when you get a critical success for a roll to attack. You become invisible and Slippery until the end of your next turn.

LEVEL 8 OBLIVIONIST

Health: +12

Shadow Stars (Magical): You can use an action to hurl sharp fragments of shadow from your hand. Target one Size 3 space within 10 yards. Each creature in the space makes an Agility roll with 1 bane. On a failure, the target takes 4d6 damage and becomes Strength impaired (luck ends). Once you use this talent, you lose access to it (luck ends).

LEVEL 10 OBLIVIONIST

Health: +12

Shadowshape (Magical): You can use this talent when you move into a space lit by dim light, faint light, or no light. For 1 minute, you gain all of the following benefits.

- You take half damage from ordinary sources.
- Rolls made to grab you fail automatically, and you are immune to the held affliction.
- You are invisible.
- You have the Silent and Slippery traits.
- You leave no footprints when you walk or run.
- You can move through solid obstacles, but if you end your movement in a solid object, you are pushed out of it into the nearest empty space and become vulnerable (luck ends).
- You can move across the surface of a liquid as if it were solid, though you sink if you end your move on such a surface. You can traverse vertical surfaces without needing to climb.
- You roll to attack with 1 boon and your attacks deal an extra 4d6 damage

You can use this talent five times. You regain expended uses after you rest.

RAKEHELL

No matter the odds, no matter how high the stakes, you're in. You've won fortunes, and squandered them, with this attitude. Your preoccupation with gambling has undoubtedly created problems for you, but it has offered opportunities you might otherwise have never had. The same approach you have at the gaming table colors the rest of your life, and you are tempted into risky actions that might put yourself and others in danger for a chance at glory.

Every daring heist, every hunt with impossible odds, is a thrilling gamble, a near-perverse addiction that keeps you teetering on the edge. One wrong move, one miscalculation, and the consequences wouldn't just be financial ruin—they'd be a death sentence.

LEVEL 7 RAKEHELL

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Gambler's Burden: Certain talents granted by this path enable you to gain debt tokens. You can have at most a number of debt tokens equal to your level. If your debt tokens equal your level, you lose access to all talents gained from this path and you make attribute rolls with 1 bane. Whenever you make a luck roll you can choose to discard 1 debt token, but you then make the roll with 2 banes.

Double Down: You can use this talent when you get a failure on an attribute roll. Gain 1 debt token. Roll a d6 and add the number rolled to your result. At level 10, if the use of this talent turns the failure into a success and the roll was made to attack, the target of your attack takes an extra 3d6 damage.

Roll the Dice: You can use this talent when you attack, but before you roll the dice. Make a luck roll along with the attribute roll. You get a successful result only if both rolls result in a success, but if you succeed, the attack deals an extra 2d6 damage.

LEVEL 8 RAKEHELL

Health: +12

In the Hole: While you have at least 1 debt token, your attacks deal an extra 1d6 damage.

Risk-Taker: You can use this talent at the end of a round. Make a luck roll. On a success, you make all attribute rolls with 1 boon, while on a failure, you make all attribute rolls with 2 banes. In either case, the effect lasts until the end of your next turn.

LEVEL 10 RAKEHELL

Health: +12

Uncannily Good Fortune: You can use this talent when a creature rolls to attack you and you lack the confused, controlled, stunned, and unconscious afflictions. Gain 1 debt token and make a luck roll. On a success or a failure, subtract the result of your luck roll from the creature's roll. Once you use this talent, you lose access to it (luck ends).

RAVENGUARD

You bonded with a raven spirit from the Ephemera. The spirit has unfinished business in the mortal world—a debt to pay, a murder to avenge, or some other trouble to put to rest—and has offered its powerful magic to aid you in your quests. The connection attracts corvids wherever you go. You spot them in the trees, hear them through closed doors, and see their shadows pass on the ground as they wheel overhead.

LEVEL 7 RAVENGUARD

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Speak with Ravens (Magical): You can understand and be understood by ravens and other corvids, such as crows and jays.

Raven Companion (Magical): You have a cunning raven spirit as a companion. If the raven spirit dies, it disappears in a puff of smoke. After 1 minute, it reappears perched on your shoulder, having healed all damage and regained any lost Health.

Defense: 16, **Health:** 10

Attributes: Strength 9 (–1), Agility 12 (+2), Intellect 10 (+0), Will 12 (+2)

Size: ½, **Speed:** 5, Fly

Natural Weapons: The raven companion uses its beak and talons as natural weapons that deal 2d6 damage. The raven companion makes rolls to attack with 2 boons. On a critical success, the target makes a luck roll. On a failure, the target becomes blinded until the end of its next turn.

Combat Partners: When your raven companion deals damage to a creature, you make your next roll to attack before the end of your next turn against that creature with 1 boon.

LEVEL 8 RAVENGUARD

Health: +12

Conspiracy of Ravens (Magical): You can use an action to cause your raven spirit to multiply into hundreds of ravens. Target one Size 5 space within 15 yards. The ravens fly into that space and whirl about. Each enemy in that space takes 1d6 damage and makes an Agility roll with 1 bane. On a failure, the enemy takes an extra 1d6 damage. After resolving the attacks, the flying ravens create moderate obscurity in the space until the start of the next turn, at which point they reduce their numbers until only one remains inside a space of your choosing.

Fluttering of Wings (Magical): You can use a reaction when you take damage to halve the damage you take. Then, your body breaks apart into numerous ravens that caw and shriek as they fly apart and move up to 10 yards. When they finish moving, you return to your normal form. Once you use this talent, you lose access to it for 1 minute.

LEVEL 10 RAVENGUARD

Health: +12

Fight As One (Magical): You can use this talent when your raven companion would take damage while you are within 10 yards of it. You take some or all of that damage instead. In addition, while you and your raven companion are within 5 yards of each other, you impose 1 bane on rolls made to attack yourself and your raven.

Raven Steed (Magical): You can use an action to cause your raven companion to grow into a giant version of itself provided you can see it. It remains in this form until you use an action to return it to its normal form or it becomes incapacitated.

Defense: 14, **Health:** 30

Attributes: Strength 14 (+4), Agility 10 (+0),
Intellect 10 (+0), Will 12 (+2)

Size: 2, **Speed:** 5, Fly, Mount

Natural Weapons: The raven steed uses its beak and talons as natural weapons that deal 4d6 damage. The raven companion makes rolls to attack with 2 boons.

SANGUINIST

Scars display the brutality of your technique, and where the skin has not yet knitted closed, pus and blood weep from innumerable gouges and lacerations. You found that magic courses through your veins, and when you spill your blood, you can siphon off its energies to enhance your spells. A slash on the leg, a pierced wrist, or a cut across the palm can deliver blasts of flame, warp minds, or transport you to a distant destination in an instant. Cutting your flesh was but the first step on the road toward mastering blood magic, and the farther along it you travel, the greater and more profound the effects.

You acquire a magical blade as part of your training in blood magic. Extensive work with this blade, involving it in your experiments and using it to carve your skin, awakens in the weapon a dire thirst for blood from anyone. The blade features a network of runes that flare with eerie light when it draws blood. The stained leather wrapping around its handle bears a stamp of some kind.

LEVEL 7 SANGUINIST

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Languages: Any one

Traditions: One, **Spells:** One expert

Blade of Bloodletting (Magical): You have a magical dagger called a Blade of Bloodletting. If you lose this weapon, it returns to your hand 1 hour later. The Blade uses the normal rules for a dagger, except it loses the Light trait. When you attack with the weapon, you can use any attribute in place of the attribute you would normally use and you roll with 1 boon.

Finally, when you deal damage to a flesh-and-blood creature with this weapon, the target becomes cursed (luck ends). While the target is cursed in this way, you can choose it as the target of your magical effects regardless of the distance between you.

Blood Magic (Magical): When you cast a spell while you wield your Blade of Bloodletting, you can spill your blood instead of expending a casting. You lose 1d6 Health to cast a novice spell, 2d6 Health to cast an expert spell, and 4d6 Health to cast a master spell. If this loss of Health would result in your death, you resolve the spell's effect before you die. You can use this talent a number of times equal to half your level. You regain expended uses after you rest.

LEVEL 8 SANGUINIST

Health: +12

Spells: One expert

Cutting Spell (Magical): Any creature that takes damage from a spell you cast while you wield the Blade of Bloodletting takes an extra 2d6 damage. At level 10, the creature takes an extra 4d6 damage instead.

LEVEL 10 SANGUINIST

Health: +12

Spells: One master

Vampiric Blade (Magical): You can use this talent when you get a success for an attack made using the Blade of Bloodletting. The target loses 2d6 Health, and becomes weakened until the end of its next turn. You then make a luck roll. On a success, you regain Health equal to the amount the target lost.

SAPPER

You have a knack for chemistry and can use your extensive knowledge to build potent explosives to clear just about any obstacle from your path. Your ability could stem from trial and error, the results of which might have claimed a fingertip or two, or might arise from formal training, after being attached to a military outfit and assigned to a group of engineers. Or maybe you just want to watch the world burn. Whatever your reasons, you have thrown all your effort into making and mastering the use of bombs. Being around explosives all the time might have an effect on your nerves. You could be extra twitchy, paranoid, or just anxious all the time.

LEVEL 7 SAPPER

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Bomb Builder: You can use this talent after you rest, provided you have a tool kit. You construct a number of grenades equal to twice your level. You can sacrifice two grenades to build a bomb instead. The explosives retain potency until used or until after you rest.

Demolitionist: Your bombs and grenades deal an extra 1d6 damage. Also, you make luck rolls with 1 boon to avoid accidental detonation of bombs you carry. Objects that take damage from bombs you set take double damage.

LEVEL 8 SAPPER

Health: +12

Bombs Away: When you throw a grenade or bomb, you can throw a second grenade or bomb as part of the same action.

Varied Arsenal: When you use your Bomb Builder talent, you can sacrifice one grenade to build a smoke bomb or two grenades to build a gas bomb. Details on these items appear in Chapter 3.

LEVEL 10 SAPPER

Health: +12

Maximum Destruction: When you use your Bomb Builder talent, you also construct one high-explosive bomb. This bomb retains potency until used or after your rest. The high-explosive bomb functions as a normal bomb, but when it detonates, it deals 10d6 damage to each creature and object within 5 yards of it, 5d6 damage to each creature and object within 6 to 10 yards of it, and 2d6 damage to each creature and object within 11 to 15 yards of it. A creature that takes this damage makes a Strength roll, an Agility roll, a Will roll, and a luck roll.

- On a failed Strength roll, the creature is blown 1d6 × 5 yards away from the bomb and lands prone.
- On a failed Agility roll, the creature takes an extra 5d6 damage.
- On a failed Will roll, the creature becomes stunned (luck ends).
- On a failed luck roll, the creature catches fire (luck ends).

All creatures within 25 yards of where the bomb exploded become deafened for 1 hour and then become deafened (luck ends). Smoke from the explosion fills a Size 100 space centered on the point of detonation for 1 minute. The sound of the explosion carries 10 miles.

SCHEMER

No one should ever trust you. *You* wouldn't trust you. Why? You're always scheming, always plotting, always finding the angle to get an advantage. You do whatever you must to get ahead, even if it means betraying your friends. It all comes down to you looking after you. If you don't, no one else will.

LEVEL 7 SCHEMER

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Stolen Success: When a creature you can see gets a success on an attribute roll, you can use a reaction to have the creature make a luck roll. On a failure, you turn the successful attribute roll into a failed one. In addition, you can use the creature's die roll in place of the next attribute roll or luck roll you make before the end of your next turn.

Take Cover: You can use a reaction when an enemy you can see targets you for an attack or harmful effect to switch the target from yourself to a creature you choose within 5 yards of you. Once you use this talent, you lose access to it (luck ends).

LEVEL 8 SCHEMER

Health: +12

Lightning Reflexes: Increase the number of reactions you can use during a round by one.

Dastardly Strike: You can use a reaction when an enemy within 5 yards takes damage to cause that enemy to take an extra 2d6 damage. At level 10, the enemy takes an extra 3d6 damage instead.

LEVEL 10 SCHEMER

Health: +12

Always Scheming: When a luck roll is required to regain the use of a talent, you make the roll with 1 boon.

Guileful Combatant: You can use this talent when you attack an enemy that has already been attacked during the round. You roll with 3 boons and your attack deals an extra 2d6 damage.

TREACHEROUS COMPANION

A successful schemer exploits every and any advantage they can to get the upper hand in a situation. The talents granted let you take whatever you need from anyone around you. While it would be nice to restrict such shenanigans to your enemies, sometimes your allies become unwitting dupes for your schemes. Stealing successes and putting your friends into harm's way to escape danger can be fun for you, but you should be mindful of how the other players feel about becoming your safety net. In short, talk to the other players and establish some ground rules about what they're willing to tolerate.

SEEKER

You joined the seekers to become an agent of the druids. You serve them as soldier, bodyguard, and spy. Something you have done has earned you a place in the organization. You underwent a long initiation, during which you have circles of runes tattooed around one of your eyes and a star burned into the palm of each hand. You swear oaths of loyalty to the druids and offer your life in recompense should you fail or betray the order. You acquire a long gray cloak to hide you when in the field and boots to silence your steps.

LEVEL 7 SEEKER

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Languages: Any one

Long Eye (Magical): With the eye around which you have the tattoo, you can see out to a range of 10 yards without needing light. You also see outlines around creatures, objects, and spaces affected by magic. Finally, once per round, when you roll to attack and the number on the d20 is a 3 or less, you can roll another d20 and add the number to the original number rolled.

Seeker's Cloak (Magical): You have a magical cloak. If you lose this item, it returns to you 1 hour later. While you wear the cloak, you impose 1 bane on rolls to attack you and on rolls to find you when you are hidden.

Seeker's Boots (Magical): You have a pair of magical boots. If you lose these boots, they return to you 1 hour later. While you wear these boots, you have the Silent trait.

LEVEL 8 SEEKER

Health: +12

Seeker's Mark (Magical): You can use this talent when you get a success on a roll to attack an enemy. The enemy becomes marked. The mark appears as a faintly glowing skull visible only to you and others that can see invisible creatures and objects. The mark remains for 24 hours or until you use this talent again. The mark produces the following benefits:

- An enemy you have marked cannot hide from you.
- Anyone that can see the mark makes rolls to attack the enemy with 1 boon.
- Your attacks against an enemy you have marked ignore obscurement and all cover except total cover. If you get a critical success on a roll to attack this enemy, your attack deals an extra 3d6 damage.
- At level 10, when you roll to attack the marked enemy, you roll an additional d20. You can use either result. If the same number comes up on both dice, add the numbers together to find the result.

LEVEL 10 SEEKER

Health: +12

Ye Shall Find (Magical): You can use an action to name one specific creature or object. If the Sage determines that the named creature or object is within 100 miles, you learn its exact location at the time when you use this talent.

SENTINEL

The sentinels formed to watch the west for signs of a resurgent Empire and to guard against the horrors spawned from its collapse. Time eroded their numbers, and few sent to patrol the towers and walls were worthy of undergoing the rites of initiation to gain full membership. Now, only a handful of true sentinels remain, and hopes for the organization's future have begun to die.

You understand the threat the west poses, especially now that the Great Kingdom and other nations fight over the ruins of civilization in the Old Country, and you have pledged your sword to the sentinels. Before you take your place atop the towers with the others, you have time to finish your outstanding business and, in doing so, inspire others to follow your lead.

LEVEL 7 SENTINEL

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Expose the Enemy (Magical): You can use this talent when you get a success on a roll to attack an enemy. The enemy becomes cursed (luck ends). While cursed in this way, the creature cannot hide, become invisible, or benefit from any effect that would prevent creatures from perceiving it.

Peerless Watcher: You can use this talent when you become blinded, confused, controlled, or stunned. Make a Will roll. On a success, the affliction ends.

LEVEL 8 SENTINEL

Health: +12

Pierce Disguise (Magical): You can use an action to target one creature you can see within 5 yards. If that creature wears a mundane or magical disguise, you know it. If the creature is under the effects of transformation, you see its true form. The effect lasts until the end of your turn.

Reveal Weakness: Enemies you can see grant you 1 boon on your rolls to attack them. In addition, when you get a critical success on a roll to attack an enemy, the enemy becomes vulnerable until the end of your next turn.

Vanquish the Cursed: Your attacks deal an extra 2d6 damage to cursed targets. At level 10, such attacks deal an extra 4d6 damage instead.

LEVEL 10 SENTINEL

Health: +12

Penetrating Gaze: You can use an action to gaze at one object within reach. For you, a window opens through the object so that you can see whatever lies behind it. The window can extend through 1 inch of metal, 1 foot of stone, or 10 feet of wood or some other organic material. Your enhanced vision persists until the end of the round, but you can use an action to extend the duration until the end of the next round, up to a maximum of 1 minute. If you can no longer reach the object of your scrutiny, the effect ends immediately.

Uncanny Awareness: You gain the Awareness 20 trait.

SILHOUETTE

Maybe you had a knack for shadow magic. Perhaps you stumbled upon the tradition when burgling a mage's abode, or you might have decided that Shadowmancy makes an effective tool for enriching yourself. Whatever your reasons for using this tradition, you learn its spells to develop your criminal techniques in potent and effective ways.

LEVEL 7 SILHOUETTE

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Traditions: Shadowmancy, Spells: One expert

Eyes in the Dark: You gain the Dark Vision trait if you do not already have it. If you have it already, double its range.

Shadow Strikes Darkly (Magical): Shadows enhance your strikes while you are in gloomy conditions. If you are in dim light, you make rolls to attack with 1 boon. If you are in faint light, you make rolls to attack with 1 boon and your attacks deal an extra 1d6 damage. If you are in no light at all, you roll to attack with 2 boons and your attacks deal an extra 2d6 damage.

LEVEL 8 SILHOUETTE

Health: +12

Spells: One expert

Slither Through (Magical): You can use this talent while you are in dim light, faint light, or no light at all. You treat solid obstacles as challenging terrain, which enables you to move through them. If you end this movement inside an object, you return to the last empty space you left.

Shadow Cloaked (Magical): If you are in bright light, you appear to be in dim light. If you are in dim light, you appear to be in faint light. If you are in faint light, you appear to be darkness with your shape. The appearance counts as actual lighting conditions for determining the effects of your talents.

At level 10, you impose 1 bane on rolls to attack you. If you are in faint light, you impose 2 banes, and 3 banes when in no light at all.

LEVEL 10 SILHOUETTE

Health: +12

Spells: One master

Shadow Thief (Magical): You can use this talent when you get a critical success for a roll to attack. You steal the target's shadow, which tears free from the target and then gathers itself into a small black ball. You retain this shadow until you use this talent again, you become unconscious, or the target becomes incapacitated.

While you have a target's shadow, the target cannot hide from you, you make rolls to attack it and steal from it with 1 boon, your attacks against it deal an extra 2d6 damage, and you can expend your move to teleport to an empty space within 5 yards of the target, regardless of the distance between you. You can perceive the area around the target before you teleport.

SNIPER

You work best on your own. You slip away from your companions, sneaking to wherever you can get the clearest shot, then let loose a deadly projectile to take down an unsuspecting target. Using a position of advantage, you keep enemies pinned down long enough for your allies to close in and take them out.

LEVEL 7 SNIPER

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Distance Shot: Add 30 to the range of any ranged weapon you wield.

Stealth Mode: If you are not injured and not in combat, you can enter stealth mode. You become removed from play until you choose to end this effect. While removed from play, you are considered to be doing nothing except hiding and sneaking. You can end this effect at any time. When you do, make a luck roll. On a success, you return to play in any empty space within 30 yards of at least one ally. On a failure, you suffered a setback while in stealth mode. Roll a d6 and consult the following list to see what happens to you.

D6	EFFECT
1	You encountered an enemy that left you for dead. Your damage total equals your Health score and you are hidden in a space of the Sage's choice within 30 yards of at least one ally.
2–3	You encountered an enemy and were injured. Your damage total equals half your Health score and you are hidden in a space of the Sage's choice within 30 yards of at least one ally.
4–5	You couldn't find a good position. You return to play in a space of the Sage's choice within 15 yards of at least one ally.
6	You got turned around. You return to play hidden in a space of the Sage's choice within 15 yards of at least one ally.

Sniper Shot: If you end the effects of your Stealth Mode talent and attack with a ranged weapon, add 10 to the result of your roll to attack. If the result of your successful attack is 30 or higher, the attack deals an extra 10d6 damage. Once you use this talent, you lose access to it for 1 hour. At level 10, you lose access to it (luck ends).

LEVEL 8 SNIPER

Health: +12

Sow Chaos: You can use this talent when you make a ranged attack while hidden. Each enemy within 5 yards of the target of your attack makes a Will roll. On a failure, the target becomes frightened of you, or a Size 5 space centered on you if you are still hidden, until you become incapacitated or the target overcomes the affliction with a successful Will roll.

Unseen Shooter: You can use this talent when you make a ranged attack while hidden. Make a luck roll. On a success, you remain hidden after resolving the attack.

LEVEL 10 SNIPER

Health: +12

Perfect Aim: You can use a reaction when you attack with a ranged weapon to roll an additional d20 and use the highest result.

SPELLTHIEF

You have a gift for casting spells. Probably you had a little formal training, but no one teaches what you know how to do. You have a gift for plucking spells from somewhere and adding them to your repertoire. Not even you know where they come from; they just pop into your mind when you need them.

A clue into the nature of your abilities is your talent for snatching magic from others. When a magician attempts to cast a spell and you're nearby, you can steal their magic to add to your own. Perhaps when you use your gifts, someone somewhere has forgotten how to cast a spell they knew, if only for a time.

LEVEL 7 SPELLTHIEF

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Languages: Any one

Purloined Spells: You can use this talent after you rest. Choose two novice spells and one expert spell from any tradition. You learn these spells. You retain knowledge of the spells until after you rest again. Once you use this talent, you lose access to it until after you rest.

At level 8, you add one more expert spell. At level 10, you add one master spell.

LEVEL 8 SPELLTHIEF

Health: +12

Steal Magic (Magical): You can use a reaction when a creature within 10 yards produces a magical effect to make an Intellect roll against the Intellect of the creature that enabled the use of this talent. On a success, the effect disperses without harm, and you regain one casting of a spell you have learned.

At level 10, when you successfully use your Steal Magic talent, you cause the target to become confused (luck ends). While confused in this way, the target is Intellect and Will impaired.

LEVEL 10 SPELLTHIEF

Health: +12

Sudden Spell (Magical): You can use this talent when you move at least 1 yard and you lack the confused, controlled, stunned, or unconscious afflictions. Cast a spell you have learned without having to use an action to do so. Once you use this talent, you lose access to it (luck ends).

MYSTERIOUS MAGIC

The source of your magic is unknown, but its effects are clear. You can learn spells on the fly and even steal them from others. Is your magic a borrowed power? Perhaps the answer lies in the whispers of forgotten incantations, echoing faintly in your mind whenever you pluck a new trick from the unseen aether. This strange ability raises a question: is there a cost to this borrowed magic?

TRAPSMITH

You know how to sort just about any trap. If you happen to find something you've never seen before, odds are you'll find a way around it. But more than your ability to dismantle traps is your propensity for making such devices and using them to great effect. One never knows where you placed your trap, but it's certain that you have one somewhere.

LEVEL 7 TRAPSMITH

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Disable Device: You can use an action if you have a tool kit to attempt to disable a device. Target one ordinary object in reach. Make an Intellect roll with 1 boon. On a success, the device no longer functions until you or another creature with a tool kit spends 1 minute repairing it. At level 10, you can use this talent to disable magical devices.

Trap Smithing: You can build traps using a tool kit in a Size 5 space centered on you. It takes 1 minute of work. When you finish, the space becomes trapped until triggered. At level 10, the trap can be triggered three times before losing functionality. When a creature enters the target space and is not aware of the trap, it makes a luck roll. At level 10, you impose 1 bane on the roll. On a failure, the creature triggers the trap and loses 2d6 Health, or 4d6 Health if the result of the luck roll is a critical failure. The creature that triggered the trap also either becomes your choice of held (luck ends) or weakened (luck ends). Alternatively, you can forgo these afflictions to have the trap make a noise as loud as a shout when triggered. A creature in or that can reach the target space can attempt to find the trap by making an Intellect roll. On a success, the creature knows where the trap is. A creature with a tool kit and professional knowledge of disarming traps can, if aware of it, spend 1 minute working with the kit to disarm it. At the end of this time, the creature makes an Intellect roll. At level 10, you impose 1 bane on the roll. On a success, the creature disarms the trap. On a critical failure, it triggers the trap.

LEVEL 8 TRAPSMITH

Health: +12

Instinct for Danger: You impose 1 bane on rolls made by traps against you, and you make rolls to resist effects created by traps with 1 boon. At level 10, you also lose half the Health from being harmed by traps.

Nasty Surprise: You can use a reaction when a creature within 5 yards attacks you to give the creature a nasty surprise. Make an Intellect roll against that creature's Agility. On a success, the enemy loses 3d6 Health and becomes vulnerable until the end of its next turn. Once you use this talent, you lose access to it (luck ends).

LEVEL 10 TRAPSMITH

Health: +12

Portable Trap: You can use an action to spring a nasty trap. Target one creature within 5 yards of you. The target loses 6d6 Health. Once you use this talent, you lose access to it for 1 minute.

Trigger Your Trap: You can use a reaction when you move while within 5 yards of a space containing a trap created by your Trap Smithing talent to trigger the trap against one creature you choose in that space.

TRICKSTER

No matter the complication, no matter how tough the challenge, you have a knack for coming up with a way around or through the problem. It's just a matter of being willing to see the situation as it really is and then have the wits to find the pattern that you can exploit. You are so good at trickery, that it seems you can even break the laws of reality. Maybe the gods favor you, or possibly you have tapped into magic or even become magical. Whatever the reason, you are no longer bound by the constraints that limit other people. You can do things no one else can and go places others cannot. You find ways to survive even certain death and have a knack for showing up where people least expect you. You are a trickster, and the world is your playground.

LEVEL 7 TRICKSTER

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1 d6

Tricks Up Your Sleeve: You can use this talent at the start of your turn. Roll a d6 to find out the trick you can play. If you have not made use of the trick before the start of your next turn, discard it.

D6	EFFECT
1	You can expend 2 yards of movement to either become invisible for 1 minute or alter your physical features so that you look like a different member of your ancestry until you use this talent again, until you become unconscious, or until after you rest.
2	When you move 1 yard, you can teleport to an empty space you can see. At level 10, you can teleport to any empty space you have seen at least once before.
3	You can use a reaction when you would take damage to reduce the damage to 0.
4	You can use a reaction when a creature you can see gets a success or a failure on an attribute or luck roll to turn either the success into a failure or the failure into a success.
5	You make attribute rolls with 3 boons until the start of your next turn.
6	Target one creature you can see and bestow one of the following afflictions (luck ends): confused, Strength impaired, Agility impaired, Intellect impaired, Will impaired, or vulnerable.

LEVEL 8 TRICKSTER

Health: +12

Cunning Edge: You make attribute rolls and luck rolls with 1 boon and your attacks deal an extra 1 d6 damage.

LEVEL 10 TRICKSTER

Health: +12

Rig the System: Whenever you use your Tricks Up Your Sleeve talent, you can roll two dice and use either number rolled to determine the effect.

The Devil's Own Luck: The target number for your luck rolls is 5 instead of 10.

UNCANNY ACROBAT

After a career of dodging, tumbling, rolling, and otherwise evading danger, you have come to master the movements of your body. You have balance and poise, an easiness in your own flesh that lets you move with speed and grace through the most dangerous and treacherous places. Such skill enables you to do things others find impossible. Flips, rolls, jumps, and leaps: you spring about the battlefield, always staying out of your enemies' reach until you find the opening you need to strike. You can scurry up walls, maintain your balance on the narrowest surfaces, and contort your form to squeeze through the tightest spaces. You have become the perfect acrobat.

LEVEL 7 UNCANNY ACROBAT

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1 d6, Speed: +1

Acrobatic Maneuvers: While you are not injured and you lack the confused, controlled, stunned, and unconscious afflictions, you impose 1 bane on rolls to attack you and you have the Slippery trait.

Bounding Assault: If you move at least 3 yards before you make an attack, you roll with 1 boon and your attack deals an extra 1 d6 damage. At level 10, the attack deals an extra 2 d6 damage instead.

Superior Initiative: When you use a reaction to take the initiative, you regain the use of the reaction.

LEVEL 8 UNCANNY ACROBAT

Health: +12, Speed: +1

Escape Artist: You can expend 2 yards of movement to end the held affliction, shed rope or chain bindings, or slip free from manacles and similar ordinary restraints. Also, you can spend 1 yard of movement to ignore the consequences of squeezing until the start of your next turn.

Leaper and Springer: You can expend 2 yards of movement to jump 10 yards horizontally, 5 yards up, or 30 yards down, landing safely on a surface that can bear your weight within range. Double these distances at level 10.

LEVEL 10 UNCANNY ACROBAT

Health: +12, Speed +1

Like a Butterfly: You gain the following benefits:

- You can use a reaction when you fall to make an Agility roll. On a success, you suffer no harm from landing, and, on a failure, you lose half as much Health.
- You ignore the negative consequences of running.
- If your Speed is greater than 0, you can stand up from prone without having to expend movement.
- You can move through spaces occupied by other creatures. When you do, you can force the creature to make an Agility roll. On a failure, the creature takes 1d6 damage. A creature can be affected in this way just once per round.
- You gain the Strider trait if you don't have it already. Also, you can run up, down, and across vertical surfaces, though you must end your move on a surface on which you can normally stand.

WAR MACHINE

Where others spend their time training and studying to improve themselves, you opted to make use of your technological knowhow to construct armaments to aid you in your quests. You start small, building gloves and boots, but, as you advance along this path, you continue to add components until, by the end, you have constructed an armored battle suit. The suit might have components made from machinery, though it could also incorporate vegetable matter, stone plating, or other pieces in accordance with your nature.

LEVEL 7 WAR MACHINE

Attributes: Increase three attributes by 1 each.

Health: +12, Bonus Damage: +1d6

Battle Gauntlets: You construct a pair of gauntlets. If you lose them, you can replace them after you rest. Only you can benefit from these items. While you wear the gauntlets, you make Strength rolls with 1 boon, or 2 boons at level 8. You can use the gauntlets as off-hand melee weapons that deal 2d6 damage. At level 8, they gain the Bludgeoning and Brutal traits.

Battle Boots: You construct a pair of boots. If you lose them, you can replace them after you rest. Only you can benefit from wearing them. While you wear the boots, you increase your Speed by 3 and you have the Strider trait. However, you fail rolls to sneak.

LEVEL 8 WAR MACHINE

Health: +12

Mechanized Armor: You construct a mechanical suit of armor, incorporating your Battle Gauntlets and Boots into the design. Only you can benefit from wearing the suit. While you wear it, your Defense becomes 18 and it counts as light armor.

LEVEL 10 WAR MACHINE

Health: +12

Armored Battle Suit: You upgrade and incorporate the components you have constructed already into an Armored Battle Suit. It has a humanoid shape, but you decide its appearance. If the suit is destroyed, it is lost forever.

When not worn, the suit counts as a Size 3 object with Defense 0 and Health 100.

A creature that has a tool kit can spend 1 minute working on the suit and expend a set of spare parts to remove 1d6 damage from it.

You can power on or off the suit at the start of your turn. If powered on, the battle suit moves when you move to stay within 5 yards of you. You can expend 2 yards of movement to open the suit and step inside it. You pilot the suit from inside.

While inside the device, you use the following rules in place of your own.

Defense: 20, **Health:** 120

Attributes: Strength 18 (+8), Agility 8 (–2)

Size: 3, **Speed:** 6

Senses: Keen Hearing, Keen Vision

Protection: You are immune to the effects of exposure, infection, suffocation, and being poisoned.

Sudden Explosion: If the suit's damage total equals its Health while you are inside the suit, make a luck roll. On a success, the suit powers down and becomes an ordinary object. On a failure, its power source explodes, destroying the suit. Each creature and object within 10 yards takes 10d6 damage. A creature makes a luck roll and, on a failure, takes an extra 10d6 damage. You, however, eject and land safely in an empty space of your choice within 15 yards.

Natural Weapon: The suit comes equipped with a blade-shaped natural weapon. You roll to attack with the blade with 1 boon and your attacks with it deal 5d6 damage.

CHARACTER

LEVEL

SHADOW OF THE WEIRD WIZARD

ANCESTRY

TRAITS

STRENGTH

SPEED

AGILITY

INTELLECT

SIZE

WILL

BACKGROUND, DESCRIPTION, & PROFESSIONS

NOVICE PATH

TALENTS

HEALTH

CURRENT

NORMAL

INJURED ☐
INCAPACITATED ☐

DAMAGE

DEFENSE

BONUS
DAMAGE

EXPERT PATH

TALENTS

ARMOR & SHIELD

NAME

DEFENSE

NATURAL DEFENSE

WEAPONS

NAME

TO HIT

BOONS &
BANS

DAMAGE

HANDS

PROPERTIES

MASTER PATH

TALENTS

EQUIPMENT

TALENTS & SPELLS

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TALENTS & SPELLS

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TALENTS & SPELLS

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Map of the Borderlands Description

A hand draw map in light mono-color shades

Decorative elements:

At the top left is a hand drawn crescent moon with a face looking at the map. Bottom left is a hand drawn face blowing northeasterly winds from his mouth. Bottom right is a hand drawn face blowing northwesterly winds. At top right is a hand drawn sun made to look like a directional compass. On the sun's forehead is an indicator for North. At top center of the map, is a hand drawn face looking down at the map blowing a southerly wind. The very bottom of the map has a label THE BORDERLANDS surrounded by a thorny spiky border.

The map:

Under the moon at top left is OLD COUNTRY with an arrow pointing off the left side of the map. Just below that text is SUCCOR. Moving across the top of the map to the right or east, is a mountain range called TROLL HAUNTS, a wooded area called DARK WOODS with a small lake below it, and a very tall mountain called DRAGON SPIRE. Continuing to move to the right or east is a valley called VALE OF SORROWS a wooded area toward the top of the land called KHAZUD LANDS which lies on the coast of THE SUNRISE OCEAN, and to the north east of KHAZUD LANDS is 1 large island with 3 smaller islands around it called CINDER PEAK ISLES.

Directly below KHAZUD LANDS that is small mountain range called DRAGON'S TEETH MOUNTAINS. To right or east but in between KHAZUD LANDS and the DRAGON'S TEETH MOUNTAINS is a bridge over a chasm call GRIFFIN'S BRIDGE. Directly to the right of DRAGON'S TEETH MOUNTAINS is a place where jungle meets mountain where you'll find DRAGON'S FIST MONASTERY. This large jungle area is called THE GREAT JUNGLE OF ZA. In the southeast region of THE GREAT JUNGLE OF ZA is a temple. To the right or east of the GREAT JUNGLE OF ZA is an arrow pointing off the map over land that stretches off the edge of the map. Above the arrow it says THE NEW LANDS. The southeastern edge of THE GREAT JUNGLE OF ZA makes up the northeastern coast of the landlocked sea called THE INNER SEA.

To the left or west of THE GREAT JUNGLE OF ZA is an area of badlands / desert called THE WASTES where you will find THE VAULT, which lies at the center. On the southerly edge of THE WASTES, is a lake of mercury called THE EYE OF GOD. To the left of THE WASTES is a wooded area called THE ATTERCOP FOREST with two lakes to the left or west of it positioned above one another, connect by a river that stretches north from the top lake to a mountain range. North by northwest of ATTERCOP FOREST is THE WILDERLANDS that contains three more lakes in a triangular pattern that are connected by a river, which also connects to the lake just south of DARK WOODS. Near the northmost lake, just south or below it, is NINE BELLS.

Directly west or left of ATTERCOP FOREST and under the western-most lake in THE WILDERLANDS are THE PLAINS OF PENDARM. NEW TOWN lies on the western edge of THE PLAINS OF PENDARM on THE RUSHINGS river, which starts at the southern coast of THE BORDERLANDS and stretches far north almost to the north coast, branching off to the west or left in numerous places. West or left of NEW TOWN on the other side of THE RUSHINGS river lies SALT BARRENS. Halfway between

SUCCOR and southern coast in THE SALT BARRENS lies the city BONE, which has a branch of THE RUSHINGS river to the east or right.

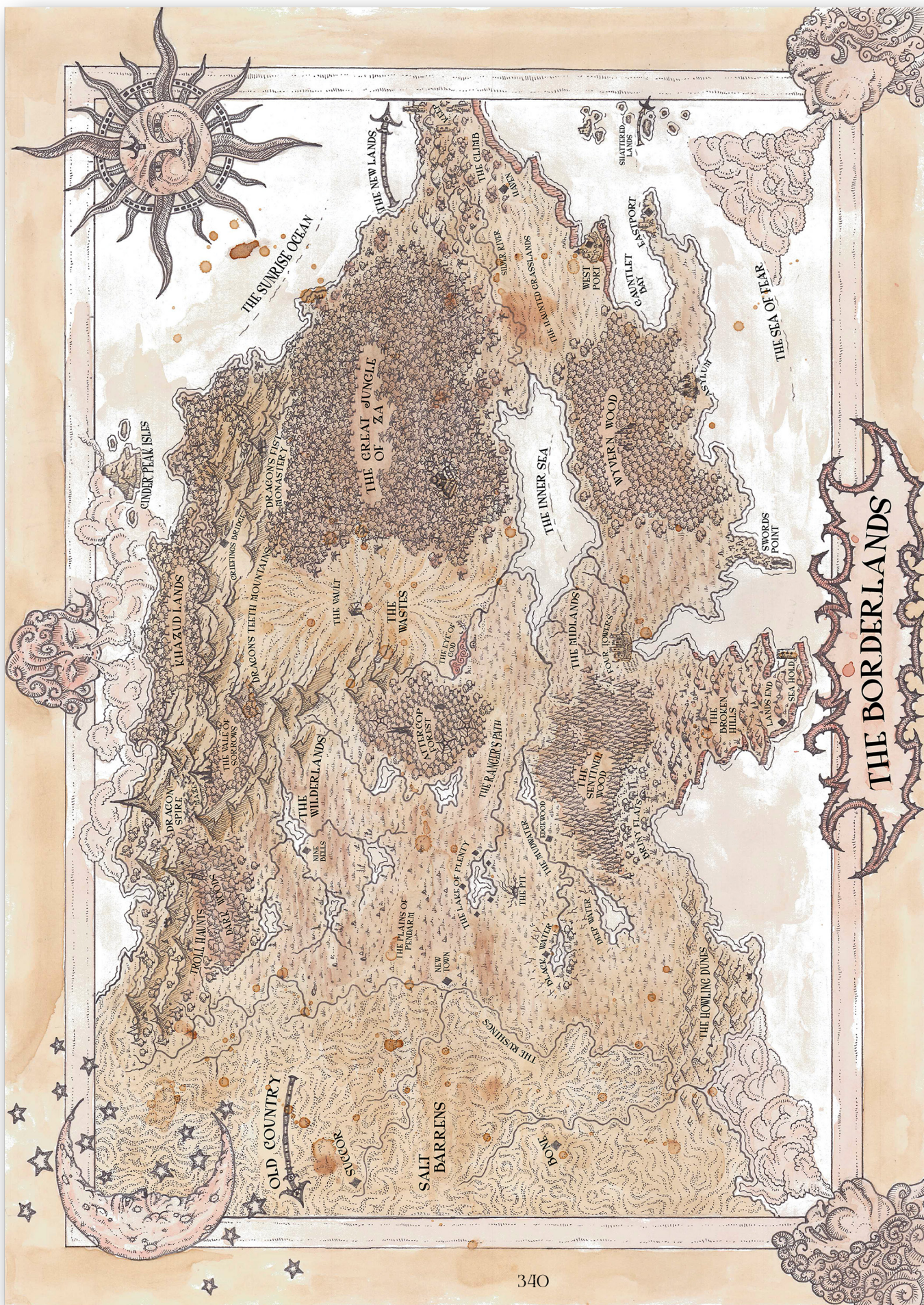
Back across the main THE RUSHINGS river to the east or right is BLACK WATER, a lake surrounded by cliffs. Below BLACK WATER on the southern coast is THE HOWLING DUNES. To the north east of BLACK WATER is THE PIT (which is aptly named because it is, in fact, a big pit). North of THE PIT is THE LAKE OF PLENTY, which has 5 small towns or villages around it. Slightly southeast of THE PIT is a lake called DEEP WATER. THE LAKE OF PLENTY is connected to a fourth lake that is fed by THE MUDDWATER RIVER. North of this unnamed fourth lake lies THE RANGER'S PATH.

River branches connect DEEP WATER lake and BLACK WATER lake to THE MUDWATER RIVER, which connects to a third unnamed lake to the east. Along the south side THE MUDWATER RIVER is a town called EDGEWOOD, which is just outside the northwest edge of THE SENTINEL WOOD, a wooded area. Under the southeast corner of THE SENTINEL WOOD is THE BRINY FLATS. A peninsula stretches south of THE SENTINEL WOOD into THE SEA OF FEAR. You encounter THE BROKEN HILLS as you travel south down the peninsula. Then you reach the town of LANDS END which lies on the southwest coast of the peninsula. On the very southeast tip of the peninsula lies SEA HOLD.

East of THE SENTINEL WOOD lies THE MIDLANDS which also borders a landlocked sea called THE INNER SEA, which connects through THE MIDLANDS to THE SEA OF FEAR by several rivers branching to a large city called FOUR TOWERS. East or right of FOUR TOWERS is a plains area that has a very small peninsula that juts south, and the southernmost tip of the peninsula is called SWORDS POINT. Straight east or right of FOUR TOWERS is a wooded area called WYVERN WOOD. The southern edge of WYVERN WOOD sandwiches the town of ASYLUM against the coast of THE SEA OF FEAR.

Branching off THE INNER SEA is a river going northwest, connected to THE EYE OF GOD. Another branch off THE INNER SEA called THE SILVER RIVER flows east out of THE INNER SEA and into THE HAUNTED GRASSLANDS. On the southern coast of THE HAUNTED GRASSLANDS is the cliff-perched city WEST PORT, which lies at the eastern mouth of GAUNTLET BAY. EAST PORT lies on the tip of a small peninsula that curves off the land southeast of WYVERN WOOD and east of ASYLUM. East of EAST PORT in THE SEA OF FEAR lies SHATTERED LANDS, a smattering of small islands of varying size. 10 are shown on the map.

East of THE HAUNTED GRASSLANDS is a town called HAVEN perched on the seaside cliffs of THE SEA OF FEAR. East of HAVEN is a hilly area called THE CLIMB. This is the area mentioned previously that stretches off the map with the label THE NEW LANDS. The eastmost part on this area of the map has a large castle called K



Back Cover

Ready Your Weapons and Prepare Your Spells: Adventure Awaits!

Shadow of the Weird Wizard is a fantasy roleplaying game in which you and your friends assume the roles of characters who explore the borderlands and make them safe for the refugees escaping the doom that has befallen the old country. Unsafe are these lands: the Weird Wizard released monsters to roam the countryside, cruel faeries haunt the shadows, undead drag themselves free from their tombs, and ancient evils stir once more. If the displaced people would rebuild their lives, they need heroes to protect them. *Shadow of the Weird Wizard* provides everything players need to make characters and play the game, using an evolved version of *Shadow of the Demon Lord*. With this book, you can create a bold defender, champion of innocents, a cunning mage armed with eldritch secrets, a traveling bard, seeking knowledge of the world, and so much more. *Shadow of the Weird Wizard*, when paired with *Secrets of the Weird Wizard*, gives you a complete roleplaying game experience!

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