

SECRETS OF THE WEIRD WIZARD



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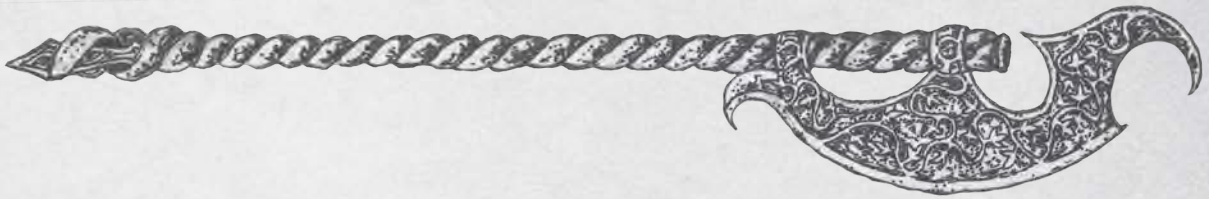
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INTRODUCTION

Every group needs a person to shape the game's story, present challenges, and reward the players when their characters complete their quests. In *Shadow of the Weird Wizard*, this person carries the title of Sage. I would argue that the Sage has the most fun. There's something to be said for putting one's creativity on display, to throw open the vault of imagination and let all the weirdness out. As a Sage, you're the one who shapes the story. You direct the action. You decide what happens and, more importantly, what could happen. And you're the one who hands out the rewards when the players complete their quest. You're the most popular person in the room and you hold everyone's attention, for you know what happens next.

I'm under no illusions about your experience with other roleplaying games. No doubt, if you're reading this chapter, you have come here with at least some experience at playing or running games like this one, games that use the titles of referee or narrator, using the words "dungeon" and "master." So, rather than waste your time and mine presenting this chapter as a how-to guide, I'm going to give a light overview of my style and the elements of game mastery that I think are most important. Then, I'll dive into some tools you can use for building and running quests. If I'm wrong about your familiarity, there's an ocean of advice for this sort of thing in the hundreds, if not thousands, of tabletop roleplaying games, to say nothing of all the well-intentioned folks on social media who will bend over backwards to put you on the right track.

Shadow of the Weird Wizard has its own naming conventions to reflect the spirit of the game. For starters, we use Sage instead of game master or referee. The name reinforces the idea that this player has all the answers. Plus, it's my cheeky nod toward the role best played by the inestimable Skip Williams in the pages of *Dragon Magazine*. Next, rather than adventure or mission, the game uses quests. A quest has an objective, and its completion marks the end of that particular story. Finally, the bad guys, whether evil or not, are enemies since monsters represent just one kind of opponent. That's about all you need to know, for now.



MOOD AND TONE

Shadow of the Weird Wizard reveals a world in crisis, one in which war and catastrophe have swallowed the old nations and turned them against each other in a death struggle. Refugees flee across the borderlands, drawn by the promise of a future in the New Lands, recently abandoned by a mysterious, eccentric, and some might call mad wizard who denied entry into this magic-warped realm for centuries. People fleeing the collapse of their homeland see his absence as an invitation to settle and make neighbors of the many strange peoples who cannot remember a time without the Weird Wizard.

Where in the Old Country, civilization has driven back all the bogeymen of old into the shadows, in the New Lands roam monsters of myth and legend. Here live people touched by magic, from the centaur herds running the plains in the north to the shapeshifting wargs who have fought against the Weird Wizard's dominion for centuries. This realm defies both reason and expectation, as the laws governing nature seem relaxed here. One can find islands drifting in the skies, rivers of stones tumbling down from mountains so tall that they climb above the blue dome of the world, their peaks touching the infinite dark. Entire forests uproot themselves and migrate with the seasons, coastlines redraw themselves daily, and the seasons might change without warning. Surely the

oddities of the New Lands arise from the Weird Wizard's magic, and people expect that the longer this figure stays away, the more normal the region will become, but for now the New Lands are anything but predictable.

Against this backdrop are the characters, people of exceptional capabilities who have come to the New Lands to find their fortunes, win fame and acclaim, and chisel their names into history as great heroes, bold adventurers, or champions of noble causes. Though these characters have great, epic destinies, their stories must have a beginning, and so you and your friends come together to make up the characters, shape their stories, and see where they will go.

For all the danger and strangeness this game presents to the characters, *Shadow of the Weird Wizard* offers a play experience for all kinds of gamers, whether they are newcomers to the hobby or grizzled veterans of many campaigns. Quests offer opportunities to make the world a better, safer place, to undo much of the damage done and present a future of better possibilities. Unlike *Shadow of the Demon Lord*, which revels in the mud, blood, and excrement, *Shadow of the Weird Wizard's* quests and larger stories produce good outcomes and have a lighter tone, all to broaden the game system's appeal. *Weird Wizard* has dark and unpleasant corners for those who want it, but such elements can be set aside and ignored as you choose.

SAGE BASICS

It's assumed you know something about roleplaying games, having perhaps come here from some other world-famous game, so I don't plan to do a lot of hand-holding here. However, you might find it interesting to know a bit more about my approach to running games.

KNOWLEDGE

You need to know a bit about the game before you try to run it. Mastery of the rules can come in time, but knowing where to find the answers when questions come up helps you keep the game moving. You also need to know about the player side of things. Make some characters. Run a combat. Fool around with the game a bit until you get a handle on it.

It also helps to know a bit about the setting. The good news is that the game world is pretty open to change. Details about the Old Country and New Lands have been left, for now, for you to develop as you like. And if you want a more fleshed out setting, the borderlands keep the focus on a smaller area rather than great swaths of the realm. You can keep quests to small regions, gradually widening out and adding detail to the surroundings as the characters progress through the story.

STORY FIRST

Roleplaying games have plenty of rules, and *Weird Wizard* is no different. There are rules for attacking, casting spells, falling, jumping, picking locks, chatting up locals, and a variety of other activities. Rules help make the game fair, but they can also strangle the story if you let them. Feel free to ignore, enforce, change, and add any rule you like provided that doing so makes the story better. In fact, such changes can make the game more fun for you and your friends depending on the play style you prefer. The only thing to add, here, as fun as tinkering can be, aim for consistency. Doing so preserves the players' trust in you to tell a good story and run a fair game.

ENCOURAGE THE PLAYERS

Some people see their role as Sage as one in opposition to the players. Here's the thing: you will always win. No matter what options the players have chosen, in the end, the tools at your disposal give you total control of what happens in play. Rather than "test" the players or make their characters' lives more difficult and thus the game less fun, become their advocate. Everyone wins when they finish the quest. This shouldn't be easy, but it shouldn't be hopeless either. Make the players feel challenged, but always with an eye toward keeping the story moving and the heroes alive until the end, nudging them or helping them as needed.



KEEP IT SIMPLE

The players depend on you for information about what their characters see, hear, and experience in the world around them. They need enough information to make decisions in the game, so it's crucial not to leave out details that could have a bearing on the situation. Similarly, don't hide that information behind excessive description. Keep it simple. Keep it short. Give the players enough to know where they are and what's happening. If they want more information, they will ask.

CHARACTERS ARE PROTAGONISTS

The whole point of this game is to tell fun stories involving a diverse cast of characters played by your friends. They are the story's protagonists, and everything that happens in the game serves to tell their stories. Keep the characters in the forefront of your mind, always looking for ways for them to develop.

Of equal importance, the players control their characters. They decide what their characters look like and how they think, act, and react. Some effects in the game can take away a player's agency for a brief time, but such things are rare. Unless you have good reason, avoid telling the players what their characters feel or do.



BE ADAPTABLE

Rarely do things in the game go as planned. Players have a knack for doing the unexpected. They chase red herrings, become embroiled in minutiae, and even miss out on major clues. You might have a magnificent plot in mind, only to discover that the players have gone in a completely different direction.

This is just the nature of roleplaying games. Rather than be heavy-handed and push the characters back into the plot, let them explore and see where the story takes them. Doing so makes the players feel like they have agency in the world rather than being mere spectators to what you decide unfolds and when. If you're running a prepared quest, you can always plunder parts from it to serve as challenges and obstacles. Using pieces from other quests can let you create an entirely new story based on the decisions the players make.

Sometimes you just have to make stuff up. The players might fail to find a piece of crucial evidence, head off along a different line of inquiry, or simply do something you never expected. It's tricky, of course, but in these situations, make up the details as you go. No amount of preparation can account for the full range of possible actions players might take.

And then there are times when players come up with ideas about what's going on all on their own, without you having to do anything. You might disabuse them of their conclusions, but you can also steal those ideas to make them your own. For example, say you describe an altar in a chapel and tell the players that a number of carvings on the altar's sides depict seraphs. You know there's nothing special about the altar, but one of the players has become convinced otherwise. Rather than dash their expectations, make the player feel smart by revealing a clue, a minor treasure, or something interesting about the altar. Not only does the player feel good, you also reward engagement with the imaginary environment.

KEEP IT FUN

You come together to have a good time, and you're in the position to make sure everyone does. For starters, you should always recognize individual players' boundaries and never cross them. There's no point in testing a player's limits. Making the game too edgy or overly dark could drive someone off or, worse, ruin a friendship. Similarly, make sure the players themselves don't cross lines of good taste. It's everyone's responsibility to keep the game fun, exciting, and interesting.

Some players behave in ways that can jeopardize the game. Excessive arguing, tantrums, spotlight hogging, and the like can spoil the fun. When this happens, you should pull the player aside and explain how and why their behavior is affecting the game. Oftentimes, disruptive players don't realize they are causing trouble and can be saved with a friendly conversation. But those who can't or won't rein in their problematic behavior should be shown the door for the greater good of all.

Players need to know they are in a safe place, free from anything they might find too upsetting. It's crucial that you respect that and enforce this rule, even with other players. For example, I don't enjoy graphic scenes of animal harm, so I don't explore such things in my games and encourage others to respect my tastes. If the game goes in a direction that is particularly dark and you see any signs of distress, retreat and take the story in a different direction. If you're unsure, periodically pause to gauge the players' comfort levels. Keeping the game safe and fun will make you the best Sage you can be.



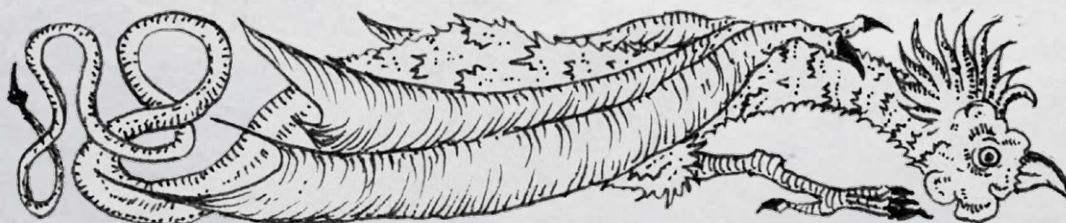
CHAPTER I

SAGE ADVICE

You've taken on the role of Sage. Good for you! You know how to run games already, so there's not too much I can tell you that you don't already know. Thus, this chapter gives you some friendly tips and advice for running this game instead of other tabletop roleplaying games and a slew of tools to help you create quests, campaigns, interesting roleplaying situations, exploration scenes, and battles.

You decide most of what happens in the game. For starters, you have read the quest or written it yourself, so you know how the story ought to shake out. You reveal the setting, control the enemies and people the characters meet, choose the weather, and decide on just about every other detail involving the story. The players, however, control how their characters act and react to developments in the story.

The most important decisions you'll need to make are how to interpret what the players say they do in the game and what actually happens as a result. Excited players might describe their characters doing all kinds of things, while shy players might offer little description of what their characters do in a scene. You sort through all the information you gain from the players and piece it together to assemble some sort of narrative.



DECIDING RESULTS

When a player describes their character doing something, you decide if it happens as described (yes), it doesn't happen (no), or it might happen (roll).

SAYING YES

The activity happens. You probably do this a lot without thinking about it. You don't call for a roll when a player says that her character is crossing a room or sets up camp or orders an ale from the bartender. Further, if we agree that the characters are competent people, there's no reason to question a lot of what they describe. The burly warrior wants to kick in the door? Let her. The nimble rogue wants to climb the knotted rope? Sure, why not. Saying yes helps you reward players for the choices they made when creating their characters and makes them feel as though they have agency in the story.

SAYING NO

It is just as important to say no. There's no reason to call for a roll when the stated activity is impossible. It's perfectly fine to tell the players that no, you can't hit the moon with the arrow you fired from the ground and no, you can't bend the bars on the cell window since you have a 9 Strength. If anything is possible, nothing is impossible, which, short of magic or the gods, makes everything absurd.

ROLL THE DICE

You can see the activity happening, but you also recognize that there's a chance that it doesn't. This situation comes up when the players' characters act against other creatures, such as making an attack or casting a spell, when they would avoid or mitigate a harmful effect, or when they do something else and the outcome is simply not certain. In these cases, you can call for an attribute roll or a luck roll to make the decision for you. You also call for rolls when the rules instruct you, though you can decide not to if the outcome is obvious.

STRENGTH ROLLS

A character makes a Strength roll when they perform an activity related to the use of physical force to accomplish a task or to see if their vitality is sufficient to resist a harmful effect.

- Climb and swim
- Run
- Break something
- Withstand poison or infection
- Make a melee attack
- Make an unarmed attack

AGILITY ROLLS

Tasks involving the use of dexterity, balance, poise, finesse, or reflexes might require an Agility roll.

- Balance
- Jumping
- Dodge
- Make a ranged attack and some melee attacks
- Make some unarmed attacks
- Pick a lock

INTELLECT ROLLS

Characters make Intellect rolls when they use their mental might to overcome challenges.

- Recall pertinent information
- Solve a puzzle
- Pass a lie off as the truth
- Cast a spell
- Spot an illusion
- Find a clue

WILL ROLLS

Will rolls come into play when a character would push past pain, adversity, and other obstacles to accomplish their goals or to carry out any other task that involves force of personality.

- Intimidate others
- Persuade someone
- Fight off fear
- Resist mind control
- Cast a spell
- Maintain one's focus while beset with distractions

LUCK ROLLS

Luck rolls happen when some event occurs that has no strong ties to a particular attribute, when there's a roughly even chance for something to happen, or whenever you let the dice decide the outcome. The rules also use luck rolls to determine when some harmful effects end and when characters regain the ability to use talents.

Luck rolls are useful for seeing if the characters happen to notice details around them with a casual glance or to check if they hear anything interesting when they put an ear to the door. Luck can also be great for determining random events. Say the characters pay a visit to the local wisdom. Is she at home when they show up or not? A luck roll can decide that outcome when the presence or absence of this wisdom has no major bearing on the story. Similarly, if a character lobbs a fireball into a room, you might call for a luck roll to see if the fireball weakened the ceiling enough to trigger a cave-in.



ANDS AND BUTS

When you add an “and” or a “but” to a yes or no, you have an opportunity to make a binary outcome more interesting. “Yes, and” rewards the activity by either revealing more information or allowing an even greater than expected success. However, “yes, but” suggests that the success comes with a complication. Similarly, “no, and” creates a worsening situation, while “no, but” enables a way to compensate for the setback. Some examples follow.

Heather plays a warrior named Heathen who dives for a lever sticking out of the wall so she can pull it down. Since her character did this in lieu of attacking or casting a spell, the Sage decides she pulls the lever (yes), lifting a gate and making a loud enough noise to distract the enemies, granting her allies 1 boon on rolls made to attack the enemies until the end of the round.

Chris plays a mage named Anodyne who leaps across a pit. It’s an easy jump, but the Sage notes that he has a low Agility score and has already described the edge of the pit as looking crumbly. Chris leaps the pit (yes), but has to make an Agility roll to keep his feet on the unstable surface.

Elise’s character, called Onyx, fights goblins in a room. She and her companions are outnumbered and the situation looks dire, so Elise tries to force open the door leading out of the room. Unfortunately, she fails her roll (no), but the Sage tells Elise that she spots a ring of keys hanging on a hook a few feet away.

Mike, playing a priest named Sandy, tries to threaten a barman with violence unless he gives up the name of the death master. The Sage knows the barman doesn’t know (no) and, because of the threat, he picks up a club and calls in a couple of bouncers to take care of this god-bothering nuisance.

ADJUSTING DIFFICULTY

The game pins the target number for unopposed tasks at 10 to give the players a slightly better than even chance of success. Boons and banes make the tasks easier or harder. When assigning boons or banes, only consider the nature of the task attempted; don’t add additional banes to offset boons a character might have, for example.

For each positive circumstance that would make the task easier, grant 1 boon. For each one that would make it harder, impose 1 bane. If you come up with 4 boons or more, you might as well grant an automatic success. Likewise, if you have 4 banes or more, it’s not unreasonable to just tell the player that the task is impossible under these circumstances.

DESCRIBE OUTCOMES

That a task succeeds or fails can suffice when it comes to describing an outcome, but adding evocative description helps the players become immersed in the game, while also making them feel as though they did something exciting. A fighter swings a sword and strikes a monster. You could ask for damage and move on, but describing how blood flies from the wound or how the monster howls in pain makes the scene more memorable. When a character fails to kick down a door, you could take a moment to describe the door’s solidity. Similarly, when a goblin’s arrow narrowly misses a character, you might describe the whistling the projectile makes

as it passes by or the cracking noise as it shatters on the character’s shield. All of these instances do more for the story than simply saying yes or no, success or failure.

TIME AND PACING

Time passes in the game at whatever rate you choose. You can summarize a couple of days’ travel with a few words of description or slow things down to focus on a conversation between the various characters. Fast or slow, time’s fluidity keeps the story moving at a reasonable pace.

USING ROUNDS

Tracking time in rounds helps you remember what’s going on in the story when the stakes are highest, such as in combat or in chases. In combat, rounds both make sure everyone has a chance to contribute to the scene and help keep track of all the action.

Beyond combat, you can use rounds in any situation where you need to know what everyone’s doing at a particular moment. You don’t have to use the standard round structure, though. You can simply go around the table (or virtual table) and ask what everyone’s doing, then resolve their activities one at a time. Scenes where time matters, such as escaping a flooding room trap or when there’s a countdown, need rounds to ensure everyone has a chance to contribute to the challenge and manage events as they unfold.

CHARACTERS

Each player needs a character in the game. If you’re running the game for newcomers, especially those who have never played a tabletop roleplaying game before, you should set aside time to help them create characters using the rules in *Shadow of the Weird Wizard* or provide them with characters you created on their behalf. Even if you have an experienced group, though, it’s best to make character creation part of the first game session. The process goes quickly, so it should only take a few minutes before everyone is up and running.

ORIGIN STORY

The first quest the characters undertake assumes they know and work with each other toward common goals. Invite the players to come up with a story that explains how they met and why they stuck together.

Some sample origins follow. Choose one, adapt one, or let the group make up one that fits them.

EXPLORERS

The characters set out to make discoveries in the borderlands and beyond. They might be working for a displaced noble seeking territory on which to build new holdings, belong to an established explorer society, or undertake an expedition formed and funded by a famous person. The patron could provide equipment and destinations, at least at the beginning of the campaign.



MERCHANTS

The characters all belong to the same mercantile consortium that hopes to establish new markets in the borderlands. They are expected to venture into the unknown and make peaceful contact with the various peoples who live there. The group might have to undertake additional quests in order to gain the locals' trust and friendship.

ADVENTURERS

The group seeks out discoveries for their own sake, though if they get rich along the way, so much the better. Adventuring makes a great group concept since it gives the characters the freedom to go wherever they want and undertake quests that interest them. They're going to go it alone, at least until they do a few favors for powerful friends-in-the-making.

OUTLAWS

Circumstances forced the characters into the borderlands. Perhaps they were criminals and now have bounty hunters searching for them. Or they might have been rebels, participating in some of the uprisings that brought the Great Kingdom to its knees. They might be innocents wrongly accused of some crime, or prisoners who have recently escaped their captors or shook off the chains of servitude.



OPTIONAL: STARTING TIER

In *Shadow of the Demon Lord*, players begin the campaign with starting characters, ordinary people thrust into dangerous situations without any training or experience. Such adventures can be deadly since the characters lack spells, gear, or any of the advantages enjoyed by more seasoned characters. The resulting high body count makes such starting adventures unsuited to a game that expects the players to take on the roles of heroes fighting darkness in the world.

However, you might retain the idea of starting characters by running an introductory quest to help the players understand their roles and to make their choice of novice path more organic, driven by shared experiences. You can create starting characters by making the following adjustments.

- **No Paths:** The characters begin the game without a path.
- **Equipment:** The characters start the game with a set of clothes appropriate to their profession and 1 d6 sp.
- **Attribute Scores:** The starting scores for all four attributes are 10.
- **Natural Defense:** The starting Natural Defense is 8.
- **Starting Health:** Each character begins with 5 Health.
- **Languages:** The characters all speak, read, and write Common.
- **Ancestry:** Characters begin the game as humans unless you allow them to choose different ancestries.
- **Profession:** Each character has one randomly determined profession.
- **Other Details:** Players can choose or randomly determine their characters' distinctive features, personality traits, and other descriptive elements.

After the group completes the quest and forms a team, the characters separate to undergo the needed training and choose a novice path after a period of weeks or months, as you decide. The characters replace their attribute scores with ones from their path and do the same for natural Defense, starting Health, and so on. In addition to any funds earned during the starting quest, the players also gain the starting equipment from their path (or purchase equipment with 10 sp).

MISSIONARIES AND PILGRIMS

The characters could all have the same religious inclinations and set out into the borderland to expand the influence of their faith or visit sites deemed holy or otherwise important to their religion. Much of the violence in the Old Country saw religious relics go missing. The characters might be hunting for those lost pieces or fighting to restore them to their rightful places.



REFUGEES

The people fleeing the Old Country spill into the borderlands and have swept the characters along with them. They, like the rest, were displaced by war, dark magic, famines, plagues, and all the other ills that afflict the civilized world. Having escaped the danger of what was known, now the characters face the threat of the unknown. They could work to protect their friends and family, safeguard a fledgling settlement, or venture out for supplies and materials needed to keep the community alive.

TRAVELING ENTERTAINERS

A traveling circus, a troupe of actors, a touring band, or the like unites the characters and sees them travel from place to place to entertain the crowds. While forays into the New Lands pose considerable risk, there's plenty of adventure and excitement to be had among the settlements growing in the borderlands. And for groups of a mind to help others, there's no shortage of things to do.

AGENTS

A powerful patron assembled the group, selecting candidates based on their capabilities. The patron could be a political leader, a noble, a wizard, a high priest, the druids, or some other individual or organization. Quests involve advancing the patron's interests in the borderlands and elsewhere, with ever more dangerous missions to bring their employer closer to the ultimate objective.

LOCAL HEROES

The characters participated in some effort to save the lives and livelihoods of innocent people and, for their trouble, gained the esteem of their community. They might have confronted and defeated a monster, exposed a diabolical cult, or helped locals escape from a rampaging band of fomorians. The characters might use this community as a base of operations or, emboldened by their early success, set out to find fame, glory, and riches.

OTHER ANCESTRIES

The lands of Erth belong to many different peoples in all shapes and sizes. Some cultures are built on notions of justice, order, and virtue, while others are despicable societies where the pursuit of wealth is all, and those in power trample over those who must go without. As explained in *Shadow of the Weird Wizard*, humans have come to dominate the lands of the known world, even if they sometimes share those lands with others who have little to nothing in common with humankind.

It might seem limiting to have humans be the only choice of ancestry by default, but the variety among humans of Erth far exceeds that found in reality. They can resemble all the different examples of humanity that exist in our own world, but they also might have bright green skin, a light coating of fur on their bodies, or horns sprouting from their brows. People touched by the faeries might have pointed ears, while those sullied by dark magic display devilish features that include red skin and maybe even a tail. Such cosmetic differences have no effect on what a character can and can't do.

However, other people exist beyond humans. Hulking woodwoses covered in thick fur, mechanical people, miniature dragons, and even faeries such as the elves might find common cause with humans, join them in their quests, and call them friends, companions, allies, and more. The availability of these other peoples as character options is entirely up to you.

A wide range of possible ancestries, including fallen angels, dhampirs, and even revenants who refuse to go to the grave, appear in *Weird Ancestries*, a supplement for *Shadow of the Weird Wizard*. Abbreviated versions of these ancestries show up in Chapter 3. What to include and what to leave out depends on the story you hope to tell and how varied a cast of characters you're willing to allow. We have come a long way from the time of dwarfs, elves, and halflings forming fellowships to undertake world-saving quests. Now people come to fantasy from video games, television, movies, books, anime, comics, and even other roleplaying games. With such an abundance of material, they might look to play characters far removed from themselves and become something unusual, perhaps even strange. Whenever you can, accommodate these tastes, adjusting the tone of the campaign to make such characters welcome.

CHARACTER EXITS

The story might lead a player to decide their character must pursue some other interest, such as raising a family, undertaking a personal quest while the rest of the characters go about their business, or retiring after suffering some major personal setback. Players might also set aside characters in favor of new ones. Some circumstances force a player to create a different character: their character dies, vanishes into the Void, or is taken prisoner by a terrible enemy.

While a player might have a good reason for having their character exit the story, excessive departures might diminish the experience for everyone else. If a player "retires" a second character by choice, take the player aside and encourage them to stick with their current character for the good of the overall story. Campaigns are short enough in this game that players do not have to wait long before they can explore new character options.

END OF STORY: At the end of a quest, the players can choose to end their character's stories, which removes them from the campaign. Players who do so create new characters to replace the ones who exited, and these characters have all the benefits due to them for the group's level. If all the players retire their characters, you might consider starting over from the beginning or at a lower level and have them play through quests until they catch back up to the main story.

TEMPORARY EXITS: A side quest, other business, family concerns, imprisonment, or some other reason can cause a character to exit the story for one or more quests. Work with the player to decide what happens while the character is away. During this period, the player can play a different character, again with all the benefits one has at the group's level. If all the players decide to temporarily exit, simply extend the time that passes between quests to accommodate the characters as they deal with other matters. To convey the sense of time passing, you might have the players create new characters to play through a quest or two. If these quests influence the development of the campaign (see below), all the better.

CHARACTER DEATH: In spite of the tools the characters have to keep themselves alive, death happens. Character death should always be significant; players' characters represent the most important people in the story, after all. Though you should give this event the focus it deserves, character death should not keep a player from participating in the story.

One easy way to keep the player involved is to let them take control of a character you control. This character might be a mercenary the group hired, a servant, a prisoner, or someone the group meets soon after the death. When the quest ends, the player can then re-create this character as a full member of the group or return control to you and create a replacement character.

You can also let the player introduce a new character into the quest. This person might have been seeking the group, having heard of their exploits and coming to lend aid. The character could also meet the group by chance and throw in with them to finish their quest.

If multiple characters die, the quest might remain unfinished as the survivors flee for safety. After some period of inactivity, the survivors can be assumed to have recruited new companions and can resume or restart the quest.

If all the characters die, the quest ends in failure. If you run a campaign, such an event might bring the story to an abrupt end. The players might restart with new characters of a tier you choose and embark on another quest, or make characters of the same tier as their previous ones and come at the quest anew, perhaps picking up where the last group left off or becoming involved in the story through some other means.

QUESTS

You might create your own quests to suit the story you want to tell, or run a quest published for *Shadow of the Weird Wizard*. In either case, quests follow a few guidelines you might adopt when making your own.

- Published quests have novice, expert, and master tags to tell you for whom the adventures work best.
- A quest represents key moments in the group's overarching story, highlighting extremely dangerous, meaningful, and rewarding expeditions.
- A typical group of characters ought to finish a quest in a single three-to-five-hour game session.
- Upon completing the quest, the group's level can increase by 1 if you choose.

In every quest, whether your own or published, the stakes are at their highest for the group. Characters aren't sent to kill a bunch of rats at the lowest levels of the game; instead, they work with locals to prepare a town for an attack by raiders, find a cure to a vicious plague that's claiming the lives of their friends and neighbors, or survive a perilous journey to some far-flung locale in search of the magic they need to protect their community from some deadly threat. Minor missions that characters might undertake occur in the background, in the time between games, since those stories, while sometimes fun, lack the importance of the grand adventures represented by quests.

Limited scope and a focus on the action make a quest something a group should be able to complete in a few hours of play. Restricting the plot to this timespan avoids stretching the story over two or more sessions, during which time players might forget key information or, worse, miss out on the conclusion when real life makes demands.

Finally, rewards, such as level increases, ensure the players have something new to use the next time they play. It encourages them to keep playing to develop their characters in exciting ways.

You're not required to follow any of these guidelines. You might find it more to your taste to have the characters advance more slowly, so that they gain levels every two or three quests. You might also employ longer-form quests that take several sessions to complete. Whatever works for your group is what's best for the game.

QUEST PREPARATION

You should spend at least 15 minutes preparing the quest before you start.

READ THE QUEST: Published quests are short, rarely more than four or five pages long. If you're running one, read it from beginning to end to get a sense of its flow, understand the events, and familiarize yourself with important locations.

REVIEW THE ENEMIES: Many quests involve some conflict. Review the enemies that appear in the quest to understand how they work in play.

HOOK THE PLAYERS: Come up with a compelling reason to involve the characters. It should be clear to everyone that they're supposed to undertake the quest, but most players like to have a good reason to face danger, even if it is only to find treasure or earn a reward. Hooks can be general—a mayor hires the group or they stumble into the plot—but they're best when tailored to the characters. You can look at what the characters did during their downtime, have friendly contacts call in favors, or tie the stakes to something they value: property, people, a cause, or something else that makes sense.

PLANT THE SEEDS: If you know the next quest you plan to run, look for places where you can plant seeds that foreshadow events to come. For example, if you know the group will fight a band of orc barbarians in the next adventure, you might have them come across a burning wagon bristling with orc arrows, a filthy idol of a diabolical god, or a survivor of a recent orc attack.

SESSION ZERO

Prior to playing through the first quest, it's best to set aside time for character creation. Doing this establishes the mood and tone of the quests to come, and sets firm boundaries on what's permissible in play and what's not.

Being present while the players create their characters gives you a chance to guide them. Be sure to take notes about the identities of these characters so you can work elements of their backgrounds, personalities, and other traits into future quests.

Before character creation, you can explain the kind of stories you plan to tell. You might aim for high fantasy adventure, grim and gritty dark fantasy, horror, or a lighthearted game where nothing

is serious. Establishing the tone at the start makes it clear what you expect from the players and what they can expect from you. Also, it gives them some idea about what kinds of characters they might create to match the game's tone.

Finally, take time to establish boundaries for game play. Since everyone wants to have fun, it's always good to determine what topics and situations might be upsetting so you can avoid them. And once you've done so, never venture into those areas. Even if you believe you have a good reason, don't. The players place their trust in you, and straying outside the boundaries violates that trust.

RUNNING THE QUEST

One of the biggest mistakes inexperienced Sages make when running published quests is to treat them as scripts and follow them to the letter. Quests work better as story maps that show ways the players might take to reach their destination—the conclusion. Sometimes players follow the clues and play through the quest as designed, but very often, they do unexpected things and veer off in completely new directions.

Don't panic. This happens all the time. All you have to do is adjust the quest to accommodate the players' decisions. If the characters go in a direction that bypasses the troll's lair, there's no reason you can't have them stumble across the lair elsewhere in the story, maybe even as they are headed back to town. If they miss out on a crucial bit of information, have them come by it some other way—in a document they discover, from a messenger sent to find them, or through another character you create to give them what they need to further the story.

The one thing you don't want is a dead end. Don't let the story stop because the characters go in an unexpected way. Be flexible and improvise. And if you find yourself stuck, take a short break while you put something together, even if it's an entirely different adventure!

IMPROVISATION

The hardest skill to master is inventing scenarios and situations in response to developments in the game. As with any skill, you'll get better at improvisation with practice. Here are some tips to make it a little easier to be nimble when it comes to storytelling.

PLAN AHEAD: You know you will find yourself in situations in which you have to come up with a name for a person, place, or thing. Do yourself a favor and keep a running list of names. When the players get chummy with the bartender and you're at a loss for a name, just refer to the list and cross one off. A great online resource is The Story Games Names Project. A search should turn this up without trouble.

LET THE PLAYERS TAKE THE LEAD: Players come to conclusions about what's happening in the game all the time, and these conclusions offer you plenty of fodder for coming up with what could happen next. Players fixate on small things and latch onto minor details in your descriptions, whether you intend them to be important or not. If you mention a rug in a room, someone is bound to look under it. If you mention empty iron sconces, you can bet someone will give one or all a tug to see if they open a secret door.



If the story moves in an unexpected direction, you can exploit this focus to spark ideas about how the adventure might develop. Rather than tell the player of a character ransacking a desk that they find nothing, perhaps they turn up letters in a script consisting of bizarre symbols, and decoding those symbols might point the players back toward the main plot. Maybe the badges you describe the faerie bandits as wearing make them servants of a powerful witch who could become important later. In short, whatever conclusions the players draw, you can make them true as needed to keep the story going.

DO WHAT'S NATURAL: When confronted by different ways for the adventure to proceed, you can always just choose the most likely outcome. The weird and the unexpected can and do occur, but when you're not sure how to proceed, you can just do what feels right and logical.

DETAILS DON'T MATTER: You can also make up stuff without worrying about how it connects to the overall story. You can always knit the scene back into the plot later when you've had a bit more time to think about it, or let the players come up with a workable solution and agree to it.

START A FIGHT: When all else fails, you can use combat to give you a break from having to think on your feet and advance the plot in another way. It's usually a good idea to have a couple of adversaries ready to go when you need them. Ideally, these foes have a place in the story, but they can also be some random threat that arises based on where the characters happen to be when the story gets away from you. After all, the borderlands has no shortage of monsters.

CREATING QUESTS

Coming up with your own quests is a perfect opportunity to put your creative skills to use. You can make any kind of quest you like, but looking at some published adventures first can give you a good idea about suitable length and content.

A quest should have three to five parts called acts. Early acts should have a few scenes, while later acts can have many. The group moves quickly through the early acts and then slows down until the end, which concludes the quest. Adjust as needed to accommodate your group.

OBJECTIVES

Every quest has an objective, which describes what the characters hope to attain. Objectives might be simple or complex, as you choose. When you start building the adventure, write a declarative sentence that states what the characters must accomplish, like any of the following examples. The group must...

- ...destroy the vampire hunting the good people of Threshold.
- ...retrieve the magic sword from the dragon's lair.
- ...negotiate an alliance with the faeries to fight against the invading barbarians.
- ...deliver a gift to the hag dwelling at the center of the Shadow Wood to convince her to lift the curse from a nearby town.
- ...explore the fabled Tomb of Ashra-Ra.
- ...rescue the prisoners from the wicked brigands who ambushed the caravan on the High Road.
- ...unmask the cultists working to summon a horrible demon.



- ...drive off the mutants who have been raiding the farms.
- ...put the ghost of High Manor to rest.
- ...locate the star that fell in the center of Goblin City.
- ...recover the fabled Royal Gem from Galdak Rak, a ruined dwarfen citadel.

NOVICE QUESTS

Novice quests introduce the game to the players and give the group time to become familiar with the rules before the complexity ramps up. Novice characters have a few talents and resources to manage.

SMALL SCOPE: The quest ought to focus on one region, maybe two.

SHORT TO MODERATE LENGTH: A typical novice quest should take three to four hours to finish, with each hour covering one to one-and-a-half acts.

PAST AND FUTURE: Since the characters are expected to run through two novice quests before the players choose expert paths, the first adventure should give the players time to establish the group dynamic, while the second sets up the conflict they will face in their expert quests.

GREATER RESOURCES: The characters outfit themselves with the items they most likely need. Since novice paths have simple mechanics, offering interesting objects and trinkets can grow a player's list of options for handling challenges.

SAMPLE NOVICE QUESTS


Here are some bare-bones ideas to get you started.

RESCUE MISSION: The characters happen upon the site where bandits attacked and dragged off refugees, at least one of whom is someone that one or more characters know. The characters must locate the bandit camp and rescue their friends.

HIDDEN THREAT: Sickness spreads through the characters' community and has claimed the lives of a few, with many more hovering at death's door. Investigation into the source of the sickness reveals that something at the bottom of the well has contaminated the water supply.

UNWELCOME DISCOVERY: After a youngster found an object in the woods, people have begun to act in a strange way. Violence, without reason or remorse, spreads through the characters' hometown. On finding the object, the characters must return it to where it was discovered.

OPPORTUNISTIC RAIDERS: A band of brigands, formed from deserters who quit a battlefield in the Old Country, have entered the borderlands in search of easy plunder. After a few farmsteads burn, the characters must track down this band and put an end to their villainy. In doing so, though, the characters discover the brigands have been selling prisoners to a mysterious organization known as the Last Sun, though for what purpose, no one seems to know.



TREASURE MAP: The group finds a treasure map and ventures forth to recover what they hope is a great fortune. Much of the treasure, however, has been carried off by goblins led by a cruel ogre. Worse, a rival group of adventurers have the same idea about the treasure and aim to make off with it before the characters do.

EXTERMINATORS: A foolish merchant purchased an old keep sight unseen. When she went to claim her new home, she found it overrun by monsters. She hires the group to clear the ruin of the inhabitants, but while fighting oozes, goblins, and bandits, the group discovers signs that an evil cult has been using the keep to conduct profane rituals.

EXPERT QUESTS

At the expert tier, the characters have sufficient resources for extended forays into the unknown and to tackle quests on a far grander stage. Expert characters cross the border into the New Lands to contend with the perils there, help refugees fleeing from the Old Country find places to settle, and confront some of the most dangerous foes in the known world.

EXTENSIVE TRAVEL: The quest ought to see the characters exploring a large area, going to the edges of the borderlands and beyond into the New Lands.

MODERATE DURATION: Expert quests should run about the same length as novice quests.

LOOKING AHEAD: Expert paths also advance the characters' personal objectives. Before you start the first quest at this tier, work with the players to identify what they hope to accomplish in the near and long term. Then turn those ideas into story objectives for the adventures you run. Each quest should allow the characters to complete one or more of their story objectives. By the time the characters finish the last expert quest, they should be ready to pick their master paths.

SAMPLE EXPERT QUESTS

Use the following ideas to spark quests of your own creation.

DUNGEON OF DEATH: A famous company of adventurers ventured into a deadly dungeon complex, one possibly built by the Weird Wizard to house his failed experiments. Unfortunately, the adventurers never returned. The characters follow these would-be treasure hunters into the dungeon with the hopes of succeeding where their predecessors failed.

SUNKEN TREASURE: A galleon loaded with treasure recovered from some distant land goes down in the Sea of Fear somewhere off the coast near Four Towers. Now, wreckers gather to locate the sunken ship. Pirates drawn by the rumors prey on the wreckers, making efforts to recover the riches even more dangerous. The characters might be hired to protect a crew or set out to reclaim the wealth for themselves, only to discover that the ship was carrying more than coins and gems. It carried something monstrous that, if let loose, would plunge the lands into chaos.

THE HORDE: A monstrous fomorian comes to power and gathers the tribes until they form a horde. The promise of conquest

holds no appeal to these invaders; they seek only the utter annihilation of all they encounter. However, if one could kill the warlord leading the horde, the tribes would turn against each other. The characters go on what seems to be a suicide mission, slipping through enemy lines to reach the leader and put an end to his evil.

MASTER QUESTS

When the characters reach the master tier, they join the most powerful people in the known world. They can battle dragons and giants, call down stars from the skies, and even raise the dead. With such abilities available to them, master characters embark on the most dangerous and difficult quests, with stakes so high that failure could shake the very foundations of Erth.

TRAVEL ANYWHERE: The quest should see the characters travel all over the world, from the New Lands all the way to the Devastation. It might even take them beyond the natural world: they might explore the shadowed streets of the Underworld, descend into the Netherworld to rescue souls, or go to the gates of Paradise. Quests at this tier have fantastic locations that stretch to the edges of reality.

LONG DURATION: Master quests can take as long as needed to finish them. Short quests might take five to six hours to complete, while longer quests could take several sessions of play, if you like.

FINAL QUESTS: Each player should come up with a personal quest, something their character hopes to attain by the story's end. Examples include acquiring lands on which to found a temple or even a small nation, creating a syndicate inside a larger community, recovering an artifact, becoming the new Weird Wizard, or venturing into worlds beyond Erth.

SAMPLE MASTER QUESTS

Use the following ideas to spark quests of your own creation.

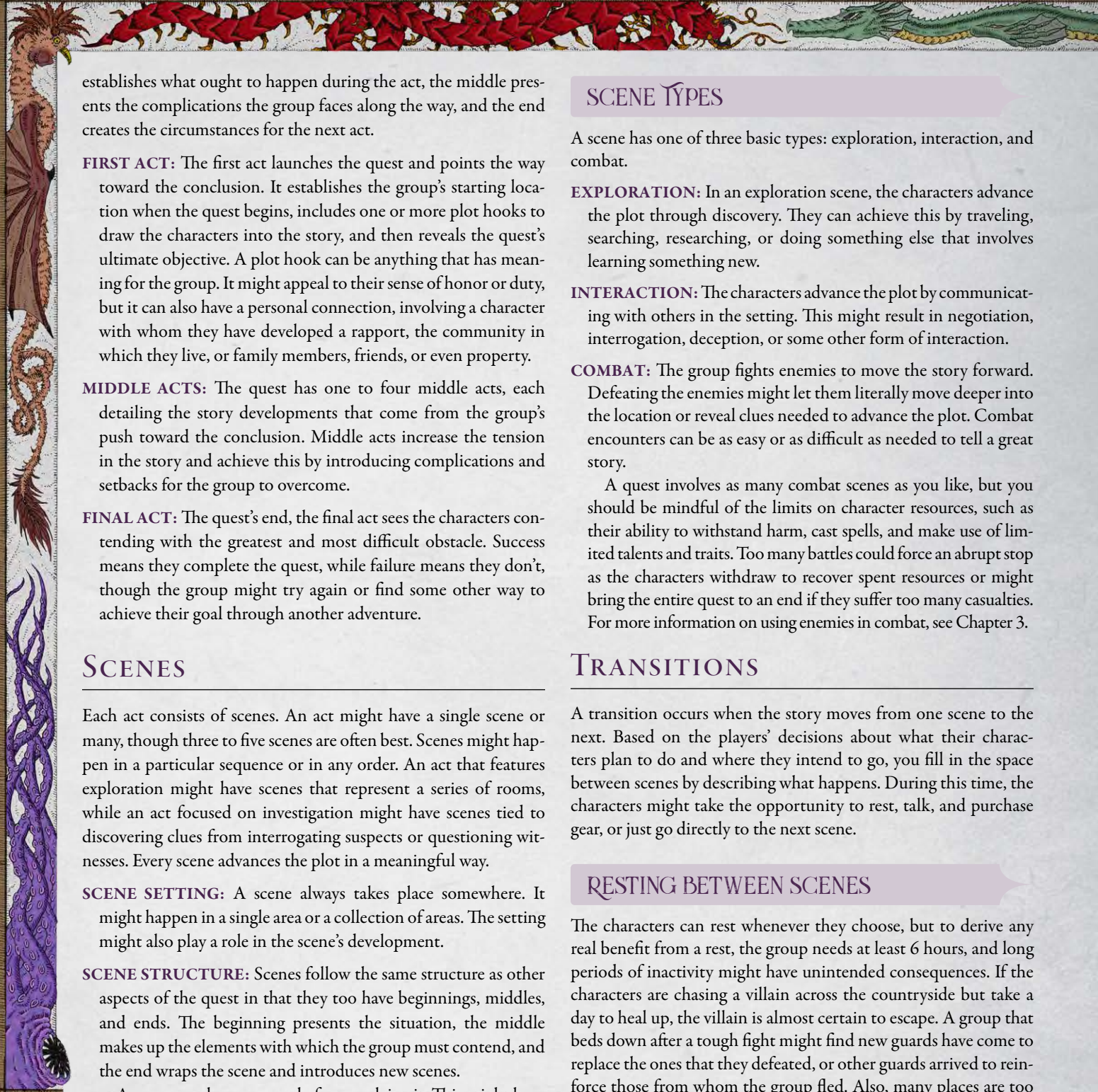
MACHINE INVASION: Stars fall from the night sky and crash into the countryside. From the points of impact arise hideous machine beings that quickly infect living creatures with some strange plague that transforms them into mindless thralls.

VAULT OF THE WEIRD WIZARD: The group finds a clockwork key that's believed to open the Vault of the Weird Wizard, a place into which none have ever gone. As the group closes in on the Forbidden City, strange lights appear in the sky, portending some imminent and dire event.

RISE OF THE ANCIENT ONE: Deranged, nihilistic cultists awaken one of the Ancient Ones, realizing too late that the god they called cannot be controlled. The monstrosity lurches out from the ocean, dragging a blanket of darkness with it.

ACTS

In each act, the tension climbs higher and higher until the group reaches the climax, in which they either complete the quest or fail. Each act has a beginning, a middle, and an end. The beginning



establishes what ought to happen during the act, the middle presents the complications the group faces along the way, and the end creates the circumstances for the next act.

FIRST ACT: The first act launches the quest and points the way toward the conclusion. It establishes the group's starting location when the quest begins, includes one or more plot hooks to draw the characters into the story, and then reveals the quest's ultimate objective. A plot hook can be anything that has meaning for the group. It might appeal to their sense of honor or duty, but it can also have a personal connection, involving a character with whom they have developed a rapport, the community in which they live, or family members, friends, or even property.

MIDDLE ACTS: The quest has one to four middle acts, each detailing the story developments that come from the group's push toward the conclusion. Middle acts increase the tension in the story and achieve this by introducing complications and setbacks for the group to overcome.

FINAL ACT: The quest's end, the final act sees the characters contending with the greatest and most difficult obstacle. Success means they complete the quest, while failure means they don't, though the group might try again or find some other way to achieve their goal through another adventure.

SCENES

Each act consists of scenes. An act might have a single scene or many, though three to five scenes are often best. Scenes might happen in a particular sequence or in any order. An act that features exploration might have scenes that represent a series of rooms, while an act focused on investigation might have scenes tied to discovering clues from interrogating suspects or questioning witnesses. Every scene advances the plot in a meaningful way.

SCENE SETTING: A scene always takes place somewhere. It might happen in a single area or a collection of areas. The setting might also play a role in the scene's development.

SCENE STRUCTURE: Scenes follow the same structure as other aspects of the quest in that they too have beginnings, middles, and ends. The beginning presents the situation, the middle makes up the elements with which the group must contend, and the end wraps the scene and introduces new scenes.

A group can leave a scene before resolving it. This might happen because they were defeated in combat or they failed to learn what they needed to reach a later scene in the act. They might return to the scene later—but they might not. Whenever protagonists leave scenes unresolved, note what they have done in that scene already and make any necessary changes in case they return.

Not completing a scene should never bring the story to a halt. In fact, such failures ought to raise the stakes and create new dramatic opportunities. It's a good idea to have another scene or two on hand, just in case something goes horribly wrong. With a little improvisation, you can use a backup scene to bring the characters back to the main plot.

SCENE TYPES

A scene has one of three basic types: exploration, interaction, and combat.

EXPLORATION: In an exploration scene, the characters advance the plot through discovery. They can achieve this by traveling, searching, researching, or doing something else that involves learning something new.

INTERACTION: The characters advance the plot by communicating with others in the setting. This might result in negotiation, interrogation, deception, or some other form of interaction.

COMBAT: The group fights enemies to move the story forward. Defeating the enemies might let them literally move deeper into the location or reveal clues needed to advance the plot. Combat encounters can be as easy or as difficult as needed to tell a great story.

A quest involves as many combat scenes as you like, but you should be mindful of the limits on character resources, such as their ability to withstand harm, cast spells, and make use of limited talents and traits. Too many battles could force an abrupt stop as the characters withdraw to recover spent resources or might bring the entire quest to an end if they suffer too many casualties. For more information on using enemies in combat, see Chapter 3.

TRANSITIONS

A transition occurs when the story moves from one scene to the next. Based on the players' decisions about what their characters plan to do and where they intend to go, you fill in the space between scenes by describing what happens. During this time, the characters might take the opportunity to rest, talk, and purchase gear, or just go directly to the next scene.

RESTING BETWEEN SCENES

The characters can rest whenever they choose, but to derive any real benefit from a rest, the group needs at least 6 hours, and long periods of inactivity might have unintended consequences. If the characters are chasing a villain across the countryside but take a day to heal up, the villain is almost certain to escape. A group that beds down after a tough fight might find new guards have come to replace the ones that they defeated, or other guards arrived to reinforce those from whom the group fled. Also, many places are too dangerous to sleep, let alone eat a meal. A subterranean location infested with troglodytes, giant ants, or monsters might see the characters beset by enemies in the middle of their recuperation.

Ultimately, it's up to you to decide whether a rest is possible or not. If the group seems to be having a tough time and running low on resources, you can make combats easier, be more generous with healing, or skip dangerous scenes as needed.

ASSEMBLING SCENES

In books, scenes unfold in a predetermined order. In quests, the sequence develops from play, through the decisions the players make and the outcomes of those decisions.

GAUNTLET: This is the easiest scene structure to create. It's a straightforward sequence of scenes, one following the other. Once the characters start the story, they move to scene A, then to B, then to C, and finally to the conclusion, where they complete the objective. Scenes in the gauntlet can be discoveries or obstacles, but the characters must complete each in order with few options for backtracking.

This structure leaves little room for choice, so unless you disguise it well, the players might feel led by the nose. One way to mitigate this sort of linear plot is to create opportunities to skip a scene or two. For example, discovering a secret passage could let the characters bypass a difficult combat obstacle.

WELL: The well structure is ideal for more complex stories. This sort of plot has three or four "bands," each containing a number of possible scenes, that move the characters closer to the conclusion. The characters can move from one scene to another in the same band or the next lower band until they reach the end.

The advantage of the well structure is that it gives the players a great deal more freedom than the linear plot of the gauntlet. The drawback is that it requires preparing many possible scenes, some of which the players might skip over if they discover a clear track to the end.

WEB: This plot structure is the most complex. Scenes connect to each other flexibly, in a manner similar to that of the well, but they might lead to dead ends or take the characters back to scenes that appear earlier.

The web structure combines the gauntlet with the well structure, offering key choice points in the story that either lead to new scenes or more choice points. For example, the characters might begin a quest with an exploration scene (A). From this scene, the characters could progress to a combat scene (B) or a roleplaying scene (C). Scene B could make C possible or lead to a new scene. In each case, the players can explore the adventure's plot in whatever manner they choose.

CONCLUSION

The conclusion ends the adventure, typically offering a summary of what happens after the final scene, using any special rules for downtime activities that might result. When you create your adventure, come up with at least three possible conclusions, depending on the final outcome: success, failure, and a partial success or failure. For example, the characters might be trying to stop an evil wizard from completing a dark ritual. If they succeed, the characters stop the ritual and kill the wizard. If they fail, the wizard completes the ritual and gets away. On a partial success or failure, the wizard might complete the ritual but be killed, or the characters could stop the ritual but allow the wizard to escape.



CAMPAIGNS

Campaigns feature some number of related quests whose sequence tells an even greater story. In a campaign, each quest becomes an act: the first quest introduces the campaign themes, and succeeding ones bring the characters closer to the final quest, whose completion concludes the grand story. Rather than just accumulate potency through a series of unrelated missions, the characters drive toward some epic goal.

Since completing each quest advances the group level by 1, a typical campaign includes ten quests: two novice, four expert, and four master. At the end of the campaign, the group should have reached level 10.

You create a campaign in the same way you build individual quests. The difference is that you must decide at the outset the campaign's ultimate objective, which ought to be something that alters the world in a meaningful way. Examples include finding the lost heir to the Great Kingdom's throne, defeating an awakened Ancient One, establishing a new realm, or discovering the Weird Wizard's fate.



their professions or living off the spoils won from their previous quest. Although nothing ground-shaking ought to occur during these periods—such events are best reserved for quests—these times do provide opportunities for character development. Take time to discuss with the players what their characters do before their next quest begins. Generally, you can permit events to happen as the players describe them, but you might also call for attribute and luck rolls if complications might arise.

You can also use the following options to help make the time between quests more interesting.

DOWNTIME TRAINING

Characters can seek out special training to improve their skills or make different choices. A character can pursue just one form of training per period of downtime, regardless of how long it lasts.

LEARN A LANGUAGE: A character learns any non-secret language, or a secret one if the character has access to someone who knows it and is willing to teach it.

PROFESSIONAL TRAINING: Characters train to learn an additional profession from those described in *Shadow of the Weird Wizard*. The character must choose one specific profession and own the items normally granted by the profession, if there are any. If a character would become a politician, for example, they must purchase or otherwise acquire a set of superior clothing.

DISCOVER A TRADITION: Characters can attempt to discover new magical traditions, provided they have access to someone who has discovered the tradition already or to a place where information about the tradition might be found, such as a temple, library, or magical academy. It takes two downtime periods to complete this training. When complete, the character discovers the tradition and can choose spells from it when they would learn spells. However, the character gains none of the associated talents for discovering a tradition in this way.

ACTIVITY TRAINING: Characters can spend time training to perform activities related to one of their attributes. During the next quest, when the character gets a failure on a roll using the trained attribute, they can discard the result and roll again. A character can use this training benefit once as a novice, twice as an expert, and three times as a master. Once the last use has been expended, the benefit is lost.

RETRAINING: If a character gained a talent from a selection of choices, such as the Fighting Style talents in the fighter path or talents gained from discovering a tradition, they can swap out the talent for a different one. Similarly, a character can swap knowledge of one spell for a different spell of the same tier from a tradition the character has discovered.

STARTING AT HIGHER LEVELS

You can start the game at any level you choose. The players create level 1 characters and then advance them until they reach the desired level, using funds to purchase equipment as the table below shows. For example, if you start the group at level 8, each character has 2d6 + 30 gp in addition to the starting equipment gained from character creation.

STARTING FUNDS AT HIGHER LEVELS

LEVEL	STARTING FUNDS	LEVEL	STARTING FUNDS
2	2d6 + 15 sp	7	2d6 + 15 gp
3	2d6 + 35 sp	8	2d6 + 30 gp
4	2d6 + 75 sp	9	2d6 + 50 gp
5	2d6 + 5 gp	10	2d6 + 70 gp
6	2d6 + 10 gp		

BETWEEN QUESTS

Time passes between quests, time the characters can use to train, run their businesses, make connections, and even go on side quests. Since each level gained shows a marked improvement in character effectiveness, allowing several weeks to a few months to pass in game before the next quest begins helps explain why and how the characters have acquired their new abilities.

The game assumes the characters have the means and wherewithal to attend to their own needs between quests by working in



DOWNTIME AND HIGHER LEVELS

If you start the game at levels higher than 1, you might grant the players downtime training if you feel it necessary. You could grant one form of training per level skipped, one per two levels, or none at all.

BUYING AND SELLING

Characters can purchase items that are normally available in their communities and sell items they have found or no longer need, as described in *Shadow of the Weird Wizard*. You can limit what items characters can sell, based on the available wealth in a community. As a rule of thumb, characters can find buyers for their items of an availability one higher than is normally found in the community. For wealth such as gems, jewelry, and other art objects that command their full value, treat such items worth 5 gp or less as common, 6 to 25 gp as uncommon, 26 to 100 as rare, and anything worth more than 100 gp as exotic.

CRAFTING

Characters can use the time between quests to make items related to their professions. Often, this allows them to replenish their supplies of inscriptions and consumables, improve their weapons and armor at discounted prices, and acquire other items that they might need in the adventures to come. Crafting requires a profession related to making the desired thing, so there are limits on what characters can produce. Generally, novice characters can produce about 5 gp worth of items per four weeks of downtime, with expert characters producing 10 gp and master characters producing 20 gp in the same periods. You can adjust this number as needed and also allow characters to make progress toward completing items that take more time.

CONNECTIONS

Characters can make connections with important people who might help them in future quests. Certainly, they might make friends and have romantic diversions during the period between quests, but a connection represents someone who can provide assistance. Characters might also make connections as part of their rewards for completing quests.

When a character gains a connection, you and the player should work out the details about this person's identity, which includes how they can assist, where they might be found, and their personality quirks, appearance, and other details. You can use the guidelines described under Sage Characters to generate these details quickly.

To gain a connection, the character makes an Intellect or Will roll before the next quest begins. On a success, the character gains a connection of your choosing, or you can roll randomly.

RANDOM CONNECTIONS

D6	CONNECTION
1	Financial
2	Influence
3	Professional

D6	CONNECTION
4	Information
5	Resource
6	Security

CONNECTION BENEFITS

A connection provides one of the following forms of aid. A connection has a single use. Once a character gains the benefit from a connection, it is lost. Losing the benefit does not mean the character forgets or loses contact with the connection. Rather, the character has exhausted the connection's main mode of assistance. A connection might play different parts in quests or the campaign as you decide.

Characters can activate their connections in between quests or during them, provided they are somewhere the connection can be found. Activation might result from roleplaying or by contacting the connection in some other way.

Once a connection has been made, resist the temptation to make that a plot point for a quest until after the connection has been activated. In other words, don't strip a resource from the players that they have earned.

FINANCIAL: The connection gives 5 gp to the character at the novice tier, 10 gp at the expert tier, or 25 gp at the master tier.

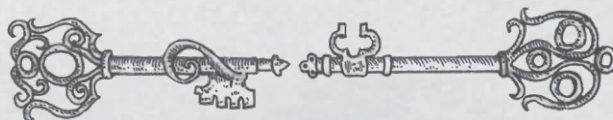
INFLUENCE: The connection either allows access to a restricted area or person, such as inside a library after hours or a meeting with a local ruler, or helps a character make a different connection. In the latter case, the character activates the connection between quests to gain a different connection.

PROFESSIONAL: The connection belongs to a particular profession and lends aid related to their area of expertise. This might be helpful for identifying a monster, creating an item, acquiring an inscription or consumable, securing shelter in a temple, or learning specific information related to the profession.

INFORMATION: The connection reveals information concerning any subject. The time it takes to gain this information depends on its secrecy. Common knowledge is immediate, while gaining exotic knowledge might require a character to wait until the end of the next quest or longer.

RESOURCE: The connection grants access to a specific tangible resource that is something other than coin: healing, horses, a ship, a tower or keep, a vehicle, or something else.

SECURITY: The connection either grants a place for the character and allies to hole up for a time or provides the services of an armed guard for the duration of the next quest. The guard should have a Difficulty 1 at the novice tier, 2 at the expert tier, and 4 at the master tier.



WORK

Characters can also spend their time working in their profession. Doing so enables them to earn enough coin to provide for themselves and their dependents until the next quest begins. In addition, on finishing the downtime period, a character makes a luck roll. On a success, they earn an additional 5d6 sp for novice characters, 10d6 sp for expert characters, and 20d6 sp for master characters. On a failure, they earn half as much.

**LIFE EVENT TABLE 1:
SETBACKS AND TRAGEDIES**

D6	EVENT
1	Someone important to you died. They might have been a romantic partner, a family member, or a close personal friend. The loss hollows you out, pushing you to the point of breaking. Who was this person? Were you involved in the death? How does this loss propel your story?
2	You lost the friendship, trust, and respect of someone important to you. This development diminishes you and might make you ask questions about your behavior. Who was this person to you and what did you do to ruin the relationship?
3	Your business or professional reputation in your community has suffered a setback of such magnitude that it is no longer possible for you to conduct business there. What happened? Did you make a bad investment? Or perhaps some natural disaster brought ruin down on your head.

LIFE EVENTS

Players can choose to avail themselves of the following tables to randomly determine if they experience any significant life events during their downtime period. Each player rolls a d6 to find the Life Event table and then a d6 to determine a random result from that table.

D6	EVENT
4	You have been disgraced. You did something that the community cannot forgive. Maybe you had been keeping a secret for a long time and the truth came out. Possibly you harmed someone, directly or not, and that harm led to a tragic outcome. Decide what happened and what you must do, if anything, to repair your reputation.
5	Someone you cared about has vanished. You have not yet found any leads, and your efforts to find this person have turned up nothing. Who is this person? Do you have suspicions?
6	You have lost something important to you. You might have misplaced it, or it could have been stolen. The item has no monetary value, nor does its absence diminish your capabilities, but it was important all the same and you feel its absence keenly. Maybe it was something your father had made for you, a love letter or lock of hair from your paramour, or something you created. How did you lose this item? Is it something you can recover?

**LIFE EVENT TABLE 2:
INCONVENIENCES**

D6	EVENT
1	You fell ill and spent your time in convalescence. A pox might have left scars on your body, or you suffered some other malady that left you with a racking cough, rheumy eyes, and sallow skin.
2	You fell into debt and it hangs over you. Your debts might have come from gambling, a business downturn, or blackmail.
3	You were arrested and spent time in prison. You might have been innocent and secured your release after proving you had nothing to do with the crime. Or maybe you did commit the crime and someone helped you escape.

D6	EVENT
4	Your reputation has suffered of late. Perhaps you insulted someone of importance or you made a fool of yourself in front of a crowd. In any event, people in your community have lost respect for you, and it will take some doing to get back into their good graces.
5	You have been betrayed by someone you trust. A lover might have found someone else, a friend revealed one of your secrets, or a family member squandered your inheritance.
6	You were the victim of a crime. You were mugged in an alley, your home was burgled, or maybe you were beaten and left for dead. You bear the scars from this encounter.

**LIFE EVENT TABLE 3:
PERSONAL DEVELOPMENT**

D6	EVENT
1	You made a friend, gained a lover, or discovered an unknown relative. Who is this person? How did you meet? What helped you form the bond?
2	You made art. You painted a painting, wrote a poem, composed a song, or created something else of beauty for its own sake.
3	You traveled to some place and returned. You relaxed, collected yourself, and now feel invigorated.

D6	EVENT
4	You explored your spirituality. You might have joined a religion or spent time developing your faith with likeminded believers. Do you follow a god? Which one and why? If you already followed a particular deity, how did you serve your faith?
5	You educated yourself on a subject. You might have learned about the geography of the lands within 100 miles, studied religion or philosophy, or spent time learning a craft. Which field did you study? What did you hope to learn?
6	You changed something about your appearance. You might have gotten a tattoo or one or more piercings, changed your hair, lost or gained weight.

LIFE EVENT TABLE 4: COMMUNITY DEVELOPMENT

D6	EVENT
1	You gained fame in your community. Most people recognize you by sight, know your name, and can recount some of your most daring exploits. Have you cultivated your reputation, or has it grown without you having to do anything? How do you feel about being famous, even to just a few people?
2	You saved someone's life. You might have rescued a child from a monster, repelled an attack by a killer, or pulled someone out of danger. Who did you help? Why did you help this person? What were some of the immediate results from this act?
3	You helped solve a crime, put an end to a threat, or saved the community from some danger. What was this and how did you become involved? Do you have any mementos from your efforts, such as a scar or a "key to the city"?

D6	EVENT
4	You spent your time helping the poor, the needy, and the suffering. You might have worked to heal the sick, provide shelter to orphans, or feed the hungry. What inspired your charitable contributions? Did you meet anyone interesting along the way?
5	You passed your time carousing. Maybe you became a regular in a tavern or gambled in a gaming parlor. You might have rubbed elbows with high society, attended plays and concerts, or enjoyed other diversions.
6	You spent your time working in your profession. Not much happened that's worth recalling, but you enjoyed regular meals, a roof over your head, and a few extra coins in your pocket.

LIFE EVENT TABLE 5: OPPORTUNITIES

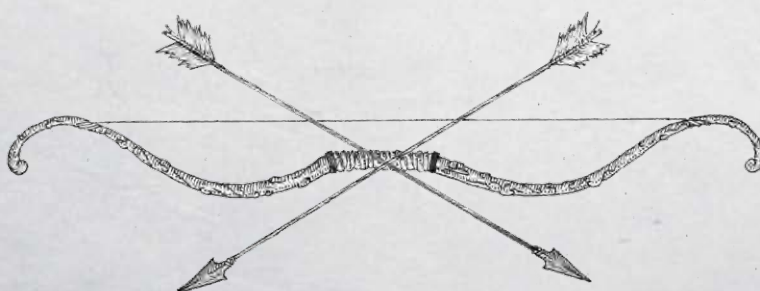
D6	EVENT
1	You found a map, a strange book, an object of uncertain function, purpose, or the like. You are certain this discovery will figure into some future event, but you are not yet sure how.
2	You met someone who has become quite close to you. This person could be a boon companion, a friend with whom you know you can share your secrets, or a romantic partner. They could also be your child, either by birth or adoption.
3	You acquire some property in your community. It might be an empty lot, a small house, a boat, or something more substantial, as the Sage decides.

D6	EVENT
4	You learn something important that will have bearing on a future quest. This knowledge might be how to bypass a trap, a secret entrance to a dungeon you would explore, or a password you can speak to slip past the guards. The Sage tells you what knowledge you gain from this result.
5	You were rewarded for some deed in a public ceremony, gaining a title, status, and influence in your community. What did you do to earn this acclaim?
6	An important and powerful person or organization makes contact and seeks to establish a relationship. A dangerous wizard, a traveling knight, a representative of the druids or seekers, or a coven of witches; any of these and more could have sought you out. They might become powerful friends, but it's more likely that they want something from you.

LIFE EVENT TABLE 6: WINDFALLS AND GOOD FORTUNE

D6	EVENT
1	You come into money, having won it in a game of chance, inherited it from a long-lost relative, or found it on a side quest. You have 1d20 gp left when your next quest begins.
2	A peasant comes to you and, on bended knee, swears to serve you. The peasant becomes your companion and is under your control until you release them from your service.
3	You acquire an incantation containing a spell of a tier one below your current tier (if you are a novice, the spell is a novice spell). Alternatively, you gain one rare or more common consumable of your choice.

D6	EVENT
4	A wealthy local offers to fund your next quest. You receive provisions, clothing, horses, and 5 gp to spend on arms and armor.
5	A potent spellcaster offers to transport you and your companions to some far-flung destination. You can use this favor once, teleporting to a well-known space of your choosing within 100 miles.
6	A priest of a local faith blesses you and your companions. Each of you gains a blessing that retains potency until the end of your next quest. You can expend the blessing when you make an attribute roll or a luck roll to make the roll with 1 boon.



BEYOND LEVEL 10

Shadow of the Weird Wizard campaigns typically begin with novice characters and end when the group, having attained level 10, finishes the last quest. Ending the story at level 10 keeps campaigns manageable and lets the players populate the world with new characters. However, there's no reason why you have to stop playing with the same characters when they reach the uppermost level. They can undertake quests as legendary characters.

Legendary characters leave behind the ordinary as they contend with challenges and perils that encompass entire continents or the world itself. Legendary quests see the characters working to seal a tear in reality that allows demons to invade the world,

joining forces with the seraphs to safeguard Paradise, or descending into the bowels of the Netherworld to confront the Adversary himself. They might stand against the Weird Wizard if he returns, aliens from beyond the stars, cosmic horrors, or world-devouring undead, to name just a few such threats.

Legendary characters no longer follow paths. They still increase their level after each completed quest, but they gain benefits depending on their new level. At odd-numbered levels, each member of the group increases their Health score by 10. At even-numbered levels, each member of the group gains one legendary talent of their choice. The following legendary talents offer useful upgrades, but you can expand on the choices with talents of your own design. Unless otherwise mentioned, a character can gain a legendary talent just once.



LEGENDARY TALENTS

Climb Anything: You gain the Climber trait if you don't have it already. You can climb up, down, or across any surface, even ones that could not normally bear your weight, such as a thread, a waterfall, or the slenderest branch of a tree. In addition, you climb 2 yards for every yard of movement you expend.

Free Teleportation: You gain the Teleport 10 trait.

Friends Everywhere: After you spend 1 minute talking to an indifferent or friendly creature that can understand what you say, the creature sees you as an ally. It aids you to the best of its ability, doing whatever it can short of risking its other friends, family, property, and livelihood. The effect lasts indefinitely but ends if you harm the creature.

Immortal: Natural causes never end your life. You grow no older physically, ignore infection, and, short of mishap or violence, live forever.

Incredible Health: Increase your Health by 20. You can take this talent up to four times. The increase to Health decreases by 5 each time after the first: the second time increases your Health by 15, 10 for the third, and 5 for the fourth.

Legendary Action: When you use an action, you can use this talent to regain the use of the action. Once you use this talent, you lose access to it for 1 hour.

Legendary Attribute: One attribute score of your choice increases to 18. You can choose this talent up to four times. The second time, a different score increases to 17, the third, yet another different score increases to 16. The fourth time, you raise your last score to 15.

Legendary Caster: You regain all of your expended castings after you rest for 1 hour. Once you use this talent, you lose access to it until after you finish a normal rest.

Legendary Flier: You gain the Fly trait.

Legendary Reflexes: After you use a reaction, make a luck roll. On a success, you can use another reaction before the end of the round. Once you use this talent, you lose access to it for 1 hour.

Legendary Speed: Increase your Speed by 10.

Legendary Vision: You gain the True Vision trait.

Legendary Warrior: Add 5 to the result of your rolls to attack; your attacks deal extra damage equal to your level.

Mighty Bounds: You can use an action to jump up to 50 yards and land safely. You never suffer harm from landing after a fall.

Nearly Unkillable: You always succeed on luck rolls made for being incapacitated.

Overcome Anything: When you gain an affliction, the affliction ends immediately. After you use this talent, you lose access to it (luck ends).

Perfect Hearing: Quintuple the normal range of your hearing. If you use an action to do so, you can hear a whisper from a mile away until the end of your next turn, but you take double damage from sound effects until this effect ends.

Rapid Healing: You heal one-sixth of your normal Health score at the end of each hour you rest.

Spell Discovery: You learn one spell of any tier and from any tradition. You can take this talent as many times as you like.

Swim Anywhere: You gain the Swimmer trait. You can swim in any liquid, even up waterfalls or through mists. In addition, you swim 3 yards for every yard of movement you expend.

Unassailable Defense: Your natural and armored Defense increases by 5 (maximum 25).

Uncanny Success: You make attribute rolls with 1 boon.

Uncanny Luck: When you make a luck roll, you can roll an additional die and use either result. If you roll the same number on two or more of these dice, add them all together and use the sum as the result of the roll instead.

Ultimate Resilience: You take half damage from ordinary sources. In addition, when you take 5 damage or less from a single source, reduce the damage to 0.

THE WORLD

Many different lands and bodies of water make up the world. The borderlands, the default setting for the game, is a subtropical to tropical region with a mix of jungle, forest, mountains, deserts, and more. The following information should aid you in creating environments when the group travels from place to place.

CLIMATE

The basic climates follow.

CONTINENTAL: Climates of the continental variety feature mild to cool summers and severe winters.

DRY: A dry climate can have any temperature and chiefly sees moisture loss in excess of that gained from precipitation.

HIGHLANDS: Places with high elevation have different climates than surrounding lands, such as cooler temperatures, lesser or greater rainfall, and absence of certain weather events.

POLAR: Cold temperatures prevail all year long in polar climates, which feature little precipitation.

SUBTROPICAL: Mild winters and warm, humid summers define moist subtropical climates, with regular rainfall, thunderstorms in the summer months, and cyclones in the winter.

TROPICAL: A tropical climate features warm to hot temperatures and heavy rainfall.

UNDERGROUND: Regions underground remain at constant temperatures, about 75 degrees Fahrenheit at 3 yards down and between 50 and 60 degrees at 6 to 10 yards. The greatest depths might be warmed by proximity to magma chambers or certain magical phenomena.

WEATHER

Climate and season determine the weather when the group is outdoors. You can simply choose the weather conditions, or you can generate random results using the following tables. Conditions persist for 1d6 days.

WIND

D20	WIND CONDITIONS
1–5	Calm
6–15	Light winds
16–17	Light winds with periodic strong gusts
18–19	Strong winds with severe gusts
20	Windstorm, hurricane, or tornadic conditions. Lasts 2d6 hours and then roll again.



SKY

D20	SKY CONDITIONS	D20	SKY CONDITIONS
1–5	Clear	11–15	Some clouds
6–10	Few clouds	16–20	Overcast

TEMPERATURE

D20	TEMPERATURE CONDITIONS	D20	TEMPERATURE CONDITIONS
1–4	Unseasonably cold	17–20	Unseasonably hot
5–16	Normal for season		

PRECIPITATION*

D20	PRECIPITATION	D20	PRECIPITATION
10 or less	None	16–19	Rain or snow
11–15	Intermittent mist, light rain, sleet, or snow	20+	Heavy rain or blizzard conditions

* Climate modifies this roll as follows: Continental +0, +3 in winter; dry, highlands, and polar –5; subtropical +2; tropical +5

TERRAIN

Terrain describes the lay of the land and its dominant features.

CANYON: A canyon is a large hole or depression, usually formed when water carves a path through the ground. Other canyons might appear as a result of earthquakes, impacts from celestial bodies, or supernatural events.

DESERT: A desert features dry terrain with scant flora and fauna. Deserts can be sandy wastes, badlands, mudflats, and the like.

FOREST: A forest features extensive woodlands. Forests include jungles, rainforests, and dry and temperate forests.

GLACIER: Glacial terrain includes any landscape predominantly covered in ice.

HILL: Terrain that features one or more areas of earth or rocky mounds that have obvious summits and can be ascended by walking, counts as hills.

LAKE: Any large body of fresh water counts as a lake. It often connects to rivers and other terrain surrounding it.

MARSH: A marsh is a region of wetlands that features dense clumps of grasses and other plants but lacks trees.

MOUNTAIN: Rugged lands featuring areas of increasing elevation count as mountains. They differ from hills in that ascending them requires climbing rather than walking and that their peaks are much higher.

OASIS: These spots of fertile land, frequently sporting water sources, appear in deserts.

OCEAN: Any large body of saltwater counts as ocean terrain.

OPEN: Pasture, plains, prairies, and other landscapes that are relatively flat and with isolated or no patches of woods all count as open terrain.

RIVER: A stretch of permanent water that moves across the land counts as a river.

SUBTERRANEAN: Any underground region, natural or excavated, counts as subterranean.

SWAMP: Swamps refer to regions of mixed dryland and wetland, usually wooded.

TUNDRA: Normally found in cold climates, tundra features open country with rocky landscape covered in lichen, grasses, and stunted or low vegetation.

URBAN: An urban region describes towns, villages, cities, and any other area that features constructed shelters.

VALLEY: Formed by the descending slopes of mountains, a valley's bottom is a flat area featuring one or more waterways fed by snowmelt and rainwater.



TRAVEL

Travel in quests often occurs in the background, the events of the journey summarized in a brief description. When a group sets out for a destination with adequate preparations and is under no time constraints, it should arrive more or less intact. Even if the characters run across a dangerous monster or square off against bandits, a few hours spent resting offers them time aplenty to recover from their injuries and get back underway. At the highest levels, groups no longer have to bother with walking or riding, being able to fly, teleport, or use some other method to get where they need to go. Some quests, though, especially at the novice and expert tiers, might involve more challenging forays and thus benefit from more rigorous rules than what a summary might provide. The following optional rules offer you a toolset for managing travel when it plays a significant part in the story.

TRAVEL DISTANCE

Travel distance is a number that describes how far in days the starting point is from the destination. You decide the distance before the group starts, choosing a number of days it should take to complete the journey. If the group has access to maps or a navigator, they might have a good idea about the distance. If they set out walking in a random direction toward a destination they've only heard about, you might need to come up with some distance markers whose significance only you know.



TRAVEL EXAMPLE

A group of characters sets out on foot to reach a hidden temple. The Sage sets the distance at 5 days. For the first day, the group travels across open plains at a normal pace. When the characters make camp, they mark off 1 day of distance.

The second day, though, sees the group reach a forest, which slows their progress. They keep at the normal pace but travel only about half the normal distance ($1 \text{ day} \times 1/2$ for forest), which leaves the destination at $3-1/2$ days distance.

At the start of the third day from setting out, the group finds a road. To make up for lost time, they decide to travel at a hurried pace. They follow the road out of the woods. When they finish, they knock $1 \text{ } 1/2$ days off their journey (hurried progress is $1 \text{ } 1/2 \times 2$ for the road for a total of 3 days, but because they're still in a forest, their progress is halved, bringing the total back to $1 \text{ } 1/2$), leaving them with 2 days to go.

PACE AND PROGRESS

People can spend about 12 hours each day traveling, assuming they take frequent breaks to rest, consume provisions, and mend or prepare their gear. A group can spend more time traveling in a day, but at some risk. For each full hour beyond 12 hours, the traveling characters each make Strength rolls. On a failure, they lose 1d6 Health.

If the characters are riding a self-powered vehicle, such as a boat, ship, or an airship, they can travel the full 24 hours without having to take a break and without having to make Strength rolls for doing so.

At the start of each day, one character becomes the leader and sets the group's overall pace for the day, choosing between cautious, normal, and hurried. The choice of pace determines how much distance the group removes from the total distance to the destination, as shown on the Progress by Pace table.

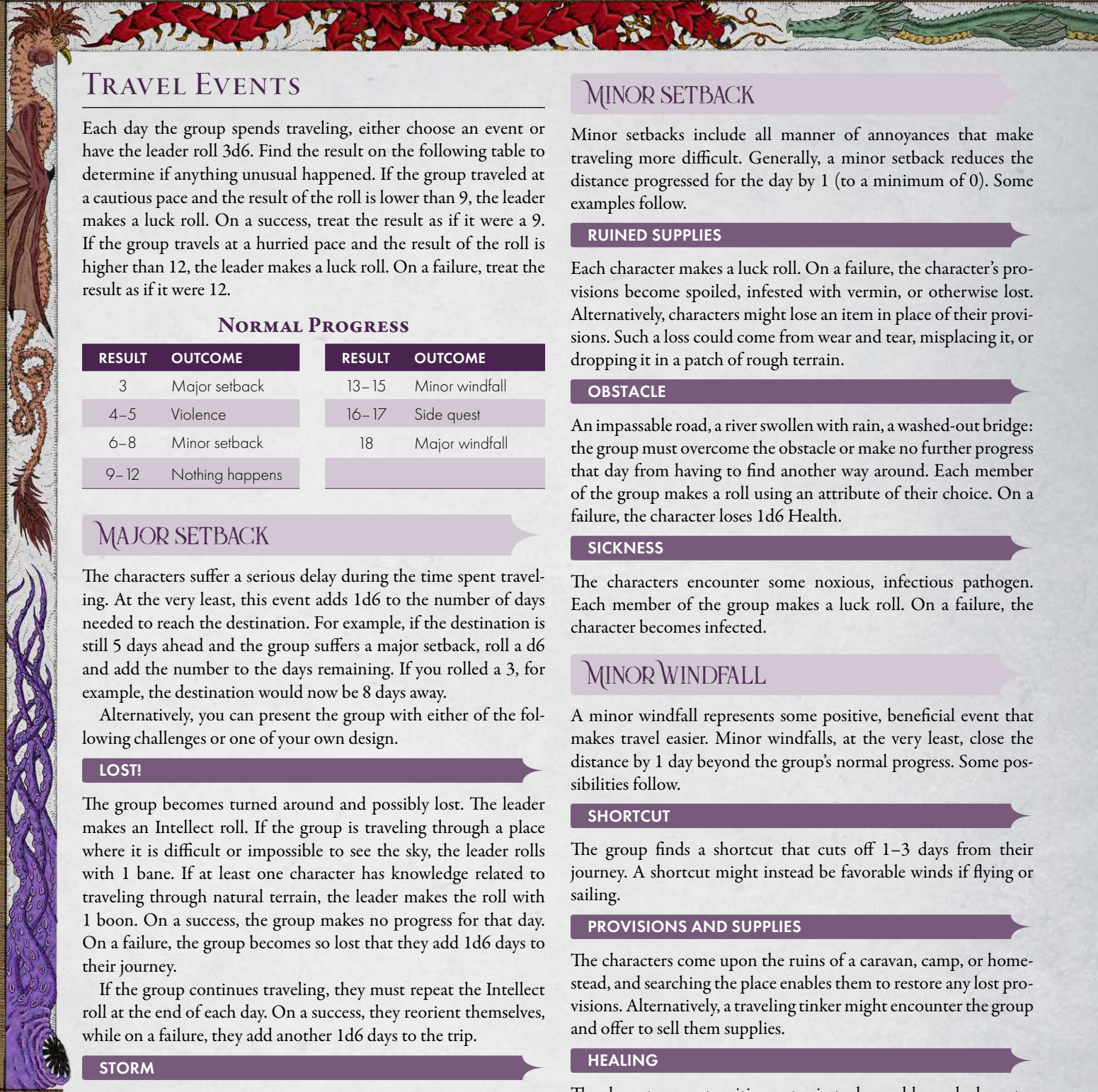
PROGRESS BY PACE

PACE	PROGRESS IN DAYS
Cautious, foot	1/2
Normal, foot	1
Hurried, foot	1 1/2
Cautious, mounted	1
Normal, mounted	2
Hurried, mounted	3
Cautious, vehicle	1
Normal, vehicle	1 1/2
Hurried, vehicle	2
Boat	2
Airship	3

Terrain and environmental conditions can speed up or slow down progress. The Progress Modifiers table shows the most common factors. Each modifier is cumulative.

PROGRESS MODIFIERS

PACE	PROGRESS IN DAYS
Roads or favorable wind (boat or airship)	$\times 2$
Leader is a guide or navigator	$\times 1 \text{ } 1/2$
Encumbered or heavy cargo	$\times 1/2$
Canyon, mountain, subterranean	$\times 1/4$
Hill, marsh, swamp, or valley	$\times 1/3$
Desert, forest, glacier, urban	$\times 1/2$



TRAVEL EVENTS

Each day the group spends traveling, either choose an event or have the leader roll 3d6. Find the result on the following table to determine if anything unusual happened. If the group traveled at a cautious pace and the result of the roll is lower than 9, the leader makes a luck roll. On a success, treat the result as if it were a 9. If the group travels at a hurried pace and the result of the roll is higher than 12, the leader makes a luck roll. On a failure, treat the result as if it were 12.

NORMAL PROGRESS

RESULT	OUTCOME	RESULT	OUTCOME
3	Major setback	13–15	Minor windfall
4–5	Violence	16–17	Side quest
6–8	Minor setback	18	Major windfall
9–12	Nothing happens		

MAJOR SETBACK

The characters suffer a serious delay during the time spent traveling. At the very least, this event adds 1d6 to the number of days needed to reach the destination. For example, if the destination is still 5 days ahead and the group suffers a major setback, roll a d6 and add the number to the days remaining. If you rolled a 3, for example, the destination would now be 8 days away.

Alternatively, you can present the group with either of the following challenges or one of your own design.

LOST!

The group becomes turned around and possibly lost. The leader makes an Intellect roll. If the group is traveling through a place where it is difficult or impossible to see the sky, the leader rolls with 1 bane. If at least one character has knowledge related to traveling through natural terrain, the leader makes the roll with 1 boon. On a success, the group makes no progress for that day. On a failure, the group becomes so lost that they add 1d6 days to their journey.

If the group continues traveling, they must repeat the Intellect roll at the end of each day. On a success, they reorient themselves, while on a failure, they add another 1d6 days to the trip.

STORM

A storm blows in and makes travel impossible for this day. The group makes no progress. In addition, each character makes a luck roll. On a failure, the character suffers some mishap and loses 3d6 Health.

VIOLENCE

The characters run afoul of enemies, such as a pack of goblin wolves, monsters, bandits, brigands, pirates, or some other challenging threat suitable for the group's level. You can either play through this fight or, for a speedier resolution, simply have each character make a roll using an attribute of their choice. On a failure, the character loses 2d6 Health.

MINOR SETBACK

Minor setbacks include all manner of annoyances that make traveling more difficult. Generally, a minor setback reduces the distance progressed for the day by 1 (to a minimum of 0). Some examples follow.

RUINED SUPPLIES

Each character makes a luck roll. On a failure, the character's provisions become spoiled, infested with vermin, or otherwise lost. Alternatively, characters might lose an item in place of their provisions. Such a loss could come from wear and tear, misplacing it, or dropping it in a patch of rough terrain.

OBSTACLE

An impassable road, a river swollen with rain, a washed-out bridge: the group must overcome the obstacle or make no further progress that day from having to find another way around. Each member of the group makes a roll using an attribute of their choice. On a failure, the character loses 1d6 Health.

SICKNESS

The characters encounter some noxious, infectious pathogen. Each member of the group makes a luck roll. On a failure, the character becomes infected.

MINOR WINDFALL

A minor windfall represents some positive, beneficial event that makes travel easier. Minor windfalls, at the very least, close the distance by 1 day beyond the group's normal progress. Some possibilities follow.

SHORTCUT

The group finds a shortcut that cuts off 1–3 days from their journey. A shortcut might instead be favorable winds if flying or sailing.

PROVISIONS AND SUPPLIES

The characters come upon the ruins of a caravan, camp, or home-stead, and searching the place enables them to restore any lost provisions. Alternatively, a traveling tinker might encounter the group and offer to sell them supplies.

HEALING

The characters meet an itinerant priest who enables each character to regain 1d6 Health. The source of this restoration could also be a magical fountain or a friendly faerie.

HAVEN

The characters find a safe haven where they can convalesce for a time, giving them time to recover from the effects of exposure, infection, or other ailments.

DISCOVERY

The characters learn something about their current or a future quest and gain some insight into completing it. This might come as a warning, an encounter with a magical being, or whatever else you choose.

SIDE QUEST

Travel creates interesting opportunities for side quests, interesting diversions that can give characters access to additional supplies and rewards but might become full blown quests too if you choose. You can roll on the following table or use it to inspire your own design.

RANDOM SIDE QUESTS

D20	SIDE QUEST
1	A hamlet or farmstead appears to have been abandoned all of a sudden. Meals have been left on tables, clothing hangs out to dry, and doors and windows stand open.
2	Smoke rises from several burning wagons. Although there are plenty of dead, signs indicate that people have been dragged off.
3	A closed door in the side of an enormous boulder leads to a tiny faerie realm.
4	A line of rounded hills mark the graves of long-dead warriors, but one of them has been opened, evidenced by the shattered stone of the door that now litters the ground.
5	Scorch marks on the ground form some sort of pattern.
6	The ruins of an abandoned keep crown a low hill.
7	A stampede of cattle, antelope, or some other herd animal races across the landscape, pursued by monstrous hunters.
8	Steam and smoke rise from a crater. Prints reveal that whatever fell here either walked or was carried away.
9	A family of refugees laments the loss of one of their own, carried off by something when they camped the previous night.
10	A strange altar made of bones and stones exudes menace.
11	Two small armies from lands in the Old Country square off in the distance.
12	Hundreds of zombies shuffle about in the distance, searching for brains.
13	A small village not shown on any maps appears and seems normal until the people start behaving in odd ways.
14	A cavemouth leads deep underground. Unsettling images appear on its walls, and there are human and animal bones everywhere.
15	A giant takes long strides in the distance.
16	A vast graveyard, surrounded by a high wall with a single gate, stands in the middle of nowhere. At night, things are seen to move about within.
17	What at first appears to be a bit of metal transforms into a strange magical or mechanical device of unknown purpose or function. Those carrying it feel an odd compulsion to handle it and, eventually, one causes it to reveal its form.
18	Wild hunters race out from a fog bank accompanied by dire wolves. The hunters round up mortals and spirit them off to some unknown fate. Locals beg the characters for aid.
19	A square building of black stone with an open portal on one side is visible in the distance. The place exudes a baleful aura.
20	A staircase made of stone climbs up into the air but seems to go nowhere.



MAJOR WINDFALL

Major windfalls offer characters substantial aid, typically reducing the days of travel by 1d6 or even 2d6. A major windfall could comprise two or more minor windfalls or simply allow the group to reach their destination at once.

LOCATIONS

Locations provide the settings for the scenes through which the players play. They can be dungeon chambers, trap-infested corridors, areas of dense forest, a hillside, the deck of a storm-tossed ship, or any place the protagonists happen to be.

PLACES OF INTEREST

Always remember, there are no empty rooms. Every place the player characters move through, explore, and fight in should invite exploration and discovery. Each offers you an opportunity to make the imaginary world more vivid, interesting, and exciting. Even a standard square room with stone walls, floor, and ceilings, bare of any contents, should be noteworthy for its lack of details.

LOCATION KEYWORDS

When writing quests, you might find it helpful to assign keywords to various locations that serve as inspirational descriptions. You can use them when describing a place to the players or simply to remember its purpose. For example, in an old underground complex is a chamber containing a shrine to Maglyxinth, a dreaded Ancient One. For its keywords, you might choose Religious, Shadowy, and Unholy. For a forest clearing, you might choose Pool, Serene, and Sylvan. Keywords can be used to convey atmosphere, mention important features, or provide clues about secrets. Some possibilities are found on the following table, but you can use anything you like.

D20	SAMPLE KEYWORD	D20	SAMPLE KEYWORD
1	Chill	11	Curtained
2	Misty	12	Bone-strewn
3	Charred	13	Wooded
4	Dwarfen	14	Haunted
5	Rubble-strewn	15	Obscene
6	Odiferous	16	Colorful
7	Bloody	17	Fey
8	Filthy	18	Strange
9	Dusty	19	Demonic
10	Religious	20	Ancient

INTERACTIVE FEATURES

Many locations have elements that the characters can push, pull, turn, open, close, or otherwise manipulate. An interactive feature can be as simple as a crude wooden door hanging from one bent hinge, or as elaborate as a great table laden with a feast and ringed with chairs in which sit the withered corpses of long-dead aristocrats. Features can be out in the open, obvious to anyone who looks around in the location, or might be hidden from view, such as a diabolical trap, words that appear on the walls only in the light cast by a specific candle, or patches of toxic mold.

DOORS AND LOCKS: A door or doorlike object, such as a gate or portcullis, might connect two locations or offer access to a hidden area. A creature can open an unlocked door freely.

CONTAINERS: Sacks, chests, barrels, boxes, and other containers might hold anything from water to pickled elf ears.

PITS, HOLES, AND CRACKS: Holes in the floor can drop any distance you choose. When covered, they might act as traps. Some holes could be chutes that carry travelers to other locations.

LEDGES, CLIFFS, AND CLIMBABLE SURFACES: Locations might contain any kind of climbable surfaces, from ladders to walls pocked with hand- and footholds.

HIDDEN OBJECTS: A location could contain one or more hidden objects. An object might count as hidden because its function is unknown, such as a torch sconce that opens a secret door, or because it's behind or under something else. Others might be revealed only in specific circumstances, like the aforementioned writing on a wall. If finding a hidden object is crucial for completing a quest and the characters fail to do so, you can always offer clues, either freely or with successful luck rolls.

SCRIPT: Script includes any writing found in the location. Graffiti might cover the walls of an alley, or a door might hold a dire warning.

GEAR AND ORDINARY OBJECTS: You can populate locations with gear and other items. Places that have been explored by other adventurers likely have bits of rope, nails, spikes, tools, broken weapons, ammunition, and other items. Lived-in places have the things you'd expect: buckets, wooden plates, candles, knickknacks, books, and other objects.

DÉCOR: Locations also have décor as appropriate to their function, since people like to beautify their surroundings. Banners, rugs, curtains, and drawings, along with tables, chairs, and even rubbish, make these areas appear more realistic.

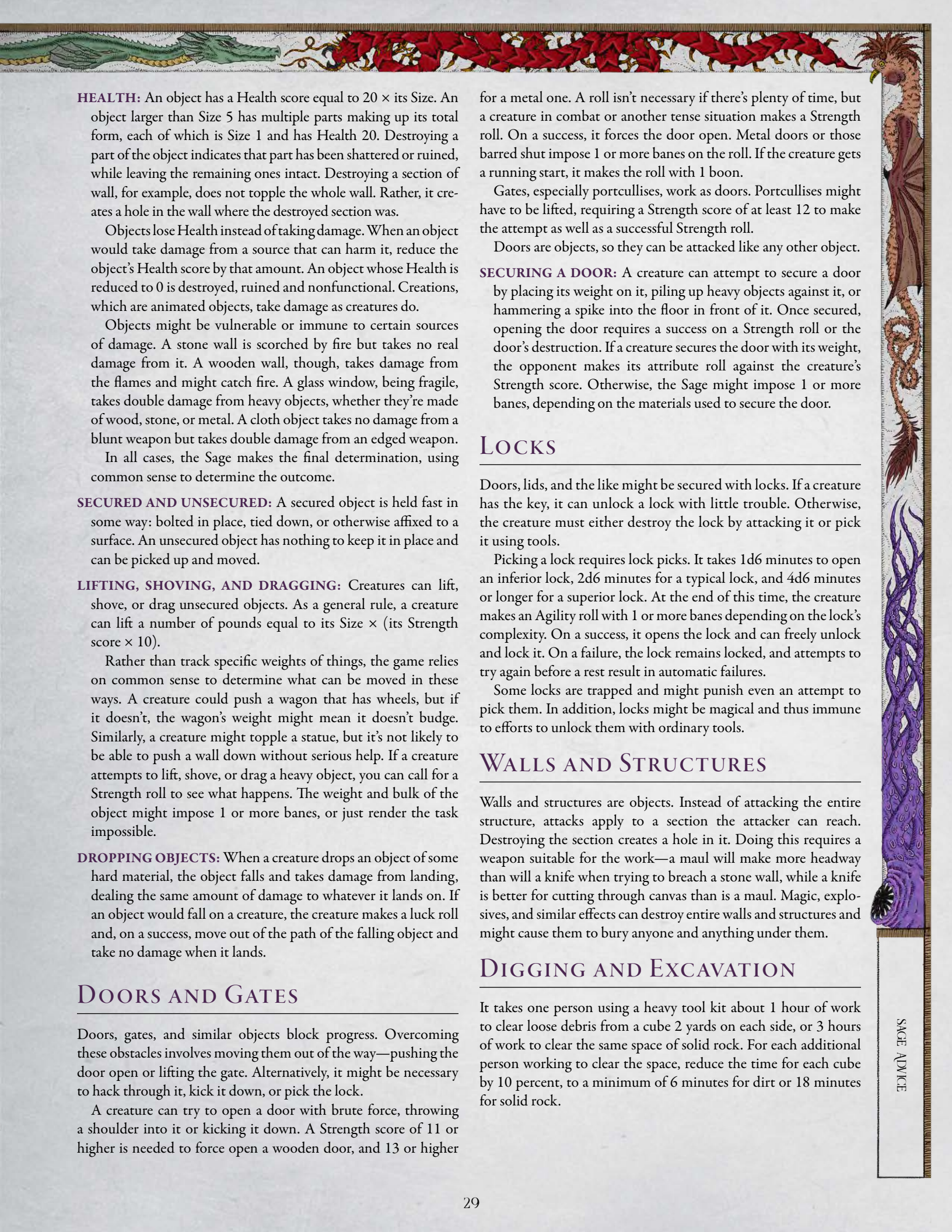
OBJECTS

Anything that's not a creature is an object, whether it's alive or not. Rocks are objects and so are trees, swords, vines growing on a stone wall, and the molds staining those same walls. Ordinary objects take no actions and usually do not move. Objects capable of performing activities and moving function as creatures.

SIZE, SPACE, AND REACH: An object has a Size score and occupies a space just as creatures do. As most objects lack limbs, they have no reach.

ATTRIBUTES: An object's attributes reflect its capabilities in the same way they do for a creature. An object incapable of exerting force has a Strength score of 0. An object that can't move itself has an Agility score of 0. Only rare objects have Intellect and Will scores. If an object has an attribute score, it can perform activities related to it. Otherwise, the object lacks the means to perform these activities, never makes rolls using the attribute, and is usually immune to effects that originate from successful rolls made against that attribute.

DEFENSE: Unless the object has some means to avoid harm, it has a Defense score of 0. An object that is worn or carried uses the Defense of whatever wears or carries it. Vehicles with drivers or pilots have a Defense equal to half the driver or pilot's Agility score. If an object can move under its own volition, it has a Defense score equal to its Agility score. Unworn suits of armor have Defense 0. If a suit of armor is worn, the armor's Defense, though not that of its wearer, becomes equal to the wearer's Agility score.



HEALTH: An object has a Health score equal to $20 \times$ its Size. An object larger than Size 5 has multiple parts making up its total form, each of which is Size 1 and has Health 20. Destroying a part of the object indicates that part has been shattered or ruined, while leaving the remaining ones intact. Destroying a section of wall, for example, does not topple the whole wall. Rather, it creates a hole in the wall where the destroyed section was.

Objects lose Health instead of taking damage. When an object would take damage from a source that can harm it, reduce the object's Health score by that amount. An object whose Health is reduced to 0 is destroyed, ruined and nonfunctional. Creations, which are animated objects, take damage as creatures do.

Objects might be vulnerable or immune to certain sources of damage. A stone wall is scorched by fire but takes no real damage from it. A wooden wall, though, takes damage from the flames and might catch fire. A glass window, being fragile, takes double damage from heavy objects, whether they're made of wood, stone, or metal. A cloth object takes no damage from a blunt weapon but takes double damage from an edged weapon.

In all cases, the Sage makes the final determination, using common sense to determine the outcome.

SECURED AND UNSECURED: A secured object is held fast in some way: 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.

LIFTING, SHOVING, AND DRAGGING: Creatures can lift, shove, or drag unsecured objects. As a general rule, a creature can lift a number of pounds equal to its Size \times (its Strength score \times 10).

Rather than track specific weights of things, the game relies on common sense to determine what can be moved in these ways. A creature could push a wagon that has wheels, but if it doesn't, the wagon's weight might mean it doesn't budge. Similarly, a creature might topple a statue, but it's not likely to be able to push a wall down without serious help. If a creature attempts to lift, shove, or drag a heavy object, you can call for a Strength roll to see what happens. The weight and bulk of the object might impose 1 or more banes, or just render the task impossible.

DROPPING OBJECTS: When a creature drops an object of some hard material, the object falls and takes damage from landing, dealing the same amount of damage to whatever it lands on. If an object would fall on a creature, the creature makes a luck roll and, on a success, move out of the path of the falling object and take no damage when it lands.

DOORS AND GATES

Doors, gates, and similar objects block progress. Overcoming these obstacles involves moving them out of the way—pushing the door open or lifting the gate. Alternatively, it might be necessary to hack through it, kick it down, or pick the lock.

A creature can try to open a door with brute force, throwing a shoulder into it or kicking it down. A Strength score of 11 or higher is needed to force open a wooden door, and 13 or higher

for a metal one. A roll isn't necessary if there's plenty of time, but a creature in combat or another tense situation makes a Strength roll. On a success, it forces the door open. Metal doors or those barred shut impose 1 or more banes on the roll. If the creature gets a running start, it makes the roll with 1 boon.

Gates, especially portcullises, work as doors. Portcullises might have to be lifted, requiring a Strength score of at least 12 to make the attempt as well as a successful Strength roll.

Doors are objects, so they can be attacked like any other object.

SECURING A DOOR: A creature can attempt to secure a door by placing its weight on it, piling up heavy objects against it, or hammering a spike into the floor in front of it. Once secured, opening the door requires a success on a Strength roll or the door's destruction. If a creature secures the door with its weight, the opponent makes its attribute roll against the creature's Strength score. Otherwise, the Sage might impose 1 or more banes, depending on the materials used to secure the door.

LOCKS

Doors, lids, and the like might be secured with locks. If a creature has the key, it can unlock a lock with little trouble. Otherwise, the creature must either destroy the lock by attacking it or pick it using tools.

Picking a lock requires lock picks. It takes 1d6 minutes to open an inferior lock, 2d6 minutes for a typical lock, and 4d6 minutes or longer for a superior lock. At the end of this time, the creature makes an Agility roll with 1 or more banes depending on the lock's complexity. On a success, it opens the lock and can freely unlock and lock it. On a failure, the lock remains locked, and attempts to try again before a rest result in automatic failures.

Some locks are trapped and might punish even an attempt to pick them. In addition, locks might be magical and thus immune to efforts to unlock them with ordinary tools.

WALLS AND STRUCTURES

Walls and structures are objects. Instead of attacking the entire structure, attacks apply to a section the attacker can reach. Destroying the section creates a hole in it. Doing this requires a weapon suitable for the work—a maul will make more headway than will a knife when trying to breach a stone wall, while a knife is better for cutting through canvas than is a maul. Magic, explosives, and similar effects can destroy entire walls and structures and might cause them to bury anyone and anything under them.

DIGGING AND EXCAVATION

It takes one person using a heavy tool kit about 1 hour of work to clear loose debris from a cube 2 yards on each side, or 3 hours of work to clear the same space of solid rock. For each additional person working to clear the space, reduce the time for each cube by 10 percent, to a minimum of 6 minutes for dirt or 18 minutes for solid rock.



TRAPS

Traps hinder, maim, or kill. They sound alarms, summon monsters, or hold intruders until others can come to investigate. Traps add tension to the game and also create interesting complications when triggered in the middle of combat.

Traps describe any hidden peril, which can be mechanical, magical, or natural. A mechanical trap shoots darts from hidden openings when someone trips the wire stretched across the floor. A magical trap encases a victim in a bubble made of force or teleports the creature to some far-flung place. Natural traps include molds, flesh-eating slime dripping from the ceilings, or gelatinous shapes invisible until someone stumbles into them.

FINDING TRAPS: *Shadow of the Weird Wizard* explains the basic steps involved in finding a trap. But it bears repeating that you should reward players who take precautions about traps by letting them find clues that reveal the danger. If a character uses a pole to tap the floor in hopes of thwarting a pressure plate, let them find it. Similarly, if a character examines an opening, looking for tripwires, they ought to find one if it's there.

COUNTERMEASURES: It might be possible to disarm, destroy, or take control of a trap. Generally, if a trap has exposed components, such as a tripwire or pressure plate, a creature can disarm it by finding the exposed component. If the trap can be disarmed, the trap mentions this in its description. - Note, that a failure on a roll to disarm the trap prevents

the creature from making an attempt again until it changes the circumstances in some way.

Players might come up with unorthodox ways to deal with traps they find. Let common sense guide your decision about whether it works or not. For example, if the characters discover an adhesive floor trap before they trigger it, and place wooden boards over the gluey surface, you could let that work even though the trap makes no mention of this particular method for dealing with it.

The following entries offer a selection of traps. Although you can use these traps at any tier, be mindful of their effects. Some harmful traps can be lethal for novice characters.

ADHESIVE FLOOR

A thin, clear, tacky substance covers the ground inside a space of up to Size 5. Dust might collect on parts of the floor, giving it a raised appearance. Also, there might be signs left by others who have run afoul of this trap: a pair of empty boots, a scrap of withered skin and bloodstains, or the bones of someone who starved to death.

When a creature moves onto a ground containing the substance, the creature becomes held. An object that enters such a space becomes secured. A creature held by the trap can overcome the effect with a success on a Strength roll, which renders the creature immune to the trap's effects until the end of the creature's next turn. On a failure, the creature's future attempts to overcome the trap's effect result in an automatic failure.

A creature can divest itself of footwear glued to the floor and hop back to a safe surface.

A creature whose unprotected body has come into contact with the adhesive must be cut free. This results in a loss of 1d6 Health for a small patch of skin, 3d6 for a large patch, or 10d6 Health if the whole side of one's body is held.

Alcohol dissolves the adhesive, and any character with professional knowledge related to chemistry or its equivalent knows this fact.

Finally, the adhesive is flammable. Any source of fire that touches the surface spreads across it and burns for 1 hour. The resulting smoke is toxic; any creature that inhales it makes a Strength roll and becomes poisoned (luck ends) on a failure.

ALARM TRAP

Bells, metal pots, pans, cans, and other metal objects hang from a string tied to the handle of a door in the space directly behind the door. Any wind in that space causes the objects to bang and rattle.

When a creature opens the trapped door, a sound as loud as a shout emanates from behind the door. Once triggered, the trap must be reset before it can be triggered again.

Cutting the string and lowering the metal objects to the floor disarms the trap.

CAGE TRAP

A Size 3 metal cage hangs from a rope in the space above the ground. A tarp, disguised to look like a ceiling, conceals it. Wind in the trapped area causes the tarp to rustle. A creature inspecting the floor might see signs from when the trap was triggered in the past—chip marks, fractures, or rust flakes on the ground.

Make a secret luck roll on the behalf of a creature that moves on the ground under the trap. On a failure, the creature steps on a pressure plate that releases the cage. The cage falls down and lands on the floor with any creatures inside its space trapped. The noise from the cage's fall is as loud as a shout.

A creature examining the floor can find the pressure plate directly underneath the cage. A creature with professional knowledge related to traps can spend 1 minute working on the plate with a tool kit. When the creature finishes, it makes an Intellect roll with 1 bane. On a success, the creature disarms the trap. On a critical failure, the creature triggers the trap.

The iron bars of the cage form a lattice with 1-foot-square gaps. The bars have Health 20, but they are sturdy and ignore damage from all but two-handed melee weapons.

Four or more creatures can attempt to lift the cage and tip it over on its side, provided the sum of their Strength scores is 45 or higher.

CORRIDOR OF DEATH

The corridor of death can connect two rooms or serve as an entryway into a complex. The trap protects a line of three Size 2 spaces. A pressure plate concealed to look like flagstones or the like appears on the floor in each section. At your discretion, blood spatters, severed limbs, and other signs of the trap's effects might appear in these spaces.

When a creature enters a space containing a pressure plate and the creature lacks awareness of a pressure plate, make a secret luck roll for that creature. On a failure, the creature steps on the plate and triggers the trap. Pendulum blades swing back and forth in that space for 1 minute.

When the trap is triggered and at the start of each new round, each creature in a space containing the swinging blades makes an Agility roll with 1 bane. On a failure, the creature loses 2d6 Health from being struck by a blade.

A creature can attempt to time its movement by using an action to study the swinging blades. When the creature enters a space containing the swinging blades, the creature can make an Intellect roll in place of an Agility roll.

A lever stands out from the wall at the end of the corridor. Pulling the lever disarms the trap. For a tougher trap, consider using a three-lever trap (see page 38) to disarm this trap.

A creature can attack the blades while they swing. They have Defense 10 and Health 20. Destroying the blades clears the trap from one space.

A creature examining the floor in a space finds the pressure plate, so it can be avoided. A creature with professional knowledge related to traps can spend 1 minute working on the plate with a tool kit. When the creature finishes, it makes an Intellect roll with 2 banes. On a success, the creature disarms the trap. On a critical failure, the creature triggers the trap.

DEADFALL

The ceiling over a space, typically Size 5, has been weakened, intentionally or not. This fact becomes evident to any creature with professional knowledge of architecture, mining, and the like who spends 1 minute or more inspecting the ceiling. In addition, dust might stream down from the cracks.

The ceiling collapses when a sound as loud as a shout occurs within 10 yards of the space. Each creature and object in the space loses 4d6 Health from the falling debris, and each creature that loses Health in this way makes a Strength roll. On a failure, the creature also falls prone and becomes buried in 1d6 feet of debris. The fallen material covers the ground in the space with challenging terrain that remains until cleared away.

Characters can shore up the ceiling if they place four stout supports between the floor and ceiling.

DIAGRAM TRAP

On the ground inside a Size 3 space there appears a complex pattern in paint or filigree. Effects that reveal magical effects show the diagram to be a magical trap. And, a creature with professional knowledge of magic who examines the diagram recognizes that it is a magical maze.

A creature that moves into the space containing the trap activates it, causing it to emit bright light for 24 hours. If that creature moves out of the space without first solving the maze, as described below, the creature loses 12d6 Health.

The creature who activates the trap recognizes their peril, but also how to escape it. The creature can attempt to find its way out by making three Intellect rolls and then stepping free. For each success, reduce the amount of Health lost by 4d6. A creature that gets three successes either makes luck rolls with 1 boon for 1 hour or regains one casting expended from a spell it learned.

EAR SLUGS

Tiny slugs infest the wood of a door. The slugs leave faint, purple trails when they move across the surface, immediately evident to anyone who examines the door. A creature with professional knowledge of nature can identify the trails with a success on an Intellect roll.

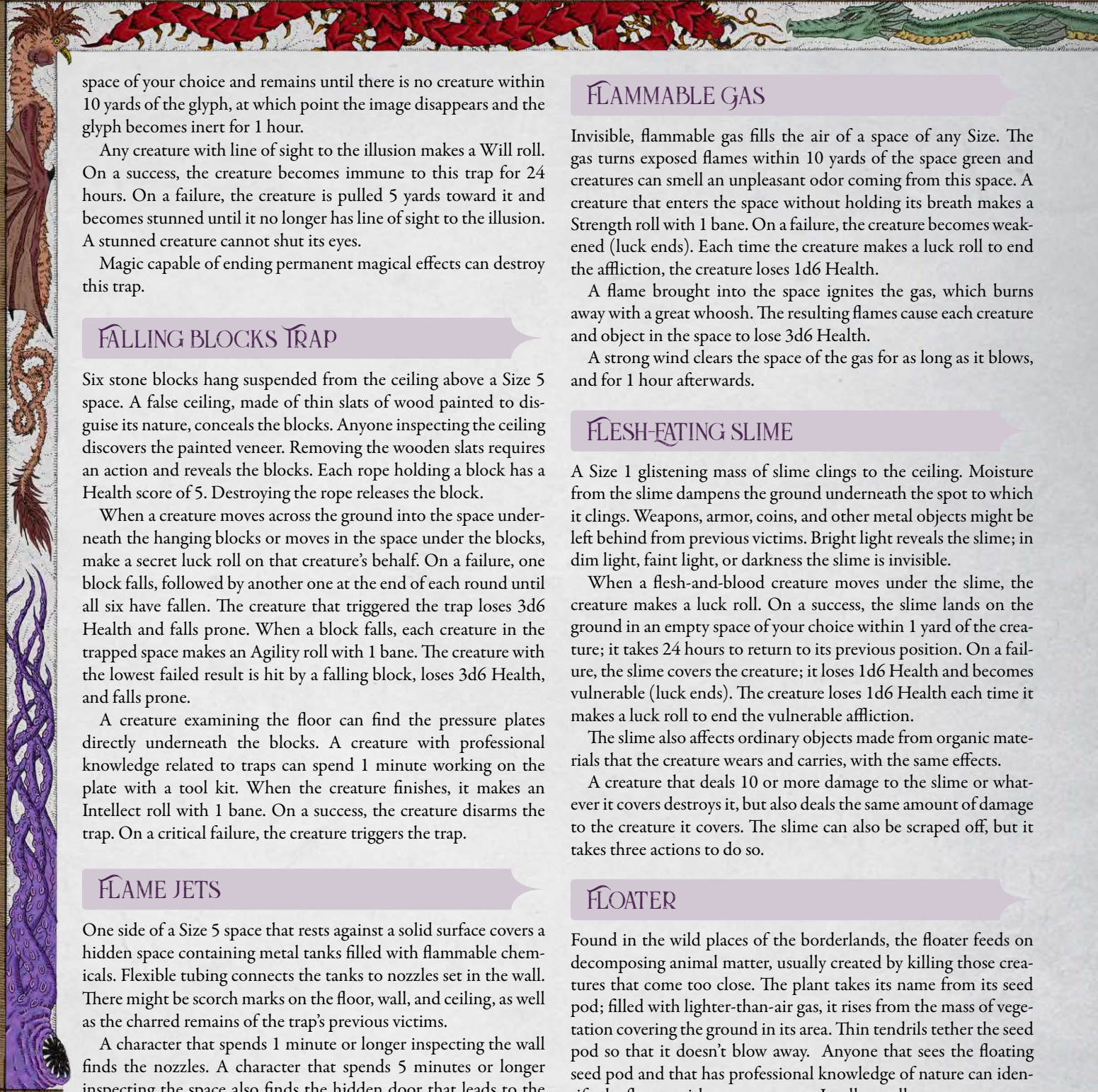
When a flesh-and-blood creature places its ear to the trapped door, the creature becomes infected with ear slugs. While infected in this way, the creature is Intellect impaired.

Any damage from fire dealt to the door destroys the infestation.

ENTRANCING IMAGE

A Size 1/2 invisible glyph sits on the surface of a larger object. Effects that reveal invisible creatures, objects, and effects reveal the glyph and a creature with professional knowledge of magic and made aware of the glyph can identify it with a success on an Intellect roll with 1 bane.

A command word, spoken aloud within 10 yards of the glyph renders it inert for 24 hours. Otherwise, when a creature moves to within 5 yards of the glyph, an illusion appears in an empty Size 1



space of your choice and remains until there is no creature within 10 yards of the glyph, at which point the image disappears and the glyph becomes inert for 1 hour.

Any creature with line of sight to the illusion makes a Will roll. On a success, the creature becomes immune to this trap for 24 hours. On a failure, the creature is pulled 5 yards toward it and becomes stunned until it no longer has line of sight to the illusion. A stunned creature cannot shut its eyes.

Magic capable of ending permanent magical effects can destroy this trap.

FALLING BLOCKS TRAP

Six stone blocks hang suspended from the ceiling above a Size 5 space. A false ceiling, made of thin slats of wood painted to disguise its nature, conceals the blocks. Anyone inspecting the ceiling discovers the painted veneer. Removing the wooden slats requires an action and reveals the blocks. Each rope holding a block has a Health score of 5. Destroying the rope releases the block.

When a creature moves across the ground into the space underneath the hanging blocks or moves in the space under the blocks, make a secret luck roll on that creature's behalf. On a failure, one block falls, followed by another one at the end of each round until all six have fallen. The creature that triggered the trap loses 3d6 Health and falls prone. When a block falls, each creature in the trapped space makes an Agility roll with 1 bane. The creature with the lowest failed result is hit by a falling block, loses 3d6 Health, and falls prone.

A creature examining the floor can find the pressure plates directly underneath the blocks. A creature with professional knowledge related to traps can spend 1 minute working on the plate with a tool kit. When the creature finishes, it makes an Intellect roll with 1 bane. On a success, the creature disarms the trap. On a critical failure, the creature triggers the trap.

FLAME JETS

One side of a Size 5 space that rests against a solid surface covers a hidden space containing metal tanks filled with flammable chemicals. Flexible tubing connects the tanks to nozzles set in the wall. There might be scorch marks on the floor, wall, and ceiling, as well as the charred remains of the trap's previous victims.

A character that spends 1 minute or longer inspecting the wall finds the nozzles. A character that spends 5 minutes or longer inspecting the space also finds the hidden door that leads to the chamber containing the tanks.

When a creature moves into the trapped space or moves around inside it, make a secret luck roll on behalf of that creature. On a failure, the creature steps on a pressure plate that activates the trap. Flames jet out from the nozzles filling the trapped space with fire. Each creature and object in the space loses 3d6 Health and catches fire (luck ends).

A creature examining the floor of the trapped space can find the pressure plates. A creature with professional knowledge related to traps can spend 1 minute working on the plate with a tool kit. When the creature finishes, it makes an Intellect roll with 2 banes. On a success, the creature disarms the trap. On a critical failure, the creature triggers the trap.

FLAMMABLE GAS

Invisible, flammable gas fills the air of a space of any Size. The gas turns exposed flames within 10 yards of the space green and creatures can smell an unpleasant odor coming from this space. A creature that enters the space without holding its breath makes a Strength roll with 1 bane. On a failure, the creature becomes weakened (luck ends). Each time the creature makes a luck roll to end the affliction, the creature loses 1d6 Health.

A flame brought into the space ignites the gas, which burns away with a great whoosh. The resulting flames cause each creature and object in the space to lose 3d6 Health.

A strong wind clears the space of the gas for as long as it blows, and for 1 hour afterwards.

FLESH-EATING SLIME

A Size 1 glistening mass of slime clings to the ceiling. Moisture from the slime dampens the ground underneath the spot to which it clings. Weapons, armor, coins, and other metal objects might be left behind from previous victims. Bright light reveals the slime; in dim light, faint light, or darkness the slime is invisible.

When a flesh-and-blood creature moves under the slime, the creature makes a luck roll. On a success, the slime lands on the ground in an empty space of your choice within 1 yard of the creature; it takes 24 hours to return to its previous position. On a failure, the slime covers the creature; it loses 1d6 Health and becomes vulnerable (luck ends). The creature loses 1d6 Health each time it makes a luck roll to end the vulnerable affliction.

The slime also affects ordinary objects made from organic materials that the creature wears and carries, with the same effects.

A creature that deals 10 or more damage to the slime or whatever it covers destroys it, but also deals the same amount of damage to the creature it covers. The slime can also be scraped off, but it takes three actions to do so.

FLOATER

Found in the wild places of the borderlands, the floater feeds on decomposing animal matter, usually created by killing those creatures that come too close. The plant takes its name from its seed pod; filled with lighter-than-air gas, it rises from the mass of vegetation covering the ground in its area. Thin tendrils tether the seed pod so that it doesn't blow away. Anyone that sees the floating seed pod and that has professional knowledge of nature can identify the floater with a success on an Intellect roll.

When a creature moves to within 5 yards of a floater or moves around within this distance, make a secret luck roll on behalf of that creature. On a failure, the seed pod opens with a loud report, audible out to a range of 100 yards, that releases needle-sharp seeds in all directions. Each creature within 5 yards of the floater makes a luck roll. On a failure, the creature loses 1d6 Health, falls prone, and becomes poisoned (luck ends).

It takes the weed 24 hours to produce another seed pod.

Strong wind, with a successful luck roll, can clear an area of the dangerous pods. Fire dealing 10 damage or more burns up the pods, while 20 damage or more kills the plant. Finally, a success on a called shot to the tendrils can sever them, releasing the pod to float away into the air.

FLOODING CHAMBER

A flooding chamber trap turns a single room, typically of Size 5, into a deathtrap. The room can have any number of exits. The trap's creator might leave bait in the form of valuables, food, or some other enticement to lure creatures onto the floor, which acts as one large pressure plate.

Mold and mildew stain the walls throughout the chamber. Looking at the floor reveals a dozen grated drain holes. Inspecting the walls near the ceiling reveals circular metal covers, disguised to blend in with the walls, that lift on hinges and cover tubes that stretch off into the darkness. Finally, anyone inspecting the entrances can see a deep groove across the floor in each opening. There might be standing water in the groove.

When three Size 1 creatures occupy the space, the floor sinks with a clicking sound. Metal doors drop down in each entry to seal the space closed. Water then pours into the chamber from concealed openings and gradually fills the chamber to the ceiling, gaining 1 foot of depth per round.

The water remains for 1 hour and then drains out via grated openings in the floor. Even if a few drains become blocked, enough to dot the floor to empty the chamber of water after 10 minutes. Once fully drained, the metal doors recede into their niches, lock in place, and the trap automatically resets.

A creature examining the floor can find the pressure plate. A creature with professional knowledge related to traps can spend 10 hours working on the plate with a tool kit. When the creature finishes, it makes an Intellect roll with 1 bane. On a success, the creature disarms the trap. On a critical failure, the creature triggers the trap.

Anything that blocks the hinged doors covering the tubes prevents water from entering the chamber.

The doors are solid metal and are immune to harm from ordinary weapons. They each have Health 40 and take no damage from cold, fire, or lightning. If the chamber contains water while the doors are open, the water drains into adjacent areas, carrying with it each creature and unsecured object in the chamber. Creatures end this movement prone.

Destroying even one door prevents the trap from resetting.

FROST MOLD

Patches of frost mold can cover surfaces in a Size 5 space, but might often cover surfaces in several small spaces. The mold feeds on heat. Any breathing creature within 5 yards of the mold can see its own breath. A creature with professional knowledge of nature recognizes the mold on sight.

At the end of each round, each flesh-and-blood creature within 5 yards of at least one patch of frost mold loses 1d6 Health and becomes weakened for as long as it remains within this distance of

the mold and for 1 minute thereafter. A creature can overcome this affliction with a success on a Strength roll.

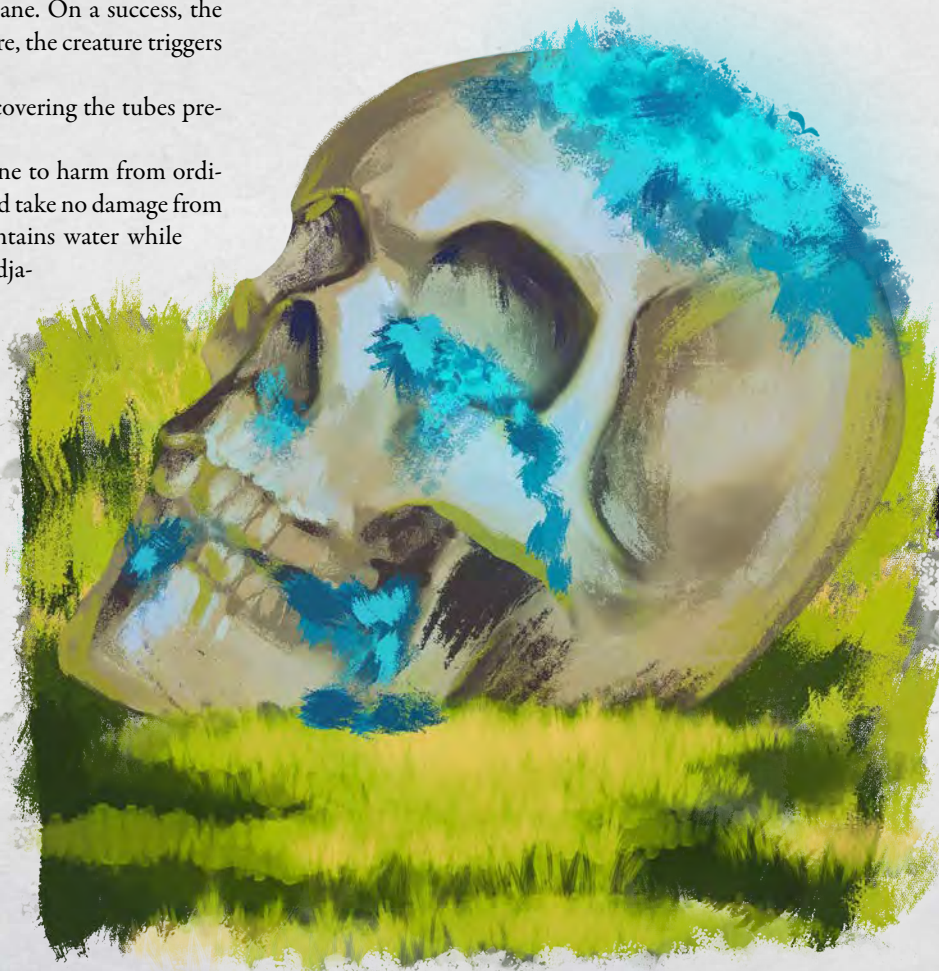
Dealing 10 damage or more to the mold from a cold source clears it from surfaces in a Size 5 space.

GEM OF THE GHOST WYRM

The gemstone containing the trap appears valuable, but is in fact worthless. The gem might be found in a chest, sitting on a pedestal, or embedded in a statue's eye socket. Any effect that reveals magic shows the gemstone to be magical. A successful Intellect roll by a creature that can see this aura identifies the trap's function. A creature with professional knowledge of mining, gem cutting, or anything similar that sees the gemstone recognizes it as being worthless.

When a creature touches the gemstone, it emits bright light that immediately takes the shape of a ghostly dragon that springs forward to attack the creature that activated it. The creature loses 1d6 Health and makes an Agility roll with 1 bane. On a failure, the creature loses an extra 3d6 Health, falls prone, and becomes unconscious (luck ends). Each time the creature makes a luck roll to end this affliction, it loses another 1d6 Health. Once the ghostly dragon attacks, it disappears and the trap becomes inert for 1 minute.

Any effect that ends magical effects can neutralize the trap. The gemstone has Health 10. Destroying it also destroys the trap.





GRINDER

The grinder protects a room, typically Size 10. On the floor in the center of the room, two hinged doors stand shut. They have been disguised to look like a normal floor. Creatures notice the room vibrates and a racket emanates from under their feet—loud enough to drown out shouting and audible from up to 100 yards away. Anyone inspecting the ground in the space notices the seam.

It takes just 50 pounds of weight to cause the hinged doors to fall open. Anything on them drops to the bottom of a pit, where enormous, toothed wheels spin. The creature that triggers this trap makes an Agility roll with 1 bane. On a success, the creature catches itself on the edge of the pit and can pull itself or be pulled up. On a failure, the creature falls to the bottom and loses 20d6 Health, plus an additional 20d6 Health at the start of each round until there's nothing left.

A character that can reach the hinged doors can use an action and a tool kit to lock them in place. A creature searching the wall near any entrance to the room can make a luck roll. On a success, the creature finds a concealed button that, when depressed, stops the wheels from spinning.

The spinning wheels take no damage from weapons but can be damaged by bombs, concussive force, and magical force. The wheels have Health 100. Destroying the wheels neutralizes the trap.

HAZARDOUS MOLD

Hazardous mold grows in damp, dark places where it contaminates the air with noxious spores. The mold appears in the space where it grows. A creature with professional knowledge of nature that sees the mold or its effects identifies it.

When a flesh-and-blood creature enters a space containing hazardous mold, it makes a Strength roll. On a success, it becomes immune to the spores for 24 hours. On a failure, the creature becomes infected with the spores.

A creature infected with spores starts showing patches of mold on its body after 1d6 minutes and then makes the Strength roll, with 1 bane, each hour rather than after each rest. A creature that dies while infected with spores decomposes in 1 hour and forms a new patch of hazardous mold.

Cold, fire, and lightning can damage the mold. Dealing 10 damage or more from one of these sources clears a Size 5 space of the mold.

HUNGRY CHEST TRAP

A hungry chest looks like an ordinary chest, albeit large. Variations on this trap include wardrobes and outhouses. Any effect that reveals magic shows an aura around the chest. A successful Intellect roll by a creature that can see this aura identifies the trap's function.

When a creature touches the chest, the lid opens to reveal a mouth filled with sharp teeth. The creature that activated the chest makes a luck roll with 1 bane. On a failure, the chest snaps the creature up. The creature loses 4d6 Health and becomes trapped inside the chest. A creature so trapped is weakened, cannot perceive anything outside of the chest, and has total cover from everything outside the chest. Finally, at the end of each round, the creature loses 1d6 Health.

The chest has Defense 11 (it hops around) and Health 30. Destroying the chest destroys the trap. In addition, any effect that ends magical effects destroys the trap, turning it into an ordinary empty chest.

ID MOSS

Patches of violet moss grow on rocks in woodland areas. The moss emits a high frequency sound that causes confusion. Ordinary people don't register the sound the moss emits, but beasts hear a high-pitched whine that distresses them. Any creature with professional knowledge of nature that sees the moss can make an Intellect roll. On a success, the creature identifies it.

At the end of each round, each creature that is within 10 yards of at least one patch of id moss and that is not deafened makes a Will roll. On a failure, the creature becomes Intellect impaired for as long as it remains within range and then for 1 hour after it moves out of range.

In addition, each Intellect impaired creature within 10 yards of the id moss rolls 1d6 at the end of the round to see what happens to it during the next round.

1. It becomes stunned until the end of the next round.
2. It becomes confused until the end of the next round.
3. It loses 1d6 Health.
4. It uses an action to run if it can and then moves as far as it can in a random direction from the id moss.
5. It moves up to its Speed toward a randomly determined creature that it can see within 10 yards and, if it can reach that creature, uses an action to attack it. If it cannot make an attack, the creature loses 1d6 Health.
6. It falls prone and becomes unconscious for as long as it remains within 10 yards of the id moss and for 1 hour after it moves out of range. Time spent unconscious in this way does not count as resting.

Only corrosives can destroy id moss. Dealing 10 damage or more with such substances clears it away from all surfaces in a Size 2 space.

INVISIBLE PREDATOR TRAP

Magic in the trapped area awaits intruders and dispatches an invisible killer—a creation—that deals with them when they least expect it. The trap occupies the surface inside a Size 1 space. The space detects as magical if it has not been activated.

Any effect that reveals magic shows an aura around the trap. A successful Intellect roll by a creature that can see this aura identifies the trap's function. A creature might find a magic word that, when spoken at the edge of the area, disarms the trap for 1 minute.

A creature that moves to within 5 yards of the trapped space activates it, which causes the creature to become cursed. At the end of each rest, the creature makes a luck roll. On a success, the affliction ends. Each time a creature cursed in this way gets a critical failure on an attribute roll or luck roll, the creature loses 2d6 Health as some invisible force slams into it.

An effect that reveals magical effects and that is used to inspect the area within 5 yards of a target cursed in this way reveals an invisible amorphous blob somewhere nearby. The blob is immune to harm; any effect that can end magical effects or end the cursed affliction causes the blob to dissipate.



LIGHT LATTICE

The Light Lattice trap protects openings such as doorways, arches, and the like. Anyone inspecting the edges of the opening finds tiny magical runes and sigils etched or carved into the surface all around the opening. A creature inspecting the glyphs with an effect that reveals magic sees an aura around them. A successful Intellect roll made by this creature reveals the nature of the trap.

When a creature moves through the entrance, the glyphs release beams of solidified light across the entrance that remain in place for 1 hour. The creature that triggered the trap makes a luck roll with 1 bane. If the creature ran, it makes the roll with 1 boon instead. On a success, roll a d6. On a 3 or less, the creature stopped before it crossed the lattice. On a 4 or higher, the creature reached the other side of the lattice before the trap triggered. On a failure, the creature is caught while moving through the lattice and loses 6d6 Health, and can end its move on either side of the lattice.

Until the effect ends, anything passing through the lattice loses 6d6 Health.

Any effect that ends magical effects destroys this trap.

LIGHTNING PILLAR

A rune-carved pillar rises from the floor, topped with a copper ring. A creature inspecting the pillar while under an effect that reveals magic sees the pillar is magical. A successful Intellect roll made by this creature reveals the nature of the trap.

When a creature moves to within 5 yards of the pillar without immediately speaking the magical word that neutralizes it, lightning leaps from the pillar toward that creature. The creature makes an Agility roll with 1 bane. On a failure, the creature takes 3d6 damage, and becomes vulnerable and catches fire (luck ends both).

Henceforth, the lightning pillar sends lightning at a randomly determined creature within 10 yards at the end of each round. If there are no eligible targets, the effect ends and the trap resets.

Speaking the magical word neutralizes the trap for 1 minute. The pillar can be attacked. It has Health 20. Destroying it neutralizes the trap.

MAGICAL MOUTH

An invisible glyph occupies a Size 1 space on a larger surface. This trap often accompanies other traps, possibly to deliver clues or mislead intruders. A creature examining the area with an effect that reveals magic sees the glyph. A successful Intellect roll made by this creature reveals the nature of the trap.

When a creature moves to within 5 yards of the glyph, magic causes a mouth to appear in the glyph's space that remains long enough to deliver a message. The mouth speaks in a booming voice as loud as a shout, so it might warn about the presence of intruders or give the creature a riddle to solve. It can say anything you choose.

Any effect that ends magical effects destroys the trap.

MAIMING BLADE

The Maiming Blade trap protects a door made from metal or stone. The door offers no clues about how to open it; it resists being pushed or pulled. An opening in the middle of the door,

however, reveals a handle inside. The handle turns clockwise and counterclockwise. A character investigating the depression can make an Intellect roll and, on a success, finds the trap.

A creature that places its hand (or equivalent appendage) in the depression and turns the handle clockwise activates the trap, causing a blade to slam down on the appendage, severing it. The creature loses 2d6 Health and an additional 1d6 Health at the end of each round until it heals any damage or a creature stanches the wound using a healer's kit.

Turning the handle counterclockwise opens the door.

A creature examining the opening can find the mechanism. A creature with professional knowledge related to traps can spend 1 minute working on the plate with a tool kit. When the creature finishes, it makes an Intellect roll with 1 bane. On a success, the creature disarms the trap. On a critical failure, the creature triggers the trap.

Also, the door can be destroyed. It has Health 100.

MELODIOUS SPHERE

Soft music sounds from a Size 1/4 crystal sphere. Often, the sphere rests atop a tripod, pedestal, or in a hanging bowl. The music carries 10 yards. A creature more than 5 yards from the sphere but within 10 yards that listens to its melody for 1 minute can make an Intellect roll. On a success, the creature feels disturbed by the music.

A creature that moves to within 5 yards of the sphere and that is not deafened makes a Will roll. On a success, the creature becomes immune to this trap for 24 hours. On a failure, the creature becomes cursed by the sphere until it moves more than 5 yards from the sphere or until the sphere is destroyed.

A creature cursed in this way cannot move more than 5 yards away from the sphere under its own power and regards any other creature within 5 yards of the sphere as an enemy, attacking it on each of its turns. If there are no other creatures within the area, the cursed creature becomes stunned until another creature moves to within 5 yards of the sphere.

The sphere can be attacked. It has Health 20. If destroyed, the sphere explodes, and each creature within 5 yards loses 1d6 Health from the concussive force.

NECROMANTIC SURPRISE

The Necromantic Surprise trap protects a room of any Size. Bones cover its floor and its walls and ceiling bear marks of wild writing in charcoal or black ink. A creature capable of reading Arcane can see that the writing on the wall produces some kind of Necromancy magic, and the creature can make an Intellect roll. On a success, the creature discovers the trap's effects.

When a flesh-and-blood creature enters the trapped space, black shadows spill from the words to gather around the bones. At the end of the round, 3d6 small or medium animated skeletons rise up from the bones. They treat all flesh-and-blood creatures as enemies and attack as soon as they can. They pursue fleeing creatures.

Any effect that can end a magical effect neutralizes the trap. Destroying all the skeletons also disarms the trap.

NEEDLE BUSH

The needle bush grows in temperate plains, prairies, and open hills, where it can distribute its seeds freely. It recalls the juniper in appearance, except it has golden needles instead of bluish ones. Needle bushes grow in clumps, reaching about 4 feet in height. Anyone with professional knowledge of nature that can see the needle bush can make an Intellect roll. On a success, the creature identifies the plant and its effects.

At the end of the round, if there is at least one Size 1/2 or larger creature within 5 yards of a needle bush, the plant fires its needles. Each creature within 5 yards of it makes an Agility roll. A creature wearing medium or heavy armor makes the roll with 1 boon, while a creature made from stone or metal gets an automatic success. On a failure, the creature loses 1d6 Health, and becomes Agility impaired until a creature uses an action to remove all of the needles.

A particular needle bush can fire its needles three times before it runs out. It replenishes its supply of needles 7 days later.

A needle bush has Health 20 and takes double damage from fire. Destroying the needle bush neutralizes its threat.



NET TRAP

A net has been tied to the ceiling of a room. A tripwire stretches across the floor under it. Any creature inspecting the floor in this space can spot the wire. When a creature moves across the ground in the space containing the tripwire, make a secret luck roll for that creature. On a failure, the creature trips the trap, which releases the net to fall upon it. See Chapter 3 in *Shadow of the Weird Wizard* for the net's rules.

A creature with professional knowledge related to traps can spend 1 minute working on the tripwire with a tool kit. When the creature finishes, it makes an Intellect roll. On a success, the creature disarms the trap. On a critical failure, the creature triggers the trap.

PIT TRAP

A tarp or thin wooden cover hides a deep pit. Anyone inspecting the space containing the covering finds it. A creature that moves across the ground in the space containing the trap tumbles into the pit and loses 1d6 Health when it hits the bottom. Some pits have spikes lining the bottom, in which case the fallen creature loses 2d6 Health instead. The spikes might be smeared with poison. If so, the creature makes a Strength roll. On a failure, it becomes poisoned (luck ends).


POISON GAS TRAP

A poison gas trap protects a container such as an urn or sarcophagus. The gas might leak out of the container, leaving a residue around the edge or offering an unpleasant smell. Opening the container triggers the trap, causing poisonous gas to spill out of the container to fill a Size 5 space centered on it and that remains for 1 minute or until dispersed by a light or stronger wind. Each breathing creature in the space when the trap is triggered and at the end of its turns makes a Strength roll with 1 bane. On a failure, the creature loses 1d6 Health, and becomes poisoned (luck ends). If a creature is already poisoned, it loses an additional 1d6 Health.

POISONED DART TRAP

The poisoned dart trap typically protects about 5 yards of hallway. Holes dot the walls on either side and in them wait darts with poison smeared on their tips. A pressure plate at the end of the hall activates the trap. A creature inspecting the walls in the protected section reveals the holes, while anyone examining the floor at the end can find the pressure plate.

A creature trips the trap when it moves onto the ground at the end of the hallway. A barrage of darts fly from the walls at differing heights. Each creature in the trapped section of hall loses 1d6 Health, and becomes poisoned (luck ends).



A creature with professional knowledge related to traps can spend 1 minute working on the pressure plate with a tool kit. When the creature finishes, it makes an Intellect roll with 1 bane. On a success, the creature disarms the trap. On a critical failure, the creature triggers the trap.

POISONED HANDLE

A nasty poison covers a door handle. Anyone inspecting the handle notices the tacky substance covering it. A creature touching the handle with an unprotected appendage becomes poisoned (luck ends). The poison's virulence imposes 1 bane on rolls made to overcome this affliction.

POISONED NEEDLE TRAP

The poisoned needle trap lurks inside a lock. Make a secret luck roll for a creature that examines the opening. If the creature has professional knowledge of traps, the creature gets an automatic success. On a success, the creature notices the needle inside the lock's opening.

When a creature uses lockpicks to unlock the trapped lock, the creature makes an Agility roll with 2 banes. On a failure, the creature loses 1 Health and becomes poisoned (luck ends). The poison's virulence imposes 1 bane on rolls made to overcome this affliction.

A creature with professional knowledge related to traps can spend 1 minute working on the lock with a tool kit. When the creature finishes, it makes an Intellect roll. On a success, the creature disarms the trap and, if desired, unlocks the lock. On a critical failure, the creature triggers the trap.

PORTCULLIS TRAP

A portcullis hangs inside a hidden space above each door or gate that grants access to a room. A treasure chest, closed door, food, or something else in the room serves as bait. Examining the door space reveals the portcullis's teeth, while an examination of the bait reveals the presence of a pressure plate.

A creature that interacts with the bait—opens the door, picks up the idol on the pedestal—trips the trap. The portcullises fall down to block each exit from the room. A creature underneath the falling portcullis makes a luck roll. On a success, roll a d6. On a 3 or less, the creature leaps back from the portcullis; on a 4 or more, the creature leaps beyond the falling portcullis. On a failure, the creature loses 2d6 Health, falls prone, and becomes held. At the end of each round the creature is held in this way, it loses 1d6 Health. The creature can overcome the affliction with a success on a Strength roll with 3 banes. A creature other than the held creature can attempt to lift the portcullis if it has a Strength score of 14 or higher and gets a success on a Strength roll with 1 bane.

A creature with professional knowledge related to traps can spend 10 minutes working on the pressure plate with a tool kit. When the creature finishes, it makes an Intellect roll. On a success, the creature disarms the trap. On a critical failure, the creature triggers the trap.

The portcullis ignores damage from weapons other than two-handed melee weapons. The portcullis has Health 20.

PRISON OF AMBER

An invisible rune protects a door or container. Any magical effect that reveals magic also reveals the rune. A creature that can see the rune can make an Intellect roll and identifies the trap on a success. When a creature touches the object bearing the rune, the rune sprays magical amber-colored liquid at that creature. The creature makes an Agility roll with 1 bane. On a failure, the substance covers the creature's body and hardens at the end of the round, causing the creature to become held and stunned. While it has these afflictions, the creature is affected by suffocation.

Once activated, the trap resets itself 1 minute later.

A codeword spoken aloud within 5 yards of the trap neutralizes the rune for 1d6 minutes. A creature held by the amber can be freed by destroying the material. The amber counts as an object with Health 40. However, when the amber takes damage, the creature it holds makes a luck roll. On a failure, the creature takes half the damage taken by the amber.

PROJECTILE TURRET

A pressure plate has been hidden on the floor inside of a Size 2 space. A creature inspecting the floor in the space finds the pressure plate. A creature that moves onto the plate trips the trap, causing a self-loading crossbow to pop up from a secret hatch in the floor in a space of your choice within 10 yards.

The crossbow fires at the end of each round for 1 minute. Target one creature or object within 20 yards of it. The target makes an Agility roll. On a failure, the bolt hits and the target takes 2d6 damage.

A creature with professional knowledge related to traps can spend 1 hour working on the pressure plate with a tool kit. When the creature finishes, it makes an Intellect roll. On a success, the creature disarms the trap. On a critical failure, the creature triggers the trap.

Creatures can attack the turret. It has Health 20. Destroying it disarms the trap.

ROLLING BOULDER

An invisible tripwire stretches across the floor in a hallway. The hallway slopes upward. A creature examining the space containing the tripwire can find it. A creature that moves into the space containing the tripwire trips the trap, which causes a boulder to fall from the ceiling at the end of the hallway, which then rolls 3d6 yards at the end of each round until it reaches the other end of the hallway or can roll no further. (Make this trap extra nasty by combining it with the Portcullis Trap.) Each creature whose space the boulder enters loses 8d6 Health, falls prone, and becomes vulnerable (luck ends).

A creature with professional knowledge related to traps can spend 1 hour working on the tripwire with a tool kit. When the creature finishes, it makes an Intellect roll. On a success, the creature disarms the trap. On a critical failure, the creature triggers the trap.

RUNE TRAP

A magical rune hides in otherwise ordinary script. Any effect that reveals magic reveals the presence of the magical rune. A creature that perceives the rune can make an Intellect roll with 1 bane and, on a success, recognize the rune for what it is.

A creature that reads the script triggers the trap. The rune burns the script and blasts the reader with fire. The reader loses 1d6 Health and makes an Agility roll. On a failure, the reader loses an additional 2d6 Health and catches fire (luck ends).

Any effect that ends magical effects disarms the trap. Destroying the object holding the writing also neutralizes the trap.

SKINWORM COLONY

Skinworms, nasty parasites, feed on rotting bodies. A creature that spends at least 1 minute studying the body of a dead creature notices something moving under its flesh. For each minute the creature watches, it can make a luck roll. On a success, it sees a worm emerge from the carcass and then dig back in. Burning the body destroys the infestation.

When a flesh-and-blood creature handles an infested carcass, make a secret luck roll on that creature's behalf. On a failure, the skinworms gain purchase in the creature's flesh. At the end of each round, the creature loses 1d6 Health as the worms burrow through its body. An affected creature can rid itself of the parasites by taking 15 damage or more from cold, lightning, or fire.

SMOTHERING RUG TRAP

A magical rug covers the ground in a Size 2 space. Any effect that reveals magic reveals the magical rug. A creature that perceives the magic can make an Intellect roll with 1 bane. On a success, the creature identifies the rug for what it is.

When a creature steps on the rug, the sides curl up in an attempt to envelop and smother the creature that triggered the trap. The creature makes an Agility roll with 1 bane. On a success, the creature leaps free, landing in an empty space within 1 yard of the rug and the rug becomes dormant once more. On a failure, the creature falls prone, becomes held, and cannot stand up. The creature cannot see outside of its space. At the end of each round, the creature loses 1d6 Health.

A creature held in this way can use an off-hand weapon to attack the rug. If the rug takes damage from a source other than the creature it has held, the held creature takes half the damage. The rug has Health 20. Destroying the rug disarms the trap.

SPEAR TRAP

A false Size 1/2 tile on the floor holds down a spear mounted on a coiled spring. A creature inspecting the tile recognizes its falseness. A creature moving onto the tile breaks it and releases the spear. The creature loses 1d6 Health and makes an Agility roll. On a failure, the creature loses an additional 2d6 Health.

A creature with professional knowledge related to traps can spend 1 minute working on the tile with a tool kit. When the creature finishes, it makes an Intellect roll. On a success, the creature disarms the trap. On a critical failure, the creature triggers the trap.



SYMBOLISM TRAPS

Many spells from the Symbolism tradition create effects that serve well as traps. Simply place the spell effect in the area you would trap and resolve its effects when a creature triggers it.

TELEPORTER TRAP

Magic imbues a Size 1/2 or smaller object. Any effect that reveals magic reveals an aura around the object. A creature that perceives the aura can make an Intellect roll with 1 bane. On a success, the creature identifies the trap's effect.

A creature that touches the trapped object without first speaking the magical word is teleported to a space of your choice 20 yards in the air within 1 mile. The trap immediately resets.

Any effect that ends magical effects disarms the trap.

TERROR SKULL

Magic imbues a human or animal skull. The Size 1/4 object could float in the air or be affixed to a wall. Any effect that reveals magic reveals an aura on the skull. A creature that perceives the magic can make an Intellect roll with 1 bane. On a success, the creature identifies the trap.

A creature that moves to within 5 yards of the skull triggers the trap. The skull shrieks. Each creature within 20 yards of it that is not deafened makes a Will roll with 1 bane. On a failure, the creature becomes frightened of the skull (luck ends). While frightened in this way, the creature must use an action to run if it can and move away from the skull by the safest available route. If it can't run any farther, the creature becomes stunned until it is no longer frightened.

Once activated, it takes 1 minute for the trap to reset. The skull can be destroyed. It has Health 10. Destroying the skull disarms the trap.

THREE-LEVER TRAP

A Three-Lever Trap appears on a wall not far from a portcullis that has been lowered and locked into place. Characters inspecting the nearby walls find holes drilled into them containing darts.

The levers are all in a middle position when found. A three-lever trap requires a combination of lever positions to raise the portcullis, such as left up, middle down, right up. Moving any individual lever produces no effect, but once the third lever has been moved into a position, either the portcullis rises into the ceiling or a barrage of darts fly from the walls.

If the portcullis does not lift, each creature within 5 yards of the levers makes a luck roll. On a failure, the darts strike the creature, causing it to lose 1d6 Health and become poisoned (luck ends).

The trap can launch the darts three times before it exhausts its supply.

The characters can destroy the portcullis, but its construction renders it immune to damage from all but two-handed melee weapons. A character with Strength 16 or higher can attempt to bend the bars by making a Strength roll.

A creature with professional knowledge related to traps can spend 1 hour working on the levers with a tool kit. When the creature finishes, it makes an Intellect roll. On a success, the creature disarms the trap and, if desired, unlocks the lock. On a critical failure, the creature triggers the trap.

TRAPPER PLANT

A sickly-sweet odor betrays the presence of a trapper plant long before anyone sees it. The plant grows from a central root and has six to eight leaves that lie flat around a central yellow-white flower. The plant covers the ground in a Size 5 space. The leaves appear dewy, dotted with beads of moisture. A creature that smells or sees the plant and has professional knowledge related to nature can identify the plant and the dangers it presents.

When a flesh-and-blood creature moves to within 30 yards of the trapper plant or starts its turn there, the creature makes a Will roll. On a success, the creature is immune to this effect for 24 hours. On a failure, the creature becomes Intellect impaired (luck ends). While Intellect impaired in this way, the creature must end its turn closer to the trapper plant than where it began or lose 1d6 Health. Once it ends its turn within 5 yards of the plant, the creature becomes stunned for as long as it remains Intellect impaired.

A creature that moves onto the ground containing the plant becomes held until the trapper plant is incapacitated or the creature overcomes the affliction with a successful Strength roll made with 1 bane. At the end of each round, a creature of flesh and blood held by the plant loses 1d6 Health.

Alcohol or acid removes the held affliction from a creature.

The plant has Health 40. Destroying it neutralizes this trap.

WEBS

Webs stretch across openings to ensnare prey. The webs are nearly invisible. A searching character finds the webs automatically. When a creature moves through an opening containing webs, that creature makes a luck roll. A running or flying creature gets an automatic failure. On a success, the creature spots the webs before moving into them. On a failure, the creature stumbles into the webs and becomes held. A creature can overcome the affliction with a success on a Strength roll with 1 bane. Dealing any amount of damage from fire clears the opening of the webs.



DISEASES

Many plagues, illnesses, and other infections pose grave danger. You can find the rules for infections in *Shadow of the Weird Wizard*, which are suitable for the normal kinds of diseases characters might contract as they explore unclean and toxic environments. The following examples use the basic rules for infection unless otherwise specified.

EYE BLIGHT: This disease spreads through contaminated water. A creature infected with eye blight cannot see anything more than 3 yards away from it. In addition, each time it fails a roll to resist the infection, the creature becomes blinded for 24 hours. If it fails three rolls, the blindness becomes permanent.

FOOL'S FOLLY: Those infected by this insidious disease lose the ability to have coherent thoughts, becoming disagreeable, aggrieved about everything, and suspicious of others. The disease spreads through proximity to carriers. A creature infected with this disease has its Intellect reduced by 6 until it overcomes the infection.

HATEFUL ENDS: A brutal stomach ailment grips the afflicted with cramps, high fever, and explosive diarrhea. The disease spreads through contaminated food and drink. A creature makes rolls to resist the disease's effects with 1 bane.

SHUDDERING POX: The high fever that comes from this foul disease causes the sickened to shake uncontrollably. All over the skin, itchy red blisters pop up and burst to drain, spreading the infection to anyone who comes into contact with the victim. A creature that loses 10 Health or more from this infection becomes permanently scarred if it survives.

SOUL SICKNESS: The infection responsible for creating orcs spreads by physical contact. Rather than make a Strength roll to avoid infection, a creature makes a Will roll. While infected, the creature does not lose Health from failed rolls. Instead, it regards all other creatures not infected with soul sickness as enemies. After three failed rolls, the effect transforms the creature into an orc.

STONE SCALE: A strange ailment believed to originate in the Jungle of Za causes the afflicted to develop thick, scaly patches that harden into stone unless treated with small doses of acid. An infected creature must either give up an action or a move on each of its turns, makes rolls to resist the disease with 1 bane, and loses twice as much Health with each failed roll. A creature whose Health is reduced to 0 by the infection dies and becomes a stone statue.

ZOMBIE PLAGUE: This vile disease kills its victims and turns them into zombies. The disease spreads through saliva. A creature makes rolls to resist the infection with 2 banes and loses 3d6 Health each time it fails a roll. An infected creature that dies rises as a zombie a few minutes later. As a zombie, it uses none of its original rules but uses those for zombies.

OBSTACLES

An obstacle is anything that frustrates efforts to move through or explore an area. In wooded areas, the trees and underbrush slow movement, while falling snow acts as an obstacle by creating obscurement in the areas in which it falls. A rubble-strewn floor is challenging terrain, which impedes passage.

Obstacles matter only when they have an effect on a scene. Mist might make it hard to see enemies in combat, but otherwise it is just a bit of set dressing. Similarly, an icy floor makes fighting precarious, but outside of combat, a group taking their time and being careful can make their way across the floor without trouble. In other words, an obstacle might demand a roll in a fight or to obtain some clue that makes the rest of the quest easier.

COVER: One or more obstacles for enemies to hide behind makes combat more challenging for the characters, but can also give them places to hide and protect themselves from ranged fire. Typical obstacles that provide cover include low or partial walls, columns, trees, altars, tables, boxes and crates, statues, racks, and most forms of furniture. Horizontal cover, called hard covering or shelter, protects creatures and objects under it.

TERRAIN: Used sparingly, challenging terrain provides an interesting development in combat and exploration scenes as it directs creatures around these areas. Navigating ice, debris, narrow surfaces, and the like when time is a factor ought to require a successful roll to maintain one's balance or to find a safe path across the surface.

OBSCUREMENT: Mist, snow, shadows, and other forms of obscurement conceal details and thus make it more difficult for the characters to detect hidden threats, find clues, or make other discoveries important to the scene. Obscurement in combat can also make it more difficult to strike a foe.

PUZZLES

Puzzles engage the players more than a simple lock or trap might. However, solving puzzles relies more on the abilities of the players than those of their characters. Players who have little interest in such things can become vexed when the story's progress depends on using the little gray cells.

To make a puzzle more manageable, include clues for its solution in places the characters explore before reaching it. Having the answers live in the setting rewards the players for paying attention to their surroundings and ensures the solution comes from the group's experiences rather than the cleverness of a particular player.

For example, the group might happen upon a reinforced door that's sealed shut by magic. Three dials stand in its face. One dial has three settings that show one star, two stars, and three stars. Another dial shows the moon in its four phases. The last dial has two settings, one marked with the sun and the other not. Earlier, the protagonists might have noticed a star-symbol embossed on a silver chalice they discovered hidden in a room and spotted the full-moon shining through a skylight. From these clues, the players might set the star dial on one, the moon at full, and choose the no sun option for the last since it's night. If so, the door opens.

Even with seeding the clues in the group's quest site, hints might become necessary. Be mindful of frustrating the players. Before they become demoralized, slip hints to the players with the smartest characters to nudge them along. Puzzles are not for everyone, and if they bring the story to a halt, it's best to wrap them up so the game can continue.

MAGIC

Since magic is pretty much everywhere in the world, places can include magical effects of known or unknown origins. A magical effect could result from a cast spell or could just be a persistent phenomenon of unexplained origin.

ILLUSIONS

Illusions fool the senses by creating an image, a sound, or some other sensation. They can be interactive objects, obstacles, or other features. An illusion could cover a pit in the floor, hide an exit from a room, or render hostile creatures and objects invisible.

The simplest way to identify an illusion is to interact with it. Placing one's hand through an illusory wall reveals its nature, as does tumbling through an illusory section of floor that hides a deep pit. Any effect that reveals magical effects also pinpoints the magic responsible for creating the illusion.

Usually, illusions persist even after discovery. Even if one steps through an illusory wall, the image of the wall remains.

FORCE

Force occurs whenever magic assumes a solid form. Spells from the Order tradition can create force. Objects made from force have substance, but no weight, no smell, make no sound, and can't be seen, though they displace air and might be visible in fog, mist,

and smoky conditions. Light passes through force unimpeded. Force objects might be immobile, in which case they remain fixed in place regardless of pressure placed against them, or might be moveable as the effect describes.

A force object counts as an ordinary object and uses the rules for such. If destroyed, the force object leaves no trace of its existence.

ENHANCED MAGIC

Holy sites can enhance Invocation spells, while places steeped in dark magic could enhance Dark Arts or Necromancy spells. Other areas might enhance some or all magic.

An area of enhanced magic grants 1 boon on rolls made as a result of casting a spell and imposes 1 bane on rolls made to resist magical effects, and spells that heal or deal damage or cause creatures to lose or gain Health double the normal amounts.

DIMINISHED MAGIC

An area can diminish magic also, which reduces the efficacy of spells cast and magical effects used in them. A diminished magic area typically applies to all magic, though it might instead apply to that of a particular tradition.

A diminished magic area imposes 1 bane on rolls made as a result of casting a spell and grants 1 boon on rolls made to resist magical effects, and spells that heal or deal damage or cause creatures to lose or gain Health halve the normal amounts.

DEAD MAGIC

A dead magic area cuts off access to all magic. It prevents any magical effects from being created within its bounds and suppresses ongoing magical effects on creatures or objects that enter the area. Time spent in the area counts against each effect's duration.

ERRATIC MAGIC

An area can cause magic used inside it to have unpredictable results. This effect might result from magical catastrophes, reality tears, or some metaphysical mishap that has permanently altered reality within its bounds.

Whenever a creature in the area would produce a magical effect from casting a spell, using an item, or using a talent, the creature makes a luck roll. On a failure, it suffers a magical mishap. Roll a d20 and consult the table below to see what happens.

PORTALS

A portal is a magical doorway connecting two points in space separated by any distance. A portal has a front and a back. When viewed from the side, it appears as a wriggling line that distorts light around it. Anything moving through the front of one portal instantly emerges from the back of the other, and vice versa. Most portals show what lies beyond them, but some have opaque surfaces. If a portal is dismissed in some way, the collapsing passage severs anything partway through.

MAGICAL MISHAPS

D20	EFFECT
1	The creature is removed from play for 1d6 minutes. During this time, the creature takes no actions, perceives nothing, and cannot move. When the effect ends, the creature returns to the space it left or the empty one nearest to it. The returned creature makes a Will roll. On a failure, it becomes confused (luck ends).
2	The creature must spend an additional casting, charge, or use of the talent or the magic produces no effect.
3	A thick blue fluid appears around the creature and then solidifies. The creature is stunned (luck ends). While stunned in this way, the creature is affected by suffocation.
4	The creature becomes stunned until the end of its next turn.
5	If the magical effect deals damage, it heals damage instead.
6	The area seems to tilt before returning to its normal position. Each creature in the area makes an Agility roll. On a failure, the creature falls prone.
7	The creature's magic runs wild. The creature takes 3d6 damage.
8	The ground in the area breaks apart and becomes challenging terrain until cleared away.
9	The creature sheds dim light (luck ends).
10	The creature transforms into an ordinary object of the Sage's choice until the end of the round and then returns to its normal form.

D20	EFFECT
11	The magical effect ignites the energy field in the area of erratic magic. Each creature and object in it takes 2d6 damage while flashing colors and bizarre ambient noises fill the area until the end of the round.
12	The creature becomes a toad (luck ends). See the Toad spell in the Alteration tradition for details on the effects.
13	The creature and a creature of the Sage's choice within 10 yards of it teleport to swap positions. If there is no other creature within 10 yards, the creature responsible for the mishap becomes confused (luck ends).
14	The creature makes attribute rolls with 1 boon for 1 minute.
15	The creature makes luck rolls with 3 boons for 1 minute.
16	Each creature in the area gains an additional action that it can use at any time. If not used by the end of the round, the additional action is lost.
17	The magic fails and has no effect.
18	If the magical effect deals or heals damage, it deals or heals maximum damage. Otherwise, nothing happens.
19	The creature can teleport to an empty space it can see within 5d6 yards.
20	The creature heals all damage and regains all Health, and each enemy within 10 yards loses 10 Health.



THE UNCANNY

A world filled with magic, bizarre technology, and hideous monsters should feel unsettling to the players. The more weirdness you inject into the game, the greater you reinforce the uncanny nature of the setting. Pass up no opportunity to introduce the inexplicable and bizarre. An object might hang in the air, or some invisible thing might cast a shadow on a wall. A torch's flames can turn green, strange noises sound, ribbons of light appear in the heavens, the ground lifts up for no apparent reason, or pebbles rain from the clouds. This is a fantasy world of great age, populated by beings armed with magic capable of reshaping reality to suit their needs. There's no reason not to make it seem strange.

SECRETS

The world is full of mysteries long unsolved and waiting for resolution. Consider hiding all kinds of secret information in quest locations. Secrets can be minor or major, there to enhance the weirdness of the setting or to prompt further investigation. Using secrets gives the players a chance to make discoveries but also makes the world feel alive, that places exist before and after the protagonists visit them.

Secrets can be anything. A group exploring an area might turn up the hilt of a broken sword that you placed there on a whim. The hilt could be nothing, but it could also once have belonged to a great hero who died in this place a long time ago. Perhaps the hilt has a secret compartment that holds a mysterious letter. Maybe the spirit of a dead warrior dwells in the hilt and haunts the dreams of the character who picked it up.

Not everything has to have a secret, though. A wooden plate can just be a wooden plate. Features you include can be as mysterious or as obvious as you like.

ROLEPLAYING

Roleplaying touches on every aspect of game play. You and the players roleplay when you make decisions in the game based not on what you yourselves would do, but rather what the characters you play would. When a player has their character attack a foe threatening a friend, opts to haggle with a merchant over the price of a sword, or even decides what path to choose from story reasons over rules optimization, they're roleplaying.

CONTROL AND BEHAVIOR

Players in control of their characters choose how they behave, act, and react to situations. Unless the characters are under some magical effect, the players decide what they think is true, what is false, how they feel, and how they interpret their perceptions. Never tell the players that their characters feel anger, love or affection, or any other emotion unless some outside effect forces them to do so. Furthermore, the rules for social interaction allow the players' characters to modify opinions and attitudes of the characters you control, but they do not work the other way around. You never make rolls against the players' characters in social situations.


CONVERSATIONAL ROLEPLAYING

When many hear "roleplaying," images of people sitting around and talking in funny voices come to mind. While it's perfectly fine to alter your voice to match what you imagine your character sounds like or use expressions you think reflect the fantastical nature of the game, such performances represent only a fraction of how roleplaying shakes out in a session. People might explain what their characters say in the same manner that they describe what their characters do in combat; adopt a conversational tone, using their normal voices and idioms; or go all in by wearing costumes and demonstrating their full thespian skills—or lack thereof. You might have a preference, but everyone has different comfort levels when it comes to roleplaying. As long as they remain true to the characters they play, there's no wrong way to do it.

Conversational roleplaying describes the dialogue that occurs between characters in the game, whether controlled by the players or by you. The point of these interactions depends on the scene. The characters might play through a minor scene to order a meal in a roadside inn or engage in a complicated scene wherein their characters hope to sway a noble into raising troops to help defend a rival lord's holdings from an imminent invasion of centaurs. Characters use conversational roleplaying to gain information, persuade others to perform some activity, deceive, intimidate, interrogate, woo potential romantic partners, and foster goodwill that might blossom into lasting friendships.

EXTRAS

The players' characters have opportunities to encounter other people wherever the group goes in the game. When they enter an inhabited town, all the townspeople are assumed to be every bit



as real and alive as the characters under the players' control. Such ordinary folk have goals, motivations, secrets, regrets, hopes, and passions, along with connections to other people such as coworkers, friends, family, and acquaintances. However, it's unrealistic to expect you to know the story of even a few of these bystanders and "extras" that make up the people living in a random town in the borderlands or elsewhere. Rather, the goal ought to be creating the illusion of a vibrant, thriving community made up of individuals.

GROUP IDENTITY

Large groups of people tend to have a group identity in addition to individual personalities. The group identity defines certain expectations about belonging to the community and delineates the boundaries between acceptable and unacceptable behavior. When you plan to introduce an urban environment of any size, establish some or all of the following views commonly held by the people in the community.

CUSTOMS: A community's customs describe the overall common behavior one might expect from the people living there. People might use a particular greeting or farewell, shake hands or kiss cheeks, or never touch at all. Some might consider it rude to show their teeth and thus never smile, while others reject the idea of ownership and share everything they have.

Communities also place expectations on members. One town might require military service of every abled-bodied person, while another permits no one to carry weapons larger than knives. Some refuse to permit certain animals, while others might allow livestock to roam freely through the streets.

INDIVIDUAL COMMUNITY DAYS FOR CELEBRATION:

Holy days, anniversaries of historical events, days marking the change of seasons, celestial events, and more, communities might have great festivals during these times, with feasting and parades; holding special religious gatherings; or forbidding commerce from being conducted during these times.

DRESS: The clothes people wear can also help you establish a group identity. Trousers and shirts with cloaks, shawls, capes, or coats might be the norm, but color, cut, and style can add an interesting level of detail without much work. Dyes, for example, depend on access to materials. Some places might have drab colors, using grasses, flowers, rust, and charcoal to stain their clothing, while a coastal settlement might have access to a beautiful purple dye obtained from the ink of a squid that swims in nearby waters.

Style of dress reflects not only social mores, but also climate and geography. Some places might have modest dress, in which no one shows any skin beyond their eyes, while others go about in little more than breechclouts and sandals.

TRUST: How people in a community deal with strangers is a matter of trust. Many villagers never travel more than a few miles from their home and thus never see anyone who doesn't look like their own social circles. In large, cosmopolitan cities, people of all ancestries gather and mingle, so someone from a faraway place in unusual dress and with an odd way of speaking would hardly warrant a raised eyebrow.

Often, trust arises from local history. A community that has had trouble with brigands might have good reason to be cautious around strangers. Add to this the possibility of shape-changing

faeries, hideous undead, and hostile monsters, it's no wonder that people close their doors to newcomers, if they don't chase them out of town.

RESTRICTIONS: Communities all have their own ideas about what a person can and can't do. As a general rule, people frown on or punish those who violate the most basic and commonly held beliefs about law; murder, wanton acts of destruction, theft, and assault should be criminal offenses in most places. Some communities have strange ideas about what is proper. One town has a strict curfew starting at nightfall. A village has a law against drinking water from the creek. A hamlet makes it a punishable offense to harm a pig, enter a graveyard after dark, or even speak in the presence of a religious leader. There's no need to come up with an exhaustive set of freedoms and restrictions, but adding one or two adds color to the places visited.

RELIGION: Another aspect of community building is sharing beliefs about the gods. Large communities might have two or more active religions, but many smaller ones revere a pantheon of related gods, a subset of those gods, or even just one particular deity who watches over them. Communities with strict religious views might disallow priests of other faiths from practicing their religion, displaying symbols, or speaking of their god, lest they offend the local deity.

CURRENT EVENTS: Finally, people in a community talk about important events that directly affect their lives and livelihoods. They might be worried about a hostile tribe of wargs who keep stealing their livestock, the earl's newest round of taxes, a family who suffered a recent, public disgrace, or some strange sign spotted in the sky. People don't often know much about the lands beyond their towns and villages; one would have to travel to a large city to get a better sense of regional news.

Current events can inform the players about the locals' worries and their hopes for the future. If a nearby town succumbed to the soul sickness and the people there turned into orcs, the locals will be helpful to characters who have come to combat the orc threat. The same is true for any trouble that might cast a shadow on a settlement.

INDIVIDUAL TRAITS

Once you determine the general nature of the people in a community, you should have a good idea about how they will behave when they meet strangers or travelers and portray them in an appropriate manner. However, people are more than their tribal association. They have individual traits that set them apart from others.

You don't need a detailed background for bystanders and extras, but it is good to have one element to make a character more memorable and that you can build upon if the character becomes more important as the story develops. You can use the following tables to create general individual traits for the various people the characters might meet and with whom they might interact. These tables assume human communities. You should adjust entries as you wish to suit members of other ancestries. Roll a d6 to find the table and a d20 to find the entry on that table.

TABLE 1: APPEARANCE

D20	APPEARANCE	D20	APPEARANCE
1	Ugly	11	Clean
2	Short	12	Piercings
3	Hairy	13	Plain
4	Missing digits or appendage	14	Attractive facial features
5	Birthmark	15	Corpulent
6	Thin	16	Extra digit
7	Missing facial feature	17	Pockmarks
8	Unusual coloration	18	Hairless
9	Tattoos, scars	19	Tall
10	Grubby	20	Beautiful

TABLE 2: POSITIVE PERSONALITY

D20	POSITIVE PERSONALITY TRAIT	D20	POSITIVE PERSONALITY TRAIT
1	Patient	11	Honorable
2	Generous	12	Clever
3	Encouraging	13	Funny
4	Friendly	14	Bold
5	Compassionate	15	Eager
6	Honest	16	Tolerant
7	Gregarious	17	Upbeat
8	Brilliant	18	Present
9	Charming	19	Helpful
10	Good	20	Kind

TABLE 3: NEGATIVE PERSONALITY

D20	NEGATIVE PERSONALITY TRAIT	D20	NEGATIVE PERSONALITY TRAIT
1	Impatient	11	Erratic
2	Rude	12	Witless
3	Afraid	13	Superior
4	Aggrieved	14	Disgusting
5	Sarcastic	15	Angry
6	Gruff	16	Cringing
7	Stubborn	17	Melancholic
8	Dull	18	Disinterested
9	Sneaky	19	Petty
10	Cruel	20	Aggressive

TABLE 4: DISTINCTIVE IDENTITY

D20	DISTINCTIVE IDENTITY	D20	DISTINCTIVE IDENTITY
1	Criminal	11	Beggar
2	Healer	12	Noted entertainer
3	Scholar	13	Noted artist or writer
4	Religious leader	14	Philosopher
5	Student of magic	15	Spy (roll again for cover identity)
6	Vagabond	16	Former adventurer
7	Former soldier	17	Skilled artisan
8	Gravedigger	18	Hermit
9	Aristocrat	19	Failed entrepreneur
10	Foreigner	20	Wastrel or gambler

TABLE 5: QUIRKS

D20	QUIRK	D20	QUIRK
1	Always looks over shoulder	11	Raps or cracks knuckles
2	Close talker	12	Obsessed
3	Has a speech impediment	13	Secretly devoted to an obscene power
4	Substance-dependent	14	Falls asleep when under stress
5	Walks with a limp	15	Flamboyant
6	Dramatic	16	Silent
7	Persistent cough	17	Gabbles
8	Perpetually clean	18	Disgusting habit
9	Irreligious	19	Irritating laugh
10	Deluded	20	Overuses a word

TABLE 6: WEIRDNESS

D20	WEIRDNESS	D20	WEIRDNESS
1	Has a bad case of the faeries	11	Disappears on nights of a full moon
2	Root vegetable blindness	12	Has unusual religious beliefs
3	Haunted	13	On a quest
4	Cursed	14	Has an invisible friend
5	Possessed	15	Total amnesia
6	Casts no shadow	16	Living a lie
7	Has too many pets	17	On the run
8	Can't tell the truth	18	Misanthrope
9	Odd diet	19	Is a ghost
10	Has a tooth growing out from skull	20	Has a weapon stuck somewhere in their body

SUPPORTING CHARACTERS

Above the bystanders and extras are the supporting characters: the groups' contacts, nemeses, allies, and enemies. Their importance requires additional information beyond a single trait to help you portray them in a pinch and might even require you to create rules for them. Typical supporting characters follow.

VILLAINS

A villain acts as a foil to the group and might be responsible for the circumstances leading to one quest or several. A villain opposes the characters in all that they do, orchestrating events to thwart their progress and prevent them from completing a quest. A villain might be the adversary in a single quest or the primary antagonist for an entire campaign.

CONTACTS

As described earlier, contacts or connections are friendly people who aid the characters in a particular manner. For more information on connections, see *Between Quests* on page 18.

PATRONS

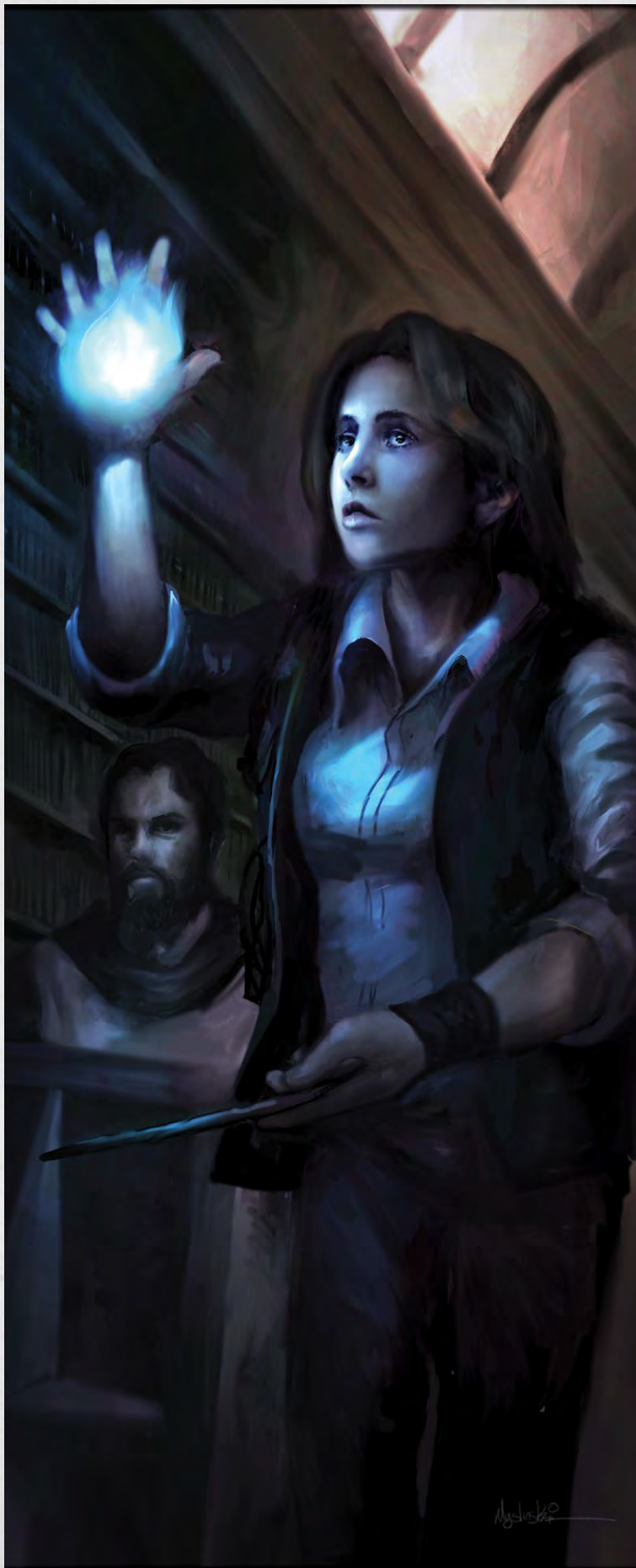
A patron can be anyone who recruits the group to undertake a quest and fulfills some or all of the rewards for completing the quest. Patrons are friendly to the characters and want them to succeed, so they lend what aid they can. The characters might have a different patron for each quest or tier of quests, or keep the same one for an entire campaign.

HIRELINGS

The characters might employ people to help them on their quests. Hirelings can be mercenaries, porters, torchbearers, scholars, and anyone else with a desirable profession. Hirelings might have any disposition toward the characters but remain in service only as long as they are compensated for doing so.

SCENE AND RECURRING CHARACTERS

Finally, all other important characters count as scene or recurring characters. A scene character plays an important part in a particular scene or series of scenes in a quest, while a recurring character might feature across multiple quests. Scene and recurring characters might be promoted from extras.



CREATING SUPPORTING CHARACTERS

Each supporting character needs definition to fulfill their function in quests. Such detail goes beyond what you give to extras since the players' characters interact with supporting characters in a more meaningful way. However, detail does not have to be exhaustive. You need just enough to understand the character's past, motivations, behavior, and physical traits so you can present the character to the players.

BACKGROUND: Like the players' characters, supporting characters come from somewhere and had experiences prior to their introduction in a quest. Come up with at least one major background event that contributed to the character's role in the quest—villain, scene character, hireling, and so on.

A villain might have been imprisoned by one of the characters' family members. A patron could have gone on adventures with someone the group knows. A hireling might have fought in a battle a character has heard about.

GOAL: Come up with the one thing the character wants more than anything. Examples include wealth, fame, security, and revenge.

MOTIVATION: Determine the driving force behind the character's pursuit of the goal. Possibilities include grief, love, a false belief, hate, peace, and hope.

METHODS: Methods describe what the character does to achieve the goal. The primary method should be something distinctive—sabotage, murder, charitable acts, performances, and the like. Beyond that, come up with specific examples.

PHYSICAL DETAILS: Like extras, supporting characters need a few descriptive hooks to make them memorable. You can use the tables above for inspiration, but it's best to come up with distinctive qualities that make the character stand out. Focus on body and posture, style of dress, distinctive features, mannerisms, and how the character might speak.

ASSETS: A supporting character's assets describe what the character can use to secure goals. For hirelings, these might be nothing more than the items they carry. For patrons and contacts, these could be shops, strongholds, soldiers and guards, and coin. Villains might have underlings who handle tasks in the field, each of which might be a supporting character; minions such as cultists, flagellants, orcs, fomorians, or undead to carry out their orders; as well as artifacts, magic, and anything else that you choose. You need not have a comprehensive list, since ongoing supporting characters might acquire and lose assets as the story progresses, but a robust selection can give you the tools you need to have these characters play their parts.

RULES: You need rules for supporting characters if you intend for them to appear in combat. A villain might not have rules if they stay in the shadows and meddle with the group through operatives and underlings. When you expect the characters to confront the villain, though, you need rules for such an encounter.

If you need something quickly, simply find an enemy in Chapter 3 that most closely matches the supporting character you made. There are plenty of options, from death mages

to demonists, pirate captains to devils, highborn elves, hags, and more. Using the guidelines in that chapter, you can adjust the rules to fit the secondary character. Or you can "reskin" an enemy by changing its name, the names of its talents, and the story elements from its various abilities.

CONVERSATION

Most interactions involve conversations, banter, and other basic verbal exchanges that might transmit information, offer greetings and farewells, and transact commerce. Since these exchanges produce little or no meaningful story development, you can resolve them through description or conversational roleplay.

OFF-HAND KNOWLEDGE: After an extended period of conversation in a social event, such as a party or evening spent carousing, you can have the player involved make a luck roll. On a success, the character learns something interesting. The information might be germane to the current quest, foreshadow or plant the seeds for a future quest, or provide one or more world-building details to help the players become immersed.

COMPLICATIONS: Conversation can run into complications, which might result in a social challenge. A social gaffe can sour opinions of the character, requiring quick wits and soothing words to repair the breach in conduct. Or some bit of off-hand knowledge might lead to a deeper conversation that could produce an outcome that affects the story's development.

BUILDING SOCIAL CHALLENGES

More complex than conversation, simple social challenges produce a clear outcome using a particular conversational technique. Essentially, the character aims to make a creature act or behave in a way otherwise than normal. Examples include getting a guard to take a bribe, securing a drink for free, or extracting information from a prisoner.


Shadow of the Weird Wizard presents the basic system for resolving specific kinds of social challenges. The following information helps you build scenes in which the methods described can play a key part in advancing the story.

OBJECTIVE

A social challenge has an objective, which is the outcome the group hopes to achieve by whatever method they would use. Note that social challenges can accomplish only so much. Targets can be convinced to take risks but will not put themselves in situations resulting in their certain death, the harm of loved ones, or a disastrous loss of personal property. Magic might compel targets, but ordinary interactions cannot.

PERFORM AN ACTIVITY: The target is to perform a specific activity that requires physical effort. This might be as simple as opening a door or as complex as going to the marketplace, finding a particular object, and bringing it back.

GAIN CONSENT: The objective is for the target to agree to something or grant permission to do something. This might mean permission to take something or to enter a restricted space.



GAIN SOMETHING: The target should offer something—information, an amount of coin, or an object in the target's possession.

CHANGE ONE'S DISPOSITION: The objective is to alter the target's disposition toward the character or someone or something else, either improving or worsening it by one step. A character might use social challenges to make the target friendly or to turn the target against one of their friends.

OUTCOMES

A successful roll gains the character the desired objective, while a failed one means the target resists being influenced in this way. A critical success might produce greater-than-expected results, such as providing more information than requested or going above and beyond what was asked. A critical failure, though, means the target does the opposite of what was requested.

A failed roll typically makes the target immune to further social interaction to achieve the same objective, though you might allow a player to try again using a different method. A character might try the carrot first, attempting to seduce the target, but when that fails, use the stick by threatening the target's family.

Other characters might also make the attempt in place of the one who failed. However, multiple attempts to secure the same objective impose a cumulative 1 bane on rolls or might just fail as you decide.

SUSPICION AND INSIGHT

When conversational roleplaying happens, the players might become suspicious, based on the content of what you say, and will seek to determine if your character is lying to them. Whenever a player asks if you are lying or hiding something, secretly make an Intellect roll against the Intellect of the character who voiced their doubts. On a success, you can say anything you choose. On a failure, you must tell the character the truth: you were withholding information, or something your character said sounds untrue. Further questioning might produce the desired information or lead to a social challenge, as you choose.

COMBAT

The players' characters meet enemies that want to harm, capture, or kill them. In such cases, the players decide whether their characters fight, flee, or surrender. If they fight, combat begins. *Shadow of the Weird Wizard* describes the combat rules in full, so what follows here are tips for running successful combats.

SETUP

Prior to the combat's start, you set up the scene by establishing the group's starting positions based on what they were doing in the time leading up to the combat, while you do the same for the enemies. Be mindful of perception limitations. Poor lighting, obscurement, and intervening obstacles can hide enemies.

ADJUSTMENTS

Your aim is to challenge, not to butcher the players' characters, so you should be prepared to make adjustments as you play through the quest. If it has been some time since the characters rested and they have depleted their resources, you can halve or even quarter the number of foes if they stumble into a dangerous scene. Similarly, if the characters seem to be having too easy a time, throw in additional foes, one or two at a time.

REINFORCEMENTS

New enemies might join a combat after it has begun. In the direction from which the reinforcements come, place the new enemies in the farthest spot the closest character can see at the end of the round in which they are revealed. The new combatants then take their turns when they next can.

INCAPACITATED CHARACTERS

Enemies ignore incapacitated characters. Avoid finishing off a player's fallen character unless you have good story reasons for doing so.

FLEEING AND SURRENDERING

Many enemies fight to the death only when they have no other choice. If a combat becomes unwinnable, they might flee or surrender. Enemies opt to flee first. If prevented from doing so, they fight on unless they have an Intellect score of 10 or more. Such enemies weigh their choices. If they think they will be spared by surrendering, they drop their weapons and do so. Otherwise, they fight to the bitter end.

Some enemies break these guidelines by dint of their nature. Demons, mindless or nearly mindless undead, creations, and enemies with the Rampage trait all fight to the death. If an enemy has the Leadership trait, each ally benefiting from this trait fights regardless of the circumstance until they no longer benefit or the enemy with the trait surrenders.

MAPS, MINIS, AND ZONES

You can run combats using your imagination only. A fight could last a few rounds, and so long as everyone has a general idea about where the various foes are and who is fighting whom, you can play through the scene without trouble. Complicated fights, though, might demand a bit of note-taking and prop use so that everyone can keep track of the action.

MAPS

A simple sketch of the location might be all you need to communicate the nature of the battlefield. You might, though, prefer to use graph paper or a gridded wet-erase surface, even miniatures, terrain, and other elements. These additions can be fun and exciting, though they slow play somewhat and might not be appropriate for all groups.

ZONES

You can use combat zones to communicate the different locations of the battlefield. Each zone acts as a discrete location with a name. A zone can be a room, such as a hallway, antechamber, feast hall, torture chamber, or barracks, or it can be a section—behind the counter, near the painting on the wall, or between tables. You can represent these using index cards or sticky notes arranged to reflect the layout of the battlefield.

When using zones to run action scenes, especially in combat, you need to make the following adjustments.

RANGE AND DISTANCE: You measure length in zones rather than in yards. Each zone counts as a Size 5 space, even if its specific area is a bit larger or smaller. If the area described would exceed 10 yards in one dimension, consider breaking it into two zones.

To convert yards to zones, divide the number of yards by 5 and round down. A distance of 0 means the origin and destination are within the same zone. A distance of 1 yard or less is treated as being within reach (see *Size and Reach* below). If an effect has a randomly determined distance, such as 1d6 yards, first roll the dice and then convert the resulting yards to zones.

BORDERS AND ADJACENCY: You decide the nature of a zone's borders. They can be open, allowing creatures and objects to freely pass between; obstructed, where an obstacle is partially blocking passage (see *Obstacles and Cover* below); or closed, in which case a solid surface prevents movement or anything passing through it.

A zone is adjacent to another zone if both share a border, no matter if it's open, obstructed, or closed.

SIZE AND REACH: Most creatures must first engage (see *Engagement* top right) to reach another creature or object. A creature of Size 3 or more can reach anything in its zone without engaging with the target, and a creature of Size 5 or more can reach anything in its zone and adjacent zones.

Weapons with the Long trait can reach anything in the wielder's zone without engaging with the target. The Lunging Attack option accomplishes the same thing, unless the weapon is Long, in which case the wielder can reach anything in the zone and adjacent zones.

MOVEMENT: A combatant can expend 5 yards of movement to move from one zone to an adjacent zone. If it cannot expend the required amount but has at least 1 yard of movement left, it must make a Speed roll (see below) to determine if it was able to move or not. On a failure, the creature stays in the zone.

Flying creatures expend only 3 yards of movement to move from one zone to another. Climbing, crawling, and swimming creatures must succeed on a Speed roll to move to another zone unless they have the Climber or Swimmer trait.

SPEED ROLL: When a Speed roll is called for, the creature expends any remaining yards of movement and rolls a d20, adding the number of expended yards. A success on the roll means that the creature was able to move to the adjacent zone, while a failure means that the creature stays in its zone. No boons or banes are applied to Speed rolls, unless you think it's warranted.

OBSTACLES AND COVER: Low walls, pits, and other physical obstacles are great ways to set borders between zones and might also provide partial or total cover. If you call for an attribute roll to see if a creature can bypass the obstacle, the creature stays in its zone on a failure.

CHALLENGING TERRAIN: A zone might contain challenging terrain. When a creature enters such a zone, it stops moving if it has 5 or less yards of movement left. When a creature attempts to leave a zone with challenging terrain, it must make a Speed roll to determine if it can reach the adjacent zone.

ENGAGEMENT: Combatants are assumed to move around inside a zone constantly, so there is no need to track precise positions. However, enemies won't let characters leave close combat easily. At the start of the combat or when a creature moves on its turn, the creature can choose to engage a creature that shares a zone with it. While engaged, combatants count as being in reach of each other. When a creature tries to move out of an engagement, it triggers free attacks unless it has a way to avoid them, such as the Slippery trait. If you are using tokens or miniatures, you can represent engagement by touching their bases to each other.

FURTHER ADJUSTMENTS: These guidelines are not exhaustive; you'll probably experience cases where further adjustments are needed. As the Sage, you should do what you think is right for the game and your group. Experiment until you discover what works best.

DYNAMIC BATTLEFIELDS

Combats are exciting on their own but can become even less predictable and more interesting when they take place in dynamic environments. Certainly, fighting a giant in a wide-open field has its merits, but battling a flock of vampire bats while crossing a rope bridge over a subterranean chasm is a bit more challenging. You could have the group confront a handful of orcs in an underground chamber, but would this fight not be more interesting if it took place on a crumbling staircase while hidden archers take shots at the characters from a shadowed gallery?

INTERESTING TERRAIN

Interesting terrain includes any that requires some form of movement other than walking or running. Navigating it should require the combatant to make an attribute roll, such as Agility to cross a slippery log to reach the far bank of a fast-flowing river, while an ascent up vines to reach a platform holding a sniper might require a Strength roll.

CRAMPED SPACES: Characters might have to squeeze through sewer passages, narrow fissures, and other obstructed openings.

NARROW SURFACES: A narrow surface might be a ledge, tight-rope, or a board laid across a pit. A character moving across the surface must either crawl or walk and make an Agility roll. On a failure, the character makes no progress. On a critical failure, the character falls.

SLIPPERY SURFACES: Ice and oil can make a surface treacherous. A character moving across the surface makes an Agility roll to maintain balance. A failure indicates no movement, while a failure by 5 or more means the character slips and falls prone. Standing up from such surfaces might also require a successful Agility roll as you decide.

UNSTABLE SURFACES: The deck of a storm-tossed ship, a rope bridge in a high wind, and similar surfaces can send characters on them sprawling. Not only do these surfaces count as

challenging terrain, they move at the end of each round, forcing each standing creature on them to make an Agility roll and, on a failure, fall prone.

DANGEROUS TERRAIN: Pools of acid, caltrops, spikes, brambles, toxic gas, and other dangerous terrain might force characters to look for other routes or contend with the hazard. For appropriate damage, see Damage-Dealing Features below.

USABLE FEATURES

Combatants can make use of terrain features in battle. They might tip over a table to cover them against a volley of arrows, pull down a tapestry onto an enemy's head, or leap to a chandelier and swing over to the balcony on the other side of the room. Introducing these elements encourages the players to seek other ways of contending with challenges than what they have recorded on their character sheets.

Some examples of usable features include furniture, columns, statues, basins, torches, braziers filled with burning coals, tapestries and banners, rigging and sails, and machinery.

DAMAGE-DEALING FEATURES: You can resolve the effects of potentially damaging features by calling for attribute or luck rolls. You can use the following tables to determine the appropriate amount of damage by tier. These tables also work for features used by characters under your control, sudden hazards, and other combat developments.

SINGLE-TARGET DAMAGE

TIER	MINOR	MODERATE	MAJOR	DEADLY
Novice	1d6	2d6	4d6	8d6
Expert	2d6	3d6	6d6	12d6
Master	3d6	6d6	12d6	24d6

MULTITARGET DAMAGE OR ONGOING DAMAGE

TIER	MINOR	MODERATE	MAJOR	DEADLY
Novice	1	1d6	2d6	4d6
Expert	1d6	2d6	3d6	6d6
Master	2d6	3d6	6d6	12d6

AERIAL COMBAT

Combat that takes place between flying creatures uses the same rules as those on the ground, with a few special considerations.

THREE DIMENSIONS: While ground combat can involve locations above the battlefield, aerial combatants can fly up to higher areas and down to lower ones.

WIND: Strong gusts can scatter fliers. In windy conditions, roll a d6 at the end of each round. If you roll a 6, a strong gust blows through the areas involved in the combat from a direction you choose. Each flying combatant makes a Strength roll. On a failure, the combatant moves 1d6 yards in the direction the wind blows. On a critical failure, the character falls and can catch itself using the normal rules.

CLOUDS: Like low-lying mist or fog, clouds create light, moderate, or heavy obscurement in the spaces they fill.

AQUATIC COMBAT

Like aerial combat, aquatic combat makes use of all three dimensions, with the surface being the topmost area.

CURRENT: Water currents can snag combatants and drag them along. In turbulent conditions, roll a d6 at the end of each round. If you roll a 6, the water moves with sudden force, and all combatants make Strength rolls. On a failure, a combatant is pulled with the water 1d6 yards in the direction of the flow. On a critical failure, the combatant is carried 3d6 yards away.

CLOUDY WATER: Sediment, kelp, bubbles and froth, ink, and blood create varying degrees of obscurement in water just as fog, gas, and similar effects do in the air.

PRONE: A submerged creature knocked prone loses the ability to swim until it uses its move to reorient itself. Any effect that ends the prone affliction ends this special effect.

COMBAT IN MOTION

Combat can occur during a chase. The group might be in a wagon that's being pursued by riders or vice versa. Attacks between combatants depend on relative positions. Attackers might leap from their mounts to land on a vehicle they pursue, or attack the steeds their enemies ride. You can resolve these scenes as you normally do, but impose banes when conditions are more difficult. If a combatant falls off a moving vehicle, it takes damage (see Damage-Dealing Features) and drops out of the combat as the rest of the combatants keep moving away.

RANDOM DEVELOPMENTS

There's nothing to prevent circumstances in combat from changing. In fact, the more the situation changes, the more exciting the fight becomes. A Pyromancy spell sets a room on fire, forcing combatants to contend with the smoke and flames. A loud noise causes the ceiling to give way, or an earthquake sends sections of the floor falling away into darkness. A crumbling staircase might break apart while the characters fight on it, or a ship might founder in a storm, scattering everyone on deck.

You can introduce these developments whenever you deem appropriate, but unless one side has prepared for the event, it should affect everyone in the area. To resolve these developments, simply use the existing rules. If blocks start falling from the ceiling, each combatant could make an Agility roll at the end of the round to avoid taking damage. If there's fire, you can fill the area with obscuring smoke. If water suddenly rushes into a location, maybe call for Strength rolls to see if the characters avoid being swept away.

REWARDS

When the characters undertake quests, they expect some reward for the risks they face. This final section explores some of the rewards you might give to successful groups.

LEVEL INCREASE

The game assumes that the group's level increases by 1 each time the characters successfully complete a quest. Successful completion means not only reaching the end of the quest, but also completing its objectives. If the characters give up, fail, or achieve only some of the objectives, their level does not increase unless you decide otherwise.

TREASURE

The group should find treasure on their quests. This can take the form of coins, gemstones, art objects, trade goods, and other valuables. The following table shows typical treasure rewards (in gp) per character based on the tier of play. Rewards are further subdivided into paltry, which is suitable for situations when the people in need have little to offer, moderate, for standard rewards, and bountiful, for extremely dangerous expeditions.

TREASURE REWARDS

TIER	PALTRY	MODERATE	BOUNTIFUL
Novice	1/2 to 1	1 to 2	2 to 5
Expert	1 to 2	2 to 5	5 to 10
Master	5 to 10	10 to 20	20 to 40

DISTRIBUTING TREASURE

If you're making your own quest, be sure to distribute the treasure so that the characters find it throughout the quest. Most treasure rewards ought to come at the end of an act, with the largest share coming at the quest's end.

VALUABLES

Although the table above presents the treasure in coin, you can freely change that out for other valuables. Maybe instead of 10 gp, the group finds a big fat emerald, a famous painting that has been lost for hundreds of years, or a sculpture of exquisite beauty. When distributing coins, be sure to mix up the denominations. Giving more copper pieces at lower levels makes the rewards seem more substantial. Even though 500 cp is the same as 5 gp, 500 sounds like a whole lot more.

EQUIPMENT

You can award equipment, including consumables, inscriptions, and magical items, in place of coin. Any piece of equipment contributes half its price toward the expected treasure reward. If the characters sell the item, half its price is usually what they earn.

REPUTATION

If you like, you can use reputation rewards to describe the characters' growing notoriety in the lands they travel. Reputation rewards come in addition to other rewards.

Each member of the group starts with 0 Reputation, which means no one outside their circle of friends, family, and acquaintances knows who they are. As the characters complete quests and perform notable deeds in front of witnesses, their fame grows. Eventually, master characters are known wherever the group goes.

Each time the group's level increases, the members' Reputation score also increases by 1. If the group does something notable, for good or bad, and people can learn about it, you might increase the group's score further.

RECOGNITION: Whenever a member of the group meets someone, roll a d20. If the number rolled is equal to or less than the group's Reputation score, the character is recognized, which might grant 1 boon or impose 1 bane, depending on what the character has done. A villainous reputation makes people more suspicious and less willing to help, while a heroic one might win friends.

Reputation wanes the farther the characters travel from home. For every 100 miles the characters are distant from wherever they performed their last noteworthy deed, their Reputation score is 2 lower (minimum 0).

FORTUNE

When the group does something particularly heroic or interesting, you can grant fortune as a reward. The group either has fortune or it doesn't. Granting this reward encourages good roleplaying and investment in the story, as expending fortune can tip the scales in the players' favor.

Any member of the group, with everyone's permission, can expend fortune to produce one of the following effects.

AUTOMATIC SUCCESS: When a character makes an attribute roll or luck roll, the character use 20 as the roll's result instead of roll.

HEAL DAMAGE: A character can heal all damage.

MAXIMIZE DAMAGE: A character can maximize the amount of damage dealt by an attack, talent, or spell to a single target.

GET A CLUE: A character can gain important information that pertains to their quest.

BEND REALITY: A character can change a circumstance in a useful manner. They might bump into someone with the information they need, cause an unfriendly person to suddenly become friendly, or find the lever to disarm a particularly nasty trap.

CONNECTIONS

The characters might also make connections as a result of events in a quest. When they do so, they add them to their list of other connections, noting what benefits the connection offers. For more information on connections, see *Between Quests* on page 18.

ODDITIES

All across the known lands and beyond one finds the vestiges of past peoples. One might find arrowheads in a field or near a creek bed, some pottery left in a shallow cave, or other remnants. Since magic pervades the world, finding unusual magical items is also possible. Oddities represent a category of magical item whose methods of creation, purpose, and history have been lost.

You can distribute oddities among other treasure rewards, but limit such finds to one per character per tier. These items can offer enhancements to the characters beyond what they gain from their paths, which can make the groups both more dynamic and more powerful.

IDENTIFICATION: A character can identify an oddity's properties after 1 hour of study. An oddity might have secret properties, though, in which case the character might have to experiment with it, inspect it using magic, or have a supporting character identify it through research.

Buying and Selling Characters can purchase oddities only if you let them. An oddity sells for whatever price the characters can get for it, usually $1d6 \times 5$ gp.

LIMITED USE: An oddity's properties might have a specific number of charges. Unless the property regains charges, the

item loses its magic after the last charge has been expended and becomes just an ordinary object of its kind.

OWNERSHIP: An oddity belongs to whichever creature wields, carries, or wears it. If it is too big to be used in these ways, ownership goes to the creature touching it. If two or more creatures touch the oddity, no one owns it.

CREATING ODDITIES

You can create an oddity by rolling dice and finding their results on the following tables. First, you roll a d20 to determine the oddity's form on the following table. Second, you roll a d6 to determine which property table to use. And third, you roll a d20 and find the number rolled on the appropriate property table. Of course, you can just choose the properties you like, or create your own using these examples as guidelines.

ODDITY FORM

D20	FORM	EXAMPLES
1	Armor	Leather, mail, plate
2	Melee weapon	Sword, axe, dagger
3	Ranged weapon	Bow, crossbow, flintlock
4	Container	Backpack, sack, bucket
5	Clothing	Hat, shirt, trousers
6	Jewelry	Necklace, ring, locket
7	Furniture	Chair, table, wardrobe
8	Art object	Statuette, idol, painting
9	Coin	Gold, silver, copper
10	Tool	Hammer, wrench, awl

D20	FORM	EXAMPLES
11	Instrument	Lute, pipes, drum
12	Inscription	Book, scroll, tablet
13	Implement	Chalice, wand, staff
14	Toy	Doll, ball, blocks
15	Accessory	Mask, perfume, cosmetics
16	Vehicle	Boat, rickshaw, wagon
17	Miscellaneous	Key, paperweight, bauble
18	Religious	Icon, symbol, holy book
19	Detritus	Shard, bent nail, old shoe
20	Strange	Animal paw, bezoar, head in a jar

TABLE 1: ODDITY PROPERTIES

D20	PROPERTY
1	Choose one attribute. The oddity grants 1 boon on rolls made using the attribute and imposes 1 bane on rolls made against the attribute.
2	Impose 1 bane on rolls made to attack the owner.
3	This oddity has 1 charge. Choose one attribute. When the oddity's owner would make a luck roll, they can expend the charge to make an attribute roll using the specified attribute in place of the luck roll. The oddity regains the expended charge after 1 minute.
4	When making a roll with at least 1 boon or bane, the owner can reroll 1 boon or bane once per roll.
5	The owner can use an action to change its appearance in any way it chooses, within the normal limits of its ancestry.
6	The owner takes half damage from lightning.
7	The oddity has 1 charge. It regains the charge 24 hours after being expended. When the owner makes an attribute roll or a luck roll, the owner can expend the charge to roll an additional d20 and use the highest result.
8	The oddity has 3 charges. When the owner makes an attribute or luck roll, the owner can expend 1 charge to add 5 to the result.
9	The oddity increases the owner's Health score by 5, 10 at level 3, or 20 at level 7.
10	The first time the owner dies, the owner makes a luck roll. On a success, the owner regains all lost Health and heals all damage. On a success or a failure, the oddity disappears.

D20	PROPERTY
11	The oddity has 5 charges. When the owner would lose Health, the owner can expend 1 charge to reduce the Health loss by 1d6.
12	While injured, the owner makes attribute rolls with 1 boon.
13	The owner becomes cursed as long as it possesses the oddity and cannot rid itself of it until its level increases. While cursed in this way, the owner makes attribute rolls with 1 boon while not injured and 1 bane while injured.
14	The oddity has 1 charge. It regains the charge 24 hours after being expended. When the owner becomes injured, the owner can use a reaction to expend the charge and heal 10 damage.
15	The owner cannot catch fire and takes half damage from fire.
16	The owner takes half damage from cold and ice.
17	The oddity has 1 charge. It regains the charge 24 hours after being expended. When the owner makes a luck roll to end an ongoing effect and gets a failure, the owner can expend the charge to turn the failure into a success.
18	The oddity has 3 charges. When the owner gets a failure on a luck roll, the owner can expend 1 charge to turn the failure into a success.
19	The owner can use an action to transform into a hunting bird and uses its rules (in Chapter 3) in place of its own. The effect lasts for 1 hour or until the owner becomes unconscious.
20	The owner can use an action to gain natural weapons that deal 2d6 damage. The natural weapons can be claws, fangs, horns, or something else. The effect lasts until the owner becomes unconscious.

TABLE 2: ODDITY PROPERTIES

D20	PROPERTY	D20	PROPERTY
1	The owner can use an action to turn the oddity into any ordinary weapon of superior quality. The effect is permanent.	11	The oddity has 3 charges. When taking the initiative, the owner can expend 1 charge to regain the use of a reaction.
2	While blinded, the owner has the Awareness 5 trait.	12	The owner no longer loses Health from sleep deprivation.
3	The oddity has 1 charge. It regains the expended charge after 24 hours. As an action, the owner can expend the charge to transform the oddity into a horse; it remains in this form for 24 hours. If incapacitated before then, the oddity disappears.	13	The oddity has 1 charge. It regains the expended charge after 24 hours. As an action, or a reaction when the owner becomes frightened, the owner can expend the charge to remove the frightened affliction from all creatures within 5 yards.
4	The owner is cursed as long as it possesses the oddity and cannot rid itself of the object without performing some service that you decide.	14	The oddity has 3 charges. When the owner moves 1 yard, it can expend 1 charge to jump to and land safely anywhere within 15 yards.
5	The oddity has 3 charges. The owner can use a reaction when it becomes poisoned to expend 1 charge, end the poisoned affliction and then become immune to the poisoned affliction for 1 hour.	15	The oddity has 1 charge. As an action, the owner can expend the charge and choose one creature it can see. The target makes a luck roll. On a failure, the target becomes controlled by the owner for 1 minute.
6	While frightened of a creature or object, the owner makes rolls to attack the source of its fear with 1 boon instead of 1 bane.	16	The oddity has 1 charge. As an action, the owner can expend the charge to end all infections affecting it and become immune to infection for 1 year and 1 day.
7	The oddity has 5 charges. The owner can use a reaction when it becomes held to expend 1 charge and end the affliction.	17	The oddity confers knowledge to the owner of one language of your choice.
8	The owner gains the Keen Hearing trait. If the owner has it already, the owner gains Awareness 5 too.	18	As an action, the oddity radiates bright light until the owner loses ownership of the oddity or ends the effect.
9	The oddity has 3 charges. When the owner becomes confused, controlled, or stunned, the oddity expends 1 charge and teleports the owner to a surface of the owner's choice within 30 yards.	19	The oddity has 1 charge. As an action, the owner can expend the charge to become immune to the effects of exposure for 1 year and 1 day.
10	The oddity has 3 charges. As an action, the owner can expend 1 charge to gain the Fly trait for 1 hour.	20	The oddity causes the owner to rise 1 inch in the air and remain there. The owner gains the Strider and Water Walk traits.

TABLE 3: ODDITY PROPERTIES

D20	PROPERTY	D20	PROPERTY
1	The oddity grants the owner 1 boon on rolls made to sneak.	11	The oddity grants the owner the Climber trait.
2	As an action, the owner can reduce the intensity of all light sources within 50 yards by one step, so that bright light sources produce dim light and dim light sources produce faint light. The effect lasts 1 minute.	12	The oddity has 1 charge. It regains the expended charge after 24 hours. As an action, the owner can expend the charge and place the oddity on a flat surface where it stays, turning the surface transparent to a depth of 5 yards. The effect lasts until a creature uses an action to remove the oddity from that surface.
3	The oddity has 1 charge. It regains the charge 24 hours after being expended. As an action, the owner can expend the charge to cause the oddity to radiate menace until the end of the round. Each enemy within 5 yards of the owner makes a Will roll and, on a failure, becomes frightened of the owner (luck ends).	13	The object has 1 charge. It regains the expended charge after 24 hours. As an action, the owner can expend the charge to cause the oddity to produce flames for 1 hour. The flames shed dim light and deal 1d6 damage to anything that touches them. If the oddity is a weapon, attacks with it deal an extra 1d6 damage.
4	The oddity grants the owner the Swimmer trait.	14	The oddity turns green whenever it is within 5 yards of poison.
5	The oddity grants the owner the Keen Vision trait. If it has it already, the owner triples the distance it can see.	15	When placed in a liquid, the oddity causes the liquid within 1 yard of it to freeze solid around it. Removing the frozen substance from the surrounding liquid causes it to melt as normal.
6	The oddity protects the owner from being observed by magic.	16	The oddity is invisible.
7	If the oddity is a container, it can hold up to four times its apparent volume. Otherwise, when the oddity is placed in a container, it multiplies the number of objects the container can hold by four.	17	As an action, the owner can place the oddity on a surface or in the air where it stays, unable to be moved, until the owner uses an action to retrieve the oddity or the owner dies.
8	The oddity prevents the owner from ever getting dirty or wet.	18	The oddity vibrates when there is a giant, ogre, or troll within 50 yards of it.
9	The oddity holds the Minor Animation spell from the Alchemy tradition with a full complement of castings. When the last casting has been expended, the owner loses access to the spell. It regains all expended castings 24 hours later.	19	The oddity exudes poison. Anyone handling it must make a luck roll each time it is touched with the skin. On a failure, the creature becomes poisoned. If placed in food or drink, it makes the food or drink poisonous.
10	The oddity has 5 charges. As an action, the owner can expend 1 charge to cause the oddity to emit heat and raise the temperature in a Size 5 space centered on it by 30 degrees Fahrenheit for 1 hour.	20	The oddity has 3 charges. As an action, the owner can expend 1 charge to cause all doors and similar objects within 15 yards to open. The effect unlocks locked doors and ends magical effects that hold doors shut.

TABLE 4: ODDITY PROPERTIES

D20	PROPERTY	D20	PROPERTY
1	The oddity has 1 charge. As a reaction when the owner heals damage, the owner can expend the charge to heal all damage.	11	The oddity enables the owner to breathe when submerged in any liquid.
2	The oddity has 1 charge. As an action, the owner can expend the charge to become invisible for 1 hour. The effect ends early if the owner harms a creature.	12	The oddity has 1 charge. It regains the charge 24 hours after being expended. As an action, the owner can expend the charge to regain one casting for a novice spell the owner has learned.
3	The oddity has 3 charges. As an action, the owner can expend 1 charge to release a blast of energy from the oddity at one creature or object within 15 yards. The target takes 2d6 damage, and the owner makes a roll using an attribute of the owner's choice against the target's Agility. On a success, the target takes an extra 2d6 damage.	13	The oddity has 1 charge. It regains the charge 24 hours after being expended. As an action, the owner can expend the charge to transform the oddity into a different object worth 1 gp or less and remain in that form until the oddity regains the charge. The new form can be that of any ordinary object. If the oddity is destroyed while transformed, it is lost.
4	The oddity has 3 charges. As an action, the owner can expend 1 charge to target one creature within 15 yards. The owner makes an attribute roll using an attribute of the owner's choice against the target's Will. On a success, the target becomes controlled by the owner (luck ends).	14	The oddity has 1 charge. It regains the charge 24 hours after being expended. As an action, the owner can expend the charge to cause the oddity to fill one Size 1 or smaller empty container within 5 yards with water.
5	The oddity has 1 charge. As an action, the owner can expend the charge, causing fog to rise from the ground to a height of 3 yards inside a Size 10 space centered on it. The fog creates moderate obscurement in the area and remains for 1 hour or until burned off or blown away.	15	The oddity has 1 charge. It regains the charge 24 hours after being expended. As an action, the owner can expend the charge to cause a permeable, opaque barrier to form across each Size 1 opening within 5 yards. The barrier obstructs sight only. The barrier remains until the oddity moves more than 5 yards from where the owner activated it or it regains its charge.
6	The oddity has 1 charge. It regains the expended charge after 24 hours. The owner can expend the charge to gain the Insubstantial trait until the end of its turn.	16	The oddity enables the owner to communicate telepathically with any creature within 10 yards. The communication is one-way only.
7	The oddity has 1 charge. As an action, the owner can toss the oddity anywhere within 10 yards and expend the charge. The oddity transforms to become a controlled bear for 1 minute or until it becomes incapacitated. Rules for the bear appear in Chapter 3.	17	The oddity has 1 charge. It regains the charge 24 hours after being expended. As an action, the owner can expend the charge to target one space within 50 yards and, for 1 minute, hear from that space as if there.
8	The owner can use an action to cause the oddity to play music as soft as a whisper or as loud as a shout. The music continues until the owner dies or uses an action to end the effect.	18	The oddity enables the owner to use an action to cause each creature inside a Size 5 space centered on it to take 1 damage.
9	The oddity has 1 charge. It regains the charge 24 hours after being expended. As an action, the owner can expend the charge to grant itself and each ally within 5 yards 1 boon on attribute rolls for 1 minute.	19	The oddity has 1 charge. It regains the charge 24 hours after being expended. As an action, the owner can expend the charge to cause the ground in a Size 5 space within 10 yards to become challenging terrain for 1 minute.
10	The oddity has 3 charges. It regains the charges 24 hours after the last charge has been expended. When the owner moves at least 1 yard, it can expend a charge to increase its Speed by 5 until the end of its turn.	20	The oddity has 1 charge. It regains the charge 24 hours after being expended. As an action, the owner can expend the charge to clear fog, mist, smoke, and similar forms of obscurement from within 5 yards.

TABLE 5: ODDITY PROPERTIES

D20	PROPERTY	D20	PROPERTY
1	The oddity has 3 charges. The owner can expend 1 charge to discard any banes it has on the next roll it makes before the end of its turn.	11	The oddity imposes 1 bane on rolls made to attack the owner. A creature immune to the frightened affliction is immune to this trait.
2	The oddity enables the owner to regain 1 Health for each hour of rest, above what the owner would normally regain.	12	The oddity imposes 1 bane on luck rolls made by the owner's enemies inside a Size 5 space centered on it.
3	The oddity has 1 charge. It regains the charge 24 hours after being expended. When the owner moves 1 yard, the owner can expend the charge to disappear. The owner returns to that space or the nearest empty space to it 1d6 rounds later.	13	The oddity causes injured creatures within a Size 5 space centered on it to take an extra 1d6 damage when they take damage.
4	The oddity has 3 charges. The owner can use a reaction and expend 1 charge when it takes damage to take half damage from all sources for 1 minute.	14	The oddity has 1 charge. It regains the charge 24 hours after being expended. The owner can use an action and expend the charge to give off a foul smell. Enemies of flesh and blood within 5 yards become weakened for as long as they remain there.
5	The oddity has 1 charge. The owner can use an action and expend the charge to gain the True Vision trait for 1 hour.	15	The oddity increases the owner's Speed by 2.
6	The oddity has 1 charge. It regains the charge 24 hours after being expended. The owner can expend the charge to place the oddity in an extradimensional space, where it remains until the oddity regains its charge or the owner uses an action to retrieve it. The owner can retrieve the oddity from anywhere.	16	The oddity has 1 charge. It regains the charge 24 hours after being expended. The owner can use an action to release a wave of lethargy that washes over all creatures, other than the owner, inside a Size 5 space centered on the oddity. Each creature makes a Will roll. On a failure, the creature becomes slowed (luck ends).
7	The oddity sheds faint light whenever a creature within 5 yards knowingly speaks an untruth.	17	The oddity has 1 charge. The owner can use an action and expend the charge to be able to speak in any language for 1 hour.
8	The oddity has 1 charge. The owner can use an action and expend the charge to teleport itself and each ally within 5 yards to a Size 5 space anywhere within 100 miles. The destination must be one the owner has before seen or visited.	18	The oddity has 1 charge. It regains the charge 24 hours after being expended. As an action, the owner can expend the charge and cause magic to explode from a Size 1 space it can see within 30 yards. The explosion deals 3d6 damage to each creature and object within 5 yards of the target space. A creature makes a Strength roll. On a failure, the creature takes an extra 3d6 damage.
9	The oddity grants the owner the Magic Resistance trait. The owner takes half damage from magical sources, imposes 1 bane on rolls made against it from magical effects, and makes rolls to resist or end magical effects with 1 boon.	19	The oddity holds one novice spell of your choice with a full complement of castings and enables the owner to cast this spell. When the last casting has been expended, the oddity becomes an ordinary object.
10	The oddity has 1 charge. It regains the charge 24 hours after being expended. The owner can use an action and expend the charge to produce one consumable that remains until used or the oddity regains its charge.	20	The oddity holds one expert spell of your choice with a full complement of castings and enables the owner to cast this spell. When the last casting has been expended, the oddity becomes an ordinary object.

TABLE 6: ODDITY PROPERTIES

D20	PROPERTY
1	Choose one attribute. The owner increases its score in this attribute by 1.
2	The oddity has 1d6 charges. The owner can use an action and expend 1 charge to produce a random effect from the Wild Magic table in the Chaos tradition.
3	The oddity has 3 charges. Whenever the owner casts a novice spell, it can expend a charge from the oddity rather than expend the casting.
4	The oddity has 1 charge. It regains the charge 24 hours after being expended. The owner can use an action and expend the charge to cause the oddity to produce a sound so loud that it causes all creatures within 50 yards to become deafened for as long as the noise persists while they are within range. While deafened in this way, creatures are also Intellect impaired and Will impaired. The noise lasts for 1 minute.
5	The oddity has 1 charge. The owner can use an action and expend the charge to release a destructive burst that deals 5d6 damage to each creature, except the owner, and object inside a space with a Size 1d6 centered on it. A creature makes a Strength roll. On a failure, the creature takes an extra 10d6 damage.
6	The oddity is buoyant and never sinks.
7	A formless demon haunts the oddity. The demon grants the owner 1 boon on luck rolls. If the owner becomes incapacitated, the demon causes the owner to heal 3d6 damage and become controlled by the demon for 1 minute.
8	The oddity grants 1 boon on the owner's rolls for social interaction.
9	The oddity makes its owner immune to the effects of deprivation.
10	The oddity grants 1 boon on the owner's Strength rolls made to break objects.

D20	PROPERTY
11	The oddity makes its owner immune to the frightened affliction.
12	The oddity prevents the owner from being moved by ordinary effects unless the owner chooses to be moved.
13	Whenever the owner rolls a 13 on the die for an attribute roll or a luck roll in combat, the owner gains one action that must be used before the end of the round.
14	The oddity has 1 charge. It regains the charge 24 hours after being expended. As an action, the owner can expend the charge to transform the oddity into a carriage with six horses, and it remains in this form until the owner uses an action to return the oddity to its normal form or one or more horses die. Variations might have the oddity turn into a sailboat or a galleon.
15	If the oddity is a weapon, it grants 1 boon on rolls made to attack with it and attacks with it deal an extra 1d6 damage. If it is not a weapon, the owner can use an action to transform the oddity into a weapon of their choice, and the oddity retains this form until its owner uses this property to change its form again.
16	The oddity makes its owner immune to suffocation.
17	The oddity has 1 charge. The owner can use an action and expend the charge to cause a dragon named Jeremy to appear in an empty space of the owner's choice within 30 yards. Jeremy is hostile and treats all creatures as its enemies.
18	The oddity has 1 charge. It regains the charge 24 hours after being expended. The owner can expend the charge when the owner attacks to deal an extra 1d6 damage on all attacks the owner makes for 1 minute.
19	The oddity has two properties. Roll twice more, ignoring further rolls of 19 or 20 on this table.
20	The oddity has three properties. Roll three times more, ignoring further rolls of 19 or 20 on this table.

ITEMS OF POWER

The most powerful magical items occupy a category of their own. Such items are either artifacts, items of grave magical ability, or relics, objects infused with magical power. These items are so dangerous that the ones already recovered have been hidden away, locked and sealed in vaults so that their baleful influence cannot wreak havoc in the world. Still, many more artifacts and relics might be lost in the ruins of old civilizations where they await discovery so they can resume their ultimate purpose.

Items of power have long and tangled histories. Their presence defies the Fates, making short work of the destinies they spin for mortals. They can elevate unremarkable people to greatness and allow the mighty to challenge the gods themselves. Items of power have been behind the birth of nations and the eradication of entire peoples. Each item of power has a history that reveals who made it, the purpose for which it was made, and how the item has changed history's course.

Both artifacts and relics make mighty the people who claim them, but such power always comes at a terrible price, and nearly

all have stories of those people destroyed by claiming them. An item of power can be a potent tool, but its use should be tempered by wisdom and care.

GAINING ITEMS OF POWER

Finding an artifact or relic should be the objective of one or more master quests, and its acquisition should always test the limits of the characters. Seeking such an item smacks of hubris. When the characters finally reach their objective, they should do so with bloodstained hands and heavy hearts. It might be tempting to favor each member of the group with an item of power, but they should have access to no more than one at a time, and ought to rid themselves of the one they find by the time the campaign ends.

CREATING ITEMS OF POWER

It is the nature of artifacts and relics to break the rules, so either item can do whatever you want them to without needing to limit it. Certainly, making certain activities always successful and

granting access to the upper echelons of magic are great places to start, but you should think beyond game rules and consider having these items create lasting, shocking changes to the world. A relic should be able to raise a mountain or level one. An artifact can raze a city or grant a wish. Either could make a mortal immortal or transform a character into a demigod strong enough to challenge one of the Old Gods or an Ancient One. In short, you have the freedom to make any kind of artifact or relic you like.

SAMPLE ITEMS OF POWER

You can use these sample items of power in your campaigns or let them inspire ones you create.

GOLDEN PANOPLY

No armor can equal the Golden Panoply in craftsmanship or protection. A suit of full plate armor, its pieces all hammered from shining gold, powerful magic reinforces the metal so it can stop almost any blow. The helmet's visor resembles the face of a roaring lion and the suit comes with a golden fur cloak, its individual hairs spun from gold.

The cyclops Azadorax forged the armor at Kaen's orders as a gift to an elf lord, Galarad Melazrian, who had gained much fame and notoriety for slaying trolls and felling a giant in single combat. Azadorax despised the faeries,

finding kinship with the trolls who sometimes made offerings to the cyclopes, and so he whispered a foul curse to the metal as he shaped it, one that would bring doom to whoever donned the armor.

Kaen presented the armor to the elf lord, who took it with gratitude. Donning the suit at once, he shone like a beacon and wherever he went, the light of Mother Sun fell upon him, causing his armor to glitter and shine. He gathered his forces and marched to battle his hated enemies, spilling black troll blood to stain the land. But the more furiously he fought, the brighter he shined, until the radiance pouring out from the armor burned to ash everything around him. He was victorious, but at the cost of his own forces.

The armor drifted into legend from that point, surfacing first in the Empire and later across the Sea of Fear, where it was believed to have been lost somewhere in the wastes surrounding Aegon, and might have had a hand in ruining the landscape. Many seek out the armor, for it's believed to make the wearer invulnerable, and those who crave it ignore the dire warnings about the light that blazes from it.

A creature wearing the Golden Panoply has the following traits.

ULTIMATE DEFENSE: Your armored Defense becomes 25 if it is lower than 25. In addition, when you take damage from an attack and the result of the roll was 30 or less, you take half the damage.

SHINING ARMOR: The armor emits bright light.

THE SUN RISES: At the end of each round in combat, roll a d6. On a 4 or better, the armor's light intensifies by one step, to a maximum of step 6.

- **STEP 1:** Each creature other than you inside a Size 5 space centered on you takes 1d6 damage.
- **STEP 2:** Each creature other than you inside a Size 5 space centered on you takes 2d6 damage, and each outside this space but within a Size 10 space centered on you takes 1d6 damage.
- **STEP 3:** Each creature other than you inside a Size 5 space centered on you takes 4d6 damage, each creature outside that space but inside a Size 10 space centered on you takes 2d6 damage, and each creature outside that space, but inside a Size 20 space centered on you takes 1d6 damage.
- **STEP 4:** Each creature other than you inside a Size 5 space takes 8d6 damage. Each creature outside that space but inside a Size 10 space centered on you takes 4d6 damage. Each creature outside both spaces but inside a Size 40 space centered on you takes 2d6 damage.
- **STEP 5:** Each creature other than you inside a Size 5 space takes 16d6 damage. Each creature outside that space but inside a Size 10 space centered on you takes 8d6 damage. Finally, each creature outside both of those spaces, but inside a Size 40 space centered on you takes 4d6 damage.



- **STEP 6:** Each creature other than you inside a Size 5 space takes 32d6 damage. Each creature outside that space but inside a Size 10 space centered on you takes 16d6 damage. Finally, each creature outside both of those spaces but inside a Size 80 space centered on you takes 8d6 damage.

When the combat ends, this effect ends.

HAND OF BARBORAN

The rise of the Church of the High One saw the proliferation of sainted individuals, people to whom the god showed great favor and endowed with supernatural powers. As these holy folk passed on from the mortal world to find their reward in Paradise, it became popular to preserve body parts, articles of clothing, and other remnants out of the belief that these relics held some magical power. Often, the Church would display relics in shrines and temples, and the faithful would travel from all over to lay eyes on these prizes and find inspiration from them.

Despite the prevailing belief that every such relic has some holy power, scant few do and are nothing more than what they seem—a torn cloak, a few bones, a preserved eye. The ones that do hold some residual magic are guarded, kept secret and safe behind temples and other protectors to ensure the relics don't fall into the hands of the Church's enemies. Despite these efforts, villains find ways to make off with these prizes for nefarious ends.

The Hand of Barboran belonged to a holy man who performed miracles of healing all across the Great Kingdom. He was once a devout priest of the High One, but as he traveled, he began to speak out against the Church and exposed its preoccupation with political, earthly matters. During one fiery sermon, the crowd grew unruly and turned against him, even though he had just cleansed the town of a virulent plague that had killed hundreds. Some whisper that the priests of the High One goaded the crowd into the act, but the Church dismisses these accusations as scurrilous rumors.

Maja Lun, a follower of Barboran, recovered the body after the crowd had done its work and interred the remains in the cellar of an abandoned house. Lun stood vigil over the corpse for six days and seven nights, praying to the High One to restore the holy man to life. At the dawn of the seventh day, the body disappeared but for one hand, and in this appendage the goodness of Barboran survives.

The Hand has surfaced in various places over the years, though reports are often muddled by false relics sold by unscrupulous peddlers who prey on the beliefs of the faithful. It has been seen in Four Towers, it raised a dead man in the Salt Barrens, and it turned a storm from battering Eastport. No one knows where it will show up next.

The Hand is a withered appendage, the skin drawn tight to the bones. Three fingers and a thumb remain, and a golden cap covers the stump. People who have seen it claim that the fingers sometimes move. The Hand of Barboran has the following traits.

SACRED POWER: The Hand has 20 charges. Any creature holding the Hand can expend charges from it to use the Hand's other traits. When the last charge is expended, the Hand disappears.

BENEFICENT TOUCH: The creature holding the hand can use an action to touch it to one creature in reach and expend 1 charge. The target heals all damage, regains all lost Health, removes the poisoned affliction, and ends any infections.

BECKON THE SOUL: A creature holding the hand can use an action and expend 5 charges to target one dead creature in reach. The target returns to life and is fully healed as if by the Beneficent Touch trait.

DISPATCH DEMON: A creature holding the Hand can use an action and expend charges to present it at one demon within 10 yards. The creature must spend a number of charges equal to twice the demon's number type. The demon disappears, forcibly returned to the Void.

RING OF ARNOX

Fiends crave mortal souls and go to great lengths to harvest them. The Ring of Arnox, a simple silver band, has condemned more than one soul to the fires of the Netherworld. Forged by a mighty fiend named Arnox, the band was imbued with all his rage, all his hatred, while he whispered poisonous words into the metal. When he finished, he flung the Ring into the Well of Sighs, where it tumbled down until it passed into the mortal world, where it seduces, corrupts, and ultimately destroys any person who finds it.

Again and again has the Ring of Arnox found its way onto the finger of the vain, the ambitious, and the deranged. Each time, it worked its dread influence on the wearer's mind, so that friends became enemies and love twisted into hatred. Such victims include General Rantak of the Old Empire, who turned against his liege, slaughtering the imperial court until he himself was burned to cinders by magic. The warlock Anzerai found the ring and wore it until her paranoia became too great to withstand and she flung herself from the Forever Cliffs to die broken on the rocks below.

Currently, the Ring of Arnox rests on the finger of Camillia Shen, the captain of a mercenary company known as the Lost Daughters. She has been fighting the minor lords of the Great Kingdom with the intent of conquering the entire realm for some nameless master who remains in the shadows.

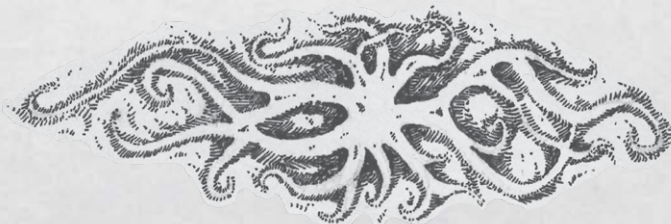
A creature wearing the Ring of Arnox has the following traits.

INFERNAL CURSE: You are cursed until you die, a fiend uses an action to touch the ring and lift the curse, or you cut off the finger wearing the ring. While cursed in this way, you cannot remove the ring from your finger. In addition, if you become incapacitated while cursed in this way, you teleport to the Netherworld and become a prisoner of the fiends.

FIENDISH STRENGTH: Your Health increases by 100, your Strength score increases to 20 if it is lower than 20, and your melee attacks deal an extra 2d6 damage.

COLD RESISTANCE: You take half damage from cold.

PARANOIA: After each night's rest, make a Will roll. On a failure, you permanently reduce your Will score by 1 and treat all creatures as enemies for 24 hours.





CHAPTER 2

BORDERLANDS

Between the Old Country in the west and the New Lands in the east lies a realm that, until recent days, had sheltered under the protection of the Weird Wizard. Called the borderlands, this region has become the destination for people fleeing the uncertainty, violence, and terror of the west in hopes of beginning new lives for themselves. Yet what would be a refuge reveals itself to be a land filled with mystery and danger.

Despite being considered a backwater, a place of little importance uncomfortably close to the New Lands, the borderlands might still welcome eastward expansion. But the Salt Barrens, a band of hostile wasteland, raiding ships in the Sunrise Ocean to the north, and the ever-present threat of krakens in the Sea of Fear made colonization on a large scale nearly impossible for all but the most determined people. Had the Old Country not gone up in flames, the borderlands would have remained a footnote in the histories, but with nowhere left to turn, people have braved the crossings and spilled into the territory as if it were promised to them.

What perils will newcomers face here, what peoples await, and what lies beyond to the east? This chapter answers these questions by offering a tour through the setting. A map of the borderlands shows the region as it's generally known, and entries reveal details about named places. This chapter also describes the peoples that characters might meet, the organizations to which they might belong, and the gods they worship. Finally, it offers an overview of the lands beyond the region, hinting at fantastical places the characters can explore or places from which their enemies might hail.

Players and Sages can both use this chapter to learn more about the world. For players, the entries represent information commonly known by people living in the borderlands and so ought to be freely available to characters from this area. For Sages, the chapter serves as a foundation for worldbuilding: adding more detail, creating more secrets, and developing various locations to bring the setting to life.



PEOPLES OF THE BORDERLANDS

In spite of the hardships, people have been coming to these lands for thousands of years. Faeries fleeing their enemies settled in mountain valleys, where they cut themselves off from all the world's troubles. Ogres, burdened by ancient shame, wander the borderlands' many woodlands and jungles, while human refugees huddle on the region's edges, exhausted from their trials but hopeful for the future. The borderlands are home to a diverse group of peoples that include everyone from elves to goblins, centaurs to fomorians, and others as well.

SOCIAL GROUPS

All borderlanders belong to one of the following social groups. Each entry describes, in broad terms, their living arrangements, social fabric, and communities.

TRIBES

Many peoples belong to larger tribal or clannish communities comprising one or more extended families. Examples include the Horselords of the Wilderlands, the Khazud peoples north of the Dragon's Teeth, and the Wandering Folk. Tribes might be of a single ancestry as in the case of the Horselords, all of whom are centaurs, or diverse. Halflings make up most of the Wandering Folk, but they welcome anyone who accepts their ways.

Many tribespeople live nomadic lives, following their herds or just traveling from place to place, sustaining themselves by hunting and foraging. A few tribes might have settlements, but these places differ from urban communities in that they lack permanence; the people can dismantle their shelters and move off if the situation requires it.

Membership in a tribe contributes to and often determines an individual's identity. Belonging to a tribe means keeping to shared values, beliefs, and language. Most members worship the same god or gods, adhere to the same customs, and work within the social structure for the betterment of their community. Individuality might arise from personality quirks, but the tribe's expectations and needs come first.

Self-sufficiency separates many tribal groups from other people living in the borderlands. They manufacture their own tools, clothing, and other materials they need to get by. Communities in contact with refugees, homesteaders, and others trade and incorporate goods and materials into those they themselves produce. Style and fashion vary from tribe to tribe. Some wear little clothing, while others paint their bodies, dress in elaborate costumes, or don garb much like that worn by other peoples who live in these lands.

REFUGEES

As the Old Country tears itself apart, more and more people brave the myriad dangers to find relative safety in the borderlands. They come by boat, contending with the Sea of Fear and its

pirates, krakens, and other hideous monsters, or they cross the Salt Barrens, a blighted expanse in which nothing can live for long. If they don't drown, succumb to deprivation, get abducted by raiders or pirates, or perish from disease or any number of other hardships, they find themselves in a land devoid of all the comforts civilization affords, a realm crawling with monsters, bandits, opportunists, and strange, unidentifiable things, and without much in the way of provisions, shelter, or anything else. But to live through the Salt Barrens, to come across the Sea of Fear with body and mind intact, takes toughness, determination, and a will to live, traits all surviving refugees have.

Most refugees live in makeshift communities within a stone's throw of the Salt Barrens. Some more permanent settlements, such as New Town, welcome the newcomers and give them a chance to recover from their hardships until they are ready to settle somewhere else permanently. Refugees come from nearly all ancestries, though clockworks enter the borderlands from the east rather than the west.

The scattered peoples speak a variety of regional dialects, have customs and cultures both familiar and strange, worship a wide range of gods, and have all kinds of opinions on governance, politics, ethics, and survival. A fractious lot made up of hardened survivors, they face the next step of finding a home for themselves in the wilds or making the journey to one of the towns or city-states, where they might find a place if they have something to offer.

Refugees enter the borderlands with whatever they bring. Most are ill-prepared for the climate, burdened with clothing made for cooler lands. As a result, many refugees look a bit out of place, dressed in whatever was the fashion of their homelands.

HOMESTEADERS

For over a century, the promise of "free" land lured folk from the Old Country to stake a claim somewhere in the borderlands, away from persecution, tyranny, and corruption in their homelands. These homesteaders live on territory they hold through force of arms and will, that they cultivated for growing crops and grazing their livestock. A homestead's people include the family, hired hands, servants, and, more recently, refugees who trade labor for food and shelter.

Homesteading is a human enterprise, and nearly all homesteads belong to humans, some recently arrived from the Old Country, but most having been here for several generations. Several homesteads in the same general region might form a loose society and cooperate with one another, trading goods and news, but many more are isolated, on the fringes of the settled lands, where they must be self-reliant if they would survive.

As with the borderlands' tribes, members of a homestead put the interests of the family and the steading ahead of their own desires. Life for them can be quite difficult, especially when mischievous faeries steal the plough horse, brigands kill the elders and make off with all the food for the season, or wild monsters come barreling out of the wilderness, slaughtering the livestock and infecting the meat with plague. Considering the hardships, homesteaders are understandably wary around strangers. Rather than open arms and welcome, most travelers find closed doors and harsh words.

A typical steading is a tiny village with a main house, barn, silo, coop, shrine, watchtower, and other outbuildings, all surrounded

by a wooden or stone wall. Outside the wall are fields for grazing and growing. When people are working in the fields, someone always stands in the tower and raises the alarm if anyone approaches, at which point the settlers withdraw inside the steading and take up arms.

Homesteaders wear homemade garments of lightweight materials such as linen or cotton, undyed, with long tunics being favored to help them tolerate the heat and retain some degree of modesty. If homesteaders bother with ornamentation, they might wear wreaths of woven flowers or fanciful hats made from straw.

Life on the frontier breeds strong religious views. Nearly all homesteaders worship the gods of the Old Faith, though a few might have been driven here for holding heretical beliefs that put them at odds with the High One. Many homesteader communities benefit from the help of a local witch, whose magic can keep faeries at bay and whose knowledge of the healing arts aids in birthing children, setting bones, and curing whatever ills befall a family.

VILLAGERS

Many people live in the villages and towns dotting the landscape in the western, southern, and eastern regions of the borderlands. Most such communities grew from trading posts, places where homesteaders and tribespeople gathered to exchange news, conduct religious ceremonies, or sort

out disputes. They formed when people of different skills and abilities realized they stood a better chance at survival by cooperating than going it alone.

Villages can adopt any political system. A council made up of village elders might lead one community, while another has a feudal system, in which everyone works for a regent who protects the people in return. Another town might elect their leaders, while a village just a few miles away could have a religious official in charge.

Danger in the borderlands makes proper defenses a necessity, and thus almost every town and village has an outer wall and a central fortified structure, such as a keep or tower, to shelter the population if they come under attack. Each villager must contribute to the community's protection, so able-bodied people spend some amount of time each month as part of the militia.

Villages attract people of various trades, so they can be self-sufficient. There's someone working at a forge, enough farmers to grow crops and raise livestock, weavers, tailors, wheelwrights, coopers, cobblers, and just about any other tradesperson imaginable. Smaller communities might have individuals with experience in several trades, while larger settlements have specialists who excel in their craft.

Humans, being a numerous people, form the largest population in most villages and towns, though communities can have members of other ancestries as well. One can find changelings in disguise or a dragonet or two, and a family might even have been adopted by a hobgoblin. Living among a variety of peoples makes villagers friendlier and more welcoming to strangers, especially those who bring news or luxuries for sale or trade.

Villagers lack the numbers to support multiple competing faiths. Older, established communities follow the Old Faith, while newer settlements in the west belong to the High One's flock, with a church at the town's center. People speak the same language, Common, though each locale comes with its own idioms and dialect.


URBANITES

Five urban centers dot the borderlands. Asylum and Four Towers have enough inhabitants to be considered genuine cities, while Eastport and Westport have more modest populations. Sea Hold is closer in size to a typical town, but the community's diversity gives it the atmosphere of a city. Borderlanders refer to these places as city-states.

The city-states are made up of all manner of folk, from the familiar humans to dwarfs, and dragonets, and those from faraway lands, such as sphinxes and janni. City-states house even more exotic peoples: dhampirs, for example, have a thriving community in Asylum. Urbanites barely register differences between themselves and their neighbors, so accustomed have they become to the broad range of peoples inhabiting this world.

Urbanites often blend their cultural ideals with the predominant ones in the city. The foods they eat, clothes





they wear, the manner and languages in which they communicate might all come from the places in which they lived before, but in time they begin to adopt the mores of their fellow urbanites. Cuisines mingle to create something new, while fashions might incorporate ideas from other cultures until they become unique. In this way, each city-state comes to adopt its own identity that makes the community distinct.

A large population makes it possible for a city-state to have several different religions. While social customs might relax to accommodate others, religious views, especially when they purport exclusivity, can create fissures in communities where people subscribe to multiple sets of beliefs. Most city-states in the borderlands, though, follow the gods of the Old Faith; the Church of the High One has yet to secure a foothold anywhere but in Four Towers, where it coexists with other faiths—for now.

LOONERS

As much of the borderlands remains unspoiled, untouched by civilization, the region attracts outcasts, hermits, and loners who pride themselves on their self-reliance and want nothing to do with settlements. Loners come from all ancestries, though certain ones are more likely to live alone—archons, cambions, or revenants, for example. As much as loners wish to live apart, some contact with others is unavoidable. Food, supplies, tools, and items that cannot be grown, foraged, or made in the wild force them to trading posts and settlements.

SOCIETIES AND INSTITUTIONS

People belong to their communities, if they have them, but they can also belong to any of the societies, institutions, and organizations that abound in the borderlands. The following examples represent the most important and notable factions in the region.

BARDS

Dismissing bards as common musicians and storytellers does a disservice to the great tradition of these itinerant entertainers, for there have been bards for almost as long as there have been people. They were among the first to preserve the music of antiquity, chronicle the great events in history, and safeguard all they have learned against the enemies of civilization. The arrival of one is often cause for great celebration, for the bards' performances have no match. Not all know about them, but after meeting a bard, people never forget and speak of the encounter for years afterward.

The bards form a loose society of historians, musicians, storytellers, actors, and other entertainers. It's believed they came from a land lost in the Great Cataclysm that flooded much of the world, and the knowledge they preserved from their once-mighty civilization enabled the Empire to form in the north, though, sadly, they failed to impart the wisdom to use this knowledge responsibly. The descendants of those bards spread into the Old Country and beyond, becoming established in the lands they inhabit.

A few bards travel the borderlands. Famous figures, they include Alyce Sweetsong, whose voice brought momentary joy to the Prince of Tears; Byron Clubfoot, who enjoys the patronage of the

entire town of Edgewood, where he resides in luxurious accommodations; and Wandering Wren, who roams the Wyvern Wood in search of none other than Grandfather Tree.

BARTLEBY, KRIS, AND COMPANY

The most powerful economic force in the borderlands, the banking consortium known as Bartleby, Kris, and Company saw a need in Four Towers and moved in to fill it, offering loans to the tower guilds to prepare the towers' depths for excavation. From the interest earned on these loans, and a percentage of the treasure recovered from every expedition, the bank grew and spread its tendrils into the city-states and many nations of the Old Country. With untold resources, the bank can use its economic might to manipulate political circumstances to suit its interests. Since Bartleby, Kris, and Company have yet to intervene in the troubles in the west, clearly the bank sees a profit in all the uncertainty. And why not? Nations in peril need gold to pay soldiers, build defenses, and feed their people. The bank has gold aplenty and is more than happy to lend it to those in need, but each loan gives the institution more control—and control is what it craves most.

Each city-state, even Sea Hold, has a Bartleby, Kris, and Company office and conducts business there. The bank has made bargains with janni merchants to fund trade expeditions across the ocean to the Four Kingdoms. It has discretionary funding enough to hire mercenaries to prop up its own military units. And if someone crosses the organization, it uses its contacts to eliminate them.

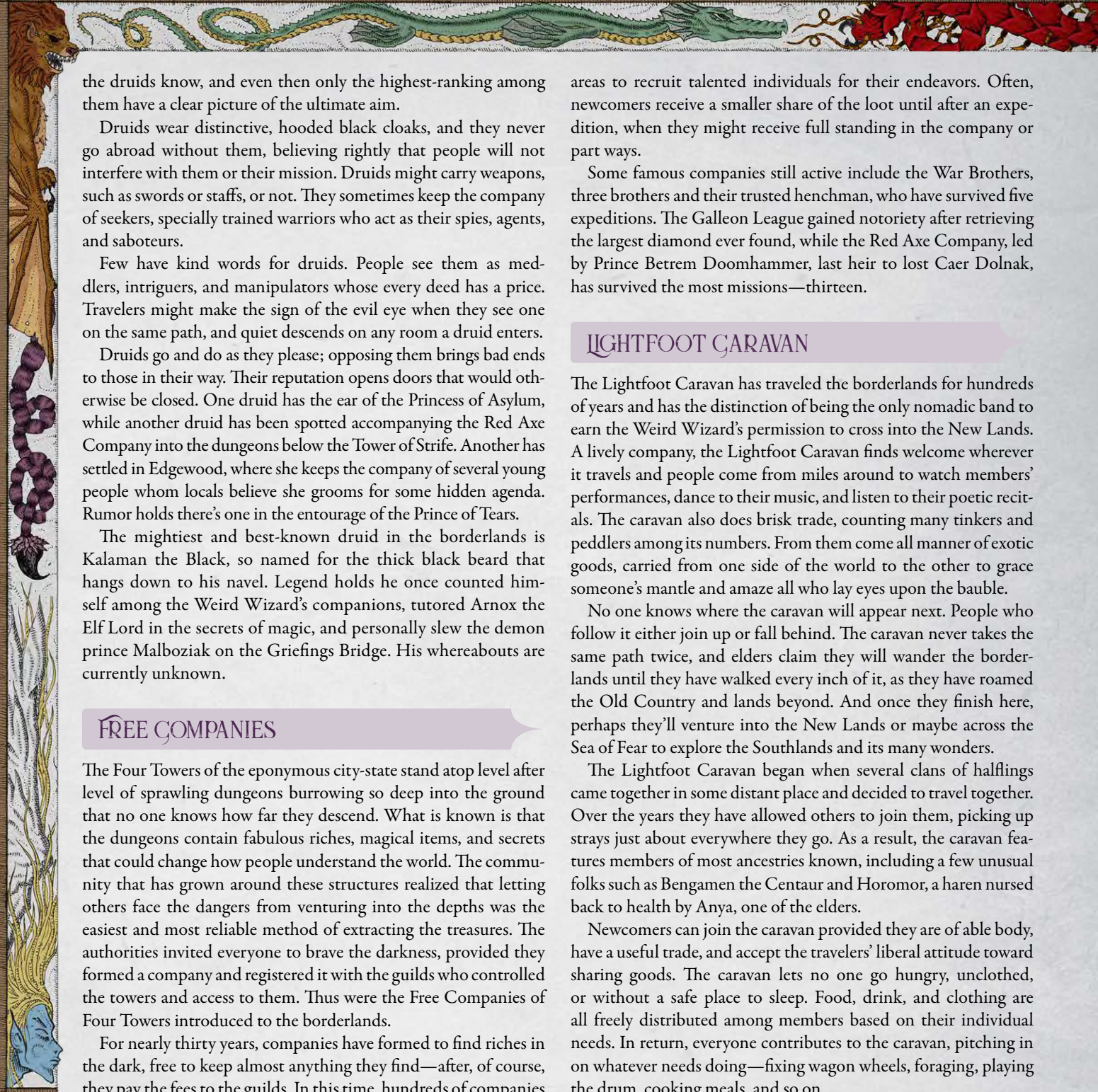
BLACKHEARTS

When life is a struggle, when everyone shares similar hardships, it's especially dispiriting to find those who would rather punish the innocent than work together for a common cause. But some people need an enemy to blame for their woes, someone to scapegoat as a way of explaining away all the misfortunes they must endure. Such are the people who belong to the Blackhearts.

Barely a coherent organization, the Blackhearts seek to drive refugees off their lands and achieve these ends by assault, arson, and murder. Various cells operate throughout the Plains of Pendarm, though the largest group comes out of Edgewood—not that anyone there would admit belonging to such a murderous mob. Blackhearts keep their identities hidden; they communicate using secret signs in the places where they live. When on the hunt, they don burlap sacks with holes cut for their eyes and then steal into refugee encampments, where they beat anyone they find, take their supplies, and sometimes kidnap people they think might have some value. Anonymity makes these brutes bold and lets them act with impunity.

DRUIDS

No more than a half-dozen druids live in the borderlands, but they have considerable influence over developments here, as they do throughout the Dawn Lands. The druids pursue a secret agenda and make incremental advances by throwing their support behind various peoples and figures, only to abandon them when they have fulfilled their purpose. To what ends the druids work, no one but



the druids know, and even then only the highest-ranking among them have a clear picture of the ultimate aim.

Druids wear distinctive, hooded black cloaks, and they never go abroad without them, believing rightly that people will not interfere with them or their mission. Druids might carry weapons, such as swords or staffs, or not. They sometimes keep the company of seekers, specially trained warriors who act as their spies, agents, and saboteurs.

Few have kind words for druids. People see them as meddlers, intriguers, and manipulators whose every deed has a price. Travelers might make the sign of the evil eye when they see one on the same path, and quiet descends on any room a druid enters.

Druids go and do as they please; opposing them brings bad ends to those in their way. Their reputation opens doors that would otherwise be closed. One druid has the ear of the Princess of Asylum, while another druid has been spotted accompanying the Red Axe Company into the dungeons below the Tower of Strife. Another has settled in Edgewood, where she keeps the company of several young people whom locals believe she grooms for some hidden agenda. Rumor holds there's one in the entourage of the Prince of Tears.

The mightiest and best-known druid in the borderlands is Kalaman the Black, so named for the thick black beard that hangs down to his navel. Legend holds he once counted himself among the Weird Wizard's companions, tutored Arnox the Elf Lord in the secrets of magic, and personally slew the demon prince Malboziak on the Griefings Bridge. His whereabouts are currently unknown.

FREE COMPANIES

The Four Towers of the eponymous city-state stand atop level after level of sprawling dungeons burrowing so deep into the ground that no one knows how far they descend. What is known is that the dungeons contain fabulous riches, magical items, and secrets that could change how people understand the world. The community that has grown around these structures realized that letting others face the dangers from venturing into the depths was the easiest and most reliable method of extracting the treasures. The authorities invited everyone to brave the darkness, provided they formed a company and registered it with the guilds who controlled the towers and access to them. Thus were the Free Companies of Four Towers introduced to the borderlands.

For nearly thirty years, companies have formed to find riches in the dark, free to keep almost anything they find—after, of course, they pay the fees to the guilds. In this time, hundreds of companies have made the effort, but few survive for long. The deeper reaches hold dangers beyond description and entire expeditions have vanished in the darkness, devoured by the strange things living there. Others, having lost companions, emerge shaken, broken by their experiences, vowing never to go again. One might think the stories would be enough to deter others from making the attempt, but there's always someone certain they will find fame, glory, and fortune in the darkness, and thus Four Towers sees no shortage of adventurers going boldly to their dooms.

Word of Four Towers has reached even the Old Country, and companies make the crossing into the borderlands by foot or by boat to test their mettle in the dark. Typically, they operate in and around the city-state, but many make forays into the surrounding

areas to recruit talented individuals for their endeavors. Often, newcomers receive a smaller share of the loot until after an expedition, when they might receive full standing in the company or part ways.

Some famous companies still active include the War Brothers, three brothers and their trusted henchman, who have survived five expeditions. The Galleon League gained notoriety after retrieving the largest diamond ever found, while the Red Axe Company, led by Prince Betrem Doomhammer, last heir to lost Caer Dolnak, has survived the most missions—thirteen.

LIGHTFOOT CARAVAN

The Lightfoot Caravan has traveled the borderlands for hundreds of years and has the distinction of being the only nomadic band to earn the Weird Wizard's permission to cross into the New Lands. A lively company, the Lightfoot Caravan finds welcome wherever it travels and people come from miles around to watch members' performances, dance to their music, and listen to their poetic recitals. The caravan also does brisk trade, counting many tinkers and peddlers among its numbers. From them come all manner of exotic goods, carried from one side of the world to the other to grace someone's mantle and amaze all who lay eyes upon the bauble.

No one knows where the caravan will appear next. People who follow it either join up or fall behind. The caravan never takes the same path twice, and elders claim they will wander the borderlands until they have walked every inch of it, as they have roamed the Old Country and lands beyond. And once they finish here, perhaps they'll venture into the New Lands or maybe across the Sea of Fear to explore the Southlands and its many wonders.

The Lightfoot Caravan began when several clans of halflings came together in some distant place and decided to travel together. Over the years they have allowed others to join them, picking up strays just about everywhere they go. As a result, the caravan features members of most ancestries known, including a few unusual folks such as Bengamen the Centaur and Horomor, a haren nursed back to health by Anya, one of the elders.

Newcomers can join the caravan provided they are of able body, have a useful trade, and accept the travelers' liberal attitude toward sharing goods. The caravan lets no one go hungry, unclothed, or without a safe place to sleep. Food, drink, and clothing are all freely distributed among members based on their individual needs. In return, everyone contributes to the caravan, pitching in on whatever needs doing—fixing wagon wheels, foraging, playing the drum, cooking meals, and so on.

The Lightfoot folk believe the caravan set out thousands of years ago in the Old Empire, where it wandered until the lands became too unsafe. It drifted into the Old Country and traveled around, finding welcome as often as not, until the members saw everything there was to see, which led to its great journey across the Wastes. The caravan keeps meticulous notes of the lands through which it passes and can be a great resource to travelers and explorers alike.

Those who make up the caravan aim to deal fairly with people they meet but know how to protect themselves if they come under attack by bandits, orcs, or monsters. Fierce fighters, they freely give their lives to protect their own. As a result, most civilized folk leave them to themselves, and only the desperate and despicable raise arms against them.

Members of the caravan can hold whatever religious views they like; one can find devotees of the Old Gods, the High One, spirits of nature, and others. All members, though, pay homage to the Endless Road, a concept that is something like a god, a purpose, and a set of rules for proper conduct. They believe they follow the Endless Road to a land promised to them and have no intention of stopping until they find this place.

MAGIC-USERS

Anyone who has magical knowledge and can cast a spell qualifies as a magic-user, and the borderlands has no shortage of these talented people. However, attitudes toward magic-users vary from place to place. Villagers in one community might bring gifts and lend aid to the witch who cares for them, while a wizard might flee the torches and pitchforks of an angry mob the next town over. Even though most people have had encounters with magic in one way or another, few comprehend its workings. Too often people fear what they cannot or will not understand.

WITCHES

Outside of the cities, most people encounter magic through the witches who live among them. Nearly each town and village has a wise woman, someone skilled at herb craft and potions who can be relied upon to ease a fever or set a broken bone. These people might be midwives, skilled healers, herbalists, or genuine witches trained in the magical arts.

WIZARDS

Fearing the Weird Wizard, the wizards of the west appeared content with what they had achieved as the preeminent magic-users of the Old Country. In the Ivory Tower that stood in sight of Whitestone, they worked to codify the proper methods for using magic and became the ultimate authority, to the point that people who disagreed with their methods were driven off to languish in the borderlands. Now that the Great Kingdom that had long sponsored their efforts has become embroiled in a bitter civil war, the wizards are scrambling to control their destinies and salvage what remains of their dominion. Unfortunately for them, upstarts appear everywhere, many of whom hold long-standing grudges against the wizards and will now stop at nothing to break their hegemony.

People in the borderlands who call themselves wizards could be authentic members of the elite society, and their monochromatic clothing could be legitimate. A great many pretenders also seize upon the opportunities afforded by chaos in, and distance from, the Old Country, and masquerade as authorities on magic. True wizards loathe such people and, when they find one, they destroy the pretender with their superior magical abilities.



The only known true wizard to live in the borderlands is Sajme the Green, who has recently taken up residence in Four Towers. People claim he has come to root out the pretenders, but others suggest that he has some interest in what lurks under the towers and that he might be forming a company of his own.

RENEGADES

Sorcerers, necromancers, warlocks, demonists, and other practitioners of dark magic either began their descent into darkness in the borderlands or fled here after facing persecution in the west. These renegades find few havens, for the magic they pursue is dangerous to all. They instead live in the wild, lurking in crumbling castles and leaning towers. Some hide in plain sight, concealing their activities behind genteel, kindly facades. Then there are those with axes to grind against their enemies, who marshal forces to get the vengeance they so crave.

Some of the more infamous renegades include Philolomy the Foul, a degenerate necromancer at large in the Briny Flats, where he uses magic to animate the remains of dead creatures that wash up on the shores. Then, there's Morgan, a devious enchantress who haunts the Sentinel Wood, ensorcelling peasants and making them into her thralls. Finally, Merlas the Unclean pursues magical power regardless of the cost to himself and others. He hunts other magicians, kills them, and steals their souls, which he drains to gain their magical secrets.



ORDER OF THE THORN

When the paladins cut down the royal family of the Great Kingdom, seven knights spirited away the youngest heir, Princess Nicola, and hid her somewhere until she came of age and could reclaim Whitestone as her seat of power over a restored nation. In the months after, the corpse of each knight has been found, but there has been no sign of the missing heir.

Other noble warriors who learned of the effort to save the princess formed the Order of the Thorn to find her, keep her safe, and aid her return to power. Many members believe she hides somewhere in the Old Country, but new leads point toward the borderlands, which has brought several knights east in hopes of picking up the trail.

The Thorn knights come from wealth and status, so they have ornate full plate armor, chargers, squires, pages, and other attendants. Even though the knights have the best intentions, they have become a disruptive presence. The longer they go without finding their charge, the more vexed and unpredictable they become. A knight might bring his small army of followers into a town, spend a few days wreaking havoc, and then leave the place in shambles after turning over every stone to find the barest trace of the missing young woman.

RANGERS

When Roland, first of his name, founded the Great Kingdom, he dispatched his most loyal knights to range out across the wilderness and discover the world, and, while doing so, lend aid to those in need and defend the defenseless. These rangers traveled in all directions at the behest of their liege and brought understanding of the Dawn Lands to their people. Not content with surveying

the Old Country, many made the journey east, and from them descend the rangers of the borderlands.

An elite society of honorable warriors, skilled in woodcraft and survival, rangers go where others dare not. They take the fight to all servants of evil and wickedness to be found, whether cruel brigands, savage orcs, or rampaging fomorians. When a giant stomps across the countryside, the rangers are often the first to respond. And when someone goes missing, it is to the rangers that people turn.

The rangers were never many, and their numbers have shrunk since the founding of their order. To further complicate matters, some unworthy individuals claim the mantle of rangers, believing they can profit from the status, but all they achieve is sully the society's good name. Genuine rangers watch for talented individuals and might offer to take on those they find as squires and teach them what they have learned as they themselves were taught.

RED BANNERS

Red Joan, so named for her fiery hair, fought for the Great Kingdom for many years, but after the paladins slew the regent and plunged the nation into war, Joan saw little point in selling her life to some unworthy usurper. Thus, she went east along with a small band of followers, surviving the Wastes and settling on a patch of land in the Plains of Pendarm.


With no desire to turn their swords into plowshares, Joan and her soldiers became mercenaries, selling their blades to whoever could afford them. Her company, called the Red Banners, has worked for Bartleby, Kris, and Company, the most powerful bank in the borderlands, and fought for Eastport, then Westport, and then Eastport again. She even wintered in the shadow of Sea Hold. And she did all this in her first year.

The Red Banners appear content to be mercenaries, but her closest advisors know Red Joan has her sights set a bit higher. She wants a kingdom of her own, and the Red Banners are key to getting what she wants. The Red Banners actively recruit in the countryside and find many eager warriors in the making, people who crave lives of glory and adventure. As her army grows, Red Joan considers her next move. Will she march on Four Towers for all the wealth it possesses? Or will she sweep in and oust the Princess of Asylum to install herself as the regent in her place? Perhaps she has designs on returning to the Old Country and making her own bid for the Great Kingdom's throne. If she has decided, she has told no one yet. But it is just a matter of time before the Red Banners move to grant her greatest wish.

REDEEMERS

The troubles in the Old Country have people there looking for explanations for their suffering. The various catastrophes could all point toward some apocalyptic event that will bring about the end of all things. Perhaps the gods have grown weary of the faults in mortals and seek to teach them a lesson as they did long ago in the Cataclysm. Other, weirder ideas have been spread by religious leaders, occultists, prophets, and others.

The Redeemers, a fringe cult devoted to a bloodthirsty incarnation of the High One, believe that their god enacts catastrophes to find the virtuous souls that have earned their places in Paradise.



That the High One has not yet claimed these true believers signals that they haven't endured enough, and the only way to escape the prison of the flesh without violating the prohibition against taking one's own life is to suffer. So, suffer they do.

Mobs of Redeemers have started appearing all over the Great Kingdom. Their wild attacks and dispensations of what they believe to be justice made a bad situation worse, forcing peacekeepers to turn their attention to death-obsessed cultists who were happy to flay themselves with whips when not smashing the skulls of nonbelievers. After several disastrous setbacks, the Redeemers turned east to bring their message to the borderlands, in hopes of saving as many souls as they can before their god swoops down and whisks them up to live in the light for eternity.

Brother Adolphus leads the Redeemers now, after his predecessor, Father Alec, lost his mind due to an ailment of the flesh, possibly acquired while ministering to the young women in a brothel around which the Redeemers settled and then burned to ash, taking the occupants into the welcoming embrace of their god. Brother Adolphus believes in the truth of the mission, and he spends a portion of each day.

Having lost a full third of their number to the Salt Barrens, the survivors stumbled out of the waste, where they were met by a disbelieving crowd of refugees. The Redeemers' violent and extremist views made them unwelcome in New Town, which forced them to wander the Plains of Pendarm, looking for a sign to point them in the direction they should travel next.

GODS AND RELIGION

The world has no shortage of deities. Small gods, household gods, and local gods compete with the larger, more dominant faiths of the Old Gods and the High One. An examination of the major religions and their mythologies follows.

THE OLD GODS

In olden times, people across the known world feared and worshiped the Old Gods. The common person needed no proof that they existed, for these divinities walked among them. One might spy Lord Death stepping through a wall to snatch the soul of the dying, or see Hate, goddess of war, in the black birds wheeling in the skies over a blood-soaked battlefield. Accounts tell of Urbanus forming a body for himself from paver stones and then using that body to explain the finer points of governance to community leaders. And in ancient times, the Pale Lady would roam the aisles between the sick and dying as the plague she brought sped the living to the grave.

The Old Gods held sway over mortals for a thousand years, but all their might could not stand against the new ways and beliefs brought by the Redeemer, the High One who ousted evil from Paradise and promised salvation from the oblivion of the Underworld to those who led unimpeachable lives. As people flocked to fill the pews and worship this upstart divinity, who seemed to come from nowhere, the Old Gods faded. It's been years since Urbanus offered wisdom to city leaders, and the carrion eaters drawn to the war raging between the crumbling nations feed without the shadow of their dark and bellicose goddess. In the Old Country, the gods of yore have become quaint myths, and their holy sites arouse little more than curiosity.

Imagine, then, the surprise of the refugees who found all the old specters of ancient myth and legend alive and well in the borderlands as they once were in the fallen west. Newcomers fear these beings, looking upon them in wonder even as they clutch the symbols of the High One and recite prayers to an absent, remote god who has yet to show himself to the world. The clash of religious ideologies has weakened the High One's church as people return to the old ways in droves, seeking out the priests and learning once more the rites and prayers to keep these fearsome figures appeased.

The Old Gods form a loose pantheon of deities, some of whom came to the faith from other cults and sects and were ensnared by this religion, joining willingly or not. Aside from the most powerful and well-known beings, who receive some discussion below, many spirits, demigods, and lesser powers sometimes serve the Old Gods. No holy book exists for the Old Faith, though stories about the various personalities and their exploits have been recorded in literary works. Instead, the priests keep alive the faith through the oral tradition; and initiates must commit to memory the proper ceremonies and invocations required to honor their patrons.

LORD DEATH

Lord Death leads the pantheon, having earned the right by giving mortals the gift of life and burdening them with the debt of death. Lord Death presides over the cycle of birth, death, and rebirth and, according to some, sustains himself on the memories he consumes from the souls who descend into his realm, the Underworld. Lord Death shares his throne with Sister Moon, who travels to his gloomy dominion for a few days each month, when the moon is absent from the night skies. He splits his portfolio with his four daughters: Hate, the Pale Lady, Want, and Calamity.

Symbols of Lord Death include a grinning human skull wearing an iron crown, a winged hourglass, and the scythe, usually accompanied by an hourglass, which are the god's accoutrements. Lord Death relies on his angels, the reapers, to harvest the souls of the living, though he might himself come to claim the souls of mortals he deems important, such as his high priests.

Even with the rise and dominance of the Church of the High One, Lord Death remains an important figure in the Old Country. His symbols appear in almost every graveyard, his dour priests preside over funerals, and his followers fight on the front lines against those who would pervert the natural order of things. However, in the temples raised to the Old Gods, Lord Death has no altar or shrine. Instead, the entire structure serves to honor the dark god of endings.

CULT OF THE LAST DOOR

The primary religion associated with Lord Death, the Cult of the Last Door exists in nearly every community in the Old Country and has temples in the borderlands' city-states. Each serves the community by tending to the dead, guarding burial grounds, and protecting these places from undead, spirits, and similar threats. Priestly vestments include thick black robes with a white rope belt, ends capped in silver skulls. During religious ceremonies, the priests wear black skull masks formed from hardened leather that fit over their heads.



DEATH KNIGHTS

The threat of undead and the necromancers who create them forced the Cult of the Last Door to create a militant branch known as the death knights. These holy warriors scour the lands for signs of undead and put down the unclean things wherever they find them. Death knights wear bone white armor and helmets with skull-shaped visors that make them look like armored skeletons.

OBLIVION ADEPTS

The Oblivion Adepts believe that each time they kill, they offer a prayer to their patron deity. They cling to the idea that life is an aberration and that the flesh is a prison from which the soul strains to escape. That they continue to exist, putting off descent into the Underworld, shows their willingness to delay gratification for the holy rewards they expect for constant service to their god. Oblivion Adepts understand that widespread slaughter serves them not, so they reserve their ritualized killings for times when they receive a sign that the taking of a life serves a larger goal—being hired to kill someone qualifies as a sign from Lord Death, for instance.

HATE

Anyone who finds themselves in a fight might offer up a prayer to the war goddess, and some military units make sacrifices to her before battle, led by belligerent priests who happily join in the combat. The eldest daughter of Lord Death, Hate visits war and strife on the mortal world. She foments anger, sparks rash action, and closes ears to reason, all to produce the violence she so craves. Sometimes she appears on battlefields during especially fierce conflicts, where she offers encouragement to the most bloodthirsty killers.

Hate appears as a strong woman with long black hair, bone-white skin, one bright blue eye, and an empty socket where the other should be, the missing eye having been torn from her skull by the Sky Father in one of their frequent conflicts. When she manifests in the world, she wears a shirt of mail and winged helmet, and carries Bloodletter, a longsword with a flanged blade. People associate her with ravens, and her symbols include a helmeted skull, a severed head on a crimson field, and a crossed sword and axe.

DAUGHTERS OF HATE

The Daughters of Hate formed to carry out the will of their goddess and sell their swords to anyone who pays the paltry fees they request. That they can be had so cheaply ought not to tempt war leaders into making a bargain with these fanatics. Too often, the Daughters of Hate lose themselves in the thrill of battle and cut down their allies as fast as they do their foes. The Daughters gouge out their right eyes in solidarity with their patron, and each craves a glorious end on the battlefield.

THE PALE LADY

When sickness spreads unchecked, when disease resists even the tried-and-true methods for combating it, one knows the Pale Lady has arrived. The Mother of Plagues moves through the world, spreading contagion and suffering. Her gifts strike down young and old, strong and weak. No one escapes her attention once earned, and death offers the only release.

When the Pale Lady appears in the world, she adopts the form of what would be a comely woman if not for the black staining her eyes, lips, and fingertips. The sweet stink of rotting flowers spreads out from her for miles around. She dresses in fabulous gowns that bear the stains of sickness, the spew and spurt of those who succumb to her touch.

Rather than temples, the Pale Lady's places of worship are monuments to her victims, their names chiseled into the surfaces of stone monoliths raised to recall the tragedy she visits. People make sacrifices to avert the goddess's attention and keep her at bay. Facilitating these sacrifices and leading the prayers are the rare survivors of disease, who see it as their duty to serve their mistress. They call themselves the Pale Ones and wear little more than breechclouts so all can see the ravages done to them. The Pale Lady uses the rat as her symbol and sacred animal.

WANT

Want serves her father by taking from mortals what they need to survive. Crops fail with a gesture. The Sky Father withholds rain at her commands. Blight, corruption, and ruin are her gifts, and mortals loathe her for them.

More than other gods, Want delights in visiting the mortal world and installs herself in rich, prosperous lands so she can drain their resources until her victims succumb to hunger and thirst. She has a corpulent body and sweet, laughing features. She bends mortals to her will, making them watch with hungry eyes as she feasts and drinks without ever reaching satiation.

A religious experience from near starvation can turn mortals into Want's servants. Such individuals might be well-fed or reduced to skin and bones, depending on whether or not Want favors them. Regardless of their physical condition, the priests wear pink robes of the finest silks and decorate their bodies with gems and jewelry.

Communities invest in shrines, temples, and monuments to the goddess to appease her. If a blight strikes, the community might offer one of their own as a sacrifice to restore health to their crops. Want names swine as her sacred animals, and her colors are pink and black.

CALAMITY

Who's to blame when the dice turn against you, when some freak accident burns your home down, or when you slip and fall and break your arm? Bad luck happens, but when it occurs again and again, there can be only one explanation: you've caught Calamity's eye. Lord Death's youngest daughter has the reputation of being the wildest, most willful, and most capricious of the gods, so much so that even Revel avoids her. She gives her blessings and withdraws them whenever it suits her. And when someone offends her, misfortune falls on them like rain.

Calamity can be anywhere and everywhere she chooses. She wears many masks, appearing as a black cat to some, to others as a young, smiling maiden with mischief in her eyes, or as a young man, witty yet cruel. She might show up in a gambling hall, warping chance around her, or accompany her sisters to help them bestow or withhold their gifts, without anything to sway her one way or the other.

People say a prayer to Calamity when about to engage in some risky activity, hoping for good luck. Her priests, the Heirs of Fortune, tend to temples that are more gaming halls than places of worship. Calamity's priests use three coins, one of each denomination, as the goddess's symbol and wear vestments of gold and black.

MOTHER SUN

On a clear day, you might just spy Mother Sun unfolding her arms as she stretches light across the dome of the world, or see her shrink back, retreating to allow her sister her place in the heavens. The goddess of light, life, and beauty enjoys widespread worship throughout the borderlands, and her symbols and idols appear in most communities.

The goddess spends her time in the skies, though she has descended from time to time, riding in a blazing chariot drawn by four fiery horses. She's always depicted as a dark-skinned woman of unsurpassed beauty, with a corona of golden hair waving around her head.

Temples to the Sun Goddess stand in open lands. In each, an aperture in the ceiling offers full view of the sun so that its light always falls upon the altar. Festivals mark the passing of the seasons.

The sun priests wear yellow robes and keep their heads covered in caps of the same color since they believe by doing so, they make a sacrifice of Mother Sun's light to those in need. During festivals and holy days, the priests conceal their faces behind grinning sun masks fringed with fiery rays. The rooster is a sacred animal to Mother Sun, for it always greets the new day, and her colors are gold and white.

SISTER MOON

Mother Sun's younger sister and bride to Lord Death, Sister Moon takes her place in the skies to watch over creation while her sister rests. Being separated from her sister causes Moon great grief, and so she sometimes lingers in the morning or emerges in the early evening so they can be together. Sister Moon claims the night and stars, is known as the keeper of secrets, and is the patron of witchcraft.

Sister Moon's temples resemble those of Mother Sun and, being siblings, they might even share the same holy spaces, with the sun priests tending the temple by day and the moon priests taking their place at night. All her ceremonies and rites occur during the evening hours and are performed in secret, out of view of common folk dwelling nearby, and can be raucous affairs. The most important holy day is the Black Wedding, which commemorates Sister Moon's marriage to Lord Death.

Wolves are sacred animals to Sister Moon, and her colors are navy blue and silver. For her symbol, priests use the crescent moon in blue. Initiation requires tattooing the moon on their faces, and when moonlight falls upon them, the tattoos shine.

SKY FATHER

Along the southern coast facing out to sea, travelers sometimes find stone carvings of heads with wild hair, angled to peer up at the sky. Locals believe these statues were set in place to save the lands from the Sky Father's wrath, to honor the churlish, violent deity

and keep the worst of his rampages at bay. The Sky Father's wrath comes from being denied what he wishes most: to take Mother Sun and Sister Moon as his brides. Mother Sun denies him; Lord Death stole Sister Moon from him. So, he rages.

The Sky Father flies across the heavens in the center of the Forever Storm. This enormous tempest boils high in the atmosphere, booming with thunder, flashing with lightning, the god's face sometimes visible in the roiling clouds. When the Forever Storm draws near, people take cover, for his heralds, the four winds, visit death and destruction wherever he goes.

Temples to the Sky Father stand on the tops of mountains, where the priests burn offerings on enormous pyres visible from miles away. Animal sacrifices occur whenever the priests are called upon to intercede on behalf of the people they watch over. These sacred places often have monoliths positioned around the pedestals on which the fires burn.

Unlike the other gods, who care little if mortals worship them or not, the Sky Father's insecurity makes him jealous, and he demands his priests pray to no other deities but him. Recent days have seen a sect form around the idea that the Sky Father is the only god; all others are false. These priests have come up with all manner of rules that set them apart from other followers of the Sky Father.

The Sky Father's cult treats the golden eagle as its sacred animal. Priests dress in purple-and-gold robes, with elaborate hats covered in symbols sacred to their god. When depicted, the Sky Father appears as a bolt of lightning, a column of fire, or as an X of four arrows with points out.



DRACONUS

The priests of Draconus, who were given to the cult to secure favor from the god, live near geysers and geothermal vents. They spend their days chanting, burning incense and herbs that cause them to hallucinate or drop into a deep slumber. The priests dedicate their lives to performing the rites they deem necessary to keep their god asleep and dreaming.

Draconus's cult claims the god winds its body around the Ancient Ones, those horrible titans cast down by Lord Death at the dawn of creation, and holds them fast, but only so long as the Great Dragon sleeps. He is the god of the earth, stone, and wealth, and his cultists have the resources to keep themselves comfortable, fed, clothed, and sheltered, but most spend the whole of their lives tending to their god. Temples to Draconus display fabulous wealth without fear, since everyone knows that to rob one risks awakening the god and thus unraveling the world.

The cult has several sects, one of which sees itinerant priests wandering the world, driven by their belief that they must see the whole of their god's body. During their travels, they teach others about the god and his noble sacrifice, recruiting some to serve in the temples, and quell tremors in the earth that they encounter. Some priests develop odd reptilian features and some, if it can be believed, even transform into dragons.

Cultists treat dragons and creatures like them as sacred. Some travel to these monsters' dens to gain wisdom from them or to

offer themselves up as sacrifices in hopes of pleasing their deity. Priests wear green-and-brown vestments that have a scaled pattern. During ceremonies, worshipers wear dragon masks, ingest narcotic smoke, and behave in odd ways, growling and roaring.

OCEANUS

More violent and temperamental than the Sky Father, Oceanus broods in the deep waters. The Great Kraken broods over the territory stolen from him, the dry land he had been promised by Lord Death in return for betraying the other Ancient Ones. He strains against the shores, his waves crashing into them, threatening to wash away the parasites that infest his brother Draconus as he once did in the Great Cataclysm so long ago. His hatred for mortals is plain, so his cult serves to appease the god, to keep the waters from flooding the world.

Followers of Oceanus call themselves the Drowned or Kraken Thralls. Initiation involves carrying the acolyte out to sea to be held under the surface until they drown. When the body stops moving, the priests bring it back to shore. If the acolyte coughs up the water and lives, the god has chosen a new priest. If not, the god accepts the sacrifice.

The Drowned offer their service to ships sailing on the Sea of Fear, for it is believed that the sea god spares vessels that hold his servants (though the god might claim them anyway and spare the priests). They also keep krakens and other creatures of Oceanus from harrying ships, though again with mixed results.


Temples to Oceanus stand atop islands or on rocky outcroppings. The idols in them appear to be krakens or squid-headed humanoids. The temple attendants depend on charity from local peoples, who bring them a portion of their catch each day.

GRANDFATHER TREE

Some believe Grandfather Tree grows in the heart of each forest. A watchful guardian, he protects the woodlands and the creatures that shelter in them from despoilers, hunters, and woodcutters who would take too much for the forest to survive. Belief in the ancient god keeps the woods secure in the borderlands, but the ruins of his sacred groves can be found throughout the Old Country. Some believe cutting the trees angered the god so much that he allowed Want to sicken the soil and turn the growing things against the people who eat them.

As one of the elder gods, Grandfather Tree has been worshiped since the beginning of the world. His likeness, the Green Man, appears on archeological finds predating the Old Empire. In antiquity, people made sacrifices to the forests so they could gain permission to hunt and take timber from them. The spriggans, a people who have more in common with plants than they do animals, believe the essence of the god lives within them, and many spriggans give their lives to protect the old-growth trees. Of all the gods, only Grandfather Tree has the respect of the faerie folk, and some even worship him.





No formal priesthood to Grandfather Tree exists. Instead, people hear the call to serve. Those who answer can commune with the deity and receive his blessings in service nurturing the world. Rural peoples hold great festivals to honor the god of green and growing things.

GRANDMOTHER SPORE

Grandmother Spore created the fungi that spread throughout the world. Where her mate's creations rise from the ground and reach toward the sun, her children gather in the darkness, feeding on decaying matter to clear the way for other living things to thrive. Often overlooked, Grandmother Spore remains an important figure nevertheless.

The goddess seldom appears to mortals, though usually when needy travelers move her cold heart. When she does show herself, it is as a short, plump woman wearing a wide-brimmed hat, with dirt on her hands and staining her long, flowing dress. She lends aid to those who tread lightly in the world, offering healing if she feels the mortal is worth the trouble. Her kindness does not, however, extend to the cruel and wicked, and she's as likely to poison people who offend her as she is to help the ones who please.

Like her husband, Grandfather Tree, Grandmother Spore has no organized religion. People serve her or not. She pays little attention to the affairs of mortals and instead looks after her fungal gardens. She's fiercely protective of her husband and comes to the defense of his creations as often as she does her own.

HORNED LORD

This ancient god is believed to be responsible for seeding creation with animals. Primitive humans worshiped the Horned Lord, believing the god provided both game and the physical might needed not only to kill, but to protect themselves against wild animals and enemy peoples. He has ever since been considered a god of strength and endurance, and is invoked before a hunt, a race, or a battle.

Early humans set aside part of their kills for the god to consume by burying organs, hooves, and teeth. In some lands, human sacrifice was also common. Modern worship of the Horned Lord focuses more on responsible hunting and conservation, whereby the god provides so long as the petitioner treats the quarry with honor and respect. Festivals involve mock hunts and plays in which the priests recount major mythological events such as "The Wooing of the Wild Woman" and "The Otso Bargain."

The Horned Lord's temples and shrines have always been crude rings of standing stones within which the priests buried their dead. Many older sites have tumbled into ruin, but stone circles remain throughout the borderlands and in some regions of the Old Country. In the borderlands, people believe they can feel the god's presence among the stones, his hot breath on their necks.

The Horned Lord appears to mortals sometimes in the form of an enormous man with olive skin, the antlers and lower body of a stag, eyes shining like gold, and steam blowing from his nostrils. He ignores mortals unless they cross his path, at which point he might bat them aside or tear them apart, though he might be moved to speak a few words of wisdom.

Priests wear deer antlers and animal pelts, and carry weapons made from wood, bone, and the like. During holidays, they lead congregations wearing animal masks to represent the first beasts brought to life by the god. The Horned Lord's symbol is the triangle, with the points representing air, earth, and water, and the central space representing the soul shared by all living things.

THE WILD WOMAN

All living things sprang from the Wild Woman's womb, according to some stories. Others bind her to the Horned Lord, making her the feminine aspect of primordial nature. Dark tales speak of how the Wild Woman was once called the Mother of Monsters and that from her crawled forth all the terrible things that trouble the lands. Now, though, most see her as the goddess of home and hearth, of families, unity, and inner strength. Those different conceptions of the god are true: she is all these things and more.

Rather than building altars and shrines, rural folk keep idols of the Wild Woman to watch over their homes. These idols often depict the god as a plump woman with twelve breasts or holding a cornucopia. Other, cruder forms assemble a humanoid figure from sticks tied together with hair.

Priests of the Wild Woman are found most often in rural lands, having been all but forgotten in the cities. They preside over weddings, offer blessings to newborn babes, aid in healing and midwifery, and lead ceremonies to celebrate the harvest. The priests wear simple vestments of homespun and cover their heads with crowns of woven wheat.

Fringe cults in rural areas of the borderlands venerate the Wild Woman in a darker form. For example, during fertility rites, cultists select an old man from their community, carve an X in his chest, and turn him loose to flee for his life. They then give chase. If they catch him, they kill him, dismember his body, and eat the flesh before finding living partners with which to mate; such unions always produce a child. If the man gets away, he rules the tribe for one year.



FAERIES AND RELIGION

Religion belongs to mortals. Faeries know that the gods exist but see worshiping them as strange, almost as if worshiping themselves. The faeries consider the gods to be powerful kin rather than omniscient beings responsible for the creation and continued shaping of the world. Faeries can become priests as do those of other ancestries, but they serve their patrons rather than worship them: the Faerie Queen, the Prince of Tears, the Queen of Air and Shadows, or the Goblin King.



URBANUS

Mortals owe the existence of their cities to Urbanus, for it was he who lifted them up from barbarism and revealed a better way to live. The god of community and cooperation, knowledge, and technology, Urbanus inspires mortals to look beyond their present and build for the future. His cult makes improvements in cities across the Dawn Lands. They might develop new methods for sanitation or construct schools to teach children. They gather knowledge in libraries and advise community leaders on good governance.

Urbanus helped mortals rebuild civilization after the collapse of the Old Empire, but his star has dimmed with the rise of the High One in the Old Country. Once, Urbanus would form a body from the bricks of the city and offer instruction on the finer points of ethical philosophy. Now, his temples stand empty, his priests dispersed, and the great works done in his name tumble into ruin.

Not all is lost, though. Urbanus's cult maintains a presence in the borderlands' city-states, with his largest temple standing in Four Towers. From there his priests travel to other urban centers, spreading their teachings in hopes of lifting people from the squalor and misery that so often accompanies urban life.

The civilization god's priests wear blue vestments with white sashes and caps with flaps that frame their faces. For symbols, they might use the likeness of Urbanus, a tall thin man with craggy features, a long nose, and a mop of curls on his head, or a white tower, owl, or open book. His temples serve both to host the rites he demands of his followers and to educate the people in a community.

REVEL

The Church of the High One avoids conflict with rival faiths under most circumstances, preferring instead to win over converts through message and deed, but makes clear its position against Revel, the Black Goat of the Woods. The Church opposes this "immoral" god and regards him as a mask worn by the Adversary to lead people into mortal danger. For his part, Revel cares nothing for rules, promises, or salvation. He urges mortals to shed their responsibilities along with all their troubles, to free themselves fully and enjoy all that life has to offer. That some of his followers take his exhortations too far does not trouble the mercurial god in the slightest; mortals die and live again.

Revel's exploits could fill a volume. He once stole a kiss from Mother Sun, outdrank the Sky Father, and fathered the fauns on the Wild Woman after a night of passion without the Horned Lord ever learning of the tryst. Revel roams the woodlands and gathers to him a flock of mortals to keep him entertained. After days of excess, he wanders off to find new companions, abandoning the former ones to exhaustion, sickness, and even death.

The god of debauchery has the horned head and legs of a goat with a human upper body. He carries a long pinecone-headed wand and can cause drunkenness and lechery with a gesture. People fear him as much as they delight in his gifts.

The cult of Revel has been outlawed in most civilized areas, often for the widespread ruin his celebrations create. In the country, though, Revel retains a strong following, especially at the

spring festivals. During celebrations, people don masks, horns, and fur leggings, and cavort in the wilds.

No easy routes lead to Revel's temples. The path takes travelers through thick woodland to a clearing that holds an altar and idol. Animal bones cover the ground nearby, mingled with cups, deflated wine skins, and other rubbish left from the last debauch. Revel's priests hold the goat as the sacred animal, and the god's symbols include a goat head, grapes, a cornucopia, or a pinecone-tipped rod.

THE FATES

Lord Death gives life to mortals, but it falls to the Fates to decide the course those lives take. Three gods in one, the Maiden embodies the beginning, the Mother produces the lifeline, and the Crone decides when to snip the cord and end the life. Many people believe they have the luxury of free will, and perhaps they do to some extent, but the Fates see the entirety of each life and know the choices people will make before they even realize the existence of a choice.

Each temple to the Fates has three priests, one for each aspect of destiny. When the crone passes, the mother takes her place, the maiden becomes the mother, and a girl recruited from a village is installed as the new maiden. The priests rarely interact with people, performing rites that appease the Fates to give members of nearby communities good lives rather than ones fraught with pain and suffering. The priests might also serve as seers and prophets, and reveal glimpses of the future to petitioners in return for some service the Fates require.

Priests of the Fates wear loose, diaphanous garments of light colors. They don masks that give them three faces, one for each aspect, and oversee rituals and chant through these masks. The Fates' sacred animal is a three-eyed crow, and their colors are light gray, light blue, and lilac.

BLIND

In courthouses, in town squares, and perched atop buildings, one finds statues of the god of justice, Blind, whose wings stretch to cover everyone and whose eyes remain closed to ensure that all are equal under the rule of law. Blind's following grew in response to the birth of a more civilized world, leading some to consider her as an aspect of Urbanus or vice versa. Even though the Old Gods have fallen out of favor in the Old Country, Blind remains an important deity, and justices invoke her name at the start of each court proceeding. Even the Church of the High One recognizes her importance and includes her in its pantheon of sainted figures.

Blind's temples serve as courts and often as holding cells for the accused that await trials. The largest of these stands in Four Towers, but all the city-states and many large towns have temples devoted to her as well. Priests attend these holy sites and serve as barristers, justices, and jailers.

Elsewhere, priests called judges travel from place to place, offering their services to communities who need arbitration of some kind. Judges might oversee the creation of contracts, hear criminal cases, and solve disputes. More aggressive priests might see themselves as executioners as well.

The merchant's scale, owl, and manacles serve as symbols for Blind. When depicted in art, the goddess always appears as a winged woman holding a sword and book, and bindings cover her eyes. Judges wear gray-and-white vestments and iron bands around their heads.

ABRAXUS

Without Abraxus, mortals might never have discovered the secrets of magic. In the Age of Myth, a mortal named Adamalachus discovered a wooden box, ornately carved with strange symbols and hieroglyphs, washed up on the shore. Opening the box revealed thirteen scrolls, and though the script was foreign to him, he understood what he saw. From them, he learned the fundamental truths of magic and became both the first priest of Abraxus and the first mortal magician.

Lord Death had withheld the secrets of magic from mortals, believing they were not to be trusted with such power. Abraxus's gift was in contravention of Death's law, and thus the two have been bitter enemies ever since. It's said that Lord Death cast Abraxus into the Netherworld, where he chained him to a stone and had his body devoured by devils. The spread of dark magic reflects Abraxus's suffering and his hatred of Lord Death.

Abraxus finds devotees among anyone who studies the magical arts. Even secular users of magic invoke his name when casting spells or speaking incantations. The god of magic also appeals to rebels, seekers of truth, and outcasts. Symbols associated with Abraxus include a stylized eye, a ball of fire, a prism, and the hexagram.

FETCH

No one knows when Fetch joined the Old Gods, but he appears in none of the old stories and has only recently gained a following. Theologians suspect he infiltrated the pantheon as a result of the mingling of religious peoples from some faraway place. Fetch remains an outsider, and his inclusion in pantheistic temples is small and understated: a pair of eyes carved into a pedestal or onto a lintel.

Fetch's outsider status stems from his role as the patron of thievery, tricks, and mischief. He's a secretive god, stingy with his blessings, but an ally to anyone who lives outside the law. His temples are hidden, buried underground or in bandit caves, and his priests collect stolen coin from thieves who tithe to keep the god's favor.

The Church of the High One denounced Fetch as another mask of the Adversary. Fetch's priests responded by robbing ten of the High One's temples. The resulting tensions saw the entire priesthood go to ground and disperse throughout the Old Country, but this has not stopped Fetch's followers from causing trouble for the High One's devotees.

People associate raccoons with Fetch, which priests reflect by painting the skin around their eyes black. Other symbols of the god of thieves include an iron coin with three scratches on the face, a viper, and a hand with fingers outstretched.



KAEN

Cyclopes murdered the god of the forge during the Age of Myth. Having been exploited and fed up with the chains that bound them, they rose up and slew their maker before laying siege to the Underworld. Lord Death took from each of them an eye and their immortality before scattering them across Erth. As for Kaen, Death bound his spirit to a suit of armor and condemned the god to eons of suffering for the cruel treatment of his creations and his failure to keep his own house in order.

Kaen gifted mortals with knowledge of the arts and crafts, and through his teachings, they learned the secret of fire, forged steel from iron, and raised themselves above primitive conditions. He is credited for insights, skill, and talent at making things, but he is also blamed for being stingy with his gifts, requiring students to spend years mastering their craft. He also shoulders the blame for mishaps, failures, and disasters that befall artisans.

The cult of Kaen persists, despite the god's erratic nature, and provides education in various trades. In large cities, the cult places apprentices in different guilds and helps manage those guilds, providing guidance for pricing, acquiring raw materials, and opening up new trading partners. The cult's increasing focus on commerce has added trade to Kaen's portfolio. The cult's sacred animal is the bull, its colors red and gray, and priests dress in armor as a sign of solidarity with their suffering patron.



ABADDON

Few know much about Abaddon, the Destroyer in the Dark, Father of Demons, misbegotten son of Lord Death himself, other than that this divinity has been prophesied to slay his maker and bring about the end of all things. Abaddon haunts the Void, the darkness beyond the edge of reality, and there he remains, hedged out by Lord Death's will. But in the dark, the evil god broods, hates, and hungers for the end of everything.

Civilized lands forbid Abaddon's worship. It's one thing on which the Church of the High One and followers of the Old Faith can agree. Serving Abaddon carries a sentence of death, so it behooves these followers to keep their loyalties secret. Abaddon's priests use an eight-pointed star for their symbol and brand it on their bodies as a show of faith.

LESSER GODS

A whole host of lesser gods fill out the pantheon, one for almost everything in the world. Most animals have gods associated with their kind, such as the Goddess of Birds; Ursine, god of bears; and Magrofal the Wolf Lord. There are gods associated with the various trades, though most such deities have lost their names and have only their likenesses captured in idols and runic symbols used to invoke their blessings when needed. Some peoples have household gods, which watch over the families who make offerings to them.

CHURCH OF THE HIGH ONE

No one would have guessed that a tiny heretical cult would topple the dominant faith and drive the Old Gods from the Great Kingdom, but that's exactly what happened five hundred years ago. The Church of the High One began as a small band of religious zealots who believed that the Old Gods were devils and that a new god would come to save the souls of all mortals by opening the gates to Paradise. Since the Old Faith tolerated other religions and more often than not absorbed them, the followers of the New God barely registered. But when the red comet returned to the skies and Princess Rena, eldest daughter of the corrupt king, led an uprising against her father, she surprised everyone by pledging her sword to the upstart deity. Her subsequent victory was seen as divine providence.

Whether or not Rena believed in this faith, her actions catapulted it onto the political stage, and droves of people converted to the religion of the High One. Its priests pushed out the Old Gods, laying claim to their temples and holy relics, and, within a generation, the Church of the High One had become the official faith of the Great Kingdom. It came to be a major political force, and its holdings and riches influenced the politics of the Old Country until the recent fall.

Church doctrine holds that the High One came to Erth to save mortals from death, to throw open the gates of Paradise so they could live forever in the glory of their god. But when the High One arrived, he found the throne of Paradise occupied by the Adversary, a wicked being who had long misled mortals into fearing death and worshiping the false gods that sprang from the Old Faith. The High One, with a legion of angels, cast out the Adversary and bound him in chains in the depths of Perdition.

Mortals who live good and decent lives, who dedicate themselves to serving others, who tolerate no false gods, and who embrace the teachings of the Church as truth have a chance to attain Paradise, to join all the other sainted beings who live on in the light of the Redeemer. Those not chosen go on to the Underworld but will eventually be reborn so they can try again. Those who wallow in wickedness, who become slaves to their vices find only Perdition, the Netherworld, from which there is no escape.

Since the fall of the Great Kingdom, the Church of the High One has scrambled to defuse the growing violence in the Old Country, committing holy warriors to the cause of restoring order and sending out ranking priests to mediate disputes. As committed as the Church is to salvaging its influence and control, it also realizes that it must adapt and spread. The Church has been providing funding and protection to refugees fleeing the Great Kingdom in hopes of retaining these devotees and securing a foothold in the borderlands and beyond.

Priests of the High One wear white clothing festooned with a comet, the sign of the High One's return. Men wear square caps, while women wear wimples. Although priests tend congregations and lend aid to those in need, the Church has a militaristic side reserved for combating significant threats to the faith. A great many priests take up arms and armor to fight in the name of the High One.

THE ADVERSARY

According to the Church of the High One, the Adversary stole the throne of Paradise until the Redeemer returned at the head of an angelic legion, defeated the usurper's fiendish minions, and cast them all into the Netherworld where they remain. The story might be an invention of the Church, but even the Old Faith speaks of the Dark One, Lord Death's twin, who works to steal mortal souls by corrupting them and making them unfit for the Underworld.

A divine decree keeps the Adversary and the fiends trapped in the Netherworld, but they can slip free if called by a mortal. Former servants call them forth, and once loosed from their prison, the fiends get down to the business of leading souls into spiritual peril. To no one's surprise, most religious institutions oppose the Adversary and his minions, and the Church of the High One's Inquisition exists to root out the enemies of light and destroy them.

The Adversary's symbol is a pentagram.

THE ANCIENT ONES

The Church of the High One dismisses the Ancient Ones as being nothing more than aspects of the Adversary or high-ranking devils in the Netherworld. The priests of the Old Gods, especially those of Lord Death, have a deeper, perhaps correct interpretation of these beings, known also as the Titans. The Ancient Ones might have been gods, monsters of incredible potency, or something else that inhabited creation before the coming of Lord Death. They might have created the world or preceded creation. Whatever the case, Lord Death defeated them and bound them away in the coils of Draconus until the end of time.



Opinions about the number of Ancient Ones vary. Some gods who have fallen out of favor find themselves deemed titans, while others have faded from the world so completely that their names, spheres of interest, and histories exist only in the pages of blasphemous tomes. Gods of fallen empires, monstrous proto-deities, and things that defy reason and description all belong to this shunned group. What unites them is that the days of being worshiped by significant numbers of people ended long ago, and thus they have been consigned to the dustbin of theology.

This is not to say that the Ancient Ones lack power. They rank as some of the most powerful beings on Erth and can challenge even the mightiest demon from the Void or, given release from their prisons, could defeat the lesser gods. The chains that hold them, the prisons that trap them grow weak when mortals resurrect the worship of these figures, having uncovered an ancient religious text or stumbled upon a forgotten temple. As the cults grow their numbers, the Ancient Ones feed on their belief, growing stronger until they can reclaim their place among the powers of Erth.

A titan's return to prominence promises chaos and upheaval at the very least, and widespread ruin, war, plagues, the annihilation of entire peoples, and the reshaping of the world at the worst. It is thus in the interest of every active religion to keep these beings secret, to ensure they remain forgotten, their names and identities purged from the minds of all.

LIFE IN THE BORDERLANDS

Although there have always been people in the borderlands, much of the region remains as it has always been: wild, free from cultivation, an unspoiled country. Trails and paths crisscross the landscape, left by rangers, explorers, and wild game. In the west, agricultural efforts divide the plains into fields for growing crops and grazing ground. In the south, city-states overlook the Sea of Fear and some paved roads stretch between them, though few assume the responsibility of maintaining these routes or paying for wardens to protect them.

Lacking any kind of central governance means the countryside remains lawless and wild. Any expedition into the borderlands could bring a traveler in the path of strange monsters, hostile faeries, bandits, renegades, and worse. Further, much of the land hides relics from bygone eras, curiosities that might be as simple as pottery shards or as complex as working machinery that carries out some function for which it was made by unknown designers thousands of years ago. With danger to all sides, people avoid travel with few exceptions. Going even a mile from one's village invites becoming lost, captured, or torn apart by wild beasts. People greet strangers with suspicion, and it's customary to expect the worst from a traveler until proven otherwise. In the south, such attitudes soften, though in places like Eastport and Westport, friendliness masks ill intent more often than not.



People travel on foot, on horseback, or on carts and wagons drawn by beasts of burden. Sailboats and rowboats allow transit by river, lake, and stream. Travel across larger bodies of water occurs as well, but most ships stay within sight of the coast, since the deeper waters hold grave dangers.

Communication between various locations is possible, but getting a message anywhere more than a few miles away takes time—if it even reaches its destination. A few messenger companies operate in Four Towers and Asylum. Though they are more reliable than handing a letter to a passing traveler, these professionals charge exorbitant prices.

The city-states all have clocktowers, some more than one, but outside these urban centers, people track time using sundials or just by studying the sun's position in the sky. People don't use calendars—paper is uncommon and expensive. They might make notches in sticks or chalk marks on slate to track the days of the year.

People grow or raise their own food in the countryside, trading excess for other goods. In the cities and large towns, food producers do brisk business, as do restaurants, cafes, and street vendors. Food quality varies, however, and what might be advertised as beef or pork might in fact be something less palatable.

Finally, physicians, healers, and surgeons serve the wealthy and otherwise provide spotty care. Most people in urban environments rely on barbers for their health care, while those in the country might turn to a witch, an herbalist, or a peddler who just so happens to have a cure whipped up fresh that morning.


CLIMATE AND WEATHER

Refugees from the Old Country find the borderlands' climate oppressive. Being in the subtropics, the region has hot, humid summers and mild winters. Borderlanders almost never see snow, except high in the mountains, and even then, snow and ice are rare.

The dry season starts in the fourth month of the year and ends around the eleventh, at which point rains blow in from the south and hang around for about five months across the new year. The rainy season sees a few intense storms, and typhoons smash into the southern coastline once every year or so. Winds typically blow from southeast to northwest, though they never reach the Salt Barrens and often stall over the mountains in the north.

Temperatures begin to warm at the year's end and persist until the third month, at which point they begin to cool for about three months before warming again. The warmest part of the year sees highs around 90 degrees Fahrenheit and lows in the mid-70s. Cooler months see highs in the high 70s, dropping to the mid-60s during the night.

Sunrise and sunset follow predictable patterns through the seasons. Summer and the longest days start in the last month of the year and last until the third month. Winter starts on the sixth month and lasts until the end of the



ninth month. During the summer, sunrise happens as early as 5:00 in the morning, and the sun sets as late as 8:00 at night. In the winter, the sun rises as late as 7:00 in the morning and usually sets around 5:00 at night.

EXPLORING THE BORDERLANDS

The borderlands describes the region of the Dawn Lands that extends south and east of the equator, bounded by the Salt Barrens in the west, the New Lands in the east, the Sunrise Ocean in the north, and the Sea of Fear to the south. In the north, a mountain range stretches from one side of the subcontinent to the other. South of the mountains, the land gradually drops away until it reaches the Inner Sea, an expansive freshwater lake, before the elevation increases, becoming a rumpled, rolling landscape of hills and prairies dotted with woodlands. Descriptions of the environments making up the borderlands follow, along with places of interest.

ASYLUM. CITY OF THIEVES

People searching for the comforts of the Old Country can do worse than visit Asylum. A teeming metropolis that spilled over its fortifications years ago, the city's prosperity and stability attract newcomers from all over the known world. Walking its streets, one might see a dwarf bickering with a dragonet, an ogre working alongside other stevedores to haul cargo off ships, dhampirs entering and leaving private clubs where anything might happen, along with the usual press of humanity drawn from communities all over.

HISTORY

Asylum's story begins with the Mogu, a fishing people who lived where the city-state now stands. Of these primitive folk, only the monument of a monstrous, squid-headed god remains, an entity known as He Who Slumbers. Digging out cellars and dredging the waters sometimes turns up bits of pottery, bones, and bronze weapons, but the Mogu and their fate remain a mystery.

After the Mogu died out, sailors settled in the community's ruins and withstood the storms, food shortages, and disease that befell the first settlement until it grew into a small town. Asylum at this point was a lawless place, fought over by rival gangs to the point that killings were weekly if not daily events. It wasn't until the princess and her mute soldiers descended on the community and claimed it that the town gained some stability. As one who rules by fear, the Princess has had to enforce the peace just once in her century-long reign. Locals never speak of the event except to call it the Decimation, in which the population was reduced by one in ten.

About fifteen years ago, crime had spiraled out of control to the point that people feared another Decimation. To bring it back under control, the gang leaders and heads of criminal syndicates formed the Thieves' Guild. Burglars, thieves, and killers had to register with the guild or disappear. Now, the guild controls how much thieving happens. For every theft, the thief must give the

victim a guild token, which protects the individual from future thefts for a month. The Thieves' Guild also sells these tokens for steep fees, rendering the rich and powerful immune to robbery. The guild leaders, after enriching themselves, reinvest the profits in the city by funding public works such as sewer maintenance, paying for the standing garrison and constables to patrol the streets, and keeping the city's walls intact. The guild became the source of stability that Asylum so desperately needed and has turned the City of Thieves into the safest of the borderlands' city-states.

Now the largest, wealthiest, and most stable of the city-states, Asylum is the envy of its peers. Both Eastport and Westport rely on Asylum for trade, while Four Towers and Sea Hold have neither the means nor the will to threaten it. The biggest threat to Asylum comes from the Sea of Fear itself. Pirates waylay merchant ships, and terrible things crawl out of the waters to carry off fisherfolk. Wyverns sometimes attack the farms north of the city, and bandits remain a problem all year long.

The Thieves' Guild has been angling to expand into other city-states with the promise of running them as efficiently as they do Asylum. Governments have resisted their efforts so far. Spies, however, monitor events, and these operatives work to shift developments and sway opinions toward welcoming the guild into their communities.

EXPLORING THE CITY

Asylum stands on a narrow strip of land on the southern coast between the Sea of Fear and the Wyvern Wood. High stone walls shelter the inhabitants on all sides. A shantytown has spread out around the western gate, and a large fishing village covers the ground between the southern wall and the docks lining the water's edge. Houses rise above the city walls along with a few towers, atop which fly the city's colors: a seagull on a blue field.

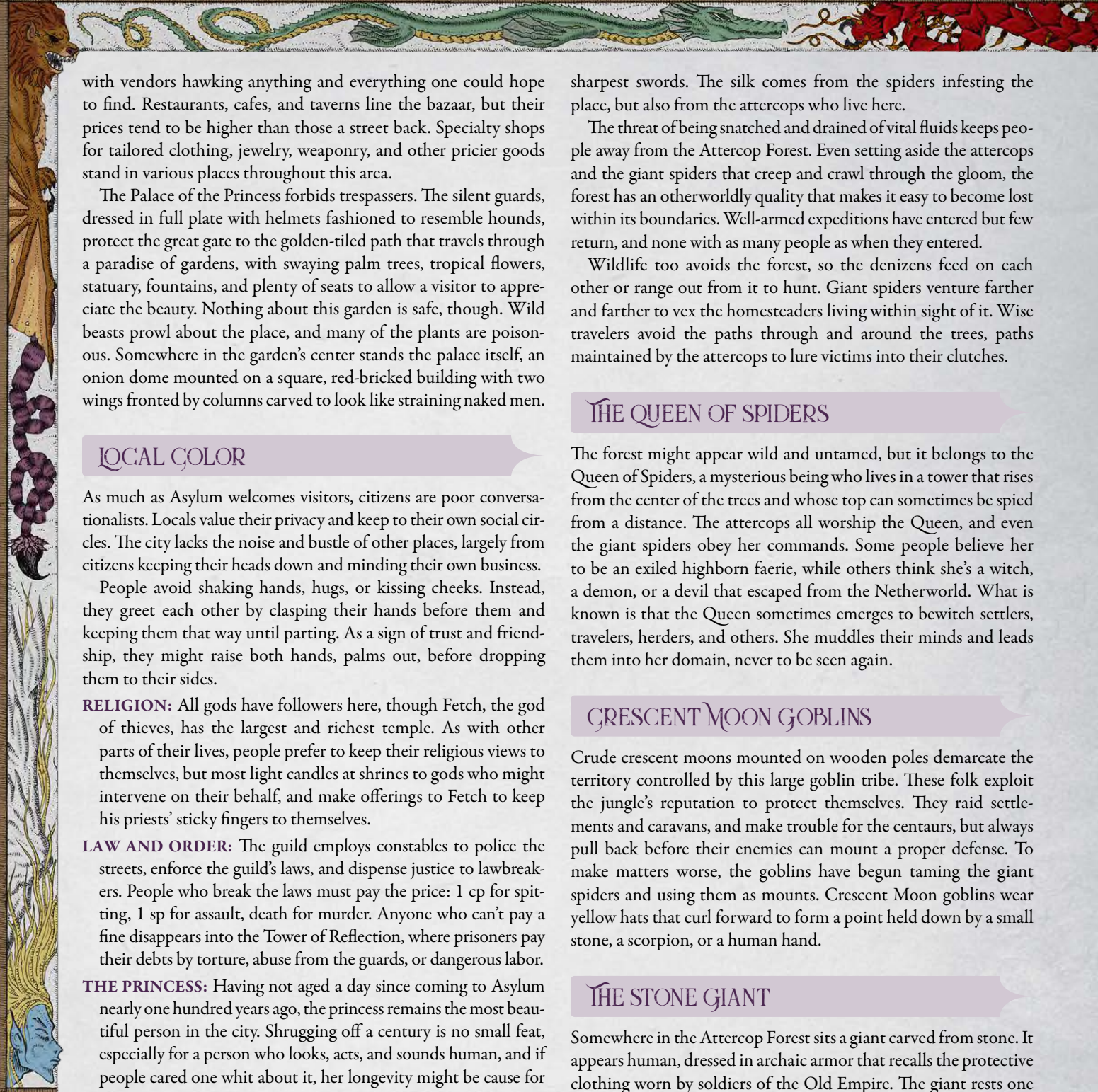
Paved roads extend to the west and east of the city for a few miles before they become dirt paths. Farmland lies north of the city for about 2 miles before becoming empty grassland for another 15 miles, where it ends at the Wyvern Wood.

Visitors can enter Asylum through one of four gates: Sea Gate to the south, Wizard Gate to the east, Salt Gate to the west, or Wyvern Gate to the north. Visitors must pay the leg fee, 1 cp per leg of the person or animal, to enter. In return, the visitor gains a wooden chit that must be presented to merchants when buying and selling. When visitors leave, they return the tokens.

Inside, narrow streets, mostly cobbled, wind through a press of stone and timber buildings with sharply peaked roofs, shutters over the windows, and stout doors festooned with locks. Placards posting street names appear on most buildings at street crossings, though there's always a helpful urchin nearby to aid newcomers with finding their destinations.

People can move freely through Asylum. Most residences appear in the northern half of the city, with finer homes lining the main thoroughfares, while shabbier structures are piled on top of each other or fight for space between them. Off the main routes, the city becomes more dangerous, for thieves and muggers lie in wait in alleys. Murder happens rarely these days, but visitors face assault and robbery if they wander off the main roads.

The city's business districts cover the southern side, and here one finds the always busy bazaar, a riotous sea of colorful tents



with vendors hawking anything and everything one could hope to find. Restaurants, cafes, and taverns line the bazaar, but their prices tend to be higher than those a street back. Specialty shops for tailored clothing, jewelry, weaponry, and other pricier goods stand in various places throughout this area.

The Palace of the Princess forbids trespassers. The silent guards, dressed in full plate with helmets fashioned to resemble hounds, protect the great gate to the golden-tiled path that travels through a paradise of gardens, with swaying palm trees, tropical flowers, statuary, fountains, and plenty of seats to allow a visitor to appreciate the beauty. Nothing about this garden is safe, though. Wild beasts prowl about the place, and many of the plants are poisonous. Somewhere in the garden's center stands the palace itself, an onion dome mounted on a square, red-bricked building with two wings fronted by columns carved to look like straining naked men.

LOCAL COLOR

As much as Asylum welcomes visitors, citizens are poor conversationalists. Locals value their privacy and keep to their own social circles. The city lacks the noise and bustle of other places, largely from citizens keeping their heads down and minding their own business.

People avoid shaking hands, hugs, or kissing cheeks. Instead, they greet each other by clasping their hands before them and keeping them that way until parting. As a sign of trust and friendship, they might raise both hands, palms out, before dropping them to their sides.

RELIGION: All gods have followers here, though Fetch, the god of thieves, has the largest and richest temple. As with other parts of their lives, people prefer to keep their religious views to themselves, but most light candles at shrines to gods who might intervene on their behalf, and make offerings to Fetch to keep his priests' sticky fingers to themselves.

LAW AND ORDER: The guild employs constables to police the streets, enforce the guild's laws, and dispense justice to lawbreakers. People who break the laws must pay the price: 1 cp for spitting, 1 sp for assault, death for murder. Anyone who can't pay a fine disappears into the Tower of Reflection, where prisoners pay their debts by torture, abuse from the guards, or dangerous labor.

THE PRINCESS: Having not aged a day since coming to Asylum nearly one hundred years ago, the princess remains the most beautiful person in the city. Shrugging off a century is no small feat, especially for a person who looks, acts, and sounds human, and if people cared one whit about it, her longevity might be cause for concern. Some whisper that she bathes in the blood of virgins, that she's secretly fey, or even that she has divine ancestry. Some think she's a vampire. After all, she never goes about in the city by day, but she doesn't go out at night either. People don't waste too much time thinking about the princess because she makes no intrusions into their daily lives. As she respects their privacy, they do the same for her.

ATTERCOP FOREST

Strands of spider silk stretch from tree to tree throughout the Attercop Forest. In some places, the wispy strands flutter in the wind; in others, they form dense mats proof against even the

sharpest swords. The silk comes from the spiders infesting the place, but also from the attercops who live here.

The threat of being snatched and drained of vital fluids keeps people away from the Attercop Forest. Even setting aside the attercops and the giant spiders that creep and crawl through the gloom, the forest has an otherworldly quality that makes it easy to become lost within its boundaries. Well-armed expeditions have entered but few return, and none with as many people as when they entered.

Wildlife too avoids the forest, so the denizens feed on each other or range out from it to hunt. Giant spiders venture farther and farther to vex the homesteaders living within sight of it. Wise travelers avoid the paths through and around the trees, paths maintained by the attercops to lure victims into their clutches.

THE QUEEN OF SPIDERS

The forest might appear wild and untamed, but it belongs to the Queen of Spiders, a mysterious being who lives in a tower that rises from the center of the trees and whose top can sometimes be spied from a distance. The attercops all worship the Queen, and even the giant spiders obey her commands. Some people believe her to be an exiled highborn faerie, while others think she's a witch, a demon, or a devil that escaped from the Netherworld. What is known is that the Queen sometimes emerges to bewitch settlers, travelers, herders, and others. She muddles their minds and leads them into her domain, never to be seen again.

CRESCENT MOON GOBLINS

Crude crescent moons mounted on wooden poles demarcate the territory controlled by this large goblin tribe. These folk exploit the jungle's reputation to protect themselves. They raid settlements and caravans, and make trouble for the centaurs, but always pull back before their enemies can mount a proper defense. To make matters worse, the goblins have begun taming the giant spiders and using them as mounts. Crescent Moon goblins wear yellow hats that curl forward to form a point held down by a small stone, a scorpion, or a human hand.

THE STONE GIANT

Somewhere in the Attercop Forest sits a giant carved from stone. It appears human, dressed in archaic armor that recalls the protective clothing worn by soldiers of the Old Empire. The giant rests one hand on the pommel of a sword, the point stuck in the ground. If it ever moved, it must have been a long time ago, for moss greens the giant's legs, its feet sunk into the soil.

BRINY FLATS

Just south of the Sentinel Wood, the ground drops away until it becomes tree-covered wetlands. Here, ashes, elms, oaks, and birches grow in abundance, the lower trunks hidden in brackish water, deadfall, and leaves. Fallen trees lie everywhere, having been uprooted and thrown about by storms. The ground cover provides shelter for the cruel faeries, goblins, and feral hogs that roam this place.

THE SEA HAG

Sailors on ships passing the Briny Flats sometimes report seeing an old woman watching them from shore: a crone, back bent, leaning on a crooked staff. When she appears to sailors, they pour wine in the waters or throw supplies overboard to avoid angering her; she has been known to curse ships and send them into the rocks that make sailing the waters around the southern peninsula so dangerous.

The Sea Hag claims the Briny Flats, and all who live in this wetland owe her fealty, even the goblins. She asks little from her subjects other than offerings of food and wine, but if angered, her magic can tear their bodies apart and fling the remains in all directions. People believe she lives inside a cyclops's skull and that she sometimes causes it to fly through the air so she can survey her territory.

THE HANGED MAN

The old remains of a hanged man twist slowly from a rope that has hardened to steel deep in the Briny Flats. Such sights are common enough, but these remains have been here for centuries, if the faeries can be believed. It's said he was once a great hero who crossed the Sea Hag, and for angering her, she strung him up and bound his soul to the remains. There he hangs and will hang for one hundred years more.

Some say the hero's ghost can speak through the skeletal body and might offer guidance to those who bring it gifts—a sip of beer, lifting the body for a few minutes to relieve the pressure on the neck, or reciting the hero's exploits of old. In return, the spirit might grant a wish.

THE CROOKED PATH

On certain nights, a path appears in the Briny Flats, a road that twists and turns through the wetlands. Some believe the path is the way to a hidden kingdom of the faeries, fabled Tir Na Nog, but others whisper that it leads to the Netherworld and that once you start down it, you can never leave. Strange things gather to either side, their whispers revealing a traveler's deepest shames and bitterest regrets.

BROKEN HILLS

For miles and miles, the lands of the great southern peninsula rise and fall in a series of rounded hillocks that all appear to have been split in the center by some gigantic axe. Further south, the land climbs upward, and weathered limestone boulders push like teeth from the hilltops while spirals of basalt form spiky towers. In the clefts, dirt walls threaded with orange roots descend narrowing into boggy channels and clouds of bloodsucking insects. The wind rushes over this land and moans when it passes through the rifts.

The Broken Hills have few settlements, most no more than a couple of buildings made from stone levered out of the earth and stacked into rounded huts. Wild goats, pigs, and sheep roam the countryside, and on them the locals subsist. To all sides of the

peninsula, except where the land slides down into the Briny Flats, the hills drop away in sheer cliffs. Caves dot these stone walls and seabirds make nests on their ledges.

LAND'S END

A village of ten stone buildings occupies the southern reach of the Broken Hills and affords a view of the Sea of Fear unlike anywhere except Sea Hold to the east. The people of Land's End carved steps into the cliff face and crawled up and down to fish the waters below. They purport to be human, but they have odd facial features, webbing between their fingers, and bulging eyes. Most have little body hair and speak with gurgling voices. They chase off the religious and are grudging hosts to anyone else.

THE ANCHORITE

When Silka was a priest dedicated to the High One, he enjoyed all the benefits of his station: fine food, an estate, earnings, even a mistress or two. A crisis of faith led him to abandon the excesses of his post and live in solitude at what he believes is the edge of the world. Each day, Silka scrambles up a wooden pole and folds himself around the top, eyes closed, mouth moving in silent prayer. People sometimes come to him for spiritual guidance, prayer, or his prophecies, which are said to always come true.





FALLEN TEMPLE

Locals tell of an old temple that once stood in the hills but tumbled into a chasm after a powerful earthquake. While the temple still stood, people on the peninsula avoided it, believing the place cursed, haunted, or raised to honor the dark god Abaddon. If anyone knows where it fell, they aren't telling; people consider its destruction a blessing. This hasn't stopped a few explorers from seeking out the temple. Such places are bound to hold treasures and secrets worth uncovering.

CINDER PEAK ISLES

Cinder Peak Island formed years ago after an earthquake shook the Khazud coastline nearly to pieces. Lava bubbled up from the ocean depths, forming a conical mound that still belches fire and smoke. The first visitors to the island never returned, prompting a second expedition, which discovered strange fiery humanoids that wriggled out from the cracks and wandered the island. Who or what they are is anyone's guess. The Khazud avoid the island now and deem it a place of bad magic.

Cinder Peak was merely the first of a chain of islands that have been forming since the first eruption. Three more islands have breached the surface, and the waters all around steam and boil. Every now and then, a major eruption occurs and toxic smoke drifts against the wind to sicken the lands it touches.

DARK WOOD

A pall hangs over the forest known as the Dark Wood. A place of sinister trees and impenetrable shadows, it has an unmistakable evil presence, a foulness so strong that even the bravest centaurs avoid it. Something evil lurks in the heart of this tangle, and that evil enjoys the service of the hideous fomorians that dwell in its darkness.

Hot, humid, and filled with biting flies, gnats, and mosquitoes, the atmosphere would be bad enough, but a sickly odor rises from the corruption oozing out from fissures in the trees' black bark. Although there's an abundance of giant bugs, no beast with fur or hoof lives in these woods.

MONSTERS OF THE FORESTS

The Dark Wood has become a spawning site for fomorians. Over the years, fomorian tribes gather here in ever greater numbers, despoiling the forest with their fighting, rutting, and killing. When their numbers grow too great to control, the shamans lead them out to attack centaurs, human settlements, and just about anything that moves across the Wilderlands. Something keeps drawing these monsters back year after year, and some believe an Ancient One lurks at the forest's heart.

BLACK CHURCH


Hidden away in some shadowy corner of the forest stands the Black Church, known also as the Church of Lost Hope. The wooden building is thoroughly infested with mold that gives it its distinctive black color. The church was built to honor the god thrown down by the High One in ancient times, and the evil that exudes from the place has somehow kept the structure intact over the intervening years. It's believed the Black Church moves through the woods, picking itself up on centipede legs to scuttle to some other place in the Dark Wood.

DRAGON'S TEETH MOUNTAINS

So large are the Dragon's Teeth Mountains that they are visible as a smudge on the horizon as far away as the Midlands. They extend out from the main range that crosses the north and are said to start at the Dragon Spire. Unlike the Troll Haunts in the west, the Dragon's Teeth are all naked rock, sharp, broken, and sheer.

LOST HOME

The dwarfs of the west believe the entrance to a lost kingdom lies somewhere in these mountains. Some claim it was the first nation of dwarfs, while others suggest that



it was excavated by a lost clan who parted ways from their fellows thousands of years ago. Old objects of obvious dwarfen artistry found in these mountains suggest there might be some truth to these old tales.

DRAGON FIST MONASTERY

One thousand steps climb the side of the mountain toward the Monastery of the Dragon Fist. The temple was originally founded by priests of Draconus who settled here to worship their god and perform the rituals that keep the deity in a sleeping state. The monks developed a fighting style to keep their bodies fit and minds clear when not performing the duties required by their faith. Although the monastery still has a religious function—it's believed that in the chambers below, a sacred vault contains the sacred scales on which the secret truths of Draconus have been recorded—people come here to study under the masters and become Dragon Fists.

EASTPORT

Pirates have braved the Sea of Fear long before others dared to leave sight of dry land for fear of being torn apart by the monsters of the deep. When not prowling the waters for plunder, the pirates



CLOUD MARKET

The sylphs of the Sky Islands floating above the New Lands permit no outsiders in their communities. Isolated, xenophobic, and wanting no part of the struggles of the land dwellers, they meet intruders with swift and shocking violence, throwing them off the drifting islands. The one exception to this rule is the Cloud Market, which stands atop an airborne rocky island that drifts over the borderlands. An elaborate system of pulleys hauls visitors up to the island and lowers them safely to the ground.

The Cloud Market sells a variety of goods, from black peppercorns and saffron to exquisite arms of dwarfen make, scrimshaw swords, the rarest vintages, magical trinkets, and so much more. So long as visitors abide by the law, they are permitted to stay for as long as they wish. Those who break the law, however, soon find the ground rushing up to meet them.

The sylphs watch over Cloud Market and thus maintain a strong presence here, though they rarely interact with others except to dispense justice. People from all ancestries live and work here, from exiled archons to vampires lurking in the shadows. People mingle freely; few dare risk the wrath of the sylphs.

Cloud Market focuses on commerce, and nearly everyone living here works in the business of buying and selling. The island offers a few shrines, a theater, and other distractions, but these all exist to part coin from people. Such places are always maintained by outsiders and cater to tourists and merchants alike.

make their port of call Eastport, a ramshackle city that spreads across the peninsula forming the southern boundary of Gauntlet Bay. Eastport has burned to the ground a dozen times, been overrun by invaders, and suffered plagues that killed half the population in a single season, but no matter the hardship, the city claws its way back, time and time again.

Eastport's long, sordid history shows in its lack of plan or organization. The buildings, many of which have been built from salvage and detritus, show scorch marks and old splashes of blood, and are stabbed with arrows and shot up by bullets and musket balls. Gibbets and crow cages are everywhere, the contents rotting until reduced to bones—city law forbids anyone from interfering with people confined in these ways. Pirates, bandits, deserters, vagabonds, freaks, and outcasts roam the crooked streets.

Farms cover the land west of Eastport, where peasants toil to grow the grains and crops needed to feed the city. Farmers face plenty of hardships and their techniques tend to be wasteful, causing food shortages all the time. But the people answer to no one and have the freedom to do whatever they wish.

A council of seven retired pirate captains share the burden of ruling the city. Alliances shift between them often, as do what pass for laws in the city. Eastport frowns on violence and theft, but punishments are light unless the aggrieved party makes a sufficient donation to the constables. Justice, when dispensed, solves problems by executing the accused, typically after a sham trial.

For its colors, the city uses a red winged hourglass on a black background.

GUILD OF EXECUTIONERS

Aside from the Captains' palaces and estates, the only other structure made from stone belongs to the Guild of Executioners. This secret society trains apprentices in the methods of dispensing lethal justice—poisoning, gassing, beheading, and the like. The masters keep apprentices sequestered until their training is complete. The guild recoups its investments by selling the journeymen members to other parties, condemning these graduates to a period of indentured servitude that lasts seven years.

JOYLESS & DENT

For all that Eastport's known as a pirate haven, the place also attracts bandits of a different kind: prospectors, investors, speculators, and entrepreneurs. The city's steadfast commitment to freedom attracts the profit-minded to find their fortunes here. Joyless & Dent opened its doors as a coffee shop and tobacconist, but it has since become a hotbed of mercantile intrigue. Here, on a great chalkboard hanging on a wall that runs the length of the place, one can find current commodity prices, which fluctuate based on commerce conducted here and out in the city. It's a loud, messy place, with spilled coffee and ashes everywhere, but for some it offers plenty of excitement, especially in matters of finance and investments.

Joyless & Dent has become a popular haunt for the local jann population. The blue-skinned people can be found here at all hours. Rumor has it that a rich merchant has made an offer to Mister Dent himself to buy out the place for a veritable fortune.



AUGUSTUS, WIZARD AND SAGE

He swept into Eastport like a storm, riding horseback down the cobbled streets, snarling and zapping anyone who got in his way. He stopped in front of an empty lot, wiggled his fingers, said a few magic words, and a crooked tower popped into existence. Then, in a cloud of reeking smoke, his horse vanished and he disappeared into the tower, never to be seen again since. The so-called wizard and sage keeps to himself in his tower, but he receives high-profile guests all the time. Every member of the Captains' Council has stopped here at least once, along with a religious leader or two, some scary individuals all dressed in black, and an adventuring group. People say all kinds of things about the mage—he's the Weird Wizard himself, he's an outcast from the order of wizards, stripped of his robes of office, or he has designs on Eastport.

BLOOD CISTERNS

Anyone who needs a few coins in a pinch can sign up to fight in the pits known as the Blood Cisterns. Ten of them do brisk business throughout the city, and a couple host events each night. Fights might pit two beggars against one another, a desperate soul against a giant scorpion, or rivals for a gentleman's hand deciding the issue with knives. The current champion is Oulde Fassel, a grizzled, gray-haired man who has one cauliflower ear, the other missing, half a nose, and a crooked scar that runs through his left eye. He's wiry, strong, and quicker than lightning. He's killed twenty people and has announced his retirement after he's taken apart his twenty-fourth.

LOCAL COLOR

In a city founded by pirates, it's no surprise to find them living there. Eastport has always kept its gates open to sea bandits, as well as all manner of other scoundrels. And there's no evidence the people living here want it any other way. Eastporters revel in the freedoms they enjoy, even if they come at the cost of sanitation, security, and justice.

Raiding and pillaging might be the dominant trades in Eastport, but they aren't the only ones. Most city dwellers have some involvement in a maritime trade, from fishing to clam digging, net weaving to sail making. While the monied people enrich themselves with what they can steal, most of the labor falls to freed prisoners and refugees.

People are as filthy as the city in which they live; everything and everyone is coated in a thin patina of grease. Clear social divisions show in dress—the wealthiest members of Eastport society wear elaborate, fanciful garb as one might expect of aristocrats, while the rest make do with lightweight clothing: loose shirts, wide-leg trousers, or long swirling skirts. Richer Eastporters ornament their bodies with gold and jewelry, while the poor might don colorful scarves. Since sanitation is poor, wealthier people wear shoes with high heels and thick soles to keep their feet out of the muck, while the poor make do with wooden sandals that have wooden blocks for soles.

Eastporters prize their freedom, and so long as nothing interferes with their movements and doings, they have little reason to pay attention to the politics of the elite. They fail to understand

that politicking among society's upper ranks could have dire effects on ordinary people, even if they're not felt immediately. The rich serve their own interests by exploiting the lowest ranks. Unless the citizens clean up their own streets, they'll remain dirty. It falls to the locals to deal with their own predicaments in whatever way they deem fit. All this contributes to the chaos that describes a normal day in the city: one might encounter a knifing in an alley, a slick charlatan selling a highly addictive substance to youngsters on a street corner, and sewage and rubbish heaped everywhere.

Three exceptions exist to the general lawlessness. First, a ship captain has more freedom than anyone who does not own and operate a vessel. Captains can do whatever they wish in the city, expecting and receiving total obedience from their crews and deference from the locals.

Second, if the city comes under attack, everyone must take part in its defense. The council delegates areas of command to the ship captains, who direct efforts to repel the attackers. Anyone not doing their part is declared an enemy and faces death or servitude.

Third, people brought to Eastport as prisoners must serve their captors for a period of no less than seven years or until someone pays their ransom: what the Captains' Council decides is the total value of their labor for this period. After this time, the prisoner gains freedom and the right to live in the city. If a freed prisoner opts to leave and is later recaptured, the prisoner starts a new seven-year period of servitude.

Eastport gets along poorly with the other coastal settlements, and Eastporters have no qualms about expressing how they feel. Westporters are all thieves, Towersfolk are untrustworthy, and the Seaholders are inbred halfwits too dumb to realize they're living on cursed land. Eastport receives little love in return. Most people consider the city a blight, its people a dangerous pox, and its entire culture damned for its reliance on forced labor.

FOUR TOWERS


This city takes its name from the four exceptionally tall and ancient towers that rise from its center. A settlement grew around the towers, with some structures thousands of years old. Now four guilds govern the city, each from its own tower, and fund public works by levying taxes on the treasures unearthed from the dungeons below them.

The other city-states on the southern coast lack the organization and security offered by the guilds of Four Towers, so the city is fast becoming a commercial hub in the borderlands. Its marketplaces bustle with merchants from all over the world, selling everything from foodstuffs to weapons, textiles to horseflesh. The largest market is the Bazaar, which makes up the entirety of the city's southern district.

The city's device—four towers arranged in a diamond pattern—appears on banners, flags, and surcoats worn by the guards. The towers are also stamped on the city's currency.

THE TOWERS

Each tower has a circular foundation, exactly 50 yards across, and each rises 200 feet into the air. Between the towers stand four inert colossi, each 50 feet tall and carved from solid stone to depict posed



warriors dressed in fanciful armor with spikes, flanges, hooks, and spurs. Trees and gardens cover the grounds around the statues, and a fountain sprays water in the middle. Facing away from the central area, each tower features a steep stone ramp that ends at a pair of wooden doors wrapped in bands and bristling with iron studs.

The towers and their secrets have been attracting people to this region since the Great Cataclysm ten thousand years ago, when Oceanus drowned the world in outrage at the mortals who sought to challenge the gods. People gained access to the towers and have plundered their heights, for the most part, but each burrows hundreds of feet into the ground and has numerous levels of rooms and passages, all excavated and built for some unknown purpose. From these “dungeons” the tower keepers have derived a few clues and named their respective towers for the types of strangeness beneath them. The north tower is called the Tower of Strife, for the chambers below seem designed as barracks, armories, training grounds, and the like. The other towers, starting to the east and moving clockwise, are the Tower of Sorcery, the Tower of the Mysteries, and the Tower of Death.

DELVER HALLS

The city has set aside an entire district for the delver companies, groups of professional treasure-hunters who live off what they can recover from the depths—after paying a portion of their take to the guilds who manage activities. The guilds know quite a bit about the towers and the dungeons under them but say little to the companies who descend, though survivors are questioned about their experiences on returning from an expedition into the depths.

When not exploring the dungeons, delver companies can find cheap housing in the Delver Halls, a collection of castles built by famous and rich delvers who came before. The Halls provide meals, some healing, and opportunities for members of different companies to compare information from recent expeditions. Most companies have names and heraldry, and might gain sponsorship from temples, magic-users, and others working in the city.

People interested in getting into the delver business must have a writ of access from one of the guilds. The writ comes at a steep price, usually between 10 and 50 gp, depending on the number of active companies, and must be renewed each year. It gives access to the dungeons of a particular tower to a specific company, whose members are included in a roster. Substitutions are allowed, but no more than half the roster can be replaced before the guild masters require the company to acquire a new writ.

TOWERSFOLK

For anyone seeking riches, fame, and adventure, Four Towers provides. Much of the city’s industry caters to the delver companies who come to challenge the tower depths, and there’s something for everyone here. The city offers palaces for the wealthy and flophouses for the poor, gambling halls, brothels, taverns, theaters, arenas for gladiatorial matches and sporting events, and more, all of which go to enrich the people who serve this clientele.

Four Towers attracts people from all over and boasts the most diverse population in the borderlands. It’s nothing to see ghouls huddling in a shadowed alley picking over the remains of a corpse,

a lumbering ogre pushing through the crowds, or dragonets drinking wine in the rafters of a busy tavern. There are clockworks and sphinxes, blue-skinned janni, and strangers from beyond this world.

Excavation of the dungeons under the towers is the city’s primary industry, and the ruling guilds enforce strict laws to keep the peace and make Four Towers safe for the people living here. Lawbreakers receive fair trials but face severe punishments if found guilty. Guards are never more than a few minutes away and are quick to answer a cry for help.

Just about every religion sees representation here, and the Road of Gods, which travels from Westgate to the city center, has shrines and temples dedicated to all the major faiths. In addition, there are institutions of magic, fighting academies, libraries, and other resources.

HAUNTED GRASSLANDS

For hundreds of miles across this gently upward-sloping expanse, all anyone can see is grass, a veritable sea of green that sways in the wind. Along with the grass grow sedge, clover, legumes, and thistles, but little else in the way of plant life. Wild herds of horses, antelope, and cattle roam here, as do the creatures that prey upon them, such as manticores, wyverns, drakes, and the Weird Wizard’s hybrid monsters. There are no permanent settlements, but the rich soil and mild climate are sure to attract settlers from beyond the Midlands.

WHISPERS AND FIGURES

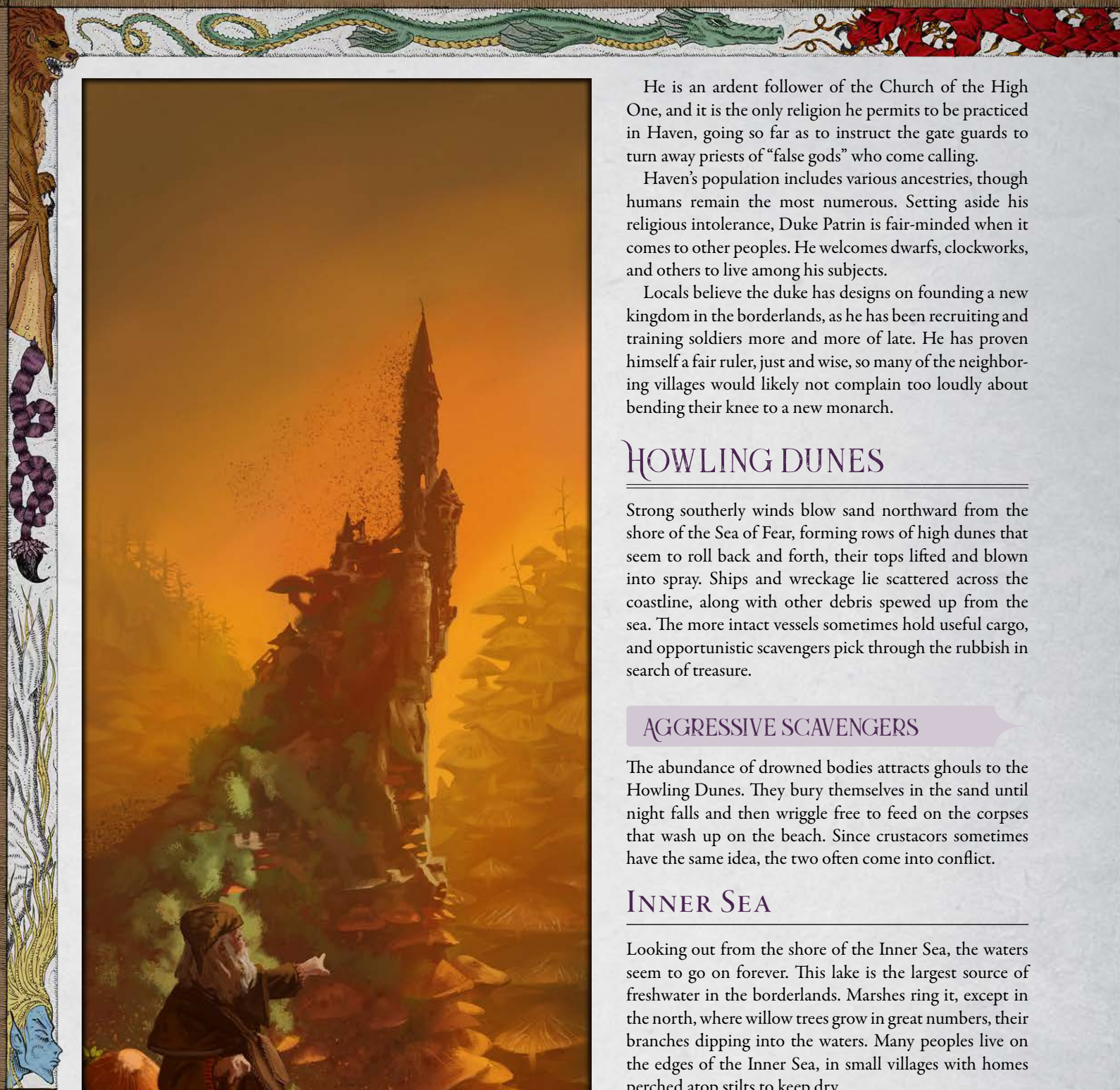
The wind blows day and night, a breeze at least as strong as a full gale with violent gusts. Halfings traveling the lands with their caravans sometimes plug their ears to deaden the noise, for in the howls and screams one can sometimes hear voices. They might just be people’s imagination, but strangeness haunts this land. Something disturbs the campsites in the dead of night, and sometimes figures appear at a distance, motionless and watching, only to vanish when anyone comes near.

SILVER RIVER

Runoff from the Climb feeds the Silver River, a fast-flowing watercourse that marks the northern edge of the Grasslands all the way to the Inner Sea. The river flows over broken landscape and has no fewer than thirty waterfalls ranging from a few feet to drops of a hundred feet or more. The water’s roughness and the abundance of sharp rocks make travel along it dangerous.

HAVEN

Amid a swath of green hills and sprawling woodlands the people of Haven make their home. A large town, Haven features wooden houses and a stone keep behind a wooden wall. It is ruled by the old Duke Patrin, who led his people out of the famine that had struck his ancestral lands. The duke and his soldiers provide security for the people living in the town and the small settlements that have grown up around it.



He is an ardent follower of the Church of the High One, and it is the only religion he permits to be practiced in Haven, going so far as to instruct the gate guards to turn away priests of “false gods” who come calling.

Haven’s population includes various ancestries, though humans remain the most numerous. Setting aside his religious intolerance, Duke Patrin is fair-minded when it comes to other peoples. He welcomes dwarfs, clockworks, and others to live among his subjects.

Locals believe the duke has designs on founding a new kingdom in the borderlands, as he has been recruiting and training soldiers more and more of late. He has proven himself a fair ruler, just and wise, so many of the neighboring villages would likely not complain too loudly about bending their knee to a new monarch.

HOWLING DUNES

Strong southerly winds blow sand northward from the shore of the Sea of Fear, forming rows of high dunes that seem to roll back and forth, their tops lifted and blown into spray. Ships and wreckage lie scattered across the coastline, along with other debris spewed up from the sea. The more intact vessels sometimes hold useful cargo, and opportunistic scavengers pick through the rubbish in search of treasure.

AGGRESSIVE SCAVENGERS

The abundance of drowned bodies attracts ghouls to the Howling Dunes. They bury themselves in the sand until night falls and then wriggle free to feed on the corpses that wash up on the beach. Since crustaceans sometimes have the same idea, the two often come into conflict.

INNER SEA

Looking out from the shore of the Inner Sea, the waters seem to go on forever. This lake is the largest source of freshwater in the borderlands. Marshes ring it, except in the north, where willow trees grow in great numbers, their branches dipping into the waters. Many peoples live on the edges of the Inner Sea, in small villages with homes perched atop stilts to keep dry.

The peoples of the Inner Sea comprise a great many different ancestries, though humans remain dominant. They have lived in the same manner for a hundred generations or more, have little use for outsiders and engage in no real trade other than with neighboring villages. Many worship the “god in the lake,” a sinister figure some suspect might have once been an Ancient One—or still is. The god demands that the villagers give back something in return for the fish they take. The Giving Back is a human sacrifice, the lucky person chosen by seers who look for a face reflected in the waters. The sacrifices coincide with lunar eclipses, and the chosen must wade into the lake until something pulls them under.



MYRIAD MONSTERS

The Inner Sea attracts creatures from all across the borderlands that live in the wetlands around the lake or in its depths. One can find kelpies lurking in the mud near the shore, floating bog beasts, and other expected wildlife—water snakes, alligators, and giant crawfish (as **giant lobsters**).

FROG PEOPLE

Many pollywog tribes live on the water's edge. When not hunting and foraging, they raid human settlements, carrying off captives for food or sacrifice. These attacks happen with enough regularity that some long-settled human villages have been emptied.

ISLAND IN THE MIST

On certain mornings, when fog hangs heavy over the Inner Sea, one might catch a glimpse of Palavan, a mythical faerie island that drifts in and out of existence. The locals believe that a powerful nymph lives on this island along with a small army of hideous monsters. When some new terror appears in the region, locals blame its appearance on the accursed island.

KHAZUD LANDS

Rainforest covers the northern slopes of the Dragon's Teeth Mountains all the way to the edge of the Sunrise Ocean. The land takes its name from the people who live here, a shipbuilding folk who have clashed with the Great Kingdom countless times. Known also as the dragonmen, for their ships feature elaborate dragons as prows, the Khazud people have a reputation for being ferocious in battle and fierce defenders of their lands.

About a century ago, the Church of the High One dispatched missionaries to convert peoples of the borderlands to their faith. Had the missionaries been all who came, perhaps the Khazud might have turned them back with no trouble. But the effort masked the Great Kingdom's expeditionary force, which under the guise of evangelism was sent to search for gold. This meeting ended in violence. The Great Kingdom sent other expeditions to discover the fate of the first, only to have them vanish into the rainforest.

THE KHAZUD

Most people die after encountering a Khazud warrior, so descriptions of them are sparse and reflect observation at a distance. Although their opponents call them dragonmen, the Khazud are human, large in body and with dark complexions. In battle, warriors forgo armor, instead painting their bodies with mud purported to have psychoactive properties.

The Khazud claim the rainforests north of the Dragon's Teeth and arrange themselves in large tribes that occupy fixed territories up and down the coast. The smallest tribe has a few dozen members, while larger ones might include as many as a thousand

people. Each territory features numerous villages with cleared land around them for agriculture—worked, most often, by prisoners pressed into service. Shipyards near the shore feature one or more vessels in various states of completion or repair.

Each territory has two rulers: a peace leader and a war leader. During raiding season or in times of conflict, the war leader takes charge, and relinquishes control to the peace leader during other times. The tribal members elect their leaders, choosing the strongest and smartest to serve as war leaders, and the wisest to guide them in times of peace.

Religious leaders provide spiritual instruction; perform ceremonies marking births, deaths, weddings, and rites of passage; and make sacrifices to gain the gods' favor. Khazud's deities resemble those of the Old Faith, excepting the younger gods, who are absent from the people's lives. The gods of the Khazud offer insights into older interpretations of these figures, before necessity softened their appearance and nature to accommodate the changing tastes brought about by civilization's developments.

THE MAZE

Stacked stones and basalt pillars turn the rocky slopes below the Dragon Spire into a labyrinth of narrow passageways that twist and turn between formations hundreds of feet high. The Maze has no fewer than thirty entrances, and visitors who expect to find their way out with little trouble get turned around after only a few paces, almost as if the rocks closed off the way behind them. Branching paths lead off into shadowy nooks filled with the remains of the lost, their bodies picked over and devoured by the cliff haints who alone seem able to find their way through this place.

DOOR IN THE ROCK

Somewhere in the maze stands a wooden door about 10 feet above the ground, set into the wall of a high stone pillar. Efforts to open or even break the door have all failed, and it has no handle. There are three keyholes, though, and people believe that if the keys can be found, the door will open to some fantastical paradise—or someplace terrifying. Opinions on this matter vary.

GNOME HAVEN

Gnomes live in a colony beneath the Maze and maintain its formations to keep enemies out. They sometimes pass through the rock to confuse visitors or lead them into danger. If offered a gift, such as a gemstone or bit of rare metal, a gnome might be convinced to guide the lost to safety.

MIDLANDS

Flat, wide, and blanketed with tall grasses threaded by streams and rivers carrying waters from the Inner Sea, this prairie land has an openness unlike any other place in the region. What trees exist are enormous and gnarled, singular plants hundreds of years old. Here and there, one finds limestone boulders heaved up from the soil like teeth in a giant's mouth.



HERDERS AND FARMERS

The prairies of the Midlands offer good grazing for sheep and cattle. Herders lead their flocks throughout the land, especially in the northern and western regions, where they have less to fear from drakes on the wing. In the south, toward Four Towers, the land becomes more cultivated, divided by low stone walls into fields for growing crops. Paths and narrow roads follow these walls so that farmers can haul their goods to market in the southern city. Closer to Four Towers, hamlets, villages, and roadside inns offer shelter to travelers.

BARROWS

Aside from the green and pleasant prairie, the Midlands are also known for the grassy hills that rise alone from the flatlands. Treasure hunters have dug into these mounds searching for riches, but aside from corroded weapons and arrowheads, they have found little.

PLAINS OF PENDARM

The scrubland bordering the Salt Barrens takes its name from the explorer who lived long enough to cross the wasteland but then died from an insect sting after three steps. The open terrain covers almost a quarter of the borderlands and features a mix of wheat, rye, and millet prairies, grasses, dry mudflats, badlands, and scrub. The flatness and hot summers have earned this land the nickname of the Anvil.

The stony soil and thick, matted roots make much of the region difficult to cultivate, yet most settlers and refugees make their homes here. Homesteads speckle the landscape, with smaller walled villages beside lakes, both large and small, or riverbanks that carry snowmelt from the mountains in the north. If Old Country people would build a new nation for themselves, the Plains of Pendarm would serve them well.

EDGEWOOD

This collection of wooden buildings enjoyed steady growth in recent years and has now become a large town. The walled community rises from the southern bank of Mud River within a bow-shot of the Sentinel Wood. Locals do brisk business selling timber to settlers in the west and shipbuilders in Four Towers and Sea Hold. A large stone keep at the center of the town belongs to Urien Strong, whose family settled here after leaving the Great Kingdom a century ago. He's a man of the people and spends a portion of each day working alongside those he rules. He's still single, and locals consider him the most eligible bachelor in town, despite his plain appearance and the strange hours he keeps.

DEEP WATER

Mud River feeds the Deep Water, but its murky brown waters never taint this lake. The bottom is visible at the edges but drops away to an unknown depth in the center. Fisherfolk have great

success netting catfish and crawfish, and they occasionally pull up odd bits of colorful tile. Locals wear the thumb-sized stones as medallions, believing they ward away bad luck.

BLACK WATER

Far to the west one finds the foul, reeking lake known as Black Water. Salt blown out from the wasteland pollutes the lake and makes it brackish. Gnarled trees and thick reeds choke the shores of this place, and giant beetles haunt the shallows.

THE PIT

Not even the oldest, crustiest settler recalls who or what made the Pit. Believed bottomless, it features a perfectly circular opening, 100 feet in diameter, set in a dry mudflat. Markings on the walls suggest that something dug it out from below. Odd vapors sometimes rise from the depths, and there's always a spicy smell about the hole.

LAKE OF PLENTY

All one has to do is reach in and pluck a fish from the Lake of Plenty, so abundant are they here. This deep body of freshwater attracts wildlife and settlers alike.

FIVE TOWNS

Five small towns surround the Lake of Plenty, whose fisheries serve as the community's main industry. Five families founded the towns and originally cooperated with each other, but rivalries, slights, and old grudges have turned this once-peaceful community into a warzone. Each town takes its name from its founder, with Bartleby in the north and, clockwise around the lake, Jonesberg, Peterson Point, Robertsville, and Smithton.

NEW TOWN

Tents, wagons, and carts, along with lean-tos and other crude structures, provide shelter to the people of New Town. Some of the first refugees to make it across the Salt Barrens stopped here to regroup after the harrowing journey, and more and more people joined them until the place became a community of sorts.

People don't stay long in New Town; they move on after a few days or weeks to begin the work of starting over. As soon as a family moves off, though, two more take its place, so New Town has grown into something more than a stopover. Recognizing its importance, a council has recently formed to organize fairer distribution of resources and to help families find other families to start new settlements in the north and east. In addition, volunteers return to the Salt Barrens to guide others through the wastes and bring them to safety.

New Town has problems aplenty, though. Unsavory sorts have infiltrated the community, sparking crime, spreading sickness, and causing shortages. The need for security is pushing the council to take steps toward forming a force of constables to police the settlement.



SALT BARRENS

At over a thousand miles across and creeping north and south year after year, the Salt Barrens have long formed an almost impassible barrier. The lethal expanse is dotted with dead, black trees and pools of water so corrosive a single drop can burn a hole through leather. Necessity forces more and more people to make their way out across the hard, white flat expanse, where they must contend with the salt blows, clouds of salt blown by winds at such speed the grains can flense skin. All across the wasteland one can find signs of failure. Supplies lie abandoned, picked over, and crusted in salt. Broken carts and wagons appear here and there, never far from the desiccated remains of the beasts who pulled them and the people who surrendered to despair, lay down, and died.

HAZARDS

During the brightest times of the day, the dazzling whiteness of the landscape can blind. At the end of each hour spent during the four middle hours of each day, each sighted creature without lenses or who does not keep its eyes closed makes a luck roll and, on a failure, becomes blinded for 3d6 hours. At the end of this time, the blinded creature repeats the luck roll; on another failure, the blindness becomes permanent.

The arid landscape saps moisture. A creature must consume twice as much water as normal each day or suffer the effects of deprivation.

The Salt Barrens reach dangerously high temperatures during the daylight hours. Unprotected creatures suffer the effects of exposure while in this place.

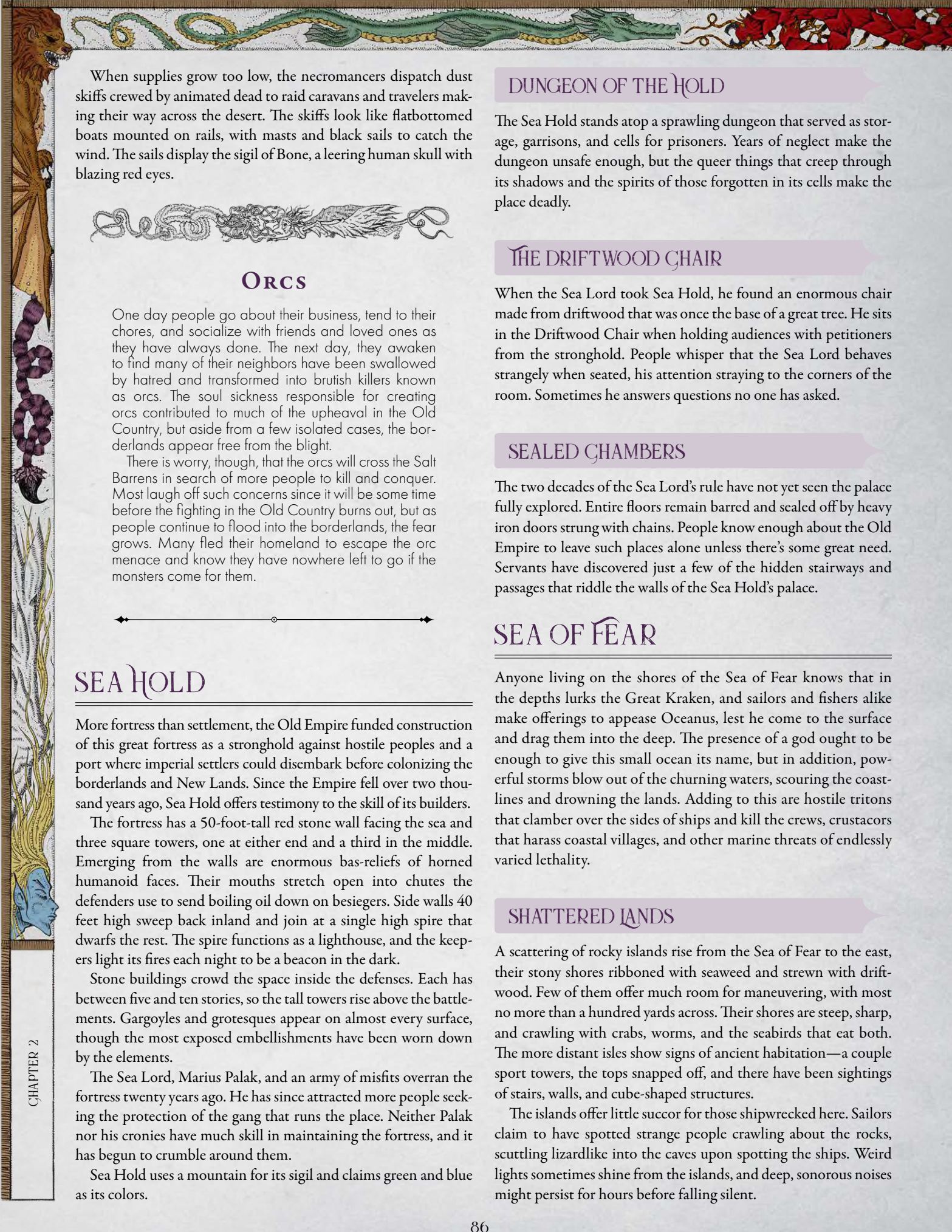
SUCCOR

The water merchants of Succor hold power over life and death. Opportunists who happened upon one of the only sources of freshwater in the Salt Barrens, they sell it for a price that even the well-heeled find difficult to pay. A gallon of water costs 10 gp, though the merchants might accept other valuables in lieu of payment. When people find out the price, they often become angry and try to take the water by force, so the merchants employ a squad of ogres to keep order. These brutes take the faces from the people they kill and stitch them into cloaks.

The exorbitant prices for water aside, Succor presents a colorful sight to travelers, with tents in riotous colors, music lifting on the wind, and inviting scents of cooking.

BONE

The Salt Barrens' hostility to living things makes the place a natural refuge for people who would avoid attention. Bone opens its gates to any student of dark magic, for such individuals might have something to offer the necromancers who rule here. The town is constructed entirely from bones, featuring a high wall of woven ribs taken from enormous beasts, towers of fused human skulls, even streets paved with vertebrae and mortared with bone dust. Bone requires little to survive, as most of its inhabitants are undead slaves to the death masters, but a few wells drill deep enough to tap into cisterns of fresh water, and some greenery supplies the living with foodstuffs.



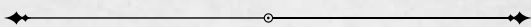
When supplies grow too low, the necromancers dispatch dust skiffs crewed by animated dead to raid caravans and travelers making their way across the desert. The skiffs look like flatbottomed boats mounted on rails, with masts and black sails to catch the wind. The sails display the sigil of Bone, a leering human skull with blazing red eyes.



ORCS

One day people go about their business, tend to their chores, and socialize with friends and loved ones as they have always done. The next day, they awaken to find many of their neighbors have been swallowed by hatred and transformed into brutish killers known as orcs. The soul sickness responsible for creating orcs contributed to much of the upheaval in the Old Country, but aside from a few isolated cases, the borderlands appear free from the blight.

There is worry, though, that the orcs will cross the Salt Barrens in search of more people to kill and conquer. Most laugh off such concerns since it will be some time before the fighting in the Old Country burns out, but as people continue to flood into the borderlands, the fear grows. Many fled their homeland to escape the orc menace and know they have nowhere left to go if the monsters come for them.



SEA HOLD

More fortress than settlement, the Old Empire funded construction of this great fortress as a stronghold against hostile peoples and a port where imperial settlers could disembark before colonizing the borderlands and New Lands. Since the Empire fell over two thousand years ago, Sea Hold offers testimony to the skill of its builders.

The fortress has a 50-foot-tall red stone wall facing the sea and three square towers, one at either end and a third in the middle. Emerging from the walls are enormous bas-reliefs of horned humanoid faces. Their mouths stretch open into chutes the defenders use to send boiling oil down on besiegers. Side walls 40 feet high sweep back inland and join at a single high spire that dwarfs the rest. The spire functions as a lighthouse, and the keepers light its fires each night to be a beacon in the dark.

Stone buildings crowd the space inside the defenses. Each has between five and ten stories, so the tall towers rise above the battlements. Gargoyles and grotesques appear on almost every surface, though the most exposed embellishments have been worn down by the elements.

The Sea Lord, Marius Palak, and an army of misfits overran the fortress twenty years ago. He has since attracted more people seeking the protection of the gang that runs the place. Neither Palak nor his cronies have much skill in maintaining the fortress, and it has begun to crumble around them.

Sea Hold uses a mountain for its sigil and claims green and blue as its colors.

DUNGEON OF THE HOLD

The Sea Hold stands atop a sprawling dungeon that served as storage, garrisons, and cells for prisoners. Years of neglect make the dungeon unsafe enough, but the queer things that creep through its shadows and the spirits of those forgotten in its cells make the place deadly.

THE DRIFTWOOD CHAIR

When the Sea Lord took Sea Hold, he found an enormous chair made from driftwood that was once the base of a great tree. He sits in the Driftwood Chair when holding audiences with petitioners from the stronghold. People whisper that the Sea Lord behaves strangely when seated, his attention straying to the corners of the room. Sometimes he answers questions no one has asked.

SEALED CHAMBERS

The two decades of the Sea Lord's rule have not yet seen the palace fully explored. Entire floors remain barred and sealed off by heavy iron doors strung with chains. People know enough about the Old Empire to leave such places alone unless there's some great need. Servants have discovered just a few of the hidden stairways and passages that riddle the walls of the Sea Hold's palace.

SEA OF FEAR

Anyone living on the shores of the Sea of Fear knows that in the depths lurks the Great Kraken, and sailors and fishers alike make offerings to appease Oceanus, lest he come to the surface and drag them into the deep. The presence of a god ought to be enough to give this small ocean its name, but in addition, powerful storms blow out of the churning waters, scouring the coastlines and drowning the lands. Adding to this are hostile tritons that clamber over the sides of ships and kill the crews, crustaceans that harass coastal villages, and other marine threats of endlessly varied lethality.

SHATTERED LANDS

A scattering of rocky islands rise from the Sea of Fear to the east, their stony shores ribboned with seaweed and strewn with driftwood. Few of them offer much room for maneuvering, with most no more than a hundred yards across. Their shores are steep, sharp, and crawling with crabs, worms, and the seabirds that eat both. The more distant isles show signs of ancient habitation—a couple sport towers, the tops snapped off, and there have been sightings of stairs, walls, and cube-shaped structures.

The islands offer little succor for those shipwrecked here. Sailors claim to have spotted strange people crawling about the rocks, scuttling lizardlike into the caves upon spotting the ships. Weird lights sometimes shine from the islands, and deep, sonorous noises might persist for hours before falling silent.



THE GHOST SHIP

Someone always claims to have spotted a ghost ship thrown about on the waves, some ghastly vessel sailing out from Hell to torment the living before a whirlpool drags them down or a high wave rolls over them, leaving no trace they were ever there.

One ghost ship appears proof to the sea's savagery. For fifty years it has sailed the waters through fierce squalls and the most wicked conditions. Every ten years or so, the tattered sails of the accursed galleon heaves into view, apparently empty of captain or crew. The ship responds to no hail, and people who have boarded it claim to have felt cold, chilled even, and spotted terrifying sights in the periphery of their vision, but no sign of anyone—no clothes, no foodstuffs, not even a spoon.

At night, green spectral shapes can sometimes be seen moving about the deck, and a bright green glowing figure stands at the prow wearing a tricornered hat, spyglass in hand, seemingly searching for something before the ship disappears into the night.

SENTINEL WOOD

Sentinel trees can grow up to 300 feet tall, with trunk diameters exceeding 40 feet, and these trees make the Sentinel Wood famous. They are so large that the woodcutters in Edgewood have yet to find an effective way to harvest them, and thus the trees stand unmolested. Edgewood's cutters instead harvest younger trees on the edges of this place.

Aside from the trees, the place is home to dragonets who live in small homes built in the canopy, ogres who protect the mighty trees from fire and axe, and a myriad of faeries.

WALKING TREES

At least once a year, someone comes to nearby Edgewood claiming to have seen a walking tree in the Sentinel Wood. Locals believe these to be spriggans or dryads, but every few years, devotees of Grandfather Tree come to the forest to conduct strange ceremonies out of the view and earshot of nonbelievers.

SUNRISE OCEAN

The Sunrise Ocean describes the body of water that covers more than half of Erth's northern hemisphere, reaching as far east and south until it meets the Sea of Fear. The waters nearest to inhabited lands have seen the most exploration, and numerous islands are scattered across the expanse. People have either forgotten or have little idea about what peoples and places lie on the other side.

SWORDPOINT

A range of stacked rock formations forms a peninsula that extends nearly a hundred miles out over the Sea of Fear. Gaps between the formations drop to the churning waters below and vary in width from a few feet to several hundred. Some who have seen Swordpoint have suggested that it looks like an ancient crumbling bridge that abruptly stops, while others think it nothing more than a curious geological feature most likely created by erosion.

Wind and storms make living in this landscape difficult, but there are a few squat stone houses, some clumped together, others separated by miles. Many stand empty, yet some have become shelters of opportunity for refugees and settlers. Most cluster on outcroppings into which steps have been cut, granting access to the water a hundred feet below.

THE POINT

A flat-topped tower rises from the tip of Swordpoint and flames burn at the top, though no one seems to know who keeps the fires lit. An old legend claims that the tower holds Kaen's forge and that the god of making stokes the supernatural flames when called on to forge a weapon for the other gods.

THE CLIMB

Green hills upon green hills rise toward the New Lands of the far east. As the altitude increases, the heat and humidity give way to mild temperatures and gentle winds. Ash trees, all bent and gnarled, rise from the tops of these grassy peaks. Fog hangs over the Climb in the early morning hours until burned off by the sun, only to return hours after nightfall to blanket the land with silvery mist.

The rolling hills belong to wild cattle, golden eagles, red squirrels, deer, and wildcats. People here live in tiny villages made of huts huddled together around a central well. Most live by herding sheep, weaving fabric from their wool, and raising crops of potatoes, carrots, and greens. Unfriendly and suspicious of outsiders, the locals withdraw when they see travelers approaching and give grudging aid if needed.

Locals adhere to odd customs designed to keep nature spirits at bay. These spirits, faeries for the most part, sometimes cause mischief by stealing livestock, misplacing treasures, and tearing clothes. A bit of iron hung over the door keeps them out, but most folks tie ribbons in their trees and leave offerings of sheep's milk and biscuits on their doorsteps.

The ground throughout the Climb contains the bones of giants, so many that people no longer express surprise when they unearth an enormous skull or ribcage large enough to hold an entire family. The bones are so common that many use them in construction.

SILENT SENTINELS

The Climb's ascending elevation levels off just before reaching the Causeway, a stretch of land that connects the borderlands to the New Lands. To either side of the Causeway stand 100-foot-tall basalt statues depicting bearded men, features downcast, dressed in hooded robes. The northern statue grips a staff, while the southern statue holds a sword point down between its feet.

THE WHISPERING ARCH

On nights of the full moon, locals claim that strange lights shine inside the Whispering Arch, a monument raised by an unknown people, somewhere in a remote patch of hills to the northeast. A



dolmen, the structure features two 13-foot-tall stone slabs set in parallel to form an opening and another slab resting on top. Anyone living near the arch who has a mind to share stories might reveal that people have heard voices around the place and that poor young Kyl went missing after herding his flock of sheep nearby. Whenever anyone went near the arch with a sheepdog, the beast would not approach, and whined and barked if forced.

THE KEEP

Rising from the hills just fifty miles from the Silent Sentinels stands the Keep. Built by a displaced noble many years ago and passed down to his grandson, Baron Carlyle, the place has come to be known as the Keep at World's Edge or the Keep. A small farming community grew up around the Keep in recent years, its people looking to the stronghold and its soldiers for protection from the things that creep out of the New Lands.

Recently, the Keep has become an important stopping point for travelers bound for the unknown lands. One can always find merchants ready to sell rope, packs, mules, and the like to explorers and adventurers, and a gambling hall, two taverns, and four inns all see brisk business. As more and more people travel east, the demands on the Keep grow greater, and what was once a modest outpost could become a thriving city.


JUNGLE OF ZA

Sometimes called the Swelterwood, the Rain Trees, and the Emerald Expanse, this vast rainforest is known by most people in the borderlands as the Jungle of Za. Efforts to survey its wild, untamable landscape have all failed. Bad water, sickness spread by biting insects, extreme heat, and oppressive humidity make expeditions into the jungle difficult, approaching impossible. Still, rumors of lost cities, buried treasures, ancient artifacts, and more lure many to search for its secrets.

SUMMERLANDS

The Summerlands of the Fair Folk coexist with the borderlands, specifically the Jungle of Za, but have been hidden somewhere behind the Ephemera. Like the spirit world, the Summerlands' geography resembles that of the mortal world, but everything appears more vibrant, colorful, and intense. The sun burns brighter, the moon is always full in the night sky, and the stars look like burning holes in the darkness. This place can be reached only by secret entrances scattered throughout the jungle in crossroads, elf hills, misty islands, and the occasional door in a boulder or ancient tree, as well as in wardrobes and forgotten tunnels.

Faeries, other than goblins and their ill-mannered fellows, live in the Summerlands, as does anyone else who happens to catch their fancy. Worship of the gods does



not happen here. Instead, most of the faerie folk venerate the Faerie Queen in a manner that comes close to worship.

THE WASTE

The Waste connects the Wilderlands in the west to the Jungle of Za in the east and is characterized by near perfect flatness. Small rocks and pebbles litter its scarred and pitted surface. The wind never blows here, and the clouds seem to skirt the place, making rains so exceptional that when they do fall, the water droplets disappear on touching the ground. There seems to be nothing in the Waste, certainly no life, so why would anyone go here?

THE VAULT

At the center of the Waste rises a square, windowless structure known as the Vault. Assembled from black basalt slabs, the place looks like a blot from a distance. A single door-shaped cavity grants access to its gloomy interior. Until recently, the Vault has stood closed, but the lure of lost treasure and secret knowledge brought a band of adventurers to its doorstep. Foolishly, they opened the door, which fell inside to release whatever had been sealed away. Since then, people have been disappearing from villages on the northern shores of the Inner Sea, and even the pollywogs have begun moving east and west.

THE EYE OF GOD

A lake of mercury between the Attercop Forest and the Barrens, the Eye of God's still surface reflects the sky with the perfection of a mirror, appearing blue by day and star speckled at night. In the rare times rain falls, it pools on top of the liquid metal until it evaporates. The fumes from the mercury make the air around the lake toxic; evidence can be found in the bones covering the ground nearby. The Eye of God holds special religious significance for followers of Lord Death, as the site is believed to be a gateway to the Underworld.

TROLL HAUNTS

The Troll Haunts comprise the western arm of the mountain range that reaches across the borderlands in the north. Named for the many trolls that live in their caves, the mountains have dense tree coverage, which helps to protect the sun-fearing trolls from direct light. Natural springs and waterfalls, striking though they are, do nothing to alleviate the grim atmosphere of this place.

Hulks of old war machines manufactured in the troll forges rust to powder on the forested slopes. The trolls built these weapons thousands of years ago to wipe out the elementals or the faeries, depending on whom one asks. Amid the debris can be seen works of artistry—heads of magnificent beasts assembled from metal components, snapped and notched blades, cogwheels 30 feet in diameter, and more. Most pose little danger, but some give off toxic fumes, while a few machines have a bit of life left in them and lash out with little warning.

THE TROLL KING

The king of the trolls, Og, lives in a cave deep under the Haunts and has his every need attended to by the faeries he has pressed into his service. Og dreams of returning his people to their lost greatness, lifting them out of their present savagery so that the world will fear them once more.

DRAGON SPIRE

The Dragon Spire ascends like a crooked finger above the rest of the mountains in its range. It marks the lair of an ancient dragon that slumbers in the ruins of an equally old underground city, surrounding itself with a fortune in treasure. Several goblin tribes have moved into the city, ostensibly to serve the monster but in truth sent there by their master for some other purpose—perhaps to find a treasure or to make off with as much gold as they can. The dragon's great age keeps it in its lair for the most part, but sometimes it hungers for meat other than goblin and flies out through the tunnels to scour the slopes for wild goats, bears, elk, and people.

UNDERSIDE

A maze of tunnels and chambers riddle the ground below the borderlands and, presumably, extend east under the New Lands. Much of Underside consists of natural caverns, fissures, and passages shaped by the shifting of the earth, but here and there one finds excavated areas. Old mines plunge into the depths, weird temples are dedicated to alien, monstrous gods, and tiny enclaves house gnome communities. Giant tubes twist through the rock, created by the dreaded deep worms, while in the deepest reaches one might find the Crawlers in the Dark, demons trapped in the depths long ago.

VALE OF SORROWS

Tucked between two arms of the Dragon's Teeth Mountains, mist hangs over the forested slopes that form the Vale of Sorrows. Here is a refuge for faeries displaced from the New Lands. The magical mist keeps the place cool and comfortable while also working on mortal minds, causing them to grow drowsy until they lie down and sleep, at which point faeries carry them out of the valley or to the elf lords and ladies who rule here. The faeries have used their magic to build a delicate city on the slopes, with tall spires that reach above the swirling mist, each connected by lacy bridges seemingly as fine as spider webs.

HOUSE OF LAMENTATIONS

The joy and beauty often associated with the faeries is absent from those living in the House of Lamentations, a cultural grouping of all the faeries living in the Vale of Sorrows under the rule of the Prince of Tears. Although the struggles that led to their exile to this place have all passed into the most ancient of history, for the faeries living here the memory is fresh. Too many loved ones



perished in the fighting against the elementals and trolls for there to be song or story, brush or pen, unless such gifts are used to capture and explore the sadness that infuses the permanent mist blanketing the valley.

Although it is the largest population of faeries in the borderlands, the House of Lamentations does not speak for all their kind in the known world. Many other faeries might have lived here but eventually set aside their grief to find joy. Those who remain revel in their melancholy and have nothing but animosity for outsiders.

The Prince of Tears secludes himself in a spire that reaches up through the mist and rarely stirs from his isolation. His subjects wear somber colors, favoring gray, dark green, and black, with little ornamentation. All artistic expression reflects the dour nature of this place, and the mourning song of wind instruments cuts through the quiet.

The faeries here await their prince to shrug off his misery and lead them to a brighter land. Loyalty and inertia keep them by his side, though more and more abandon the Vale over the decades. The ones who stay cling to the expectation that all will be restored once their master's heart heals.

WESTPORT

The city of Westport rises from the cliffs to the north that overlook Gauntlet Bay. Founded by pirates three hundred years ago, the city has grown in fits and starts. Frequent wars with neighboring Eastport, typhoons whirling across the Sea of Fear, disease, infighting, and countless other troubles have contributed to its uneven growth.

High walls topped with battlements encircle Westport and have for years, though craters and cracks show signs of past violence. A port and attendant fishing community stand in front of the sea-facing walls, and long docks extend over the deep waters to accommodate merchant ships and the city's fishing fleet.

The people of Westport live in crowded conditions. Duke Rubelius has no intention of expanding the walls, so citizens can either shelter behind them or huddle in the shanty town outside. Buildings within feature stone and wood construction, roofed in slate shingles, and appear piled on top of each other. One can explore the city's many tiny, twisting streets, but people become turned around all the time, and a few are never seen again.

Westport's colors are gray and black, and the city's symbol is a fish.

CATACOMBS

A vast maze of catacombs spreads out below the city and has become its weakest point, with outside access possible via grated pipes through which drain the city's effluvia. The undercity was originally built to store plague victims during the Black Fever that ravaged the lands years ago. The tunnels have since been abandoned, and rumors swirl about them being infested with rats, ghouls, and other fell things.

GAUNTLET BAY

Westport claimed Gauntlet Bay a century ago, and many of the city's clashes with Eastport stem from this declaration. To strengthen its hold, Westport's warships patrol the waters to

protect its fishing fleet from Eastport pirates, who have a history of capturing fisherfolk and pressing them into service.

WESTPORTERS

Like Eastport, Westport owes its origins to pirates, but unlike its sister city, it has put its criminal past behind it to become a legitimate port on the Sea of Fear. Although the duke has ambitions for the city, none include making needed improvements to his domain.

Westporters are no strangers to hardship. They either tolerate crowded conditions behind the protection of the city walls or must look after themselves outside, where Eastporters might raid the countryside or carry off people. Add to this the tropical storms that bring flooding and wind each rainy season, and surviving for long here is considered a sign of toughness and competence.

Social lines in the city are drawn between the rich and poor, and the poor and really poor. The rich live well, with comfort, security, good health, and diversions. The poor represent most people in the city and are variously sick, embittered, maimed, or suffering. Trades include fishing, sailing, and farming, though earnings tend to be low. The very poor are people who have lost the ability to work and thus must depend on the charity of others; the Church of the High One operates a boarding house for indigents.

Westport's people all fear and worship Oceanus, the Great Kraken. His priests have great influence over the duke and are not subject to the city's laws. Other religions have small followings, but people are more likely to worship gods in addition to Oceanus rather than instead of him.

Fixed on Oceanus as the people are, most events and festivals focus on the god. There's the Festival of Leviathan, where locals make a giant whale out of paper-mâché and carry it through the streets. There's also the Day of Bounty, a popular holiday that involves eating fish stew, drinking wine, and playing music.

THE WILDERLANDS

North of the Plains of Pendarm, the ground climbs to a grassy expanse dotted with lakes and crisscrossed by rivers and streams. A great, wide open region of hardscrabble scrubland, little grows here aside from stunted trees and brambles. Far to the north, one can see the Troll Haunts and the Dragon Spire, and to the east the wispy Attercop Forest. Though it is a pretty land, with a clear and unobstructed view of the sky above, visitors rarely have time to appreciate its beauty before the centaurs run them down, net them, and drag them off, never to be seen again.

HORSELORDS

Centaurs claim the Wilderlands as their own. They gather in large bands that follow the curlbeak herds on a roughly counterclockwise migratory path from the shadows of the Troll Haunts south to the plains, east to the Inner Sea, and then back to the north. The centaurs tend to xenophobia and tolerate no interlopers on their lands. They frequently struggle with manticores, drakes, wyverns, and other terrible threats, and might make alliances with outsiders if the need is great enough.

NINE BELLS

Fleeing religious persecution in the Old Country, the Children of the Redeemer, a heretical sect of the Church of the High One, settled in the Wilderlands to practice their religion without fear. Having survived attacks by fomorians, centaurs, and monsters, as well as plague, Nine Bells has grown into a large town. The community welcomes human refugees but has no love for nonhumans, using any excuse to cast them out.

The Church of the High One holds absolute power in Nine Bells, and everyone who lives here is a believer and member of the faith. A high priest rules the town, and work has begun on a cathedral larger and more magnificent than any that has before been built.

WYVERN WOOD

Named for the wyverns that lair amid the trees, this forest spreads over hundreds of miles. The density of growth and the wild things living here make the Wyvern Wood a natural barrier to northward expansion. As more and more newcomers spill into the lands, people will likely come into conflict with the reptilian monsters that live here and either become food for these ancient terrors or drive them deeper into the woods. Until then, it is a foreboding place people might enter but from which they never return. For this reason, it is also known as the Forest of Endings or Suicide Wood.

FAERIE RUINS

The trees have reclaimed the land from the peoples who lived here long ago. The wreckage of temples, theaters, towers, and entire towns lies throughout the Wyvern Wood. It's nothing to come upon a statue of an elf knight standing in the forest, the stone spotted with moss and lichen. A mile away, an arch might vanish into the canopy or a staircase climb up a few dozen steps before stopping in empty air.

The ruins all once belonged to the faeries who lived here many thousands of years ago until driven north by trolls, elementals, or some other threat. Large bones of dead giants mingle with the rubble, offering a clue about the violence done here. Whatever happened must have been significant to live on in the memories of the faeries, for now the only ones found here are goblins—and they have dug down rather than restore what's on the surface.

GODS OF THE FOREST

More than anywhere else in the borderlands do the gods show themselves in the Wyvern Wood. Many people claim to have seen the Horned Lord and the Wild Woman, the latter chasing the former through the trees. On certain days of the year, when the sky is particularly clear, one can make out a massive tree growing from the center of the woods that some believe is the Grandfather Tree himself. The close association with the nature gods has made the woods a sacred place for many practitioners of the Old Faith. Priests conduct special ceremonies here, and peasants might leave offerings at the wood's edge.



GOBLIN CITY

Over some quarrel long forgotten, the Faerie Queen exiled goblins and their leader, her former husband Oberon, from the Summerlands and barred their return for a thousand thousand years. Oberon, calling himself the Goblin King, led a great army of goblins, monsters, and other fell creatures into the Wyvern Wood, where they settled in an abandoned city in the center of the forest. He then constructed a labyrinth around the city to keep out his enemies. Oberon rules over his dominion from a sprawling palace at the city's center, where he's attended by henchmen and lackeys.

Obviously, the most numerous people living in Goblin City are goblins, but they share this place with bugbears and other faeries who belong to the Shadow Court. Everyone living here swears fealty to the Goblin King, for they fear his wrath when displeased and know that he is every bit as eccentric and dangerous as the Weird Wizard.

The Goblin King demands much of his followers. Many attend their dread master, serving his food and dressing him and capering before him, but the lucky ones are sent out to work mischief in the lands through spying, trickery, and theft. Thanks to their efforts, Goblin City has ensnared all kinds of creatures, some of which count as people, but many more are dreadful things. Most visitors find themselves trapped in the labyrinth and wander its confounding corridors until they reach the city or run afoul of its insidious tricks and traps.

BEYOND THE BORDERLANDS

The borderlands occupy but a small part of the Dawn Lands, and the continent itself is but one of many, each with peoples, nations, and histories of their own. Typical people know little about the wider world, and what they do know is tainted by rumor and speculation. The following entries offer glimpses of what might be found beyond the borderlands.

OLD COUNTRY

Refugees and settlers know and refer to Allara, the lands north and west of the borderlands, as the Old Country, for it's from there most of them or their ancestors were born. People have lived in Allara for over a thousand years, and the continent takes its name from the humans who first settled in its rich valleys but were later displaced by colonizers from the Empire in the far northwest. Allara also has the distinction of being the birthplace of the great dwarven kingdoms; their mighty fortresses, many now in ruins, can still be seen in the mountain heights.

The Old Country might have saved itself had it not ignored the warning signs. The continent boasted some forty different nations, with one divided into almost one hundred different polities, and all stood in the shadow of the Great Kingdom, a vast, rich realm that had dominated

international politics for centuries. Resentment toward the Great Kingdom's wealth, its lack of respect or consideration for its neighbors, and its decadence fed the resentment of the smaller realms, who bided their time for the opportunity to bring an end to its dominance.

Allara's population had been growing unchecked as improvements in medicine and sanitation enabled people to live longer and produce offspring more safely. But poor farming techniques in poorer nations led to widespread famines, abetted by a string of bad droughts that left the entire continent starved for water. When plague struck the coastal cities and spread inland, killing one in four people, the nations sealed their borders, withheld aid, and committed atrocities to protect their own. Orcs, people warped into monsters by a disease of the soul, started appearing in the countryside, forming bands and overthrowing governments to burn everything to ash.

The Great Kingdom could have stepped in, opened its coffers and its borders to ease the suffering, but its ineffective, corrupt rulers, abetted by sycophants who sought to enrich themselves by any means possible, meant the mightiest nation on the continent did nothing. Any chance of the Great Kingdom shifting its position ended when the paladins, an order of virtuous knights charged with protecting the Crown, turned on their king, slaying him and putting to death most of the royal family. Claims to Whitestone, the seat of the kingdom's power, came from all corners, precipitating a civil war that rages even now.

Hope remains that sanity will prevail and that people will come together to combat the threats working to dismantle the civilized world, but enough people have given up that they abandoned their old lives for an uncertain future in the borderlands. Even as greed and ambition undermine efforts to restore order, the people who chose to stay behind fight for their homes and future, and to preserve the land for their descendants.

NEW LANDS

People call the lands south and east of the borderlands the New Lands, for they represent an entirely new world, untamed, unexplored, utterly unknown thanks to the Weird Wizard who until recently declared this realm his own. Refugees take the tyrant's absence as an invitation to settle here, and expeditions have formed to blaze trails and create outposts so people can build again. What the first explorers found defied explanation; the Weird Wizard's magic warped the landscape to make the impossible possible and the strange commonplace.

Some stories describe places that just cannot exist. In the central mountain range, for example, there's a peak so tall it reaches the stars. In another place, rocks, dirt, and dust rumble across the land like a river. Islands covered in greenery drift through the skies, while liquid lightning dances in the desert surrounding the dreaded Forbidden City. The place seems to change of its own accord. Some believe the Weird Wizard made the lands unstable and now that he is gone, they will right themselves and obey the laws of nature.





FORBIDDEN CITY

Far to the east, the Forbidden City rises from behind a 100-foot-high stone wall adorned with alien symbols and images of strange monsters, bizarre vistas, and the ever-present bearded visage of the Weird Wizard himself, who created the city with a spell long ago. Once, the city shone with strange lights and thunderous noise rose from the magic wrought by its master, but now it has gone quiet but for the whirs and clicks of the clockworks who maintain the place in their maker's absence. One can still spy clockwork soldiers patrolling the battlements or centauroids riding out across the dusty terrain of the Blasted Lands that surround the metropolis, but of the Weird Wizard there is no sign.

The Forbidden City could house a hundred thousand people and still have room to spare, but the Weird Wizard permitted no one in the city other than animals—particularly cats—and his clockwork servants. Houses, tenements, cafes, shops, and theaters are home to various animals but show no signs of people ever living in them. One notable absence from the city, though, is any temple or church—the Weird Wizard famously had no use for gods.

Four wide gates open onto wide streets that lead toward the citadel standing at the city center. Smaller roads and alleys branch off to grant access to crowds of buildings stacked almost atop one another. Here and there, the narrow streets widen into plazas dominated by fountains or incredibly lifelike statues of people, animals, and monsters.

A dozen spires rise from the citadel, each climbing at least a thousand feet in the air, festooned with balconies and connected to each other with slender bridges. When the Weird Wizard dwelled here, he used the towers as living spaces, vaults for his fabulous treasures, and quarters for his many strange and sometimes unnatural creations. The Wizard sealed the towers before vanishing and since then no one, not even the legendary clockwork named the First, who holds the city in his maker's name, has been able to enter them. Seeking a clue to their opening somewhere in the Forbidden City, adventurers scoured for answers. The few who undertook this pursuit never returned from their explorations in and under this strange place.

DEVASTATION

Even after a thousand years, magical storms ravage the ruins of the Old Empire in the place now called the Devastation. The horrors this land births necessitated the creation of the Bulwark, a demarcation of castles, walls, and other defenses guarded by a volunteer army funded, until recently, by the Great Kingdom. Year after year, the defenders throw back the fomorians, changed descendants of the Old Empire, but with no new funds coming and the Old Country in disarray, many fear that the enemy will overcome the defenses and run amok.

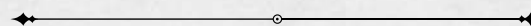
The Empire's legacy is one of magical misuse, devil-worship, and corruption, but it didn't start this way. The founders were survivors of the Great Cataclysm, a period of widespread flooding that marked the end of the Age of Myth, who sought to rebuild their culture and civilization in the Dawn Lands. The fledgling nation grew unchecked and became an empire some three thousand years ago.



NIGHTSPIRE

A singular tower of solid black stone rises some 100 feet high over the Plain of Peril, the haunted lands north of the Forbidden City. The Nightspire offers no means of ingress, and not even one window pierces its exterior; it is a column of darkness that tapers to a sharp point far above the flat, dusty landscape.

The tower connects the mortal world to the Twilight Lands, and the shadow it casts as the sun and moon track their way across the heavens also extends into this gloomy place, allowing shades and other beings native to that realm to pass between worlds. Many followers of the Old Faith believe this site to be holy, and over the centuries, pilgrims have braved the many dangers of the New Lands to behold its eerie beauty. Now, though, a small settlement of shades growing just beyond the reach of the spire's shadow makes this place unwelcome to outsiders.



Not content with the territory it held, the Empire pressed south, conquering the smaller states in its path, enslaving their populations or wiping them out. Eventually, the imperials turned their attentions beyond the continent, throwing their might against Za and eventually setting sail across the ocean to beset peoples on the other side of the world. Among those were the Kalasans, who so soundly defeated the invaders that many expected the distant land to come and finish off the Empire, but the ships never arrived.

For all its might, for all its wealth, the Empire could not control the rot at its core. The emperors had long been powerful sorcerers and ruled with the support of diabolical warlocks who adopted fanciful names to keep their true names safe. So long as they allowed the warlocks to rule their territories as they saw fit, the emperors could remain. But the last to climb the throne, a great monstrous chair made from the skulls of regents slain by his ancestors, saw what the Empire had become and sought reforms, bestowing greater liberties on the common people and even granting independence to some far-flung colonies. The warlocks rebelled and tore the Empire apart.

Two thousand years has not been time enough to abate the ruination the warlocks unleashed. Mile-high purple and lime-green clouds blot out the sun and drag curtains of killing fire, white and ghostly, across the ground, burning and warping whatever they touch. Great stretches of land have been turned to glass by the intense heat released by apocalyptic spells that still crackle and spark. But some survived this calamity, albeit changed and driven insane by suffering. A great wall has been raised to stanch the flood of horrors that would spill out of the Devastation, while the descendants of that land now lurk in the shadows of the Old Country, living as pariahs for the touch of darkness they bear.



SOUTHLANDS

The Southlands encompass a large continent that begins at the Sea of Fear and extends all the way to the southern pole. Of the Southlands, people know only of the enormous rainforest thought to cover a full third of the continent. From the sphinxes who have arrived in the borderlands came knowledge of the dying lands of Aegon beyond the jungle, nearly swallowed by a growing desert waste.

LANDS OF LEGEND

Of other, more distant lands, people know little more than names and have vague notions about what they signify. Across the Sunrise Ocean lies ancient Kalasa, sworn enemy of the Empire against whom they fought a century-long war until it abruptly stopped. There's the Indigo Coast, somewhere south of even Aegon, where purple-skinned humans worship strange gods and wield stranger magic. Every now and then, a bard will sing about Lost Oraldia, the kingdom that offended the gods so much they nearly drowned the world. And then there are the Four Kingdoms of the Maridians, of which not even the janni say much. The Free Cities of Pyran, the Hegemony, the Sea Kingdom, and others might be real places or not. The only way to know for certain is to go there.

BEYOND THE MORTAL WORLD

People understand that places exist beyond what they see, hear, and otherwise sense. The Underworld, the Netherworld, and Paradise all fit into their religious concepts as destinations for souls after death. While most people accept these places as real, they do

not expect to see them before they die. These realms are remote, divorced from everyday experience, home to the gods themselves.

These other worlds are not as distant as many expect. Each deathly realm touches the mortal world, and all have access points throughout it. These might be ordinary-looking doors or gates, empty arches that fill with light on certain times of the year, shimmering curtains that manifest based on the alignment of the planets, or portals that open with magical keys.

Spirits that cannot or will not move onto one of the destined realms might become lost in the Ephemera, or the spirit world, which envelops the mortal world and offers routes to Paradise, the Underworld, and anywhere else one might wish to go. Animal spirits travel to the Ephemera in death and persist in the ghostly wilds for a time before their spirits return to new bodies. With them, one finds forgotten gods, ghosts, travelers, and things people have lost or abandoned.

Many other hidden places share the cosmologically curious nature of the deathly realms. The faeries mastered the art of creating smaller realities within larger ones, each like a bubble floating on the surface of a pond. Faerie realms include such fantastical locales as Goblin City, the Eternal Garden, the Palace of Earthly Delights, the Night Market, and the Twilight Lands. These places are havens for the faeries and pose grave danger to mortals who stumble into them.

Finally, all of creation, which includes Erth and the universe that contains it, exists inside its own reality, which is itself enveloped in the endless darkness of the Void, the birthplace of demons. No one knows where the Void comes from, its true nature, or much about it other than that it is wholly evil and contains, despite its apparent emptiness, a multitude of terrors. Some have theorized it might be possible to reach another reality by crossing the Void, but such an idea is surely madness.



CHAPTER 3

BESTIARY

As the characters explore the borderlands and venture into realms beyond, they have opportunities to meet allies and enemies. They might gain allies by hiring people to fight at their side, summon creatures from far-flung places, or bind to themselves spirits and other entities willing to lend aid. But for every potential ally, a dozen enemies lie in wait. Enemies include desperate bandits, strange hybrids escaped from the Weird Wizard's laboratories, demons creeping through reality's cracks, tricky faeries, foul fiends, undead, spirits, and so much more. These foes block the way toward completing a quest, and so the characters need to defeat them, find a way around them, or come up with some other solution to thwart their wicked intentions.

This chapter presents a wide selection of creatures and objects to serve as allies and enemies. You'll also find information about humans in various roles, such as soldier, magician, or peasant, while introducing other peoples the characters might meet, from ogres to elves and everything in between.

Only the most essential information needed to use these creatures and objects in play appears here, with occasional embellishment to reinforce a creature's unique nature. You are encouraged to add as much detail as you like to bring these beings to life. Such detail might include other cultures, beliefs, identities, and more. Consider each entry as a framework on which to hang whatever story elements you deem appropriate.



RULES

Creatures described in this chapter use the same rules presentation for ease of use. Each entry describes those actions, reactions, and other capabilities available to the creature. In addition to these, a creature could make use of other activities described in Chapter 2 of *Shadow of the Weird Wizard*.

NAME

DESCRIPTORS · DIFFICULTY

Defense: score (armor, if any; shield, if any), **Health:** score

Strength: score (modifier), **Agility:** score (modifier)

Intellect: score (modifier), **Will:** score (modifier)

Size: #, **Speed:** # (Special movement traits)

Languages: Name (if no language, this entry is absent)

Senses: Any special sense or senses (if no special senses, this entry is absent)

Immune: Any source of damage, affliction, or effect the creature ignores. If the creature is immune to nothing, this entry is absent.

Fury: A description of what options the enemy can use. If the enemy lacks this trait, this entry is absent.

Special Traits or Talents: Description

ACTIONS

Melee Attack—Weapon · Traits: Attribute (+#) with # boons or banes (damage)

Attack Rider: Any additional effects from a successful attack, unless otherwise noted. If there are none, this entry is absent.

Ranged Attack—Weapon · Traits: Attribute (+#) with # boons or banes (damage)

Attack Rider: Any additional effects from a successful attack, unless otherwise noted. If there are none, this entry is absent.

Special Action: A description of what happens.

REACTIONS

Special Reaction: A description of what happens. If the enemy has no special reactions, this entire section is absent.

END OF THE ROUND

End-of-Round Effect: A description of what happens. If the enemy has no end of the round effects, this entire section is absent.

NAME

The creature's name appears first. The name describes how the creature is known generally in the borderlands and might refer to the kind of creature or its profession. You can give creatures personal names if you choose.

DIFFICULTY

The creature's Difficulty tells you the kind of impact the creature makes in a combat scene. See Using Enemies, later in this chapter.

DESCRIPTOR

A creature has one or more descriptors, which tell you about how the creature fits into the world.

ANCESTRY: Human, dwarf, haren, or something else, an ancestry descriptor indicates that the creature belongs to a larger people in the world, a people that has a language, society, and some semblance of culture.

This chapter includes optional ancestry traits for characters other than human. You can use the listed traits to modify human enemies by simply adding these traits to the enemy's rules. While these traits work for enemies the characters face, they might not be appropriate for the players to use. You decide what ancestries are available for players to choose. For more information on ancestries, be sure to check out the *Weird Ancestries* supplement, which provides a more thorough look at ancestries for player use.

ANGEL: An angel is an immortal creature created by the gods to perform a specific service.

BEAST: A beast is a living animal creature with any shape or form. Beasts lack formal language, though they might have a limited ability to communicate. They have social structures organized around acquiring and distributing resources but lack cultural concepts such as arts, sciences, and a history beyond individual experiences. Beasts represent animals found in reality as well as those that could exist.

CREATION: Magic, engineering, or some other effect enables an object to behave as a creature does. When incapacitated, damage in excess of a creation's Health applies to its object form, and the creation becomes an ordinary object.

DEMON: All demons come from the endless darkness that prevails between realities, known as the Void. Until demons come under reality's influence, they lack physical forms. Once they come close to or enter a reality, they create bodies from available materials. These bodies might be flesh and blood, but they are not alive.

ELEMENTAL: A people built from one of the fundamental forces in nature, elementals die only from violence or mishap. When they die, they are utterly destroyed and cannot be restored to life by any means.


FAERIE: An immortal people who die only from violence or mishap, faeries stop showing signs of aging after they reach adulthood. Faeries become weakened while they wear or carry objects made from iron or its alloys.

FIEND: An immortal people who die only from violence or mishap, fiends are bound by ancient pacts to a place of fire and shadow called the Netherworld. Fiends become weakened while they wear or carry objects made from silver.

FUNGUS/PLANT: A fungus or plant is often, though not always, an immobile living organism. Most lack the sensory organs of other creatures.

MONSTER: A monster describes a being with unusual or unnatural qualities that set it apart from beasts. Many monsters have languages and might behave like creatures with ancestries, but their inherent hostility renders them incapable of peaceful cohabitation.

SPIRIT: A spirit is the incorporeal essence of a creature. Spirits acquire physical forms when in places designed to house them—such as the spirit world, Underworld, or Netherworld, for example. Spirits that appear in the natural world are transparent, ephemeral entities, ghostly versions of their previous forms.



When a spirit becomes incapacitated in the realm to which it belongs, it is destroyed. If incapacitated elsewhere, the spirit returns to the place it belongs 24 hours later, having healed all damage and regained all Health.

UNDEAD: An undead is a dead creature that retains many qualities of the living. Undead can move, sometimes eat or speak, and, in rare cases, pass for the living.

AMPHIBIOUS: The creature can breathe while underwater in addition to breathing air.

AQUATIC: The creature breathes only while underwater.

SWARM: Many smaller creatures work together to act as a single creature. A swarm can move into and remain inside spaces occupied by other creatures.

DEFENSE AND HEALTH

Creatures and objects have Defense and Health scores. A parenthetical notation tells you if a creature or object wears armor or uses a shield. If the creature loses the armor or shield, simply reduce the Defense by the appropriate amount (see Chapter 3 of *Shadow of the Weird Wizard*). If the creature lacks armor or shield, the number describes its natural Defense score.

CREATURES HAVE HEALTH SCORES: The number shown is the typical amount. You can increase or decrease this amount as you like to create greater variety, though avoid adjusting this number by more than twenty percent in either direction.

ATTRIBUTES

A creature or object with scores (and modifiers) for an attribute has them listed. If a creature or object lacks a score in an attribute, the attribute entry features a —, and the creature or object is immune to any effect that would require a roll against that attribute or would enable a target to make a roll using that attribute.

SIZE AND SPEED

A creature or object has a Size, which is expressed as a number. Size tells you how much horizontal space the creature takes up and how far it can reach from that space, in yards. A creature with extremities has a natural reach equal to its Size. Creatures and objects lacking extremities have a reach of 0.

A creature has a Speed, which is the number of yards the creature or object can move on its turn using its normal means of locomotion. Some entries might also have special movement traits.

Additional rules for Size and Speed can be found in Chapter 2 of *Shadow of the Weird Wizard*.

FALLEN FOES

Creatures that fall prone create challenging terrain in their space until they stand up. When a Size 4 or larger creature falls prone, its body covers the ground inside a space as long and wide as its Size. Each object in the space takes 1d6 damage per point of the fallen creature's Size. Each creature in the space makes an Agility roll. A held or slowed creature gets an automatic failure. On a success, the creature gets out of the way, moving to the nearest empty space of its Size. On a failure, a creature smaller than the fallen creature takes

1d6 damage per point of the fallen creature's Size, falls prone, and becomes held until either the fallen creature is no longer prone or the creature overcomes the affliction with a success on a Strength roll with 1 bane. A creature of the fallen creature's Size or larger takes 1d6 damage per 2 points of the creature's Size and is pushed to the nearest empty space of its Size.

LANGUAGES

Many creatures and some objects can speak. If so, the languages they know typically appear in a list here. It's up to you to decide if they can read and write. If the creature or object lacks a formal, learnable language, this entry is absent.

A language entry might have "understands" before the listed language. A creature that understands the language knows what's being said when that language is used but cannot itself speak.

TONGUES: The creature can enable all who hear it speak to understand what it says, provided they know at least one language. Creatures with this trait can also understand all spoken and written languages.

TRAITS AND TALENTS

Traits and talents refer to certain qualities a creature or object has that operate without the use of an action or reaction. A trait describes something innate to the creature or object, while a talent is an ability or learned property.

SENSES

If a creature or object has a special sense, it is listed here. Rules for special senses appear in *Shadow of the Weird Wizard*. A creature or object without special senses lacks this entry and can see and hear about as well as a human can.

IMMUNE

Creatures and objects might be immune to afflictions and damage from various sources. If so, the things to which the creature or object is immune are presented here. Otherwise, this entry is absent.

FURY

Many powerful creatures have the ability to perform activities beyond those afforded to combatants in a round. A creature with this trait that is not confused, controlled, stunned, or unconscious can make use of this trait once per round, at the end of any combatant's turn, to perform one of the listed activities. The creature can make use of each activity once. After it performs the last activity, it loses access to this trait until the combat ends. During the next combat, it can make use of these activities once more.

SPECIAL TRAITS OR TALENTS

Any other traits or talents that have persistent effects and require no use of an action or reaction are listed here. This entry is absent if the creature lacks passive traits and talents

ACTIONS

In addition to the actions described in Chapter 2 of *Shadow of the Weird Wizard*, a creature's rules include those attacks it can make and special actions it can use.

ATTACKS

Any creature that is not designated as harmless can make an unarmed attack if it must. However, most creatures carry weapons or have natural weapons to make them dangerous in combat.

When a creature uses an action to attack, choose one of the melee attack or ranged attack options presented here.

Some creatures that use weapons can deal more damage than is typical for the weapon they wield. Such an increase might represent superior training, inherent capability, or some other advantage that enables the creature to use the weapon to greater effect.

For weapons that use ammunition, an enemy is assumed to have enough ammunition for the entire combat scene. You can, of course, reduce or increase the amount.

TYPE: An attack is either melee, in which case you choose the target from among those creatures and objects in the creature's reach, or ranged. For a ranged attack, you choose the target from among those within the listed range.

NAME: The weapon or natural weapon the creature uses to make the attack. You can change out weapons with others described in Chapter 3 of *Shadow of the Weird Wizard*.

TRAITS: Any pertinent weapon traits appear parenthetically after the weapon entry.

ATTRIBUTE (+#): The attack tells you which attribute applies to the attack. For convenience, it includes the modifier for that attribute.

BOONS/BANES: Any boons or banes that apply to the roll are listed here.

AGAINST DEFENSE: Rolls to attack are always made against the target's Defense, unless it says otherwise.

(#): A successful result on a roll to attack causes the target to take damage, which is presented parenthetically.

ATTACK RIDER

A creature might have special rules for attacks it makes. If not, this entry is absent.

CRITICAL SUCCESS: Some creatures produce additional effects such as increased damage when the result of the roll is a critical success. If not, this entry is absent.

SPECIAL ACTIONS

Some creatures can perform special activities by using an action. If so, the activity is described under the relevant section after the attacks.

COMMON ACTIONS

As mentioned, creatures can make use of the common actions described in *Shadow of the Weird Wizard*, such as find, help, steal, and so on. Generally, in combat, a creature ought to prioritize the options presented in its rules. Some special exceptions to the common actions follow.

REACTIONS

Some creatures can perform special activities by using a reaction. If so, the activity is described under the relevant sections. If not, the section is absent.

FREE ATTACK: Most creatures have the ability to make free attacks. When they would make a free attack, they attack with an eligible weapon they wield.

TAKE THE INITIATIVE: A creature derives no benefit from taking the initiative unless it is controlled by a character.

END OF THE ROUND

Any effect the creature produces at the end of the round appears here. If it has none, this entry is absent.

USING ENEMIES

The following rules offer some guidance for creating combat scenes, specifically in helping you decide which creatures to use and in what quantities. The following information offers a starting point for building combat scenes; no rules can predict the exact circumstances in the game. A combination of luck, resource management, and skill could see one group run roughshod over what might seem a hard fight, while another group could find running away their best tactic after a series of bad dice rolls and inadequate preparation. Given the unpredictability of game play, use the information here as they're intended: guidelines.

COMBAT DIFFICULTY

Combat scenes can be easy, average, or hard. A group can handle an easy combat in a round or two, an average combat in 3 or 4 rounds, and a hard combat in 5 rounds or longer. As a rule of thumb, characters can handle around 12 rounds of fighting before they need to rest, though this number varies from group to group.

To assess a combat scene's difficulty, simply sum the Difficulty of all the enemies present in that scene and compare the total to the values listed on the Difficulty by Tier per Scene per Character table. Conversely, if you are building a combat scene from scratch, you can use the table to create a Difficulty budget. You spend points from the budget to purchase enemies, with each having a cost equal to its Difficulty. For example, if you want to create an easy combat scene for a group of four novice characters, your budget is 4. You can purchase 4 goblins for that scene (each has Difficulty 1) or 2 goblins (1 each) and 1 goblin beast rider (2) or 1 mog (4).



**DIFFICULTY BY TIER PER
SCENE PER CHARACTER**

TIER	EASY	AVERAGE	HARD
Novice	1	2	3
Expert	2	4	6
Master	4	8	12

**TYPICAL DIFFICULTY FOR
THREE CHARACTERS**

TIER	EASY	AVERAGE	HARD
Novice	3	6	9
Expert	6	12	18
Master	12	24	36

**TYPICAL DIFFICULTY FOR
FOUR CHARACTERS**

TIER	EASY	AVERAGE	HARD
Novice	4	8	12
Expert	8	16	24
Master	16	32	48

**TYPICAL DIFFICULTY FOR
FIVE CHARACTERS**

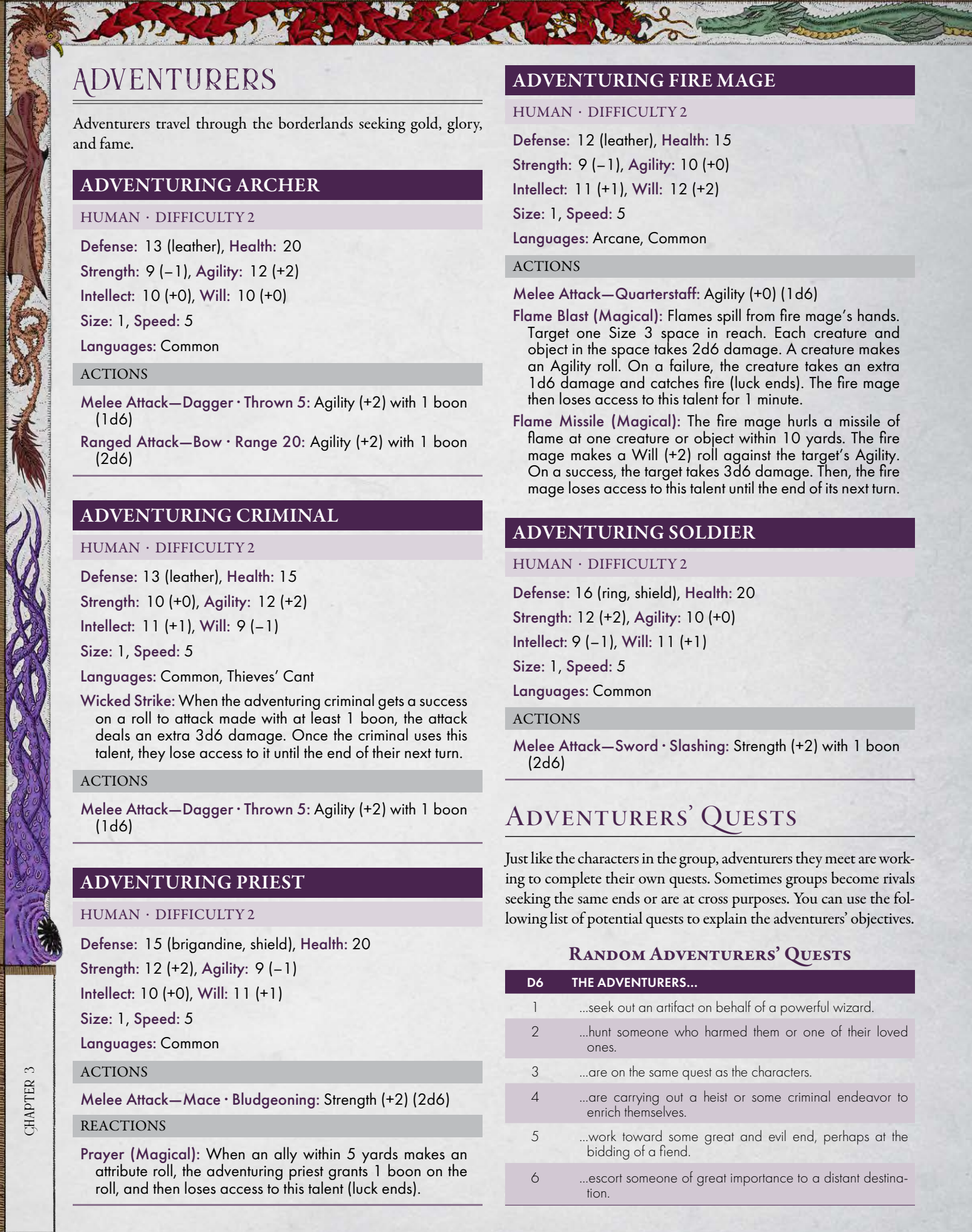
TIER	EASY	AVERAGE	HARD
Novice	5	10	15
Expert	10	20	30
Master	20	40	60

**TYPICAL DIFFICULTY FOR
SIX CHARACTERS**

TIER	EASY	AVERAGE	HARD
Novice	6	12	18
Expert	12	24	36
Master	24	48	72

TRIVIAL AND LETHAL SCENES

A trivial combat scene takes less than a round to complete, while a lethal scene might take 10 rounds or longer to complete. You can use trivial combat scenes for chases, social interactions that turn violent, or for sentries that might raise the alarm in a larger complex. A lethal scene, used sparingly, can present the group with foes at the upper end of what they can hope to face and ought to appear at the end of a tier. Suitable foes for such conflicts include the type VI demon, dragon, and liche.



ADVENTURERS

Adventurers travel through the borderlands seeking gold, glory, and fame.

ADVENTURING ARCHER

HUMAN · DIFFICULTY 2

Defense: 13 (leather), **Health:** 20
Strength: 9 (–1), **Agility:** 12 (+2)
Intellect: 10 (+0), **Will:** 10 (+0)
Size: 1, **Speed:** 5
Languages: Common

ACTIONS

Melee Attack—Dagger · Thrown 5: Agility (+2) with 1 boon (1d6)
Ranged Attack—Bow · Range 20: Agility (+2) with 1 boon (2d6)

ADVENTURING CRIMINAL

HUMAN · DIFFICULTY 2

Defense: 13 (leather), **Health:** 15
Strength: 10 (+0), **Agility:** 12 (+2)
Intellect: 11 (+1), **Will:** 9 (–1)
Size: 1, **Speed:** 5
Languages: Common, Thieves' Cant

Wicked Strike: When the adventuring criminal gets a success on a roll to attack made with at least 1 boon, the attack deals an extra 3d6 damage. Once the criminal uses this talent, they lose access to it until the end of their next turn.

ACTIONS

Melee Attack—Dagger · Thrown 5: Agility (+2) with 1 boon (1d6)

ADVENTURING PRIEST

HUMAN · DIFFICULTY 2

Defense: 15 (brigandine, shield), **Health:** 20
Strength: 12 (+2), **Agility:** 9 (–1)
Intellect: 10 (+0), **Will:** 11 (+1)
Size: 1, **Speed:** 5
Languages: Common

ACTIONS

Melee Attack—Mace · Bludgeoning: Strength (+2) (2d6)

REACTIONS

Prayer (Magical): When an ally within 5 yards makes an attribute roll, the adventuring priest grants 1 boon on the roll, and then loses access to this talent (luck ends).

ADVENTURING FIRE MAGE

HUMAN · DIFFICULTY 2

Defense: 12 (leather), **Health:** 15
Strength: 9 (–1), **Agility:** 10 (+0)
Intellect: 11 (+1), **Will:** 12 (+2)
Size: 1, **Speed:** 5
Languages: Arcane, Common

ACTIONS

Melee Attack—Quarterstaff: Agility (+0) (1d6)
Flame Blast (Magical): Flames spill from fire mage's hands. Target one Size 3 space in reach. Each creature and object in the space takes 2d6 damage. A creature makes an Agility roll. On a failure, the creature takes an extra 1d6 damage and catches fire (luck ends). The fire mage then loses access to this talent for 1 minute.
Flame Missile (Magical): The fire mage hurls a missile of flame at one creature or object within 10 yards. The fire mage makes a Will (+2) roll against the target's Agility. On a success, the target takes 3d6 damage. Then, the fire mage loses access to this talent until the end of its next turn.

ADVENTURING SOLDIER

HUMAN · DIFFICULTY 2

Defense: 16 (ring, shield), **Health:** 20
Strength: 12 (+2), **Agility:** 10 (+0)
Intellect: 9 (–1), **Will:** 11 (+1)
Size: 1, **Speed:** 5
Languages: Common

ACTIONS

Melee Attack—Sword · Slashing: Strength (+2) with 1 boon (2d6)

ADVENTURERS' QUESTS

Just like the characters in the group, adventurers they meet are working to complete their own quests. Sometimes groups become rivals seeking the same ends or are at cross purposes. You can use the following list of potential quests to explain the adventurers' objectives.

RANDOM ADVENTURERS' QUESTS

D6	THE ADVENTURERS...
1	...seek out an artifact on behalf of a powerful wizard.
2	...hunt someone who harmed them or one of their loved ones.
3	...are on the same quest as the characters.
4	...are carrying out a heist or some criminal endeavor to enrich themselves.
5	...work toward some great and evil end, perhaps at the bidding of a fiend.
6	...escort someone of great importance to a distant destination.



AMPHISBAENA

Draconus belongs to the pantheon formed by Lord Death, but once the gods were bitter foes and the blood spilled from the great dragon's body spawned many terrible monsters such as the amphisbaena, the serpent with two heads. In the ages since their creation, they have spread across the world, though they have the greatest numbers in hot climates, such as in the depths of primeval jungles or in the deserts where they compete with gigantic scorpions and other awful things for dominance. Amphisbaena eggs command a high price in the black markets of the known world. Dark magicians and devotees to unspeakable powers use these creatures as guardians for treasures and unholy places.

An amphisbaena appears as a 12-foot-long serpent with a fanged head at either end of its body. Bright, colorful scales form complex patterns on its back. Thick, pale bands wrap around its underside. The creature's unnatural origins reveal themselves in its baleful gaze. Those who meet it become powerless to move.

AMPHISBAENA

MONSTER · DIFFICULTY 8

Defense: 15, **Health:** 80

Strength: 13 (+3), **Agility:** 11 (+1)

Intellect: 8 (–2), **Will:** 10 (+0)

Size: 2, **Speed:** 6 (Slippery)

Senses: True Vision

Two Heads: While not injured, the amphisbaena increases the number of actions and reactions it can use by one each. If the amphisbaena becomes confused, controlled, Intellect impaired, Will impaired, or stunned, it can make a luck roll. On a success, the affliction ends.

ACTIONS

Melee Attack—Fangs: Strength (+3) with 1 boon (4d6)

Venom: A flesh-and-blood target makes a Strength roll. On a failure, it becomes poisoned (luck ends). Whenever a creature poisoned in this way rolls to attack, it also makes a luck roll. The attack counts as a success only if both rolls result in successes.

Blinding Spittle: The amphisbaena spits at one Size 2 space within 10 yards. For each creature in the space separately, make a Strength (+3) roll against the creature's Agility. On a success, the target takes 4d6 damage and becomes blinded (luck ends). Once the amphisbaena uses this trait, it loses access to it (luck ends).

REACTIONS

Pinning Gaze (Magical): When an enemy starts its turn with line of sight to the amphisbaena, make a Will (+0) roll against that enemy's Will. On a success, the enemy becomes held until it loses line of sight to the amphisbaena, it overcomes the affliction with a success on a Will roll, or the amphisbaena dies. On a failure, the enemy becomes immune to this trait for 1 hour.

ANIMATED SKELETONS

Bones animated by magic make useful—albeit mindless—servants. Despite being created from dead materials, skeletons are not themselves undead.

SMALL ANIMATED SKELETON

CREATION · DIFFICULTY 1

Defense: 13, **Health:** 10

Strength: 8 (–2), **Agility:** 11 (+1)

Intellect: —, **Will:** —

Size: 1/2, **Speed:** 5 (Slippery)

Senses: Awareness 5

Immune: asleep, blinded, deafened, poisoned; deprivation, exposure, infection, suffocation

ACTIONS

Melee Attack—Claws: Agility (+1) (1d6)

MEDIUM ANIMATED SKELETON

CREATION · DIFFICULTY 2

Defense: 12, **Health:** 20

Strength: 11 (+1), **Agility:** 13 (+3)

Intellect: —, **Will:** —

Size: 1, **Speed:** 5 (Slippery)

Senses: Awareness 5

Immune: asleep, blinded, deafened, poisoned; deprivation, exposure, infection, suffocation

ACTIONS

Melee Attack—Claws: Agility (+3) (2d6)

LARGE ANIMATED SKELETON

CREATION · DIFFICULTY 4

Defense: 11, **Health:** 80

Strength: 13 (+3), **Agility:** 10 (+0)

Intellect: —, **Will:** —

Size: 2, **Speed:** 5

Senses: Awareness 5

Immune: asleep, blinded, deafened, poisoned; deprivation, exposure, infection, suffocation

ACTIONS

Melee Attack—Claw: Strength (+3) with 1 boon (2d6)

Two Attacks: The large animated skeleton makes two claw attacks.

ARCHON

The High One created the seraphs to serve and thus expects obedience from them all. If any show any deviation from the purpose for which they were made, such as the adoption of a name, a display of some quirk or mannerism, or, rank disobedience, the seraph becomes a pariah, stripped of their wings, and cast out of Paradise to wander the face of Erth for the rest of their days. Being immortal means their suffering lasts until slain or destroyed by mishap.

Archons, as they are called, resemble their seraph kin despite their lack of wings, standing 6 feet tall and weighing exactly 160 pounds. The High One made their bodies to look as if they were made from precious metals, such as the copper soldiers and silver messengers. Other metals, including base ones, signal different functions in the High One's service. Though they have humanoid bodies, they appear androgynous, hairless, and without any reproductive organs.

The trauma of losing their wings and their exile from Paradise might not end an archon's dedication to the High One. They might hope for redemption and serve their creator in the mortal world as they did in Paradise. For most, though, the pain, anguish, and shame poison their hearts and lead them into darkness, where they become effective and deadly agents of evil. One can find these fallen angels leading bandits or orcs, consorting with fiends, or, even, at the head of undead or demonic armies.

ANTIHERO

Humiliated by exile, archon antiheroes crave vengeance and achieve this goal by fomenting chaos and upheaval. These efforts come at a terrible price, however. All vestiges of their former beauty have fallen away, leaving their metallic bodies pitted and blackened, with weeping wounds. Obscene symbols of chaos and evil are etched into their hides, and when they are angered, these signs gleam with malevolent light.

Antiheroes keep the company of orcs, undead, and mutants.



ARCHON ANCESTRY

ARCHON, ANGEL

Natural Defense: +1, **Health:** +4

Size: 1, **Speed:** 5

Bonus Languages: Tongues

Immune: asleep, frightened, poisoned; deprivation, exposure, infection, suffocation

ARCHON ANTIHERO

ARCHON, ANGEL • DIFFICULTY 8

Defense: 18 (full plate), **Health:** 100

Strength: 13 (+3), **Agility:** 12 (+2)

Intellect: 12 (+2), **Will:** 15 (+5)

Size: 1, **Speed:** 5

Languages: Tongues

Immune: asleep, frightened, poisoned; deprivation, exposure, infection, suffocation

Divine Word (Magical): If the antihero is not confused, controlled, stunned, or unconscious, it can, at the start of its turn, shout a divine word at one enemy within 5 yards. If the target can hear it, the target makes a Will roll. On a success, it becomes immune to Divine Word for 24 hours. On a failure, the target becomes stunned until the end of the antihero's next turn. Once the antihero uses this talent, it loses access to it for 1 minute.

Ruinous Presence (Magical): Whenever an enemy within 5 yards of the antihero takes damage, that enemy takes an extra 1d6 damage.

ACTIONS

Melee Attack—Accursed Long Sword • Slashing, Versatile (Magical): Strength (+3) with 1 boon (6d6)

Critical Success: A flesh-and-blood target loses 2d6 Health and becomes weakened (luck ends).

REACTIONS

Curse of the Antigod (Magical): When an enemy within 5 yards starts its turn, the antihero speaks a terrible curse. The enemy that enabled the use of this talent makes a luck roll. On a success, the enemy becomes immune to Curse of the Antigod for 24 hours. On a failure, the enemy becomes cursed for 24 hours. While cursed in this way, the enemy cannot heal damage.

ATOMY

Harmless alone, atomies become dangerous when gathered in large groups, though they would far rather play tricks on their enemies and make jests at their expense. Such mockery lasts only as long as they find it entertaining, and then they wing away, filling the air with the chiming of tiny bells. Certainly, atomies are nuisances. They might tug on a horse's mane to make it run off after they loosen a saddle strap to send the rider tumbling to the ground. Such acts might annoy, but the atomies intend no harm; they want to entertain themselves. Harm one, though, and the rest come to the rescue, forming a seething, hissing mass of angry faeries who use their teeth, nails, and sharp pieces of whatever is on hand to take the offender apart.

An individual atomy stands 3 inches tall and resembles a human child with pointed ears and a mop of bright, colorful hair. It has shining eyes and butterfly wings. In certain lands, atomies have features of birds, rodents, insects, and other animal characteristics.

SWARM OF ATOMIES

FAERIE, SWARM • DIFFICULTY 4

Defense: 16, **Health:** 40

Strength: 5 (–5), **Agility:** 13 (+3)

Intellect: 10 (+0), **Will:** 9 (–1)

Size: 5, **Speed:** 5 (Fly, Slippery, Squeeze 1 inch)

Languages: Sylvan

Senses: Keen Vision

Immune: controlled, held, impaired, prone, slowed, stunned, weakened; infection

Befuddling Presence: When an enemy starts its turn within 1 yard of the atomies, the enemy makes a Will roll. On a success, the enemy becomes immune to this talent for 1 hour. On a failure, the enemy becomes confused and vulnerable until the start of its next turn.

ACTIONS

Thieving Faeries: Each enemy in the swarm's space or within 1 yard of it makes an Agility roll with 1 bane. On a failure, the enemy takes 3d6 damage. In addition, if the swarm is not injured, the swarm removes one object the enemy wears and carries. The object moves with the swarm until the swarm becomes injured, at which point the object drops to the ground in a space of its choosing within its space.

REACTIONS

Not So Fast: When an enemy in its space or within 1 yard of it moves away from the swarm, the atomies make an Agility (+3) roll against that enemy's Agility. On a success, the enemy takes 1d6 damage and falls prone.

END OF THE ROUND

Chaotic Mischief: If the swarm of atomies is not confused or unconscious, each enemy in its space and within 1 yard of it makes a luck roll. A Size 5 or larger enemy ignores this effect. On a failure, the enemy falls prone and becomes weakened until the end of the next round. While weakened in this way, the enemy cannot stand up.





ATTERCOP

Attercops might once have been people, but service to foul powers and isolation in the bleakest places have burdened them with monstrosity they can never hope to overcome. They have humanoid forms but are bent and crooked, with rubbery gray or green skin from which sprout tufts of black hair and horns, spurs, and nodules. Each has a pair of spinnerets on the underside of its sagging belly and a set of eight red eyes arranged haphazardly across its face.

Attercops dwell in places where they can string their webs to ensnare prey. Forests, caves, and narrow chasms serve them well. A charnel reek hangs about their dens, with bones and scraps of cloth from previous victims scattered on the ground. These places can confuse and confound victims, turning them around or sending them stumbling into webs. Attercops wrap their victims in cocoons of webbing and hang them from the ceilings to “cure.”

All attercops speak their own language, which sounds faint and whispery, with clicks and pops. Spiders seem to understand what attercops say.

ATTERCOP

MONSTER • DIFFICULTY 8

Defense: 16, **Health:** 80
Strength: 12 (+2), **Agility:** 12 (+2)
Intellect: 11 (+1), **Will:** 10 (+0)
Size: 1, **Speed:** 6 (Climber, Slippery)
Languages: Attercop
Senses: Keen Hearing, Keen Vision
Furtive Moves: When the attercop ends a move in a space illuminated by dim light, faint light, or no light at all, it becomes invisible until it uses an action, becomes harmed, or moves into a space lit by bright light.

ACTIONS

Melee Attack—Fangs: Strength (+2) with 1 boon (4d6)
Attercop Venom: A flesh-and-blood target makes a Strength roll. On a failure, the target becomes poisoned (luck ends). If the target becomes injured while poisoned in this way, it falls prone and becomes unconscious for 1d6 hours. Time spent unconscious in this way does not count as resting.
Melee Attack—Claw: Strength (+2) with 1 boon (1d6)
Three Attacks: The attercop makes a Fangs attack and two Claw attacks.

REACTIONS

Squirt Webs: When a creature within 5 yards starts its turn, the attercop can spray webs at that creature. The target makes an Agility roll with 1 bane. On a failure, the target becomes held (luck ends) or until it overcomes the affliction with a success on a Strength roll. Once it uses this trait, it loses access to it (luck ends).
Dart Away: When the attercop gets a failure on a roll to attack, its Speed increases by 2 until the end of its turn.

END OF THE ROUND

Attercop Lair Effects: If the attercop is in its lair, make a luck roll. On a success, target one enemy within 10 yards of the attercop and roll a d6 to determine what happens to it.

D6	RESULT
1	The target makes an Agility roll. On a failure, the enemy stumbles into a mass of webbing and becomes held until it overcomes the affliction with a successful Strength roll or the webbing takes 5 damage from fire.
2	The target becomes swarmed with baby spiders and takes 1d6 damage. If the target becomes injured as a result, it also becomes poisoned (luck ends).
3	The target becomes blinded until the end of its next turn after something wet and nasty falls on its face.

D6	RESULT
4	The target makes an Agility roll. On a failure, a loop of web drops down on the enemy and yanks it from its feet to leave it hanging 1d6 yards in the air. The enemy becomes held until the web takes 5 damage or more from fire or an edged weapon. Until this effect ends, the target is subject to suffocation.
5	The enemy makes a luck roll. On a failure, it slips in filth and falls prone, dropping whatever it is holding. Dropped items go skittering off into empty spaces of your choice within 5 yards.
6	The target makes a luck roll. On a failure, a spray of venom causes the target to take 1d6 damage, and become blinded and poisoned (luck ends both).

AWAKENED OBJECTS

Magic can cause a table to jump around like a goat, slamming into everything nearby, while an animated wardrobe lurches forward on stubby legs to slam opponents with its doors. Such creations tend to appear in magicians' workshops or in places where magic has gone awry.

SMALL AWAKENED OBJECT

CREATION · DIFFICULTY 1

Defense: 10, Health: 10

Strength: 12 (+2), Agility: 8 (-2)

Intellect: —, Will: —

Size: 1/2, Speed: 5 (0 if secured)

Senses: Awareness 5

Immune: asleep, blinded, deafened, poisoned; deprivation, exposure, infection, suffocation

ACTIONS

Melee Attack—Appendage: Strength (+2) (1d6)

MEDIUM AWAKENED OBJECT

CREATION · DIFFICULTY 2

Defense: 10, Health: 20

Strength: 13 (+3), Agility: 8 (-2)

Intellect: —, Will: —

Size: 1, Speed: 5 (0 if secure)

Senses: Awareness 5

Immune: asleep, blinded, deafened, poisoned; deprivation, exposure, infection, suffocation

ACTIONS

Melee Attack—Appendage: Strength (+3) with 1 boon (2d6)

LARGE AWAKENED OBJECT

CREATION · DIFFICULTY 4

Defense: 8, Health: 40

Strength: 15 (+5), Agility: 8 (-2)

Intellect: —, Will: —

Size: 2, Speed: 5 (0 if secure)

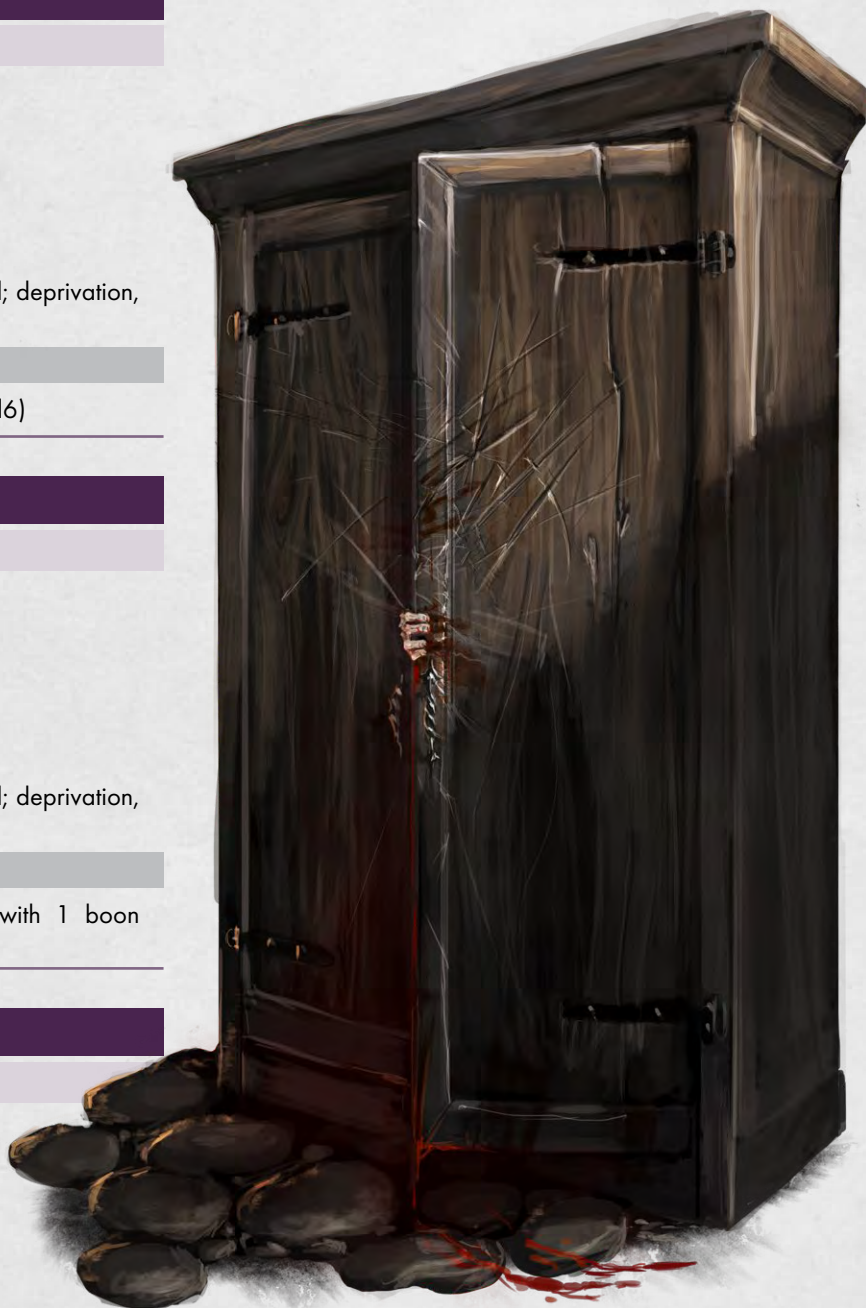
Senses: Awareness 5

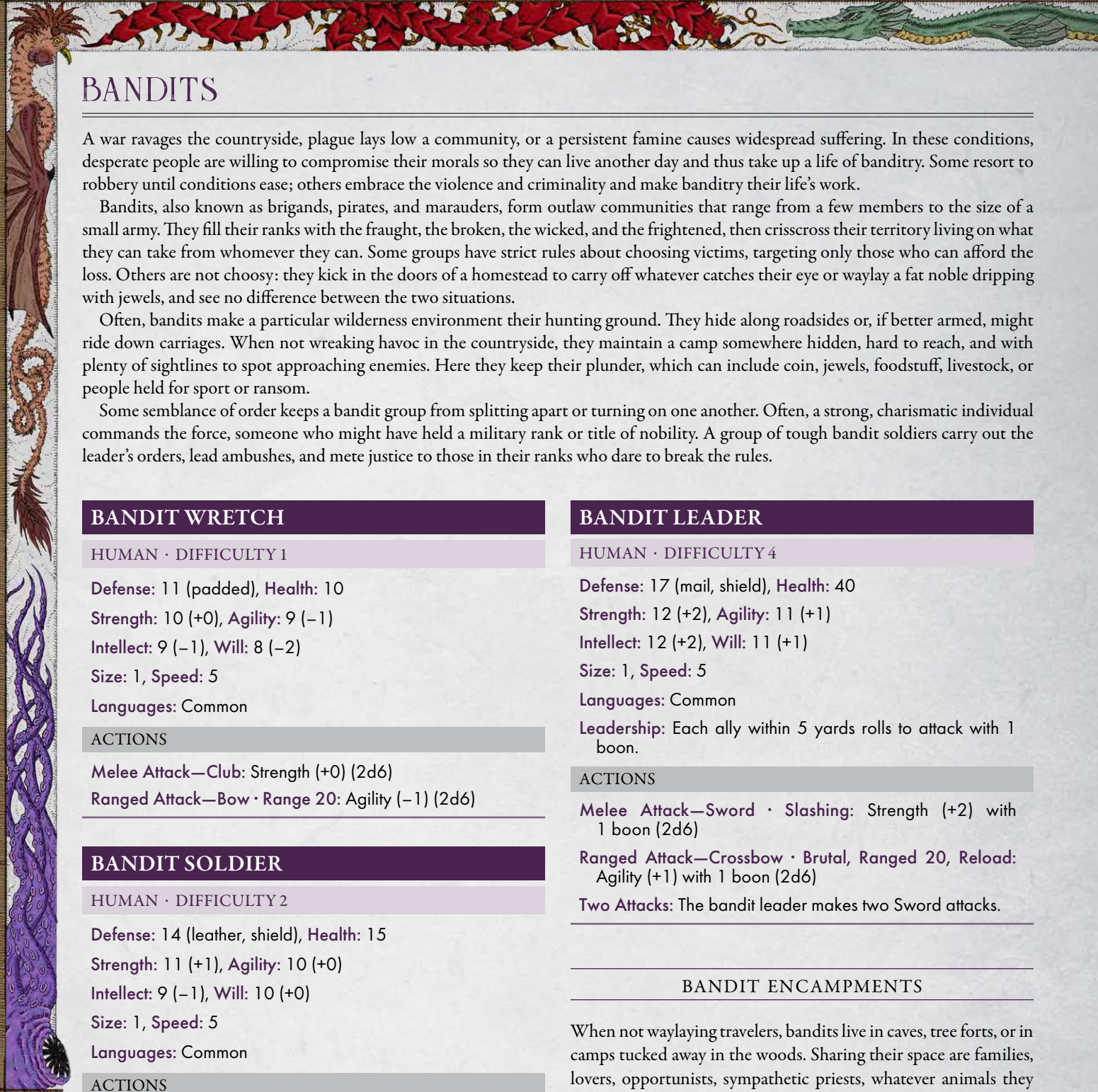
Immune: asleep, blinded, deafened, poisoned; deprivation, exposure, infection, suffocation

ACTIONS

Melee Attack—Appendage: Strength (+5) with 1 boon (3d6)

Two Attacks: The large awakened object makes two Appendage attacks.





BANDITS

A war ravages the countryside, plague lays low a community, or a persistent famine causes widespread suffering. In these conditions, desperate people are willing to compromise their morals so they can live another day and thus take up a life of banditry. Some resort to robbery until conditions ease; others embrace the violence and criminality and make banditry their life's work.

Bandits, also known as brigands, pirates, and marauders, form outlaw communities that range from a few members to the size of a small army. They fill their ranks with the fraught, the broken, the wicked, and the frightened, then crisscross their territory living on what they can take from whomever they can. Some groups have strict rules about choosing victims, targeting only those who can afford the loss. Others are not choosy: they kick in the doors of a homestead to carry off whatever catches their eye or waylay a fat noble dripping with jewels, and see no difference between the two situations.

Often, bandits make a particular wilderness environment their hunting ground. They hide along roadsides or, if better armed, might ride down carriages. When not wreaking havoc in the countryside, they maintain a camp somewhere hidden, hard to reach, and with plenty of sightlines to spot approaching enemies. Here they keep their plunder, which can include coin, jewels, foodstuff, livestock, or people held for sport or ransom.

Some semblance of order keeps a bandit group from splitting apart or turning on one another. Often, a strong, charismatic individual commands the force, someone who might have held a military rank or title of nobility. A group of tough bandit soldiers carry out the leader's orders, lead ambushes, and mete justice to those in their ranks who dare to break the rules.

BANDIT WRETCH

HUMAN · DIFFICULTY 1

Defense: 11 (padded), Health: 10

Strength: 10 (+0), Agility: 9 (–1)

Intellect: 9 (–1), Will: 8 (–2)

Size: 1, Speed: 5

Languages: Common

ACTIONS

Melee Attack—Club: Strength (+0) (2d6)

Ranged Attack—Bow · Range 20: Agility (–1) (2d6)

BANDIT SOLDIER

HUMAN · DIFFICULTY 2

Defense: 14 (leather, shield), Health: 15

Strength: 11 (+1), Agility: 10 (+0)

Intellect: 9 (–1), Will: 10 (+0)

Size: 1, Speed: 5

Languages: Common

ACTIONS

Melee Attack—Sword · Slashing: Strength (+1) with 1 boon (2d6)

Ranged Attack—Bow · Ranged 20: Agility (+0) with 1 boon (2d6)

BANDIT LEADER

HUMAN · DIFFICULTY 4

Defense: 17 (mail, shield), Health: 40

Strength: 12 (+2), Agility: 11 (+1)

Intellect: 12 (+2), Will: 11 (+1)

Size: 1, Speed: 5

Languages: Common

Leadership: Each ally within 5 yards rolls to attack with 1 boon.

ACTIONS

Melee Attack—Sword · Slashing: Strength (+2) with 1 boon (2d6)

Ranged Attack—Crossbow · Brutal, Ranged 20, Reload: Agility (+1) with 1 boon (2d6)

Two Attacks: The bandit leader makes two Sword attacks.

BANDIT ENCAMPMENTS

When not waylaying travelers, bandits live in caves, tree forts, or in camps tucked away in the woods. Sharing their space are families, lovers, opportunists, sympathetic priests, whatever animals they might have, and a captive or two awaiting ransom. Bandits have little in the way of goods or treasure; if they had such things then they wouldn't be out robbing wagons. After a recent raid, though, they might be flush with goods until they consume them, trade them, or give them away to those in need.

BANSHEE

For mortals who have been betrayed by loved ones, burdened by terrible grief, death might not be the end. Their souls, loosed from their bodies, linger. The hatred, the rage, the sorrow blackens their spirits until they become harbingers of evil known as banshees.

Unable to face the light, they spill out in roiling black clouds from hidden places at nightfall, black tendrils reaching out to drag them over the ground. As they move, their pale, oval faces peer out from their shadows, faces warped into monstrous masks by their hatred, in search of the living.

The banshee pours all its hate into the land, killing everything. Plants wither and rot, and trees blacken, branches drawing back. Even animals flee, unable to withstand the spirit's toxic presence. The banshee also affects constructed things: bridges weaken and collapse, and mortar rots, releasing stones to fall to the ground, all cracked and split. Unless put to rest, the banshee renders its environment unable to sustain even the smallest thing.

BANSHEE

SPIRIT · DIFFICULTY 16

Defense: 22, Health: 80

Strength: 10 (+0), Agility: 16 (+6)

Intellect: 12 (+2), Will: 15 (+5)

Size: 2, Speed: 8 (Fly, Hover, Insubstantial, Silent, Slippery)

Senses: True Vision

Immune: asleep, blinded, confused, controlled, deafened, frightened, held, on fire, poisoned, prone, slowed, stunned; deprivation, exposure, infection, suffocation

Keening (Magical): If the banshee is not unconscious at the start of its turn, it screams. The sound carries 100 yards in all directions. Each enemy within this range that can hear the sound becomes cursed (luck ends). Additionally, each enemy within 10 yards that can hear the scream takes 4d6 damage and makes a Strength roll. On a failure, the enemy takes an extra 4d6 damage and becomes frightened of the banshee (luck ends), or, if frightened already, becomes stunned until the end of its next turn instead. Once the banshee uses this trait, it loses access to it (luck ends).

Fury: A banshee can use Death Touch, move, or heal 20 damage and end all afflictions.

ACTIONS

Death Touch (Magical): The banshee stretches out its ghostly hand toward one flesh-and-blood creature in reach. Make an Agility (+6) roll with 1 boon against the target's Agility. On a success, the target loses 4d6 Health and becomes Strength impaired (luck ends).

REACTIONS

Death Burst (Magical): When the banshee takes damage, it can release killing energies. Each enemy within 5 yards of the banshee makes a Strength roll. On a failure, the enemy becomes weakened until the end of the banshee's next turn or, if weakened already, loses 2d6 Health.

END OF THE ROUND

Burned by Sunlight: If the banshee is in a space lit by direct sunlight, it loses 4d6 Health and becomes weakened until the end of the next round.

Brushed by Death (Magical): If the banshee is not unconscious, each enemy in reach makes an Agility roll. On a failure, the enemy takes 2d6 damage.

Banshee Lair Effects: If the banshee is in its lair, it makes a luck roll. On a success, the banshee targets one enemy within 20 yards and rolls a d6 to determine what happens to it.

D6 RESULT

- 1 A dead body digs itself out of the ground and stands up in an empty space within 1 yard of the target. The body becomes a **medium animated skeleton**. It treats the banshee's enemies as its enemies and takes its turn during the next round.
- 2 A cold strong wind blows through a Size 5 space centered on the enemy. Each creature in the space makes a Strength roll. On a failure, it becomes Strength impaired until the end of the next round.
- 3 The ground under the target crumbles. If the target is standing on the ground, it makes an Agility roll. On a failure, it falls prone.
- 4 Horrible voices sound in the target's mind. The target makes a Will roll. On a failure, it becomes confused and Will impaired (luck ends both).
- 5 All ordinary flames within 5 yards of the enemy go out.
- 6 Grasping hands reach up from the ground and claw at the enemy. The enemy takes 1d6 damage.





BARGHEST

Of all the fiends trapped in the Netherworld, only the barghests can leave that realm without mortal invitation. Pacts with the Old Gods give the Adversary rights to harvest the souls of the damned, and the task of collecting them falls to the hounds of hell. These bestial fiends know all the hidden ways into reality and have no equal when it comes to sniffing out corrupted souls, no matter where they hide.

Barghests share many physical qualities with hounds, but dogs they are not. They stand 6 feet at the shoulder and have thickly muscled bodies covered in black fur streaked with ashes. They have bestial faces, blackened from soot, lips cracked and bleeding, teeth long and sharp. Their eyes shine and smoke sometimes spills from their mouths.

BARGHEST

FIEND • DIFFICULTY 4

Defense: 14, Health: 40

Strength: 14 (+4), Agility: 11 (+1)

Intellect: 10 (+0), Will: 15 (+5)

Size: 2, Speed: 8

Languages: understands Archaic

Senses: True Vision

Immune: asleep, frightened, poisoned; infection

Howl of the Damned (Magical): At the start of a combat, each barghest howls and the sound carries 1 mile in all directions. Each enemy that can hear the sound makes a Will roll. For each barghest after the first, the enemy rolls with 1 bane. On a failure, the enemy becomes frightened of all barghests (luck ends). On a critical failure, the enemy must also use an action to run on its turn and move away from the barghests by the fastest and safest available route.

Silver Vulnerability: A fiend loses 1d6 Health whenever it is harmed by a silvered weapon.

ACTIONS

Melee Attack—Teeth • Brutal: Strength (+4) with 1 boon (2d6)

Flames: A target creature or flammable object takes 2d6 damage.

Throat Rip: A prone target takes an extra 2d6 damage.

Critical Success: The target takes an extra 2d6 damage. A Size 2 or smaller target makes an Agility roll. On a failure, it falls prone.

Fiery Leap (Magical): The barghest teleports to an empty space it can see within 10 yards and makes a Teeth attack. Once it uses this trait, it loses access to it until after its next turn.

Hellfire Breath (Magical): The barghest spews blue-black flames into a Size 5 space it can reach. Each creature in the target space takes 4d6 damage and makes a luck roll. On a failure, the creature takes an extra 4d6 damage and catches fire. Once the barghest uses this trait, it loses access to it for 1 minute.



BASILISK

An empty landscape, pools of reeking mist swirling in the low places, everything dead or dying—these are the signs of a basilisk. An enormous black-scaled serpent, growing up to 30 feet in length, it has the hood of a cobra and bony protrusions erupting from its skull to form a crown of sorts. Always hungry and with an evil disposition, the basilisk uses every advantage to kill intruders and feed on their remains.

The basilisk lives in cave systems or in abandoned sewers. Its venom seeps into the ground and poisons everything, causing noxious vapors to rise from the surface, creating its own toxic environment that extends up to a mile in all directions. Numerous exits allow the basilisk to slip out and hunt over a wide area.

BASILISK

MONSTER • DIFFICULTY 16

Defense: 15, Health: 160

Strength: 16 (+6), Agility: 10 (+0)

Intellect: 10 (+0), Will: 13 (+3)

Size: 4, Speed: 6 (Slippery, Strider)

Senses: True Vision

Immune: confused, controlled, frightened, stunned

Lethal Glare (Magical): If the basilisk is not unconscious at the start of its turn, it glares at one creature in its line of sight. The target makes a Will roll with 1 bane. On a failure, the target takes 3d6 damage and becomes confused (luck ends).

Scale Scrape: When the basilisk stops moving after moving at least 2 yards, each enemy within 1 yard of it makes an Agility roll. On a failure, the enemy takes 2d6 damage and becomes vulnerable until the end of the round.

Fury: A basilisk can make a Fangs or Tail attack, move, or heal 40 damage and end all afflictions.

ACTIONS

Melee Attack—Fangs • Piercing: Strength (+6) with 2 boons (4d6)

Basilisk Venom: A flesh-and-blood target loses 1d6 Health and makes a Strength roll with 1 bane. On a failure, the target becomes poisoned (luck ends).

Melee Attack—Tail • Bludgeoning, Long: Strength (+6) with 2 boons (3d6; a Size 5 or smaller target or unsecured object is pushed 5 yards)

Critical Success: The target falls prone.

Two Attacks: The basilisk makes one Fangs attack and one Tail attack.

Spit Venom: The basilisk squirts venom into one Size 3 space within 10 yards. Each creature in that space loses 1d6 Health and makes a Strength roll with 1 bane. On a failure, the creature loses an additional 2d6 Health and becomes blinded and poisoned (luck ends both). Once the basilisk uses this trait, it loses access to it (luck ends).

END OF THE ROUND

Basilisk Lair Effects: If the basilisk is in its lair, make a luck roll. On a success, target one enemy within 10 yards of the basilisk and roll a d6 to determine what happens to it.

D6 RESULT

- | D6 | RESULT |
|----|--|
| 1 | The ground in a Size 3 space containing the enemy gives way to create a pit. The enemy falls 3 yards to the pit's bottom. |
| 2 | A cloud of poisonous mist rises from the ground inside a Size 3 space centered on the target. The enemy makes a Strength roll. On a failure, it becomes poisoned (luck ends). |
| 3 | Debris falls from the ceiling or an overhang. If the target is underneath such a surface, it makes a luck roll with 1 bane. On a failure, the target takes 2d6 damage. On a critical failure, the target also falls prone. |
| 4 | A foul odor envelops the target. If the target breathes air, it becomes Strength impaired until the end of the next round. |
| 5 | A queer tremor shakes in the ground under the target. If the target stands on the ground, it falls prone. |
| 6 | The target comes into contact with the basilisk's poisonous excretions. The target loses 1d6 Health and makes a Strength roll. On a failure, the target becomes poisoned (luck ends). |

BAUCHAN

Strong emotions can produce physical changes in faeries due to the fluidity of their forms. Faeries consumed by bitterness, cynicism, or hatred manifest those feelings and become strange, ugly things, incarnations of all the grief they carry inside. Those who hold humanity in contempt run the risk of turning into bauchans.

Whatever they were before is lost in their new form. Bauchans look like old, grubby men with bent backs, greasy skin, and masses of hair sticking out in all directions. They have sour, frowning expressions and mouths filled with large, yellow teeth. They dress in rags and scraps, using clothespins to hold everything together. Inveterate pipe-smokers, they talk around the stems, cursing, spitting, insulting, and complaining.

Bauchans wander around the countryside, looking for greedy, lazy, wrathful people to punish. When they find one, they lay a nasty curse that binds the mortal to them, enabling the bauchans to appear from out of nowhere and deliver what they believe is a well-deserved beating. Worse, bauchans spread rumors about their victims and commit crimes attributable to the people they cursed, while breaking possessions, stealing food, and worse. A bauchan can lift the curse, but acts of contrition, self-sacrifice, and even gifts might not be enough to sway it. It must believe the mortal has changed their ways, however bauchans are so stubborn and hateful that even the most selfless acts can fall short.



BAUCHAN

FAERIE • DIFFICULTY 4

Defense: 18, **Health:** 60

Strength: 13 (+3), **Agility:** 12 (+2)

Intellect: 10 (+0), **Will:** 12 (+2)

Size: 1, **Speed:** 5

Languages: Common, Sylvan

Senses: Keen Hearing

Immune: infection

Bauchan Curse (Magical): If the bauchan is not confused, controlled, stunned, or unconscious at the start of its turn, it targets one creature within 10 yards. The target becomes cursed until the bauchan dies or the target dies. When a creature cursed in this way gets a failure on a luck roll and the result is 0 or lower, the bauchan teleports from any distance to an empty space of its choice within 5 yards of the target and then immediately takes a turn.

ACTIONS

Melee Attack—Fist • Bludgeoning: Strength (+3) with 1 boon or 3 boons against a cursed target (3d6)

Critical Success: The bauchan takes one Size 1/4 or smaller object the target wears or carries.

Storm of Fists: The bauchan pinwheels its arms. Each enemy within 1 yard of it makes an Agility roll with 1 bane. On a failure, the enemy takes 2d6 damage.

REACTIONS

Swift Escape: When an enemy starts its turn within 1 yard of the bauchan while the bauchan is within 1 yard of at least one other enemy, the bauchan can teleport to an empty space of its choice within 10 yards.

BEASTS

Animals pose little danger to characters, but major predators and large numbers of beasts can cause difficulty. The following entries correspond to animals found in the real world, but you can change their appearance to make them more interesting or even magical. Also, these examples represent many different species of the same general kind: a bear could be a grizzly bear, while a lion might be some other type of feline, such as a cougar or a tiger.

Most beasts know no languages, though some can learn certain commands. In the faerie realms, natural animals can speak the Common language of mortals. This fact has led some to speculate that these animals were once human, changed by the faeries into forms they found more pleasing. Whether true or not, the animals never speak of forms other than the ones they possess and retain their linguistic abilities only as long as they remain in the enchanted places.

APE

BEAST · DIFFICULTY 4

Defense: 15, **Health:** 60

Strength: 13 (+3), **Agility:** 11 (+1)

Intellect: 9 (–1), **Will:** 11 (+1)

Size: 1, **Speed:** 6

ACTIONS

Melee Attack—Fists · Brutal: Strength (+3) (2d6)

Melee Attack—Teeth: Strength (+3) (2d6)

Two Attacks: The ape makes a Fists attack and a Teeth attack.

BEAR

BEAST · DIFFICULTY 4

Defense: 12, **Health:** 80

Strength: 13 (+3), **Agility:** 10 (+0)

Intellect: 9 (–1), **Will:** 11 (+1)

Size: 2, **Speed:** 6

Senses: Keen Scent

ACTIONS

Melee Attack—Claws · Slashing: Strength (+3) (2d6)

Critical Success: A Size 1 or smaller target falls prone and cannot stand up while within reach of the bear.

Melee Attack—Teeth: Strength (+3) (2d6)

Two Attacks: The bear makes a Claws attack and a Teeth attack.

REACTIONS

Swat: When an enemy within 1 yard harms the bear, the bear can swat at that enemy. The enemy that enabled the use of this talent makes an Agility roll with 1 bane. On a failure, it takes 1d6 damage.

BOAR

BEAST · DIFFICULTY 2

Defense: 12, **Health:** 40

Strength: 12 (+2), **Agility:** 10 (+0)

Intellect: 8 (–2), **Will:** 13 (+3)

Size: 1, **Speed:** 6

Senses: Keen Scent

ACTIONS

Melee Attack—Tusks · Slashing: Strength (+2) with 1 boon while injured (1d6)

Ferocious Strike: If the boar is injured, the target takes an extra 1d6 damage.

Two Attacks: The boar makes two Tusks attacks.

BULL

BEAST · DIFFICULTY 4

Defense: 9, **Health:** 50

Strength: 14 (+4), **Agility:** 10 (+0)

Intellect: 7 (–3), **Will:** 12 (+2)

Size: 2, **Speed:** 6

ACTIONS

Melee Attack—Horns · Piercing: Strength (+4) (2d6)

Two Attacks: The bull makes two Horns attacks.

Head Butt: Target one creature in reach. The bull makes a Strength (+4) roll with 1 boon. On a success, the target takes 3d6 damage. If the bull moves at least 4 yards before the attack, the target instead takes 5d6 damage, and, if it is Size 1 or smaller, is pushed 3 yards and falls prone.

REACTIONS

Sweep the Horns: When an enemy moves to within 1 yard of the bull, the bull makes a Horns attack against it, and then loses access to this trait (luck ends).

CROCODILE

BEAST · DIFFICULTY 2

Defense: 15, **Health:** 30

Strength: 13 (+3), **Agility:** 10 (+0)

Intellect: 6 (–4), **Will:** 11 (+1)

Size: 1, **Speed:** 5 (Swimmer)

ACTIONS

Melee Attack—Teeth: Strength (+3) (2d6)

Crushing Jaws: One creature grabbed by the crocodile takes 2d6 damage and the crocodile maintains the grab.

REACTION

Instinctive Grab: When the crocodile deals damage with a Teeth attack, it makes a grab attempt against the same target.



CURLBEAK

BEAST · DIFFICULTY 1

Defense: 16, Health: 10

Strength: 12 (+2), Agility: 12 (+2)

Intellect: 6 (−4), Will: 9 (−1)

Size: 1, Speed: 8 (Strider)

ACTIONS

Melee Attack—Beak: Strength (+2) (1d6)

GIGANTIC FROG

BEAST · DIFFICULTY 1

Defense: 11, Health: 10

Strength: 12 (+2), Agility: 11 (+1)

Intellect: 6 (−4), Will: 10 (+0)

Size: 1, Speed: 4 (Swimmer)

Great Leap: When the gigantic frog moves, it can jump to an empty space within 5 yards. It then loses this trait until the end of its next turn.

ACTIONS

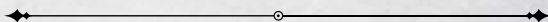
Melee Attack—Teeth: Strength (+2) (2d6)

Sticky Tongue: The gigantic frog launches its tongue at one creature of its Size or smaller within 3 yards. Make a Strength (+2) roll against the target's Agility. On a success, the target is pulled up to 3 yards. On a critical success, the gigantic frog makes a Teeth attack against it.



INFECTED BEASTS

Many beasts carry disease and spread it through their attacks. A creature that takes damage from an infected beast is exposed to infection (see Chapter 2 in *Shadow of the Weird Wizard*).



GIGANTIC LIZARD

BEAST · DIFFICULTY 4

Defense: 13, Health: 40

Strength: 13 (+3), Agility: 12 (+2)

Intellect: 7 (−3), Will: 13 (+3)

Size: 1, Speed: 5

Senses: Keen Scent

ACTIONS

Melee Attack—Teeth: Strength (+3) (3d6)

Toxic Spit: A flesh-and-blood creature makes a Strength roll with 2 banes. On a failure, it becomes poisoned (luck ends).

Melee Attack—Tail Long: Strength (+3) (2d6)

Two Attacks: The gigantic lizard makes a Teeth attack and a Tail attack.

GIGANTIC RAT

BEAST · DIFFICULTY 1

Defense: 12, Health: 10

Strength: 6 (−4), Agility: 11 (+1)

Intellect: 8 (−2), Will: 9 (−1)

Size: 1/4, Speed: 5 (Climber)

Senses: Keen Scent

ACTIONS

Melee Attack—Teeth: Agility (+1) (1d6)

Critical Success: A flesh-and-blood creature makes a luck roll with 1 boon. On a failure, it becomes exposed to infection.

GREAT CAT

BEAST · DIFFICULTY 4

Defense: 12, Health: 20

Strength: 14 (+4), Agility: 12 (+2)

Intellect: 9 (−1), Will: 11 (+1)

Size: 1, Speed: 6 (Strider)

Senses: Keen Hearing, Keen Scent, Keen Vision

Great Leap: When the great cat moves, it can jump to an empty space within 5 yards. It then loses this trait until the end of its next turn.

ACTIONS

Melee Attack—Claws · Slashing: Strength (+4) with 1 boon (2d6)

Melee Attack—Teeth · Piercing: Strength (+4) with 1 boon (2d6)

Two Attacks: The great cat makes a Claws attack and a Teeth attack.

MASTODON

BEAST · DIFFICULTY 4

Defense: 4, Health: 80

Strength: 16 (+6), Agility: 10 (+0)

Intellect: 10 (+0), Will: 12 (+2)

Size: 4, Speed: 5 (Mount)

Trample: A mastodon can move through spaces occupied by creatures and objects smaller than it. When it enters a creature's space, that creature makes an Agility roll. On a failure, the creature takes 2d6 damage and falls prone. When it enters an object's space, the object takes 2d6 damage. A creature or object can be subject to this mastodon's Trample just once per round.

ACTIONS

Melee Attack—Tusks: Strength (+6) (2d6)

Melee Attack—Feet: Strength (+6) (1d6)

Knock Down: A target smaller than the mastodon makes a Strength roll with 1 bane. On a failure, it falls prone.

Melee Attack—Trunk: Strength (+6) (1d6)

Critical Success: A target smaller than the mastodon is pushed 5 yards and makes an Agility roll. On a failure, it falls prone.

Three Attacks: The mastodon makes a Tusks attack, Feet attack, and Trunk attack.

PYTHON

BEAST · DIFFICULTY 2

Defense: 8, Health: 20

Strength: 13 (+3), Agility: 10 (+0)

Intellect: 6 (−4), Will: 10 (+0)

Size: 1, Speed: 4

Senses: Keen Scent

Grappler: The python rolls to grab with 1 boon and imposes 2 banes on rolls to escape its grab.

ACTIONS

Melee Attack—Teeth: Strength (+3) (1d6)

Constricting Coils: One creature grabbed by the python takes 1d6 damage and the python maintains the grab.

RAPTOR

BEAST · DIFFICULTY 1

Defense: 13, Health: 10

Strength: 8 (−2), Agility: 11 (+1)

Intellect: 9 (−1), Will: 10 (+0)

Size: 1/4, Speed: 5 (Fly)

Senses: Keen Vision

ACTIONS

Melee Attack—Talons: Agility (+1) (1d6)

Critical Success: A flesh-and-blood target becomes blinded (luck ends).

SHARK

BEAST, AQUATIC · DIFFICULTY 2

Defense: 11, Health: 20

Strength: 12 (+2), Agility: 10 (+0)

Intellect: 6 (−4), Will: 10 (+0)

Size: 1, Speed: 5 or 0 on dry land (Swimmer)

Senses: Keen Scent

Blood Frenzy: A shark rolls to attack with 1 boon while there's at least one injured flesh-and-blood creature within 5 yards and in the same body of water in which the shark swims.

ACTIONS

Melee Attack—Teeth · Slashing: Strength (+2) (2d6)

VIPER

BEAST · DIFFICULTY 2

Defense: 12, **Health:** 10

Strength: 9 (–1), **Agility:** 11 (+1)

Intellect: 8 (–2), **Will:** 10 (+0)

Size: 1/2, **Speed:** 5 (Strider)

Senses: Keen Scent

ACTIONS

Melee Attack—Fangs: Agility (+1) (1d6)

Viper Venom: A flesh-and-blood target becomes poisoned (luck ends).

WOLF

BEAST · DIFFICULTY 1

Defense: 12, **Health:** 10

Strength: 12 (+2), **Agility:** 11 (+1)

Intellect: 10 (+0), **Will:** 10 (+0)

Size: 1/2, **Speed:** 6 (Strider)

Senses: Keen Scent, Keen Vision

Pack Tactics: A wolf rolls against targets that have already been attacked in the same round with 1 boon.

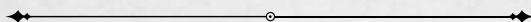
ACTIONS

Melee Attack—Teeth: Strength (+2) (1d6 or 2d6 against a prone, stunned, or unconscious target)



GOBLIN WOLVES

Goblins train animals larger than themselves to bear them as riders. Of the various animals pressed into such service, the most common are wolves. Any creature trained in this manner gains the Mount trait (see Chapter 2 of *Shadow of the Weird Wizard*) and makes Will rolls with 1 boon.



BLOB

Blobs lack form. They spread out like liquid-filled bladders, with skin the texture and consistency of leather. Tufts of hair, swiveling eyeballs, and other, more awful organs dot their bodies, some spewing noisome fluids, others making piping sounds as the mass flows over its victims.

Blobs feed on flesh and blood. Being so slow, they usually must content themselves with nutrients absorbed from dead things, but they greedily devour creatures they can corner and crush. Once a blob rolls over its victim, it consumes the body in mere minutes and then slithers on, looking for its next meal.

BLOB

MONSTER · DIFFICULTY 16

Defense: 1, **Health:** 400

Strength: 16 (+6), **Agility:** 5 (–5)

Intellect: —, **Will:** 18 (+8)

Size: 5, **Speed:** 4 (Slippery, Squeeze 1 inch; no running)

Senses: Awareness 20

Immune: confused, frightened, held, prone, stunned

Stunning Horror: At the start of combat, each enemy with line of sight to the blob makes a Will roll with 1 bane. On a failure, the enemy becomes stunned until the end of its next turn, and then becomes frightened of the blob (luck ends). While frightened in this way, the enemy must use an action to run, if it can, and move away from the blob by the fastest and safest available route on each of its turns.

Inexorable, Crushing Movement: The blob can move into the spaces of other creatures and objects that are smaller than it. When it does, and no more than once per creature or object whose space it enters, the creature or object takes 4d6 damage. A creature also makes an Agility roll. On a failure, it takes an extra 2d6 damage, falls prone, and becomes held until the blob moves out of its space or the blob becomes incapacitated. A creature held in this way has total cover from attacks and effects that originate from outside the blob's space, is subject to suffocation, and loses 3d6 Health at the end of each round.

Repulsive Spray: When a blob takes 20 damage or more from a single instance of damage, corrosive juices spray from its body. Each creature inside a Size 5 space it can reach takes 3d6 damage and makes an Agility roll. On a failure, the creature takes an extra 3d6 damage and becomes vulnerable (luck ends).

ACTIONS

Melee Attack—Pseudopod: Strength (+6) (3d6)

Four Attacks: The blob makes four Pseudopod attacks.

BOG BEAST

Between clouds of mosquitos, gnats, and biting flies, the leeches lurking in the waters, the disease, unclean water, and the filth, it's no wonder travelers avoid making their way through the wetlands of the world. If these threats were not enough of a deterrent, the creatures of the swamps have a way of escaping attention long enough for their oblivious prey to come within reach. And when they do, the snap of the jaws puts an end to their lives quick enough.

The bog beast exemplifies tactics employed by crocodiles, bloodsuckers, and snakes found in the borderlands' swamps and mires. Given its size, one would think these monsters avoidable, but to an untrained eye, it looks like a mound rising from the muck, a respite from the sucking mud and filthy water. The bog beast can go days without moving. In fact, it is so torpid that grasses and mushrooms grow on its back, to its benefit, naturally. To explorers, the bog beast's back looks like a great place to rest, a bit of dry land in a sea of filth.

Only when disturbed or driven by hunger does the bog beast attack. It lifts itself up out of the water on six spindly, thorny legs, while unfurling tentacles from the sides that can reach out and drag victims into the slash of its toothy maw. The bog beast eats and eats, gorging itself until it can hold nothing more before sinking back down into the foul soup in which it makes its home.

The plants and fungi growing on the bog beast's back encompass many varieties, but one fungus in particular has developed a symbiotic relationship with the monster. The fungus appears as fingerling mushrooms with wide caps. When disturbed, the mushrooms eject a cloud of spores that makes the air unbreathable and infects people who inhale them with a lethal disease.

BOG BEAST

MONSTER · DIFFICULTY 8

Defense: 9, **Health:** 120

Strength: 15 (+5), **Agility:** 9 (–1)

Intellect: 6 (–4), **Will:** 12 (+2)

Size: 3, **Speed:** 5

Senses: Awareness 10

Choking Cloud: The bog beast can release spores from its back when it takes damage. The spores fill the air within 10 yards with light obscurement for 1 minute. Enemies in the obscurement are exposed to infection and cannot heal damage while they are in it. Once the bog beast uses this trait, it loses access to it for 1 minute.

ACTIONS

Melee Attack—Teeth: Strength (+5) (6d6)

Melee Attack—Tentacle • Reach 5: Strength (+5) with 1 boon (1d6)

Pull: The bog beast can pull up to 5 yards any creature smaller than it that it damages with its tentacle.

Mass Attack: The bog beast snaps its jaws and whips its tentacles. Target one Size 5 space it can each. For each enemy in the space, make a Strength (+5) roll against its Defense. On a success, the target takes 4d6 damage.

REACTIONS

Snapping Jaws: The bog beast can make a Teeth attack against a target it has pulled into its reach.





BOGGART

A boggart's appearance depends entirely on its prey, for this cruel faerie assumes the form of whatever its victim fears most. For one, the boggart looks like that scaly, clawed thing that hid under the bed, while for another, it could be an enormous spider, fangs dripping venom. Since boggarts tailor their appearance to the people who see them, they often appear quite different to onlookers. Simply communicating what people see can be enough of a clue to shake off the dread. Boggarts understand this and thus prefer to hunt their prey one at a time.

In its true form, a boggart is a stunted, hairy being with a toothy mouth and red-rimmed eyes. Once stripped of its unsettling appearance, it favors flight over fight and stands its ground only when it has nowhere else to run.

BOGGART

FAERIE · DIFFICULTY 8

Defense: 15, **Health:** 80

Strength: 12 (+2), **Agility:** 12 (+2)

Intellect: 10 (+0), **Will:** 10 (+0)

Size: 2, **Speed:** 6 (Slippery)

Languages: Common, Goblin Tongue

Senses: Dark Vision, Keen Vision

Immune: infection

Worst Fears Realized: An enemy that starts its turn with line of sight to one or more boggarts makes a Will roll. On a success, the enemy becomes immune to this trait for 1 hour. On a failure, the enemy becomes frightened of all boggarts until the enemy overcomes the affliction with a success on a Will roll, which also renders the enemy immune to this trait for 1 hour. An enemy frightened by a boggart and that can see at least one uses an action to run, if it can, and move away from the nearest boggart by the fastest and safest available route.

ACTIONS

Loathsome Touch: The boggart reaches out to grope enemies. Target one or two creatures in reach. For each target separately, make a Strength (+2) roll with 1 boon against the target's Agility. On a success, the target takes 4d6 damage and becomes weakened until the end of the boggart's next turn. If the target is frightened, it also loses 1d6 Health. Finally, if the target is already weakened, it takes an extra 2d6 damage.

BONE MACHINE

A clattering heap of cracked and splintered bones, a bone machine rattles as it shifts position. Life offends it, and when a creature comes too close, the great pile gathers itself up to rake, punch, and dismember. Creatures who succumb to the bone machine's attacks are dragged into its mass, where spectral fingers pull away the skin and meat to add their bones to its own.

BONE MACHINE

UNDEAD · DIFFICULTY 16

Defense: 14, **Health:** 160

Strength: 14 (+4), **Agility:** 14 (+4)

Intellect: 10 (+0), **Will:** 18 (+8)

Size: 5, **Speed:** 5 (Slippery, Squeeze 3 inches, Strider)

Senses: Awareness 20

Immune: asleep, blinded, confused, controlled, deafened, held, poisoned, prone, slowed, stunned; deprivation, exposure, infection, suffocation

Tide of Ragged Ends: When the bone machine moves, it can enter spaces occupied by creatures and objects smaller than it. A creature or object whose space it enters takes 2d6 damage. Also, a creature makes an Agility roll with 1 bane. On a failure, the creature takes an extra 2d6 damage. On a critical failure, the creature also falls prone.

Fury: A bone machine can make a Broken Bones attack, move, or use Bone Blast.

Divine Doom: A bone machine makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Broken Bones · Piercing: Strength (+4) with 1 boon (6d6)

Glancing Blow: On a failure, but not a critical failure, the target still takes 1d6 damage.

Bone Storm: Make a Broken Bones attack against any number of enemies within 2 yards.

Bone Blast: The bone machine releases a blast of bone fragments into a Size 3 space within reach. Each creature and object in the space takes 1d6 damage. Also, a creature makes an Agility roll. On a failure, it takes an extra 1d6 damage and becomes vulnerable (luck ends).

REACTIONS

Absorb Bones: When an enemy in reach or in the bone machine's space becomes injured or takes damage while injured, the bone machine can pull that enemy into its own space if the enemy is not there already. The enemy becomes held until it overcomes the affliction with a successful Strength roll or the bone machine becomes incapacitated. When the effect ends, the enemy exits the bone machine's space and falls prone in an empty space of its choice within 2 yards.

An enemy held in this way moves with the bone machine and loses 2d6 Health at the end of each round. Each time an enemy loses Health in this way, the bone machine heals 3d6 damage.

Each other enemy that sees the bone machine when it uses this talent makes a Will roll. On a failure, the enemy becomes frightened of the bone machine (luck ends), or, if already frightened, becomes stunned (luck ends) instead.

END OF THE ROUND

Bone Splinters: Bone fragments fly from the bone machine's mass. Each creature within 2 yards of it makes a luck roll. On a failure, the creature takes 2d6 damage.

BONEGUARD

Undead boneguard inhabit lost cities, such as those in the Salt Barrens, prowl the corridors of forgotten tombs, and stand sentry in the holdfasts of their makers. Although stripped down to bones, they retain all their combat cunning, and some even retain fragments of their personalities. Boneguard understand Archaic or other old, forgotten languages, but they lack the means to speak.

BROKEN BONEGUARD

These battered and shattered remnants of other boneguard drag themselves across the ground to kill the living.

ARCHER

Fast and lightly armored, archers keep their distance from closing foes, scurrying backwards to fire again and again.

SHIELD-BEARER

The shield-bearers form the vanguard of any boneguard force. They heft their heavy shields in front of them to catch enemy missiles as they march inexorably forward.

CHOPPER

The boneguard choppers drag wicked looking polearms, dragging them on the ground to cause sparks to fly. The boneguard must use all its strength to swing its terrible weapon, but when it does, the blow lands with lethal force, cutting through armor, flesh, and bone.

DEFENDER

Of all the boneguard making up a force, defenders appear in the greatest numbers. Their undead state does nothing to hamper the fighting ability they had in life.

DEATH PRIEST

The magic-using death priests have broken bodies held together by pure hatred and float through the air above and behind their allies, flinging hideous curses against their enemies.

CAPTAIN

Through their malign presence, captains make the boneguard under their commands attack with greater speed and force. Unlike other boneguard, captains make sounds—high pitched wails, shrieks, and laughter.

GIANT BONEGUARD

Bones from giants and similarly large creatures can be animated by the same dark magic responsible for other boneguard, but the animation demands more profane energy than the rest. This energy manifests in the giant boneguard as unholy black flames burning within their ribcages.

CHAMPION

Some boneguard retain more of their memories than do others. Those created from mighty warriors become champions. They wield magical weapons called Rune Blades, which are crafted from the bones of slain foes. Each rune etched on such a blade pins the victim's soul to the weapon.

BROKEN BONEGUARD

UNDEAD • DIFFICULTY 1

Defense: 8, **Health:** 10

Strength: 9 (–1), **Agility:** 8 (–2)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1/2, **Speed:** 2

Senses: Awareness 5

Immune: asleep, blinded, deafened, poisoned, weakened; deprivation, exposure, infection, suffocation

Broken Body: The broken boneguard grants 1 boon on rolls to attack it.

Divine Doom: A boneguard makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Claws: Strength (–1) (1d6)

BONEGUARD ARCHER

UNDEAD • DIFFICULTY 2

Defense: 13 (leather), **Health:** 10

Strength: 10 (+0), **Agility:** 12 (+2)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1, **Speed:** 6 (Slippery)

Senses: Awareness 20

Immune: asleep, blinded, deafened, poisoned, weakened; deprivation, exposure, infection, suffocation

Divine Doom: A boneguard makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Short Sword • Piercing: Agility (+2) with 1 boon (1d6)

Ranged Attack—Bow • Ranged 20: Agility (+2) with 1 boon (2d6)



OPTIONAL RULE: BROKEN BONEGUARD

When a boneguard other than a broken boneguard becomes incapacitated, make a luck roll. On a success, instead of becoming incapacitated, the boneguard becomes a broken boneguard.

BONEGUARD SHIELD-BEARER

UNDEAD · DIFFICULTY 2

Defense: 13 (shield), **Health:** 10

Strength: 11 (+1), **Agility:** 11 (+1)

Intellect: 10 (+0), **Will:** 12 (+2)

Size: 1, **Speed:** 5

Senses: Awareness 5

Immune: asleep, blinded, deafened, poisoned, weakened; deprivation, exposure, infection, suffocation

Shield Wall: Three or more boneguard shield-bearers inside the same Size 3 space impose 1 bane on rolls to attack targets inside that space using ranged weapons.

Divine Doom: A boneguard makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Spear · Thrown 5: Strength (+1) with 1 boon (2d6)

BONEGUARD CHOPPER

UNDEAD · DIFFICULTY 2

Defense: 10, **Health:** 15

Strength: 12 (+2), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1, **Speed:** 5

Senses: Awareness 5

Immune: asleep, blinded, deafened, poisoned, weakened; deprivation, exposure, infection, suffocation

Divine Doom: A boneguard makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Polearm · Long: Strength (+2) with 1 boon (3d6)

BONEGUARD DEFENDER

UNDEAD · DIFFICULTY 2

Defense: 17 (mail, shield), **Health:** 15

Strength: 12 (+2), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 12 (+2)

Size: 1, **Speed:** 5

Senses: Awareness 5

Immune: asleep, blinded, deafened, poisoned, weakened; deprivation, exposure, infection, suffocation

Divine Doom: A boneguard makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Sword · Slashing: Strength (+2) with 1 boon (2d6)

BONEGUARD DEATH PRIEST

UNDEAD · DIFFICULTY 4

Defense: 16, **Health:** 50

Strength: 10 (+0), **Agility:** 13 (+3)

Intellect: 12 (+2), **Will:** 13 (+3)

Size: 1, **Speed:** 5 (Fly, Hover)

Senses: Awareness 10

Immune: asleep, blinded, deafened, poisoned, weakened; deprivation, exposure, infection, suffocation

Protection from Magic: The death priest imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Fearsome: Impose 1 bane on rolls to attack the death priest by enemies not immune to the frightened affliction.

Divine Doom: A boneguard makes luck rolls with 1 bane.

Necrotic Death (Magical): When a death priest becomes incapacitated, it releases a burst of dark energy. Each enemy within 3 yards takes 1d6 damage and makes a luck roll. On a failure, the enemy loses 1d6 Health and becomes cursed (luck ends).

ACTIONS

Melee Attack—Claws · Slashing: Agility (+3) with 1 boon (2d6)

Chilling Screech (Magical): The death master shrieks. Each enemy within 10 yards takes 1d6 damage and makes a Will roll with 1 bane. On a success, the enemy becomes immune to Chilling Screech for 1 hour. On a failure, the enemy takes an extra 1d6 damage and becomes Strength impaired (luck ends).

Hateful Blast (Magical): The death master hurls profane energies from its hand. Target one or two creatures or objects within 15 yards, and make a Will (+3) roll with 1 boon against the target's Strength. On a success, the target takes 3d6 damage and becomes vulnerable (luck ends).

BONEGUARD CAPTAIN

UNDEAD · DIFFICULTY 4

Defense: 18, **Health:** 40

Strength: 13 (+3), **Agility:** 11 (+1)

Intellect: 12 (+2), **Will:** 14 (+4)

Size: 1, **Speed:** 6

Senses: Awareness 10

Immune: asleep, blinded, deafened, poisoned, weakened; deprivation, exposure, infection, suffocation

Leadership: Each ally within 5 yards rolls to attack with 1 boon.

Divine Doom: A boneguard makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Sword · Slashing: Strength (+3) with 1 boon (2d6)

Two Attacks: The boneguard captain makes two Sword attacks.

END OF THE ROUND

Unnerving Cackle: Make a luck roll. On a success, the captain cackles. Each enemy within 5 yards of the captain makes a Will roll. On a success, the enemy becomes immune to Unnerving Cackle for 1 hour. On a failure, the enemy becomes frightened of the captain (luck ends).

GIANT BONEGUARD

UNDEAD · DIFFICULTY 8

Defense: 10, Health: 80

Strength: 15 (+5), Agility: 9 (–1)

Intellect: 9 (–1), Will: 12 (+2)

Size: 4, Speed: 6

Senses: Awareness 10

Immune: asleep, blinded, deafened, poisoned, weakened; deprivation, exposure, infection, suffocation

Burning Black Flames: When a creature gets a success to attack the giant boneguard with a melee weapon and the weapon lacks the Long property, the creature makes a luck roll. On a failure, it takes 2d6 damage.

Divine Doom: A boneguard makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Long Sword · Slashing: Strength (+5) with 1 boon (6d6)

Spew Black Flames (Magical): The giant boneguard spews black flames from its skull. Target one creature within 10 yards and make a Strength roll against the target's Agility. On a success, the target takes 5d6 damage and catches fire (luck ends).

Two Attacks: The giant boneguard makes two Long Sword attacks. It can substitute Spew Black Flames for one of the attacks.

BONEGUARD CHAMPION

UNDEAD · DIFFICULTY 8

Defense: 16 (plate and mail), Health: 60

Strength: 13 (+3), Agility: 11 (+1)

Intellect: 12 (+2), Will: 15 (+5)

Size: 1, Speed: 6

Senses: Awareness 20

Immune: asleep, blinded, deafened, poisoned, weakened; deprivation, exposure, infection, suffocation

Divine Doom: A boneguard makes luck rolls with 1 bane.

Explosion of Bone: When the champion becomes incapacitated, it screeches and explodes. Each creature and object within 5 yards takes 3d6 damage. Also, a creature makes a Strength roll and a Will roll. On a failed Strength roll, the creature takes an extra 3d6 damage. On a failed Will roll, the creature becomes stunned until the end of its next turn. The explosion consumes fully the champion and everything it wears and carries.

ACTIONS

Melee Attack—Rune Blade · Slashing (Magical): Strength (+3) with 2 boons (3d6)

Soul Capture: A flesh-and-blood target loses 1d6 Health. Also, if the target becomes incapacitated from this attack, it dies and its soul becomes trapped inside the Rune Blade, where it remains until the champion is destroyed. Efforts to restore a creature to life whose soul is trapped in the blade fail.

Two Attacks: The boneguard champion makes two Rune Blade attacks.



BROWNIE

Brownies have an inflated sense of self. For them, their diminutive size has nothing to do with what they can and cannot accomplish. And they're quick to explain their talent to anyone they meet, boasting, making incredible pronouncements, and generally irritating everyone within earshot.

A typical brownie stands 3 inches tall and weighs about 3 ounces. Brownies have heads of wild, thick hair that they rarely bother to wash. They clothe their bodies with squirrel skins, and arm themselves with bits of bone, hardened sticks, and the shells from nuts they've harvested.

When on the hunt, brownies ride other animals, such as raccoons and owls, with whom they can talk. Speaking of which, brownies talk all the time. The sound of their chattering makes it almost impossible to miss their hideouts, even though brownies take great pains to conceal their dens. They seem to know just what to say to enrage enemies, and the brownies exploit their foes' rage by swarming them, dragging them to the ground and, if hungry and angry enough, eating them.



BAND OF BROWNIES

FAERIE, SWARM · DIFFICULTY 4

Defense: 17, **Health:** 40

Strength: 11 (+1), **Agility:** 14 (+4)

Intellect: 10 (+0), **Will:** 12 (+2)

Size: 2, **Speed:** 5 (Slippery, Squeeze 3 inches, Strider)

Languages: Common, Sylvan, all forest animals

Senses: Keen Vision

Immune: controlled, held, impaired, prone, slowed, stunned, weakened; infection

ACTIONS

Swarming Brownies: The brownies surge to attack. Target up to three creatures in reach. For each target separately, make an Agility (+4) roll with 1 boon against its Agility. Roll with an additional 1 boon against an Intellect impaired or prone target. On a success, the target takes 4d6 damage, or 2d6 damage if the brownies are injured. In addition, choose one of the following effects: the target falls prone and cannot stand up until it overcomes the effect with a successful Strength roll, or the target becomes Agility and Will impaired (luck ends both).

END OF THE ROUND

Taunts and Insults: If the brownies are not confused or unconscious, target one enemy within 10 yards that can hear and understand what the brownies say. The target makes a Will roll. On a failure, the target becomes Intellect impaired for 1 minute or until it overcomes the affliction with a successful Will roll. An Intellect impaired target makes rolls against the brownies with 1 bane.

BUGBEAR

The Adversary took the eyes from faeries who offended him. Some of his victims discovered they could see if they placed shiny silver coins in the sockets, but no ordinary silver would work. They needed coins minted in the Adversary's realm. Now the bugbears kidnap mortals and trade them at the Night Market for new coins when the old ones become too tarnished for them to see.

The nature of the magic that warped bugbears into their present form has saddled them with odd beliefs, which have, in turn, created certain taboos. Individual bugbears might observe all kinds of prohibitions, but all seem unable to open doors of any kind. When they are forced to, their fear of what lurks beyond folds them in on themselves, causing them to vanish forever.

The taboo against doors forced bugbears to find other ways to infiltrate their victims' homes. Bugbears can flatten, compressing their bodies to slither through the gap of a door left ajar, a lowered but unclosed window, or even the space under a door.

Bugbears appear as tall, slender humanoids with shining eyes. They have long, delicate fingers that end in hooked talons. Bugbears might disguise themselves in top hats and long coats or move about free from clothing, their pale, maggot-white skin gleaming in the moonlight.

BUGBEAR

FAERIE • DIFFICULTY 4

Defense: 18, **Health:** 60

Strength: 12 (+2), **Agility:** 12 (+2)

Intellect: 11 (+1), **Will:** 13 (+3)

Size: 2, **Speed:** 6 (Silent, Slippery, Squeeze 1 inch)

Languages: Archaic, Goblin Tongue, Sylvan

Senses: Dark Vision

Immune: held, prone, slowed; infection

Invisible in Shadows: A bugbear that ends its move in a space lit by dim light, faint light, or no light at all becomes invisible until it uses an action, moves, or uses a reaction.

Bugbear Taboo: If the bugbear opens a closed door of any kind, its Health drops to 0 and it disappears.

Sunlight Weakness: If the bugbear starts its turn in a space lit by sunlight, the bugbear becomes weakened until the start of its next turn.

ACTIONS

Melee Attack—Claws • Slashing: Strength (+2) with 1 boon (2d6)

Two Attacks: The bugbear makes two Claws attacks.

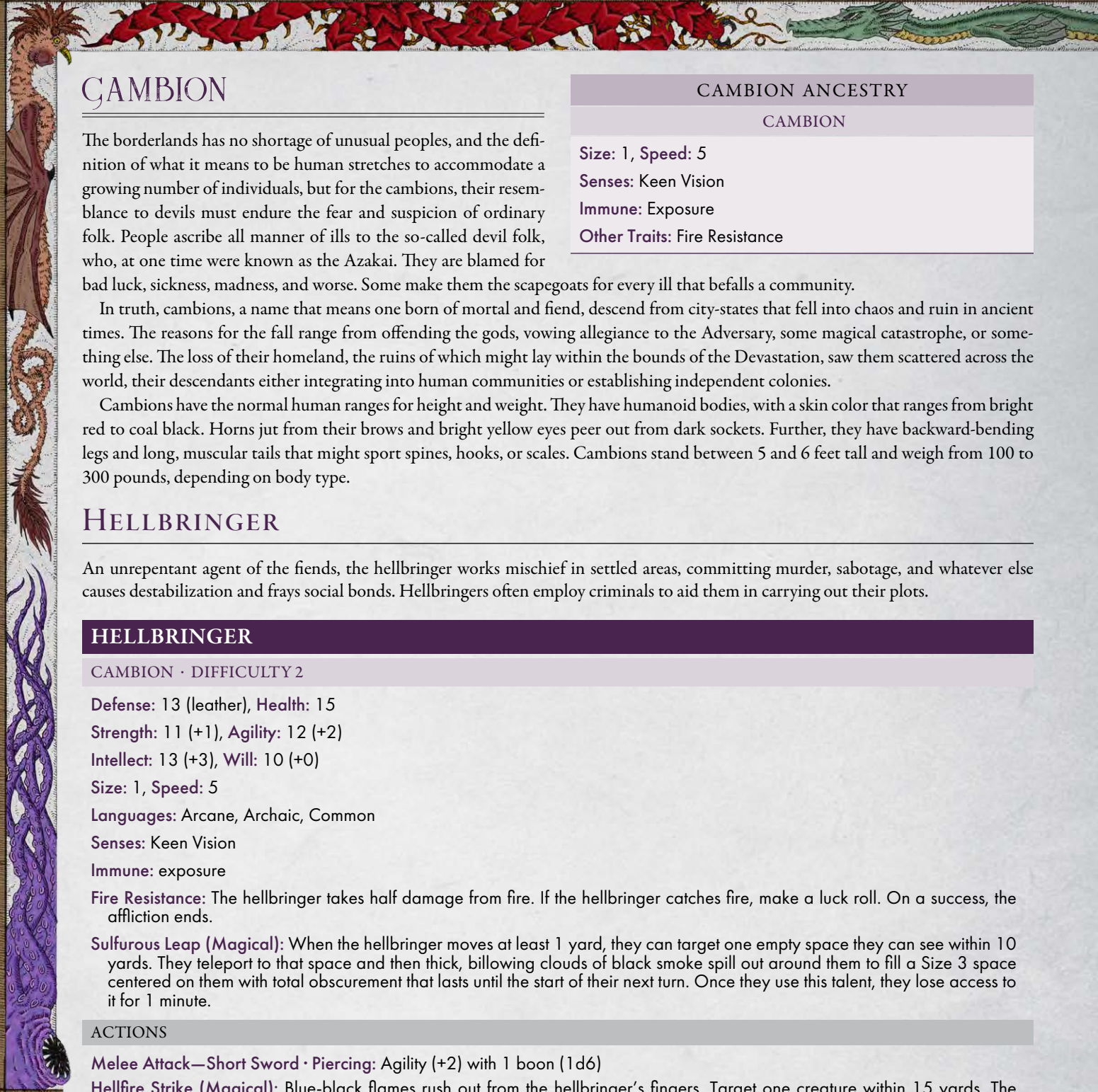
Snatch and Swallow: Target one creature of a Size smaller than the bugbear. Make a Strength (+2) roll with 1 boon against the target's Agility. On a success, the bugbear snatches the target up, stuffs the target into its mouth, and swallows it. The target remains swallowed until it dies, the bugbear dies, or the bugbear vomits (see below). While the bugbear has a target swallowed, it can choose to speak with the swallowed target's voice.

A swallowed target cannot move out of the bugbear's space, cannot see or hear anything outside the bugbear's body, and moves with the bugbear. The target can attack the bugbear only with off-hand weapons and unarmed strikes.

Active Digestion: A creature the bugbear has swallowed loses 4d6 Health.

Vomit: If the bugbear has swallowed a creature, it can vomit the creature into an empty space within 2 yards. The swallowed creature emerges from the bugbear's body and lands prone in the target space.





CAMBION

The borderlands has no shortage of unusual peoples, and the definition of what it means to be human stretches to accommodate a growing number of individuals, but for the cambions, their resemblance to devils must endure the fear and suspicion of ordinary folk. People ascribe all manner of ills to the so-called devil folk, who, at one time were known as the Azakai. They are blamed for bad luck, sickness, madness, and worse. Some make them the scapegoats for every ill that befalls a community.

In truth, cambions, a name that means one born of mortal and fiend, descend from city-states that fell into chaos and ruin in ancient times. The reasons for the fall range from offending the gods, vowing allegiance to the Adversary, some magical catastrophe, or something else. The loss of their homeland, the ruins of which might lay within the bounds of the Devastation, saw them scattered across the world, their descendants either integrating into human communities or establishing independent colonies.

Cambions have the normal human ranges for height and weight. They have humanoid bodies, with a skin color that ranges from bright red to coal black. Horns jut from their brows and bright yellow eyes peer out from dark sockets. Further, they have backward-bending legs and long, muscular tails that might sport spines, hooks, or scales. Cambions stand between 5 and 6 feet tall and weigh from 100 to 300 pounds, depending on body type.

HELLBRINGER

An unrepentant agent of the fiends, the hellbringer works mischief in settled areas, committing murder, sabotage, and whatever else causes destabilization and frays social bonds. Hellbringers often employ criminals to aid them in carrying out their plots.

HELLBRINGER

CAMBION • DIFFICULTY 2

Defense: 13 (leather), **Health:** 15

Strength: 11 (+1), **Agility:** 12 (+2)

Intellect: 13 (+3), **Will:** 10 (+0)

Size: 1, **Speed:** 5

Languages: Arcane, Archaic, Common

Senses: Keen Vision

Immune: exposure

Fire Resistance: The hellbringer takes half damage from fire. If the hellbringer catches fire, make a luck roll. On a success, the affliction ends.

Sulfurous Leap (Magical): When the hellbringer moves at least 1 yard, they can target one empty space they can see within 10 yards. They teleport to that space and then thick, billowing clouds of black smoke spill out around them to fill a Size 3 space centered on them with total obscurement that lasts until the start of their next turn. Once they use this talent, they lose access to it for 1 minute.

ACTIONS

Melee Attack—Short Sword • Piercing: Agility (+2) with 1 boon (1d6)

Hellfire Strike (Magical): Blue-black flames rush out from the hellbringer's fingers. Target one creature within 15 yards. The target takes 1d6 damage. Then, make an Intellect (+3) roll with 1 boon against the target's Agility. On a success, the target takes an extra 1d6 damage and catches fire (luck ends).

Critical Success: The extra damage increases to 2d6.

Stoke the Flames of Hate (Magical): The hellbringer causes a creature to experience intense hatred. Target one creature within 10 yards. The target becomes Intellect impaired (luck ends). The target rolls to end this effect with 1 bane. The affected target sees all creatures as enemies and must choose the targets of its attacks at random. If the target uses an action for any purpose other than making an attack, it takes 1d6 damage. Once the hellbringer uses this talent, it loses access to it for 1 minute.

CARNIVOROUS TREE

When not on the move, carnivorous trees can pass for any other trees growing in forests and woods. A keen eye, though, might note the round crimson leaves, the gray bark, and the fanged opening in the middle of the trunk. Thought to have been planted by Grandfather Tree long ago to protect the ancient forests, carnivorous trees are responsible for the disappearance of some people trekking through the woods. The trees snatch up creatures that come too close and stuff them into their greedy maws.

CARNIVOROUS TREE

PLANT • DIFFICULTY 4

Defense: 10, **Health:** 80

Strength: 15 (+5), **Agility:** 7 (–3)

Intellect: 5 (–5), **Will:** 13 (+3)

Size: 3, **Speed:** 4 (no running)

Senses: Awareness 10

Immune: asleep, blinded, deafened

Ensnares and Tripping Roots: If the carnivorous tree is not confused, controlled, stunned, or unconscious, the ground within 5 yards of it is challenging terrain. In addition, when an enemy ends its turn inside this space, it makes an Agility roll. On a failure, it falls prone.

Flammable: A carnivorous tree takes double damage from fire and rolls to overcome being on fire with 1 bane.

ACTIONS

Melee Attack—Branches • Bludgeoning: Strength (+5) (2d6)

Melee Attack—Maw: Strength (+5) (2d6)

Two Attacks: The carnivorous tree makes a Branches attack and a Maw attack.

CATOBLEPAS

Gourmands everywhere agree that the pungent cheese of catoblepas milk has no equal, such is the delicacy of its flavor, the sharpness of its bite, despite the eye-watering fumes that waft from the block. As loved and prized as this cheese might be, collecting milk from the catoblepas is not for the faint of heart. Herds of these beasts roam the plains and prairies of the New Lands but sometimes wander into the borderlands, and with them comes a dread miasma from their exhalations whose potent stench can kill. Still, some make the effort to steal a bit of milk from these bison-like creatures and can sell the cheese for as much as 10 gold coins.

From a distance, a catoblepas might be mistaken for a bison with enormous horns extending from the sides of its oversized, shaggy head. Closer inspection reveals heavy, black armored plates covering its back in the manner of an armadillo. Its thick legs end in hoofs divided into three toes. The catoblepas has no trouble with extreme heat or deprivation.

Catoblepas cows avoid conflict and run off. The bulls charge threats and tear them apart with their horns.



CATOBLEPAS

MONSTER • DIFFICULTY 4

Defense: 12, **Health:** 60

Strength: 14 (+4), **Agility:** 9 (–1)

Intellect: 7 (–3), **Will:** 10 (+0)

Size: 2, **Speed:** 4 (no running)

Shockwave Stomp: If the catoblepas has not moved, it can choose to drop its Speed to 0 until the start of its next turn by stomping on the ground. Each creature on the ground within 5 yards of the catoblepas makes an Agility roll. On a failure, the creature falls prone.

ACTIONS

Melee Attack—Horns: Strength (+4) with 1 boon (4d6)

Head Butt: Target one creature in reach. The catoblepas makes a Strength (+4) roll with 1 boon. On a success, the target takes 3d6 damage. If the catoblepas moves at least 4 yards before the attack, the target instead takes 5d6 damage, and, if it is Size 1 or smaller, is pushed 3 yards and falls prone.

Toxic Exhalation: The catoblepas exhales a foul gas into a Size 5 space within reach. The gas fills the space with moderate obscurement that remains for 1 minute. Each flesh-and-blood creature that starts its turn in the space takes 1d6 damage and makes a Strength roll. On a failure, the creature loses 3d6 Health and becomes poisoned (luck ends). If the target remains poisoned in this way for 1 minute or longer and lives, it also becomes weakened for 24 hours. Once the catoblepas uses this trait, it loses access to it (luck ends).

CENTAUR

Few centaur herds have interest in dealing with outsiders, and the more disagreeable ones treat anyone not like themselves as enemies. And while all centaur bands raid to acquire needed supplies, more than a few go further than simply killing. They butcher their foes and commit atrocities on their remains. Although many think them malicious for these actions, the centaurs see brutality as the means to ensure their own survival. No one would dare confront them, or so the centaurs hope.

Herds cooperate with each other for breeding. Mares choose stallions from among rival tribes, and one who is chosen cuts all ties to his birth-tribe. Outside of courtship, centaurs have little reason to interact.

Centaur's combine traits of horses and humans. Where an ordinary horse's neck would extend from its body, a centaur has a human torso, arms, and head. All organs denoting gender appear in the horse-like portions of a centaur's form. The human components lack such features, so male and female centaurs appear similar from the waist up.

Curlbeaks—large, migratory flightless birds found in the Wilderlands—are essential to the survival of centaur herds. The animals provide the centaurs with meat, feathers, bone, and hide, materials useful for making all kinds of things. Centaurs might prey upon them, but respect and revere them, taking only what they need to sustain themselves.



CENTAUR ANCESTRY

CENTAUR

Health: +4

Size: 2, **Speed:** 6 (Mount)

Bonus Languages: Centaur

Natural Weapons: A centaur can use their hooves as a single natural melee weapon. Attacks with their hooves deal 2d6 damage.

Other Traits: Gallop

HUNTER

People risk their lives when they travel the Wilderlands. If centaur scouts spot intruders, they call for hunters, and such meetings rarely end in any way other than violence. Centaurs take prisoners, but only those who won't cause trouble. They kill warriors, for example, but anyone else who looks like they can work, they take for trade or ransom.

CENTAUR HUNTER

CENTAUR · DIFFICULTY 2

Defense: 11, **Health:** 30

Strength: 14 (+4), **Agility:** 11 (+1)

Intellect: 10 (+0), **Will:** 10 (+0)

Size: 2, **Speed:** 6 (Mount)

Languages: Centaur

Gallop: When the centaur runs, they quadruple their Speed instead of tripling it.

Spring Away: When the centaur uses an action to attack, it increases its Speed by 2 and becomes Slippery until the start of its next turn.

ACTIONS

Melee Attack—Hooves: Strength (+4) with 1 boon (2d6)

Melee Attack—Spear · Thrown 5: Strength (+4) with 1 boon (2d6)

Ranged Attack—Shortbow · Range 20: Agility (+1) with 1 boon (2d6)

CHANGELING

Changelings can be anyone, at any time. Whether they use their ability for mischief or not, people expect the worst from them. Even the faeries, noted for their multifarious forms and natures, give pause when it comes to changelings, who have played the part of trickster, ne'er-do-well, and spy at times. But is this reputation fair? Are not changelings as free to decide how to act as how to look?

Being faeries, most changelings live in the faerie realms on the mortal world's edges, where they might keep company with other faeries or live alone. As with other faeries, notions of community and society have little appeal to changelings, and so they congregate with others or not, as their whims take them. Some changelings find their way into the mortal world: infants could start their lives adopting the guise of mortal children whom faeries filched in the darkest hours of night, only to flee after the truth comes to light. Others infiltrate communities to observe, hide, or sabotage.

Individual changelings decide on their own appearance. They can look like young children or old folks standing on death's door. They might assume a human form or one of faerie origins. So long as they adopt a guise of flesh and blood, they can be any person they choose.

But the masks they wear conceal forms some might find strange or upsetting, for they resemble other humanoid people in shape alone. Pale, rubbery skin stretches over thin, spindly bodies. They have overlarge heads with equally large black eyes that sit above the merest suggestion of facial features. While in their natural forms, even changelings find it difficult to discern who is who. In their natural form, changelings stand between 3 and 4 feet tall and weigh between 40 and 60 pounds. Changelings can choose any gender or have none at all.

IMPOSTER

The ability to become anyone tempts some changelings to make mischief. They sabotage equipment, cause accidents, and spread cruel rumors. Their efforts continue until they are found out, but even when discovered, they can usually escape unscathed.

CHANGELING IMPOSTER

CHANGELING, FAERIE • DIFFICULTY 2

Defense: 13 (leather), **Health:** 20

Strength: 11 (+1), **Agility:** 12 (+2)

Intellect: 11 (+1), **Will:** 10 (+0)

Size: 1/2, **Speed:** 5

Languages: Common, Sylvan

Senses: Keen Vision

Immune: infection

Impersonate: If at the start of the changeling's turn, they lack the confused, controlled, stunned, and unconscious afflictions, they can choose one humanoid flesh-and-blood creature of Size 1/2 or 1 that they can see within 10 yards. The changeling assumes the target's appearance and retain it until they use this trait again, end this effect (at any time), or touch an object made from cold iron. Use of this trait affects the changeling's appearance and voice only; they use their normal rules.

Deceitful Strike: The changeling imposter can use this talent when they attack after using Impersonate. They roll with 3 boons and their attack deals an extra 3d6 damage. The imposter then loses access to this talent for 1 minute.

ACTIONS

Melee Attack—Rapier • Piercing: Agility (+2) with 1 boon (2d6)

Melee Attack—Dagger • Thrown 5: Agility (+2) with 1 boon (1d6)

CHANGELING ANCESTRY

CHANGELING, FAERIE

Size: 1/2, **Speed:** 5

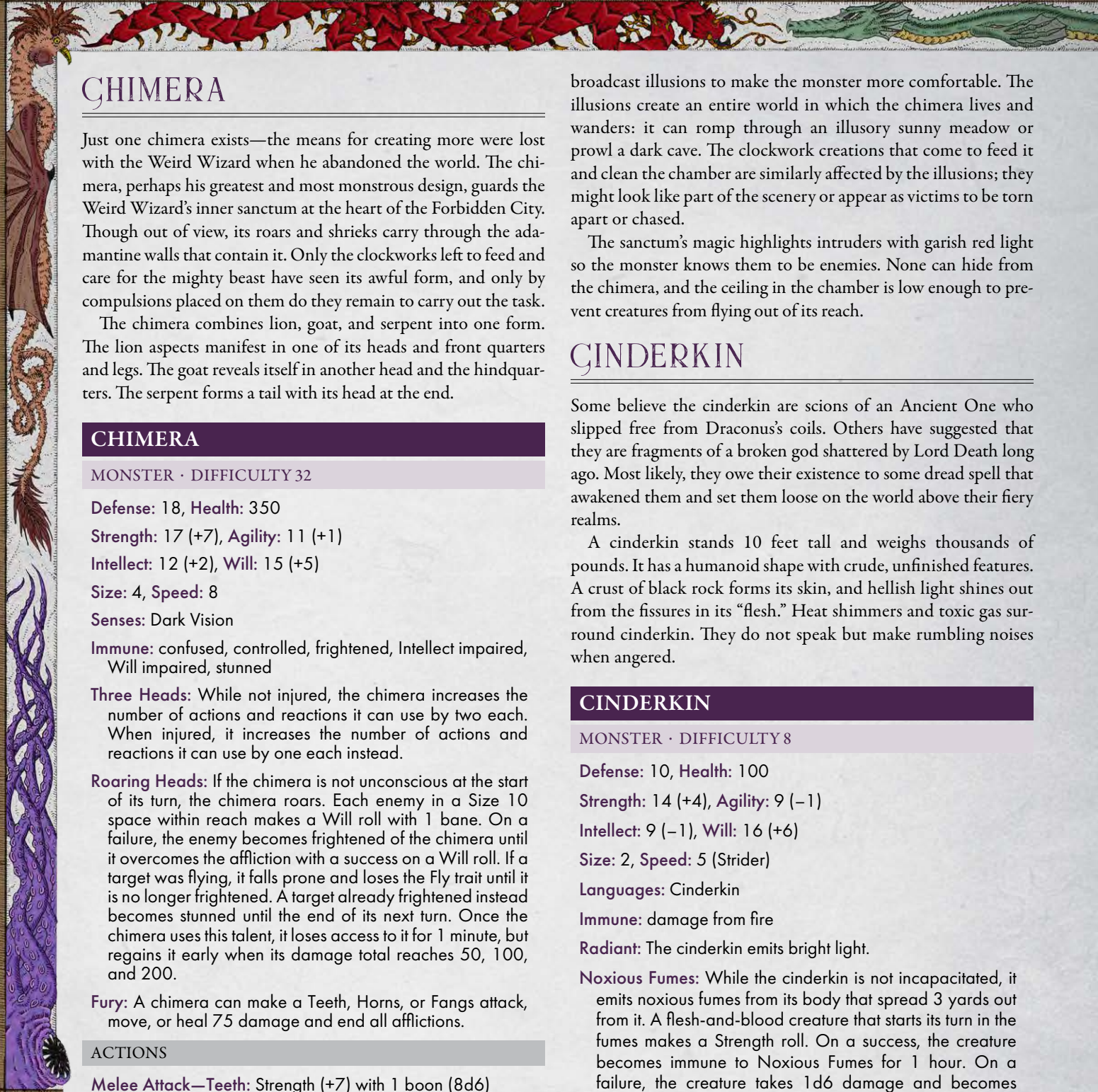
Bonus Languages: Sylvan

Senses: Keen Vision

Immune: infection

Other Traits: Impersonate





CHIMERA

Just one chimera exists—the means for creating more were lost with the Weird Wizard when he abandoned the world. The chimera, perhaps his greatest and most monstrous design, guards the Weird Wizard's inner sanctum at the heart of the Forbidden City. Though out of view, its roars and shrieks carry through the adamantine walls that contain it. Only the clockworks left to feed and care for the mighty beast have seen its awful form, and only by compulsions placed on them do they remain to carry out the task.

The chimera combines lion, goat, and serpent into one form. The lion aspects manifest in one of its heads and front quarters and legs. The goat reveals itself in another head and the hindquarters. The serpent forms a tail with its head at the end.

CHIMERA

MONSTER · DIFFICULTY 32

- Defense:** 18, **Health:** 350
Strength: 17 (+7), **Agility:** 11 (+1)
Intellect: 12 (+2), **Will:** 15 (+5)
Size: 4, **Speed:** 8
Senses: Dark Vision
Immune: confused, controlled, frightened, Intellect impaired, Will impaired, stunned
Three Heads: While not injured, the chimera increases the number of actions and reactions it can use by two each. When injured, it increases the number of actions and reactions it can use by one each instead.
Roaring Heads: If the chimera is not unconscious at the start of its turn, the chimera roars. Each enemy in a Size 10 space within reach makes a Will roll with 1 bane. On a failure, the enemy becomes frightened of the chimera until it overcomes the affliction with a success on a Will roll. If a target was flying, it falls prone and loses the Fly trait until it is no longer frightened. A target already frightened instead becomes stunned until the end of its next turn. Once the chimera uses this talent, it loses access to it for 1 minute, but regains it early when its damage total reaches 50, 100, and 200.

Fury: A chimera can make a Teeth, Horns, or Fangs attack, move, or heal 75 damage and end all afflictions.

ACTIONS

- Melee Attack—Teeth:** Strength (+7) with 1 boon (8d6)
Melee Attack—Horns: Strength (+7) with 1 boon (8d6)
Melee Attack—Fangs: Strength (+7) with 1 boon (6d6)
Chimera Venom: A flesh-and-blood target makes a Strength roll with 1 bane. On a failure, it becomes poisoned (luck ends). Each time a target poisoned in this way loses Health, it loses an extra 2d6 Health and becomes Intellect impaired and Will impaired until the end of the next round.

CHIMERA SANCTUM

The chimera guards the entrance to the Weird Wizard's Inner Sanctum, where he kept his greatest treasures. The sanctum encompasses a single, enormous chamber. Pillars hold up the ceiling and

broadcast illusions to make the monster more comfortable. The illusions create an entire world in which the chimera lives and wanders: it can romp through an illusory sunny meadow or prowls a dark cave. The clockwork creations that come to feed it and clean the chamber are similarly affected by the illusions; they might look like part of the scenery or appear as victims to be torn apart or chased.

The sanctum's magic highlights intruders with garish red light so the monster knows them to be enemies. None can hide from the chimera, and the ceiling in the chamber is low enough to prevent creatures from flying out of its reach.

CINDERKIN

Some believe the cinderkin are scions of an Ancient One who slipped free from Draconus's coils. Others have suggested that they are fragments of a broken god shattered by Lord Death long ago. Most likely, they owe their existence to some dread spell that awakened them and set them loose on the world above their fiery realms.

A cinderkin stands 10 feet tall and weighs thousands of pounds. It has a humanoid shape with crude, unfinished features. A crust of black rock forms its skin, and hellish light shines out from the fissures in its "flesh." Heat shimmers and toxic gas surround cinderkin. They do not speak but make rumbling noises when angered.

CINDERKIN

MONSTER · DIFFICULTY 8

- Defense:** 10, **Health:** 100
Strength: 14 (+4), **Agility:** 9 (–1)
Intellect: 9 (–1), **Will:** 16 (+6)
Size: 2, **Speed:** 5 (Strider)
Languages: Cinderkin
Immune: damage from fire
Radiant: The cinderkin emits bright light.

Noxious Fumes: While the cinderkin is not incapacitated, it emits noxious fumes from its body that spread 3 yards out from it. A flesh-and-blood creature that starts its turn in the fumes makes a Strength roll. On a success, the creature becomes immune to Noxious Fumes for 1 hour. On a failure, the creature takes 1d6 damage and becomes poisoned until the start of its next turn.

Fiery Eruption: When the cinderkin gets a failure on a roll to attack, each creature within 1 yard of it makes a luck roll. On a failure, the creature takes 2d6 damage.

Cooling Rock: If the cinderkin takes damage from cold, it loses 3d6 Health and its Defense increases by 3 until the end of its next turn.

ACTIONS

- Melee Attack—Fist:** Strength (+4) with 1 boon (5d6)
Critical Success: The target catches fire.
Two Attacks: The cinderkin makes two Fist attacks.

CLIFF HAIT

Traveling through the mountains of the New Lands offers danger aplenty. Narrow ravines, shelves that wind around the high peaks, and the occasional cut makes traversing them barely possible, but the voracious cliff haints who blend invisibly into the rocky landscape make any such foray even more dangerous. When they spot anything edible, whether a mountain goat or a band of travelers, they detach from the mountain slopes to glide down and strike.

Cliff haints have humanoid bodies covered in mottled fur that helps them blend in with their environment. Flaps of extra skin hang down under their armpits and between their legs. When they leap off the cliffs, they stretch their arms and legs to glide down onto enemies' backs, where they get to work with their sharp claws and teeth.

Many consider cliff haints to be wild predators, just another threat one might encounter in the borderlands and beyond. However, scouts report seeing the haints communicate with each other in a strange language of clicks and trills. Some believe they have also developed simple tools, since the remains of their victims have broken bones with the marrow sucked out. All this suggests that the haints stand on the precipice of becoming an even greater threat to the New Lands.

CLIFF HAIT

MONSTER · DIFFICULTY 1

Defense: 12, **Health:** 5

Strength: 11 (+1), **Agility:** 12 (+2)

Intellect: 9 (–1), **Will:** 10 (+0)

Size: 1/2, **Speed:** 5 (Climber)

Languages: Cliff Haint

Senses: Keen Hearing

Glider: While not confused, held, stunned, or unconscious, a cliff haint suffers no harm from landing after a fall, and lands in any empty space within 10 yards of the space directly beneath it when it fell.

ACTIONS

Melee Attack—Claws and Teeth: Agility (+2) with 1 boon (1d6)

Latch On: If the target is Size 1 or larger, the cliff haint moves into its space and clings to its body until the target overcomes the effect with a success on a Strength roll, which also knocks the cliff haint prone; until the cliff haint becomes stunned or unconscious; or until the cliff haint moves away from the target. When this effect ends, the cliff haint enters an empty space of its choice within 1 yard of the target.

Until this effect ends, the cliff haint imposes 1 bane on the target's rolls to attack it but grants 1 boon on rolls made by other creatures to attack it. In addition, the cliff haint's attacks against the target deal an extra 1d6 damage. Finally, when the target moves, the cliff haint automatically moves with it.





CLOCKWORK

Clockworks first appeared shortly after the Weird Wizard arrived in the New Lands, for his hands put them together. These creations became their maker's devoted servants, who built the Forbidden City and cleared the surrounding lands of all those enemies hostile to their master. Later, the clockworks toiled as servants and soldiers, each given a specific task that framed its entire existence.

After the Weird Wizard's disappearance, many clockworks set aside the tasks for which they were made. Before, native peoples looked upon them with fear since they most often served as soldiers who were unswerving in their obedience to their master. Now that the clockworks have gained independence, they alone decide how they will behave, where they go, and with whom they interact.

The means for creating more clockworks has gone with the Weird Wizard, though this fact has not stopped some from trying to recreate his methods. Heedless of the damage they do, deranged engineers hunt clockworks to take them apart and, perhaps, divine the secrets of their making. In the process of dismantling them, though, the mind contained in the mechanical body vanishes and the person is forever lost.

Clockworks' bodies facilitate the tasks for which they were created. Most clockworks stand between 4 and 8 feet tall and weigh as much as 800 pounds. All have humanoid shapes, but soldiers sport animal heads—stags, wolves, and lions being the most common. Clockworks who were servants more closely resemble humans, some slim and sleek, others short and portly. Clockworks are made from base metals, and their components have little value beyond maintaining their existence.

Each clockwork has a keyhole in its body, usually on the back, with a key resting inside. When one winds the key so that it starts turning, the clockwork behaves as a creature. When the key stops turning, the clockwork becomes an inanimate object.

FORBIDDEN GUARD

Nothing holds the clockworks to the Forbidden City, but some remain to carry out their duties. The Forbidden Guard patrol the streets of the city, watchful for opportunists who think to make off with the Weird Wizard's treasures. The clockwork soldiers capture or kill trespassers.

CLOCKWORK FORBIDDEN GUARD

CLOCKWORK, CREATION · DIFFICULTY 2

Defense: 13, **Health:** 20
Strength: 12 (+2), **Agility:** 10 (+0)
Intellect: 10 (+0), **Will:** 11 (+1)
Size: 1, **Speed:** 4 (no swimming)
Languages: Common
Immune: asleep, poisoned; deprivation, exposure, infection, suffocation

Grind the Gears: At the start of the clockwork's turn, if they lack the confused, controlled, stunned, and unconscious afflictions, this trait increases the number of actions they can use on their turn by one. At the end of the round, the clockwork makes a luck roll. On a failure, the clockwork becomes stunned (luck ends). A creature that can reach them can use an action to remove this affliction early by winding your key. Once they use this trait, they lose access to it for 1 minute.

ACTIONS

Melee Attack—Polearm · Long: Strength (+2) (3d6)

CLOCKWORK ANCESTRY

CLOCKWORK

Natural Defense: +2, **Health:** +8
Size: 1, **Speed:** 4 (no swimming)
Immune: asleep, poisoned; deprivation, exposure, infection, suffocation
Mechanical Being: When a clockwork becomes injured, they become slowed until they are no longer injured. To heal damage or regain Health from resting, they must expend a set of spare parts. When they become incapacitated, they count as a magical object and lose no Health at the end of each round. They remain an object until destroyed by harm, at which point their soul departs the body and prevents them from being restored to life by any means short of divine intervention. However, a creature can use an action to stabilize the clockwork by turning their key; the clockwork heals damage and becomes a creature again at the end of the round rather than healing damage immediately.

Other Traits: Grind the Gears

COCKATRICE

What hatches from a chicken egg that has been incubated by a toad or serpent? A cockatrice is what! Although spawned by what could be described as a natural process, there's little natural about cockatrices. They look like small reptiles with bulging bellies. Tiny bat wings extend from where forelimbs ought to be, and chicken features make up the tail and legs, on which they move at a stately pace. As ugly and strange as they look, they behave a lot like chickens and pass their time pecking at the ground for seeds and bugs.

Cockatrices endanger everything in their environs, since a single touch from one's beak can turn living material to stone. In mere weeks, a cockatrice's roosting site turns from lush greenery into a stony barren, the ground covered in the petrified remains of bugs, small rodents, plants, and an unlucky shepherd caught by surprise. Once a cockatrice settles in a place, it remains there until something kills it or it dies from natural causes.

People have no doubt that cockatrices exist—you can find their pieces and parts for sale in bazaars and apothecary shops all over. How they came about does raise a question, though. Who was the first to convince a toad or serpent to perch atop a chicken egg? It seems impossible for a person to have just stumbled across this idea through trial and error. It's more likely that the secret of making cockatrices comes from an occult source, likely a fiend or faerie intent on making mischief.

COCKATRICE

MONSTER · DIFFICULTY 2

Defense: 13, Health: 20

Strength: 11 (+1), Agility: 10 (+0)

Intellect: 6 (–4), Will: 10 (+0)

Size: 1/2, Speed: 5 (Strider)

ACTIONS

Melee Attack—Beak: Strength (+1) with 2 boons (1d6)

Petrify: A flesh-and-blood target loses 1d6 Health and transforms into a stone statue until the end of its next turn. As a statue, the target is an object. If the loss of Health drops the target's Health score to 0, the effect is permanent.



COLLECTOR

Collectors stand as big as houses and move on four tall legs, each as thick as tree trunks, with the front legs longer than the hind legs. A collector's body has a flattened shape, covered with chitinous bands from which emerge fleshy collection sacs containing gelatinous fluid the color of pus. Sometimes these sacs hold things other than fluid and bulge out from the collector's back.

Spidery limbs extend from the bottom of the collector's body and end in a dazzling array of sharp, hooked, and barbed tips, perfect for catching and taking apart specimens. The collector's goal is to gather as many unrecognized creatures as it can and deliver them to the Forbidden City, so one might spot a fully loaded collector ambling eastward or an empty one headed anywhere else.

The Weird Wizard created collectors to gather specimens from the lands beyond the Forbidden City's walls. In olden times, they roamed the New Lands and traveled across and into the borderlands, where they met resistance in the Old Country. Now few remain, having fallen afoul of the terrain, become trapped in caves or stuck in mires, or been captured by villainous magicians who would use them to further their own designs.



COLLECTOR

MONSTER · DIFFICULTY 16

Defense: 14, **Health:** 200

Strength: 18 (+8), **Agility:** 10 (+0)

Intellect: 5 (–5), **Will:** 20 (+10)

Size: 6, **Speed:** 8 (Strider)

Senses: Awareness 20, Keen Vision

Immune: asleep, blinded, confused, controlled, deafened, poisoned, stunned

Trample: A collector can move through spaces occupied by creatures and objects smaller than it. When it enters a creature's space, that creature makes an Agility roll. On a failure, the creature takes 4d6 damage and falls prone. When it enters an object's space, the object takes 4d6 damage. A creature or object can be subject to this collector's Trample just once per round.

Fury: A collector can make a Collection Tools attack, move, or heal 40 damage and end all afflictions.

Collection Sacs: A collector has 8 collection sacs on its back. Each has Defense 10 and Health 20. If a sac is destroyed, any creature it holds spills out and falls prone in an empty space of the collector's choice in its reach. After a sac is destroyed, it cannot be used to hold a creature. A creature inside the sac is unconscious and is immune to the effects of deprivation. Time spent unconscious in this way does not count as resting.

ACTIONS

Melee Attack—Collection Tools: Strength (+8) with 1 boon (8d6)

Critical Success: Roll a d6 to see what also happens:

D6 RESULT

- 1 **Dissection:** The target loses 2d6 Health and becomes weakened (luck ends).
- 2 **Liquefaction:** The target takes an extra 1d6 damage and becomes poisoned (luck ends).
- 3 **Incineration:** The target takes an extra 2d6 damage and catches fire (luck ends).
- 4 **Examination:** The target becomes held until the start of the collector's next turn.
- 5 **Discarded:** The target flies 1d6 × 5 yards away from the collector and lands prone in an empty space. The target takes 3d6 damage for every 5 yards it is moved in this way or was prevented from moving after encountering an obstacle.
- 6 **Annihilation:** The target takes 10d6 damage and becomes stunned (luck ends).

Collect Specimen: The collector uses its pincers to collect a specimen. Target one creature or object within reach. Make a Strength (+8) roll against its Agility. Roll with 1 boon against a prone target. On a success, the target is picked up and stored in an empty collection sac.

COLOSSUS

Animated statues of considerable size, they serve their makers by protecting vaults, dungeons, and sacred places. Most appear humanoid, stand 12 to 16 feet tall and weigh several tons. Some creators carve colossi from stone, but they might use clay, iron, or bronze too. Creators control colossi by inscribing three rules inside the hollow spaces of their heads.

The creation of a colossus requires stealing a soul from the Underworld and binding it to the prepared statue. The soul awakens inside its vessel and confers on it the means of locomotion, but at the cost of the soul's sanity. Such imprisonment is a grave wrong, and the torment the soul endures makes the colossus difficult to control, even by the mightiest makers. More than a few have met messy ends at the hands of their creations.

COLOSSUS

CREATION • DIFFICULTY 16

Defense: 5, **Health:** 400

Strength: 18 (+8), **Agility:** 8 (–2)

Intellect: 8 (–2), **Will:** 20 (+10)

Size: 4, **Speed:** 5 (Strider)

Senses: Awareness 20

Immune: asleep, blinded, confused, controlled, deafened, frightened, poisoned; deprivation, exposure, infection, suffocation

Trample: A colossus can move through spaces occupied by creatures and objects smaller than it. When it enters a creature's space, that creature makes an Agility roll. On a failure, the creature takes 5d6 damage and falls prone. When it enters an object's space, the object takes 5d6 damage. A creature or object can be subject to this colossus's Trample just once per round.

Shattering Stride: A colossus can move into spaces occupied by objects of its size or smaller. When it enters an object's space, the object loses 10d6 Health. If the object drops to 0 Health, the colossus can continue moving. Otherwise, the colossus is pushed back to the nearest empty space of its Size and its Speed drops to 0 until the start of its next turn.

ACTIONS

Melee Attack—Fist • Bludgeoning: Strength (+8) with 2 boons (10d6)

Awesome Strike: A creature injured or incapacitated by this damage flies 1d6 × 5 yards away from the colossus, lands prone, takes an extra 8d6 damage, and becomes stunned (luck ends).

Pounding Fists: The colossus brings both fists down. Target one Size 2 space within reach. For each creature in that space separately, make a Strength (+8) roll with 1 boon against the creature's Defense. On a success, the creature takes 6d6 damage, and falls prone.

END OF THE ROUND

Rampage: The colossus rampages until the end of the next round. The colossus increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 1d6 damage. Then, the colossus loses access to this talent (luck ends).

COMMONERS

Commoners make up the farmers, laborers, artisans, and anyone else who makes a living from the sweat of their labor. In the realms of faeries, they are the fey folk who attend to the lords and ladies of their lands. Dwarfs might be miners toiling in the depths, while fauns work in the fields and make music.

Without commoners to build homes, temples, and stores, pave streets, and span rivers with bridges, no towns or cities would exist. Without their labor in fields or herding livestock, there would be nothing for the civilized world to eat. All peoples depend on commoners for their survival. It's a wonder, then, that most face hard, thankless lives that end all too early.

PEASANT

Peasants pose little danger to the typical adventurer, even when gathered in numbers. Most avoid conflict when they can and fight only to protect themselves. When outrage sweeps through a community, though, people might form a mob. Reason, self-control, and a sense of self-preservation all give way to unreasoning anger.

MILITIA MEMBER

In many communities, commoners muster up militias to deal with bandits, orcs, and monsters. Militia members lack formal training and make do with basic weaponry.

PEASANT

HUMAN • DIFFICULTY 1

Defense: 10, **Health:** 10

Strength: 10 (+0), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 10 (+0)

Size: 1, **Speed:** 5

Languages: Common

Angry Mob: If 10 peasants or more start their turn in the same Size 5 space, they can combine their turn and act as a single creature. If the mob uses an action to attack, target any number of creatures in their space or within 1 yard of it, and roll for each attack separately, with 3 boons. On a success, the attack deals an extra 1d6 damage.

ACTIONS

Melee Attack—Torch or Pitchfork: Strength (+0) with 1 bane (1d6)

MILITIA MEMBER

HUMAN • DIFFICULTY 1

Defense: 11 (padded), **Health:** 10

Strength: 11 (+1), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 10 (+0)

Size: 1, **Speed:** 5

Languages: Common

ACTIONS

Melee Attack—Club: Strength (+1) (2d6)

Melee Attack—Spear • Thrown 5: Strength (+1) (2d6)

CRIMINALS

Thieves, con artists, killers—criminals encompass a wide range of people who turn to crime for reasons that include hunger, opportunity, desperation, and moral failings. Whether on their own, in small teams, or in large organizations, criminals erode the rule of law and the stability it provides. The following criminals represent just some of the scoundrels that characters might face.

BURGLAR

Experts at thwarting locks and other security measures, burglars can get inside the most secure places and make off with the valuables they find.

COZENER

A quick wit, keen mind, and a willingness to fleece anyone they meet makes the cozeners a tricky foe. These charlatans and confidence artists winkle out coin from the gullible.

ENFORCER

Gangs and criminal syndicates rely on these brutes for muscle in heists. Some mug people, others work as leg-breakers, and others still might have legitimate business as bouncers and guards.

HIRED KILLER

Professional murderers, hired killers haunt the seedy places in urban communities, waiting for the next job. Some belong to guilds or extremist sects, especially those dedicated to Lord Death and Calamity. Other hired killers might also work as spies.

MURDERER

A dark impulse to kill, the momentary lapse of reason that leads to a violent outburst with dire consequences, or the consequences of a damaged, distorted mind might all make murderers of ordinary people.

PICKPOCKET

The pickpockets spread out through the crowded streets to clip purses and palm loose objects.

BURGLAR

HUMAN · DIFFICULTY 1

Defense: 12 (leather), **Health:** 10

Strength: 11 (+1), **Agility:** 11 (+1)

Intellect: 10 (+0), **Will:** 9 (–1)

Size: 1, **Speed:** 5 (Slippery)

Languages: Common, Thieves' Cant

Quick Get Away: If the burglar starts its turn in the reach of at least one enemy, the burglar increases its Speed by 2 until the end of its turn.

ACTIONS

Melee Attack—Hammer · Bludgeoning, Thrown 5: Strength (+1) with 1 boon (1d6)

Melee Attack—Dagger · Thrown 5: Agility (+1) with 1 boon (1d6)

COZENER

HUMAN · DIFFICULTY 2

Defense: 12, **Health:** 10

Strength: 10 (+0), **Agility:** 13 (+3)

Intellect: 13 (+3), **Will:** 10 (+0)

Size: 1, **Speed:** 5

Languages: Common, Kingdom

Mask of Innocence: When a cozeners dodges, the enemy that enabled the use of this activity must choose a different target for its attack. If there is no eligible target, the action is wasted. The cozeners loses access to this talent (luck ends).

Treacherous Suggestion: If the cozeners is not confused, controlled, stunned, or unconscious at the start of its turn, target one Intellect impaired creature within 5 yards of the cozeners and that can hear what they say. Make an Intellect (+3) roll with 1 boon against the target's Intellect. On a success, the target becomes controlled by the cozeners until the end of its next turn. On a critical success, the target becomes controlled (luck ends). On a failure, the target becomes immune to Treacherous Suggestion for 1 hour. Once the cozeners makes use of this talent, they lose access to it (luck ends).

ACTIONS

Melee Attack—Rapier · Piercing: Agility (+3) with 1 boon (2d6)

REACTIONS

Witty Remark: When an enemy within 5 yards gets a failure on an attribute or luck roll, each enemy within 5 yards that can hear and understand what the cozeners says makes a Will roll. On a success, the enemy becomes immune to Witty Remark for 1 hour. On a failure, the enemy becomes Intellect impaired until it overcomes the affliction with a successful Will roll.

ENFORCER

HUMAN · DIFFICULTY 2

Defense: 13 (brigandine), **Health:** 20

Strength: 13 (+3), **Agility:** 10 (+0)

Intellect: 9 (–1), **Will:** 10 (+0)

Size: 1, **Speed:** 5

Languages: Common, Thieves' Cant

ACTIONS

Melee Attack—Mace · Bludgeoning: Strength (+3) with 1 boon (2d6)

Critical Success: A target creature makes a Will roll. On a failure, it becomes frightened of the enforcer until the end of its next turn.



HIRED KILLER

HUMAN • DIFFICULTY 4

Defense: 14 (leather), Health: 40

Strength: 12 (+2), Agility: 13 (+3)

Intellect: 11 (+1), Will: 10 (+0)

Size: 1, Speed: 5 (Silent)

Languages: Common, Hand Signs, Thieves' Cant

Hide in Shadows: The hired killer can hide in spaces lit by dim light, faint light, or no light, even when being observed.

Lethal Strike: When a creature takes damage from a hidden hired killer, the creature makes a luck roll. On a failure, the creature also loses 3d6 Health.

ACTIONS

Melee Attack—Rapier • Piercing: Agility (+3) with 1 boon (2d6)

Poisoned Blade: A flesh-and-blood target makes a luck roll. On a failure, it becomes poisoned (luck ends).

Ranged Attack—Crossbow Pistol • Range 10, Reload: Agility (+3) with 1 boon (1d6)

Poisoned Bolts: A flesh-and-blood target becomes poisoned (luck ends).

Two Attacks: If the hired killer has a loaded crossbow pistol, they make a Rapier attack and a Crossbow Pistol attack.

MURDERER

HUMAN • DIFFICULTY 4

Defense: 12, Health: 40

Strength: 13 (+3), Agility: 11 (+1)

Intellect: 11 (+1), Will: 13 (+3)

Size: 1, Speed: 5

Languages: Common

Fury: A murderer can attack, move, or heal 10 damage and end all afflictions.

ACTIONS

Melee Attack—Battle Axe • Brutal: Strength (+3) with 1 boon (2d6)

Melee Attack—Hatchet • Brutal, Thrown 5: Strength (+3) with 1 boon (1d6)

Two Attacks: The murderer makes a Battle Axe attack and a Hatchet attack.

REACTIONS

Vicious Backswing: When the murderer gets a result of 5 or less on a roll to attack, the murderer can roll another d20 and add the number rolled to the result.

END OF THE ROUND

Rampage: The murderer rampages until the end of the next round. The murderer increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 1d6 damage. Then, the murderer loses access to this talent (luck ends).

Down But Not Dead: If the murderer is incapacitated, it heals all damage and stands up. Then, the murderer loses access to this talent for 24 hours.



PICKPOCKET

HUMAN • DIFFICULTY 1

Defense: 11 (padded), Health: 10

Strength: 10 (+0), Agility: 11 (+1)

Intellect: 10 (+0), Will: 9 (–1)

Size: 1, Speed: 5

Languages: Common, Thieves' Cant

ACTIONS

Melee Attack—Dagger • Thrown 5: Agility (+1) with 1 boon (1d6)

REACTIONS

Sticky Fingers: When the pickpocket moves, it can attempt to steal.



CROCOTTA

Plaintive sounds of weeping and appeals for help lure the kind-hearted into the crocotta's reach. When the victim draws close, the monster springs out to reward the person with a painful, protracted death. A crocotta has a leonine trunk supported by stag legs and a wedge-shaped head with a wide mouth that stretches all the way to the tiny ears poking out from the back of its skull. A sharp band or ridge of bone serves in place of teeth to cut through bone with a powerful bite.

Caves, ravines, ditches, and stone overhangs serve as lairs for crocottas in the wild, but hunger draws them out to wreak havoc on nearby communities. The cunning monsters stalk the streets and alleys at night, slipping through the shadows and learning the manner of sounds people make. They pick off pets first, then livestock, and finally people.

CROCOTTA

MONSTER · DIFFICULTY 4

Defense: 14, **Health:** 50

Strength: 12 (+2), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 10 (+0)

Size: 1, **Speed:** 6

Senses: Keen Vision

Lock the Jaw: When the crocotta uses its Teeth to grab a creature of its Size + 1 or smaller, the crocotta can lock its jaws on the target and remain locked until the crocotta ends the effect (not an action). The target can attempt to escape the grab, but rolls with 2 banes. On a success, the target loses 1d6 Health, but the grab ends. On a failure, the target loses 2d6 Health. Another creature can cut the target free; doing so requires the use of an action and the grabbed target loses 1d6 Health.

While the crocotta has a target grabbed in this way, it loses access to its Teeth attack. On the crocotta's turn, the creature it has grabbed loses 1d6 Health.

Fury: A crocotta can cause one creature it has grabbed to lose 1d6 Health, can regain the use of a reaction, or heal 12 damage and end all afflictions.

ACTIONS

Melee Attack—Teeth · Brutal: Strength (+2) with 2 boons (1d6)

REACTIONS

Pinning Gaze (Magical): When an enemy starts its turn with line of sight to the crocotta, make a Will (+0) roll against that enemy's Will. On a success, the enemy becomes held until it loses line of sight to the crocotta, it overcomes the affliction with a success on a Will roll, or the crocotta dies. On a failure, the enemy becomes immune to this trait for 1 hour.

Instinctive Grab: When the crocotta deals damage with a Teeth attack, it makes a grab attempt against the same target.

Defensive Kick: When an enemy within reach deals damage to the crocotta, the crocotta kicks that enemy. That enemy makes an Agility roll with 1 bane. On a failure, it takes 2d6 damage.

CRUSTACOR

Deranged, monstrous beings from the deep, crustacors trouble the coasts of the borderlands, after these sea-dwellers found themselves displaced through conflict with the tritons. These invaders attack fishing boats and some bold bands have even laid siege to coastal settlements. Certainly, competition makes them aggressive, but many crustacors find they have a taste for human flesh.

A typical crustacor has a wide, flat body covered by a spiny exoskeleton. It scuttles about on four legs and has two claws, one large and one small for finer work. A crustacor carries a driftwood club and a dried-kelp sling.

Crustacors make tools for hunting and war. They build no structures and instead make their homes in coastal caves. All members of their community have equal status, though roles vary based on capabilities. Crustacors communicate with a clicking speech that other people lack the means to reproduce. Even if one could bridge the language gap, most crustacors have no interest in peace; they see people as food.

CRUSTACOR

MONSTER, AMPHIBIOUS · DIFFICULTY 2

Defense: 15, **Health:** 10

Strength: 11 (+1), **Agility:** 11 (+1)

Intellect: 10 (+0), **Will:** 10 (+0)

Size: 1, **Speed:** 5 (Swimmer)

Languages: Crustacor

Senses: Dark Vision

Grappler: The crustacor rolls to grab with 1 boon and imposes 2 banes on rolls to escape its grab.

Body Spikes: When a creature attacks a crustacor using a melee weapon that lacks the Long trait or an unarmed attack, the creature makes a luck roll after the attack. On a failure, the creature takes 1d6 damage.

ACTIONS

Melee Attack—Club: Strength (+1) with 1 boon (2d6)

Melee Attack—Pincer: Strength (+1) with 1 boon (1d6)

Ranged Attack—Javelin · Thrown 10: Strength (+1) with 1 boon (1d6)

Two Attacks: The crustacor makes a Club attack and a Pincer attack

Impaling Hug: One target the crustacor has grabbed takes 3d6 damage and the crustacor maintains the grab.

REACTION

Instinctive Grab: When the crustacor deals damage with a Pincer attack, it makes a grab attempt against the same target. If the crustacor makes a Pincer attack against a target it has grabbed in this way, the roll to attack results in an automatic success, and the crustacor maintains the grab.



CULTISTS

Individuals turn to powers beyond themselves to find meaning or purpose in life. Organizations devoted to such powers offer belonging, a fellowship born from shared faith. All the great religions, such as those of the Old Gods and the Church of the High One, formed to solve these existential problems, and their appeal has made them into powerful political forces. Yet some people distrust these institutions and seek meaning elsewhere, from among the abundance of cults, sects, and fringe religions that crowd the civilized world and beyond.

Some cults form around the worship of innocuous powers that might or might not exist, but most become ensconced in the worship of dark and dreadful powers. Such groups might worship the Adversary, seduced by promises of riches and desires attained, while others dredge up Ancient Ones to worship, happening upon them in the ruins of abandoned temples and the foul script of forbidden tomes. Whatever ruinous power they serve, evil cults threaten the natural order and, unless discovered and eradicated, might doom all things.

Scores of sinister religious groups have appeared in recent years, and there might be hundreds more secret societies and quasi-religious organizations, most of whom have escaped detection. What follows highlights some of the more dangerous ones.

CULTIST

From the ranks of ordinary people arise cultists, those who came under the influence of charismatic leaders. Cultists believe they have secret knowledge of the world and strive to demonstrate

their worthiness. In a fight, they throw themselves at their enemies without regard for their own lives.

DEACON

Deacons serve as officers in a cult and keep the congregation under the leader's control by enforcing rules, counseling members, and keeping outsiders at bay. Deacons gain their positions by having higher standing in their communities or by demonstrating some valuable skill to the priest.

LEADER

A leader heads every cult cell, overseeing congregations of various sizes, depending on the host community. Most leaders are former deacons promoted to a higher rank, but some might be lesser cultists who assumed the mantle after a display of skillful command.

PRIEST

The higher one climbs a cult's ranks, the more secrets one learns. Each secret plants the seed of terrible devotion to whatever alien power the cult serves and commits the learner to its objective—world domination, destruction, or change for the worse. The cult's priests know these truths and receive the reward of magical knowledge for their devotion to the cause.

HIGH PRIEST

The cult looks to its high priest for guidance and insights into the deeper mysteries, for that person has a direct connection to the entity or idea the cult serves. The high priest monitors activities



of cult cells through intermediaries but might attend personally to followers in times of need.

Exposure to unspeakable truths leaves high priests strange and erratic. Most have odd habits, such as preserving their excretions in small jars or picking and scratching themselves until their skin is torn and bleeding. They might lose their train of thought and shriek or gibber without warning. Danger gives them focus, though, and they demonstrate horrifying skill at using the secrets revealed to them.

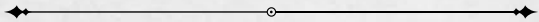


UNSPOKEN SOCIETY

The Unspoken Society formed in answer to the secrets revealed in the Key of Horgesh. The blasphemous tome had surfaced many times throughout the time of the Great Kingdom but is thought to be far older, older than the Old Empire. The Key presents a pantheon of obscene deities thought to have existed from a time before Lord Death and recounts their defeat by this treacherous god. People who read its pages become outraged by what befell the elder gods and feel moved to awaken them using the incantations and ceremonies recorded in the book. Several attempts to rouse the sleeping gods have happened already, but magical and religious orders have been vigilant about suppressing and thwarting those efforts.

The last known copy was thought to be held in the King's Vault in the Old Country, along with hundreds of other vile works. The vault was breached and its contents scattered, so it's no surprise that a new cult formed around the Key and now works to free the elder gods. These remain early days yet for the Unspoken Society, and the cult requires many relics and artifacts to accomplish its goals.

The cult claims scholars and fallen priests as its members, and they move undetected among the refugees from the Old Country. Membership in the cult requires branding a stylized key inside the forearm, and members find others by matching their signs.



CULTIST

HUMAN · DIFFICULTY 1

Defense: 10, **Health:** 10
Strength: 11 (+1), **Agility:** 10 (+0)
Intellect: 9 (–1), **Will:** 10 (+0)
Size: 1, **Speed:** 5
Languages: Common
Fanatic: A cultist makes Will rolls with 1 boon.

ACTIONS

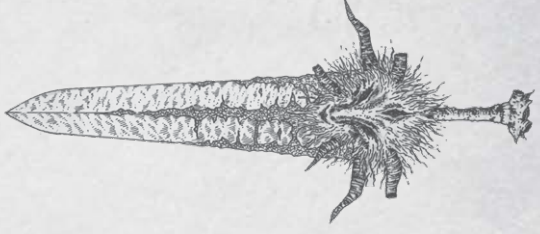
Melee Attack—Dagger · Thrown 5: Strength (+1) with 1 boon (1d6)

HEIRS OF QUERON

An artist named Asherai enjoyed the pinnacle of success a century ago after completing *The Hundred Windows*, a collection of paintings purported to depict future events as revealed to the artist by a mysterious being known as Queron. That some of the events shown in the paintings did eventually come true captured attention in the Great Kingdom, and soon just about everyone there had some notion of the paintings. Asherai's popularity lasted until the paintings failed to match current events, and when the foretold Great Collapse never came about, he and the *Windows* faded from popular culture.

The Great Collapse did occur, although one hundred years later, and since then the paintings have been correct. Or at least, so far that anyone remembers, since the last paintings were lost. Some descriptions remain, but contradictions exist between accounts, so it's unclear what will happen when. One thing that is known is that this being, Queron, appears in the last work, which bodes ill for the world. Queron was described as a linen-wrapped, faceless humanoid figure bathed in golden light against a backdrop of a ruin that some believe to be the Forbidden City. As nothing comes after, some believe Queron's appearance signals the end of the world, or the end of an age at the very least.

A society of wealthy dilettantes and mystics emerged in the last few years and set out to find the remaining paintings. They fund expeditions both into the Old Country and around the known world to confirm events that were to have happened or to find the places where they will transpire. These people's obsession goes well beyond simple interest. In fact, they have begun to ritualize their meetings and perform ceremonies they believe will contact Queron. Their fixation on the works, as well as their devotion to this mysterious figure, earns them the right to be considered a cult. They are known by the symbol of a wheel with seven bent spokes.



CULT DEACON

HUMAN · DIFFICULTY 2

Defense: 15 (mail), **Health:** 20
Strength: 12 (+2), **Agility:** 10 (+0)
Intellect: 10 (+0), **Will:** 12 (+2)
Size: 1, **Speed:** 5
Languages: Common
Immune: frightened
Fanatic: A cultist makes Will rolls with 1 boon.

ACTIONS

Melee Attack—Flail · Bludgeoning: Strength (+2) with 1 boon (2d6)
Melee Attack—Dagger · Thrown 5: Strength (+2) with 1 boon (1d6)



CULT LEADER

HUMAN · DIFFICULTY 2

Defense: 15 (mail), **Health:** 20

Strength: 12 (+2), **Agility:** 10 (+0)

Intellect: 11 (+1), **Will:** 12 (+2)

Size: 1, **Speed:** 5

Languages: Common

Immune: frightened

Leadership: Each ally within 5 yards of the cult leader rolls to attack with 1 boon.

Fanatic: A cultist makes Will rolls with 1 boon.

ACTIONS

Melee Attack—Sword · Slashing: Strength (+2) with 1 boon (2d6)

REACTIONS

Kill the Unbelievers: When a cult leader gets a success on a roll to attack, each ally affected by their Leadership trait can use a reaction to attack. Then, the cult leader loses access to this talent for 1 minute.

CULT PRIEST

HUMAN · DIFFICULTY 4

Defense: 10, **Health:** 60

Strength: 10 (+0), **Agility:** 10 (+0)

Intellect: 12 (+2), **Will:** 14 (+4)

Size: 1, **Speed:** 5

Languages: Arcane, Common

Immune: frightened

Leadership: Each ally within 5 yards of the cult leader rolls to attack with 1 boon.

Fanatic: A cultist makes Will rolls with 1 boon.

Bang the Gong of Doom (Magical): At the start of combat, the cult priest bangs the gong they carry. Each enemy that is not deafened and within 5 yards of the cult priest makes a Will roll with 1 boon. On a failure, the enemy becomes frightened of the priest until the end of its next turn.

ACTIONS

Melee Attack—Short Sword · Piercing: Strength (+0) (1d6)

Grasping Tentacle (Magical): The priest tears a hole in reality, releasing a tentacle to ravage a foe. Target one enemy within 10 yards. Make a Will (+4) roll with 1 boon against the creature's Agility. On a success, the target takes 4d6 damage and becomes held (luck ends) or until it overcomes the affliction with a success on a Strength or Agility roll. Each time the target makes a luck roll to end this affliction, it loses 1d6 Health. Once the priest uses this talent, they lose access to it (luck ends).

Black Bile of the Profane One (Magical): From the priest's mouth spills black fluid. Target up to three creatures within 5 yards. For each target separately, make a Will (+4) roll with 1 boon against its Agility. On a success, the target takes 1d6 damage, and becomes vulnerable and weakened until the end of the priest's next turn.

FOLLOWERS OF THE TRUE FAITH

In the Old Country, the Great Kingdom fought more than a dozen wars against Sky Reach before the collapse. Friction between the two arose over religious differences. The rise of the High One saw missionaries spreading out from the Great Kingdom to make converts from the believers in the Old Gods, but the Sky People, devoted to the Sky Father, had no room for other gods. They drove out the missionaries and murdered any who persisted in their efforts to bring the nation into the earthly Kingdom of the High One.

Atrocities committed against the proselytizers angered the Church, which in turn pressured the Great Kingdom to make war on the Sky People. The Great Kingdom had materiel, soldiers, and funding many times greater than the defenders, but the people of Sky Reach had the mountains and their unswerving belief in their god. Each war saw incredible casualties, most of which were suffered by the Great Kingdom, but so long as the Church of the High One maintained pressure on the regents, the fighting continued. Each raid, each skirmish, each bloody battle only made the cult of the Sky Father more violent, more bloodthirsty, more reactionary until even the ordinary priests of the vengeful, jealous god could no longer recognize them.

Now that calamity has befallen the Old Country, the priests of the Battle Lord, as the Sky Father has come to be known to them, seek to make a war of vengeance against the Church of the High One. Zealots form raiding parties to burn temples, destroy relics, and torture anyone who will not prostrate themselves before the Battle Lord. The priests of the Battle Lord have turned their nation into an iron-fisted theocracy and hold all gods but their own to be devils sent to lead believers into wickedness.

While war rips the Old Country apart, the True Faith sees the New Lands as fertile ground for establishing a new crop of followers, and they have sent religious soldiers to make converts by force. Bands dedicated to the True Faith carry sky blue banners that display the eagle of the Sky Father in the center. Typically, they move into a settlement, kill all the priests of rival faiths, and begin converting locals. They test the converts' faith by forcing them to recite words from the holy books and to betray nonbelievers.

THE ORDER OF THE ALL-SEEING EYE

Skeptics deny the Order of the All-Seeing Eye even exists and dismiss the claims of a continent-spanning secret society as the deranged invention of conspiracy theorists. And yet, for all that the authorities discount the existence of such an organization, would it not make sense for the people in power to deny the very thing to which they belong? Would it not behoove them to play down the connections between key events as circumstance and coincidence, if doing so would maintain their order's integrity and keep unwanted attention at bay?

The most unhinged takes on the Order blame it for all the ills that have befallen civilization, and claim its elite membership orchestrates events to achieve global domination and prepare the way for the return of the Ancient Ones. The Order never acts in the open; rather, it manipulates events through the various societies it controls from the shadows. Groups purported to be under the Order's control include a diabolic cult known as the Dark Brotherhood, who claim service to He Who Must

Not Be Named and seek to return the City of Spires, which can be glimpsed under certain conditions, from behind Sister Moon and into the world where it belongs.

Others include the August Society of Weights and Balances, a mercantile organization that sets prices throughout the civilized world; the Rabidashans, a sect that splintered from the Church of the High One who hold congress with the severed head of an ancient demon that whispers dread truths; and the Order of Paladins, whose betrayal of the Great Kingdom's regent sent the Old Country into war and chaos. Its pervasive and insidious nature means no small number of other groups could be fronts for the All-Seeing Eye as well.

The foundation for belief in this cult comes from dubious sources and much of it is merely conjecture without any concrete evidence, which leads people to discount its existence. However, the symbol of the All-Seeing Eye does exist and shows itself in unexpected places. It has appeared on the gold coins circulated in the Great Kingdom at the time of its fall; it has been seen on crooked obelisks on the borders of the Devastation; and it appears in grimoires, books of poetry, political theory, and more, and often without any explanation for its inclusion.

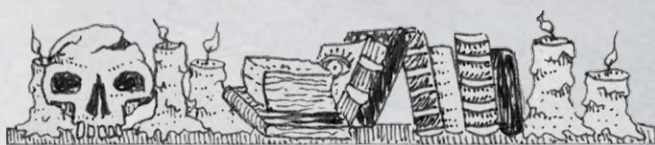
SCIONS OF THE SCALED ONES

The Scales of Silithris presents a history of the world that contradicts what is generally held to be true. A fluid script fills the tome's many hundreds of pages, laying out the story of an ancient people who ruled Erth long before mortals, and suggests these serpent people possessed knowledge beyond that of anything dreamed by the most advanced thinkers in the known world. They triumphed over every disease, could go anywhere in their flying machines, and possessed weapons that could wipe out entire nations in an instant.

The book blames the fall of this mighty people on Lord Death, who came from the darkness between the stars to lay waste to their civilization. From the heavens fell burning rocks, the thralls the serpent people created rose up in rebellion, and the weakest members of their civilization abetted the slaves in throwing down the masters. In the end, the civilization collapsed and the survivors hid themselves in the deep places, biding their time for an eventual return.

The Scions of the Scaled Ones hold the writings in their sacred book to be true, and each member claims descent from this ancient people, though they have little proof of such heritage. The elite cultists use methods described in their unholy book to restore themselves to their true forms, and most develop reptilian characteristics—fine scales covering their bodies, elliptically-shaped pupils, and fangs in their mouths. Members who fail to display these changes are either reduced to the status of servants or killed outright.

The cult seeks to find the hidden people and restore them to their rightful places as rulers of the world, with its members richly rewarded for their efforts. Cultists hide behind a legitimate façade, claiming to be scientists, historians, and archeologists. Their sign, a green cobra with a flaring hood, appears on the armbands worn by workers and soldiers at sites of interest across the New Lands.



CULT HIGH PRIEST

HUMAN · DIFFICULTY 8

Defense: 11, **Health:** 100

Strength: 11 (+1), **Agility:** 11 (+1)

Intellect: 14 (+4), **Will:** 15 (+5)

Size: 1, **Speed:** 5

Languages: Arcane, Archaic, Common

Immune: controlled, frightened

Leadership: Each ally within 5 yards of the cult high priest rolls to attack with 1 boon.

Fanatic: A cultist makes Will rolls with 1 boon.

Fury: A cult high priest can use Claws of Corruption, enable each ally within 5 yards to use a reaction to attack, or heal 25 damage and end all afflictions.

ACTIONS

Melee Attack—Sword · Slashing: Strength (+1) with 1 boon (2d6)

Unnerving Drone (Magical): The cult high priest creates an unnerving drone fringed with alien voices. Each enemy within 5 yard makes a Will roll with 1 bane. On a failure, the enemy becomes confused and cursed (luck ends both). If the enemy was already cursed in this way, the enemy also becomes controlled by the high priest until the afflictions end.

Claws of Corruption (Magical): Black claws appear in the air to slash at the high priest's foes. Target up to two enemies within 15 yards. For each target separately, make a Will (+5) roll with 1 boon against the target's Agility. On a success, the target takes 2d6 damage, loses 2d6 Health, and becomes weakened (luck ends).

REACTIONS

Blood Sacrifice (Magical): When the high priest is harmed, it can target one ally within 5 yards. The ally takes 1d6 damage and the high priest heals twice the amount of damage taken.

Shadows of Oblivion (Magical): When an enemy moves to within 5 yards of the high priest, the high priest can fill a Size 5 space centered on itself with magical darkness that lasts for 1 minute. No light sources in this space produce light. The high priest and allies that have the Fanatic trait can see in this darkness as if it were not there. At the end of each round, each enemy in the affected space makes a Will roll. On a failure, it loses 1d6 Health. Once the high priest uses this talent, it loses access to it for 1 minute.



CYCLOPS

Cyclopes are enormous creatures. They stand nearly 40-feet tall and weigh 20,000 pounds. Each has but a single eye positioned in the center of its forehead. Aside from their ocular impairment, most cyclopes have unusual physical characteristics resulting from generations of inbreeding. Examples include prodigious body hair, horns, boney protrusions erupting from the skin, or odd, pulsating humps and bulges.

Once proud servants of Kaen, the God of Artisans, the cyclopes forged armaments for the gods and their servants. Such wonders they created include fabled Fireheart, a blade quenched in Mother Sun's tears, and the Chariot of Clouds, which the Sky Father drives across the dome of the world. As their accomplishments grew, so did their pride.

For too long had they toiled for their maker, only to have the god claim all the credit. The resentment turned to anger that built until the cyclopes did the unthinkable: they killed their maker. This betrayal plunged the world into war, with the cyclopes and their monstrous allies on one side and the gods on the other. The fallen angels had little hope of success for the gods were too mighty. In the end, the cyclopes fell and fled to the desolate places in the mortal world, where they languish in their savagery, having all but forgotten their artistry.

CYCLOPS

ANGEL • DIFFICULTY 32

Defense: 6, **Health:** 600

Strength: 18 (+8), **Agility:** 9 (–1)

Intellect: 9 (–1), **Will:** 15 (+5)

Size: 8, **Speed:** 8 (Strider)

Languages: Tongues

Immune: asleep, controlled, frightened, poisoned; deprivation, exposure, infection, suffocation

Trample: A cyclops can move through spaces occupied by creatures and objects smaller than it. When it enters a creature's space, that creature makes an Agility roll. On a failure, the creature takes 4d6 damage and falls prone. When it enters an object's space, the object takes 4d6 damage. A creature or object can be subject to this cyclops's Trample just once per round.

Crushing Stomp: If the cyclops has not moved, it can choose to drop its Speed to 0 until the start of its next turn and stomp on one creature within reach. The target makes an Agility roll with 1 bane. On a failure, it takes 8d6 damage and falls prone.

Fury: A cyclops can make a Mace attack, use Deadly Throw, or heal 150 damage and end all of its afflictions.

ACTIONS

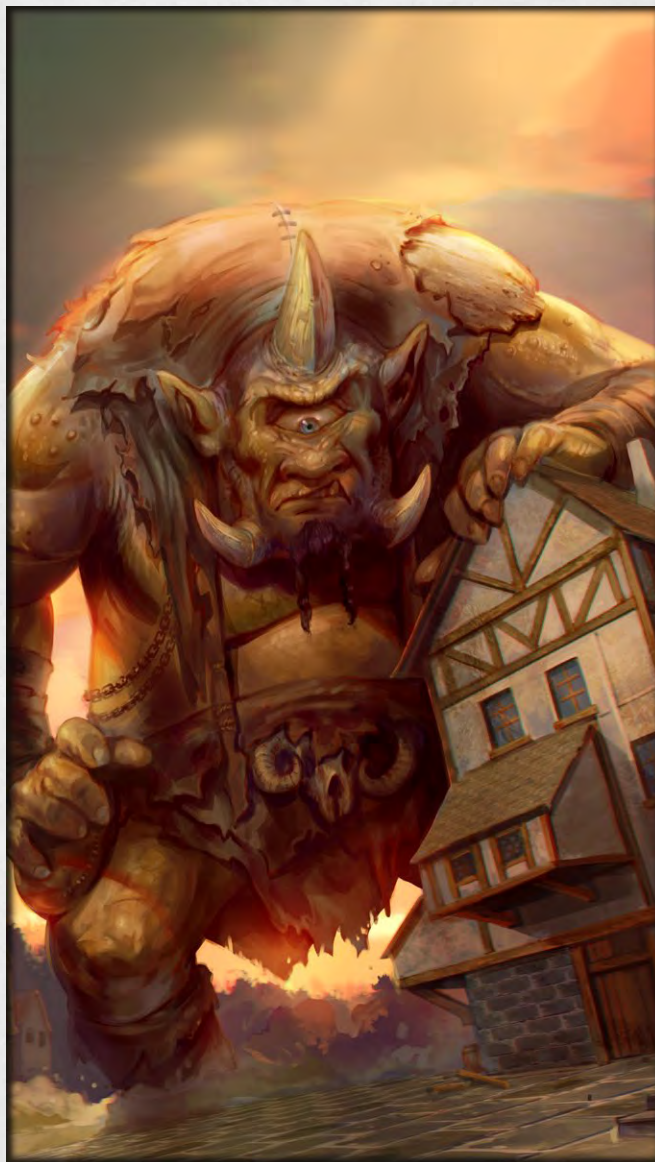
Melee Attack—Mace • Bludgeoning: Strength (+8) with 1 boon (10d6)

Punishing Strike: A target smaller than the cyclops makes a Strength roll. On a failure, it falls prone and becomes confused (luck ends).

Two Attacks: The cyclops makes two Mace attacks.

Throw Boulder: The cyclops throws a Size 3 boulder. Target one Size 3 space within 100 yards. The boulder lands in that space and then rolls in the direction it was thrown, stopping when it rolls 3d6 yards or when it can roll no further. Each creature or object in the space where the boulder lands takes 5d6 damage, and each creature or object in the boulder's path takes 2d6 damage. In either case, a creature makes an Agility roll and takes an extra 5d6 damage on a failure. The cyclops carries 1d6 boulders. When it runs out, it must collect more boulders before it can use this talent again.

Deadly Throw: The cyclops targets one creature smaller than it that it can reach. The cyclops makes a Strength roll against the target's Agility. On a success, the cyclops picks up and throws the target 2d6 × 10 yards in a direction it chooses. The target takes 1d6 damage per full 5 yards it travels or is prevented from traveling in this way and lands prone.





DAEVA

Legends describe ancient Oraldia as a mighty nation whose commitment to the arts and sciences produced wonders unlike any the world has since seen. For all their successes, though, the Oraldians remained mortal and even though they could extend their lifespans, immortality remained out of reach. The closer they came to attaining this goal, the more the gods began to feel threatened, and, ultimately, swept this nation into the ocean, erasing it from the world.

The Oraldians anticipated their end. To preserve themselves, nearly a million people migrated their souls into magical crystals that would survive almost any catastrophe in the expectation that the survivors would recover them and restore them to life. None survived and the shards were scattered across the lands. Ages later, mortals happened upon the shards and, on touching them, were offered a chance to release the spirit within the crystal.

Rebirth gives Oraldians a chance to live again as daevas but at the expense of their memories and much of their identities. Time has chipped away at the essence contained in the shards so that, for many, only will and purpose remain. Once resurrected, they could regain some memories or knowledge thought lost, but they might not ever reclaim their full identities.

People harboring daevas appear human, though they all have small, faintly luminous crystals embedded in their foreheads. When a daeva emerges from the host body, it appears as light bound to physical form.

GODSLAYER

In rivaling the gods, the daevas doomed their society and saw the works of their civilization dashed. Ages spent trapped in jewels have done little to blunt their animosity to the gods, and many returned daevas resume their struggles against what they see as tyrants. The appearance of the High One, an entity that did not exist in their time, has only renewed the old hostility, and many daevas have taken up arms against the followers of what they deem a false god.

GODSLAYER

DAEVA · DIFFICULTY 8

Defense: 19 (plate, shield), **Health:** 60

Strength: 13 (+3), **Agility:** 10 (+0)

Intellect: 15 (+5), **Will:** 13 (+3)

Size: 1, **Speed:** 5

Languages: Archaic, Common

Protection from Magic: The godslayer imposes 1 bane on rolls against it from magical effects and they roll to resist or end magical effects with 1 boon.

Symbiotic Aid: A daeva can use this trait in combat when they make an attribute roll to add 10 to the result. Once they use this trait, they lose access to it for 1 minute.

Divine Doom: The daeva makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Mace · Bludgeoning: Strength (+3) with 1 boon (2d6)

Three Attacks: The daeva godslayer makes three Mace attacks.

Luminous Symbiote: The daeva releases the luminous symbiote with whom they share a body. Target one Size 1 empty space within reach. The luminous symbiote appears in that space and remains apart until it moves into the daeva's body or the symbiote becomes incapacitated, which ends the separation regardless of the distance between them. While separated in this way, the daeva is weakened, but loses access to the Divine Doom trait. The symbiote uses the rules that appear below. It takes its turns when the daeva does. If the daeva becomes incapacitated while separated, the symbiote becomes weakened. If the daeva dies, the symbiote dissipates and is lost forever,

DAEVA ANCESTRY

DAEVA, SPIRIT

Size: 1, **Speed:** 5

Bonus Languages: Archaic

Other Traits: Symbiotic Aid, Divine Doom, Luminous Symbiote

while the daeva's own soul becomes destroyed and effects that would restore them to life fail. Once the daeva uses this trait, they lose access to it for 1 minute after its effects end.

REACTIONS

Instinctive Release: When harmed, the daeva godslayer can use Luminous Symbiote.

Intellect Blast (Magical): When the daeva godslayer gets a failure on a roll to attack, a magical wave of hostile intention rushes out from their mind. Target one creature within 15 yards. The target makes an Intellect roll with 1 bane. On a failure, the target takes 2d6 damage and becomes Intellect impaired until the end of the next round.

LUMINOUS SYMBIOTE

SPIRIT · DIFFICULTY 4

Defense: 20, **Health:** 20

Strength: 10 (+0), **Agility:** 16 (+6)

Intellect: 16 (+6), **Will:** 16 (+6)

Size: 1, **Speed:** 6 (Fly, Hover, Insubstantial, Slippery)

Languages: understands the host's languages

Immune: asleep, blinded, controlled, deafened, frightened, held, on fire, poisoned, prone, slowed; deprivation, exposure, infection, suffocation

Radiant: The symbiote emits bright light.

Divine Doom: The luminous symbiote makes luck rolls with 1 bane.

ACTIONS

Radiant Touch: The luminous symbiote reaches out its hand. Target one flesh-and-blood creature within reach and make an Agility roll with 1 boon against the target's Agility. On a success, the target takes 3d6 damage.

REACTIONS

Dazzling Light: When harmed, the luminous symbiote can release a flash of bright light. Each sighted creature within 3 yards makes a luck roll. On a failure, the creature becomes blinded until the end of its next turn. Then, the symbiote loses access to this trait for 1 minute.

DEAD DREAMER

When Lord Death and the other gods wrested creation from the lunatic and monstrous Ancient Ones, they also had the task of containing their hideous servants. A fecund group, the Ancient Ones gave birth to an untold number of shrieking, gibbering things, as varied as there were many. Some were created in the image of their makers; others came from the Ancient Ones' nightmares.

After condemning the Ancient Ones to the shackles formed from Draconus's body, the divine worked to purge the world of their enemies' malefic influence. One by one, they slew the monstrosities. Those they could not or would not kill, they sank into the earth and placed them in what was thought to be an eternal sleep. The gods might have wisdom, but not even they anticipated the lengths mortals would go to rival them.

These remnants, called dead dreamers can be roused from their slumber by the most powerful magic. Those practiced in Eldritch spells can rip open the ground and enable the hideous things to clamber free. The mere sight of them can shatter the minds of their beholders and the dead dreamers use the madness they create to their advantage.

DEAD DREAMER

MONSTER · DIFFICULTY 16

Defense: 8, Health: 240

Strength: 18 (+8), Agility: 12 (+2)

Intellect: 7 (–3), Will: 18 (+8)

Size: 4, Speed: 6

Languages: Archaic

Senses: True Vision

Immune: asleep, confused, controlled, frightened, stunned

Horrifying Appearance: A sighted enemy that starts its turn with line of sight to the dead dreamer makes a Will roll with 2 banes. On a success, the enemy becomes immune to Horrifying Appearance for 1 hour. On a failure, the enemy becomes stunned (luck ends). When this affliction ends, the enemy becomes frightened of the dead dreamer (luck ends). While frightened of the dead dreamer, on each of its turns, the enemy must use an action to run, if it can, and move by the fastest and safest available route away from the dead dreamer.

ACTIONS

Melee Attack—Fist • Brutal: Strength (+8) with 2 boons (8d6)

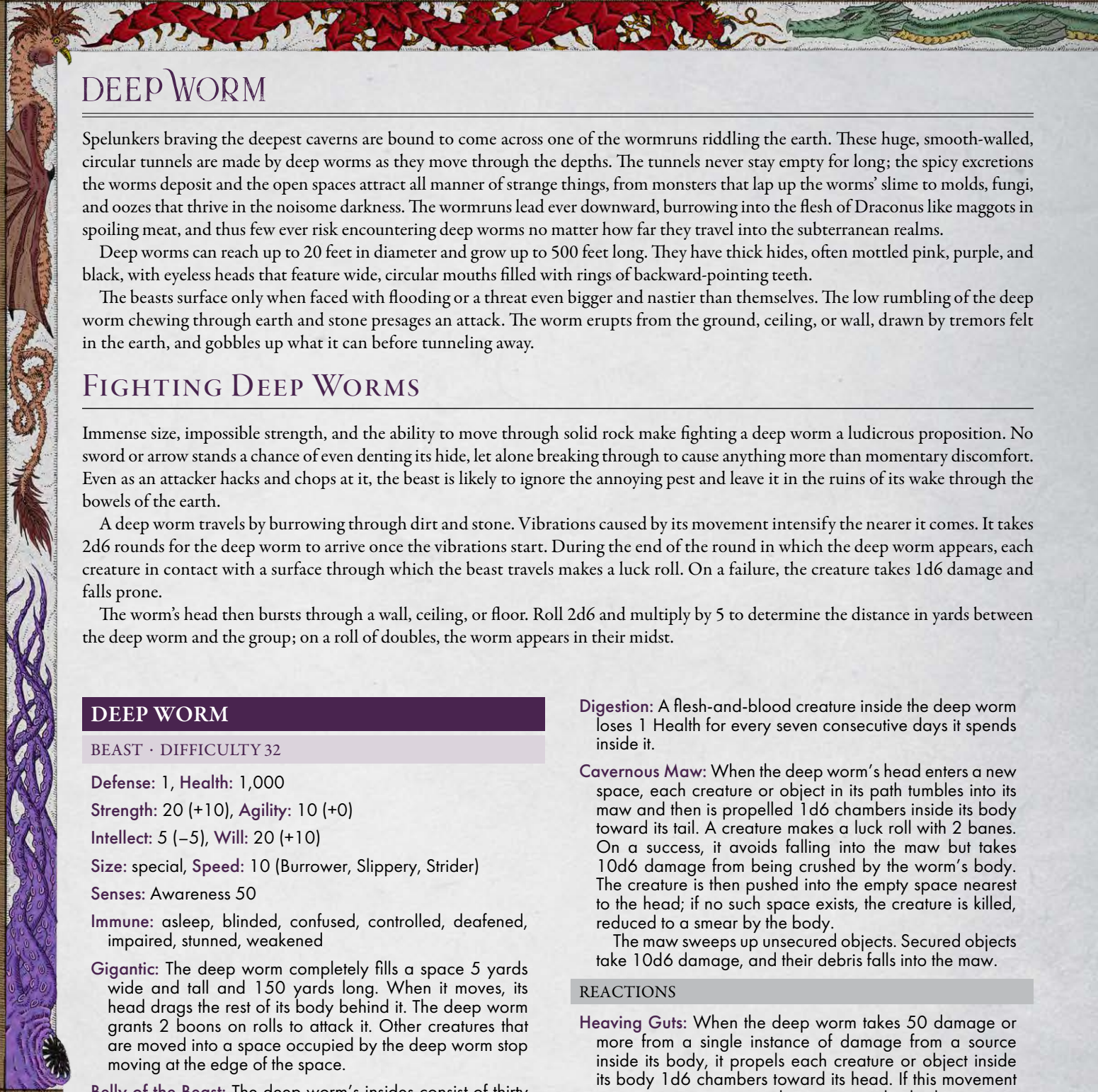
Critical Success: A creature smaller than the dead dreamer or an unsecured object takes an extra 2d6 damage and is pushed 15 yards.

Two Attacks: The dead dreamer makes two Fist attacks.

END OF THE ROUND

Cry of the Dead Dreamer: If the dead dreamer is not unconscious, it howls. Each enemy that is not deafened and within 10 yards makes a Will roll. On a failure, the enemy is pulled 5 yards toward the dead dreamer and becomes held until the end of the next round.





DEEP WORM

Spelunkers braving the deepest caverns are bound to come across one of the wormruns riddling the earth. These huge, smooth-walled, circular tunnels are made by deep worms as they move through the depths. The tunnels never stay empty for long; the spicy excretions the worms deposit and the open spaces attract all manner of strange things, from monsters that lap up the worms' slime to molds, fungi, and oozes that thrive in the noisome darkness. The wormruns lead ever downward, burrowing into the flesh of Draconus like maggots in spoiling meat, and thus few ever risk encountering deep worms no matter how far they travel into the subterranean realms.

Deep worms can reach up to 20 feet in diameter and grow up to 500 feet long. They have thick hides, often mottled pink, purple, and black, with eyeless heads that feature wide, circular mouths filled with rings of backward-pointing teeth.

The beasts surface only when faced with flooding or a threat even bigger and nastier than themselves. The low rumbling of the deep worm chewing through earth and stone presages an attack. The worm erupts from the ground, ceiling, or wall, drawn by tremors felt in the earth, and gobbles up what it can before tunneling away.

FIGHTING DEEP WORMS

Immense size, impossible strength, and the ability to move through solid rock make fighting a deep worm a ludicrous proposition. No sword or arrow stands a chance of even denting its hide, let alone breaking through to cause anything more than momentary discomfort. Even as an attacker hacks and chops at it, the beast is likely to ignore the annoying pest and leave it in the ruins of its wake through the bowels of the earth.

A deep worm travels by burrowing through dirt and stone. Vibrations caused by its movement intensify the nearer it comes. It takes 2d6 rounds for the deep worm to arrive once the vibrations start. During the end of the round in which the deep worm appears, each creature in contact with a surface through which the beast travels makes a luck roll. On a failure, the creature takes 1d6 damage and falls prone.

The worm's head then bursts through a wall, ceiling, or floor. Roll 2d6 and multiply by 5 to determine the distance in yards between the deep worm and the group; on a roll of doubles, the worm appears in their midst.

DEEP WORM

BEAST · DIFFICULTY 32

Defense: 1, **Health:** 1,000

Strength: 20 (+10), **Agility:** 10 (+0)

Intellect: 5 (-5), **Will:** 20 (+10)

Size: special, **Speed:** 10 (Burrower, Slippery, Strider)

Senses: Awareness 50

Immune: asleep, blinded, confused, controlled, deafened, impaired, stunned, weakened

Gigantic: The deep worm completely fills a space 5 yards wide and tall and 150 yards long. When it moves, its head drags the rest of its body behind it. The deep worm grants 2 boons on rolls to attack it. Other creatures that are moved into a space occupied by the deep worm stop moving at the edge of the space.

Belly of the Beast: The deep worm's insides consist of thirty Size 5 chambers connected by sphincter-like openings. A creature inside the deep worm can move from one interior chamber to another and can exit safely from the trailing chamber, falling prone in a slimy pool of waste, or can try to exit into its maw.

A creature inside the deep worm can attack it but rolls with 1 bane.

Any creature in the deep worm's maw can use an action to leap free and land in an empty space, if there is one, within 5 yards of the worm's head.

Any creature in the maw when the deep worm moves makes a luck roll. On a failure, the creature takes 5d6 damage from the debris consumed and is propelled 1d6 chambers toward the deep worm's tail.

Digestion: A flesh-and-blood creature inside the deep worm loses 1 Health for every seven consecutive days it spends inside it.

Cavernous Maw: When the deep worm's head enters a new space, each creature or object in its path tumbles into its maw and then is propelled 1d6 chambers inside its body toward its tail. A creature makes a luck roll with 2 banes. On a success, it avoids falling into the maw but takes 10d6 damage from being crushed by the worm's body. The creature is then pushed into the empty space nearest to the head; if no such space exists, the creature is killed, reduced to a smear by the body.

The maw sweeps up unsecured objects. Secured objects take 10d6 damage, and their debris falls into the maw.

REACTIONS

Heaving Guts: When the deep worm takes 50 damage or more from a single instance of damage from a source inside its body, it propels each creature or object inside its body 1d6 chambers toward its head. If this movement causes a creature or an object to exit its body, the creature or object lands prone in front of the deep worm and takes 10d6 damage from the corrosive juices that spill out from the maw.

DEMONS

Beyond reality's edge stretches the endless darkness called the Void. Here amid the tumbling debris of shattered realities dwell the demons, bodiless things of wild hatred impelled by some unknown force to destroy all they encounter. The demons loathe the darkness and seek a way into the realities that have thus far resisted the pull into the Void. Once so freed, they dismantle creation by stealing form from substance, dissolving it into the darkness forever.

FORMLESS DEMON

Demons have no natural physical form. In the Void, they flit through its gloom as crooked shadows, all claws and spines and teeth. Only when they enter another reality do they gather substance and gain the physicality needed to carry out their destructive impulse. If the body fails, the demon's essence leaves, becoming an ephemeral shadow that fights the Void's pull until it is finally dragged back to the darkness from whence it came.

FORMLESS DEMON

DEMON · DIFFICULTY 4

Defense: 23, Health: 20

Strength: —, Agility: 13 (+3)

Intellect: 10 (+0), Will: 15 (+5)

Size: 1, Speed: 6 (Fly, Hover, Insubstantial, Silent, Slippery)

Languages: Archaic

Senses: True Vision

Immune: asleep, blinded, confused, deafened, frightened, held, poisoned, prone, stunned; deprivation, exposure, infection, suffocation

Protection from Magic: The demon imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Invisible in Shadows: The formless demon is invisible when in spaces lit by faint light or no light.

ACTIONS

Demonic Possession (Magical): The formless demon attempts to take over a creature's body. Target one creature in reach and make a Will (+5) roll against the target's Will. On a success, the target becomes controlled by the demon. On a failure, the target takes 1d6 damage and becomes immune to Demonic Possession for 1 hour.

While the target is controlled in this way, the demon becomes invisible and immune to harm, knows all that the target knows and can speak with its voice. The demon hides inside the target, so it moves when the target moves. The demon also loses its Dragged to the Void trait. When the effect ends, the demon reappears in an empty space within 1 yard of the target.

At the end of every 24 hours the target is controlled in this way, the target makes a luck roll. On a success, the target notes the result. After three successes, the effect ends. On a failure, the target loses 1d6 Health and gains one demonic sign. The formless demon can end the effect at any time, but is forced out of the target's body if the target dies or some other effect ends the controlled affliction. When the effect ends, the formless demon appears in an empty space within 1 yard of the target or the target's remains.

END OF THE ROUND

Dragged to the Void: If not in the Void already, the formless demon makes a luck roll. On a failure, it vanishes into the Void and is removed from combat.

DEMONIC SIGNS

A creature possessed by a demon gains demonic signs. Roll a d20 and find the result on the following table to see what form the sign takes.

DEMONIC SIGNS

D20	SIGN
1	The host gives off a stench of vomit, excrement, and sour milk.
2	The host's body displays bruising, scratch marks, and open sores.
3	Profane symbols appear on the host's body.
4	The host's teeth fall out and its nails fall off.
5	The host moves in an unnatural way.
6	The host's shadow moves independently of the host.
7	The host's teeth lengthen into fangs.
8	The host's eyes become dark pits.
9	The host's tongue bifurcates.
10	The host's voice echoes or becomes fringed with whispers.

D20	SIGN
11	The host becomes infested with vermin.
12	The host weeps blood.
13	The host spontaneously vomits.
14	The host develops a deep, rattling cough and a hoarse voice.
15	The host oozes oily excretions.
16	The host suffers from tremors.
17	Animals within 5 yards of the host become hostile to it.
18	The host's extremities blacken and rot.
19	Horrid growths appear all over the host's body.
20	The host occasionally levitates.

EXORCISM

Any creature with professional knowledge of religion can perform an exorcism. Doing so takes 1 hour of preparation, during which time the creature performing the exorcism undergoes a purification ceremony while invoking divine aid. When the creature finishes, it begins the ritual. At the end of this time, it makes a Will roll against the formless demon's Will. On a success, the formless demon must leave the host's body, and the host becomes immune to its Demonic Possession for 1 year and 1 day. The demon immediately becomes subject to Dragged to the Void. If the ritual fails, the formless demon becomes immune to further exorcism attempts for 24 hours, and the creature performing the ritual must make a Will roll. On a success, the creature loses 1d6 Health. On a failure, it loses 3d6 Health and becomes frightened of the possessed creature (luck ends).

DEMONIC INVADERS

Demons that slip into reality gather up nearby matter and use it to form bodies. They equip their bodies with natural weapons for killing and breaking things. They might sport claws, horns, or club-like appendages, or be wholly assembled from rusty blades. Beyond their weaponry, their bodies might be flesh and blood, glass and water, stone and steel, or anything else they desire. Some look like weird trees, while others form gelatinous masses covered in mouths that gibber and shriek as they pull themselves across the ground.

Although their appearance varies, demons can be roughly classified into one of six types, numbered from I to VI. The higher the number, the more devastating its presence on the world due to size, mobility, and other factors. You can randomly determine a demon's type by rolling 3d6 and finding the result on the following table.

RANDOM DEMON TYPE

3D6	TYPE
3	Type V
4–5	Type III
6–8	Type II
9–12	Type I
13–15	Type II
16–17	Type IV
18	Type VI

MINOR DEMON

Scraps of demonic spirit, the tattered remains of destroyed demons become minor demons upon entering the world. These demons make up for their tiny size with an abundance of malice. Often, they appear as 1-foot-tall clumps of flesh, hair, teeth, and claws.

TYPE I DEMON

The most basic form they can take, type I demons have squat, apish bodies cobbled together from dirt, rotting meat, bent pieces of rusted metal, and rocks. They sport numerous natural weapons.

TYPE II DEMON

Type II demons have lithe bodies equipped with limbs or organs that let them fly. Wings are most common, but some have bloated sacs filled with lighter-than-air gas, weird propellers, or cilia that thicken the air around them and propel them through it. Many type II demons have avian or insectile features.

TYPE III DEMON

These demons possess all the ferocity and hate of the lesser demons but are bigger, tougher, and nastier. Their bodies bristle with spikes, horns, and barbs. Their lack of intelligence in no way impairs their ability to kill and destroy.

TYPE IV DEMON

The least of the greater demons, type IV demons use cunning and magic to unravel the mortal world. Like other demons, they have a hideous appearance, assembling bodies from whatever is in reach when they enter the world. They appear bloated, with pocks and fissures draining pus and ichor to streak down their flabby forms. Hardly anyone sees them like this, though, since type IV demons can change their appearance as needed to move undetected among their victims.

TYPE V DEMON

Entering the mortal world at a run, the type V demon aims to cut down as many things as it can. Armor from solidified magic protects their enormous bodies, seemingly assembled from parts of giants and monsters, and they bristle with weapons. One might have the head of a wolf or dragon or both, and the lower body of an alligator, lion, or something else. For all its higgledy-piggledy appearance, nothing in the demon's body is wasted—it is a perfect killing machine.

TYPE VI DEMON

So rarely have the mightiest demons breached the boundary to the Void, many people believe such beings cannot exist or, if they do, in limited numbers. Type VI demons incarnate all the rage and hatred of the Void, and when they enter the mortal world, the lands groan in horror. Quakes rip through the earth, while leprous clouds crackling with black lightning spill across the skies. People nearby transform into orcs and fomorians, and the dead rise from their graves. The seasons might stop or magic could go awry. Such incursions can tear a world apart.

A type VI demon possesses a towering stature of bizarre and hideous aspect. Lightning and fire thread the shadows wreathing its titanic form, and the ground buckles beneath its every foot-fall. The demon comes into the world armed with dread weapons forged from nightmares.

MINOR DEMON

DEMON · DIFFICULTY 1

Defense: 15, Health: 10

Strength: 10 (+0), Agility: 12 (+2)

Intellect: 8 (–2), Will: 15 (+5)

Size: 1/4, Speed: 6

Senses: True Vision

Immune: asleep, confused, frightened, poisoned, stunned; deprivation, exposure, infection, suffocation

Protection from Magic: The demon imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Ruinous End: When the demon becomes incapacitated, its body explodes. Each object within 1 yard of the demon takes 1d6 damage, while each creature within 1 yard of the demon makes a luck roll. On a failure, the creature takes 1d6 damage.

ACTIONS

Melee Attack—Claws: Agility (+2) (1d6)

TYPE I DEMON

DEMON · DIFFICULTY 2

Defense: 15, Health: 20

Strength: 12 (+2), Agility: 12 (+2)

Intellect: 8 (–2), Will: 15 (+5)

Size: 1, Speed: 6

Languages: archaic

Senses: True Vision

Immune: asleep, confused, frightened, poisoned, stunned; deprivation, exposure, infection, suffocation

Demonic Shadows (Magical): The demon darkens light within 5 yards of it. Reduce all ordinary light in the space by one step and impose 1 bane on attribute rolls and luck rolls made by enemies in this space.

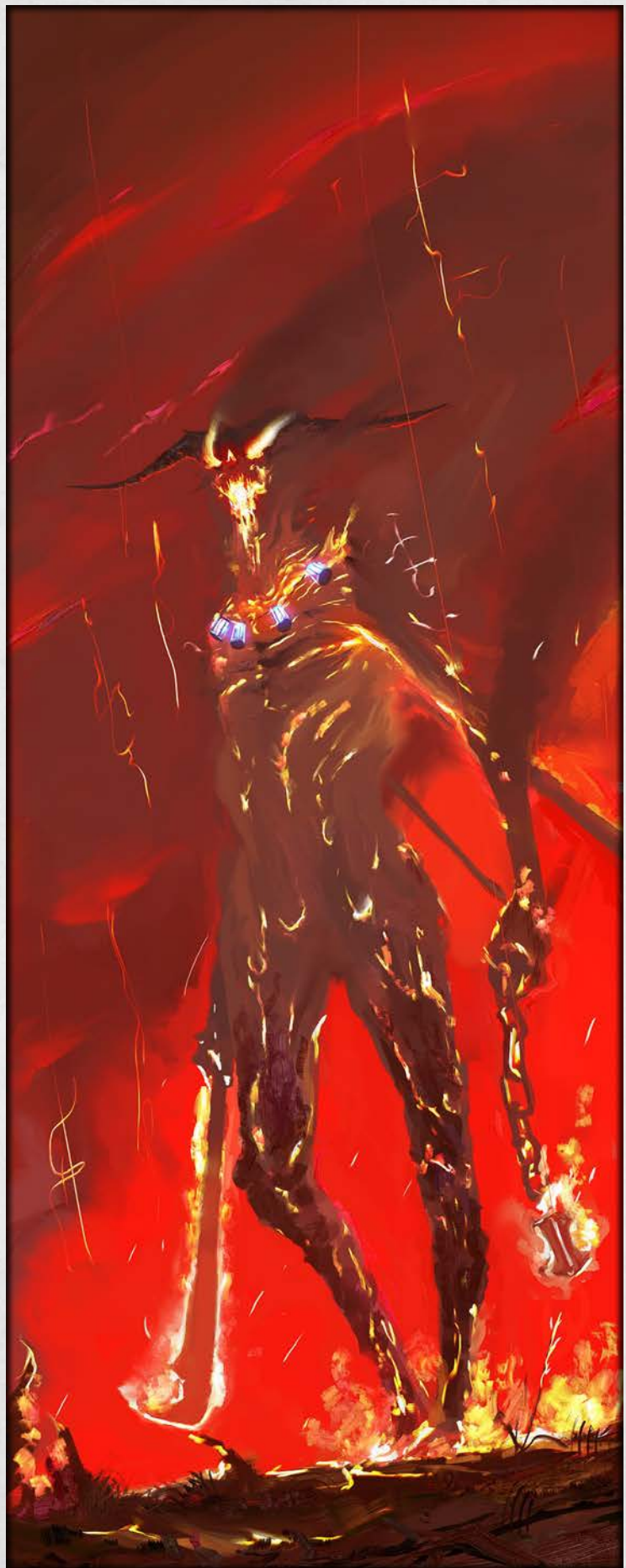
Protection from Magic: The demon imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Ruinous End: When the demon becomes incapacitated, its body explodes. Each object within 1 yard of the demon takes 1d6 damage, while each creature within 1 yard of the demon makes a luck roll. On a failure, the creature takes 1d6 damage.

ACTIONS

Melee Attack—Claws and Teeth: Strength (+2) with 1 boon (2d6)

Critical Success: A flesh-and-blood creature makes a Will roll. On a failure, the creature becomes confused (luck ends). While confused in this way, the creature regards all creatures as enemies and chooses the targets for its attacks at random.



TYPE II DEMON

DEMON · DIFFICULTY 4

Defense: 15, Health: 40

Strength: 14 (+4), Agility: 14 (+4)

Intellect: 10 (+0), Will: 15 (+5)

Size: 1, Speed: 6 (Fly)

Languages: Archaic

Senses: True Vision

Immune: asleep, confused, frightened, poisoned, stunned; deprivation, exposure, infection, suffocation

Demonic Shadows (Magical): The demon darkens light within 5 yards of it. Reduce all ordinary light in the space by one step and impose 1 bane on attribute rolls and luck rolls made by enemies in this space.

Protection from Magic: The demon imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Call of the Void: When the demon becomes incapacitated and is not in the Void already, roll a d6. On a 6, a formless demon takes its place. On a 2 through 5, it returns to the Void and is removed from combat. On a 1, the demon disappears into the Void as above but leaves behind a **demonic ichor** in the space it left.

ACTIONS

Melee Attack—Claws and Teeth · Slashing: Strength (+4) with 1 boon (4d6)

END OF THE ROUND

Rampage: The demon rampages until the end of the next round. The demon increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 1d6 damage. Then, the demon loses access to this talent (luck ends).

TYPE III DEMON

DEMON · DIFFICULTY 8

Defense: 15, Health: 80

Strength: 15 (+5), Agility: 13 (+3)

Intellect: 10 (+0), Will: 16 (+6)

Size: 2, Speed: 6

Languages: Archaic

Senses: True Vision

Immune: asleep, confused, frightened, poisoned, stunned; deprivation, exposure, infection, suffocation

Demonic Shadows (Magical): The demon darkens light within 5 yards of it. Reduce all ordinary light in the space by one step and impose 1 bane on attribute rolls and luck rolls made by enemies in this space.

Body Spikes: When a creature attacks the demon using a melee weapon that lacks the Long trait or an unarmed attack, the creature makes a luck roll after the attack. On a failure, the creature takes 1d6 damage.

Protection from Magic: The demon imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Call of the Void: When the demon becomes incapacitated and is not in the Void already, roll a d6. On a 5 or 6, a formless demon takes its place. On a 2 through 4, it returns to the Void and is removed from combat. On a 1, the demon disappears into the Void as above but leaves behind a **demonic ichor** in the space it left.

ACTIONS

Melee Attack—Claws · Slashing: Strength (+5) with 1 boon (4d6, roll twice and use the highest amount)

Two Attacks: The demon makes two Claw attacks.



TYPE IV DEMON

DEMON • DIFFICULTY 16

Defense: 15, Health: 160

Strength: 16 (+6), Agility: 12 (+2)

Intellect: 14 (+4), Will: 17 (+7)

Size: 3, Speed: 6

Languages: Archaic

Senses: True Vision

Immune: asleep, confused, frightened, poisoned, stunned; deprivation, exposure, infection, suffocation

Demonic Shadows (Magical): The demon darkens light within 5 yards of it. Reduce all ordinary light in the space by one step and impose 1 bane on attribute rolls and luck rolls made by enemies in this space.

Protection from Magic: The demon imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Comely Appearance (Magical): If the demon is not controlled or unconscious at the start of its turn, it can transform into a Size 1 flesh-and-blood creature of any ancestry. The demon remains in this form until it uses this talent again or it takes damage from a silvered weapon. It makes all decisions about this form's appearance and can alter its voice to suit its form. Until it returns to its true form, the demon loses access to its Demonic Shadows and Claws and Teeth attack.

Call of the Void: When the demon becomes incapacitated and is not in the Void already, roll a d6. On a 4 or higher, a formless demon takes its place. On a 2 through 3, it returns to the Void and is removed from combat. On a 1, the demon disappears into the Void as above but leaves behind a **demonic ichor** in the space it left.

ACTIONS

Melee Attack—Sword • Slashing: Strength (+6) with 1 boon (4d6)

Melee Attack—Claws and Teeth: Strength (+6) with 1 boon (4d6)

Corruption: A flesh-and-blood target loses 1d6 Health and becomes vulnerable and weakened (luck ends both).

Two Attacks: The demon makes two Sword attacks or two Claws and Teeth attacks. The demon can use Void Blast in place of one attack.

Confounding Colors (Magical): The demon calls forth unformed substance to confound enemies. Target one Size 5 space within 20 yards. Riotous colors appear in the target space and each enemy in it makes a Will roll with 1 bane. On a failure, the enemy becomes stunned (luck ends). While it is stunned in this way, the target is blinded and deafened. Once the demon uses this talent, it loses access to it for 1 minute.

Void Blast (Magical): The demon releases a braided rope of black energy from its hands. Target one creature within 30 yards. Make a Will (+7) roll with 1 boon against the target's Will. On a success, the target takes 8d6 damage and becomes weakened (luck ends). If the target becomes injured from this damage, it takes an extra 4d6 damage. If the target becomes incapacitated from this damage, it explodes and dies.

REACTIONS

Corrupt Mind: When an enemy within 10 yards starts its turn, the demon reaches into that enemy's mind. Make a Will (+7) roll against that enemy's Will. On a success, the target becomes controlled by the demon (luck ends). At the end of each round the target is controlled in this way, it loses 1d6 Health. On a failure, the target becomes immune to Corrupt Mind for 1 hour. In either case, the demon loses access to this talent (luck ends).





DEMON PRINCES

Each time a demon breaks through the barrier to reality, it has a chance to learn about the mortal world and everything in it. When finally destroyed and driven back to the Void, it carries with it everything it learned. Repeated forays into Creation enable the demon to grow both its intelligence and its power, until such time that it evolves to a greater form. Demonists whisper about the mightiest demons who could rival the gods themselves. Called demon princes, these horrors orchestrate efforts to shatter reality and devour everything in it.

TYPE V DEMON

DEMON · DIFFICULTY 32

Defense: 17, **Health:** 300

Strength: 18 (+8), **Agility:** 13 (+3)

Intellect: 13 (+3), **Will:** 17 (+7)

Size: 5, **Speed:** 8 (Slippery, Strider)

Languages: Archaic

Senses: True Vision

Immune: asleep, confused, controlled, frightened, held, poisoned, slowed, stunned; deprivation, exposure, infection, suffocation

Demonic Shadows (Magical): The demon darkens light within 5 yards of it. Reduce all ordinary light in the space by one step and impose 1 bane on attribute rolls and luck rolls made by enemies in this space.

Protection from Magic: The demon imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Horrorific Appearance: A sighted creature that starts its turn with line of sight to the demon makes a Will roll with 2 banes. On a success, the creature becomes immune to Horrorific Appearance for 1 hour. On a failure, the enemy becomes stunned (luck ends). When this affliction ends, the enemy becomes frightened of the demon (luck ends). While frightened of the demon, on each of its turns, the creature must use an action to run, if it can, and move by the fastest and safest available route away from the demon.

Face Me (Magical): If the demon is not unconscious at the start of its turn, it can roar at one creature within 15 yards. Make a Will (+7) roll against the target's Will. On a success, the target is pulled into an empty space within the demon's reach and becomes held (luck ends).

Fury: A demon can make a Demonic Weaponry attack, teleport to an empty space within 20 yards, or heal 75 damage and end all afflictions.

Call of the Void: When the demon becomes incapacitated and is not in the Void already, roll a d6. On a 3 or higher, a formless demon takes its place. On a 2, it returns to the Void and is removed from combat. On a 1, the demon disappears into the Void as above but leaves behind a **demonic ichor** in the space it left.

ACTIONS

Melee Attack—Demonic Weaponry · Slashing: Strength (+8) with 2 boons (12d6)

Corruption: A flesh-and-blood target loses 1d6 Health and becomes vulnerable and weakened (luck ends both).

Six Attacks: The demon makes up to six Demonic Weaponry attacks, but no more than two attacks per target.

END OF THE ROUND

Whirlwind of Death: If the demon is not unconscious, it swings its weapons around its body. Each enemy within 5 yards of the demon makes an Agility roll with 1 bane. On a failure, the enemy takes 3d6 damage.

TYPE VI DEMON

DEMON • DIFFICULTY 64

Defense: 20, **Health:** 666

Strength: 20 (+10), **Agility:** 12 (+2)

Intellect: 16 (+6), **Will:** 20 (+10)

Size: 6, **Speed:** 12 (Fly, Strider)

Languages: Archaic

Senses: True Vision

Immune: asleep, confused, controlled, frightened, held, poisoned, slowed, stunned, unconscious; deprivation, exposure, infection, suffocation

Shadow of the Void (Magical): The demon darkens light within 100 yards of it. Reduce all ordinary light in the space by two steps and impose 1 bane on attribute rolls and luck rolls made by enemies in this space.

Horrifying Appearance: A sighted creature that starts its turn with line of sight to the demon makes a Will roll with 2 banes. On a success, the creature becomes immune to Horrifying Appearance for 1 hour. On a failure, the enemy becomes stunned (luck ends). When this affliction ends, the enemy becomes frightened of the demon (luck ends). While frightened of the demon, on each of its turns, the creature must use an action to run, if it can, and move by the fastest and safest available route away from the demon.

Fury: A demon can make a Sword and Flail attack, regain access to Apocalyptic Flames, or heal 166 damage and end all afflictions.

Howl of the Demon Lord (Magical): When the demon's damage total first reaches or surpasses 333, the demon releases a deafening roar that reverberates 100 miles in all directions. All creatures in this range lose 4d6 Health. Once the demon uses this trait, it loses access to it for 24 hours.

Explosive Demise (Magical): When the demon becomes incapacitated, an enormous ball of fire envelops it and it explodes, leaving nothing behind. The explosion deals 20d6 damage to each creature and object within 10 miles. A creature makes a Strength roll. On a failure, the creature takes an extra 20d6 damage. On a critical failure, it is killed outright and utterly destroyed.

The explosion leaves behind a 33-yard-deep crater with a 66-yard diameter.

ACTIONS

Melee Attack—Sword and Flail • Brutal, Slashing: Strength (+10) with 3 boons (20d6)

Two Attacks: The demon makes two Sword and Flail attacks.

Apocalyptic Flames (Magical): The demon releases demonic fire from its body out to a range of 10 miles. The flames deal 30d6 damage to each creature and object in the area. Once the demon uses this talent, it loses access to (luck ends).

END OF THE ROUND

Herald of the Demon Lord (Magical): Each creature and object within its Shadow of the Void trait loses 2d6 Health.

DEMONIC ICHOR

The destruction of a demon sometimes leaves a stain in the world, a tarry residue that manifests the demon's ruinous intent and continues its work to unravel reality. The ichor becomes a creeping thing, slinking over the ground and dissolving whatever it touches.

DEMONIC ICHOR

CREATION • DIFFICULTY 2

Defense: 8, **Health:** 20

Strength: 11 (+1), **Agility:** 8 (–2)

Intellect: —, **Will:** —

Size: 1, **Speed:** 5 (Climber, Slippery, Squeeze 1 inch, Strider; no running)

Senses: Awareness 5

Immune: asleep, held, poisoned, prone, slowed; deprivation, exposure, infection, suffocation

Protection from Magic: The demonic ichor imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Corrosive Body Spikes: When a creature attacks the **demonic ichor** using a melee weapon that lacks the Long trait or an unarmed attack, the creature makes a luck roll after the attack. On a failure, the creature loses 1d6 Health.

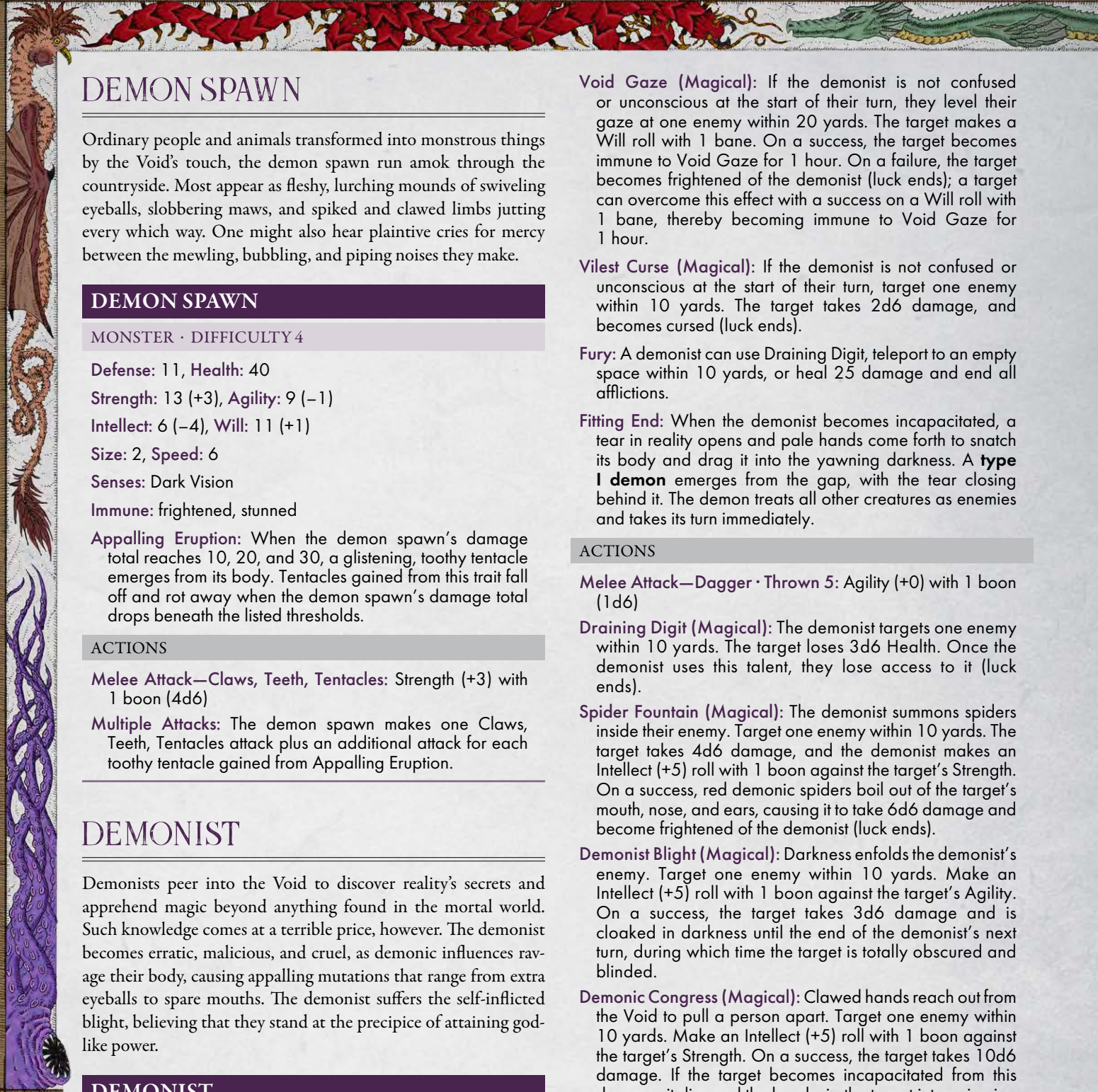
ACTIONS

Melee Attack—Appendage: Strength (+1) with 1 boon (2d6)

Corruption: A flesh-and-blood target loses 1d6 Health and becomes vulnerable and weakened (luck ends both).

Dissolving Touch: Target one object in reach. The target loses 3d6 Health.





DEMON SPAWN

Ordinary people and animals transformed into monstrous things by the Void's touch, the demon spawn run amok through the countryside. Most appear as fleshy, lurching mounds of swiveling eyeballs, slobbering maws, and spiked and clawed limbs jutting every which way. One might also hear plaintive cries for mercy between the mewling, bubbling, and piping noises they make.

DEMON SPAWN

MONSTER • DIFFICULTY 4

Defense: 11, Health: 40

Strength: 13 (+3), Agility: 9 (–1)

Intellect: 6 (–4), Will: 11 (+1)

Size: 2, Speed: 6

Senses: Dark Vision

Immune: frightened, stunned

Appalling Eruption: When the demon spawn's damage total reaches 10, 20, and 30, a glistening, toothy tentacle emerges from its body. Tentacles gained from this trait fall off and rot away when the demon spawn's damage total drops beneath the listed thresholds.

ACTIONS

Melee Attack—Claws, Teeth, Tentacles: Strength (+3) with 1 boon (4d6)

Multiple Attacks: The demon spawn makes one Claws, Teeth, Tentacles attack plus an additional attack for each toothy tentacle gained from Appalling Eruption.

DEMONIST

Demonists peer into the Void to discover reality's secrets and apprehend magic beyond anything found in the mortal world. Such knowledge comes at a terrible price, however. The demonist becomes erratic, malicious, and cruel, as demonic influences ravage their body, causing appalling mutations that range from extra eyeballs to spare mouths. The demonist suffers the self-inflicted blight, believing that they stand at the precipice of attaining god-like power.

DEMONIST

HUMAN • DIFFICULTY 8

Defense: 10, Health: 100

Strength: 11 (+1), Agility: 10 (+0)

Intellect: 15 (+5), Will: 13 (+3)

Size: 1, Speed: 5

Languages: Arcane, Archaic, Common, Sylvan

Senses: Dark Vision

Immune: controlled, frightened, stunned

Void Gaze (Magical): If the demonist is not confused or unconscious at the start of their turn, they level their gaze at one enemy within 20 yards. The target makes a Will roll with 1 bane. On a success, the target becomes immune to Void Gaze for 1 hour. On a failure, the target becomes frightened of the demonist (luck ends); a target can overcome this effect with a success on a Will roll with 1 bane, thereby becoming immune to Void Gaze for 1 hour.

Vilest Curse (Magical): If the demonist is not confused or unconscious at the start of their turn, target one enemy within 10 yards. The target takes 2d6 damage, and becomes cursed (luck ends).

Fury: A demonist can use Draining Digit, teleport to an empty space within 10 yards, or heal 25 damage and end all afflictions.

Fitting End: When the demonist becomes incapacitated, a tear in reality opens and pale hands come forth to snatch its body and drag it into the yawning darkness. A **type I demon** emerges from the gap, with the tear closing behind it. The demon treats all other creatures as enemies and takes its turn immediately.

ACTIONS

Melee Attack—Dagger • Thrown 5: Agility (+0) with 1 boon (1d6)

Draining Digit (Magical): The demonist targets one enemy within 10 yards. The target loses 3d6 Health. Once the demonist uses this talent, they lose access to it (luck ends).

Spider Fountain (Magical): The demonist summons spiders inside their enemy. Target one enemy within 10 yards. The target takes 4d6 damage, and the demonist makes an Intellect (+5) roll with 1 boon against the target's Strength. On a success, red demonic spiders boil out of the target's mouth, nose, and ears, causing it to take 6d6 damage and become frightened of the demonist (luck ends).

Demonist Blight (Magical): Darkness enfolds the demonist's enemy. Target one enemy within 10 yards. Make an Intellect (+5) roll with 1 boon against the target's Agility. On a success, the target takes 3d6 damage and is cloaked in darkness until the end of the demonist's next turn, during which time the target is totally obscured and blinded.

Demonic Congress (Magical): Clawed hands reach out from the Void to pull a person apart. Target one enemy within 10 yards. Make an Intellect (+5) roll with 1 boon against the target's Strength. On a success, the target takes 10d6 damage. If the target becomes incapacitated from this damage, it dies and the hands rip the target into quivering chunks. Once the demonist uses this talent, it loses access to it for 1 minute.

END OF THE ROUND

Whispers from the Void: Roll a d6. On a 1, the demonist becomes confused until the end of the next round. On a 6, the demonist makes attribute rolls and luck rolls with 2 boons, and its attacks and damage-dealing effects deal an extra 2d6 damage until the end of the next round.

DEVIL

The Adversary made the devils to harvest souls from the mortal world, but the ancient compact that binds fiends to the Netherworld prevents devils from carrying out their work. They must be summoned. Luckily, the means for doing so has a way of reaching those in need. Devils negotiate with their summoners with the intent of gaining one or more souls as part of the bargain. The Adversary invests them with the magic they need to carry out tasks on their summoners' behalf. Such tasks might be supplying them with information, murdering someone, bringing forth riches, or something else. Always does the devil exact a price, however, and that price is usually a soul.

Scarlet skin, black lips and teeth, horns, and fiery eyes make devils unmistakable. They have furred legs that end in cloven hooves, while slender tails extend from the base of their spines to terminate in a spade-like growth. Polite to a fault, empathetic even, devils help any who call upon them and never make a judgment about the service requested. They are all friendliness and sympathy until the time comes to collect the debt.

DEVIL

FIEND · DIFFICULTY 16

Defense: 18, **Health:** 120

Strength: 14 (+4), **Agility:** 11 (+1)

Intellect: 16 (+6), **Will:** 12 (+2)

Size: 1, **Speed:** 6

Languages: Tongues

Senses: True Vision

Immune: confused, controlled, frightened, on fire, stunned; damage from cold, damage from fire; infection

Dreadful Allure: When an enemy starts its turn with line of sight to the devil, that enemy makes a Will roll. On a success, the enemy becomes immune to Dreadful Allure for 1 hour. On a failure, the enemy becomes the devil's ally until the devil becomes incapacitated or the enemy is harmed by the devil.

Protection from Magic: The devil imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Masterful Disguise (Magical): At the start of its turn if it is not unconscious, the devil can transform into a human-shaped being of any flesh-and-blood ancestry and remain in this form until it assumes a new one, it takes damage from silver, or it becomes unconscious. While under the effects of this talent, the devil loses its Dreadful Allure, but otherwise uses its normal rules.

Silver Vulnerability: A fiend loses 1d6 Health whenever it is harmed by a silvered weapon.

ACTIONS

Melee Attack—Claws: Strength (+4) with 1 boon (6d6)

Hellfire Spray (Magical): The devil sprays blue-black flames from its hands. Target one creature within 15 yards. The target takes 1d6 damage. Then, make an Intellect (+6) roll with 1 boon against the target's Agility. On a success, the target takes an extra 5d6 damage, and catches fire and becomes held (luck ends both).

Two Attacks: The devil makes two Claws attacks. It can use Hellfire Spray in place of one of these attacks.

REACTIONS

Pinning Gaze (Magical): When an enemy starts its turn with line of sight to the devil, make a Will (+2) roll against that enemy's Will. On a success, the enemy becomes held until it loses line of sight to the devil, it overcomes the affliction with a success on a Will roll, or the devil dies. On a failure, the enemy becomes immune to this trait for 1 hour.

Dark Temptation (Magical): When an ally starts its turn within 10 yards of the devil and can hear what the devil says, the devil enlists that ally's aid. Make an Intellect (+6) roll with 1 boon against the ally's Will. On a success, the target becomes controlled by the devil (luck ends). On a failure, the target becomes immune to Dark Temptation for 1 hour.



HARVESTING SOULS

A devil can use an action to claim the soul of one creature to whom its soul belongs provided that creature is within 5 yards. The creature dies and its burning soul emerges from the body so that the devil can take it. This action enables the devil to heal all damage, regain all lost Health, and make attribute rolls with 1 boon for 1 hour.

SUMMONING DEVILS

Devils answer magic used to summon them from the Netherworld. The procedure is easy, the methods available in a wide range of pamphlets, grimoires, and even holy books. Anyone who follows the proper steps can summon a devil.

DRAW THE CIRCLE

A summoner should inscribe a circle to hold the devil before the summoning begins. The summoner creates a circle of powdered silver worth 1 gp on the surface where the devil shall appear. When finished, the summoner can imbue the circle with magic that gives it power by losing 1d6 Health. The magic remains for 24 hours or until the circle is broken. Any creature summoned to a space inside the circle cannot move across the circle by any means, nor can it use magic to affect creatures, objects, or areas beyond the circle.

SPEAK THE MYSTIC WORDS

A devil appears if certain mystic words are spoken. Such words include naming the devil to be summoned, exhortations for it to appear, and invocations to the gods old and new for protection, as well as whatever the summoner might be willing to offer. The chanting counts as performing a ritual.

MAKE THE BARGAIN

When the summoner finishes speaking, smoke fills the place where the devil appears. Lightning, thunder, wind, and foul odors might also accompany the fiend.

A devil sees any summoning as an opportunity to claim a mortal soul and is thus amenable to negotiation after a bit of bluster to maintain appearances. It undertakes any task that will not obviously lead to its own destruction in return for binding the summoner's soul. It is unlikely to perform services for anything less than a soul or for creatures who have already promised their souls to a different devil.

Convincing a devil to perform a task without offering a soul requires a successful Intellect roll against its Will. The nature of the service imposes 1 or more banes on the roll as you choose. If the roll succeeds, the devil carries out the service exactly as it was negotiated. Offering a gift to the devil—a sacrifice of life, treasure, knowledge, or magic can make it more willing to undertake the task.

If the devil accepts the bargain, it does everything it can to come out ahead in the deal. It wants to ruin the summoner first and then escape its mortal master's service if at all possible so it can corrupt others. It exploits any and every loophole, and does whatever it can

to bring misfortune to its summoner. Strict parameters can make the roll more difficult, while loose or no restrictions can grant an automatic success. No matter what, though, a devil who has agreed to a service will carry it out to the best of its ability.

COMPANIONSHIP: A devil can be convinced to accompany the summoner for a time, but usually for no more than a number of days equal to the summoner's level. The devil follows its summoner, watches from the sidelines, and offers advice. It might protect its summoner or carry out a particular task while it is bound.

INFORMATION: A devil can impart information the summoner requests. Devils have access to a wide range of secrets, usually gained from bargains, and readily share this information if it suits them. Despite this, they are not omniscient; some things not even they know. Ultimately, it's up to you to decide if the devil knows something or can discover it, or not.

SERVICE: A devil can be convinced to perform a particular service. Examples include arranging the assassination of another mortal, intelligence gathering, theft, hiding something, or retrieving something. A devil will undertake anything for the right price, though the time it takes depends on what is requested.

GIFTS: Devils can also award infernal gifts, if it's within their power to do so. Without the promise of a soul, a devil will provide a gift worth no more than 100 gp. If offered a soul, the devil provides whatever gift it can to claim the soul. It might increase attributes, but no more than by 1 each, increase Health by no more than 6, or grant the knowledge of an expert spell or a spell of a lower tier.

SELLING ONE'S SOUL

Certain paths assume the characters who take them have already bargained away their souls in return for magical knowledge. The drawbacks of such bargains are shown in the path's features. Others who bargain with devils and surrender their souls become damned, which means their soul belongs to the Netherworld when they die. Being damned has the following effects.

PARIAH

A damned creature finds children, animals, and servants of the gods are hostile to it. In addition, it makes rolls to interact in social situations with 1 bane.

DEVIL'S MARK

The damned creature has a mark somewhere on its body that designates its fealty to the Adversary. The mark is often a patch of discolored skin on a place that can be concealed with clothing. It has no sensation whatsoever; one could push a long needle into the flesh without causing any discomfort.

CURSED

A damned creature is cursed. The curse cannot be lifted short of divine intervention.

DOOM

If a damned creature dies, its soul travels to the Netherworld. It cannot be restored to life until the fiends agree to release the soul, something they are unlikely to do, though an offer of ten times the soul's value might convince them.

DHAMPIR

Dhampirs carry the curse of vampirism in their veins. Although akin to vampires, they remain living, breathing people, but now saddled with a thirst for fresh blood. Vampires might create dhampirs by accident, being unable to drain their victims fully and withholding a sampling of their own blood. Other dhampir came from cursed parents.

Dhampirs always appear human and fall within typical ranges of height and weight. After months go by without feeding on blood, a dhampir appears pale and unhealthy. Body mass, color, and even speech change by denying their thirst. A week of regular blood feeding, though, can restore vigor to a dhampir and make them appear at the prime of their life.

NOSFERATU

The ability to control the thirst for blood that comes with the vampire's curse varies with the individual. The most disciplined dhampirs can go weeks, even months, without a taste, but all too many are enslaved by their appetites and feed whenever they can.

Those who become habitual blood drinkers pose a danger to their communities and face reprisals or death if caught. Once exposed, they flee for the darkness, vanishing into the catacombs, sewers, and other unwholesome places, where they live among the other scavengers and parasites. Dwelling amid rot and squalor takes a toll on these dhampirs until they become ravaged, nasty, bug-ridden, and blighted with disease. Such dhampirs are nosferatu, outcasts hated by all.

DHAMPIR NOSFERATU

DHAMPIR · DIFFICULTY 2

Defense: 13, **Health:** 10

Strength: 11 (+1), **Agility:** 11 (+1)

Intellect: 12 (+2), **Will:** 8 (–2)

Size: 1, **Speed:** 6

Languages: Common, Undertongue

Senses: Keen Vision

Immune: poisoned

Sunlight Weakness: If the dhampir starts their turn in a space lit by sunlight, the dhampir becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Fangs: Strength (+1) with 1 boon (1d6)

Drink Blood: When the nosferatu attacks with their fangs and gets a success against a held, stunned, or unconscious target or a critical success against a different target, and the target is a flesh-and-blood creature, the target loses 1d6 Health. Then, for 1 minute, the nosferatu's Speed increases by 2 and they make attribute rolls with 1 boon.

Call Rats (Magical): A mass of rats appears on the ground in a Size 5 space within 10 yards, and they remain there for 1 minute. Any creature on the ground in the target space when the rats appear or that moves onto that ground before the effect ends takes 2d6 damage and makes an Agility roll. On a failure, the creature takes an extra 2d6 damage. A single effect that deals 10 damage or more to at least half the target space ends the effect early. Once the nosferatu uses this talent, it loses access to it for 1 minute.

DHAMPIR ANCESTRY

DHAMPIR

Size: 1, **Speed:** 6

Senses: Keen Scent

Immune: poisoned

Natural Weapons: A dhampir can use their teeth as a single natural melee weapon with the Nimble trait to deal 1d6 damage.

Other Traits: Drink Blood, Sunlight Weakness



DIRE WOLF

Dire wolves have the shape of ordinary wolves but grow much larger: a typical example reaches up to 6 feet tall at the shoulder and weighs close to 200 pounds. They have sleek black fur and bright red eyes that shine when they reflect light. Unlike other beasts, dire wolves can speak, mostly in their own filthy tongue.

Legend claims that the dire wolves were born from the union of the Horned Lord and the Wild Woman in the early days of the world, but what love they had for their makers withered when the gods favored some of their kind but not others with the ability to change their shapes. In their bitterness, they warred against their warg kin and hunt them still under the light of the moon.

A great many dire wolves keep alive the old grudges and have been corrupted by them. Rather than hunt and kill in the manner of other beasts, they work evil on the lands they prowl. They leave droppings to spoil crops, steal livestock, drag off shepherds, and worse.



DIRE WOLF

MONSTER · DIFFICULTY 4

Defense: 13, **Health:** 40

Strength: 13 (+3), **Agility:** 12 (+2)

Intellect: 11 (+1), **Will:** 12 (+2)

Size: 1, **Speed:** 7 (Strider)

Languages: Dire Wolf

Senses: Keen Scent, Keen Vision

Pack Tactics: A dire wolf rolls against targets that have already been attacked in the same round with 1 boon.

Spring Away: When the dire wolf uses an action to attack, it increases its Speed by 2 and becomes Slippery until the start of its next turn.

ACTIONS

Melee Attack—Teeth: Strength (+3) with 1 boon (3d6)

Savage Throat Rip: A prone, stunned, or unconscious target takes an extra 3d6 damage.

Knock Down: A target creature of the dire wolf's Size or less makes a Strength roll. On a failure, the creature falls prone and cannot stand up while in the reach of at least one dire wolf.



CU SITH

In all the world there is no hound nobler than the cu sith (coo-shee). The size of a young bullock, with a thick, shaggy coat of green fur and tightly coiled paws, each as broad as a human hand, the cu sith moves with grace and restraint. It never becomes excited, never behaves like a lesser dog, and barks only when it must.

Highborn elves keep cu sith as companions, and the beasts sometimes accompany the faerie hunters who cross the borders between worlds to stalk and bring down their prey. It's said that to earn a cu sith's trust is to have a companion for life.

A cu sith uses the rules for the dire wolf, but it also automatically succeeds on rolls it makes to sneak and speaks Sylvan instead of Dire Wolf.

DRAGON

Dragons are powerful monsters that embody greed. They have no interests beyond feeding their great appetites and adding to the mountains of wealth they have already accumulated. Dragons breathe fire, most can fly, and all are almost impossible to kill. They come in a variety of colors; some have four legs, others two, and a few lack any legs at all and instead claw at their foes with the talons sprouting from their wings. The idea of good or noble dragons is belied by countless examples of their cruelty and hatred.

DRAGON

MONSTER • DIFFICULTY 32

Defense: 20, **Health:** 300

Strength: 19 (+9), **Agility:** 10 (+0)

Intellect: 16 (+6), **Will:** 19 (+9)

Size: 10, **Speed:** 8 (Fly, Slippery)

Languages: Archaic

Senses: True Vision

Immune: confused, controlled, stunned

Dragon Roar: At the start of combat, the dragon roars. Each enemy within 10 yards makes a Will roll. On a failure, the enemy becomes held and frightened of all dragons (luck ends both).

Dragon Scales: When the result of a roll to attack the dragon is 24 or lower and the dragon is not injured, it takes half the damage. In addition, whenever the dragon takes half damage from an attack using ordinary weapons, the attacker makes a luck roll. On a failure, the weapon loses all Health and breaks; if the attacker used an unarmed strike, it instead loses 1d6 Health.

Fury: A dragon can use Three Attacks, move, or heal 75 damage and end all afflictions.

Windborne Dust: When the dragon lands after flying, the beating of its wings kicks up dust and debris. Each other creature within 5 yards makes a luck roll and a Strength roll. On a failed luck roll, the creature becomes blinded until the end of its next turn. On a failed Strength roll, it falls prone.

ACTIONS

Melee Attack—Claw • Slashing: Strength (+9) with 2 boons (3d6)

Melee Attack—Teeth • Piercing: Strength (+9) with 2 boons (6d6)

Furnace Breath: On a success or a failure, the target takes 2d6 damage from the heat of the dragon's breath.

Critical Success: The target takes an extra 3d6 damage.

Three Attacks: The dragon makes two Claw attacks and one Teeth attack.

Fire Breath: The dragon exhales fire into a Size 20 space it can reach. Each creature or object in the target space takes 10d6 damage, and flammable objects that are neither worn nor carried catch fire. A creature makes an Agility roll with 1 bane. On a failure, it takes an extra 10d6 damage and catches fire (luck ends). Once the dragon uses this trait, it loses access to it (luck ends).

REACTIONS

Bloodied Breath: When the dragon is harmed while injured or when it becomes injured, the dragon regains access to Fire Breath and uses it immediately. Once the dragon uses this trait, it loses access to it for 1 minute.

Instinctive Grab: When the dragon deals damage with a Claw attack while it is flying, it makes a grab attempt against the same target. If the dragon makes a Claw attack against a target it has grabbed in this way, the roll to attack results in an automatic success, and the dragon maintains the grab.

Slashing Tail: When an enemy starts its turn within a number of yards equal to the dragon's Size + 2, the dragon can sweep its tail at that enemy. Make a Strength (+9) roll with 1 boon against the enemy's Defense. On a success, the enemy takes 6d6 damage and falls prone.

DRAGON'S LAIR

Places difficult to reach and perilous to explore typify the locations where a dragon might make its lair. Volcanic calderas, lava tubes, ruins that have slid into a deep ravine, abandoned crumbling castles, and similar locations make ideal sites for storing and guarding wealth. A dragon might recruit other creatures to help guard its lair, and more than one cult has formed around these powerful monsters.

POISONOUS FUMES: Noxious gas fills the air inside the dragon's lair. At the end of each round, a breathing creature in the lair, other than the dragon, makes a Strength roll with 1 bane. On a success, the creature becomes immune to Poisonous Fumes for 1 hour. On a failure, the creature loses 1d6 Health and becomes Strength impaired until the end of the next round. Strong wind clears the fumes from the lair for 1 hour.

FIERY PLUME: Whenever a creature's attribute roll results in a critical failure, flame jets from below the creature, causing it to take 8d6 damage.

OILY SECRETIONS: Pools of oil dot the floor in the dragon's lair. Whenever the dragon uses Fire Breath, it rolls a d6. On a 5 or 6, the oil in one Size 3 space of the dragon's choice ignites, filling the space with smoke that lasts for 1 minute. The smoke creates total obscurement in its space.

A DRAGON'S HOARD

Dragons covet precious metals and gemstones above all else. Since they often lair in places hostile to delicate artwork and other finery, dragons pass up anything that might become damaged and thus worthless in favor of more durable goods, which they swallow and then disgorge on reaching the hoard. Often, precious metals melt and run together, forming large lumps when they cool.

A typical dragon's hoard includes the following treasure: 150,000 cp, 100,000 sp, 50,000 gp, 75,000 gp in various gems and jewels, 1d6 magical weapons, 1d6 suits of magical armor, 2d6 oddities, and 50,000 gp of other durable valuables.



DRAGONET

Dragonets claim kinship to the mighty dragons, who dwarf them in size, strength, and sheer destructive potential. Ask any dragonet and they'll tell you that the larger breed is a woeful throwback to a less enlightened time, and that they remain hopeful that dragons will embrace their cunning and set aside their dreadful tempers to engage the world as they do: in peace. For ages, the dragonets lived alongside the peoples of Erth and have found common cause with them.

Their long association with others makes dragonets common sights in most urban centers. Only in the most backward, remote communities do they remain unknown. One can find dragonets in the courts of nobles, performing for change in the village green, or hefting knapsacks and charging off into the unknown with other adventurers. Dragonets crave excitement and seek it out wherever they go.

Few communities belong exclusively to dragonets, though most people know about the Auld Wood, where the Dragon Queen holds court over a shimmering lake in whose depths is said to rest a mirror that leads to other worlds. Here, the ancient regent watches over her children, urging them to good action and to keep the peace with other peoples. Under her guidance, the dragonets avoided conflict with the wargs, faeries, orcs, and countless others; rather than fight tooth and nail, they discover common interests and find ways to achieve them.

Dragonets share the same physical traits as dragons and other dragon-like beings, but with small compact bodies that reach up to 3 feet long at adulthood and weigh 50 to 60 pounds. They all have long, prehensile tails that serve as extra appendages, small wings that let them flutter in the air, and needle-sharp teeth and claws. Scales of any color cover their bodies, and most glitter in the light like jewels.

TRICKSTER

Most dragonets avoid confrontations; they seek peace with others. Their gregarious natures and accommodating personalities have served them well to this end, but when they cannot avoid conflict, they use mischief to teach their enemies lessons they'll never forget. Tricksters use magic, traps, and tricks to vex their foes and send them fleeing to safety and sanity.



DRAGONET ANCESTRY

DRAGONET

Natural Defense: +3

Size: 1/2, **Speed:** 5 (Fly)

Other Traits: Slight Form, Fragile Flier, Prehensile Tail, Fire Breath

TRICKSTER

DRAGONET · DIFFICULTY 2

Defense: 13, **Health:** 10

Strength: 8 (–2), **Agility:** 13 (+3)

Intellect: 12 (+2), **Will:** 10 (+0)

Size: 1/2, **Speed:** 5 (Fly)

Languages: Common

Prehensile Tail: A dragonet can use their tail as an additional arm. They can use it to interact with objects, carry objects of Size 1/4 or smaller, and wield off-hand weapons.

Chicanery: If the dragonet trickster is not confused, controlled, stunned, or unconscious, it can use this talent to make attribute and luck rolls with 1 boon until the start of its next turn or target one creature within 5 yards. The target makes a Will roll. On a failure, it becomes confused and vulnerable until the start of the dragonet's next turn.

Fire Breath: The dragonet can use this trait when they attack. In addition to the effects of the attack, the dragonet targets one creature or object within 5 yards. The target makes an Agility roll. On a failure, the target takes 1d6 damage. Once the dragonet uses this trait, they lose access to it (luck ends).

Slight Form: A dragonet makes Strength rolls with 1 bane and they grant 1 boon on rolls against their Strength.

Fragile Flier: The dragonet loses the Fly trait while injured.

ACTIONS

Melee Attack—Dagger: Agility (+3) with 1 boon (1d6)

DRAKE

Drakes have sleek bodies equipped with large leathery wings that span as wide as they are long. Hollow bones and rippling muscles make them lissome fliers. Fine scales like those of snakes cover their bodies, thickening and becoming harder closer to their wedge-shaped heads.

Many suppose drakes share a common origin with dragonets and dragons, given their appearance. If so, they lack anything close to the dragonets' intelligence or the dragons' greed. They behave as wild animals, being clever hunters but no smarter than the average predator. Drakes form packs and work together to bring down large game. Once they rake their prey to death, they settle down to feed. If scavengers come near, they squirt poison from their maws that burns whatever it touches.

DRAKE

MONSTER • DIFFICULTY 4

Defense: 14, **Health:** 40

Strength: 12 (+2), **Agility:** 12 (+2)

Intellect: 9 (–1), **Will:** 11 (+1)

Size: 1, **Speed:** 6 (Fly)

Senses: Keen Vision

ACTIONS

Melee Attack—Fangs: Strength (+2) with 1 boon or 2 boons against an injured target (2d6)

Drake Venom: A flesh-and-blood target makes a Strength roll with 1 bane. On a failure, it becomes poisoned (luck ends).

Spit Venom: The drake squirts venom from its mouth. Target one flesh-and-blood creature within 10 yards. Make an Agility (+2) roll against the target's Agility. On a success, the target loses 3d6 Health and becomes blinded and poisoned (luck ends both). Then, the drake loses this trait for 1 minute.

DRAUGR

In some cultures, warriors see it as a great honor to accompany their lieges to their final resting places. Entrusted with guarding the remains of their masters, they are sealed inside the tombs to stand vigil in the darkness. The vows they speak bind their souls to their bodies and prevent Lord Death from laying claim to them when death finally enfolds them in its cold embrace. They remain, aware and animate, unliving guardians at the ready to fight any robbers who would plunder the vaults of the dead.

Draugr look like skeletal humans with their skin drawn tight to their bones. Their flesh atrophies until even the skin of the abdomen pulls back around the pelvis and spine. Their eyes and other soft tissues have all rotted away, making their visages awful to behold. Dust and cobwebs cling to their bodies, and leather has become brittle, mail rusted, and blades chipped and corroded. Draugr draw no breath, so they cannot speak, but their hostile intentions are clear.

ARCHER

The draugr archers act as sentries for draugr lairs. They post up on the balconies, galleries, and bridges in the elaborate tomb complexes they haunt.

GUARD

It falls to the guards to protect their leaders' remains and treasures. They roam the tunnels of the barrows, searching for robbers.

CHAMPION

Exceptional warriors in life, draugr champions retain their skill at arms as they demonstrate with each swing of their massive weapons.

DARK MAGE

Scraps of skin cling to the dark mage's bones and their eyes burn with eldritch flame. They wield magic to destroy intruders.

HEAVY

Bigger, tougher, stronger warriors, the heavies come up from the darkness to push back intruders who violate the barrows.

DEATH MASTER

All draugr in a barrow take orders from the death master who binds their souls to their bodies. The death master wears scorched black plate armor and can use dark magic to brutalize those it encounters. It shrieks and cackles in battle, unnerving enemies.

DRAUGR ARCHER

UNDEAD • DIFFICULTY 2

Defense: 13 (leather), **Health:** 15

Strength: 10 (+0), **Agility:** 12 (+2)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1, **Speed:** 5

Languages: understands Archaic

Senses: Dark Vision

Immune: asleep, poisoned; deprivation, exposure, infection, suffocation

Relentless: When the draugr takes damage from an ordinary source, it reduces the damage by 1d6 (minimum 0) and then loses this trait for 1 minute.

Divine Doom: A draugr makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Short Sword • Piercing: Agility (+2) with 1 boon (1d6)

Ranged Attack—Bow • Range 20: Agility (+2) with 1 boon (2d6)

END OF THE ROUND

Burned by Sunlight: If the draugr is in a space lit by direct sunlight, it loses 4d6 Health and becomes weakened until the end of the next round.

DRAUGR GUARD

UNDEAD · DIFFICULTY 2

Defense: 16 (ring, shield), **Health:** 15

Strength: 12 (+2), **Agility:** 11 (+1)

Intellect: 10 (+0), **Will:** 12 (+2)

Size: 1, **Speed:** 5

Languages: understands Archaic

Senses: Dark Vision

Immune: asleep, poisoned; deprivation, exposure, infection, suffocation

Relentless: When the draugr takes damage from an ordinary source, it reduces the damage by 1d6 (minimum 0) and then loses this trait for 1 minute.

Divine Doom: A draugr makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Sword · Slashing: Strength (+2) with 1 boon (2d6)

END OF THE ROUND

Burned by Sunlight: If the draugr is in a space lit by direct sunlight, it loses 4d6 Health and becomes weakened until the end of the next round.

DRAUGR CHAMPION

UNDEAD · DIFFICULTY 4

Defense: 15 (mail), **Health:** 40

Strength: 14 (+4), **Agility:** 11 (+1)

Intellect: 10 (+0), **Will:** 12 (+2)

Size: 1, **Speed:** 5

Languages: understands Archaic

Senses: Dark Vision

Immune: asleep, frightened, poisoned; deprivation, exposure, infection, suffocation

Relentless: When the draugr takes damage from an ordinary source, it reduces the damage by 1d6 (minimum 0) and then loses this trait for 1 minute.

Divine Doom: A draugr makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Long Sword · Slashing: Strength (+4) with 1 boon (4d6)

REACTIONS

Lethal Advance: When an enemy starts its turn within 5 yards and the draugr has no enemies in reach, the draugr can move up to half its Speed toward the enemy that enabled the use of this talent.

END OF THE ROUND

Burned by Sunlight: If the draugr is in a space lit by direct sunlight, it loses 4d6 Health and becomes weakened until the end of the next round.

DRAUGR DARK MAGE

UNDEAD · DIFFICULTY 4

Defense: 12 (leather), **Health:** 40

Strength: 12 (+2), **Agility:** 11 (+1)

Intellect: 10 (+0), **Will:** 12 (+2)

Size: 1, **Speed:** 5

Languages: understands Archaic

Senses: Dark Vision

Immune: asleep, confused, controlled, frightened, poisoned; deprivation, exposure, infection, suffocation

Relentless: When the draugr takes damage from an ordinary source, it reduces the damage by 1d6 (minimum 0) and then loses this trait for 1 minute.

Word of Ruin (Magical): At the start of its turn if it's not stunned or unconscious, the dark mage speaks a word of ruin. Target up to three creatures within 5 yards. For each target separately, make a Will (+2) roll with 1 boon against its Strength. On a success, the target takes 2d6 damage, falls prone, and becomes confused (luck ends). On a failure, it becomes immune to Word of Ruin for 1 hour. Then, the dark mage loses access to this talent (luck ends)

Divine Doom: A draugr makes luck rolls with 1 bane.

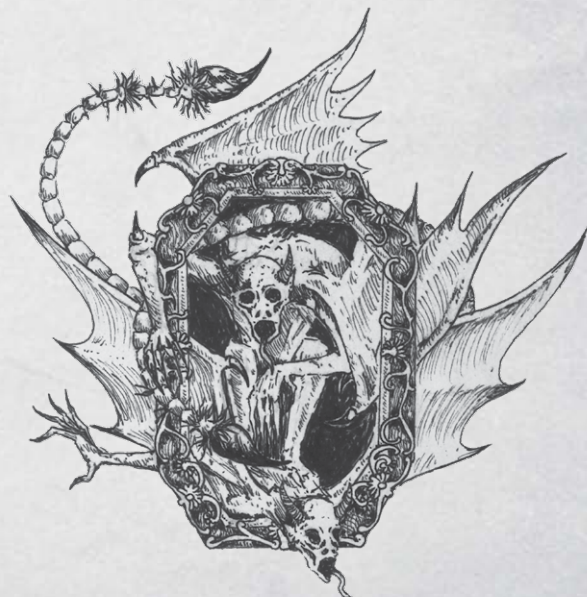
ACTIONS

Melee Attack—Sword · Slashing: Strength (+2) with 1 boon (2d6)

Ice Spear (Magical): The dark mage flings an icy spear. Target one creature within 15 yards. Make a Will (+2) roll with 1 boon against the target's Strength. On a success, the target takes 4d6 damage and becomes held until either it overcomes the affliction with a successful Strength roll or takes 5 damage or more from fire.

END OF THE ROUND

Burned by Sunlight: If the draugr is in a space lit by direct sunlight, it loses 4d6 Health and becomes weakened until the end of the next round.



DRAUGR HEAVY

UNDEAD • DIFFICULTY 4

Defense: 16 (breastplate), **Health:** 40

Strength: 14 (+4), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 12 (+2)

Size: 1, **Speed:** 5

Languages: understands Archaic

Senses: Dark Vision

Immune: asleep, poisoned; deprivation, exposure, infection, suffocation

Relentless: When the draugr takes damage from an ordinary source, it reduces the damage by 1d6 (minimum 0) and then loses this trait for 1 minute.

Divine Doom: A draugr makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Great Hammer • Bludgeoning: Strength (+4) with 1 boon (4d6)

REACTIONS

Sledgehammer Strike: When the draugr heavy gets a failure on a roll to attack with a great hammer, it can strike the ground instead. Each creature, other than it, on the ground within 3 yards makes an Agility roll with 1 boon. On a failure, the creature falls prone. Then, the draugr heavy loses access to this talent for 1 minute.

END OF THE ROUND

Burned by Sunlight: If the draugr is in a space lit by direct sunlight, it loses 4d6 Health and becomes weakened until the end of the next round.

DRAUGR DEATH MASTER

UNDEAD • DIFFICULTY 8

Defense: 16 (plate and mail), **Health:** 60

Strength: 13 (+3), **Agility:** 11 (+1)

Intellect: 13 (+3), **Will:** 14 (+4)

Size: 1, **Speed:** 5

Languages: understands Archaic

Senses: Dark Vision

Immune: asleep, confused, controlled, frightened, poisoned; deprivation, exposure, infection, suffocation

Relentless: When the draugr takes damage from an ordinary source, it reduces the damage by 1d6 (minimum 0) and then loses this trait for 1 minute.

Leadership: Each ally within 5 yards rolls to attack with 1 boon.

Divine Doom: A draugr makes luck rolls with 1 bane.

Ruinous End (Magical): When the death master becomes incapacitated, each draugr ally within 1 mile loses 3d6 Health.

ACTIONS

Melee Attack—Long Sword • Slashing: Strength (+3) with 1 boon (3d6)

Scorching Blast (Magical): The death master causes fire to explode inside one Size 5 space within 20 yards. Each creature and object in that space takes 4d6 damage. A creature makes a luck roll. On a failure, it takes an extra 2d6 damage and catches fire (luck ends).

Unholy Aid (Magical): The death master invokes aid. Target one ally within 5 yards. It heals 6d6 damage and it can use a reaction to make an attack. Once the death master uses this talent, it loses access to it for 1 minute.

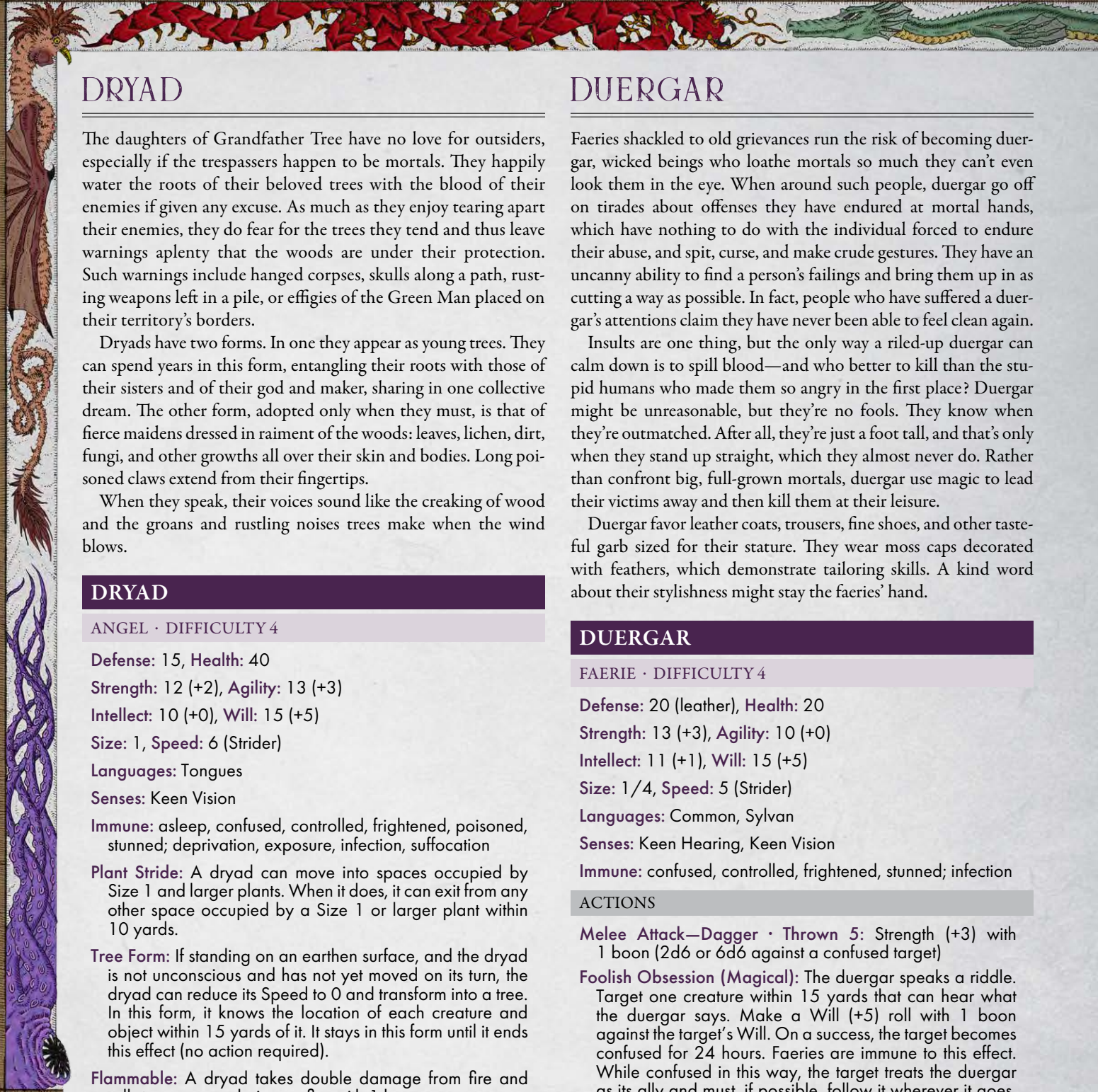
Seal Shut the Gates to the Underworld (Magical): Gloom spreads out from the death master to fill a Size 10 space centered on it with moderate obscurity for 1 minute. The effect ends early when the death master becomes incapacitated. Each creature that ends its turn in the affected space and that is not an angel, creation, demon, spirit, or undead loses 1d6 Health, and becomes cursed for as long as it remains in this space. A creature that is not an angel, creation, demon, spirit, or undead that becomes incapacitated in this space dies and rises up as a **zombie** at the end of the round. The zombie regards all draugr as allies. Once the death master uses this talent, it loses access to it for 1 minute.

END OF THE ROUND

Shrieks and Cackles (Magical): Each enemy within 10 yards makes a Will roll. On a success, the enemy becomes immune to Shrieks and Cackles for 1 hour. On a failure, the enemy becomes frightened of the death master until the end of the next round.

Burned by Sunlight: If the draugr is in a space lit by direct sunlight, it loses 4d6 Health and becomes weakened until the end of the next round.





DRYAD

The daughters of Grandfather Tree have no love for outsiders, especially if the trespassers happen to be mortals. They happily water the roots of their beloved trees with the blood of their enemies if given any excuse. As much as they enjoy tearing apart their enemies, they do fear for the trees they tend and thus leave warnings aplenty that the woods are under their protection. Such warnings include hanged corpses, skulls along a path, rusting weapons left in a pile, or effigies of the Green Man placed on their territory's borders.

Dryads have two forms. In one they appear as young trees. They can spend years in this form, entangling their roots with those of their sisters and of their god and maker, sharing in one collective dream. The other form, adopted only when they must, is that of fierce maidens dressed in raiment of the woods: leaves, lichen, dirt, fungi, and other growths all over their skin and bodies. Long poisoned claws extend from their fingertips.

When they speak, their voices sound like the creaking of wood and the groans and rustling noises trees make when the wind blows.

DRYAD

ANGEL • DIFFICULTY 4

Defense: 15, **Health:** 40

Strength: 12 (+2), **Agility:** 13 (+3)

Intellect: 10 (+0), **Will:** 15 (+5)

Size: 1, **Speed:** 6 (Strider)

Languages: Tongues

Senses: Keen Vision

Immune: asleep, confused, controlled, frightened, poisoned, stunned; deprivation, exposure, infection, suffocation

Plant Stride: A dryad can move into spaces occupied by Size 1 and larger plants. When it does, it can exit from any other space occupied by a Size 1 or larger plant within 10 yards.

Tree Form: If standing on an earthen surface, and the dryad is not unconscious and has not yet moved on its turn, the dryad can reduce its Speed to 0 and transform into a tree. In this form, it knows the location of each creature and object within 15 yards of it. It stays in this form until it ends this effect (no action required).

Flammable: A dryad takes double damage from fire and rolls to overcome being on fire with 1 bane.

ACTIONS

Melee Attack—Toxic Claws • Slashing: Agility (+3) with 1 boon (2d6)

Dryad Poison: A flesh-and-blood target makes a luck roll. On a failure, it becomes Intellect impaired and poisoned (luck ends both).

Two Attacks: The dryad makes two Toxic Claws attacks.

DUERGAR

Faeries shackled to old grievances run the risk of becoming duergar, wicked beings who loathe mortals so much they can't even look them in the eye. When around such people, duergar go off on tirades about offenses they have endured at mortal hands, which have nothing to do with the individual forced to endure their abuse, and spit, curse, and make crude gestures. They have an uncanny ability to find a person's failings and bring them up in as cutting a way as possible. In fact, people who have suffered a duergar's attentions claim they have never been able to feel clean again.

Insults are one thing, but the only way a riled-up duergar can calm down is to spill blood—and who better to kill than the stupid humans who made them so angry in the first place? Duergar might be unreasonable, but they're no fools. They know when they're outmatched. After all, they're just a foot tall, and that's only when they stand up straight, which they almost never do. Rather than confront big, full-grown mortals, duergar use magic to lead their victims away and then kill them at their leisure.

Duergar favor leather coats, trousers, fine shoes, and other tasteful garb sized for their stature. They wear moss caps decorated with feathers, which demonstrate tailoring skills. A kind word about their stylishness might stay the faeries' hand.

DUERGAR

FAERIE • DIFFICULTY 4

Defense: 20 (leather), **Health:** 20

Strength: 13 (+3), **Agility:** 10 (+0)

Intellect: 11 (+1), **Will:** 15 (+5)

Size: 1/4, **Speed:** 5 (Strider)

Languages: Common, Sylvan

Senses: Keen Hearing, Keen Vision

Immune: confused, controlled, frightened, stunned; infection

ACTIONS

Melee Attack—Dagger • Thrown 5: Strength (+3) with 1 boon (2d6 or 6d6 against a confused target)

Foolish Obsession (Magical): The duergar speaks a riddle. Target one creature within 15 yards that can hear what the duergar says. Make a Will (+5) roll with 1 boon against the target's Will. On a success, the target becomes confused for 24 hours. Faeries are immune to this effect. While confused in this way, the target treats the duergar as its ally and must, if possible, follow it wherever it goes. If the target is harmed, the confused affliction ends. On a failure, the target becomes immune to Foolish Obsession for 24 hours.

DWARF

The Great Kingdom's founding in the Old Country came at the expense of the dwarfs, whose strongholds had stood since before the dark times of the Empire. Rich from precious metals and gemstones extracted from the bones of the earth, dwarfs riddled the lands with miles of passages to feed their appetite for treasure. Their delving unearthed old horrors, things buried to keep them from the light of day. While the dwarfs struggled to contain the monsters they had released, invading humans struck the compromised strongholds and plundered their vaults. The treasure helped establish the kingdom that would rule the continent for centuries.

Some dwarfs cling to their old kingdoms, as diminished as they have become, but most left the mountains of their ancestors to live among the conquerors, enriching themselves by mastery of their people's trade and custom. Dwarf-forged weapons and armor returned some dwarfs to their former wealth, but others refused to deal with the treacherous humans or their ilk and cast about for new homes or spent their days pining for the ones they had lost.

While exceptions exist, most dwarfs see no difference between culture and ancestral identity. Being a dwarf means honoring one's ancestors: praying to them, acting with honor, never forgetting a slight, and making things that last to inspire those who come after. Dwarfs value precious metals and gemstones as rare materials with which they can display their skills, and they produce wondrous treasures to raise the esteem of their peoples. Some might paint them as greedy, vain, and bitter, but dwarfs have pride in themselves, their people, and their history and never shrink away from telling others what they have done and can do. And these aren't boasts. When dwarfs make a promise or speak an oath, they never fail to follow through.

Typical dwarfs stand 3 to 4 feet tall but are strong and tough. They have dense, compact bodies, weighing upwards of 200 pounds, often muscled, and covered in coarse hair. Facial hair has always been a point of pride with dwarfs, and a well-groomed beard, all silky and soft, plays a large part in courtship for both potential grooms and brides. Dwarf mothers even carry their newborn babes in swaddling made from the luxurious growth of their chins.

DEEP WARDEN

Protecting the mines and treasure vaults from outsiders falls to the deep wardens. Dwarfs take great pride in belonging to this warrior society. There's always need for more capable fighters, but the wardens sift through candidates to weed out the weak and fearful. They permit no one to besmirch their reputations and sacrifice their lives to protect their concerns.

DWARF DEEP WARDEN

DWARF · DIFFICULTY 8

Defense: 17 (mail, shield), **Health:** 80

Strength: 14 (+4), **Agility:** 10 (+0)

Intellect: 11 (+1), **Will:** 13 (+3)

Size: 1/2, **Speed:** 5

Languages: Common, Dwarfish

Senses: Dark Vision

Immune: confused, frightened, vulnerable

Hard Target: Impose 1 bane on rolls to attack a dwarf by creatures larger than them.

Low Center of Gravity: When an ordinary effect would move them against their will, the dwarf can make a Strength roll. On a success, ignore the effect.

In addition, a dwarf counts as being Size 1 for the purpose of making unarmed attacks and unarmed attacks made against it.

Superior Constitution: When the dwarf becomes poisoned, they make a luck roll. On a success, they end the affliction.

Short Legs: When a dwarf runs, they merely double their Speed score.

DWARF ANCESTRY

DWARF

Health: +4

Size: 1/2, **Speed:** 5

Bonus Language: Dwarfish

Senses: Dark Vision

Other Traits: Short Legs, Hard Target, Low Center of Gravity, Superior Constitution

ACTIONS

Melee Attack—War Hammer · Bludgeoning: Strength (+4) with 2 boons (4d6)

Critical Success: A target creature makes a Strength roll. On a failure, the creature is pushed 2 yards and becomes vulnerable until the end of the dwarf's next turn.

Ranged Attack—Crossbow · Brutal, Range 20, Reload: Agility (+0) with 2 boons (5d6)

REACTIONS

Shield Bash: If the dwarf has its shield equipped when a creature within reach gets a success on a roll to attack the dwarf, the dwarf swings its shield at that creature. Make a Strength (+4) roll with 1 boon against that creature's Defense. On a success, the creature takes 2d6 damage and makes an Agility roll. On a failure, the creature falls prone.

DWARFISH

Dwarfish has many plosive sounds, which makes it seem hard, even belligerent. Its written form uses a runic alphabet that includes some three thousand characters.



ELVES

In the world's earliest days, elves lived in the moment, pursued their passions, and passed time seeking pleasure and indulging in it. The troubles, which most elves and other faeries have done their best to forget, saw elves set aside their childishness to fight for their existence against the trolls who would have driven them from creation. And when too much blood had been spilled and new threats began to appear in the lands, the elves used their magic to create new homes for their kind, realms hidden behind veils of magic that no outsider could pierce.

Although faeries generally live in egalitarian societies, the elves' sacrifice of their innocence saw them drift further and further from their kin. Rather than run through enchanted forests at play with the talking animals, elves raised cities in the hearts of their hidden kingdoms. Behind those walls they adopted human customs of status and rank, elevating some to nobility and condemning others to servitude. While some argue for a return to the old ways, the ancient fey who have ruled for thousands of years show no sign of relaxing their grip on the reins of power they took up so long ago.

Few people can claim with honesty to have ever set eyes on an elf, let alone exchanged words with one. Sickened by war and death, many faeries withdrew from mortal lands. The elves have been content to pass their days in the bliss and comfort of the magical kingdoms they created for themselves.

Despite their predilection toward idleness and decadence, some elves are intrigued by the lands beyond and their people, sometimes enough to meddle in mortal affairs. With little understanding of the morality to which humans and others cleave, they think nothing of taking what they want from mortals, be it a particularly fetching urn or a strapping young man whose physique is itself a work of art.

Most elves, after coming of age, undergo a Time of Wandering, in which they travel the realms of Faerie and beyond to see, experience, and learn as much as they can before returning to the elfin paradise. During this time, some elves forge friendships with other peoples and might overcome their natural amorality, discovering empathy and even compassion for others. Of course, there are also those who see only an opportunity to make mischief and wreak havoc. Thus, people who chance to encounter the mercurial faeries use caution.

Elves have humanoid bodies that mortals deem striking for their beauty and perfection, made more appealing by juxtaposition with stranger physical characteristics. Pointed ears and almond-shaped eyes are common, but an elf could also have the ears of a rabbit, the legs of a cat, a bushy fox tail, butterfly wings, or might even be hollow inside. Elves stand between 4 1/2 to 5 1/2 feet tall, with slim builds, weighing no more than 130 pounds.

HIGHBORN

The elves who helped create refuges to benefit their fey kin became the highborn and formed a society of wise, cunning, and powerful nobles. Treasures, baubles, fine animals, and other things of beauty, inherent value, or artistic achievement—the highborn take what they want and abandon their treasures when something more interesting comes along. If a mortal catches their fancy, they see nothing wrong with bewitching the person and keeping them locked away for decades.

FEY KNIGHT

Quests take fey knights into the mortal lands and beyond. Some seek to win the hands of paramours who stole their hearts; others fight to shed some ignoble debt. There are those who seek the glory of recovering a lost relic, and those who simply want to alleviate the ennui that comes from living forever. Whatever the mission, the fey knights strive to complete it, no matter the cost.

Fey knights wear ornate bronze armor, with stylized helmets whose visors look like their faces or those of mortals, other faeries, or even animals. They ride lively warhorses, accoutered in the faeries' colors, and protected by silvery mail or bronze plates.

WILD HUNTER

On certain nights of the year, from the hidden realms come forth faeries armed with spears, swords, and bows, along with great hounds, to capture as many mortals as they can. They burst through doors and drag their prisoners away, man or woman, old or young, never to be seen again. Folklore claims that the faeries must pay a tithe to the Adversary, while others believe they steal mortals to turn them into more faeries. Whatever the reasons, when the Wild Hunt begins, fear reigns. Only those who protect their homes with iron can keep these hunters at bay.

ELF ANCESTRY

ELF, FAERIE

Size: 1, **Speed:** 6

Bonus Language: Sylvan

Senses: Keen Hearing, Keen Vision

Immune: infection

Other Traits: Iron Abhorrence, Protection from Magic, Unearthly Grace

ELF HIGHBORN

ELF, FAERIE · DIFFICULTY 16

Defense: 16, **Health:** 120

Strength: 12 (+2), **Agility:** 16 (+6)

Intellect: 16 (+6), **Will:** 13 (+3)

Size: 1, **Speed:** 6 (Strider, Teleport 4)

Languages: Archaic, Common, Sylvan

Senses: Keen Hearing, Keen Vision

Immune: confused, controlled, stunned; infection

Bewitching Glamer (Magical): At the start of their turn, if they are not unconscious, each enemy with line of sight to the highborn makes a Will roll. On a success, the enemy becomes immune to Bewitching Glamer for 1 hour. On a failure, the enemy becomes confused and vulnerable for 24 hours. If the enemy sees the highborn become injured or be harmed while injured, the enemy can make a Will roll. On a success, the afflictions end and the enemy becomes immune to Bewitching Glamer for 1 hour.

Protection from Magic: The elf imposes 1 bane on rolls against them from magical effects. They roll to resist or end magical effects with 1 boon.

Unearthly Grace: When the elf makes an Agility roll or Intellect roll in combat, they can use this talent to add 5 to the result. Once they use this trait, they lose access to it for 1 minute.

Fury: A highborn can use Deranged Revelry, teleport to an empty space within 20 yards, or heal 30 damage and end all afflictions.

Iron Abhorrence: Whenever an elf takes damage from a weapon made of iron or an alloy of iron, they become weakened until the end of their next turn

ACTIONS

Melee Attack—Short Sword · Piercing: Agility (+6) with 3 boons (6d6)

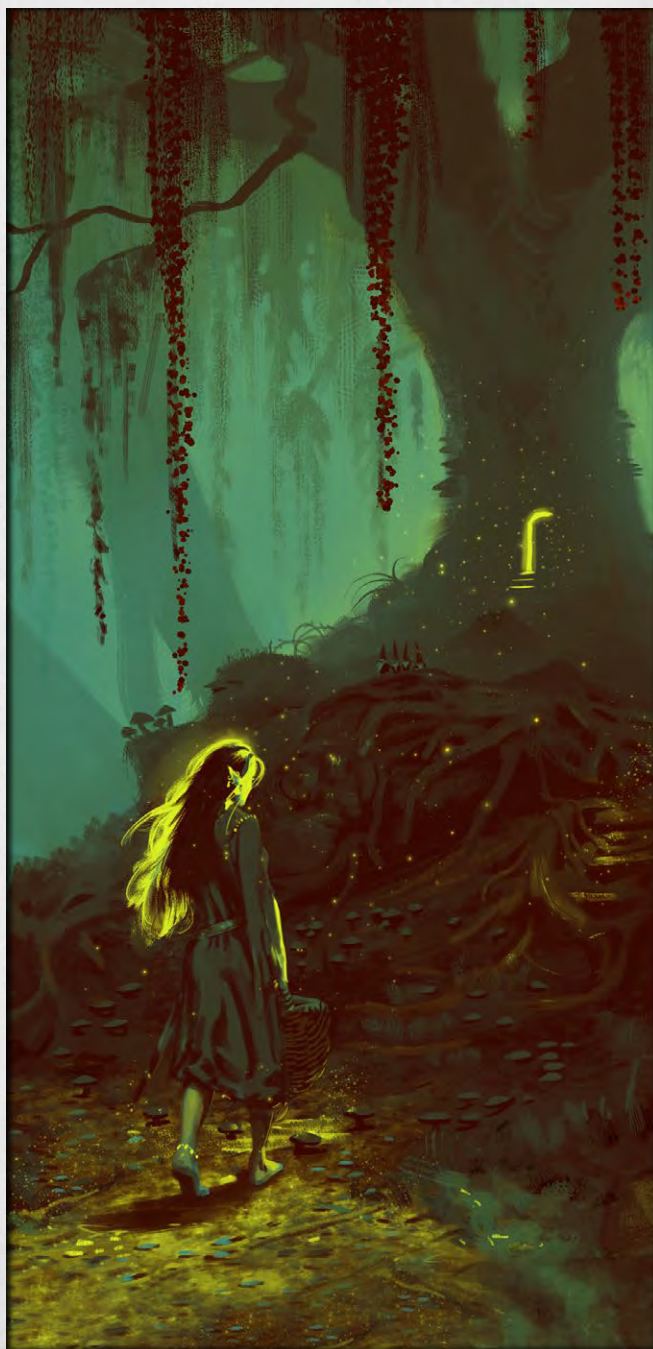
Two Attacks: The highborn makes two Short Sword attacks.

Mental Invasion (Magical): The highborn attempts to burrow into another's mind. Target one creature within 10 yards. The target takes 5d6 damage. Then make an Intellect (+6) roll with 1 boon against the target's Will. On a success, the target takes an extra 5d6 damage, and the highborn knows everything that has happened to the target during the last 24 hours. In addition, the highborn makes attribute rolls against the target with 1 boon forever. On a failure, the target becomes immune to Mental Invasion for 24 hours.

Deranged Revelry (Magical): Target any number of creatures within 5 yards. A target makes a Will roll. A confused target rolls with 3 banes. On a success, the target becomes immune to Deranged Revelry for 1 hour. On a failure, roll a d6 to see what it does.

D6 EFFECT

- 1 The target falls prone and becomes stunned until the end of its next turn.
- 2 The target dances 5 yards away from the highborn and becomes held until the end of its next turn.
- 3 An uncontrollable fit of laughter causes the target to become weakened until the end of its next turn.
- 4 The target harms itself as a show of devotion to the highborn. The target loses 3d6 Health.
- 5 The target becomes frightened of the highborn until either it overcomes the affliction with a successful Will roll or the highborn dies.
- 6 The target becomes controlled by the highborn (luck ends).



ELF FEY KNIGHT

ELF, FAERIE • DIFFICULTY 8

Defense: 19 (plate, shield), **Health:** 60

Strength: 14 (+4), **Agility:** 12 (+2)

Intellect: 12 (+2), **Will:** 14 (+4)

Size: 1, **Speed:** 6

Languages: Archaic, Common, Sylvan

Senses: Keen Hearing, Keen Vision

Immune: frightened; infection

Knight's Challenge: At the start of combat if the knight is not confused, controlled, stunned, or unconscious, it can issue a challenge. Target one enemy within 10 yards that can hear the knight. The enemy makes a Will roll with 2 banes. On a failure, the enemy rolls to attack targets other than the knight with 1 bane. The effect lasts until the combat ends, the knight becomes incapacitated, or the target becomes incapacitated.



Protection from Magic: The elf imposes 1 bane on rolls against them from magical effects. They roll to resist or end magical effects with 1 boon.

Unearthly Grace: When the elf makes an Agility roll or Intellect roll in combat, they can use this talent to add 5 to the result. Once they use this trait, they lose access to it for 1 minute.

Iron Abhorrence: Whenever an elf takes damage from a weapon made of iron or an alloy of iron, they become weakened until the end of their next turn.

ACTIONS

Melee Attack—Sword • Slashing: Strength (+4) with 1 boon (4d6)

Melee Attack—Lance • Long, Special: Strength (+4) with 1 boon (4d6)

Ranged Attack—Shortbow • Range 20: Agility (+2) with 1 boon (3d6)

Two Attacks: The fey knight makes two Sword or Shortbow attacks.

REACTIONS

Shield Block: If the elf knight has a shield equipped when an enemy attacks them and the fey knight can see the attacking enemy, the fey knight imposes 1 bane on the roll. If the roll results in a failure, the fey knight can attack that enemy. Then, the fey knight loses access to this talent (luck ends).

ELF WILD HUNTER

ELF, FAERIE • DIFFICULTY 2

Defense: 14 (leather), **Health:** 10

Strength: 11 (+1), **Agility:** 12 (+2)

Intellect: 11 (+1), **Will:** 10 (+0)

Size: 1, **Speed:** 6 (Strider)

Languages: Sylvan

Senses: Keen Hearing, Keen Vision

Immune: infection

Protection from Magic: The elf imposes 1 bane on rolls against them from magical effects. They roll to resist or end magical effects with 1 boon.

Unearthly Grace: When the elf makes an Agility roll or Intellect roll in combat, they can use this talent to add 5 to the result. Once they use this trait, they lose access to it for 1 minute.

Iron Abhorrence: Whenever an elf takes damage from a weapon made of iron or an alloy of iron, they become weakened until the end of their next turn.

ACTIONS

Melee Attack—Spear • Thrown 5: Strength (+1) with 1 boon (2d6)

Ranged Attack—Shortbow • Range 20: Agility (+2) with 1 boon (2d6)

ERINYES

Blind embodies the virtues of truth and justice, so she tasks her servants with upholding the laws of the land. It falls to them to punish the most egregious oathbreakers and protect the innocent from their depredations. Even in lands where the High One holds sway, Blind's images appear in courthouses, while her altars and icons stand inside the constable precincts to remind the officers of their sacred duty. Blind leaves mortals to sort their own affairs, but her wrath is awakened by egregious violations of the natural laws that ensure the stability of reality by those who would corrupt or subvert order for their own ends. When angered, she sends forth the erinyes to exact vengeance in her name.

Erinyes appear as tall, pasty-white female humans dressed in blood-drenched and soot-stained robes that might once have been white. Great feathery wings carry them through the air. Hatred contorts their features.

ERINYES

ANGEL · DIFFICULTY 16

Defense: 18, **Health:** 120

Strength: 13 (+3), **Agility:** 13 (+3)

Intellect: 13 (+3), **Will:** 13 (+3)

Size: 1, **Speed:** 8 (Fly)

Languages: Tongues

Senses: True Vision

Immune: asleep, confused, frightened, poisoned, stunned; deprivation, exposure, infection, suffocation

Protection from Magic: The erinyes imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Inevitable Justice (Magical): At the start of its turn, the erinyes can use this talent to bestow a weighty curse. Target one enemy it can see. The target becomes cursed until either the erinyes or it becomes incapacitated, or the erinyes uses this talent again. At the end of the round, if an enemy cursed in this way is not within 15 yards, the erinyes teleports to an empty space within 5 yards of that enemy.

Cruel Tormentor: When the erinyes harms a creature, it can use this talent to gain another use of an action for use during its turn or the action is lost. Once the erinyes uses this talent, it loses access to it (luck ends).

ACTIONS

Melee Attack—Blazing Sword · Slashing (Magical): Strength (+3) with 2 boons (6d6)

Flames: A creature or object takes 2d6 damage from the sword's flames.

Unravel Courage: A target creature makes a Will roll. On a success, the target becomes immune to Unravel Courage for 1 hour. On a failure, the target becomes frightened of the erinyes and vulnerable until it overcomes the affliction with a success on a Will roll or the erinyes dies.

Ranged Attack—Bow with Flaming Arrows · Piercing, Range 100 (Magical): Agility (+3) with 1 boon (5d6)

Flames: A creature or object takes 2d6 damage from the arrow's flames.

Critical Success: The target catches fire (luck ends).

Two Attacks: The erinyes makes two Blazing Sword attacks or two Bow attacks. The erinyes can use Burning Shackles in place of one of these attacks.

Burning Shackles (Magical): The erinyes hurls fiery shackles. Target one creature within 15 yards. The target takes 5d6 damage. Then, make a Will (+3) roll with 1 boon against the target's Agility. On a success, the target catches fire and becomes held (luck ends both). Once the erinyes uses this talent, it loses access to it for 1 minute.



FAUN

Fauns live in forests across the borderlands and beyond. According to the old lore, the Wise Woman created fauns in the likeness of her lover, the Horned Lord, and gave them dominion over the wild places in the world. There they have lived, brooking no trespass into their territory, fiercely defending their lands and people. In recent days, however, something changed, and now fauns are emerging from their homelands.

Fomorian attacks against faun communities drove the change in attitude toward others. Faun leaders realized isolation would mean extinction, so they reached out to the wargs, centaurs, and other wild peoples to form an alliance against the ravagers. This first step has allowed them to see other ways of doing things and seeded an interest in other cultures that has only recently borne fruit. Fauns remain rare in the free cities, but more are arriving on errands of commerce and peace.

Fauns still guard the routes to their communities, employing wild beasts and magic to conceal the paths they use to come and go. Preserving their environment and honoring nature govern how they conduct themselves in the wild. Fauns claim the Horned Lord gave them license to use what they need, but they know not to test their god's wrath by taking his gifts for granted. Respect for the environment, cultivation, and conservation are the cornerstones of their societies.

Typical fauns stand between 4 and 5 feet tall on backward-bending legs that end in cloven hoofs. They have spare frames, with weight ranging between 90 and 140 pounds. Thick, wiry fur covers their legs until it reaches their waists, where it gives way to smooth skin. Hair covers their arms and grows thickly on their heads. Male fauns have curling horns, and most have facial hair. Fur coloration runs from silver-white to black, while skin color has the same shades as among humans. Tattooing and scarification are common, with images and words chosen to capture important moments in their lives.



FAUN ANCESTRY

FAUN

Size: 1, **Speed:** 6 (Strider)

Bonus Language: Sylvan

Senses: Keen Hearing

Other Traits: Animal Friendship, Avoidance

WOODS WATCHER

The woods watchers patrol the borders of faun communities. They try to eliminate scouts before they can report back or failing that, lead enemies away from their settlements. In addition to their great skill at woodcraft and survival, woods watchers are more worldly than other members of their community thanks to frequent contact with strangers.

FAUN WOODS WATCHER

FAUN · DIFFICULTY 2

Defense: 14 (leather), **Health:** 20

Strength: 12 (+2), **Agility:** 13 (+3)

Intellect: 11 (+1), **Will:** 11 (+1)

Size: 1, **Speed:** 6 (Strider)

Languages: Common, Sylvan

Senses: Keen Hearing

Animal Friendship: Animals not controlled by other creatures or effects that meet a faun are friendly to them.

Avoidance: The faun imposes 1 bane on rolls against their Defense and Agility. They lose access to this trait while they are injured, confused, stunned, and unconscious.

ACTIONS

Melee Attack—Sword · Slashing: Strength (+2) with 1 boon (2d6)

Melee Attack—Dagger · Thrown 5: Agility (+3) with 1 boon (1d6)

Ranged Attack—Longbow · Range 30: Agility (+3) with 1 boon (2d6)

Two Attacks: The faun makes one Sword attack and one Dagger attack.



FOMORIANS

Fomorian might once have been ordinary people, but the transformation into their present forms stripped them of all that was good and noble, leaving them spiteful, venal, and wholly irredeemable. They worship demons. They kill for sport. They make nothing, grow nothing, build nothing. They take what they want, exploit or torment their prisoners before eating them, and then, once they have despoiled the lands, move on to begin again. Fomorians might have humanoid shapes, but the amalgamation of beast and human has turned them into something wild and unnatural.

Fomorian bands abide by a strict social order, wherein the strong rule the weak. A leader holds all the power until an upstart seizes it. Lesser fomorians could easily overpower tyrannical rulers by working together, but treachery always undermines such efforts. The least subsist on scraps while the powerful enjoy all the spoils of victory.

Each tribe worships one of the great demons of the Void, the fomorians modeling their behavior and activities after their master, and the likeness of the vile power appears in their banners and painted on their arms and armor. Each band has an altar raised to their demon god and quickly stains its stones with the blood of their victims.

MONGREL: Faced with short, harrowing lives defined by want and unmet need, mongrels exist as a fractious, treacherous people. They turn on each other with little provocation and make do by eating their sick and injured. Sickness riddles their ranks. Poor living conditions reduce them to skin and bones. Most have some deformity, such as a twisted limb, a strange growth, a stunted body, or some other physical malady. In addition, they display a wide range of animal characteristics. Some have the heads of birds, bats, or snakes, while others have fur, scales, or feathers on their bodies.

GOAT FOMORIAN: The goat-headed fomorians, also called satyrs, rank just above the mongrels, but their station offers few luxuries. Like mongrels, goat fomorians face abuse and exploitation by others and receive only the dross from any raid. No satyr can stand to see its fellow succeed, so most hide their victories and keep their own counsel lest others murder and eat them.

Goat fomorians stand about 4 feet tall and have scrawny bodies covered in patchy fur. They have goatish heads, some with horns, others without. Most carry weapons of crude manufacture or arms taken from enemies they killed.

SPIRIT CALLER: In a society where the strong hold all the power, it might seem strange that fomorians look to the spirit callers for guidance. Spirit callers win their positions after surviving possession by their demonic masters, and from those encounters gain knowledge of dread magic with which they exert their influence over the band. This phenomenon belongs to the goat fomorians only, and few survive the “holy” experience. The ones who do lose all their body hair, and their skin turns bone white, scrawled with symbols related to their demonic patron. Their horns grow huge and spiraling, while their eyes turn completely black. Once elevated, spirit callers cover themselves in robes of human skin and don elaborate demonic masks.

Spirit callers retain something of their former personalities, but their brutishness, cruelty, and selfishness motivate them to push the fomorians into battle against all they encounter, whether they need food and supplies or not. Spirit callers can impart some of the demons’ influence on their underlings, giving them great strength at a terrible price.

WOLF FOMORIAN: These fomorians combine the physical traits of wolves and humans. Their lupine heads emerge from thick necks that flow into hairless humanoid forms. Being stronger and tougher than others, they have access to superior equipment; most wear mail shirts overtop leather or hide coverings. Battle scars mar their bodies, left from fights among themselves as well as against enemies.

Wolf fomorians form large packs. A dominant member takes control and leads with help from several close allies who receive gifts in return for their support. The pack leader determines who eats and who goes hungry. Packs also include one or more mongrels who carry their banners into battle.

BOAR FOMORIAN: Combining the features of people and warthogs, porcine heads jutting from the shoulders of large humanoid bodies, boar fomorians are the worst of their kind. Tusks crowd their mouths, and their ears hang like flaps down past their jowls. Voracious eaters, they carry a bit more bulk, with distended abdomens that hang like skirts over their loins. They generally go without armor, since most doesn’t fit well, but they need little protection—they’re ferocious in a fight and chop up their enemies with big battleaxes.

When not fighting, boar fomorians wallow in shallow pools, eating, sleeping, and fouling their environment in a pestilential stew. Flies fill the air, and the stink drowns out even the malodorous atmosphere of a fomorian camp. Boar fomorians have strong constitutions, so they never fall ill, but diseases bred in their waters sometimes spread to the other fomorians and winnow their numbers until the whole band must pick up and move.

BEAR FOMORIAN: These hulking fomorians combine the features of bears and people. As with other fomorians, the animal head replaces the human one and blends into a muscled, hirsute body. Bear fomorians’ upper bodies are so large and broad that they walk with a stoop, heads thrust forward on thick necks. They have comparatively short legs with feet that end in long claws. Many bear fomorians wear hooded cloaks and favor light armor for stealth.

Bear fomorians have little love for their kin, and only fear of reprisals from the spirit callers keeps them in check. Even though they join the larger bands in times of battle, they keep apart from the mess and chaos of fomorian camps. Bear fomorians consider themselves civilized and converse with their victims as they dine on them, starting with the toes and working their way up until conversation becomes impossible.

BULL FOMORIAN: Bands of any significant size always include at least one of the dreaded bull fomorians. Each stands upwards of 8 feet tall and weighs as much as 500 pounds, and nearly all of that weight is muscle. They have overlarge bull heads from which emerge long, sharp horns. Most have brands and scars on their bodies, shaped in symbols to evoke the demons’ blessings.

Bull fomorians would rule if not for their lack of wit. Instead, they fight and, when not fighting, live in luxury, enjoying the fine things the other fomorians offer them. The spirit callers know their value and work to keep these monsters placated.

FOMORIAN

Fomorians speak a crude language full of snarls, barks, and hoots. The written version features runic symbols not unlike those used in Dwarfish.

MONGREL FOMORIAN

MONSTER • DIFFICULTY 1

Defense: 10, Health: 10

Strength: 9 (–1), Agility: 10 (+0)

Intellect: 8 (–2), Will: 6 (–4)

Size: 1, Speed: 6

Languages: Fomorian

Senses: Keen Vision

Vicious Mob: If 10 mongrel fomorians or more start their turn in the same Size 5 space, they can combine their turn and act as a single creature. If the mob uses an action to attack, target any number of creatures in their space or within 1 yard of it, and roll for each attack separately, with 3 boons. On a success, the attack deals an extra 1d6 damage.

ACTIONS

Melee Attack—Spear • Thrown: Strength (–1) (2d6)

GOAT FOMORIAN

MONSTER • DIFFICULTY 1

Defense: 12, Health: 10

Strength: 10 (+0), Agility: 11 (+1)

Intellect: 9 (–1), Will: 9 (–1)

Size: 1, Speed: 6

Languages: Fomorian

Senses: Keen Vision

Revel in Carnage: The goat fomorian rolls to attack with 1 boon while within 5 yards of at least one injured ally.

ACTIONS

Melee Attack—Short Sword • Piercing: Agility (+1) (1d6)

Ranged Attack—Javelin • Thrown 10: Strength (+0) (1d6)

FOMORIAN SPIRIT CALLER

MONSTER • DIFFICULTY 4

Defense: 12 (leather), Health: 60

Strength: 11 (+1), Agility: 11 (+1)

Intellect: 12 (+2), Will: 13 (+3)

Size: 1, Speed: 5

Languages: Common, Fomorian

Senses: Keen Vision

Leadership: Each ally within 5 yards rolls to attack with 1 boon.

Howling Darkness (Magical): When the spirit caller is harmed, it can use this talent to rise a few feet into the air and then scream. Each creature within 5 yards becomes deafened (luck ends). Then, magical darkness spreads out from the spirit caller's body to fill a Size 5 space centered on it until the end of the round. The darkness creates total obscurement in the space. At the end of the round, the spirit caller returns to the ground, and each enemy within 5 yards makes a Will roll. On a failure, the enemy becomes frightened of the spirit caller until it overcomes the affliction with a successful Will roll. Finally, the spirit caller loses access to this talent for 1 minute.

ACTIONS

Melee Attack—Skull Staff: Will (+3) with 1 boon (4d6)

Critical Success: A target creature becomes Strength impaired (luck ends).

Thunderous Blast (Magical): Thunder booms where the spirit caller chooses. Target one Size 5 space within 15 yards. Each object in the space takes 3d6 damage. Each creature in the space takes 1d6 damage and makes a Strength roll. On a failure, the creature takes an extra 2d6 damage and becomes confused (luck ends).

The Eye of the Beast Falls Upon You! (Magical): The spirit caller singles out an ally to suffer. Target one fomorian ally within 15 yards. The target becomes cursed. While cursed in this way, the target rolls to attack with 1 boon and its attacks deal an extra 2d6 damage. At the end of each round, though, the target loses 1d6 Health. The spirit caller loses access to this talent (luck ends).

WOLF FOMORIAN

MONSTER • DIFFICULTY 2

Defense: 15 (mail), Health: 20

Strength: 12 (+2), Agility: 12 (+2)

Intellect: 9 (–1), Will: 10 (+0)

Size: 1, Speed: 7 (Strider)

Languages: Fomorian

Senses: Keen Scent, Keen Vision

Pack Tactics: A wolf fomorian rolls against targets that have already been attacked in the same round with 1 boon.

ACTIONS

Melee Attack—Hatchet • Brutal, Thrown 5: Strength (+2) with 1 boon (1d6)

Two Attacks: The wolf fomorian makes two Hatchet attacks.



WOLF FOMORIAN PACK LEADER

MONSTER · DIFFICULTY 4

Defense: 15 (mail), Health: 40

Strength: 14 (+4), Agility: 12 (+2)

Intellect: 10 (+0), Will: 11 (+1)

Size: 1, Speed: 7

Languages: Fomorian

Senses: Keen Scent, Keen Vision

Hateful Howl: At the start of the pack leader's turn, if it's not confused, controlled, stunned, or unconscious, the pack leader howls. Each ally within 15 yards becomes immune to the frightened affliction and deals an extra 1d6 damage on its attacks. At the end of each round, roll a d6. On a 3 or lower, the effect ends. Once the pack leader uses this talent, it loses access to it for 1 minute.

Leadership: Each ally within 5 yards rolls to attack with 1 boon.

Pack Tactics: A wolf fomorian pack leader rolls against targets that have already been attacked in the same round with 1 boon.

ACTIONS

Melee Attack—Great Axe · Brutal: Strength (+4) with 1 boon (4d6)

BOAR FOMORIAN

MONSTER · DIFFICULTY 4

Defense: 12 (shield), Health: 80

Strength: 13 (+3), Agility: 10 (+0)

Intellect: 9 (–1), Will: 11 (+1)

Size: 1, Speed: 5

Languages: Fomorian

Senses: Keen Scent, Keen Vision

Immune: Strength impaired, weakened

ACTIONS

Melee Attack—Battle Axe · Brutal: Strength (+3) with 2 boons (3d6)

Critical Success: The boar fomorian sweeps its tusks at the same target. The target makes an Agility roll with 1 bane. On a failure, it takes an extra 1d6 damage.

BEAR FOMORIAN

MONSTER · DIFFICULTY 8

Defense: 15 (brigandine, shield), Health: 80

Strength: 14 (+4), Agility: 10 (+0)

Intellect: 11 (+1), Will: 12 (+2)

Size: 2, Speed: 6

Languages: Fomorian

Senses: Keen Scent, Keen Vision

ACTIONS

Melee Attack—Sword · Slashing: Strength (+4) with 1 boon (3d6)

Ranged Attack—Crossbow · Brutal, Range 20, Reload: Agility (+0) with 1 boon (3d6)

Two Attacks: The bear fomorian makes two Sword attacks.

END OF THE ROUND

Bloodthirsty Aggression: If the bear fomorian isn't confused, controlled, stunned, or unconscious, it can gain an action and use it immediately. Once it uses this talent, it loses access to it (luck ends).

BULL FOMORIAN

MONSTER · DIFFICULTY 16

Defense: 12, Health: 200

Strength: 15 (+5), Agility: 10 (+0)

Intellect: 8 (–2), Will: 12 (+2)

Size: 3, Speed: 6 (Strider)

Languages: Fomorian

Senses: Keen Scent, Keen Vision

Immune: confused, stunned

ACTIONS

Melee Attack—Great Axe · Brutal: Strength (+5) with 1 boon (8d6)

Melee Attack—Horns · Brutal: Strength (+5) with 1 boon (4d6)

Two Attacks: The bull fomorian makes one Great Axe attack and one Horns attack.

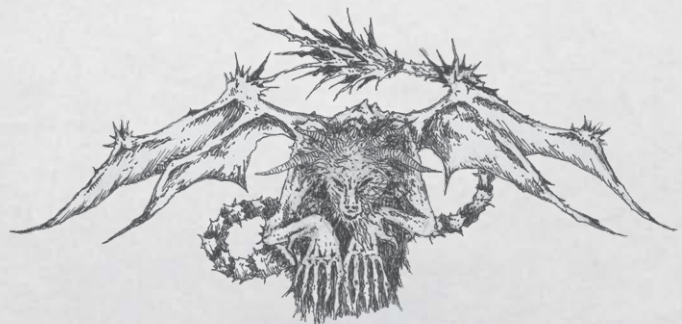
Head Butt: Target one creature in reach. The bull fomorian makes a Strength (+5) roll with 1 boon. On a success, the target takes 8d6 damage. If the bull fomorian moves at least 4 yards before the attack, the target instead takes 1d6 damage and, if it is Size 1 or smaller, is pushed 3 yards and falls prone.

REACTIONS

Sweeping Horns: When an enemy moves within reach, the bull fomorian can make a Horns attack against that enemy.

END OF THE ROUND

Rampage: The bull fomorian rampages until the end of the next round. The bull fomorian increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 2d6 damage. The bull fomorian loses access to this talent (luck ends).



FUATH

Bitterness over the faeries' withdrawal poisoned the fuath's hearts. It transformed them from beings of unsurpassed beauty who watched over the pristine waters of streams and lakes into ugly things, consumed by hatred for humans and all who claim kinship with them. Malice bleeds from their warped bodies and sickens the waters in which they live, mirroring their spite.

Fuaths spend much of their time at the bottom of lakes or ponds, occasionally watching the surface and the fish for signs of someone boating or standing on the shores. When they detect a trespasser, they drift up to the surface to spy from a distance. Fuaths might stay hidden if confronted by numerous foes or sing a sweet song to lure a fool into their embrace. They have no capacity for mercy; their victims might escape, though maimed, or their bones join the rest in the murky depths.

Short, squat bodies covered in yellow fur tangled with slime and clotted with mud give fuaths a mangy appearance. Water bugs crawl over them, along with the occasional frog or other insect-eating creature. Fuaths have thin membranes between their long fingers and toes, each of which ends at a sharp black talon. Long, thick tails drag behind them when not swinging to impale prey.



FUATH

FAERIE, AMPHIBIOUS · DIFFICULTY 8

Defense: 12, **Health:** 80

Strength: 12 (+2), **Agility:** 11 (+1)

Intellect: 12 (+2), **Will:** 8 (–2)

Size: 1/2, **Speed:** 6 (Slippery, Swimmer)

Languages: Sylvan

Senses: Keen Vision

Immune: confused, controlled, stunned; infection

Fury: A fuath can make a Teeth and Claws attack, grant one creature it has controlled an action and enable that creature to use it to attack, or heal 20 damage and end all afflictions.

Sunlight Weakness: If the fuath starts its turn in a space lit by sunlight, the fuath becomes weakened until the start of its next turn.

ACTIONS

Melee Attack—Teeth and Claws: Strength (+2) with 1 boon (6d6)

Fuath Venom: A flesh-and-blood target makes a Will roll. On a failure, it becomes controlled and poisoned (luck ends both).

Two Attacks: The fuath makes two Teeth and Claws attacks.

REACTIONS

Tail Slash: When an enemy within a number of yards equal to the fuath's Size + 2 moves, the fuath uses its tail to slash at the enemy. Make a Strength (+2) roll with 2 boons against the target's Defense. On a success, the target takes 3d6 damage and falls prone.

FUNGAL HULKS

Fungal hulks stomp through the lightless tunnels beneath the borderlands. Wherever they go, spore clouds trail behind them that settle on dead flesh, take root, and grow more hulks. As a result, the subterranean depths crawl with these strange mobile fungi.

Fungal hulks have humanoid forms with pale, rubbery skin sprouting rusty orange shelves, blue combs, and weird, delicate fronds. Mops of thick hairlike growths conceal what might be their heads, but these beings have no sentience. They only work to make more of their kind by infecting creatures with their spores.

SPORES: Anyone exposed to a fungal hulk's spores suffers the effects of infection after 24 hours. See *Shadow of the Weird Wizard* for the rules concerning infection. Fungal hulk spores impose 1 bane on Strength rolls to recover. At the end of each week of infection, victims find more and more discolored patches on their skins that eventually sprout into fungal growths. When a creature dies from the infection, these patches become 1d6 fungal buds 1d6 days later.

Buds break off their corpse host when they grow to about 8 inches, then wander off in search of decaying meat or plant matter. It takes a couple of weeks for a bud to grow to full size and become a hulk. Until that time, it sheds no spores.

FUNGAL HULK

FUNGUS · DIFFICULTY 4

Defense: 9, Health: 60

Strength: 13 (+3), Agility: 9 (−1)

Intellect: 5 (−5), Will: 15 (+5)

Size: 2, Speed: 6

Senses: Awareness 5

Immune: asleep, confused, blinded, deafened, frightened, Intellect impaired, Will impaired, stunned

Infectious Spores: When the fungal hulk takes 10 damage or more from a single instance of damage, it releases spores from its body that spread through a Size 10 space centered on it. The spores create moderate obscurement in the space for 1 minute. At the end of each round, each flesh-and-blood creature in the space makes a Strength roll. On a success, the creature becomes immune to infection from fungal hulk spores for 24 hours. On a failure, it becomes infected with fungal hulk spores.

ACTIONS

Melee Attack—Fist: Strength (+3) with 1 boon (4d6)

Choking Spores: A flesh-and-blood target becomes vulnerable until the end of the fungal hulk's next turn.

Two Attacks: The fungal hulk makes two Fist attacks.

FUNGAL BUD

FUNGUS · DIFFICULTY 1

Defense: 6, Health: 10

Strength: 10 (+0), Agility: 9 (−1)

Intellect: 5 (−5), Will: 15 (+5)

Size: 1/4, Speed: 4

Senses: Awareness 5

Immune: asleep, confused, blinded, deafened, frightened, Intellect impaired, Will impaired, stunned

ACTIONS

Melee Attack—Fist: Strength (+0) (2d6)



FUNGEN

In addition to the fungal hulks that cause so much trouble for miners and spelunkers, there are other, older fungi in the warm, moist grottoes who display something that comes close to human sentience if not its equal. Some believe hulks are related to fungen or are rogue breakaways from larger fungen colonies; they're not. Hulks are their own kind.

The intelligence of a fungen colony is directed by the mother, the progenitor of all the different varieties of fungen who toil to protect the colony. Individual members possess the wherewithal to complete their tasks and problem-solve when needed to carry out their assigned work if something interferes. Fungen show no signs of ambition beyond their assigned purpose, whether tending the compost piles, killing and dragging intruders to the mounds dotting their caves, or hunting for prey in the surrounding darkness.

Fungen make rumbling noises, but these should not be mistaken for language. The rumble occurs for unknown reasons.

BUTTON FELLOW

The button fellows have 2-foot-tall bodies, each surmounted by a small, brown, rounded cap above vaguely humanoid features. They have slender arms and legs and work in the refuse piles, using bone paddles to turn over the compost.

BLUECAP

These mushroom folk have wide, white-dotted blue caps extending out from the tops of their heads. The fungen mother tasks them with protecting the colony from predators.

PUFFBALL FELLOW

The puffball fellows replenish fungen numbers. When conflict reduces the population below a sustainable level, the fungen mother produces puffball fellows to seed the ground with spores and grow replacements of the kinds the colony needs most. Each is a large round, brown, dimpled ball from which jet spores.

JELLIED LAD

Wet and slimy, jellied lads cling to walls, trees, and fallen debris. Close study reveals dark spots in the middle of their brown bodies that suggest faces. These fungen break down rubbish—fallen logs, leaves, dead creatures. When an enemy draws near, a jellied lad releases its grip on the surface to which it clings and envelops its prey. Its digestive enzymes do the rest of the work.

FUNGEN MOTHER

The mother is a pool of white, gloopy soup from which emerge long, hairlike tendrils. The creator and ruler of the colony, she spreads out in the darkest, wettest place in the territory. The heat from her mass makes the air humid and reeking.

The mother knows everything that happens within the colony's bounds.

FUNGEN BUTTON FELLOW

FUNGUS · DIFFICULTY 1

Defense: 9, **Health:** 10

Strength: 11 (+1), **Agility:** 9 (–1)

Intellect: 6 (–4), **Will:** 15 (+5)

Size: 1/2, **Speed:** 4

Senses: Awareness 10

Immune: asleep, blinded, controlled, deafened

ACTIONS

Melee Attack—Paddle: Strength (+1) (1d6)

FUNGEN BLUECAP

FUNGUS · DIFFICULTY 2

Defense: 11 (shield), **Health:** 20

Strength: 12 (+2), **Agility:** 9 (–1)

Intellect: 8 (–2), **Will:** 15 (+5)

Size: 1, **Speed:** 5

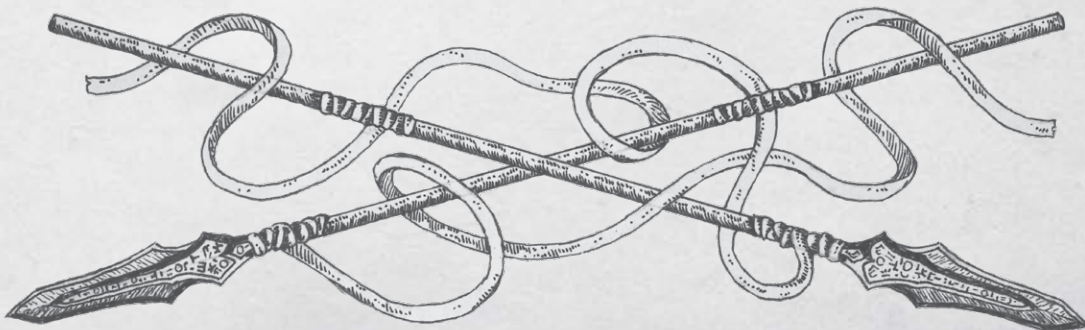
Senses: Awareness 10

Immune: asleep, blinded, controlled, deafened

ACTIONS

Melee Attack—Poisoned Spear · Thrown 5: Strength (+2) (2d6)

Poison: A flesh-and-blood target makes a Strength roll with 1 boon. On a failure, it becomes poisoned (luck ends). If a creature poisoned in this way becomes injured, it falls prone, removes the poisoned affliction from itself, and becomes unconscious for 2d6 hours or until another creature uses an action to wake it.



FUNGEN PUFFBALL FELLOW

FUNGUS · DIFFICULTY 4

Defense: 7, **Health:** 80

Strength: 12 (+2), **Agility:** 7 (–3)

Intellect: 8 (–2), **Will:** 15 (+5)

Size: 2, **Speed:** 4 (Slippery, Strider, Water Walk; no climbing)

Senses: Awareness 10

Immune: asleep, blinded, controlled, deafened

Trample: A puffball fellow can move through spaces occupied by creatures and objects smaller than it. When it enters a creature's space, that creature makes an Agility roll. On a failure, the creature takes 1d6 damage and falls prone. When it enters an object's space, the object takes 1d6 damage. A creature or object can be subject to this fellow's Trample just once per round.

Spore Jet: When harmed, the puffball fellow releases a jet of spores to propel it 4 yards in a direction it chooses. In a Size 5 space centered on the space it left, spores create light obscurement for 1 minute. At the end of each round, each flesh-and-blood creature in that space makes a Strength roll. On a failure, the creature becomes poisoned (luck ends). Once the puffball fellow uses this trait, it loses access to it (luck ends).

ACTIONS

Melee Attack—Body: Strength (+2) with 1 boon (1d6)

FUNGEN JELLIED LAD

FUNGUS · DIFFICULTY 4

Defense: 6, **Health:** 40

Strength: 13 (+3), **Agility:** 10 (+0)

Intellect: 6 (–4), **Will:** 15 (+5)

Size: 1, **Speed:** 5 (Slippery, Squeeze 1 inch)

Senses: Awareness 10

Immune: asleep, blinded, controlled, deafened

Glider: While not confused, held, stunned, or unconscious, a jellied lad suffers no harm from landing after a fall, and lands in any empty space within 10 yards of the space directly beneath it when it fell.

ACTIONS

Melee Attack—Fleshy Flaps: Strength (+3) with 1 boon (2d6)

Envelop: The jellied lad wraps its flaps around a target of its Size or smaller, which causes the target to become held and weakened. While held, the target cannot breathe and if the jellied lad takes damage, it only takes half the damage while the target it has held takes the rest. The effect lasts until the target dies, the jellied lad becomes incapacitated, or the target overcomes the affliction with a success on a Strength roll with 1 bane.

REACTIONS

Enzyme Spray: When the lad takes damage, it can spray corrosive fluid into a Size 3 space within reach. Each creature in that space makes an Agility roll with 1 bane. On a failure, it becomes poisoned (luck ends).

END OF THE ROUND

Crushing Grip: One creature held by the jellied lad loses 1d6 Health.

FUNGEN MOTHER

FUNGUS · DIFFICULTY 8

Defense: 0, **Health:** 300

Strength: —, **Agility:** —

Intellect: 15 (+5), **Will:** 15 (+5)

Size: 10, **Speed:** 0

Languages: understands all

Senses: Awareness 1 mile

Immune: asleep, confused, controlled, blinded, deafened, held, Intellect impaired, Will impaired, slowed, stunned, weakened

Transformative Spores: The fungen mother fills the air within 10 yards of its space with spores that create light obscurement. A flesh-and-blood creature that starts its turn in this space makes a Strength roll. On a success, the creature becomes immune to Transformative Spores for 24 hours. On a failure, the creature becomes poisoned (luck ends) and the creature rolls to end this affliction with 1 bane. If a creature dies while poisoned in this way, it regains all lost Health and returns to life as a **mold thrall**.

No Reactions: The fungen mother reduces the number of reactions it can use to 0 and never benefits from gaining additional reactions.

Flammable: A fungen mother takes double damage from fire and rolls to overcome being on fire with 1 bane.

ACTIONS

Mother Spores: The fungen mother releases spores to fill the air within 10 yards with moderate obscurement that remains until the end of the next round. The spores affect only flesh-and-blood creatures. Choose one of the following effects:

- **Mind Spores:** A creature makes a Strength roll with 1 bane. On a failure, the mother can telepathically communicate with it for 24 hours provided the creature is anywhere within 10 miles.
- **Corrosive Spores:** A creature makes a Strength roll with 1 bane. On a failure, it loses 6d6 Health and becomes poisoned (luck ends). At the end of each round, while the creature is poisoned in this way, it loses an extra 2d6 Health.
- **Hallucination Spores:** A creature makes a Will roll with 1 bane. On a failure, it becomes blinded and deafened (luck ends both). If the creature fails an attribute roll while it is blinded and deafened in this way, it becomes stunned until the end of the next round.
- **Control Spores:** A creature makes a Will roll with 1 bane. On a failure, it becomes controlled by the mother (luck ends). Until a creature is no longer controlled by it, the mother can speak using the controlled creature's mouth.

MOLD THRALLS

The fungen waste nothing, not even captives. Prisoners usually go to feed the colony, but the fungen mother might have other plans and turn them into mold thralls. Any creature of flesh and blood can be transformed into a mold thrall.

The creature becomes a fungus but retains its ancestry traits and gains all the mold thrall traits. For an example, see the mold thrall bear below.

MOLD THRALL TRAITS

FUNGUS

Attributes: Strength and Will increase by 1, Agility decreases by 1, and Intellect decreases by 5.

Languages: —

Senses: Awareness 10

Immune: asleep, blinded, deafened

Toxic Spores: At the start of its turn, the mold thrall sheds spores filling the air within 2 yards of it with light obscurement that lasts until the start of its next turn. Any flesh-and-blood creature in the area of spores makes a luck roll. On a success, the creature becomes immune to Toxic Spores for 1 hour. On a failure, it loses 1d6 Health and becomes Strength impaired (luck ends). If it is already Strength impaired, the creature loses an extra 1d6 Health instead.

MOLD THRALL BEAR

FUNGUS • DIFFICULTY 4

Defense: 11, **Health:** 80

Strength: 14 (+4), **Agility:** 9 (–1)

Intellect: 4 (–6), **Will:** 12 (+2)

Size: 2, **Speed:** 6

Senses: Awareness 10, Keen Scent

Immune: asleep, blinded, deafened

Toxic Spores: See mold thrall traits.

ACTIONS

Melee Attack—Claws • Slashing: Strength (+4) (2d6)

Critical Success: A Size 1 or smaller target falls prone and cannot stand up while within reach of the bear.

Melee Attack—Teeth: +4 (Strength) (2d6)

Two Attacks: The bear can make one Claws attack and one Teeth attack.

REACTIONS

Swat: When an enemy within 1 yard harms the bear, the bear can swat at that enemy. The enemy that enabled the use of this talent makes an Agility roll with 1 bane. On a failure, it takes 1d6 damage.



GARGOYLE

The souls of the damned, on passing through the Netherworld's gates, are given over to the care of the gargoyles, if they're lucky. Gargoyles, being the most numerous fiends in this hellish place, spend their days and nights tormenting prisoners in imaginative ways. These fiends use the realm's mutable nature to personalize the experiences for their victims to make the suffering even sweeter.

Rare is the gargoyle that escapes the Adversary's realm. Like other fiends, they can be called forth to serve mortals, but gargoyles lack the devils' cunning or patience. They are brutish and cannot offer mortals anything other than simple brawn. Gargoyles have few personal ambitions—they are cruel, selfish, and petty.

Gargoyles have various appearances. Their humanoid-shaped bodies boast a wide range of features, from exaggerated human faces frozen in expressions of pain, hilarity, sadness or hate, to the heads and body parts of animals. Most have horns, talons, claws, long fangs, and tails ending in strange shapes.

GARGOYLE

FIEND • DIFFICULTY 4

Defense: 15, **Health:** 40

Strength: 12 (+2), **Agility:** 10 (+0)

Intellect: 9 (–1), **Will:** 12 (+2)

Size: 1, **Speed:** 5

Languages: Archaic

Senses: Keen Vision

Immune: frightened; damage from cold, damage from fire; infection

Stone Form: If the gargoyle has not moved on its turn, it can choose to become held. While held, the gargoyle becomes indistinguishable from a statue and it takes half damage from ordinary sources.

Silver Vulnerability: A fiend loses 1d6 Health whenever it is harmed by a silvered weapon.

ACTIONS

Melee Attack—Trident: Strength (+2) with 1 boon (3d6)

Critical Success: The gargoyle can move the target to an empty space in its reach.

Melee Attack—Claws and Teeth: Strength (+2) with 1 boon (3d6)

Two Attacks: The gargoyle makes two Trident attacks or two Claws and Teeth attacks.

GHAST

So long has it been since ghastrs last terrorized people, they have become creatures of legend. The old tales described them as feeding on mortal fear. They have been called intruders who slipped into the mortal world from some other realm, demons in the flesh, and worse. What is known is that the gods intervened and sealed them away in the Vault that had been lost and forgotten for centuries, until a band of adventurers happened upon the structure and broke the seals of binding that imprisoned these monsters.

Now, ghastrs run amok along the edges of the borderlands, wreaking havoc wherever they go. They thrive on fear and terrorize their prey, drinking deep from the horror until their victims succumb. All too often corpses turn up with shocks of white hair, faces twisted up into expressions of despair.

Ghastrs look almost human, with pale white skin peeking out through the grime covering their bodies. Brittle black hair sticks out in all directions from their heads, while black fissures and cracks ring overlarge eyes that appear to be all pupils. Worst of all is a ghastr's mouth: it hangs open, the lower jaw swinging back and forth as it moves, and from it some dark oily substance constantly dribbles down the monster's neck and paints its torso with foulness.

GHAST

MONSTER • DIFFICULTY 2

Defense: 12, **Health:** 20

Strength: 12 (+2), **Agility:** 12 (+2)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1, **Speed:** 6 (Slippery)

Languages: understands Archaic

Senses: Dark Vision

Feed on Fear: The ghastr takes half damage from frightened enemies.

Foreboding Sound (Magical): At the start of the ghastr's turn if it's not confused, controlled, stunned, or unconscious, it makes a gruesome sound. Each enemy within 5 yards that can hear it makes a Will roll. On a success, it becomes immune to Foreboding Sound for 1 hour. On a failure, the creature becomes frightened of all ghastrs for 1 minute. The enemy can end the effect early by killing a ghastr. Once the ghastr uses this trait, it loses access to it for 1 minute.

ACTIONS

Melee Attack—Claws and Teeth: Strength (+2) with 1 boon (2d6 or 3d6 against a frightened target)

Two Attacks: The ghastr makes two Claws and Teeth attacks.

GHOST

A ghost roams places where the spirit world overlaps the mortal world. Some watch the locations where they died and might take an interest when living people inhabit those places. But if a ghost feels that it suffered a wrongful death, it might resent intrusion into its suffering and make its displeasure known by manifesting itself from the spirit world so it can be seen by mortals.

A manifested ghost appears exactly as it did at the moment of death. Thus, one might look like an elderly person, while another could roam about with a broken neck. Missing limbs, signs of disease, maltreated, burned, and butchered bodies could all show in ghosts' forms. Once the ghost quits the mortal world, its injuries fade and it looks as it did in the prime of its life.

A ghost that becomes incapacitated in the mortal world retreats to the spirit world, where it remains for 24 hours. The only way to defeat a ghost for good is to lay its remains to rest or destroy it in the spirit world, where it loses its special movement traits.



GHOST

SPIRIT · DIFFICULTY 4

Defense: 22, **Health:** 40

Strength: 10 (+0), **Agility:** 12 (+2)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1, **Speed:** 5 (Fly, Hover, Insubstantial, Silent, Slippery)

Languages: Archaic, Common, or Kingdom

Senses: True Vision

Immune: asleep, blinded, deafened, frightened, held, on fire, poisoned, prone, slowed; deprivation, exposure, infection, suffocation

ACTIONS

Chilling Touch (Magical): The ghost extends a spectral appendage. Target one creature in reach. Make a Will (+1) roll with 1 boon against the target's Strength. On a success, the target loses 2d6 Health and becomes weakened (luck ends). In addition, the target makes an Agility roll. On a failure, it falls prone and drops whatever it is holding.

Spiritual Possession (Magical): The ghost attempts to take over a creature's body. Target one creature in reach and make a Will (+1) roll against the target's Will. On a success, the target becomes controlled by the ghost (luck ends). On a failure, the target takes 1d6 damage and becomes immune to Spiritual Possession for 1 hour.

While the target is controlled in this way, the ghost becomes invisible and immune to harm, knows all that the target knows, and can speak with its voice. The ghost hides inside the target, so it moves when the target moves. When the effect ends, the ghost reappears in an empty space within 1 yard of the target.

GHOUL

The gods forbid the eating of flesh from one's own kind. Anyone who knowingly violates this taboo risks transformation into a ghoul: eaters of the dead, shunned by mortals and hated by the gods. Considering the fate of those who sample the forbidden flesh, it's a wonder there are any ghouls in the world at all. And yet there seems to be no shortage of them. One can find them among the cannibal tribes living in the shadow of the Nehe, scuttling about in the catacombs beneath Eastport, and haunting graveyards, battlefields, and anyplace else where mortal remains collect.

The divine curse works against a new ghoul's body and mind. The person cannot seem to keep on weight; it melts off the body no matter how much the ghoul eats. All skin and bones, ghouls must feed constantly or waste away. They crave the flesh of their former people and only that forbidden meat eases their pangs.

Ghouls suffer numerous maladies. Many walk with stooped postures from running bent over in cramped catacombs. Disease riddles their bodies and their minds, and skin conditions and parasites add to their misery. Ghouls clothe themselves in garb pilfered from the dead, and some of the vainer members of their small communities might adorn themselves with rings and necklaces they fancy.

These monsters appear human, but no matter how much they wash and how many scented oils they use, the stench of decay follows them. The skin of their faces draws close to the bone, while their eyes turn rheumy and weep black tears that stain the hollows around them. Worst of all are their tongues. The organs lengthen, swell, and toughen, protruding from their mouths between rows of sharp black teeth.

Rejected from society, ghouls congregate in large numbers to protect themselves. They have developed their own language, Undertongue, and a culture that unites them around the idea that they gain something from the people they eat. Rather than see themselves as cursed, these "civilized" ghouls believe they have evolved, having won their new, elevated nature from consuming the flesh of their old forms. Often, such ghouls offer a service in human communities. Feeding on the dead removes the need for burial, while also giving access to people who consort with whatever seedy underworld happens to thrive there.

GHOUL

MONSTER · DIFFICULTY 2

Defense: 15, **Health:** 15

Strength: 11 (+1), **Agility:** 12 (+2)

Intellect: 10 (+0), **Will:** 7 (–3)

Size: 1, **Speed:** 5

Languages: Undertongue

Senses: Keen Scent, Keen Vision

Ghoul Curse: A ghoul is cursed. If it spends at least 1 hour eating the flesh of a sentient person, it loses this trait for 24 hours.

Sunlight Weakness: If the ghoul starts its turn in a space lit by sunlight, the ghoul becomes weakened until the start of its next turn.

ACTIONS

Melee Attack—Claws and Teeth: Agility (+2) with 1 boon (2d6 or 3d6 against a weakened target)

Gruesome Touch: A flesh-and-blood creature becomes weakened until the end of the ghoul's next turn.



UNDERTONGUE

The pictogrammatic language of the ghouls sees little use outside of their subterranean communities. To those unfamiliar with the language, its words and phrases all have an incomprehensible hissing sound. Ghouls often etch pictograms into stone that can be read by feel.



GIANT

Once, giants terrorized the land. Being enormous with equal-sized appetites, they roamed Erth, stuffing whatever they could catch into their mouths. Emerging peoples united to fight back against them and winnowed their numbers until the survivors retreated to the hills and mountains, where they remain to this day.

Giants have the general form and appearance of humans, except for size. A typical giant has a height of about 20 feet and weight of 2 1/2 to 3 tons. Most have human-like features, with sloping foreheads, broad noses, and jutting jaws. They have stooped postures and long arms with oversized hands that reach their knees. Most have long, tangled, filthy hair and don crudely stitched hides.

It takes so much food to keep a giant fed, they must live alone or in small family groups that split apart when the young come of age. They live in large caves and in the ruins of human-built structures.

GIANT

GIANT · DIFFICULTY 16

Defense: 4, **Health:** 300

Strength: 18 (+8), **Agility:** 8 (–2)

Intellect: 9 (–1), **Will:** 10 (+0)

Size: 8, **Speed:** 6 (Strider)

Languages: Runic

Trample: A giant can move through spaces occupied by creatures and objects smaller than it. When it enters a creature's space, that creature makes an Agility roll. On a failure, the creature takes 4d6 damage and falls prone. When it enters an object's space, the object takes 4d6 damage. A creature or object can be subject to this giant's Trample just once per round.

ACTIONS

Melee Attack—Tree · Bludgeoning: Strength (+8) with 1 boon (8d6)

Critical Success: A target smaller than the giant makes a Strength roll with 1 bane. On a failure, the target is pushed 1d6 × 5 yards away from the giant, and takes 1d6 damage for every 5 yards it moves or was prevented from moving by encountering an obstacle. Then, the target lands prone.

Melee Attack—Fist: Strength (+8) with 1 boon (6d6)

Two Attacks: The giant makes two Tree attacks or two Fist attacks.

Throw Boulder: The giant throws a Size 3 boulder. Target one Size 3 space within 100 yards. The boulder lands in that space and then rolls in the direction it was thrown, stopping when it rolls 3d6 yards or when it can roll no further. Each creature or object in the space where the boulder lands takes 5d6 damage, and each creature or object in the boulder's path takes 2d6 damage. In either case, a creature makes an Agility roll and takes an extra 5d6 damage on a failure. The giant carries 1d6 boulders. When it runs out, it must collect more boulders before it can use this talent again.

REACTIONS

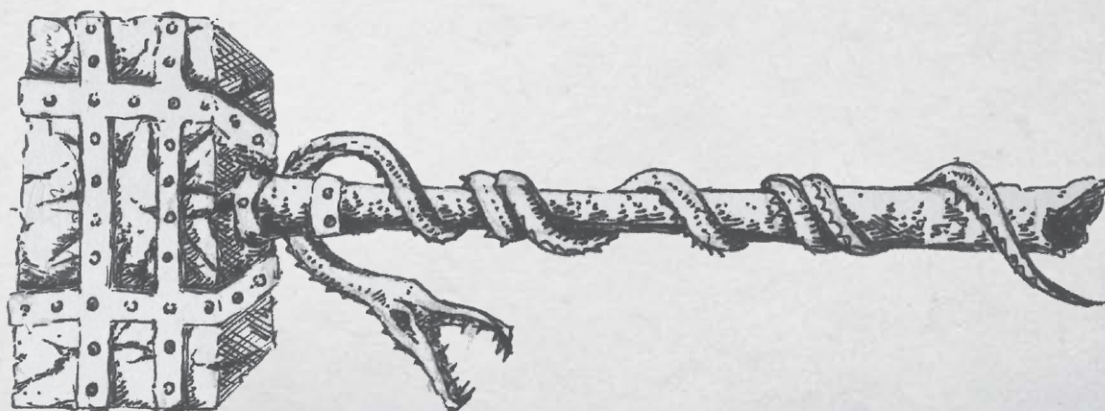
Powerful Slap: When an enemy flies into the giant's reach or starts its turn there while flying, the giant backhands that enemy. Make a Strength (+8) roll against the target's Agility. On a success, the target takes 10d6 damage, flies 2d6 × 5 yards away from the giant, and then makes a Will roll with 1 bane. On a failure, the target becomes stunned until the end of the next round.

END OF THE ROUND

Giant Antics: If the giant is not confused, controlled, stunned, or unconscious, make a luck roll. On a success, roll a d6 to see what the giant does:

D6 EFFECT

- | | |
|-----|--|
| 1-3 | The giant kicks out. Target one creature or object within 4 yards. Make a Strength (+8) roll against the target's Agility. On a success, the target takes 3d6 damage, flies 5 yards away from the giant, and then lands prone. |
| 4-6 | The giant stomps its foot. Target one creature within 2 yards. The target makes an Agility roll with 1 bane. On a failure, it takes 5d6 damage and falls prone. |





GIANT BUGS

People blame the New Lands' strangeness on the Weird Wizard, but he can't take credit for all the odd things there. Giant ants, spiders, beetles, and other bugs have infested the lands since long before people laid the foundations for their first settlements. Rarity and belligerence set these giant bugs apart from other animals, and they can be as dangerous as any monster.

Normally, giant bugs do not talk or understand language, but stories out of the faerie lands tell of those who can speak.

GIANT ANT

Great mounds, over 100 feet in diameter and 30 feet tall, mark entrances to giant ant colonies. The ants forage in the wilderness for miles around, carrying foodstuffs in the form of young trees and livestock back to the nest. Colonies can have hundreds of members, and their nests can spread miles underground.

Worker ants haul and carry. They reach up to 4 feet in length and might have brown, red, or black exoskeletons. The larger soldiers protect colonies by guarding the passages in and out. When another colony settles too close, the soldiers march out to destroy the rival queen.

GIANT BEETLE

Over a dozen distinct species of giant beetle live in the Known World. In most cases, they resemble large versions of their smaller counterparts: dog-sized cockroaches, stag-sized stag beetles, and pony-sized dung beetles. Strange variations exist as well. One breed, for example, has glowing spots on its carapace that shed dim light.

GIANT CENTIPEDE

Flat-bodied, segmented arthropods with a multitude of legs, centipedes pose significant danger only when they grow very large. Giant centipedes thrive in woodlands, but most live underground. Their carapace color varies depending on their environment.

GIANT CRAB

The size of ponies, giant crabs pick through debris littering the southern sea's coast. These ill-tempered, amphibious scavengers attack anything they think they can eat.

GIANT DRAGONFLY

Found in the Jungle of Za, giant dragonflies snap up small monkeys, rodents, and other wildlife that dwells there.

GIANT LOBSTER

The scavengers of the depths, giant lobsters look like enormous versions of their more typical counterparts. They can grow up to 15 feet long and weigh many hundreds of pounds. Giant lobsters have mottled green-and-brown shells encrusted with barnacles and ropes of trailing seaweed.

GIANT MOSQUITO

Giant mosquitoes thrive in warm and hot climates with damp terrain, such as rainforests, jungles, and swamps. They live by draining blood from the bodies of living creatures.

GIANT SCORPION

The venom from an ordinary scorpion is dangerous enough, but when it comes from the giant variety, a dose is lethal. Giant scorpions live in hot, arid deserts and badlands. Their mottled carapaces let them blend in with their surroundings as they await prey. These patient hunters can reach 6 feet in length and weigh as much as 300 pounds.

GIANT SPIDER

The reason many people react to spiders with revulsion might be from an unconscious awareness or ancestral knowledge of the giant varieties that hunt people. These are no house spiders; they grow up to 6 feet in diameter, but most behave much as their smaller counterparts. One might encounter giant black widows, brown recluses, hobo spiders, and tarantulas. Unlike the more reasonably sized varieties, giant spiders are dangerous to all people.

GIANT TICK

Among the nastiest of the giant bugs, housecat-sized ticks can kill adult people. They hide in tall grasses and under leaves until they can hitch a ride on a passing creature. A giant tick climbs onto its victim's body and attaches itself to drain the creature's blood. Many ticks carry diseases.

GIANT WASP

Giant wasps build paper nests in large trees capable of bearing the weight. Rather than serving as places for young to mature, the nests provide cover for resting wasps. By day, the wasps fly around their nests, scavenging for plant matter and small animals, and looking for suitable hosts in which to lay their eggs.

GIANT ANT WORKER

MONSTER • DIFFICULTY 1

Defense: 18, **Health:** 10

Strength: 11 (+1), **Agility:** 10 (+0)

Intellect: 8 (–2), **Will:** 10 (+0)

Size: 1/2, **Speed:** 6 (Climber)

Senses: Dark Vision, Keen Scent

ACTIONS

Melee Attack—Mandibles: Strength (+1) (1d6)

GIANT ANT SOLDIER

MONSTER · DIFFICULTY 2

Defense: 18, Health: 20

Strength: 12 (+2), Agility: 10 (+0)

Intellect: 8 (–2), Will: 12 (+2)

Size: 1, Speed: 6 (Climber)

Senses: Dark Vision, Keen Scent

ACTIONS

Melee Attack—Mandibles and Stinger: Strength (+2) with 1 boon (1d6)

Critical Success: The target also becomes poisoned (luck ends).



GIANT BEETLE

MONSTER · DIFFICULTY 4

Defense: 18, Health: 40

Strength: 13 (+3), Agility: 9 (–1)

Intellect: 8 (–2), Will: 10 (+0)

Size: 2, Speed: 5 (Burrower, Climber)

Senses: Dark Vision

ACTIONS

Melee Attack—Mandibles · Brutal: Strength (+3) with 1 boon (4d6)

GIANT CENTIPEDE

MONSTER · DIFFICULTY 1

Defense: 17, Health: 5

Strength: 8 (–2), Agility: 12 (+2)

Intellect: 8 (–2), Will: 11 (+1)

Size: 1/4, Speed: 8 (Slippery, Strider)

Senses: Dark Vision

ACTIONS

Melee Attack—Mandibles: Agility (+2) (1d6)

Centipede Venom: A flesh-and-blood target makes a Strength roll with 1 boon. On a failure, it becomes poisoned (luck ends).

GIANT CRAB

MONSTER, AMPHIBIOUS · DIFFICULTY 2

Defense: 18, Health: 20

Strength: 12 (+2), Agility: 11 (+1)

Intellect: 9 (–1), Will: 11 (+1)

Size: 1, Speed: 5 (Swimmer)

Senses: Dark Vision

Grappler: The giant crab rolls to grab with 1 boon and imposes 2 banes on rolls to escape the grab.

ACTIONS

Melee Attack—Large Claw: Strength (+2) (2d6)

Melee Attack—Small Claw: Strength (+2) (1d6)

GIANT DRAGONFLY

MONSTER · DIFFICULTY 2

Defense: 20, Health: 10

Strength: 11 (+1), Agility: 13 (+3)

Intellect: 10 (+0), Will: 10 (+0)

Size: 1, Speed: 8 (Fly, Slippery)

ACTIONS

Melee Attack—Mandibles: Agility (+3) (2d6)

GIANT LOBSTER

MONSTER, AMPHIBIOUS · DIFFICULTY 8

Defense: 18, Health: 60

Strength: 14 (+4), Agility: 10 (+0)

Intellect: 10 (+0), Will: 11 (+1)

Size: 3, Speed: 5 (Swimmer)

Senses: Keen Vision

Grappler: The giant lobster rolls to grab with 1 boon and imposes 2 banes on rolls to escape the grab.

ACTIONS

Melee Attack—Pincer · Slashing: Strength (+4) with 1 boon (4d6)

Two Attacks: The giant lobster makes two Pincer attacks.

REACTION

Instinctive Grab: When the giant lobster deals damage with a Pincer attack, it makes a grab attempt against the same target. If the lobster makes a Pincer attack against a target it has grabbed in this way, the roll to attack results in an automatic success, and the lobster maintains the grab.

GIANT MOSQUITO

MONSTER · DIFFICULTY 1

Defense: 11, Health: 10

Strength: 10 (+0), Agility: 11 (+1)

Intellect: 5 (–5), Will: 12 (+2)

Size: 1/2, Speed: 5 (Fly)

ACTIONS

Proboscis: The giant mosquito tries to jab its proboscis into a creature. Target one Size 1/2 or larger flesh-and-blood creature in reach. Make an Agility roll (+1) with 1 boon against the target's Agility. On a success, the mosquito lands on the target and the target loses 1 Health. The giant mosquito moves with a target larger than itself. And, while on the target's body, the mosquito imposes 1 bane on the target's rolls to attack it but grants 1 boon on other creatures' rolls to attack it.

END OF THE ROUND

Blood Drain: If the giant mosquito is on the body of a flesh-and-blood creature, the creature loses 1 Health.



IN THE SHADOW OF TITANS

The earth groans under the weight of giant creatures, their movements felt in every bone. Hunger hangs heavy in the air—their appetite matching their size—a constant reminder of the characters' precarious position. One wrong turn, one startled roar, and the only option is a desperate fight for survival, clawing back a sliver of hope against formidable odds

GIANT SCORPION

MONSTER · DIFFICULTY 8

Defense: 18, Health: 60

Strength: 13 (+3), Agility: 10 (+0)

Intellect: 10 (+0), Will: 13 (+3)

Size: 2, Speed: 5

Senses: Keen Scent, Keen Vision

Grappler: The giant scorpion rolls to grab with 1 boon and imposes 2 banes on rolls to escape the grab.

ACTIONS

Melee Attack—Pincer · Slashing: Strength (+3) with 1 boon (3d6)

Melee Attack—Stinger · Long, Piercing: Strength (+3) with 1 boon (5d6)

Scorpion Venom: A flesh-and-blood target becomes poisoned (luck ends).

Two Attacks: The giant scorpion makes two Pincer attacks.

REACTIONS

Instinctive Grab: When the giant scorpion deals damage with a pincer attack, it makes a grab attempt against the same target. If the giant scorpion makes a Pincer attack against a target it has grabbed in this way, the roll to attack results in an automatic success, and the scorpion maintains the grab.

GIANT SPIDER

MONSTER · DIFFICULTY 2

Defense: 14, Health: 20

Strength: 12 (+2), Agility: 12 (+2)

Intellect: 10 (+0), Will: 10 (+0)

Size: 1, Speed: 6 (Climber, Silent, Strider)

Senses: Dark Vision, Keen Vision

ACTIONS

Melee Attack—Fangs · Piercing: Strength (+2) with 1 boon (1d6)

Giant Spider Venom: A flesh-and-blood target makes a Strength roll with 1 bane. On a failure, it becomes poisoned (luck ends). If the target's Health drops to 10 or less while poisoned, it ends the poisoned affliction and becomes unconscious instead. Every 8 hours, the target can make a Will roll. On a success, it ends the unconscious affliction. Time spent unconscious in this way does not count as resting.

Webs: The giant spider sprays webs from its spinnerets. Target one creature within 10 yards. Make an Agility (+2) roll against the target's Agility. On a success, the target becomes held until it overcomes the affliction with a success on a Strength roll. The affliction also ends if the target takes 5 damage or more from fire or if another creature uses an action to cut away the webs. Once the giant spider uses this trait, it loses access to it (luck ends)

GIANT TICK

MONSTER • DIFFICULTY 1

Defense: 20, Health: 5

Strength: 10 (+0), Agility: 11 (+1)

Intellect: 6 (–4), Will: 12 (+2)

Size: 1/4, Speed: 4 (Climber, Silent)

Senses: Keen Scent

ACTIONS

Attach: The giant tick attempts to attach itself to a creature. Target one flesh-and-blood creature that is in reach and that is larger than the giant tick. Make an Agility (+1) roll with 1 boon against the target's Agility. On a success, the giant tick enters the target's space and attaches itself to the target's body, where it remains until it ends the effect. While attached, the tick moves with the target. The giant tick imposes 1 bane on the target's rolls to attack it but grants 1 boon on other creatures' rolls to attack it.

END OF THE ROUND

Blood Drain: If the giant tick is attached to a flesh-and-blood creature, that creature loses 1 Health, and the target makes a luck roll. On a failure the target becomes exposed to infection.

GIANT WASP

MONSTER • DIFFICULTY 2

Defense: 16, Health: 20

Strength: 11 (+1), Agility: 12 (+2)

Intellect: 8 (–2), Will: 13 (+3)

Size: 1, Speed: 5 (Fly)

ACTIONS

Melee Attack—Stinger • Piercing: Agility (+2) with 1 boon (1d6)

Giant Wasp Venom: A flesh-and-blood target makes a Strength roll with 1 bane. On a failure, it becomes poisoned and weakened (luck ends both).

GLOAMING

Gloamings are almost impossible to see. They disappear in light. Only in utter darkness do they become visible but, of course, only to people who don't need light to see. Such people see gloamings as sleek cats that move in sudden stops and starts, utterly hairless and with dull, unreflective eyes.

Most solitary gloamings are males who have yet to attract a pride of females and sire young on them. Gloaming prides can wipe out entire towns, but these groups rarely venture into settled lands. Gloamings attack any creature except dogs, which have an uncanny ability to sense them, even when they're effectively not there. Gloamings have an aversion to those creatures and flee from them.

GLOAMING

MONSTER • DIFFICULTY 4

Defense: 16, Health: 40

Strength: 13 (+3), Agility: 12 (+2)

Intellect: 10 (+0), Will: 10 (+0)

Size: 1, Speed: 6 (Silent, Strider)

Senses: Dark Vision, Keen Scent

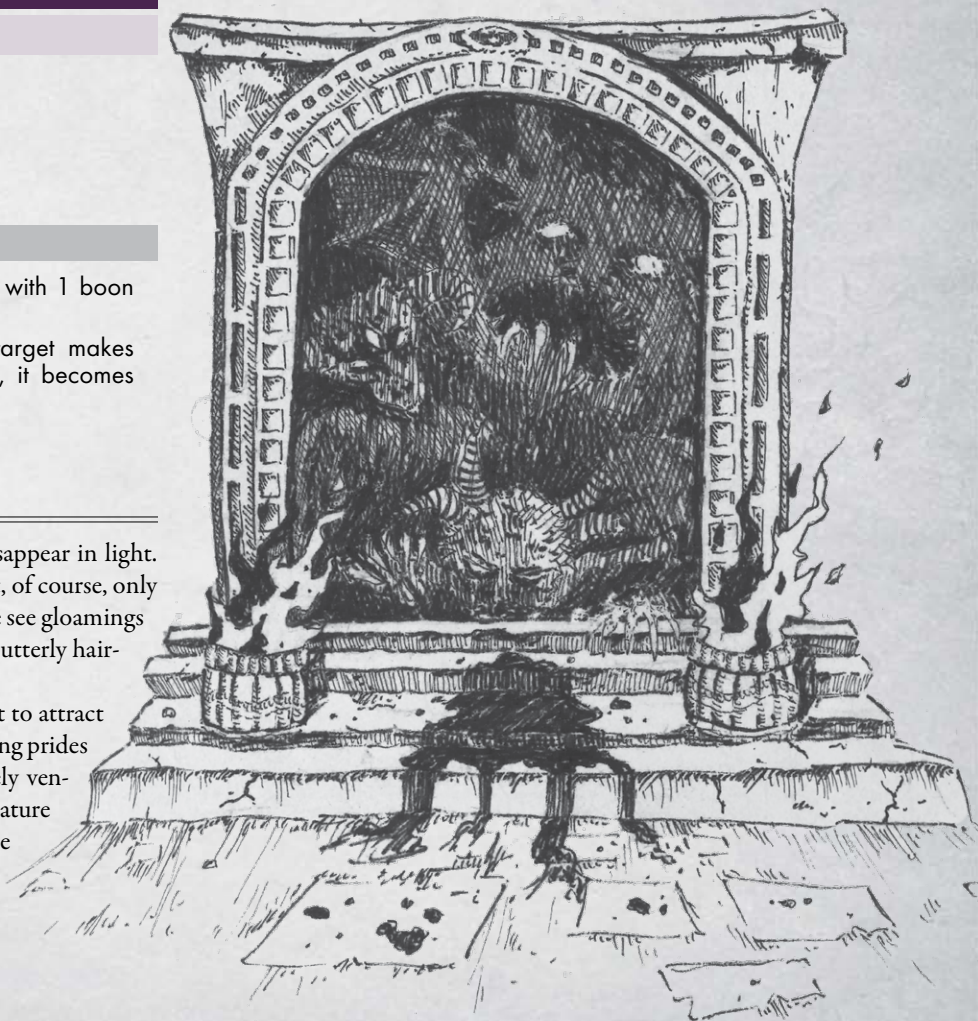
Unreal in Light: A gloaming is invisible when in a space lit by bright or dim light. When in a space lit by faint light, it imposes 3 banes on rolls to attack it.

ACTIONS

Melee Attack—Claws and Teeth: Strength (+3) with 1 boon (3d6)

Overwhelm: If the gloaming moved at least 6 yards before making the attack, the target also makes an Agility roll. On a failure, the target takes an extra 1d6 damage, falls prone, and cannot stand up until either it is no longer in the gloaming's reach or the gloaming becomes prone, stunned, or unconscious.

Two Attacks: The gloaming makes two Claws and Teeth attacks.



GNOME

Outside of dwarfs, troglodytes, and other dwellers in the world's depths, gnomes have little cause or opportunity to interact with people. For ages they sealed themselves away in giant caverns to honor the spirits of earth and stone in the manner of their ancestors, without interference from the peoples against whom they warred at the dawn of creation. Isolation makes gnomes suspicious of outsiders, and chance encounters often result in violence.

Dwarfs count gnomes among their direst enemies. Their loathing stems not from any acts of aggression on the gnomes' part, but rather from the reprisals the dwarfs suffered when they delved too close to gnome enclaves. Since gnomes feel no compulsion to mark their territory, outsiders have no idea when they trespass. For the gnomes, this is not their problem, and they respond with swift, lethal force.

Gnomes have little in common with other people physically. Instead of flesh and blood and bone, they have 3-foot-tall bodies assembled from rocks stacked in approximation of humanoid shapes. Cracks in the stones of their heads widen to serve as mouths, and glittering pieces of mica act as their eyes. They have three fingers on each hand and three toes on each foot. Nothing seems to hold their body stones together. In death, they collapse into piles of undifferentiated rocks.



ELEMENTALS

The elementals claim to have been the first peoples in the world and witnessed the coming of the faeries and trolls, and all the others who followed. Yet they have fallen far from their dizzying heights of yore. Rather than ruling over creation as its stewards, the elementals have been driven away: forced underground, into the skies, beneath the deep waters, and into the fiery heart of the world. In their isolation, resentment has grown into a poisonous hatred for the usurpers who toppled them in a time long forgotten.

It's surmised that many diverse elemental peoples once existed, but now just four major lines remain: gnomes, salamanders, sylphs, and undines. Each holds what territory it controls with an iron grip and resents any intrusion, responding with lethal and shocking force against anyone who tries to settle there. The shattered bones of miners who dug too closely lie scattered near a gnome enclave, and the smears of dead sky-sailors might darken the ground of an island drifting across the sky above the far eastern reaches of the new lands.

GNOME

ELEMENTAL, GNOME · DIFFICULTY 4

Defense: 15, **Health:** 40

Strength: 14 (+4), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1/2, **Speed:** 4 (Strider; no swimming)

Languages: Gnome

Senses: Awareness 5, Dark Vision 5

Immune: blinded, deafened, poisoned; deprivation, exposure, infection, suffocation

Stone Footing: While in contact with a dirt or stone surface, the gnome can ignore any ordinary effect that would move it.

Pass through Earth and Stone: A gnome can move through obstacles consisting of earth, sand, and stone as if they did not exist.

ACTIONS

Melee Attack—Fist • Bludgeoning: Strength (+4) with 1 boon (3d6)

Critical Success: The target falls prone.

Two Attacks: The gnome makes two Fist attacks.

Shockwave Strike (Magical): The gnome sends a shockwave rolling through the ground inside of three contiguous Size 5 spaces of which one is within reach. Each creature on the ground in a target space takes 6d6 damage and makes an Agility roll with 1 bane. On a failure, the creature falls prone. On a critical failure, it takes an extra 4d6 damage and cannot stand up (luck ends). Once the gnome warrior uses this talent, it loses access to it for 1 minute.





GOBLINS

Some faeries have become embittered by the loss of the natural world to the mortals and prey upon them, but a great many more in the hidden kingdoms love beauty, freedom to pursue their desires, and pleasure. The goblins, though, reject these things and embrace their opposites. These dark faeries surround themselves with ugliness and delight in the suffering of others. They sort themselves into a strict hierarchy, with the almost divine Goblin King at the top.

Like all faeries, goblins have different shapes, physical characteristics, and other defining qualities that set them apart from one another, though these differentiating features tend toward the strange and ugly. Generally, a goblin stands between 2 and 4 feet in height and can weigh anywhere between 20 and 80 pounds. Goblins dress in whatever they can steal and cobble together armor from ordinary goods and materials.

Many goblins live in the Goblin City, a sprawling metropolis that extends for miles in all directions. It is said to be everywhere and nowhere, a place reached through mirrors, magical doorways under the stairs, beneath forgotten bridges, and in the boles of dead trees. The city is a great maze, with streets that shift around, buildings that rise and fall of their own accord, and strange and terrible things that lurk in its shadows. At the center is the palace of the Goblin King, which can be seen from anywhere in the city but has no obvious route to it.

GOBLIN GRUNT

GOBLIN, FAERIE · DIFFICULTY 1

Defense: 12 (leather), **Health:** 10
Strength: 8 (–2), **Agility:** 11 (+1)
Intellect: 9 (–1), **Will:** 8 (–2)
Size: 1/2, **Speed:** 6 (Slippery)
Languages: Goblin Tongue
Senses: Keen Vision
Immune: infection
Sunlight Weakness: If the goblin starts their turn in a space lit by sunlight, the goblin becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Dagger · Thrown 5: Agility (+1) (1d6)
Ranged Attack—Sling · Bludgeoning, Range 15: Agility (+1) (1d6)



GOBLIN TONGUE

A language foisted on the outcast faeries by their master, the Goblin King, Goblin Tongue uses the vocabulary, grammar, and script of Sylvan, but they're all jumbled up, with some words meaning entirely different things and writing always in the passive voice.

GOBLIN ANCESTRY

GOBLIN, FAERIE

Size: 1/2, **Speed:** 6 (Slippery)
Bonus Languages: Goblin Tongue
Senses: Keen Vision
Immune: infection
Other Traits: Sunlight Weakness

GOBLINS WITH JOBS

Goblins are thrust into different jobs based on their characteristics and knacks.

MITE HORDE

Goblins too small to heft a spear face a tough existence, primarily because other goblins see them as easy targets. For their own survival, diminutive goblins called mites join to stave off the abuse they would endure on their own. Forming into a horde gives mites a chance to get back at their tormentors. It's common to see a large, stupid goblin go under a tide of these biting, clawing things.

ODD FELLOW

All too often goblins mistake bad ideas for good ones. Their traps backfire, spells from pilfered scrolls go awry, explosives touch off without any warning. Sometimes, though, goblins manage to find something that works reliably enough to be useful. One prime example is the madcaps—purple mushrooms that make goblins who eat them feel invincible.

Odd fellows gobble up madcaps before they fight and gain strength and courage while in the grip of the hallucinogenic fungus. That they can also see sounds and taste colors is just a bonus. Odd fellows rush ahead of other goblins to push enemies back long enough for allies to catch up and finish them off.

These goblins wear bright costumes with large floppy hats. They keep the mushrooms they ingest in small pouches hanging around their necks.

BOOMER

Given their affection for mechanical traps and devices, it took little time for goblins to figure out how to make explosive powder. Sloppy design and foolishness, though, make using their devices sketchy at best, and many goblins' lives are cut short mere seconds after lighting a fuse or dropping a bomb on the ground.

Goblin boomers affect a serious air in manner and dress. They wear goggles over their eyes and have tools hanging from pockets and loops all over their coveralls. They carry their bombs in greasy sacks.

BEAST RIDER

Goblins steal wolf pups and train them to bear riders. Each rider oversees the care and feeding of the pup, creating a special bond that enables them to fight almost as one. The wolves feel strong loyalty to their riders and become ferocious in their defense of them.

SKULK

The skulks kidnap mortals to replenish the ranks of the workers condemned to toil in the mines under the Goblin City. Young prisoners, though, might suffer a darker fate and be transformed into new goblins by the Goblin King's dread magic. Such changes require the family members to disown the youth, something the goblins secure with bribes and offerings.

Skulks wear dark clothing and camouflage their skin with black paint. They sneak about the city when not on missions, gathering secrets for later use. Skulks spy for the Goblin King as well, so they have few friends among their own kind. No one likes a snitch.

MOG

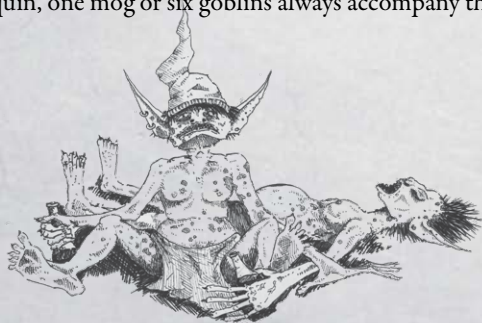
Mogs are goblins who stand as tall as humans and have the strength and toughness to give even orcs pause. They stand between 5 and 6 feet tall and have heavy bodies that can weigh as much as 300 pounds. They have the typical green skin and pointed ears and nose common to all goblins.

HEXCASTER

Magic levels the battlefield. A goblin armed with spells can equal or best a knight in full plate riding a charging steed, and thus many goblins pick up spells to weaken their enemies and make them suffer. Hexcasters festoon their bodies with strange writings and stitch occult symbols into their clothes. Many also use bone pins to hold scraps of paper, doll parts, and other odds and ends on their bodies.

BOSS

The meanest, nastiest goblins scratch and claw their way to the top of the heaps to take the title of boss. Once installed, they cow their underlings through threats and violence. What physical advantages bosses had on the ride up fall away as their bodies grow soft from rich foods and idleness, until they need servants to carry them around on palanquins. In addition to the goblins who carry their palanquin, one mog or six goblins always accompany the boss.



GOBLIN MITE HORDE

GOBLIN, FAERIE, SWARM · DIFFICULTY 4

Defense: 16, **Health:** 40

Strength: 10 (+0), **Agility:** 14 (+4)

Intellect: 9 (-1), **Will:** 8 (-2)

Size: 2, **Speed:** 6 (Slippery, Squeeze 1 inch)

Languages: Goblin Tongue

Senses: Keen Vision

Immune: controlled, held, impaired, prone, slowed, stunned, weakened; infection

Sunlight Weakness: If the mite horde starts its turn in a space lit by sunlight, the mite horde becomes weakened until the start of its next turn.

ACTIONS

Swarming Mites: The mites flow forward to kill. Target any number of creatures on the ground in the mite horde's space and within its reach. For each target separately, make an Agility (+4) roll against its Agility. Roll with 1 boon, or 2 boons against an injured target. On a success, the target takes 4d6 damage, or 2d6 damage if the horde is injured, and the target becomes Strength and Agility impaired (luck ends both).

END OF THE ROUND

Biting Mites: If the mite horde is not confused or unconscious, each enemy in the mite horde's space and in its reach makes an Agility roll. On a failure, the enemy takes 1d6 damage.

GOBLIN ODD FELLOW

GOBLIN, FAERIE · DIFFICULTY 2

Defense: 12 (leather), **Health:** 20

Strength: 8 (-2), **Agility:** 11 (+1)

Intellect: 8 (-2), **Will:** 7 (-3)

Size: 1/2, **Speed:** 6 (Slippery)

Languages: Goblin Tongue

Senses: Keen Vision

Immune: frightened; infection

Under the Influence: The goblin makes Strength rolls with 2 boons and imposes 2 banes against its Strength.

Sunlight Weakness: If the goblin starts their turn in a space lit by sunlight, the goblin becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Club: Strength (-2) with 2 boons (3d6)

END OF THE ROUND

Consume the Shroom! If the goblin is not stunned or unconscious, roll a d6. On a 6, the odd fellow increases its Speed by 6 and the number of actions it can use on its next turn by one. On a 1, it becomes stunned until the end of the next round.



GOBLIN BOOMER

GOBLIN, FAERIE • DIFFICULTY 2

Defense: 12 (leather) **Health:** 20

Strength: 10 (+0), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 9 (–1)

Size: 1/2, **Speed:** 6 (Slippery)

Languages: Goblin Tongue

Senses: Keen Vision

Immune: infection

Explosive End: If the boomer becomes incapacitated before exhausting its supply of bombs, make a luck roll. On a failure, the bombs go off. Resolve the explosion of each from the goblin's space.

Sunlight Weakness: If the goblin starts their turn in a space lit by sunlight, the goblin becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Hammer • Bludgeoning, Thrown 5: Strength (+0) (1d6)

Goblin Bomb: The boomer carries 3 grenades. See Chapter 3 in *Shadow of the Weird Wizard* for rules.

GOBLIN BEAST RIDER

GOBLIN, FAERIE • DIFFICULTY 2

Defense: 14 (leather, shield), **Health:** 20

Strength: 12 (+2), **Agility:** 11 (+1)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1/2, **Speed:** 6 (Slippery)

Languages: Goblin Tongue

Senses: Keen Vision

Sunlight Weakness: If the goblin starts their turn in a space lit by sunlight, the goblin becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Spear • Thrown 5: Strength (+2) with 1 boon (2d6)

Combined Attack: If the beast rider rides a friendly creature with the Mount trait, the creature can use a reaction to attack the same target.

Ranged Attack—Shortbow • Range 20: Agility (+1) with 1 boon (2d6)

GOBLIN SKULK

GOBLIN, FAERIE • DIFFICULTY 2

Defense: 14 (leather, shield), **Health:** 20

Strength: 11 (+1), **Agility:** 13 (+3)

Intellect: 10 (+0), **Will:** 10 (+0)

Size: 1/2, **Speed:** 6 (Silent, Slippery)

Languages: Goblin Tongue

Senses: Keen Vision

Immune: infection

Hide in Shadows: The goblin skulk can hide in spaces lit by dim light, faint light, or no light, even when being observed.

Sunlight Weakness: If the goblin starts their turn in a space lit by sunlight, the goblin becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Short Sword • Piercing: Agility (+3) with 1 boon (2d6)

Blowgun and Toxic Darts: The skulk shoots a dart from its blowgun. Target one creature within 5 yards, and make an Agility (+3) roll against the target's Agility. On a success, the target takes 1 damage and becomes poisoned (luck ends). The first time the target gets a failure on the luck roll to end the affliction, the target falls prone, ends the poisoned affliction, and becomes unconscious for 2d6 hours.

REACTIONS

Shadow Stalk (Magical): If the skulk is not held or slowed when an enemy the skulk can see starts its turn and the skulk is hidden from it, the skulk becomes invisible, moves up to its Speed, and remains invisible until it stops moving.

Shadow Trapdoor (Magical): When the skulk moves, it can, at any point during its movement, open a magical trapdoor that tries to suck a creature inside it. Target one creature within 15 yards. The target makes an Agility roll. On a success, the target moves to the nearest empty space of its choice. On a failure, the target teleports to an empty space of the skulk's choice within 15 yards and then falls prone. Once the skulk uses this talent, it loses access to it (luck ends).

MOG

GOBLIN, FAERIE • DIFFICULTY 4

Defense: 12 (leather) **Health:** 60

Strength: 13 (+3), **Agility:** 10 (+0)

Intellect: 6 (–4), **Will:** 10 (+0)

Size: 1, **Speed:** 5

Languages: Goblin Tongue

Senses: Keen Vision

Immune: infection

Sunlight Weakness: If the goblin starts their turn in a space lit by sunlight, the goblin becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Maul • Bludgeoning: Strength (+3) with 1 boon (4d6)

GOBLIN HEXCASTER

GOBLIN, FAERIE • DIFFICULTY 4

Defense: 13 (leather), **Health:** 40

Strength: 8 (–2), **Agility:** 12 (+2)

Intellect: 12 (+2), **Will:** 8 (–2)

Size: 1/2, **Speed:** 6 (Slippery)

Languages: Arcane, Goblin Tongue

Senses: Keen Vision

Immune: infection

Unlucky Presence: While the hexcaster is not injured, confused, controlled, stunned, or unconscious, it imposes 1 bane on luck rolls made by enemies within 5 yards of it.

Sunlight Weakness: If the goblin starts their turn in a space lit by sunlight, the goblin becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Daggers • Thrown 5: Agility (+2) with 1 boon (2d6)

Two Attacks: The hexcaster makes two Daggers attacks.

REACTIONS

Goblin Curses: When a creature within 15 yards starts its turn, the hexcaster can cause that creature to become cursed (luck ends). When the creature ends this effect, it becomes immune to this hexcaster's curses for 1 hour. While cursed in this way, the target suffers one of the following additional effects:

- **Thorn in the Heel:** The cursed target takes 1d6 damage each time it moves 4 yards or more on its turn.
- **Spit in the Eye:** The cursed target cannot see beyond 5 yards.
- **Rumble in the Gut:** Whenever the cursed target gets a failure on an attribute roll, it becomes stunned until the end of its next turn.



GOBLIN BOSS

GOBLIN, FAERIE • DIFFICULTY 4

Defense: 6, **Health:** 80

Strength: 13 (+3), **Agility:** 8 (–2)

Intellect: 14 (+4), **Will:** 12 (+2)

Size: 1, **Speed:** 2 (Slippery)

Languages: Archaic, Goblin Tongue, Sylvan

Senses: Keen Vision

Immune: confused, controlled, stunned; infection

Leadership: Each ally within 5 yards rolls to attack with 1 boon.

Palanquin: The boss sits in a high-backed chair mounted on a palanquin carried by six goblin grunts. While the boss is on the palanquin, the effect of its Leadership talent expands to 10 yards.

The goblins carrying the palanquin use their actions to keep it aloft and move together as the boss directs them. If three or more of the goblins carrying the palanquin become incapacitated, they drop it, the boss loses this trait, and any remaining goblins take their turns when they next can. If the boss becomes incapacitated while it is atop the palanquin, the goblins drop the palanquin and take their turns when they next can.

Sunlight Weakness: If the goblin starts their turn in a space lit by sunlight, the goblin becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Whip • Long: Strength (+3) with 2 boons (0)

Critical Success: The target takes 1d6 damage.

Ranged Attack—Crossbow • Brutal, Range 20: Agility (–2) with 1 boon (4d6)

Crack that Whip: The goblin boss makes a Whip attack and up to two goblin allies benefiting from the boss's Leadership talent can use reactions to attack. The goblin rolls to attack with 2 boons and deals an extra 1d6 damage.

REACTIONS

Battle Tactics: When an ally within 5 yards gets a failure on a roll to attack, the boss can turn the result into a success.

Strong Language: When an enemy starts its turn within 5 yards, the boss can make an Intellect (+4) roll with 1 boon against that enemy's Will. On a success, the target becomes frightened of the boss until either the boss becomes incapacitated or the target overcomes the affliction with a successful Will roll. On a failure, the target becomes immune to Strong Language for 1 hour.



GORGON

The gorgons trace their heritage back to a paranoid emperor who ruled over a thousand years ago. He bargained with the Adversary, offering his soul and the souls of all his descendants for the means to kill his enemies with a mere glance. The Adversary granted his wish by turning him into a monster whose gaze petrified anyone upon which it fell. The emperor's offspring scattered after his death, seeking sanctuary from their sire's vengeful enemies. Thus have the gorgons hidden themselves away in secret places where they are seldom found.

GORGON

MONSTER · DIFFICULTY 16

Defense: 18 (shield), **Health:** 180
Strength: 13 (+3), **Agility:** 14 (+4)
Intellect: 12 (+2), **Will:** 16 (+6)
Size: 2, **Speed:** 8 (Slippery)
Languages: Archaic
Senses: True Vision
Immune: confused, controlled, stunned, unconscious

Fury: A gorgon can make a Saber or Longbow attack, move up to twice its Speed, or heal 45 damage and end all afflictions.

Glimpse the Eyes: When an enemy attacks the gorgon and rolls with 1 boon or more, the enemy is at risk of meeting the gorgon's eyes. If any boon dice come up as 4 or higher, the enemy is subject to the gorgon's Petrifying Gaze without the gorgon needing to use a reaction to use that trait.

Toxic Blood: When the gorgon takes damage or loses Health while injured, its toxic blood sprays from its body. Each enemy within 2 yards makes a luck roll. The enemy with the lowest failed result takes 4d6 damage.

ACTIONS

Melee Attack—Saber: Strength (+3) with 1 boon (3d6)
Ranged Attack—Longbow · Range 30: Agility (+4) with 1 boon (3d6)

Two Attacks: The gorgon makes two Saber attacks or two Longbow attacks.

REACTIONS

Petrifying Gaze (Magical): When an enemy starts its turn with line of sight to the gorgon, make a Will (+6) roll against that enemy's Will. On a success, an enemy with a Health score of 20 or less turns into a stone statue and dies, while an enemy with a Health score higher than 20 loses 4d6 Health and becomes held (luck ends). Each time the enemy makes a luck roll to end the affliction, it loses 1d6 Health. If the reduction drops its Health to 20 or less, the target turns into a stone statue and dies.

GREAT SERPENT

Cobras, asps, rattlesnakes, and other serpents live all over the world, but so do other larger and deadlier breeds. The great serpents, found on land and in the seas, resemble their smaller counterparts, being scaled reptiles with fangs that can inject deadly toxins. They reign as elite predators.

GREAT SERPENT

MONSTER, AMPHIBIOUS · DIFFICULTY 8

Defense: 14, **Health:** 120
Strength: 15 (+5), **Agility:** 12 (+2)
Intellect: 9 (–1), **Will:** 13 (+3)
Size: 4, **Speed:** 8 (Swimmer)
Senses: Keen Vision
Immune: controlled, stunned

Scale Scrape: When the great serpent stops moving after moving at least 2 yards, each enemy within 1 yard of it makes an Agility roll. On a failure, the enemy takes 2d6 damage and becomes vulnerable until the end of the round.

ACTIONS

Melee Attack—Fangs: Strength (+5) with 1 boon (4d6)

Great Serpent Venom: A flesh-and-blood target makes a Strength roll with 2 banes. On a failure, it becomes poisoned (luck ends). While it is poisoned in this way, the target is stunned and loses an extra 2d6 Health at the end of each round.

Melee Attack—Tail · Long: Strength (+5) with 1 boon (3d6)

Two Attacks: The great serpent makes one Fangs attack and one Tail attack.

REACTIONS

Reactive Slap: If the great serpent has no creature grabbed when an enemy within a number of yards equal to its Size + 4 harms the great serpent, make a Tail attack against that enemy.

END OF THE ROUND

Constricting Coils: Each enemy within 2 yards of the great serpent makes an Agility roll with 1 bane. A held, slowed, stunned, or unconscious enemy gets an automatic failure. On a failure, the enemy becomes held until the great serpent dies. If the target was held in this way already, it loses 4d6 Health and becomes weakened until the end of the next round. While held in this way, it moves with the great serpent when it moves. An enemy can overcome this effect with a success on a Strength roll. The enemy rolls with 1 bane for each point of Size it is smaller than the great serpent.

GREEN GORGER

Things living in the depths of the earth cannot be selective about what they eat. There's little forage outside of mushrooms, and small things like bugs and worms don't provide enough nourishment for things that grow to any substantial size. This is why green gorgers never turn their sensitive noses up at anything that might be edible, be it fungus, plant, carcass, or ooze. Green gorgers have a knack for finding things to eat, and once one sniffs out prey, it pursues its victim with single-mindedness.

A green gorgor has a quadrupedal body with bands of thick armor plates spreading down from its spine to protect its back and sides from falling debris. Four squat limbs end in long claws for digging through earth and stone. It has a short, paddle-shaped tail, and a wide head with large toothy maw like that of a lizard.

Gnomes, having nothing to fear from green gorgers, raise these brutes as pets and keep up their strength with a diet of mushrooms and rotten vegetable matter. These gorgers become even more hostile when given a chance to make a meal of something that walks, runs, creeps, or crawls.

GREEN GORGER

MONSTER · DIFFICULTY 4

Defense: 15, Health: 60

Strength: 14 (+4), Agility: 10 (+0)

Intellect: 9 (–1), Will: 13 (+3)

Size: 2, Speed: 6 (Burrower)

Senses: Dark Vision

Immune: frightened

ACTIONS

Melee Attack—Claws · Slashing: Strength (+4) with 1 boon (2d6)

Melee Attack—Teeth · Piercing: Strength (+4) with 1 boon (1d6)

Two Attacks: The green gorgor makes one Claws attack and one Teeth attack.

END OF THE ROUND

Rampage: The green gorgor rampages until the end of the next round. The green gorgor increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 1d6 damage. Then, the green gorgor loses access to this talent (luck ends).



GREMLIN

Leaking boats, thrown wagon wheels, and other unexplainable disasters are blamed on wicked, mischievous faeries known as gremlins. Inveterate tricksters, they delight in spreading chaos, focusing on things people make and use. Gremlins almost never engage in direct conflict; they sneak about and weaken objects so that they fail at the worst time possible.

Some gremlins target people who annoy them or display ill manners. However, since the faeries move at their own speed, when they are finally moved to do something, they might come after descendants of the individual who originally wronged them. Large-scale projects also attract gremlins. The bigger the project, the greater the appeal. Multiple gremlins might infest the site and work their mischief from behind piles of quarried stone or high up in the scaffolding.

Gremlins belong to the little folk and can live indefinitely, short of violence or mishap. They stand about 8 inches tall and weigh no more than a couple of pounds. Each has one odd distinctive feature of unusually large size: a giant tooth, a bulging eye, or a nose so long it drags on the ground. Gremlins eschew clothing and never pass up a chance to flaunt their undressed bodies.

GREMLIN

FAERIE • DIFFICULTY 2

Defense: 21, **Health:** 5

Strength: 4 (–6), **Agility:** 16 (+6)

Intellect: 12 (+2), **Will:** 7 (–3)

Size: 1/4, **Speed:** 5

Languages: Goblin Tongue or Sylvan

Senses: Keen Vision

Immune: infection

Unlucky Presence: While the gremlin is not injured, confused, controlled, stunned, or unconscious, it imposes 1 bane on luck rolls made by enemies within 5 yards of it.

ACTIONS

Melee Attack—Teeth: Agility (+6) with 1 boon (1d6)

Critical Success: The target becomes cursed (luck ends). While cursed in this way, it halves the result of any attribute roll or luck roll it makes.

Jinx Objects (Magical): The gremlin jinxes objects around it. Target any number of objects, all in one Size 5 space within 10 yards. Each target becomes jinxed for 24 hours. Any creature wearing or carrying a jinxed target is cursed until it no longer wears or carries the object. In addition, whenever a creature cursed in this way makes an attribute roll and gets an even number on the die, one ordinary object the creature wears or carries loses all its Health. Once the gremlin uses this talent, it loses access to it for 24 hours.

Magical Sabotage (Magical): Target one object within 10 yards. Each time a creature touches or uses the target, that creature makes a luck roll with 1 bane. On a failure, the target loses 3d6 Health.

Once the gremlin uses this talent, it loses access to it (luck ends).

GRUAD

An enormous, bipedal lizard with a gray, pebbly hide and brown stripes, a grud stands 13 feet tall and weighs one ton. Its hind legs support its body, while its smaller forelimbs have long talons that it uses to tear and claw. A thick, muscular tail extends out from the base of its spine, while its boxy head boasts a huge maw filled with sharp teeth. Its breath smells of death; as a carrion eater, its mouth is a playground for disease.

GRUAD

MONSTER • DIFFICULTY 32

Defense: 18, **Health:** 320

Strength: 18 (+8), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 3, **Speed:** 8 (Strider)

Senses: Keen Scent

Immune: confused, controlled, stunned

Fury: A grud can attack, move, or heal 80 damage and end all afflictions.

Taste for Blood: When the grud's attack causes a target of flesh and blood to become injured, the grud gains a taste for its blood that lasts 24 hours. Until this effect ends, the target cannot hide from the grud, the grud rolls to attack the target with 1 boon, and its attacks against the target deal an extra 1d6 damage.

Trample: A grud can move through spaces occupied by creatures and objects smaller than it. When it enters a creature's space, that creature makes an Agility roll. On a failure, the creature takes 4d6 damage and falls prone. When it enters an object's space, the object takes 4d6 damage. A creature or object can be subject to this grud's Trample just once per round.

ACTIONS

Melee Attack—Teeth • Piercing: Strength (+8) with 1 boon (8d6)

Critical Success: The grud shakes the target in its mouth. The target loses 3d6 Health and then lands prone in an empty space of the grud's choice within 5 yards. A flesh-and-blood target is also exposed to infection.

Melee Attack—Claw • Slashing: Strength (+8) with 1 boon (4d6)

Melee Attack—Tail • Long: Strength (+8) with 1 boon (6d6)

Knock Down: A target smaller than the grud makes a Strength roll. On a failure, it falls prone.

Four Attacks: The grud makes one Teeth attack, two Claw attacks, and one Tail attack.

REACTIONS

Lashing Tail: When an enemy within a number of yards equal to the grud's Size + 1 starts its turn, the grud can make a Tail attack against that enemy.

END OF THE ROUND

Rampage: The grud rampages until the end of the next round. The grud increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 1d6 damage. Then, the grud loses access to this talent (luck ends).

GUARDIAN STATUE

Wary spellcasters imbue stone statues with magic that brings them to life when intruders come too close to their prized possessions. These fanciful statues sport animal heads atop humanoid forms.

GUARDIAN STATUE

CREATION · DIFFICULTY 8

Defense: 10, **Health:** 100

Strength: 15 (+5), **Agility:** 10 (+0)

Intellect: —, **Will:** —

Size: 2, **Speed:** 5 (Strider)

Senses: Awareness 5

Immune: asleep, blinded, confused, controlled, deafened, frightened, on fire, poisoned, stunned, weakened; deprivation, exposure, infection, suffocation

ACTIONS

Melee Attack—Great Sword · Slashing: Strength (+5) with 1 boon (8d6)

REACTIONS

Deny Retreat: When an enemy within reach moves at least 1 yard, the guardian statue moves up to half its Speed and the enemy that enabled the use of this talent makes an Agility roll. On a failure, the enemy falls prone.

HAG

Strange old women living alone in the woods almost always arouse suspicion from people living nearby. Such suspicion is unfair to the innocent souls who have outlasted their friends and family, facing their last days in seclusion, but folklore recalls too many stories of child-eating monsters who don the guises of old women to lure victims into their clutches. Candy houses, huts marching through the woods on chicken legs, even horrid things riding inside flying giant skulls—all are the work of crones who use diabolical magic to feed their unholy appetites. Such beings are called hags and, though they might appear more or less human, they are anything but.

Nymphs and other faeries who allow evil to blossom in their hearts risk becoming beings of great wickedness. Despite tales of their being ugly, withered things, hags in their true forms look as beautiful as they ever were but choose to adopt monstrous appearances. The traditional figure of the bent and hobbling crone is nothing more than a disguise.

Hags who wear these disguises might believe their outward appearance should match their inner nature. Others use them to put others at ease by seeming weak and powerless. A few, having come to hate their beauty, hide behind gruesome masks as a way to protect themselves.

One might feel sympathy for these faeries, but hags all have evil hearts and wallow in cruelty and disgusting habits. They prey on the weak and lure victims into their clutches to be savored and eaten. Hags feel no remorse and seek ever to worsen the world.

HAG

FAERIE · DIFFICULTY 16

Defense: 20, **Health:** 160

Strength: 14 (+4), **Agility:** 12 (+2)

Intellect: 14 (+4), **Will:** 16 (+6)

Size: 1, **Speed:** 6 (Slippery)

Languages: Arcane, Common, Goblin Tongue, Sylvan

Senses: True Vision

Immune: confused, controlled, frightened, stunned; infection

Protection from Magic: The hag imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Fury: A hag can use Hag Fire, use Hag Curse, or heal 40 damage and end all afflictions.

Alter Appearance (Magical): If the hag is not unconscious at the start of its turn, it can transform into a Size 1 flesh-and-blood creature of any ancestry. The hag remains in this form until it uses this talent again or it takes damage from an iron weapon. It makes all decisions about this form's appearance and can alter its voice to suit its form.

ACTIONS

Melee Attack—Claw · Slashing: Strength (+4) with 1 boon (3d6)

Critical Success: A flesh-and-blood target becomes weakened (luck ends).

Two Attacks: The hag makes two Claw attacks.

Hag Fire (Magical): The hag throws a ball of green fire to a Size 1 space within 20 yards. When the ball reaches its destination or can move no further, it explodes. Each creature and object within 5 yards of where the ball exploded takes 4d6 damage. A creature that takes this damage makes an Agility roll with 1 bane. On a failure, the creature takes an extra 4d6 damage and catches fire (luck ends).

Hag Curse (Magical): The hag spits a bitter curse. Target one creature within 15 yards. Make a Will (+6) roll with 1 boon against the target's Will. On a success, the target becomes cursed for 1 minute. While it is cursed in this way, the target is weakened and takes an extra 1d6 damage whenever it takes damage. On a failure, the target becomes immune to Hag Curse for 1 hour.

REACTIONS

Dreamless Slumber (Magical): When an enemy the hag has cursed starts its turn and is within 15 yards, the hag can make a Will (+6) roll against the Will of that enemy. On a success, the target falls prone and becomes unconscious until it is no longer cursed. On a failure, the target becomes immune to Dreamless Slumber for 1 hour.

Streaming Smoke (Magical): When the hag becomes injured or is harmed while injured, it can dissolve into a cloud of smoke and stream into an empty space within 10 yards, where it immediately returns to its hag form. While it is in smoke form, the hag is immune to all harm.



HALFLING

Halflings have never stayed in one spot long enough to create a settlement. No matter how much they like a place, the horizon always calls and before they know it, they've traveled halfway to wherever their feet take them next. So rather than houses and gardens, halflings live in the backs of colorful wagons, going wherever the road takes them.

Each halfling community comprises several extended and multigenerational families, which together make up one of a hundred or so clans found in the borderlands and in the Old Country. Each clan owns a fleet of covered wagons that are more like little homes on wheels, with sleeping quarters for everyone. When halflings wed, they work together to build their own wagon in which to live and raise their children. Halfling clans herd livestock, usually goats and sheep, but larger clans might have cattle. To supplement their diets, they forage, scavenge, and trade with others.

One might think the traveling life to be spare, but halfling communities have produced some of the greatest storytellers, musicians, and thespians the world has known. Generally, each clan has a specialty to encourage settlements to welcome them for a time. They might put on shows, musical acts, or theater; offer miscellaneous goods for sale; or have tradespeople who can make repairs, tend to the sick, and so on.

No one knows where the halflings came from, but stories about them have been making the rounds since the days of the Old Empire, and most believe they were traveling even before its founding. Halflings tell stories about the Lands of Plenty, a place promised to them by the gods of old that one day they will find. And when they do, they will gather up all the clans to bring them to their new home. Whether this place exists or not doesn't matter to most halflings, though some say it's just a few miles away; life is a journey and there's no direction to go other than forward.

To call halflings small humans would be a mistake. Though they resemble humans superficially, a number of qualities set them apart. For one, halflings stand 3 feet tall, plus or minus a few inches, and most weigh between 30 and 60 pounds. Halflings have three fingers and a thumb on each hand and four toes on each foot. They have large, pointed ears that lack lobes, with tufts of fur growing from the tips.

OUTRIDER

Each caravan has a number of halflings who ride ponies (as horses, see page 68 in *Shadow of the Weird Wizard*) in front, behind, and to the sides to watch for threats and issue warnings if faced with hostile forces. Outriders are skilled slingers and cunning fighters. They never back down from a battle and would give their lives to protect their kin.

HALFLING OUTRIDER

HALFLING · DIFFICULTY 2

Defense: 13 (leather), **Health:** 15

Strength: 11 (+1), **Agility:** 12 (+2)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1/2, **Speed:** 5

Languages: Common, Ranger Signs

Immune: frightened

Pluck: When the halfling makes an attribute roll, they can discard the result and roll again. The halfling must use the result of the second roll. Once the halfling uses this trait, they lose access to it for 1 minute.

Spirited Strike: When the halfling outrider attacks while riding a mount, the mount gains the Slippery movement trait until the end of the halfling's turn and can immediately move up to half its Speed.

Wanderlust: A halfling rolls to climb, jump, swim, and toss with 1 boon.

ACTIONS

Melee Attack—Spear · Thrown 5: Strength (+1) with 1 boon (2d6)

Ranged Attack—Sling · Bludgeoning, Range 15: Agility (+2) with 1 boon (1d6)

HALFLING ANCESTRY

HALFLING

Size: 1/2, **Speed:** 5

Bonus Languages: Ranger Signs

Immune: frightened

Other Traits: Pluck, Wanderlust

HAREN

The New Lands have few indigenous peoples; the menace of the Weird Wizard drove most into the borderlands and the Old Country. The haren, like the centaurs and a few others, chose to remain and spent generations fighting against the clockworks and the Weird Wizard's other creations. Even though the Weird Wizard has gone, the haren have had little chance to rebuild, for newcomers from the west continually intrude into their lands.

Haren look like bipedal humanoid rabbits. They have soft fur all over their bodies and long, sensitive ears. Unlike the animals they resemble, these are no meek or timid people. They are warriors, fierce and proud, with little use for others not like themselves. Strict vegetarians, they wear nothing that comes from animals. They favor simple weapons and armor fashioned from bark and wood.

Communities of haren, called boroughs, center on hills, with wattle-and-daub houses arranged in a circle around the mound. Each community makes decisions as a group, though the elder members are accorded the respect they're due for their experience. Each household looks after their own and the neighbors on their right, thus building tightknit, strong communities.

Haren subsist on foraging and opportunistic farming—they let nature do the bulk of the work. This leaves them free to pursue their own interests, such as music, art, or playing games. It also enables them to take turns patrolling the edges of their territory. Rotating guard duty means everyone in the borough has skill at arms, while also preventing warrior societies from forming, something the haren rejected a long time ago.

Haren do not have gods in the manner of other peoples. Instead, they put all their spiritual focus on maintaining the health and safety of their community. In a way, their borough is like a god to them, and members see it as their duty to sacrifice for the good of their home and hearth.

HAREN PATROLLER

HAREN · DIFFICULTY 2

Defense: 14 (wood, shield), **Health:** 15

Strength: 11 (+1), **Agility:** 12 (+2)

Intellect: 10 (+0), **Will:** 10 (+0)

Size: 1, **Speed:** 6 (Silent, Strider)

Languages: Haren

Senses: Keen Hearing, Keen Scent

Leaper: A haren can expend 1 yard of movement to jump to a space within 5 yards. Once they use this trait, they lose access to it for 1 minute.

Shifty: After a haren uses an action to attack, and is not held, it can move 1 yard and gains the Slippery trait for this movement.

ACTIONS

Melee Attack—Spear · Thrown 5: Strength (+1) with 1 boon (2d6)

Ranged Attack—Bow · Range 20: Agility (+2) with 1 boon (2d6)

HAREN ANCESTRY

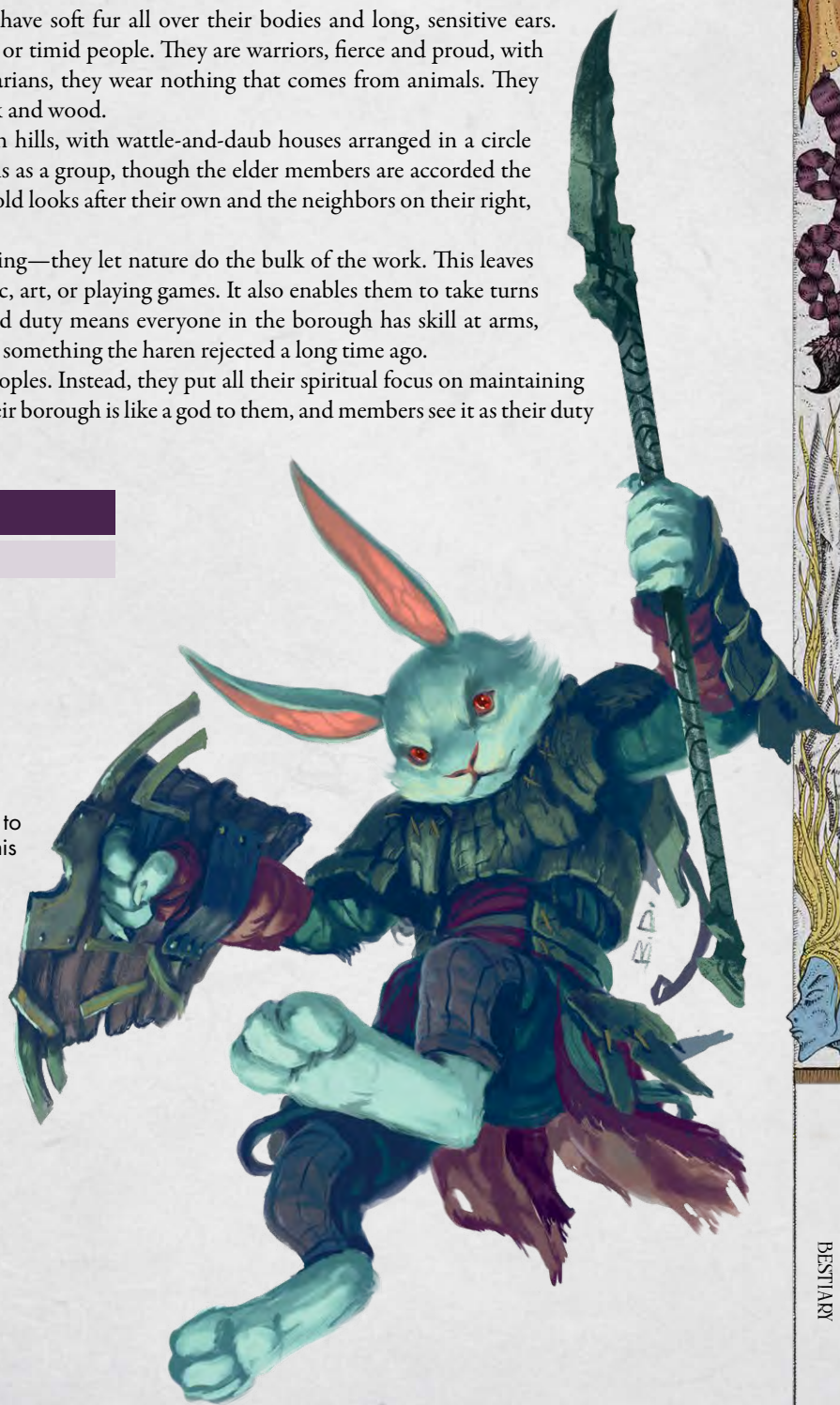
HAREN

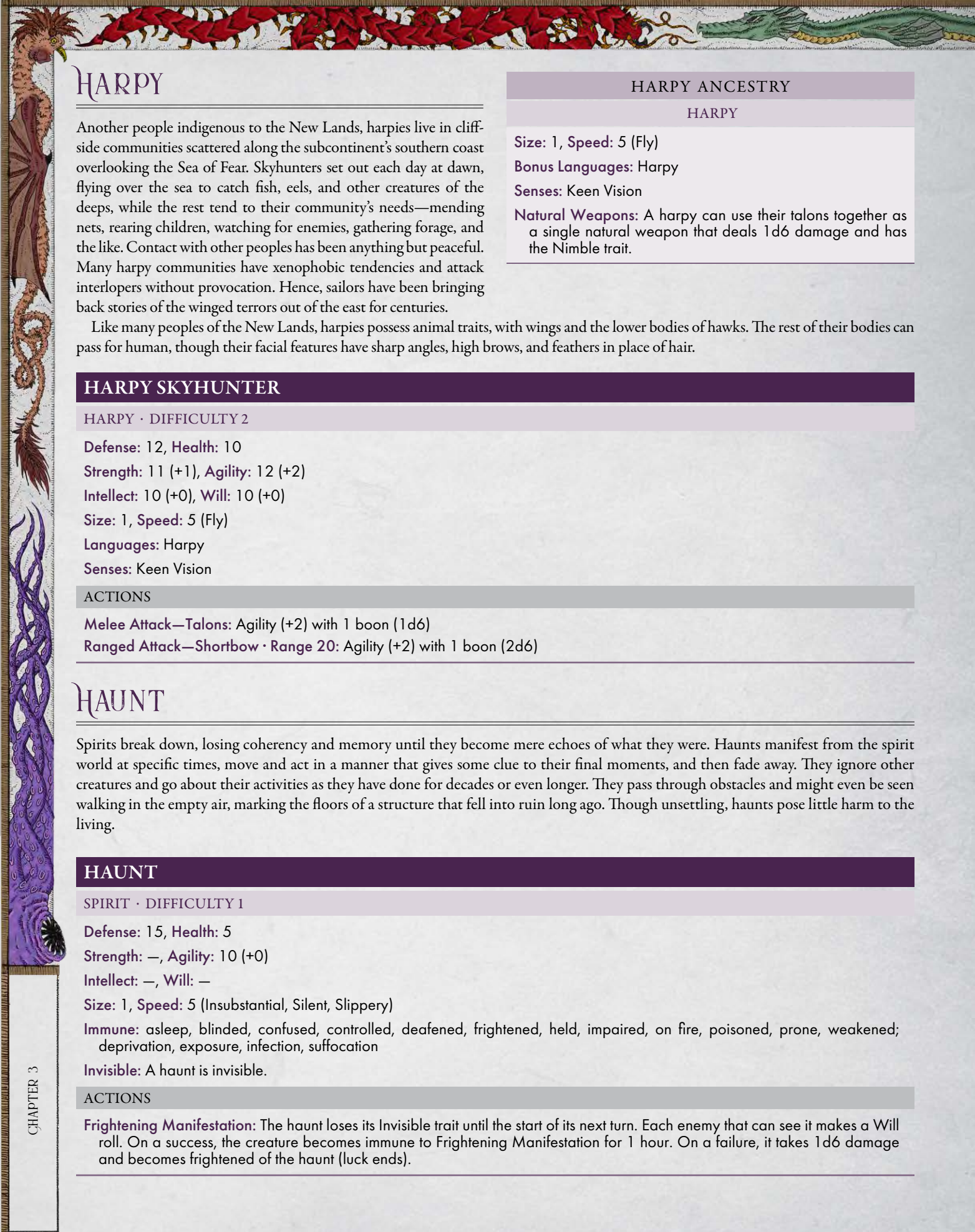
Size: 1, **Speed:** 6 (Strider)

Bonus Languages: Haren

Senses: Keen Hearing, Keen Scent

Other Traits: Leaper





HARPY

Another people indigenous to the New Lands, harpies live in cliff-side communities scattered along the subcontinent's southern coast overlooking the Sea of Fear. Skyhunters set out each day at dawn, flying over the sea to catch fish, eels, and other creatures of the deeps, while the rest tend to their community's needs—mending nets, rearing children, watching for enemies, gathering forage, and the like. Contact with other peoples has been anything but peaceful. Many harpy communities have xenophobic tendencies and attack interlopers without provocation. Hence, sailors have been bringing back stories of the winged terrors out of the east for centuries.

Like many peoples of the New Lands, harpies possess animal traits, with wings and the lower bodies of hawks. The rest of their bodies can pass for human, though their facial features have sharp angles, high brows, and feathers in place of hair.

HARPY ANCESTRY

HARPY

Size: 1, **Speed:** 5 (Fly)

Bonus Languages: Harpy

Senses: Keen Vision

Natural Weapons: A harpy can use their talons together as a single natural weapon that deals 1d6 damage and has the Nimble trait.

HARPY SKYHUNTER

HARPY • DIFFICULTY 2

Defense: 12, **Health:** 10

Strength: 11 (+1), **Agility:** 12 (+2)

Intellect: 10 (+0), **Will:** 10 (+0)

Size: 1, **Speed:** 5 (Fly)

Languages: Harpy

Senses: Keen Vision

ACTIONS

Melee Attack—Talons: Agility (+2) with 1 boon (1d6)

Ranged Attack—Shortbow • Range 20: Agility (+2) with 1 boon (2d6)

HAUNT

Spirits break down, losing coherency and memory until they become mere echoes of what they were. Haunts manifest from the spirit world at specific times, move and act in a manner that gives some clue to their final moments, and then fade away. They ignore other creatures and go about their activities as they have done for decades or even longer. They pass through obstacles and might even be seen walking in the empty air, marking the floors of a structure that fell into ruin long ago. Though unsettling, haunts pose little harm to the living.

HAUNT

SPIRIT • DIFFICULTY 1

Defense: 15, **Health:** 5

Strength: —, **Agility:** 10 (+0)

Intellect: —, **Will:** —

Size: 1, **Speed:** 5 (Insubstantial, Silent, Slippery)

Immune: asleep, blinded, confused, controlled, deafened, frightened, held, impaired, on fire, poisoned, prone, weakened; deprivation, exposure, infection, suffocation

Invisible: A haunt is invisible.

ACTIONS

Frightening Manifestation: The haunt loses its Invisible trait until the start of its next turn. Each enemy that can see it makes a Will roll. On a success, the creature becomes immune to Frightening Manifestation for 1 hour. On a failure, it takes 1d6 damage and becomes frightened of the haunt (luck ends).



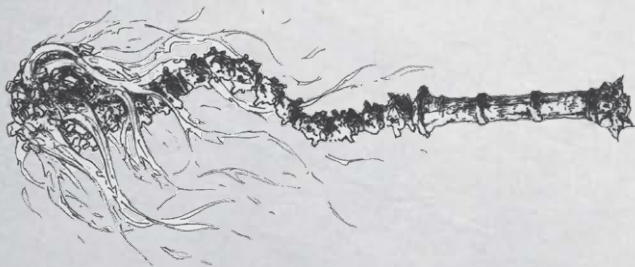
HEADLESS

As unnatural fog rolls in, a horse's whinny cuts through the silence. A flash of light, the thunder of hooves, and then, springing out from the mist, comes the headless.

This warrior bleeds menace. The rotting head it carries by the hair screams laughter as it swings from side to side, its filthy grin stretched wide to show black teeth. As terror grips onlookers, the headless cracks its bone whip, which looks awfully like a spine, and cuts a path through its prey.

Faeries create the headless from warriors who have crossed them. After removing their heads, the faeries curse them with unlife, forcing them to carry their severed appendages wherever they go. The curse fuels their hatred and drives the headless to harry the living each night until someone or something puts them down.

A headless sits upon the back of a great black horse (as warhorse, see page 69 in *Shadow of the Weird Wizard*) or drives a black carriage festooned with bones and burning black candles.



HEADLESS

UNDEAD • DIFFICULTY 4

Defense: 17 (plate), **Health:** 80

Strength: 13 (+3), **Agility:** 11 (+1)

Intellect: 11 (+1), **Will:** 15 (+5)

Size: 1, **Speed:** 5

Languages: Archaic, Common, or Kingdom

Senses: Dark Vision

Immune: asleep, blinded, deafened, poisoned; deprivation, exposure, infection, suffocation

Terrifying Cackle (Magical): If the headless is not confused, controlled, stunned, or unconscious at the start of its turn and can see an enemy, it lifts its severed head, which then cackles. Each enemy within 20 yards makes a Will roll with 1 bane. On a success, the enemy becomes immune to Terrifying Cackle for 1 hour. On a failure, the enemy becomes frightened of the headless (luck ends). Once the headless uses this trait, it loses access to it (luck ends).

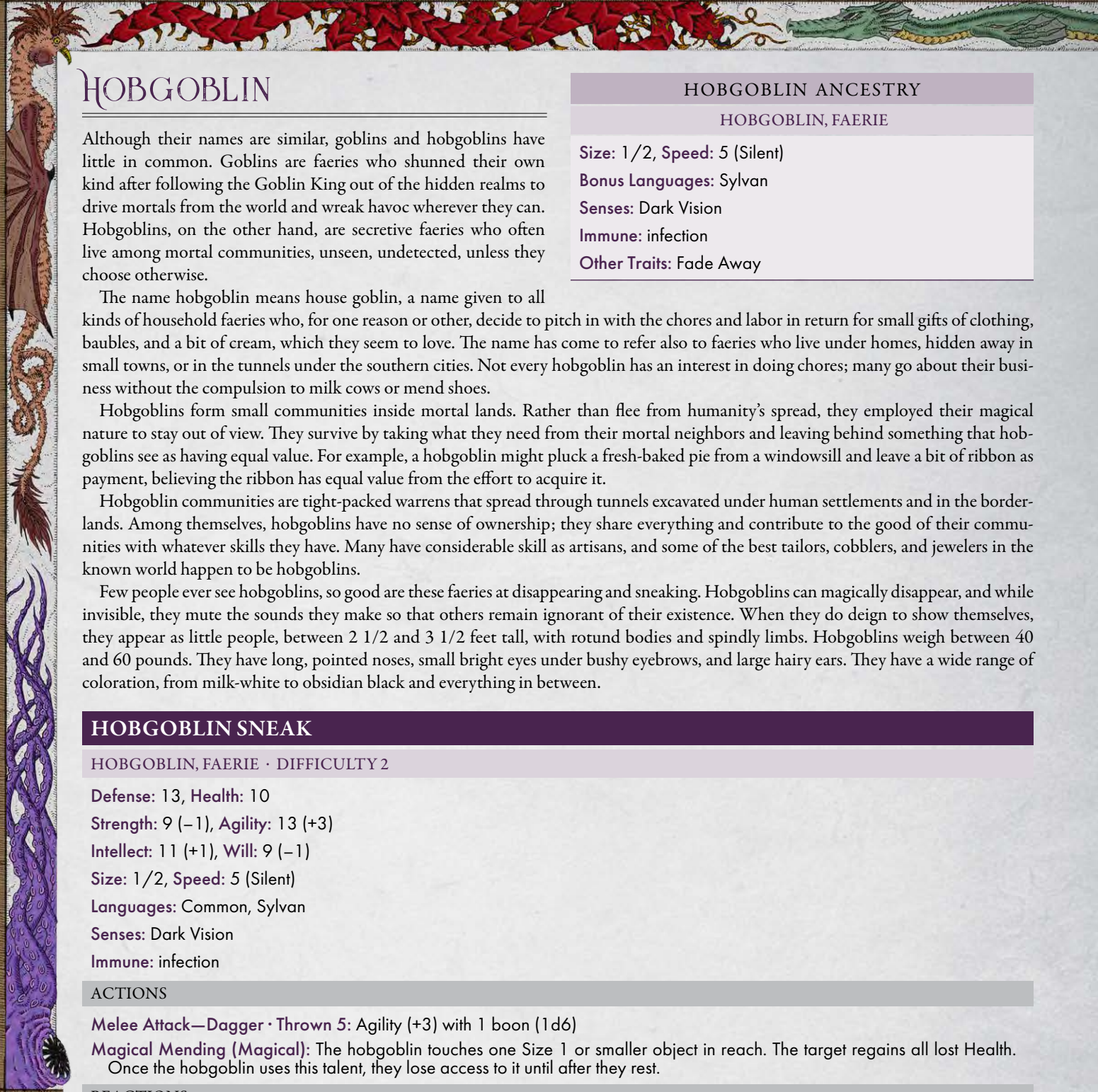
Divine Doom: A headless makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Bone Whip • Long: Strength (+3) with 1 boon (4d6)

Critical Success: The target becomes vulnerable and weakened (luck ends both).

Two Attacks: The headless makes two Bone Whip attacks.



HOBGOBLIN

Although their names are similar, goblins and hobgoblins have little in common. Goblins are faeries who shunned their own kind after following the Goblin King out of the hidden realms to drive mortals from the world and wreak havoc wherever they can. Hobgoblins, on the other hand, are secretive faeries who often live among mortal communities, unseen, undetected, unless they choose otherwise.

The name hobgoblin means house goblin, a name given to all kinds of household faeries who, for one reason or other, decide to pitch in with the chores and labor in return for small gifts of clothing, baubles, and a bit of cream, which they seem to love. The name has come to refer also to faeries who live under homes, hidden away in small towns, or in the tunnels under the southern cities. Not every hobgoblin has an interest in doing chores; many go about their business without the compulsion to milk cows or mend shoes.

Hobgoblins form small communities inside mortal lands. Rather than flee from humanity's spread, they employed their magical nature to stay out of view. They survive by taking what they need from their mortal neighbors and leaving behind something that hobgoblins see as having equal value. For example, a hobgoblin might pluck a fresh-baked pie from a windowsill and leave a bit of ribbon as payment, believing the ribbon has equal value from the effort to acquire it.

Hobgoblin communities are tight-packed warrens that spread through tunnels excavated under human settlements and in the borderlands. Among themselves, hobgoblins have no sense of ownership; they share everything and contribute to the good of their communities with whatever skills they have. Many have considerable skill as artisans, and some of the best tailors, cobblers, and jewelers in the known world happen to be hobgoblins.

Few people ever see hobgoblins, so good are these faeries at disappearing and sneaking. Hobgoblins can magically disappear, and while invisible, they mute the sounds they make so that others remain ignorant of their existence. When they do deign to show themselves, they appear as little people, between 2 1/2 and 3 1/2 feet tall, with rotund bodies and spindly limbs. Hobgoblins weigh between 40 and 60 pounds. They have long, pointed noses, small bright eyes under bushy eyebrows, and large hairy ears. They have a wide range of coloration, from milk-white to obsidian black and everything in between.

HOBGOBLIN SNEAK

HOBGOBLIN, FAERIE • DIFFICULTY 2

Defense: 13, **Health:** 10

Strength: 9 (–1), **Agility:** 13 (+3)

Intellect: 11 (+1), **Will:** 9 (–1)

Size: 1/2, **Speed:** 5 (Silent)

Languages: Common, Sylvan

Senses: Dark Vision

Immune: infection

ACTIONS

Melee Attack—Dagger • Thrown 5: Agility (+3) with 1 boon (1d6)

Magical Mending (Magical): The hobgoblin touches one Size 1 or smaller object in reach. The target regains all lost Health. Once the hobgoblin uses this talent, they lose access to it until after they rest.

REACTIONS

Fading Form: When harmed, the hobgoblin can become invisible and immune to damage from ordinary sources for 1 minute. The effect ends if the hobgoblin harms a creature. Once it uses this trait, they lose access to it for 1 minute.

HOLLOW KNIGHT

From the shadows lurch warriors clad in full plate armor, but the heat and glow they radiate reveal them to be hollow armored suits given the semblance of life by magic. Hollow knights patrol their makers' domains, marching through the halls or standing guard on the battlements, mute sentinels that never grow weary. In battle, they fight with no fear as they slash and chop with their weapons.

Hollow knights can be found among the retinues of any powerful magic-user, though the methods involved in their creation remain something of a secret. It's believed a renegade magician named Ranold the Big, a would-be rival to the Weird Wizard, created the hollow knights to counter his enemy's clockwork soldiers. The small army of hollow knights, as deadly as they were, could do nothing against the Weird Wizard's forces, and Ranold the Big became a footnote in history.

HOLLOW KNIGHT

CREATION • DIFFICULTY 4

Defense: 20 (full plate, shield), **Health:** 40

Strength: 12 (+2), **Agility:** 10 (+0)

Intellect: —, **Will:** —

Size: 1, **Speed:** 5

Senses: Awareness 10

Immune: asleep, blinded, confused, deafened, impaired, poisoned, stunned; damage from fire; deprivation, exposure, infection, suffocation

Explosive Ending (Magical): When the hollow knight becomes incapacitated, it explodes. Each object within 2 yards of it takes 2d6 damage, while each creature within 2 yards of it makes a luck roll. On a failure, the creature takes 2d6 damage. The explosion consumes everything the hollow knight wears and carries.

ACTIONS

Melee Attack—Sword • Slashing: Strength (+2) with 1 boon (2d6)

Two Attacks: The hollow knight makes two Sword attacks.



HORRID MOTHER AND UNSPEAKABLE YOUNG

A shadow moves in the deep woods. A shrill, piping warble sets hairs standing and chills dancing down the spine. As the thing moves out from the canopy-cast gloom and comes into view, the mind buckles to the point of breaking. This is a thing that should not be, a horror born and bred in nightmare whose existence serves only to make the world worse.

Tangles of limbs jut out at unlikely angles from a body bloated and purplish white. Things that look like insects scurry over its bulk, racing on hundreds of hair-fine legs to sample the nectar weeping from the dark pits dotting its form. But most awful is the visage: the wide, moon-shaped face with moist lips dribbling a thin, sweet-smelling liquor that kills whatever it touches. Then the horrid mother's body shudders and the dimples yawn wide to release a host of young, each a human-headed worm with an idiotic grin, hooting and bleating as it slithers toward the potential meal.

The horrid mother comes not from this world and might be unique in its wrongness, though some have sighted this thing in different places separated by hundreds of miles, which suggests a whole race of these terrible things exist. The unspeakable young

that are not destroyed most likely grow into horrid mothers themselves. Few survive long enough to do so, though, as the horrid mother snaps up the offspring.

If the horrid mother understands language, it makes no sign, answering no questions, doing nothing but croon and dribble and birth and blight the land wherever its limbs drag it.

HORRID MOTHER

MONSTER · DIFFICULTY 32

Defense: 11, **Health:** 400

Strength: 16 (+6), **Agility:** 11 (+1)

Intellect: 8 (–2), **Will:** 14 (+4)

Size: 8, **Speed:** 5 (Strider)

Immune: confused, controlled, frightened, stunned

Disgorge Unspeakable Young: At the start of combat, the horrid mother vomits 5d6 unspeakable young into empty spaces of its choice within 10 yards. Once the horrid mother uses this trait, it loses access to it for 24 hours.

Horrifying Appearance: A sighted enemy that starts its turn with line of sight to the horrid mother makes a Will roll with 2 banes. On a success, the enemy becomes immune to Horrifying Appearance for 1 hour. On a failure, the enemy becomes stunned (luck ends). When this affliction ends, the enemy becomes frightened of the horrid mother (luck ends). While frightened of the horrid mother, on each of its turns, the creature must use an action to run, if it can, and move by the fastest and safest available route away from it.

Uncanny Reek: Flesh-and-blood enemies within 5 yards that are not immune to the poisoned affliction are weakened for as long as they remain within this range.

Verminous Symbionts: When an enemy makes a melee attack or an unarmed attack against the horrid mother, the enemy makes a luck roll. On a failure, it takes 2d6 damage.

ACTIONS

Melee Attack—Limbs: Strength (+6) with 2 boons (10d6)

Splashing Slobber: Nasty slobber spills from the horrid mother's mouth. Each creature within 5 yards makes a luck roll. On a failure, the creature takes 1d6 damage and becomes Strength impaired (luck ends). If the creature is already Strength impaired, it takes an extra 1d6 damage instead.

Four Attacks: The horrid mother makes four Limbs attacks.

UNSPEAKABLE YOUNG

MONSTER · DIFFICULTY 1

Defense: 11, **Health:** 10

Strength: 10 (+0), **Agility:** 8 (–2)

Intellect: 6 (–4), **Will:** 10 (+0)

Size: 1/4, **Speed:** 5 (Slippery, Strider)

Immune: blinded, deafened, frightened, prone, slowed

ACTIONS

Melee Attack—Teeth: Strength (+0) with 1 boon (1d6)





Horrors

Horrors hail from alien realities where many of nature's rules have no hold. Efforts to explore these realms let loose strange things into the world, nameless horrors anathema to life. That such things could escape and wreak havoc on Earth was unthinkable once, but reckless magicians have weakened the boundaries between worlds, and from time to time horrors slip through the wounds and hunt.

Horrors come in two broad varieties: horrors and large horrors. Both types have seemingly random arrangements of form, with features sometimes familiar and others entirely alien. All have monochromatic bodies, with most being glossy black, but red, blue, yellow, green, and other colors are possible. Large horrors are simply bigger, nastier versions of their counterparts.

If horrors understand language, they show no sign of it. They do not speak, but they do scream, hoot, and bark.

HORROR

MONSTER · DIFFICULTY 4

Defense: 16, **Health:** 60

Strength: 13 (+3), **Agility:** 13 (+3)

Intellect: 13 (+3), **Will:** 13 (+3)

Size: 1, **Speed:** 6

Senses: True Vision

Immune: confused, frightened, stunned

Untethered from Reality: At the start of the horror's turn if it is not controlled or unconscious, make a luck roll. On a success, the horror can teleport to an empty space of its choice within 10 yards.

ACTIONS

Melee Attack—Appendages · Slashing: Strength (+3) with 1 boon (3d6)

Failure: The horror gains an action and repeats the attack. Then, it loses this trait for 1 minute.

END OF THE ROUND

Rampage: The horror rampages until the end of the next round. The horror increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 1d6 damage. Then, the horror loses access to this talent (luck ends).

LARGE HORROR

MONSTER · DIFFICULTY 8

Defense: 16, **Health:** 120

Strength: 15 (+5), **Agility:** 15 (+5)

Intellect: 15 (+5), **Will:** 15 (+5)

Size: 2, **Speed:** 6

Senses: True Vision

Immune: confused, frightened, stunned

Untethered from Reality: At the start of the large horror's turn if it is not controlled or unconscious, make a luck roll. On a success, the large horror can teleport to an empty space of its choice within 10 yards.

ACTIONS

Melee Attack—Appendages · Slashing: Strength (+5) with 2 boons (6d6)

Failure: The large horror gains an action and repeats the attack. Then, it loses this trait for 1 minute.

END OF THE ROUND

Rampage: The large horror rampages until the end of the next round. The large horror increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 1d6 damage. Then, the large horror loses access to this talent (luck ends).

HUSKS

As if the Salt Barrens were not bad enough, travelers have begun reporting figures creeping across the sandy dunes, and many blame these strangers for emptied villages and missing caravans. Only recently has anyone encountered these beings and survived, and all descriptions make them out to be wasted and shriveled, as dry as the desert, with voices that sound like sand scraping over stone. With no name offered, those living on the edges of the wastes have come to call them husks, for they appear to be the withered remains of humans given unnatural life.

The husks come from the heart of the wasteland. Dark magic blighted their land and infected them, dooming them to an accursed existence that only destruction can end. Husks retain their minds and memories, but whatever force they summoned devoured their souls and, in so doing, enslaved them. Now, they march toward other lands to make war on whoever they find and feed souls to the thing they serve.

Some husks curse people who see them. If those people die, the darkness consumes their souls and they rise up as new husks 1 hour later. Husks created in this way use the rules for husk warriors in place of their previous rules.

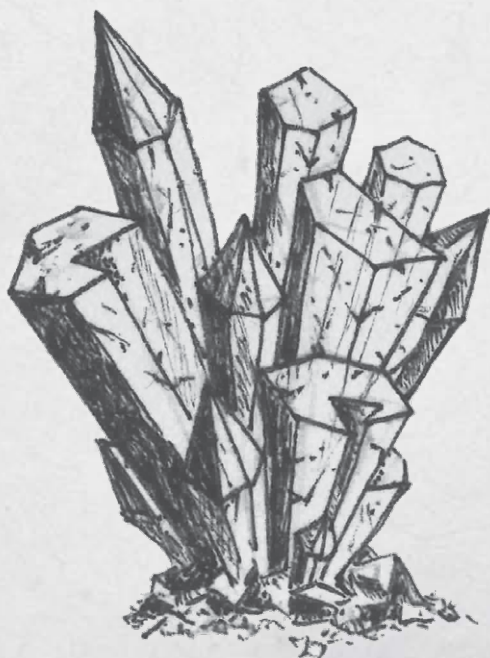
Husks lack the necessary anatomy to speak, though they understand the dead language of their people.

WARRIOR

The rank-and-file members of the husk forces were all once human or near-human people, but along with their souls they have lost almost all the moisture from their bodies, leaving them nearly skeletal, the flesh as hard as wood. Lips are gone, noses broken off, and long, wispy hair frames skull-like visages. Husk warriors dress in breastplates and armored skirts. They carry spears and shields into battle.

MAGUS

Leading the husk warriors falls to the magi. These magic-using undead float above the ground, being little more than torsos draped in fluttering rags. Most wear spiked crowns or metal bands around their skulls.



HUSK WARRIOR

UNDEAD · DIFFICULTY 4

Defense: 18 (breastplate, shield), **Health:** 40

Strength: 12 (+2), **Agility:** 11 (+1)

Intellect: 9 (–1), **Will:** 15 (+5)

Size: 1, **Speed:** 5 (Slippery, Strider)

Senses: Dark Vision

Immune: asleep, frightened, poisoned, slowed; deprivation, exposure, infection, suffocation

Protection from Magic: The husk imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Doom the Living (Magical): When an enemy starts its turn with line of sight to a husk, the enemy becomes cursed and vulnerable for 24 hours.

Divine Doom: A husk makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Spear · Thrown 5: Strength (+2) with 1 boon (3d6)

Ranged Attack—Javelin · Thrown 10: Strength (+2) with 1 boon (2d6)

HUSK MAGUS

UNDEAD · DIFFICULTY 8

Defense: 17, **Health:** 80

Strength: 11 (+1), **Agility:** 13 (+3)

Intellect: 14 (+4), **Will:** 15 (+5)

Size: 1, **Speed:** 5 (Fly, Hover, Slippery)

Senses: Dark Vision

Immune: asleep, frightened, poisoned, slowed; deprivation, exposure, infection, suffocation

Protection from Magic: The husk imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Doom the Living (Magical): When an enemy starts its turn with line of sight to a husk, the enemy becomes cursed and vulnerable for 24 hours.

Divine Doom: A husk makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Claws · Slashing: Agility (+3) with 1 boon (4d6)

Darkening Bolt (Magical): The husk magus flings magical darkness from its hand. Target one creature within 30 yards. Make an Intellect (+4) roll against the target's Agility. On a success, the darkness hits and deals 4d6 damage. The target also becomes weakened (luck ends).

Feast of Souls (Magical): The husk magus drains life energy from the living. Each flesh-and-blood enemy within 5 yards makes a luck roll. On a failure, it loses 2d6 Health, and becomes Strength impaired (luck ends). For each enemy that fails this roll, the husk magus and each of its husk allies heal 1d6 damage. Once the husk magus uses this talent, it loses access to it for 1 minute.

REACTIONS

Battle Tactics: When an ally within 5 yards gets a failure on a roll to attack, the husk magus turns the failure into a success.

HYBRID

The Weird Wizard produced a menagerie of hybrids from many different creatures prized for their sturdiness and ferocity. One can find parts of lions, bears, and horses in his made creatures, improved with wings, beaks, talons, and other features. Rather than cross similar animals, such as lions and bears, the Weird Wizard preferred to combine disparate creatures—bears with owls and lions with eagles—believing, rightly or wrongly, that the marriage of far-removed species demonstrated his artistry.

Many of the Weird Wizard's monsters presented no or little danger, such as the owlcats he so favored, as well as antmice and swinesnakes. A few of his greatest accomplishments have found their way into the world and now pose a danger to people and wildlife alike. You can generate a hybrid's appearance randomly by rolling dice and finding the results on the following tables.

HYBRID

MONSTER · DIFFICULTY 4

Defense: 11, Health: 60

Strength: 13 (+3), Agility: 11 (+1)

Intellect: 10 (+0), Will: 11 (+1)

Size: 2, Speed: 5

Senses: Keen Vision

ACTIONS

Melee Attack—Claws and Teeth: Strength (+3) with 2 boons (4d6)

HEAD

D6	APPEARANCE
1	Bird
2	Bear or boar
3	Dog or wolf
4	Horse or stag
5	Lion
6	Reptile

BODY

D6	APPEARANCE
1	Lion
2	Reptile
3	Goat
4	Horse
5	Porcupine
6	Bear

FORELEGS

D6	APPEARANCE
1	Eagle
2	Horse
3	Tentacles
4	Bear
5	Cat
6	Human

WINGS

D6	APPEARANCE
1–3	Leathery
4–6	Feathered

HINDLEGS

D6	APPEARANCE
1	Eagle
2	Horse
3	Tentacles
4	Bear
5	Cat
6	Human

TAIL

D6	APPEARANCE
1	Snake
2	Trunk
3	Scorpion
4	Horse
5	No tail
6	Human face

SPECIAL

D6	SPECIAL TRAIT
1	Gains the Aquatic, Slippery, and Swimmer traits.
2	Knows Common and can speak.
3	Increase Health by 10 and gains the Mount trait.
4	Increase Speed by 2 and gains the Strider trait.
5	Increase Defense by 2 and gains the Climber trait.
6	Gains the Fly trait.





HYDRA

When Lord Death defeated Draconus and bent the Ancient One into divine form, the conflict spilled the dragon's blood and from it sprang forth his angels, the dreaded hydras, who slithered across the world, finding refuge in the most desolate places. Their divine origin has little effect on hydras' cunning; they behave much as monsters do. Instead, they inherited their sire's regenerative ability, which lets them persist despite harm or hardship.

Hydras appear as giant, multiheaded serpents. Their bodies can reach up to 100 feet in length, and they have between seven and twelve heads atop long, sinewy necks that emerge from the main trunk. Severing a hydra's neck causes two to grow in its place unless fire first burns the stump.

HYDRA

ANGEL · DIFFICULTY 32

Defense: 8, **Health:** 60 per head
Strength: 17 (+7), **Agility:** 10 (+0)
Intellect: 8 (-2), **Will:** 12 (+2)
Size: 6, **Speed:** 5 (Strider)
Senses: Dark Vision, Keen Vision
Immune: asleep, confused, controlled, frightened, poisoned, stunned; deprivation, exposure, infection, suffocation
Multiple Heads: A hydra has 1d6 + 6 heads. Each counts as a separate creature attached to a single larger body. Each head can use one action and one reaction, but the heads collectively can move only once during the round. If one head becomes held, all the heads become held. Otherwise, afflictions apply only to the heads that have them. Any damage taken or Health lost that does not apply to a specific head applies to a head of the hydra's choice. A head whose damage total equals its Health is severed or otherwise destroyed (though see Head Regeneration). Destroying all the heads kills the hydra.

ACTIONS

Melee Attack—Fangs · Piercing: Strength (+7) with 1 boon (6d6)
Hydra Venom: A flesh-and-blood target makes a Strength roll. On a failure, it becomes poisoned (luck ends).
Spew Fire: The hydra head spews a stream of fire from its maw. Target one creature or object within 50 yards. Make a Strength (+7) roll against the target's Agility. On a success, the target takes 4d6 damage, and catches fire (luck ends).

END OF THE ROUND

Head Regeneration: If the hydra lost one or more heads to damage from sources other than acid or fire, the hydra regenerates one head and grows an additional one from the same neck. Each head's damage total is 0.

ILLUSTRATED GUARDIAN

Experienced explorers know to trust nothing when exploring places held or once held by magic-users, for anything can be a magical trap, even a mediocre painting on a wall. Magic bound to a painting, etching, or some other illustration enables the image to lift itself free from the surface and attack intruders.

An illustrated guardian might be a mural or a portrait. When creatures deemed enemies by whoever created it come close, it steps free from its surface as a two-dimensional object and fights until destroyed. The guardian bleeds paint or ink when harmed, and once destroyed, breaks down into the pigments from which it was made.

ILLUSTRATED GUARDIAN

CREATION · DIFFICULTY 4

Defense: 15, **Health:** 40
Strength: 13 (+3), **Agility:** 10 (+0)
Intellect: 10 (+0), **Will:** 15 (+5)
Size: 2, **Speed:** 5 (Slippery, Strider)
Senses: Awareness 5
Immune: asleep, blinded, confused, controlled, deafened, held, impaired, poisoned, stunned, weakened; deprivation, exposure, infection, suffocation
Two-Dimensional: Each creature after the first in a round that attacks the guardian rolls with 1 bane.
Site-Bound: The guardian can move no farther than 10 yards from the place where it became a creation.

ACTIONS

Melee Attack—Illustrated Weapon: Strength (+3) with 1 boon (4d6)
Entrapping Paint: A target creature becomes held and vulnerable (luck ends).
Two Attacks: The illustrated guardian makes two Illustrated Weapon attacks.

REACTIONS

Engage the Enemy: When an enemy moves to a space within 5 yards, the guardian can move up to its Speed toward that enemy. If the guardian can reach the enemy, it attacks. If the enemy takes any damage from this attack, the enemy's Speed drops to 0 until the start of its next turn.



IMP

The least of the Netherworld's fiends, imps are many—weak, small, and obnoxious pests. Since they lack the strength and might of their larger kin, they resort to tricks, taunts, and other games to frustrate and infuriate their foes. Imps gather in large gangs, watching diabolical scenes from afar and offering rude commentary about the victims as they are torn apart, eaten, and tortured.

Imps have tiny, chubby bodies, their cherubic appearance sullied by the presence of leathery wings, horns, and long stinger-tipped tails.

IMP

FIEND • DIFFICULTY 2

Defense: 16, **Health:** 10

Strength: 7 (–3), **Agility:** 13 (+3)

Intellect: 11 (+1), **Will:** 10 (+0)

Size: 1/2, **Speed:** 5 (Fly)

Languages: Archaic

Senses: True Vision

Immune: infection

Painful Reprisal: When the imp becomes incapacitated, each enemy within 5 yards makes a luck roll. The enemy with the lowest failed result becomes cursed (luck ends).

Silver Vulnerability: A fiend loses 1d6 Health whenever it is harmed by a silvered weapon.

ACTIONS

Melee Attack—Stinger: Agility (+3) with 1 boon (1d6)

Imp Venom: A flesh-and-blood target makes a Strength roll. On a failure, the target becomes confused and poisoned (luck ends both).

INCARNATIONS

Incarnations might have created the world. Their existence could explain the presence of magic. Or they might be some other vestige left behind from creation. Whatever they are, incarnations, also called genius loci, daemons, daimons, and genies, have withdrawn from the world and pass the ages in muted fury.

Found only in the remotest isolated places, incarnations lack form in their natural, unbound states. Though unseen, their essence imbues their surroundings and sometimes makes their presence known. They create patterns in the dust covering the floors of caves, cause fiery words to appear on a wall in an unknown script, or make substances behave in odd ways: rocks flow like water, streams pour uphill, ice crystals form in sweltering deserts, and more. Aside from the visual cues, unbound incarnations also disturb magical currents, so that people's hair stands on end or they hear queer whispers.

An unbound incarnation has no physical or visual presence. It ignores all attacks, effects, and anything else that would affect a physical body. It might communicate with visitors or not, as it chooses. When it does so, it can speak any language and its voice sounds from all directions.

People seek out an incarnation for information. As a genius loci, it knows everything about its surrounding environment, including the people that live or have lived there, the location of nearby structures, and events that happened there over thousands of years. It might be convinced to answer up to three questions, by offering a gift or performing a ceremony to catch its attention. The gift required depends on the incarnation; some might demand blood sacrifice, others offerings of burnt incense, gold, or magical trinkets.

Rudeness, disturbances, or no reason at all might make an incarnation angry, merging its essence with the material nearby to form an immense being. One might cause a mountainside to break free and move like a giant formed of rock and bristling with trees. Another could assume the form of a 60-foot-tall column of water, while another might transform into a conflagration with a crude, hateful face in the center.

If defeated, the incarnation abandons its physical form and becomes docile. It answers questions put to it, as described above, and then becomes dormant for a time, perhaps a few hours or centuries, as the entity chooses.

AVALANCHE INCARNATION

A shockwave spreads out from a sudden bulge in the ground, which grows larger until it tears free to become a giant of earth and stone. Rocks rain from its body as it moves, smashing flat everything underneath it. The grinding of its stones and the thundering of its steps foretell the destruction it will create.

CONFLAGRATION INCARNATION

The daemon's hatred turns flames white, and they spread everywhere, incinerating everything they touch. The fires gather to form a miniature sun and, just visible as dark spots on the brightness, one can make out a snarling visage of something ancient, alien, and inimical to life.

CYCLONE INCARNATION

Dust, dirt, and other debris lift from the ground to be whipped around by a towering whirlwind. In the swirling detritus appear a pair of black eyes and a great cavern of a mouth, driving forward to tear everything to pieces.

TSUNAMI INCARNATION

A heaving, frothing mass of water assumes the form of an enormous wave that gathers speed as it moves toward the shore. But rather than break when it gets there, its waters fall as rain to flood the ground.

AVALANCHE INCARNATION

CREATION · DIFFICULTY 64

Defense: 6, **Health:** 800

Strength: 20 (+10), **Agility:** 10 (+0)

Intellect: 18 (+8), **Will:** 20 (+10)

Size: 20, **Speed:** 10 (Strider)

Senses: Awareness 1 mile

Immune: asleep, blinded, confused, controlled, deafened, frightened, held, impaired, on fire, poisoned, prone, slowed, stunned; deprivation, exposure, infection, suffocation

Fury: An incarnation can gain an action and use it, move, or use one end of the round trait.

Brutal Shockwave: At the start of the avalanche incarnation's turn, a shockwave rolls through the ground in all directions. Each object on the ground within 40 yards takes 10d6 damage. Each creature on the ground within 40 yards takes 5d6 damage and makes an Agility roll. On a failure, the creature takes an extra 5d6 damage and falls prone. The ground within 40 yards becomes challenging terrain until cleared away.

Trample: An avalanche incarnation can move through spaces occupied by creatures and objects smaller than it. When it enters a creature's space, that creature makes an Agility roll. On a failure, the creature takes 6d6 damage and falls prone. When it enters an object's space, the object takes 6d6 damage. A creature or object can be subject to this incarnation's Trample just once per round.

ACTIONS

Rockfall: The avalanche incarnation forms a fist from boulders and brings it down. Target one Size 10 space within 20 yards. Each object in that space takes 10d6 damage. Each creature in that space takes 5d6 damage and makes a Strength roll. On a failure, the creature takes an extra 5d6 damage, falls prone, and becomes both confused and unable to stand (luck ends both).

Then, debris falls from the incarnation's body. Each object within 5 yards of it takes 2d6 damage. Each creature within this range makes a luck roll. On a failure, the creature takes 2d6 damage.

END OF THE ROUND

Gravity Well: The incarnation drags everything around it closer. Each unsecured object within 10 yards is pulled into the incarnation's body. Each secured object within this range takes 5d6 damage. Each creature within this range makes a Strength roll. On a failure, it's pulled 1d6 yards toward the incarnation. Anything that enters its space takes 20d6 damage.

CONFLAGRATION INCARNATION

CREATION · DIFFICULTY 64

Defense: 10, **Health:** 600

Strength: 15 (+5), **Agility:** 18 (+8)

Intellect: 18 (+8), **Will:** 20 (+10)

Size: 20, **Speed:** 10 (Fly, Hover, Slippery, Squeeze 1 inch, Strider)

Senses: Awareness 1 mile

Immune: asleep, blinded, confused, controlled, deafened, frightened, held, impaired, on fire, poisoned, prone, slowed, stunned; deprivation, exposure, infection, suffocation

Radiant: The incarnation emits bright light.

Fury: An incarnation can gain an action and use it, move, or use one end of the round trait.

Wild Fire: At the start of the conflagration incarnation's turn, flames rush out from it in all directions. Each object within 40 yards takes 10d6 damage. Each creature within 40 yards takes 5d6 damage and makes an Agility roll. On a failure, the creature takes an extra 5d6 damage and catches fire. All flammable objects in this range catch fire.

ACTIONS

Conflagration: A whirlwind of fire forms from the incarnation's mass and spins off to strike a Size 10 space within 50 yards. Each object in the space takes 20d6 damage, and catches fire. Each creature in the space takes 10d6 damage and makes a luck roll. On a failure, the creature takes an extra 10d6 damage and catches fire (luck ends). Each time the creature makes a luck roll to end being on fire, the creature takes 5d6 damage.

END OF THE ROUND

Dread Heat: Each creature and object within 10 yards takes 5d6 damage and catches fire (luck ends).

Stoke the Elemental Flame: Each creature and object on fire within 100 yards takes 5d6 damage.

CYCLONE INCARNATION

CREATION · DIFFICULTY 64

Defense: 20, **Health:** 400

Strength: 18 (+8), **Agility:** 18 (+8)

Intellect: 18 (+8), **Will:** 20 (+10)

Size: 20, **Speed:** 20 (Fly, Hover, Slippery, Squeeze 1 inch)

Senses: Awareness 1 mile

Immune: asleep, blinded, confused, controlled, deafened, frightened, held, impaired, on fire, poisoned, prone, slowed, stunned; deprivation, exposure, infection, suffocation

Fury: An incarnation can gain an action and use it, move, or use one end of the round trait.

Savage Wind Storm: At the start of the cyclone incarnation's turn, wind blasts out from it in all directions. Each object within 40 yards takes 8d6 damage. Each unsecured object in this range is pushed 3d6 yards. Each creature within 40 yards takes 4d6 damage and makes a Strength roll. On a failure, the creature takes an extra 4d6 damage, is pushed 3d6 yards, and falls prone.

ACTIONS

Cyclonic Strike: A whirlwind speeds off from the incarnation's body. Target one Size 5 space within 50 yards. The wind deals 8d6 damage to each object in the space and 4d6 damage to each creature. A creature makes a Strength roll with 1 bane. On a failure, the creature takes an extra 4d6 damage, is pushed 3d6 yards away from the incarnation, and falls prone.

END OF THE ROUND

Punishing Gusts: Strong wind blows from the incarnation's body out to a range of 20 yards until the end of the next round.

Wind Frenzy: Each unsecured object within 20 yards moves 1d6 yards in a direction the incarnation chooses. Each secured object in this range takes 10d6 damage. Each creature in this range takes 5d6 damage and makes a Strength roll with 1 bane. On a failure, the creature takes an extra 5d6 damage and moves 1d6 yards in a direction the incarnation chooses.

TSUNAMI INCARNATION

CREATION • DIFFICULTY 64

Defense: 10, **Health:** 700

Strength: 18 (+8), **Agility:** 10 (+0)

Intellect: 18 (+8), **Will:** 20 (+10)

Size: 20, **Speed:** 10 (Squeeze 1 inch, Strider, Swimmer)

Senses: Awareness 1 mile

Immune: asleep, blinded, confused, controlled, deafened, frightened, held, impaired, on fire, poisoned, prone, slowed, stunned; deprivation, exposure, infection, suffocation

Fury: An incarnation can gain an action and use it, move, or use one end of the round trait.

Crashing Waves: At the start of the tsunami incarnation's turn, waves of water crash down from it in all directions. Each object within 20 yards takes 4d6 damage. Each unsecured object in this range is pushed 2d6 yards. Each creature within 20 yards takes 4d6 damage and makes a

Strength roll. On a failure, the creature takes an extra 4d6 damage and is pushed 2d6 yards and falls prone.

Rising Waters: Water covers the ground within 50 yards of the incarnation. Creatures in the water move by swimming.

ACTIONS

Wave Strike: The tsunami incarnation sends a wave of water crashing into a Size 5 space within 15 yards. The wave deals 12d6 damage to each object in the target space. A creature in that space takes 8d6 damage and makes a Strength roll with 1 bane. On a failure, the creature takes an extra 4d6 damage, falls prone, and becomes vulnerable and weakened (luck ends both).

END OF THE ROUND

Tide Comes In: Each unsecured object within 10 yards is pulled 2d6 yards toward the incarnation. Each creature in this range makes a Strength roll. On a failure, it's pulled 2d6 yards toward the incarnation. If the creature enters the incarnation's space, it becomes trapped (luck ends). While trapped, the creature is held, stunned, and loses 3d6 Health at the end of each round. When the effect ends, the creature exits the incarnation's space into an empty space of its choice within 5 yards of it. Once the incarnation uses this trait, it loses access to it until the end of its next turn.

Tide Goes Out: Each unsecured object within 10 yards is pushed 2d6 yards. Each creature in this range makes a Strength roll. On a failure, the creature is pushed 2d6 yards and falls prone. Once the incarnation uses this trait, it loses access to it until the end of its next turn.



IRON GIANT

The iron statue depicting a seated, elk-headed humanoid was ever a curiosity to the people living in Guardian Green, a village in the far north of the borderlands. It had become a landmark for many travelers, and its oddness attracted settlers and fortune hunters alike until a small town had grown up around it. But one day, the statue moved. It stood up, reaching its full 30 feet in height, and stomped off to the east. The iron giant ignored the people around it, and its tread flattened a few buildings, squashing Old Man Chester while he was in his outhouse.

There might be a dozen iron giants left in the world, not including the rusted scraps of the few that have fallen to violence and mishap. The known giants are subjects of legend: one is said to have its back braced against a fractured cliff not far from the Forbidden City, and another marches back and forth across the Shrieking Defile, a deep cut that runs parallel to the Wilderlands. Others have been spotted guarding tombs, treading the streets of abandoned cities, and in curious places, such as perched on rocky outcroppings or bristling with trees whose roots have sunk into the hollows of their bodies.

Iron giants can have any shape, though most have humanoid bodies and the heads of beasts such as stags, lions, and eagles. Many carry enormous swords, but any weapons are possible.

IRON GIANT

CREATION · DIFFICULTY 32

Defense: 20, **Health:** 400

Strength: 18 (+8), **Agility:** 10 (+8)

Intellect: —, **Will:** —

Size: 10, **Speed:** 6 (Strider)

Senses: Awareness 20

Immune: asleep, blinded, confused, controlled, deafened, frightened, held, impaired, on fire, poisoned, prone, slowed, stunned; deprivation, exposure, infection, suffocation

Protection from Magic: The iron giant imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Shattering Stride: An iron giant can move into spaces occupied by objects. When it enters an object's space, the object loses 6d6 Health. If the object drops to 0 Health, the iron giant can continue moving. Otherwise, the iron giant is pushed back to the nearest empty space of its Size and its Speed drops to 0 until the start of its next turn.

Metal Body: Each time the iron giant takes 20 damage or more from fire, each creature and object within 5 yards takes 1d6 damage from the heat coming off it.

Each time the iron giant takes 20 damage or more from lightning, each creature within 5 yards makes a luck roll. On a failure, the creature takes 1d6 damage, falls prone, and becomes Strength impaired until the end of the next round.

Crack the Shell: If an iron giant takes 20 damage or more from both from fire and cold in the same round, it loses 3d6 Health.

ACTIONS

Melee Attack—Sword · Slashing: Strength (+8) with 2 boons (6d6)

Critical Success: A target smaller than the iron giant is pushed 1d6 × 5 yards away from it and then lands prone. On landing, the target takes an extra 1d6 damage per full 5 yards it moved in this way or was prevented from moving.

Three Attacks: The iron giant makes three Sword attacks.



JABBERWOCK

A single jabberwock exists, or so people hope, and it lives in the deep forests adjacent to one of the hidden kingdoms of the faeries. Which kingdom, though, changes, for the jabberwock knows the secret pathways through the world and can thus move from forest to forest as it chooses. Obviously, this capability makes tracking down the monster exceedingly hard. Groups of knights have set out on quests to bring down this beast if they ever find it. None have.

But plenty have heard its burbling voice or caught the flash of its eyes through the gloom. Plenty more have witnessed the carnage it creates with its teeth and claws; pieces of unfortunate cows, sheep, and herders have been found in the lower branches of trees or scattered over wide areas. Such discoveries, though, offer little hope of tracking the monster, as it has sated its hunger and wandered off.

A jabberwock has a massive reptilian body, but everything about it seems wrong; it cannot be a dragon despite having some of the same characteristics. It stands 20 feet tall, has a humanoid body covered in thick scales, and a brutish head atop a long, sinuous neck. Tentacles hang like wattles from its face, all wrinkled and swinging with its movements. It has two batwings on its back, but it only flutters awkwardly, without real flight. Its blazing eyes seem to track foes, even those hidden by magic, and when it rushes forward, it leads with its claws to catch and tear its prey to pieces.

Although the jabberwock makes noises aplenty, whether or not it understands language remains unknown, given that it ignores anything its victims say.

JABBERWOCK

MONSTER · DIFFICULTY 32

Defense: 25, **Health:** 300

Strength: 16 (+6), **Agility:** 11 (+1)

Intellect: 10 (+0), **Will:** 16 (+6)

Size: 4, **Speed:** 5

Senses: True Vision

Immune: confused, controlled, frightened, stunned

Eyes of Fearsome Flame: At the start of the jabberwock's turn, if it is not unconscious, its eyes blaze with fearsome flame. Any enemy within 10 yards that has line of sight to it makes a Will roll. On a success, the enemy becomes immune to Eyes of Fearsome Flame for 1 minute. On a failure, the enemy becomes frightened of the jabberwock (luck ends). If the enemy is already frightened, it instead catches fire (luck ends).

Fury: A jabberwock can attack, move, or heal 75 damage and end all afflictions.

ACTIONS

Melee Attack—Claw • Slashing: Strength (+6) with 1 boon (3d6)

Melee Attack—Teeth • Piercing: Strength (+6) with 1 boon (6d6)

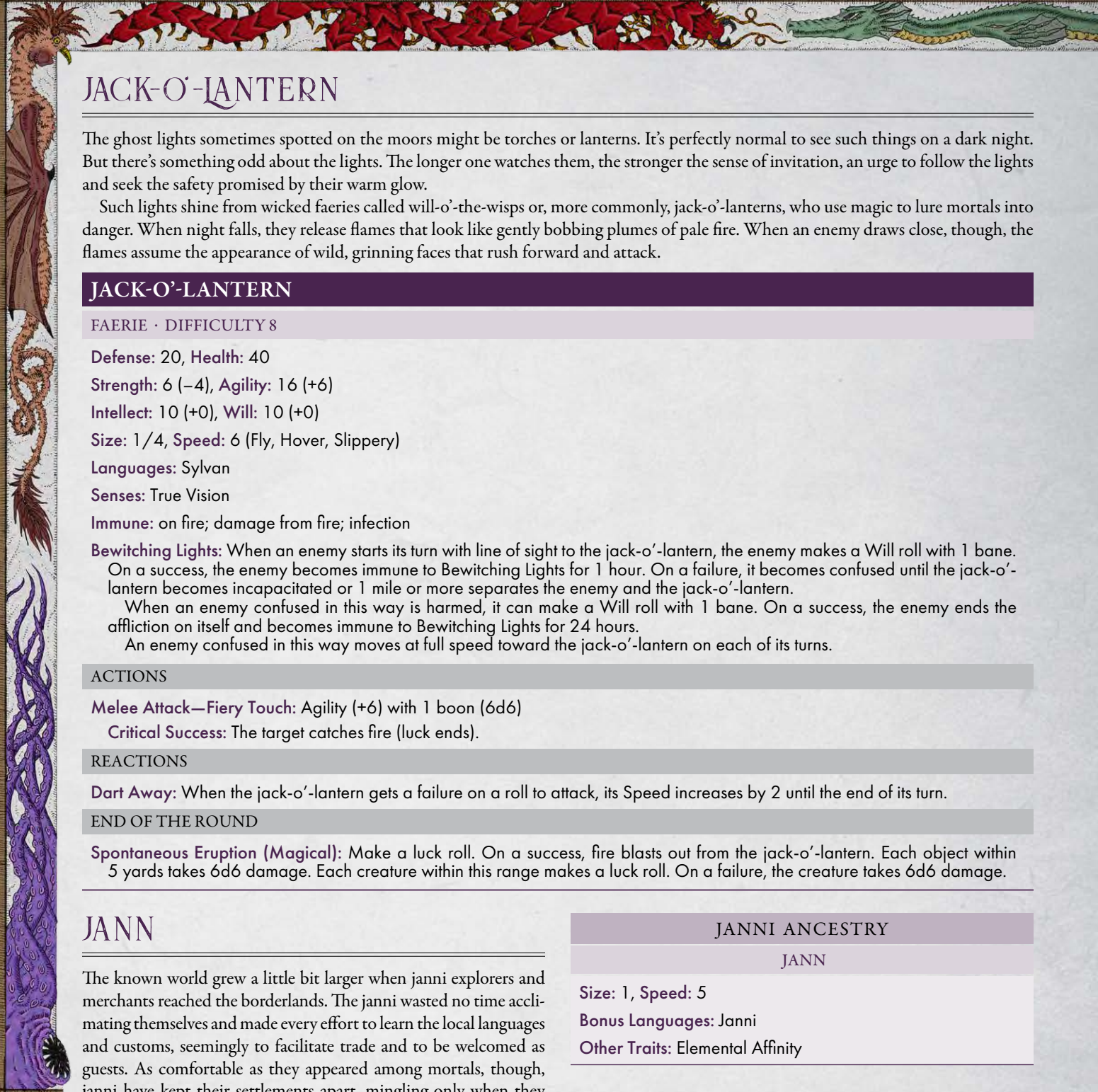
Three Attacks: The jabberwock makes two Claw attacks and one Teeth attack.

Lightning Blast (Magical): The jabberwock releases lightning from its mouth. Target up to three creatures, all in one Size 5 space within 15 yards. Each target takes 6d6 damage. Then for each separately, make a Strength (+6) roll with 2 boons against the target's Agility. On a success, the target takes an extra 6d6 damage. Once the jabberwock uses this trait, it loses access to it (luck ends).

END OF THE ROUND

Burble: Strange sounds issue from the jabberwock. Each enemy within 10 yards makes a Will roll. On a success, the enemy becomes immune to Burble for 1 hour. On a failure, the enemy becomes Intellect impaired for 24 hours or until the jabberwock dies. A creature Intellect impaired in this way cannot understand any speech, hearing only gibberish when anyone other than itself speaks.





JACK-O'-LANTERN

The ghost lights sometimes spotted on the moors might be torches or lanterns. It's perfectly normal to see such things on a dark night. But there's something odd about the lights. The longer one watches them, the stronger the sense of invitation, an urge to follow the lights and seek the safety promised by their warm glow.

Such lights shine from wicked faeries called will-o'-the-wisps or, more commonly, jack-o'-lanterns, who use magic to lure mortals into danger. When night falls, they release flames that look like gently bobbing plumes of pale fire. When an enemy draws close, though, the flames assume the appearance of wild, grinning faces that rush forward and attack.

JACK-O'-LANTERN

FAERIE · DIFFICULTY 8

Defense: 20, **Health:** 40
Strength: 6 (–4), **Agility:** 16 (+6)
Intellect: 10 (+0), **Will:** 10 (+0)
Size: 1/4, **Speed:** 6 (Fly, Hover, Slippery)
Languages: Sylvan
Senses: True Vision
Immune: on fire; damage from fire; infection

Bewitching Lights: When an enemy starts its turn with line of sight to the jack-o'-lantern, the enemy makes a Will roll with 1 bane. On a success, the enemy becomes immune to Bewitching Lights for 1 hour. On a failure, it becomes confused until the jack-o'-lantern becomes incapacitated or 1 mile or more separates the enemy and the jack-o'-lantern.
When an enemy confused in this way is harmed, it can make a Will roll with 1 bane. On a success, the enemy ends the affliction on itself and becomes immune to Bewitching Lights for 24 hours.
An enemy confused in this way moves at full speed toward the jack-o'-lantern on each of its turns.

ACTIONS

Melee Attack—Fiery Touch: Agility (+6) with 1 boon (6d6)
Critical Success: The target catches fire (luck ends).

REACTIONS

Dart Away: When the jack-o'-lantern gets a failure on a roll to attack, its Speed increases by 2 until the end of its turn.

END OF THE ROUND

Spontaneous Eruption (Magical): Make a luck roll. On a success, fire blasts out from the jack-o'-lantern. Each object within 5 yards takes 6d6 damage. Each creature within this range makes a luck roll. On a failure, the creature takes 6d6 damage.

JANN

The known world grew a little bit larger when janni explorers and merchants reached the borderlands. The janni wasted no time acclimating themselves and made every effort to learn the local languages and customs, seemingly to facilitate trade and to be welcomed as guests. As comfortable as they appeared among mortals, though, janni have kept their settlements apart, mingling only when they have need but otherwise keeping to themselves.

The Four Kingdoms, a mighty autocracy on the other side of the world, owes its success and might to trade. It established footholds in nearly every land until it achieved economic dominance over all its neighbors. Not content with their gains, janni expeditionary fleets set sail to find new markets, and one such fleet made landfall here.

The janni have shown interest in local religions and are particularly interested in divine magic, but few have converted to any faith. They continue to honor the nameless elemental spirits that represent different aspects of their culture and beliefs. For them, studying and mastering elemental magic shows a singular devotion to spirituality, as these elements grant control over the fundamental forces underpinning reality.

JANNI ANCESTRY

JANN

Size: 1, **Speed:** 5
Bonus Languages: Janni
Other Traits: Elemental Affinity

Janni appear human, with human heights and weights, but have blue skin that grows lighter as they age. Infants, for example, have midnight blue skin, while elders are so pale as to be almost white. All janni have white hair, though most adults shave their scalps and eschew facial hair. They all have blue-on-blue eyes. Most wear clothing of local fashions, though many elders have yet to shed the hooded gray robes they all wore when they first arrived.

JANNI

The musical tongue of the janni is exclusive to them. It shares no common vocabulary, grammar, or alphabet with other languages, reinforcing this people's alien nature.

QUERANT

The janni claim to have come in peace and seem eager to conduct business, but others suspect them of having an ulterior motive. Some janni are genuine, but a few see the New Lands as a place to plunder of its resources, with a ready population to clap in chains of servitude. The jann querant works toward this end by gathering information about local leaders, religious groups, and anyone else who might interfere with their plans of domination.

QUERANT

JANN • DIFFICULTY 2

Defense: 11, **Health:** 20

Strength: 10 (+0), **Agility:** 11 (+1)

Intellect: 12 (+2), **Will:** 13 (+3)

Size: 1, **Speed:** 5

Languages: Common, Janni

Elemental Affinity (Magical): If the jann lack the confused, controlled, stunned, and unconscious afflictions, they can use this trait at the start of their turn to gain affinity to Air, Earth, Fire, or Water. The effect lasts until they end the effect, use this trait again, or become confused, controlled, stunned, or unconscious.

- **Air Affinity:** The air moves around the jann constantly to create light wind in a Size 5 space centered on them. They increase their Speed by 2 and gain the Strider trait. Whenever they get a critical success, they can choose one creature or object within 5 yards. The target makes a Strength roll. On a failure, the jann pushes the target up to 5 yards.
- **Earth Affinity:** Dirt and stone crawl up from the ground to encase the jann's body. The jann increases their natural Defense by 3 and Health by 5. Whenever they get a critical success, they can choose one creature or object within 5 yards. A target creature makes an Agility roll. On a failure, the creature falls prone. A target object takes 1d6 damage.
- **Fire Affinity:** Flames envelop the jann but do no harm to them or their possessions. Their attacks with melee weapons deal an extra 1d6 damage from the flames. Whenever the jann gets a critical success, they can choose one creature or object within 5 yards. The target makes an Agility roll. On a failure, the target takes 1d6 damage.
- **Water Affinity:** Water spreads across the jann's body until they become fully enveloped. They can breathe the water as if it were air. They gain the Slippery trait. Whenever they get a critical success, they can choose one creature or unsecured object within 5 yards of you. A target creature makes a Strength roll. On a failure or if you target an object, you pull it up to 5 yards.

Observation: At the start of the jann's turn if it is not confused, controlled, stunned, or unconscious, it can use this talent to observe a creature. Target one creature within 15 yards. Until the jann uses this talent again, it rolls to attack the target and rolls against the target with 1 boon, its attacks and other harmful effects deals an extra 1d6 damage to it, and it imposes 1 bane on the target's rolls to attack it.

ACTIONS

Melee Attack—Rapier • Piercing: Agility (+1) with 1 boon (2d6)

Lightning Strike (Magical): The jann throws lightning from their hand. Target one creature or object within 20 yards. Make a Will (+3) roll against the target's Agility. On a success, the target takes 2d6 damage. In addition, each creature and unsecured object within 1 yard of the target is pushed 1 yard away.

Critical Success: The target catches fire (luck ends).

KELPIE

The shapechanging kelpies dwell in the rivers and lakes of the New Lands, in numbers enough for people to have a care when traveling near such places. Kelpies live simply, making their meals on birds and animals coming to drink. They drag their prey into the depths to drown them and then eat the corpses. Kelpies prefer isolation, and came to live here after committing some treacherous act that led to their exile.

In their true forms, kelpies appear as green-skinned, wrinkled men and women, with soft mouths containing sharp teeth and heads crowned with ropy black tendrils. Kelpies can adopt different forms and assume the appearance of anything that might attract prey. They might look like horses, or fetching young men or women.

Ever hungry and having a taste for alcohol, kelpies accept bribes to release their captives. An offering of fresh meat or a gallon of wine eases the weird stickiness of their forms so that their victims can scurry off. However, kelpies are cunning negotiators and abide by the exact wording of any bargain they make—no more, no less.

KELPIE

FAERIE, AMPHIBIOUS • DIFFICULTY 4

Defense: 9, **Health:** 60

Strength: 14 (+4), **Agility:** 13 (+3)

Intellect: 12 (+2), **Will:** 14 (+4)

Size: 2, **Speed:** 5 (Swimmer)

Languages: Sylvan

Senses: Keen Vision

Immune: confused, controlled, stunned; infection

Change Appearance: At the start of the kelpie's turn if it is not unconscious, it can transform into another creature. The new creature's form can be that of the kelpie's Size or smaller. Its rules are unchanged regardless of its form.

Adhesion: When a Size 1 or smaller creature touches the kelpie or deals damage to it using a melee weapon, or when the kelpie succeeds on a roll to attack such a creature, the creature (or the object that touched the kelpie) becomes adhered to it until the kelpie uses an action to release it and any other adhered creature or object it chooses. A creature adhered to the kelpie moves with it and is Strength impaired, Agility impaired, and vulnerable. An object moves with the kelpie unless secured.

An adhered creature can use an action to cut itself free with an edged weapon, but it loses 1d6 Health and might suffer some cosmetic damage—loss of fingers, for example.

ACTIONS

Melee Attack—Appendage: Strength (+4) with 1 boon (2d6)

Two Attacks: The kelpie makes two Appendage attacks.



KILMOULIS

The people flooding the Borderlands attract the interest of the malevolent and curious alike. Among the many denizens of the New Lands, the kilmoulis are excited by the sudden appearance of all these new folk and creep about, watching to see what they do. Mortals who uphold the old traditions that secure peace between them and the faeries, such as leaving offerings of milk and food, or who keep their homes clear of hateful iron, might also attract a kilmoulis. Kilmoulis focus on millers and others involved with green and growing things and will, if these mortals earn their respect, lend a hand. They grind the grain, chase off rodents, and keep the mill, silos, and other holdings in good working order.

As helpful as they can be, kilmoulis all have a mischievous streak, a wicked impulse that urges them to play tricks on people, especially anyone who visits the mortals the faeries have adopted. Sacks of grain might split, a horse might take off after having its tail pulled, and a cart might throw a wheel—all such pranks are hilarious to kilmoulis.

Kilmoulis stand about 2 feet tall and have thin, spindly bodies. Their noses take up most of their faces and they have no mouths: they snort their food. Without mouths, they communicate through whistling, popping, and clicking sounds from their nostrils.

KILMOULIS

FAERIE • DIFFICULTY 1

Defense: 11, **Health:** 10

Strength: 12 (+2), **Agility:** 11 (+1)

Intellect: 10 (+0), **Will:** 8 (–2)

Size: 1/2, **Speed:** 5 (Slippery, Strider)

Languages: understands Common, Sylvan

Senses: Keen Scent, Keen Vision

Immune: infection

ACTIONS

Melee Attack—Fist: Strength (+2) with 1 boon (1d6)

Pratfall (Magical): The kilmoulis tricks a creature. Target one creature within 10 yards. The target falls prone. Then, for 1 minute, all faeries make attribute rolls with 1 boon for 1 minute. Once the kilmoulis uses this talent, it loses access to it for 1 minute.

REACTIONS

Steal Luck (Magical): When an enemy within 10 yards makes a luck roll, the kilmoulis can use this talent to cause that enemy to become cursed (luck ends). While the target is cursed, the kilmoulis and each of its allies within 5 yards make luck rolls with 1 boon.

KOBOLD

Veteran miners know how to pour out a measure of beer and leave a sweet behind when they finish their daily work. They always keep candles lit to watch for the telltale sign of the green flame. And when they hear tapping in the stone, they know they have dug too far and make haste to leave the shaft, for the Little People under the Mountains are close.

Ask any hedge witch and she'll prescribe a twist of iron to those with faerie troubles. Everyone knows that the fair folk can't abide iron. They recoil from its stink and shrink away from its touch. It doesn't hurt them, aside from making them feel a bit sick and causing their skin to wriggle, but the effects are enough to turn them away without killing them—faeries become enraged when one of their own is harmed.

But such a remedy does no good when it comes to kobolds, who, rather than withdraw from it, seek iron in the subterranean realms. Kobolds savor the sensations iron creates and use it as the gin-blossomed enjoy drink. Miners believe kobolds keep great piles of ore in the deepest caves, and in cold forges shape the metal into exquisite weapons, armor, and decorative apparel.

Well-suited to deep delving, kobolds have tiny bodies, about 1 foot tall, and weigh between 6 and 10 pounds. Dirt, mold, and lichen almost conceal their light green skin, but no amount of grubbiness can cover up the one exaggerated feature each possesses. Examples include feet of preposterous size, long noses whose tips drag on the ground, or eyelids so droopy they need clothespins to hold them open.

KOBOLD

FAERIE • DIFFICULTY 2

Defense: 17 (plate), **Health:** 10

Strength: 13 (+3), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 10 (+0)

Size: 1/4, **Speed:** 5 (Strider)

Languages: Sylvan

Senses: Dark Vision, Keen Hearing

Immune: infection

ACTIONS

Melee Attack—Pick • Piercing: Strength (+3) with 1 boon (2d6)

Critical Success: Target one Size 5 space on the ground within 15 yards. The ground in that space shakes. Each creature on it makes an Agility roll. On a failure, the creature falls prone.

Rock Drop (Magical): The kobold causes a rock to break free from a ceiling. Target one creature within 20 yards under a hard surface. The target makes a luck roll. On a failure, the target takes 2d6 damage.

KORRIGAN

When the faeries fought a war against extinction by the trolls, not one korrigan took up arms. When mortals spread out to claim the lands lost by the faeries, the korrigans living there simply withdrew. Even when threatened by cold steel, korrigans would rather die than take up arms. To be a korrigan is to embrace nonviolence. They cannot even contemplate the alternative.

Korrigans' commitment to peace arose from their distress at seeing so much bloodshed, but also from fear for themselves and everyone around them if they ever wavered in their pledge to harm none. The Faerie Queen cursed the korrigans for their inaction in fighting against the trolls, naming them cowards and fainthearts. If ever they draw blood, even in self-defense, they would become monsters.

Avoiding such transformations keeps korrigans in hidden places, where there's little chance of encountering even the boldest ranger. They might inhabit deep forests, secluded vales, high mountains, or any place with few, if any, entrances. Korrigans make their homes in the hollows of old trees and expand these spaces with magic to make them spacious and comfortable.

Once each year, the korrigans emerge from their hidden lands to trade at the Night Market, offering fine cloaks of woven spidersilk, shoes of living plants that take their nourishment when their wearers stand still, among many other wonders. They accept buttons, bronze, and other goods in exchange. They keep to themselves, though, even at this bustling place, never mingling with others.

Korrigans look like short, 2-foot-tall dwarfs, with long, fanciful beards and varicose noses. Closer inspection reveals they have the pointed ears of the fair folk, squat heads, and wrinkled features. Adults have thin or no hair on their heads. They have outsize hands on both arms and legs.

If a korrigan succumbs to its curse, thick, coarse hair sprouts all over its body and its head sinks into its torso, emerging from the middle of its chest, all contorted and strange. Extra limbs sprout from its body, and the thing gambols and capers as it tears everyone and everything into pieces.

KORRIGAN

FAERIE · DIFFICULTY 1

Defense: 9, **Health:** 10

Strength: 11 (+1), **Agility:** 11 (+1)

Intellect: 11 (+1), **Will:** 11 (+1)

Size: 1/2, **Speed:** 5 (Climber, Slippery, Teleport 5)

Languages: Common, Goblin Tongue, Sylvan

Senses: Keen Hearing, Keen Vision

Immune: infection

Faerie Queen's Curse: The korrigan is cursed. If it harms another creature with any effect other than Chaotic Confusion, at the end of the round, the korrigan transforms into a fell beast and remains in that form until it dies. While so transformed, it uses the fell beast's rules in place of its own and retains its damage total in its new form.

Vanishing Escape (Magical): When the korrigan teleports, it becomes invisible for 1 minute. This effect ends early if it harms another creature.

ACTIONS

Melee Attack—Fist: Strength (+1) with 1 bone (1d6)

Chaotic Confusion (Magical): The korrigan weaves magic to befuddle others. Target up to five creatures all in the same Size 5 space within 15 yards. For each target separately, make an Intellect (+1) roll with 1 boon against the target's Intellect. On a success, the target becomes confused and Intellect impaired (luck ends both). Until this effect ends, the target regards all creatures other than the korrigan as its enemy and must choose the targets for its attacks at random.

FELL BEAST

FAERIE · DIFFICULTY 8

Defense: 9, **Health:** 80

Strength: 16 (+6), **Agility:** 11 (+1)

Intellect: 8 (–2), **Will:** 13 (+3)

Size: 1, **Speed:** 7 (Climber, Slippery)

Senses: Keen Hearing, Keen Vision

Immune: frightened; effects that would enable it to heal damage or regain Health; infection

ACTIONS

Melee Attack—Claw: Strength (+6) with 1 boon (4d6)

Three Attacks: The fell beast makes three Claw attacks.

END OF THE ROUND

Rampage: The fell beast rampages until the end of the next round. The fell beast increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 1d6 damage. Then, the fell beast loses access to this talent (luck ends).





KRAKEN

It might be that the kraken living in the Sea of Fear is Oceanus himself. Certainly, the monster has proven itself the equal of anything that dares sail its waters. People who return from voyages, without having caught wind of its appalling reek or spotted its gigantic tentacles reaching up from the deep, swear they offered gifts to the sea god before they touched their oars or lowered their sails. Then again, the kraken might just be an impossibly powerful servant of Oceanus.

The kraken is enormous, measuring 120 feet in length from the tips of its tentacles to the crest of its head. Suction cups and thorns dot its flexible limbs, which the monster uses to grab and hold prey. Like an octopus, the kraken has neither skeleton nor exoskeleton, so it can squeeze through spaces far smaller than its size should allow.

When attacking a ship, the kraken comes up from below and reaches with its tentacles up and over the sides to either crush the vessel or pluck creatures from it. It uses two of its tentacles to anchor itself to the ship and fights with the remaining six.

KRAKEN

ANGEL, AQUATIC · DIFFICULTY 64

Defense: 16, **Health:** 400

Strength: 20 (+10), **Agility:** 13 (+3)

Intellect: 11 (+1), **Will:** 20 (+10)

Size: 8, **Speed:** 6 (Squeeze 1 yard, Swimmer)

Languages: Tongues

Senses: Awareness 1 mile

Immune: asleep, blinded, confused, controlled, frightened, poisoned, stunned; deprivation, exposure, infection, suffocation

Horrifying Appearance: A sighted enemy that starts its turn with line of sight to the kraken makes a Will roll with 2 banes. On a success, the enemy becomes immune to Horrifying Appearance for 1 hour. On a failure, the enemy becomes stunned (luck ends). When this affliction ends, the enemy becomes frightened of the kraken (luck ends). While frightened of the kraken, on each of its turns, the creature must use an action to run, if it can, and move by the fastest and safest available route away from it.

Independent Tentacles: The kraken has eight tentacles. Each acts as its own creature, and any damage taken applies to the target tentacle. During each round, the tentacles and the kraken each take a turn. See Kraken Tentacle, below, for their rules.

ACTIONS

Melee Attack—Beak: Strength (+10) with 2 boons (10d6)

Critical Success: The target also becomes devoured. While devoured, the target is held and stunned, moves with the kraken, and loses 5d6 Health at the end of each round. If the kraken is incapacitated, it vomits all devoured creatures and objects into empty spaces of its choice within 5 yards.

REACTIONS

Ink Cloud: If submerged in water when it becomes injured or has lost four tentacles or more, the kraken can release a jet of ink that spreads through a water-filled Size 20 space originating from its body. The ink creates total obscurement in the space and clears away 1 minute later. Then the kraken swims up to 30 yards and has the Slippery trait for this movement. Once the kraken uses this trait, it loses access to it for 1 minute.

KRAKEN TENTACLE

Defense: 13, **Health:** 80

Strength: 20 (+10), **Agility:** 13 (+3)

Intellect: —, **Will:** —

Size: 4

Senses: Awareness 20

Immune: asleep, blinded, confused, controlled, frightened, poisoned, stunned

Grappler: The kraken tentacle rolls to grab with 1 boon and imposes 2 banes on rolls to escape the grab.

Body Dependent: The tentacle is attached to the kraken and is part of its body, but it acts as an independent creature. The tentacle's end can move up to 15 yards away from the kraken's body, but the tentacle stretches between the end and the body. The tentacle moves with the kraken.

ACTIONS

Grasp: Target one creature or object within 15 yards of the kraken's body. Make a Strength (+10) roll with 1 boon against the target's Agility. On a success, the target takes 4d6 damage and makes a luck roll. On a failed luck roll, the target becomes grabbed. The tentacle can have just one creature grabbed at a time.

Constrict: A creature grabbed by the tentacle loses 2d6 Health and makes a Strength roll. On a failure, the creature becomes weakened until the start of the kraken's next turn.

Dash: The tentacle swings a creature or object it has grabbed at another creature within 15 yards. Make a Strength (+10) roll with 1 boon against the target's Agility. On a success, the target and the grabbed creature each take 5d6 damage, and the tentacle extends the duration of the grab until the end of its next turn.

Tear Asunder: Target a creature or object grabbed by a different tentacle within 15 yards. The target makes a Strength roll with 1 bane. On a failure, the target loses 20d6 Health. If the loss drops its Health to 0, the tentacles rip the target's body to pieces.



KTULIANS

Beneath the greenery and rubble making up much of Storm Isle's surface rests a great temple, one that sank beneath the waves thousands of years ago by divine decree. In this structure, built by hands alien and strange, worshipers sacrificed creatures to appease their monstrous deity. Their reward was to become changed by their god's influence until they became as things from the seas, moist and suckered, with rolling fish eyes and wheezing gills. Their corruption offended Oceanus and he washed them all away.

Refugees stirred up the sleeping evil and, one by one, became infected by the Ancient One's influence. As the changes took hold, they came to resemble the horrors of the past in body and became thralls to their new god in mind. They excavated the temple, freeing it from the darkness that swallowed it, and have spent the last centuries working to awaken their master.

The island's remoteness makes it unlikely for anyone to interfere with their designs, but whispers of great treasure and ancient magic have lured more than a few adventurers to its shore. All were infected by the spiritual contagion and forced to join the servants of the Unnamable One, the Sleeper in the Dark, He Who Dreams. Could the ktulians, as they have come to be called, spread out from their lair to bring forth the will of their master? Have they done so already? Only time will tell.

THRALL

Anyone infected by the Sleeper's Gift eventually becomes a slave of the alien intelligence hidden beneath the island. These thralls neglect their bodies and soon become filthy, sore-ridden, halfway to starvation. The weak and sickly die soon after the transformation, while those who manage to survive evolve into something stronger, tougher, and nastier.

NACREOUS GUARD

Some thralls experience slow calcification of their skin, rendering it a shining carapace from which protrude spikes and spines. Additional appendages grow out from their arms: one a gently tapering spike, the other a crab claw. The agony of this transformation murders any remaining personality that might have survived infection and turns the thralls into nearly mindless guards of the island.

THRALL HARVESTER

The ktulians need new blood to sustain their numbers and thus eagerly greet trespassers. They make plain the routes up to the caves, which they make as inviting as possible, leaving offerings of food and fire. If newcomers opt not to venture too far inland, thrall harvesters descend from the mountains under night's cover to bring them in by force.

Thrall harvesters retain the appearance of their former ancestors but for the mats of ropy and writhing tentacles that reach out from their bulging abdomens. They typically wear smocks to cover the horror afflicting their torsos. The heavy appendages have unusual strength and can overpower and restrain even powerful foes. Harvesters know their surroundings well and move without making a sound to better take their victims by surprise.

ABOMINATION

Animals infected with the Sleeper's Gift lose their original forms, shedding wings, limbs, and other features as they transform into long, wormlike monsters with bulging arms and barbel-fringed maws. These things thrive underwater and on land but are so far removed from the other ktulians that they contribute nothing to the cause of awakening the Sleeper. Instead, they prey on passing ships, drag off swimmers, or rise from the shallows to strike like serpents and rip chunks from their victims' bodies.

SKIN-STEALER

Few realize that the Sleeper's tendrils reach far beyond the island where it waits to be roused; Ktulians have spread across the Sea of Fear's coastlines, infiltrating communities to bring the blessings of their hideous master. Such work falls to the skin-stealers. These humanoid horrors have moist purplish-gray skin and eyes that bulge out from the temples. Easily identifiable in this form, skin-stealers conceal their presence by taking the hides of people they murder and wearing them like clothing until the flesh rots away. They can pass as human—or whatever—at a glance, but close inspection reveals the awful truth.

DEEP CHANTER

Some recipients of the Sleeper's Gift escape being warped out of true and find the alien influence lifts them up to become better than they were. That hope of ascension dissipates when transformation stumbles and leaves them with no chance of joining the exalted ones. They instead become deep chanters.

The accursed chanters hear whispers from the Sleeper, but the message never comes through clearly. They clutch their skulls and mouth half-formed words, eyes rolling in their heads, searching for some clue about the purpose of their existence. Pain wracks their bodies and strange voices crowd out their own thoughts. Such agony prevents them from standing upright; the pressure in their heads becomes unbearable when they try. Instead, they scuttle about on all fours, their faces occluded by writhing mops of tentacles.

EXALTED

Most who receive the Sleeper's Gift lose something of themselves, becoming monstrous things. But people who possess some latent psychic ability become exalted, simulacra of the thing trapped in its slumber, able to hear their master's whispers and carry out its orders.

Just a few exalted exist, so rare are the gifts required to ascend and dwell in the Sleeper's darkness. Each is an emaciated hovering thing; the ruined, useless limbs hang limp until they fall free from the torso, whose sole purpose is to keep alive the bloated gray matter locked inside skulls split from within to accommodate the new mass. Tentacles grow from their faces, completely concealing their features. Exalted draw nutrients from these new appendages and no longer need solid food.

Psychic powers grant the exalted full functionality despite the ruin of their bodies. They can move objects by thought and can lacerate enemy minds with blasts of psychic energy. If they come under attack, exalted telepathically summon waves of minions while directing the full weight of their psionic magic to eradicate trespassers and leave behind smoking husks.

THE SLEEPER'S GIFT

Ambulatory nodules of wrinkled flesh wriggle free from the island's deep, dark places and infest the caves. They take no effort to destroy; they pop when crushed underfoot and burn to greasy ash when touched by flame. But they are dangerous to sleepers who bed down unaware of the tiny watchers.

A nodule creeps up to a sleeping victim and inserts itself into the victim's ear canal, where it takes hold and spreads roots throughout the sleeper's mind. The effects on the victim are subtle, manifesting as an obsession with the island and a growing certainty that some wondrous treasure awaits. After a few days, the personality vanishes and the parasite takes total control. It learns enough from the early days of infection to mimic the host's behavior, but only to preserve its own existence from suspicious companions who have not yet been turned.

KTULIAN THRALL

MONSTER, AMPHIBIOUS · DIFFICULTY 1

Defense: 9, **Health:** 10

Strength: 10 (+0), **Agility:** 9 (–1)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1, **Speed:** 5 (Swimmer)

Languages: Ktulan

Immune: Strength impaired, Agility impaired

Fragile Body: When the thrall takes damage while injured, it takes an extra 1d6 damage.

Foul Bolstering: When the thrall becomes incapacitated, it dies and one ally of its choice within 5 yards heals 1d6 damage.

ACTIONS

Melee Attack—Club: Strength (+0) (2d6)

KTULIAN NACREOUS GUARD

MONSTER, AMPHIBIOUS · DIFFICULTY 4

Defense: 18, **Health:** 40

Strength: 12 (+2), **Agility:** 11 (+1)

Intellect: 9 (–1), **Will:** 12 (+2)

Size: 1, **Speed:** 5 (Swimmer)

Languages: understands Ktulan

Body Spikes: When a creature attacks a nacreous guard using a melee weapon that lacks the Long trait or an unarmed attack, the creature makes a luck roll after the attack. On a failure, the creature takes 1d6 damage.

Cracked Shell: When injured, the nacreous guard's Defense drops to 11 and it loses access to its Body Spikes trait. The nacreous guard regains this trait 24 hours after it has healed all damage.

ACTIONS

Melee Attack—Arm Spike: Strength (+2) with 1 boon (3d6)

Melee Attack—Pincer: Strength (+2) with 1 boon (2d6)

Two Attacks: The nacreous guard makes one Arm Spike attack and one Pincer attack.

KTULIAN THRALL HARVESTER

MONSTER, AMPHIBIOUS · DIFFICULTY 2

Defense: 8, **Health:** 20

Strength: 12 (+2), **Agility:** 12 (+2)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1, **Speed:** 5 (Silent)

Languages: Ktulan

ACTIONS

Melee Attack—Club: Strength (+2) with 1 boon (2d6)

Tentacles: The harvester wiggles its tentacles. Target one Size 1 or smaller creature in reach. Make a Strength (+2) roll with 1 boon against the target's Agility. On a success, the target takes 1d6 damage and the target makes a Strength roll. On a failure, it falls prone and becomes poisoned (luck ends). While poisoned in this way, the target is also stunned. If the target's Health drops to 5 or less and it does not die, it ends the poisoned affliction and becomes unconscious for 10d6 hours.

KTULIAN ABOMINATION

MONSTER, AMPHIBIOUS · DIFFICULTY 4

Defense: 15, **Health:** 40

Strength: 14 (+4), **Agility:** 12 (+2)

Intellect: 6 (–4), **Will:** 12 (+2)

Size: 1, **Speed:** 6 (Slippery)

Senses: Keen Vision

Immune: held, prone, slowed

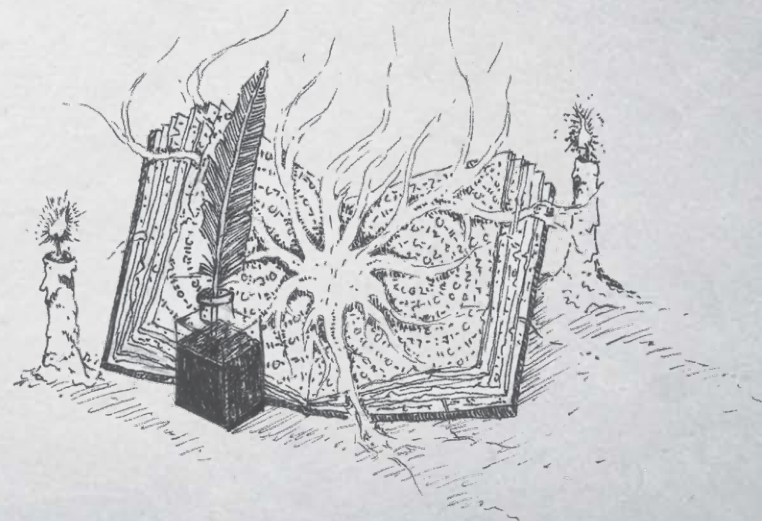
Grappler: The abomination rolls to grab with 1 boon and imposes 2 banes on rolls to escape the grab.

ACTIONS

Melee Attack—Tentacles: Strength (+4) with 2 boons (2d6)

REACTION

Instinctive Grab: When the Ktulan abomination deals damage with a tentacles attack, it makes a grab attempt against the same target. If the abomination makes a Tentacles attack against a target it has grabbed in this way, the roll to attack results in an automatic success, and the abomination maintains the grab.



KTULIAN SKIN-STEALER

MONSTER, AMPHIBIOUS · DIFFICULTY 2

Defense: 13, **Health:** 20

Strength: 12 (+2), **Agility:** 11 (+1)

Intellect: 12 (+2), **Will:** 11 (+1)

Size: 1, **Speed:** 5 (Swimmer)

Languages: Common, Ktulian

Harvest Skin: The skin-stealer can spend 1 minute working on an unconscious flesh-and-blood creature or a flesh-and-blood creature dead no longer than 1 hour. When it finishes, if the creature has a humanoid shape and is the skin-stealer's Size, the skin-stealer peels the skin away and drapes it over its naked body.

Any creature that can reach the skin-stealer sees through the disguise automatically. A creature within 10 yards that can see the disguised skin-stealer but is beyond its reach makes an Intellect roll. On a success, the creature sees through the disguise.

A skin disguises the skin-stealer for 8 hours before becoming useless and sloughing away.

ACTIONS

Melee Attack—Claws · Slashing: Strength (+2) with 1 boon (2d6)

Critical Success: The target becomes vulnerable (luck ends).

KTULIAN DEEP CHANTER

MONSTER, AMPHIBIOUS · DIFFICULTY 2

Defense: 9, **Health:** 10

Strength: 11 (+1), **Agility:** 9 (–1)

Intellect: 9 (–1), **Will:** 11 (+1)

Size: 1, **Speed:** 5

Languages: Common, Ktulian

Senses: Awareness 5

Immune: blinded, deafened

Awful Gibbering: Enemies within 5 yards of at least one deep chanter are Intellect impaired for as long as they remain there.

Psychic Death: When the deep chanter becomes incapacitated, its mind explodes, showering everything with bits of flesh and bone. Each enemy within 5 yards makes an Intellect roll with 1 boon. On a failure, the enemy takes 2d6 damage and becomes stunned (luck ends).

ACTIONS

Melee Attack—Claws and Tentacles: Strength (+1) with 1 boon (2d6)

Two Attacks: The deep chanter makes two Claws and Tentacles attacks.

EXALTED KTULIAN

MONSTER, AMPHIBIOUS · DIFFICULTY 8

Defense: 12, **Health:** 120

Strength: 4 (–6), **Agility:** 12 (+2)

Intellect: 16 (+6), **Will:** 18 (+8)

Size: 1, **Speed:** 5 (Fly, Hover)

Languages: Common, Ktulian

Senses: Awareness 20

Immune: blinded, confused, controlled, deafened, frightened, stunned

Fury: An exalted ktulian can make a Psychic Tentacle attack, regain the use of Pierce the Cranium and use it, or heal 30 damage and end all afflictions.

Synaptic Static: Each enemy within 5 yards of at least one exalted ktulian becomes Intellect impaired and Will impaired for as long as it remains there.

Telekinetic Limbs: The exalted ktulian has four invisible tentacles of psychic force that can reach up to 5 yards. Each has the functionality of an arm and hand. The exalted uses Will for any rolls it makes to use these appendages.

ACTIONS

Melee Attack—Psychic Tentacle · Range 5: Will (+8) with 1 boon (1d6)

Corruption: A flesh-and-blood target loses 1d6 Health and becomes weakened (luck ends).

Four Attacks: The exalted ktulian makes four Psychic Tentacle attacks.

Ravage the Mind (Magical): The exalted ktulian releases a burst of psychic energy. Target one Size 5 space within 20 yards. Each enemy in that space takes 4d6 damage and makes a Will roll. On a failure, it takes an extra 4d6 damage and becomes confused (luck ends). A target injured by this damage also becomes stunned (luck ends); if it becomes incapacitated from this damage, it dies from the explosion of its head. Once the exalted uses this talent, it loses access to it for 1 minute.

Pierce the Cranium (Magical): The exalted ktulian attempts to bore a hole in a creature's mind. Target one or two creatures within 15 yards. For each target separately, make a Will (+8) roll with 1 boon against the target's Will. On a success, the target takes 5d6 damage and becomes Will impaired (luck ends). A target injured by this damage is also stunned (luck ends). A target incapacitated by this damage dies as a hole opens in the center of its forehead and brain matter spills out to plop on the ground. Once the exalted ktulian uses this talent, it loses access to it (luck ends).

END OF THE ROUND

Psychic Agony: Each Intellect impaired or Will impaired creature within 10 yards takes 1d6 damage.

Flying Debris: If the exalted is not injured, psychic energy generated by its mind causes debris to fly around it. Each enemy within 5 yards makes an Agility roll. On a failure, it takes 3d6 damage. On a critical failure, it falls prone.

LAMIA

A grand entrance offers access to a temple built inside a mountain. Fluted columns and giant statues flank the high doors. Cherry blossoms swirl in the perfume-scented air, and when the doors open, a vision of beauty bids weary travelers welcome to take their rest in sumptuous environs. Yet all this is nothing more than illusion, a façade spun by a malicious creature known as a lamia. The monster's cruelty and hunger for the flesh and blood of the innocent are the stuff of legend.

Only by stripping away the illusions can the monster's true nature be discovered. Instead of a temple or palace or house of plenty, the lamia dwells in ruins, filth, and squalor. Bones litter the floor, and a tremendous stink hangs heavy in the air. Blank-eyed victims sit in cages, lost in the lamia's fantasies until it makes ready to dine on their fattened bodies. The lamia's handsome, inviting form transforms to reveal four arms instead of two and a serpent's tail instead of legs. The beautiful face curls into a cruel smirk, and evil intent gleams in its flaring eyes.

Lamias ensnare and enchant strangers. They entice these guests to wander through illusory corridors, while the lamias relieve them of their treasures and devour their owners, one by one.



LAMIA

MONSTER • DIFFICULTY 16

Defense: 18, **Health:** 200

Strength: 15 (+5), **Agility:** 16 (+6)

Intellect: 14 (+4), **Will:** 16 (+6)

Size: 2, **Speed:** 6 (Slippery)

Languages: Archaic, Common, Kingdom

Senses: True Vision

Immune: confused, controlled, frightened, stunned

Fury: A lamia can make two Saber attacks, move, or heal 50 damage and end all afflictions.

ACTIONS

Melee Attack—Saber • Slashing: Agility (+6) with 2 boons (3d6)

Melee Attack—Tail: Strength (+5) with 2 boons (3d6)

Four Attacks: The lamia makes four Saber attacks. It can substitute a Tail attack for one of these attacks.

END OF THE ROUND

Corrupting Whispers (Magical): The lamia whispers to its foes. Each enemy within 5 yards that can hear and understand the lamia makes a Will roll with 1 bane. On a success, the enemy becomes immune to Corrupting Whispers for 24 hours. On a failure, it becomes controlled by the lamia until the end of the next round.

CUNNING ILLUSIONS

A lamia determines the appearance of the area within 30 yards of it. It can make doors vanish, conceal traps and hazards, make creatures appear as other than they are, add features, or make features invisible. The illusions have visual, auditory, olfactory, and tactile components. Any illusory feature that would deal damage deals 4d6, though no more than once each round. Hazards and properties that would deal damage but are concealed by illusions deal their normal damage. Any illusion created by the lamia disappears if it is more than 30 yards away or if the lamia becomes incapacitated.

LESHY

Grandfather Tree's angels sprang from the seeds that fell from his branches and now watch over woodlands and forests all around the world. When not patrolling, they sink their roots into the soil to entangle these questing appendages with surrounding trees. The god uses the network to communicate his wishes to his offspring. Leshies might spend any amount of time in this dormant state, and the songs they make with the creaking of their branches coax the trees to grow strong and true.

When angered or called to fight, a leshy uproots itself to reveal a body with two long legs and powerful arms. A face-like structure animates in its bark, with glowing green orbs for eyes. Little can stand up to an enraged leshy; its rootlike hands can turn stones to powder, and when it moves, it squishes anything too slow to get away under its spatulate feet.

LESHY

ANGEL • DIFFICULTY 16

Defense: 15, Health: 200

Strength: 17 (+7), Agility: 10 (+0)

Intellect: 15 (+5), Will: 18 (+8)

Size: 4, Speed: 6 (Strider)

Languages: Tongues

Senses: Awareness 20

Immune: asleep, confused, controlled, frightened, poisoned, stunned; deprivation, exposure, infection, suffocation

Fury: A leshy can make a Fist attack, cover the ground within 10 yards with entangling plants that create an area of challenging terrain for 1 minute, or heal 50 damage and end all afflictions.

Trample: A leshy can move through spaces occupied by creatures and objects smaller than it. When it enters a creature's space, that creature makes an Agility roll. On a failure, the creature takes 4d6 damage and falls prone. When it enters an object's space, the object takes 4d6 damage. A creature or object can be subject to this leshy's Trample just once per round.

Shattering Stride: A leshy can move into spaces occupied by objects. When it enters an object's space, the object loses 6d6 Health. If the object drops to 0 Health, the leshy can continue moving. Otherwise, the leshy is pushed back to the nearest empty space of its Size and its Speed drops to 0 until the start of its next turn.

Flammable: A leshy takes double damage from fire and rolls to overcome being on fire with 1 bane.

ACTIONS

Melee Attack—Fist: Strength (+7) with 1 boon (6d6)

Ranged Attack—Rock • Range 50: Strength (+7) (10d6)

Two Attacks: The leshy makes two Fist attacks.

END OF THE ROUND

Woodland Wrath: If the leshy is outdoors in woodland terrain, it causes the forest to animate. Each enemy within 10 yards makes an Agility roll with 1 bane. On a failure, the enemy takes 3d6 damage and becomes held (luck ends).



LEVIATHAN

At over 300 feet long from the front of its blunt head to the flukes of its tail, few, if any, creatures in Earth's waters exceed the leviathan in size. Many sailors have spotted its midnight blue hide and remarked on the gleaming white patterns dotting its back, but no one has ever bested this monstrous whale. The harpoons studding its hide and the bones tangled in the ropes dragging behind it tell the tales of those who tried.

The leviathan might appear in the Sea of Fear one day and a thousand leagues away the next. In no way could an ordinary beast manage these speeds, which leads some sailors to speculate that the leviathan knows hidden channels through the world's waters and uses them to move from ocean to ocean to sate its terrible hunger.

As challenging as the leviathan is to fight, the spaces inside its body can house all manner of strange things. Entire ships might sit inside its gullet, while old sailors, turned into ghouls from resorting to cannibalism to survive, might greet fools who thought to bring this great whale to its end.



LEVIATHAN

MONSTER · DIFFICULTY 16

Defense: 6, **Health:** 500

Strength: 20 (+10), **Agility:** 10 (+0)

Intellect: 13 (+3), **Will:** 18 (+8)

Size: 10, **Speed:** 8 or 0 on dry land (Swimmer)

Senses: Awareness 1 mile

Immune: confused, controlled, frightened, stunned

Into the Maw: The leviathan can enter the spaces of creatures smaller than it. When it enters a creature's space, that creature makes an Agility roll with 1 bane. On a success, the creature takes 10d6 damage and moves 5 yards in a direction the leviathan chooses. On a failure, it moves into the leviathan's gullet.

Gullet: The leviathan's gullet is a line of six Size 5 dark, air-filled spaces. Each creature inside such a space is weakened until it leaves the leviathan's body. A creature can escape through its digestive system, exiting at the tail, which counts as moving 25 yards across challenging terrain. A creature can also attempt to escape through the leviathan's gullet but must make an Agility roll with 3 banes. On a success, the creature escapes. On a failure, it takes 6d6 damage. If the leviathan becomes incapacitated, it expels the contents of its gullet into empty spaces of its choice within 5 yards in front of its body.

REACTIONS

Fluke Slaps: When the leviathan swims at least 5 yards, it can slap its flukes. Each creature in a Size 5 space originating from it makes an Agility roll with 3 banes. On a failure, the creature takes 10d6 damage and becomes confused (luck ends). Each object in the space takes 10d6 damage.

LICHE

Few people are willing to relinquish greatness once they have attained it. Once having reached the peak of one's ability and exceeded all rivals, the idea of surrendering all that success is unthinkable. For one who has mastered magic, has learned more than any, becoming the envy of all others, death is just another obstacle to overcome.

Liches are magic-users who refuse to die. Using the most forbidden magic, they anchor their essential being to soul cages so that if their bodies should perish, the bound soul can remake them from the wreckage. Their physical forms can die again and again, but so long as the soul remains in the mortal world, they return.

Securing a soul against Lord Death requires sundering the soul from the body, whether by drinking poison or using some other method to kill the flesh. The prepared cage then snares the soul, and the liche awakens in this vessel. From there, it can animate its corpse into a state of unlife and control it.

The typical image of a liche is a withered corpse dressed in the moldy rags of its former finery. This holds true for the oldest of their kind, who have spent centuries in the world. Most liches, though, appear more or less as they did before they transformed themselves into undead abominations. Why should they appear rotten and decayed? After all, if they can triumph over death, they can certainly preserve their bodies.

The only way to truly kill a liche is to destroy its soul cage. Thus, liches keep these vessels hidden away behind deadly traps and guarded by terrifying monsters. And even if questers breach those defenses, they must contend with the liche and the full force of its magic. A soul cage is a magical object with Defense 20 and Health 100. If the soul cage is destroyed, the liche loses access to its Soulbound Rebirth talent.

This example liche has mastered certain dark spells, turning them into magical talents. You can replace these talents with spells from any tradition.

LICHE

UNDEAD • DIFFICULTY 32

Defense: 20, **Health:** 200

Strength: 11 (+1), **Agility:** 13 (+3)

Intellect: 17 (+7), **Will:** 15 (+5)

Size: 1, **Speed:** 5

Languages: Arcane, Archaic, Common, Kingdom

Senses: True Vision

Immune: asleep, confused, controlled, frightened, held, poisoned, slowed, stunned; deprivation, exposure, infection, suffocation

Protection from Magic: The liche imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Magical Resistance: The liche takes half damage from magical effects.

Horrid Glare (Magical): If the liche is not unconscious at the start of its turn, it glares at one creature in its line of sight. The target makes a Will roll with 2 banes. On a success, the target becomes immune to Horrid Glare for 1 hour. On a failure, the target becomes held and weakened (luck ends both).

Fury: A liche can gain an action and use it immediately, teleport to an empty space within 20 yards, or force each enemy with line of sight to it to make a Will roll with 1 bane; on a failure, the enemy becomes frightened of the liche (luck ends).

Soulbound Rebirth (Magical): When the liche becomes incapacitated, it crumbles to dust and, 24 hours later, re-forms in a Size 1 empty space of its choice within 5 yards of its soul cage.

ACTIONS

Enervating Touch (Magical): The liche swipes at nearby foes. Target one creature within reach. Make an Intellect (+7) roll with 1 boon against the target's Agility. On a success, the target takes 4d6 damage and loses 2d6 Health.

Spectral Grasp (Magical): The liche raises its hand and darkness flies. Target one creature the liche can see within 20 yards. Make an Intellect (+7) roll with 2 boons against the target's Strength. On a success, the target rises 10 feet into the air and becomes held (luck ends). A target makes the roll to end the affliction with 2 banes. Each time the target starts its turn while it is held in this way, it takes 1d6 damage. Once the liche uses this talent, it loses access to it for 1 minute.

Peel Away the Rind (Magical): The liche rakes a clawed hand. Target one creature within 5 yards. Make an Intellect (+7) roll with 2 boons against the target's Strength. On a success, the target takes 12d6 damage. If the target becomes incapacitated from this damage, the skin is ripped from its body, and then, after being fully shucked, dies screaming. Once the liche uses this talent, it loses access to it (luck ends).

Oblivion Dart (Magical): Black missiles fly from the liche's hand. Target up to three creatures within 20 yards. For each target separately, make an Intellect (+7) roll with 1 boon against its Agility. On a success, the target takes 6d6 damage and makes a luck roll. If the luck roll results in a failure, the target becomes blinded until the end of its next turn.

Crack the Mind (Magical): The liche invades another's mind. Target one creature the liche can see within 5 yards. Make an Intellect (+7) roll against the target's Will. On a success, the target becomes stunned (luck ends), and the liche learns all the target's secrets. On a failure, the target becomes confused and Will impaired (luck ends both). Once the liche uses this talent, it loses access to it (luck ends).

REACTIONS

Devastating Rebuke: When a creature attacks the liche, the liche flicks it away. The creature that enabled the use of this talent makes a Strength roll with 2 banes. On a failure, it is pushed 10 yards away from the liche, falls prone, and becomes confused (luck ends).

LIFE EATER

The life eaters creep out of their lairs when night falls. In the quiet darkness, they hunt for living things on which to feed. Having refused or been prevented from accepting the finality of death, life eaters steal life energy to extend their own unnatural existence. Without it, they wither away and crumble into greasy ashes.

Victims get a reprieve from life eaters during daylight hours, as the sunlight burns them like fire. Once the horizon pinks, the monsters scramble for cover. They hide in old cellars, in the muck at the bottom of wells, in the depths of tombs or caves—anywhere the hated light cannot reach.

Life eaters create more of their kind by draining living people of the vital essence that keeps them alive. Darkness flows in to fill the vacuum so created and transforms the victims into pale strangers, with huge black eyes, frizzed hair, and mouths that issue a constant high-pitched whine. Nothing remains of who they were.



LIFE EATER

MONSTER • DIFFICULTY 4

Defense: 16, Health: 40

Strength: 12 (+2), Agility: 11 (+1)

Intellect: 10 (+0), Will: 10 (+0)

Size: 1, Speed: 6

Languages: understands Archaic

Senses: Dark Vision

Spawn Life Eater: A flesh-and-blood creature reduced to 0 Health by the life eater transforms into a life eater 1d6 rounds later.

ACTIONS

Melee Attack—Claws: Strength (+2) with 1 boon (2d6)

Death Grasp: A flesh-and-blood target becomes held (luck ends).

Devour Life (Magical): The life eater sucks life from the living. Target one held flesh-and-blood creature within 5 yards. The target loses 3d6 Health and becomes weakened until after it rests. A target already weakened instead loses an extra 3d6 Health. The life eater heals damage equal to half the Health lost by the target and the life eater emits faint light from its eyes for 1 minute. Once the life eater uses this talent, it loses access to it (luck ends).

END OF THE ROUND

Burned by Sunlight: If the life eater is in a space lit by direct sunlight, it loses 4d6 Health and becomes weakened until the end of the next round.

Life Draw (Magical): Each enemy within 5 yards of at least one life eater makes a Strength roll. On a failure, the enemy moves up to 5 yards toward the nearest life eater and becomes weakened until the end of the next round.

LIVING STATUE

Living statues blend into the rubble and wreckage of ruined settlements. They look like ordinary stone statues of people in various poses, cracked and weathered, but very much alive.

Living statues have no difficulty remaining still. They can go years without moving at all. But when they do move, their unnatural nature shows itself in their fluid forms, their poise, and the lightness of their steps. One might mistake them for creatures of flesh and blood, if not for the hardness of their bodies and their great strength.

For generations, the living statues observed the development of the civilizations that rose after their own fell. They took no part in the struggles or tragedies they witnessed. But with the influx of refugees and the uncertainty created by the Weird Wizard's disappearance have come reports of walking and talking statuary, some of which have been anything but peaceful.

The New Lands once belonged to the living statues, but the peoples who followed them picked over their civilization's corpse until only a few ruins remained. The living statues see themselves as monuments to their past, and they fight to preserve the memories of who they once were.

LIVING STATUE

LIVING STATUE • DIFFICULTY 8

Defense: 18, **Health:** 80

Strength: 14 (+4), **Agility:** 10 (+0)

Intellect: 13 (+3), **Will:** 13 (+3)

Size: 1, **Speed:** 5 (no swimming)

Languages: Archaic, Living Statue

Senses: Dark Vision

Immune: poisoned; deprivation, exposure, infection, suffocation

Statue Disguise: Until a living statue takes a turn, it looks like an ordinary sculpture. During its first turn, it makes rolls to attack with 1 boon.

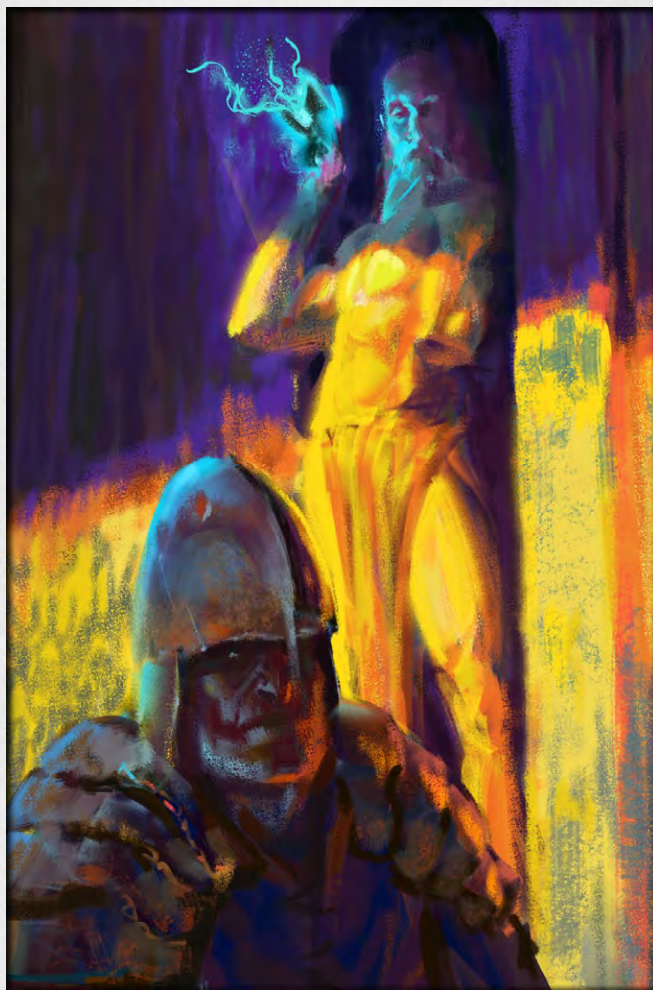
Merge with Stone: The living statue can enter a space occupied by stone that is its Size or larger. The living statue fully merges with the object. While merged, the living statue perceives from the surface of the object but cannot use actions or reactions. The living statue remains inside the object until it exits from any place on the surface within 5 yards of where it entered.

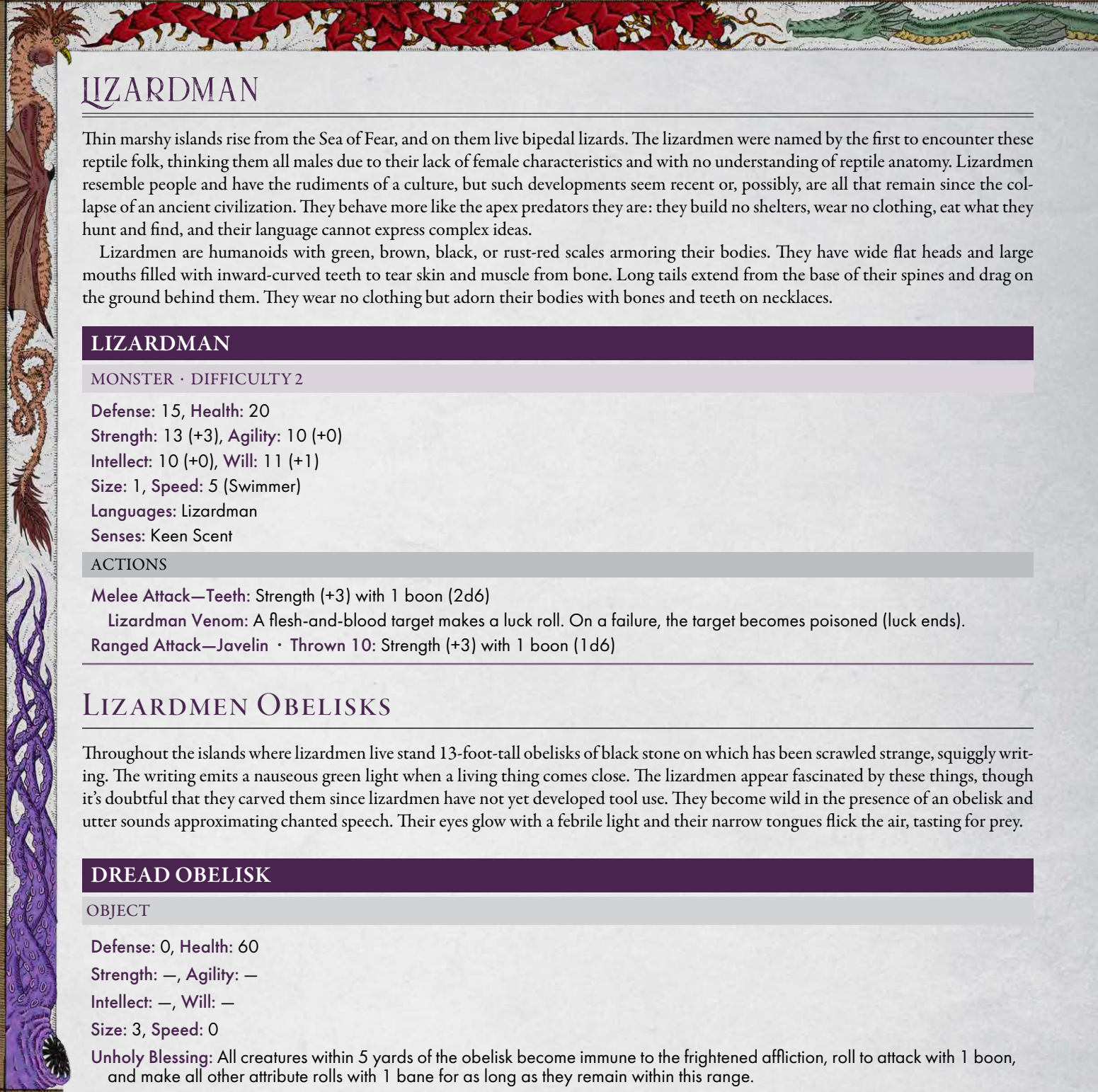
If the object holding the living statue is destroyed, make a luck roll. On a failure, the living statue's Health drops to 0.

ACTIONS

Melee Attack—Fist • Bludgeoning: Strength (+4) with 1 boon (3d6)

Two Attacks: The living statue makes two Fist attacks.





LIZARDMAN

Thin marshy islands rise from the Sea of Fear, and on them live bipedal lizards. The lizardmen were named by the first to encounter these reptile folk, thinking them all males due to their lack of female characteristics and with no understanding of reptile anatomy. Lizardmen resemble people and have the rudiments of a culture, but such developments seem recent or, possibly, are all that remain since the collapse of an ancient civilization. They behave more like the apex predators they are: they build no shelters, wear no clothing, eat what they hunt and find, and their language cannot express complex ideas.

Lizardmen are humanoids with green, brown, black, or rust-red scales armoring their bodies. They have wide flat heads and large mouths filled with inward-curved teeth to tear skin and muscle from bone. Long tails extend from the base of their spines and drag on the ground behind them. They wear no clothing but adorn their bodies with bones and teeth on necklaces.

LIZARDMAN

MONSTER · DIFFICULTY 2

Defense: 15, **Health:** 20

Strength: 13 (+3), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1, **Speed:** 5 (Swimmer)

Languages: Lizardman

Senses: Keen Scent

ACTIONS

Melee Attack—Teeth: Strength (+3) with 1 boon (2d6)

Lizardman Venom: A flesh-and-blood target makes a luck roll. On a failure, the target becomes poisoned (luck ends).

Ranged Attack—Javelin · Thrown 10: Strength (+3) with 1 boon (1d6)

LIZARDMEN OBELISKS

Throughout the islands where lizardmen live stand 13-foot-tall obelisks of black stone on which has been scrawled strange, squiggly writing. The writing emits a nauseous green light when a living thing comes close. The lizardmen appear fascinated by these things, though it's doubtful that they carved them since lizardmen have not yet developed tool use. They become wild in the presence of an obelisk and utter sounds approximating chanted speech. Their eyes glow with a febrile light and their narrow tongues flick the air, tasting for prey.

DREAD OBELISK

OBJECT

Defense: 0, **Health:** 60

Strength: —, **Agility:** —

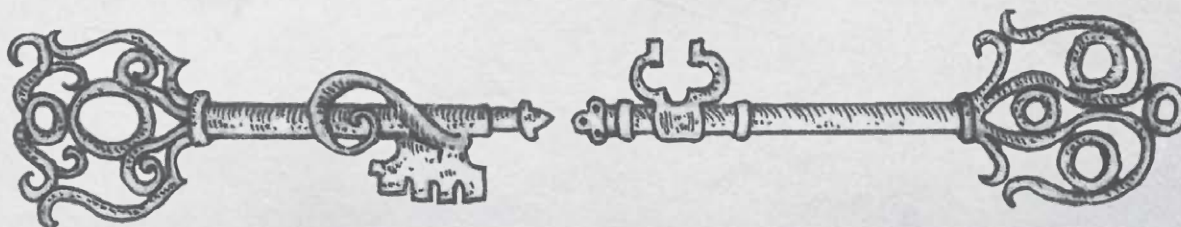
Intellect: —, **Will:** —

Size: 3, **Speed:** 0

Unholy Blessing: All creatures within 5 yards of the obelisk become immune to the frightened affliction, roll to attack with 1 boon, and make all other attribute rolls with 1 bane for as long as they remain within this range.

Immune: All afflictions

Dark Gift: When a creature within 5 yards of the obelisk becomes incapacitated, the creature dies. Each other creature within 5 yards of the obelisk regains 1d6 Health and becomes immune to deprivation for 24 hours. A creature can benefit from this trait just once per 24-hour period.



LYCANTHROPE

When human followers of the Horned Lord gave into their bestial impulses and killed devotees of Sister Moon, the god cursed them. The curse caused them to transform into beasts in the light of the full moon to remind them of the wrong they committed. The Horned Lord turned from these people and left them to fend for themselves. The curse lingers in their blood, and its stain has been passed down through all their descendants.

The curse of lycanthropy forces victims to adopt animal or animal-hybrid forms. In these forms, they lose themselves to become ravenous monsters. The curse torments them, as it prevents them from living normal lives. Invariably, lycanthropes make victims of their loved ones when the change comes upon them.

A lycanthrope in human form uses whatever rules are appropriate, whether priest, necromancer, knight, or commoner. In this form, it is as vulnerable to harm as anyone and the curse lies dormant. When it transforms, it becomes a killing machine, driven by unnatural hunger to slaughter and feed on the remains.

PASSING THE CURSE: A living mortal creature incapacitated by a lycanthrope becomes cursed until the lycanthrope that bestowed the curse is slain. While cursed in this way, the creature transforms and uses the following rules in place of its own one night each month when the moon is full.

LYCANTHROPE

MONSTER · DIFFICULTY 8

Defense: 14, **Health:** 60

Strength: 14 (+4), **Agility:** 13 (+3)

Intellect: 11 (+1), **Will:** 15 (+5)

Size: 1, **Speed:** 6 (Strider)

Languages: Common

Senses: Keen Scent, Keen Vision

Immune: frightened

Silver Vulnerability: Whenever the lycanthrope takes damage from a silver weapon, the lycanthrope also loses 2d6 Health.

ACTIONS

Melee Attack—Claw · Slashing: Strength (+4) with 1 boon (2d6)

Melee Attack—Teeth · Piercing: Strength (+4) with 1 boon (6d6)

Three Attacks: The lycanthrope makes two Claw attacks and one Teeth attack.

END OF THE ROUND

Regeneration: The lycanthrope heals 3d6 damage.

Rampage: The lycanthrope rampages until the end of the next round. The lycanthrope increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 1d6 damage. Then, the lycanthrope loses access to this talent (luck ends).



MAGIC-USERS

Magic might be everywhere, but few are those who can wield it with anything that comes close to proficiency. It takes talent, drive, and ability to make a serious go of casting spells, and even the ones who manage it rarely learn more than a couple. True magic-users attain their status after years of training, and hold positions of influence in the world. A wizard might stand at a king's side offering council and wisdom, while a foul necromancer could work dark magic in a tower of bones in the center of a blighted land. Witches, warlocks, sorcerers, and more might be great allies or deadly foes.

The following entries offer magic-users of differing power levels. For ease of use in play, these characters have magical talents that mirror certain spells. You can customize these characters by swapping out the talents for spells chosen from whatever traditions you like of the creature's tier.

NOVICE MAGIC-USER

HUMAN · DIFFICULTY 2

Defense: 10, Health: 10

Strength: 9 (–1), Agility: 10 (+0)

Intellect: 11 (+1), Will: 11 (+1)

Size: 1, Speed: 5

Languages: Arcane, Archaic, Common, Kingdom

ACTIONS

Melee Attack—Dagger · Thrown 5: Agility (+0) (1d6)

Mage Bolt (Magical): The novice flings a magical bolt from their hand. Target one creature or object within 10 yards. The target takes 2d6 damage. The novice can use this talent three times. It regains expended uses after 24 hours.

Magical Healing (Magical): The novice uses healing magic. Target one creature in reach. The target heals 3d6 damage. Once the novice uses this talent, they lose access to it for 24 hours.

REACTIONS

Mage Shield (Magical): When a creature the novice can see rolls to attack it or rolls against it, the novice can impose 1 bane on the roll.

EXPERT MAGIC-USER

HUMAN · DIFFICULTY 8

Defense: 16, Health: 60

Strength: 9 (–1), Agility: 10 (+0)

Intellect: 12 (+2), Will: 12 (+2)

Size: 1, Speed: 5

Languages: Arcane, Archaic, Common, Kingdom

ACTIONS

Melee Attack—Dagger · Thrown 5: Agility (+0) (1d6)

Lightning Cage (Magical): Lightning arcs from the magic-user to entrap a foe. Target one creature or object within 10 yards. Make a Will (+2) roll against the target's Agility.

On a success, the target becomes weakened (luck ends). Until the affliction ends, whenever the target moves, it takes 4d6 damage from the lightning that crackles around its body. In addition, at the end of the round, one creature or object of the expert's choice within 5 yards of the target makes an Agility roll to avoid a tongue of lightning that leaps from the target. On a failure, the target takes 3d6 damage. Once the expert uses this talent, it loses access to it for 24 hours.

Eldritch Blast (Magical): The expert magic-user releases a blast of spooky energy from their hands. Each creature and object inside a Size 3 space within reach takes 4d6 damage and makes a Strength roll. On a failure, a creature becomes frightened of the expert magic-user (luck ends), while an object takes an extra 4d6 damage.

Expert Mage Bolt (Magical): The expert flings a magical bolt from their hand. Target one creature or object within 10 yards. The target takes 3d6 damage. The expert magic-user can use this talent three times and regains expended uses after 24 hours.

REACTIONS

Evasive Maneuver (Magical): When the expert magic-user is harmed, they teleport to an empty space they can see within 10 yards. Once the expert magic-user uses this talent, they lose access to it (luck ends).

MASTER MAGIC-USER

HUMAN · DIFFICULTY 16

Defense: 24, Health: 80

Strength: 10 (+0), Agility: 9 (–1)

Intellect: 16 (+6), Will: 15 (+5)

Size: 1, Speed: 5 (Teleport 8)

Languages: Arcane, Archaic, Common, Kingdom

Immune: confused, controlled, stunned

Protection from Magic: The magic-user imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

ACTIONS

Melee Attack—Sword · Slashing: Strength (+0) (2d6)

Black Beam of Death (Magical): The master sweeps a black beam out from their hand. Target one Size 5 space in reach. Each object in the target space loses 10d6 Health. Each creature in that space loses 3d6 Health and makes an Agility roll with 1 bane. On a failure, it loses 7d6 Health. The master magic-user can use this talent three times. They regain expended uses after 24 hours.

Prick the Bladder (Magical): The master reaches out. Target one creature in reach. Make an Intellect (+6) roll with 1 boon against the target's Agility. On a success, the target takes 30d6 damage from sudden, rapid inflation, followed by a burst that showers gore on everything within 5 yards. Once the master uses this talent, it loses access to it for 24 hours.

Master Mage Bolt (Magical): The master flings a magical bolt from their hand. Target one creature or object within 10 yards. The target takes 6d6 damage. The master magic-user can use this talent three times, and regains expended uses of it after 24 hours.

MAN-BEAR-PIG

After a dozen hunters and trappers vanished in the valley, three seasoned rangers went in to investigate. Only one returned, and he was never the same, mumbling about the squealing, the claws, the horror. The rangers, and the hapless woodfolk who preceded them, all fell victim to the dreaded man-bear-pig.

The idea of a creature combining the qualities of man, bear, and pig might seem ludicrous, but the squealing cries that sound from time to time send thrills of fear through anyone with the misfortune to hear them. The few people to have seen it confirm that it does include all the creatures for which it is named. It is a bipedal humanoid figure of considerable size and bulk, covered in coarse black hair, with the facial features of a tusked wild hog.

The man-bear-pig keeps to itself for the most part, rarely showing its face, but it leaves signs everywhere. Gouges in tree trunks mark where it has sharpened its tusks, and the tell-tale prints of cloven hooves reveal the passage of this monster.

MAN-BEAR-PIG

MONSTER · DIFFICULTY 8

Defense: 13, Health: 120

Strength: 14 (+4), Agility: 12 (+2)

Intellect: 10 (+0), Will: 14 (+4)

Size: 2, Speed: 6 (Strider)

Senses: Keen Hearing, Keen Scent, Keen Vision

Immune: Strength impaired, Agility impaired, weakened

Real Serious: When the man-bear-pig gets a failure on an attribute roll, it makes attribute rolls with 3 boons until the end of its next turn.

ACTIONS

Melee Attack—Fists: Strength (+4) with 1 boon (3d6)

Melee Attack—Tusks: Strength (+4) with 1 boon (3d6)

Two Attacks: The man-bear-pig makes one Fists attack and one Tusks attack.

END OF THE ROUND

Rampage: The man-bear-pig rumpages until the end of the next round. It increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 1d6 damage. Then, the man-bear-pig loses access to this talent (luck ends).



A BRUSH WITH THE MAN-BEAR-PIG

Elias, a woodsman who is usually unflappable, felt a prickle of fear as dusk painted the forest an unsettling quiet. An unnatural squeal shattered the silence, sending chills down his spine. A monstrous figure lumbered from the shadows—the man-bear-pig of campfire legends. Panic warred with experience. Elias dodged its charge, the stench overwhelming. The creature turned, fury burning in its eyes. What followed is lost to the woods. Elias either faced the beast head-on or escaped with a harrowing tale, forever marked by his encounter with the man-bear-pig.



MANTICORE

Manticores are born from evil magic for the sole purpose of terrorizing and eating other beings. A manticore has the body of a lion, though covered in filthy, matted red fur. Great black, leathery wings unfurl from its shoulder blades, and a long, jointed tail extends from its hindquarters, stinger dripping venom. If these features were not bad enough, add to them a human head with a mane of black fur. The manticore's face appears male or female, but with bestial characteristics: a darkened nose, deep-set eyes, and a mouth fringed in sharp teeth similar to those found in a shark's mouth.

Centaurs know manticores better than anyone. They have grieved the loss of foals taken by these monsters. Even though centaurs make regular hunts to destroy them, manticores continue to vex them no matter how far they travel across the plains. The monsters thrive in the grasslands and seem to take special pleasure in tormenting the horsefolk.

MANTICORE

MONSTER · DIFFICULTY 8

Defense: 15, **Health:** 80
Strength: 14 (+4), **Agility:** 12 (+2)
Intellect: 11 (+1), **Will:** 12 (+2)
Size: 3, **Speed:** 6 (Fly)
Languages: Manticore
Senses: Keen Scent, Keen Vision
Immune: frightened
Sadistic: When the manticore harms a flesh-and-blood creature, the manticore makes attribute rolls with 1 boon until the end of its next turn.

ACTIONS

Melee Attack—Claws and Teeth · Slashing: Strength (+4) with 1 boon (4d6)
Melee Attack—Stinger: Strength (+4) with 1 boon (2d6)
Manticore Venom: A flesh-and-blood creature makes a Strength roll with 1 bane. On a failure, the target becomes poisoned and vulnerable (luck ends both).

REACTIONS

Instinctive Sting: When an enemy moves into the manticore's reach or moves within it, the manticore can make a Stinger attack against that enemy.

MECHANICAL

The mechanical's approach is felt long before it shows itself, for the ground shakes with each step it takes. Then the screech of metal on metal and chuffing sounds of machinery fill the air, causing animals to scatter in panic. When it finally comes into view, the gigantic ambulatory machine smashes everything in its path, heedless of the obstacles it encounters.

The mechanical appeared in the New Lands not long after the Weird Wizard vanished, and since then, it has roamed the countryside, tearing up the landscape almost as if searching for something or someone.

The mechanical has the form of an armored humanoid 30 feet tall. Pistons power its arms and legs, and a giant motor on its back generates the energy it needs to move. Faceted jewels crown its head that it apparently uses to see. A few dents and scratches mar its body, signs of failed efforts to destroy it.

MECHANICAL

CREATION · DIFFICULTY 32

Defense: 20, **Health:** 300
Strength: 19 (+9), **Agility:** 10 (+0)
Intellect: 11 (+1), **Will:** 19 (+9)
Size: 8, **Speed:** 6 (Strider)
Senses: True Vision
Immune: asleep, blinded, confused, controlled, deafened, frightened, impaired, poisoned, stunned, weakened; deprivation, exposure, infection, suffocation
Protection from Magic: The mechanical imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Trample: A mechanical can move through spaces occupied by creatures and objects smaller than it. When it enters a creature's space, that creature makes an Agility roll. On a failure, the creature takes 5d6 damage and falls prone. When it enters an object's space, the object takes 5d6 damage. A creature or object can be subject to this mechanical's Trample just once per round.

Shattering Stride: A mechanical can move into spaces occupied by objects. When it enters an object's space, the object loses 10d6 Health. If the object drops to 0 Health, the mechanical can continue moving. Otherwise, the mechanical is pushed back to the nearest empty space of its Size and its Speed drops to 0 until the start of its next turn.

Explosive Ending: When the mechanical becomes incapacitated, it explodes. Each object within 30 yards takes 40d6 damage. Each creature in this range takes 20d6 damage and makes a luck roll. On a failure, the creature takes an extra 20d6 damage. The explosion consumes utterly the mechanical.

ACTIONS

Melee Attack—Claw · Slashing: Strength (+9) with 1 boon (10d6)
Two Attacks: The mechanical makes two Claw attacks.

END OF THE ROUND

Ruinous Pulse (Magical): The mechanical releases a destructive pulse from its body out to a range of 30 yards. The pulse deals 10d6 damage to each object in the area. Each creature in the area takes 5d6 damage and makes a Strength roll with 1 bane. On a failure, it takes an extra 5d6 damage and becomes stunned until the end of its next turn. Once the mechanical uses this trait, it loses access to it for 1 minute.

Deafening Alarm: If the mechanical took damage during the round, it blares a high-pitched siren until the end of the next round. The noise is audible up to 1 mile away and causes creatures within 30 yards of the mechanical to become deafened for as long as the siren sounds and for 1 hour after it ends.

MERROWS

Anyone who sails the seas or who makes their living from fishing has a story about the merrows: how they cut nets, lure sailors to their doom, and come aboard in the darkest hours of the night to make ghost ships of seafaring craft. Merrows resent mortal intrusion into their waters and see any vessel that enters their territory as fair game.

Merrows are blue- or green-skinned humanoids with fish tails instead of legs. The fierce hunters wear thick beards, while sirens appear comely. Sirens lure victims into the reach of hunting parties, who butcher their foes with practiced ease.

MERROW HUNTER

FAERIE, AMPHIBIOUS • DIFFICULTY 2

Defense: 15, Health: 20

Strength: 12 (+2), Agility: 11 (+1)

Intellect: 9 (–1), Will: 10 (+0)

Size: 1, Speed: 5 (Swimmer)

Languages: Merrow

Senses: Keen Vision

Immune: infection

ACTIONS

Melee Attack—Spear • Thrown 5: Strength (+2) with 1 boon (2d6)

MERROW SIREN

FAERIE, AMPHIBIOUS • DIFFICULTY 4

Defense: 11, Health: 20

Strength: 11 (+1), Agility: 11 (+1)

Intellect: 11 (+1), Will: 12 (+2)

Size: 1, Speed: 5 (Swimmer)

Languages: Merrow

Senses: Keen Vision

Immune: infection

Enchanting Appearance: When an enemy starts its turn with line of sight to the merrow siren, the enemy makes a Will roll with 1 bane. On a success, the enemy becomes immune to Enchanting Appearance for 1 hour. On a failure, it becomes Intellect impaired for 1 minute or until harmed.

ACTIONS

Melee Attack—Short Sword • Piercing: Strength (+1) with 1 boon (1d6)

Bewitching Song (Magical): If the siren can sing, target one enemy within 20 yards that can hear. The siren makes a Will (+2) roll against the target's Intellect. On a success, the target becomes controlled by the siren (luck ends). On a failure, the enemy becomes immune to Bewitching Song for 24 hours.

Shriek (Magical): The siren shrieks. Each creature that hears the shriek, is not a merrow, and is within 15 yards of the siren takes 3d6 damage, and makes a Strength roll. On a failure, the creature takes an extra 3d6 damage and becomes stunned (luck ends). Once the siren uses this trait, it loses access to it for 1 minute.



MUTANTS

The Old Empire fell and darkness swept over its lands. The emperor's sorcerers battled with vile warlocks in flaming skies to decide the fate of the mightiest nation ever, but the more magic they used, the more chaos they created until the Empire at last expired. Most fled, but a few stayed behind who soon found themselves altered, warped into broken forms.

The survivors became mutants, once human descendants forced into unlikely and appalling forms by the reckless magic let loose on the Empire's ruins. Had these changes affected their bodies alone, perhaps the mutants would have realized the danger in staying, but the transformation altered their minds as well, freighting them with cruel impulses and uncontrollable anger.

The mutants worship the forces of destruction that changed them. Their interpretations of the burning skies and the upheaving earth told them to spread forth and conquer, to remake other peoples in their own, hideous image. Now, with the Old Country in its own troubles, there's nothing to stop the march of the mutants.

WRETCH

The majority of the mutant host are wretches. Each one is a study in how deadly their homeland has become, how strange its effects on those who were once human. Wretches have humanoid shapes,

but thick, purple scars, folds of hanging flesh, tumescent nodules, and misshapen limbs make their lives misery. A few lose the ability to walk and must drag themselves across the ground. The pain they endure leaves little room for humanity, and thus they form bloodthirsty mobs, driven to share their suffering with everyone they find.

MARAUDER

The marauders rush headlong into battle. They armor their bodies with leathers dyed in ludicrous colors and conceal their faces behind animal masks. They hoot, shriek, and bark like the animals they resemble.

CREEPER

The boneless creepers infiltrate communities, gather information, and assassinate leaders. Their efforts can bring a community to its knees even without a full mutant attack. Creepers favor long hooded cloaks that cast their monstrous faces into shadow. Many take trophies from their victims; it's common to see one with a child's stuffed animal hanging from its belt or a necklace of ears around its neck.

WARP CASTER

Warp casters learned how to tame the wild magic running amok through the Devastation and channel its energies through iron staffs capped with green metal rings. Their skill at magic use earns them a higher standing in their society and when at large, they travel in the company of wretches. Warp casters wear long black robes with tall, pointed black hats that cover the sides of their heads but leave their faces bare. The robes bear glyphs the wearers believe protect them from their magic.

TERROR HULK

Not even the warp masters can control the terror hulks, so violent are they. The best they can do is to imprison the monsters' heads in cages so that they at least can't bite allies. At 9 feet tall and close to 600 pounds, mutants accept the risks of bringing these brutes along to smash down walls and tear knights from their steeds.

WARP KNIGHT

The silent warp knights stride into battle wearing matte black armor that has become fused to their bodies. So completely does their armor encase their forms that not even their eyes show. Strange magic courses through the armor plates, and in their darkness, one might spy monstrous visages and alien vistas.

WARP MASTER

The warp masters take their orders from the magical storms raging over their homelands, for only they can pick out the messages amid the booms of thunder and scream of wind. They visualize other lands in their minds' eyes and believe those are sites their powers wish them to destroy.

Warp masters are appalling things of tissue and bone, without any trace of their former humanity left. They are floating clots of meat, festooned with teeth, hair, and rolling eyes. When they use their magic, unseemly bulges form in their bodies, stretching and sometimes bursting to spurt vitality onto the ground.



MUTANT WRETCH

MONSTER · DIFFICULTY 1

Defense: 9, Health: 10

Strength: 11 (+1), Agility: 9 (–1)

Intellect: 8 (–2), Will: 12 (+2)

Size: 1, Speed: 5

Languages: Archaic

Unhinged: A mutant is Intellect impaired and Will impaired.

Appalling Explosion (Magical): When the mutant wretch becomes incapacitated, it explodes and dies. Each creature within 5 yards makes a luck roll. On a failure, it takes 1d6 damage.

ACTIONS

Melee Attack—Club: Strength (+1) (2d6)

MUTANT MARAUDER

MONSTER · DIFFICULTY 2

Defense: 13 (leather), Health: 20

Strength: 12 (+2), Agility: 12 (+2)

Intellect: 10 (+0), Will: 11 (+1)

Size: 1, Speed: 6 (Slippery, Strider)

Languages: Archaic

Unhinged: A mutant is Intellect impaired and Will impaired.

ACTIONS

Melee Attack—Sword and Hatchet • Slashing: Strength (+2) with 1 boon (3d6)

MUTANT CREEPER

MONSTER · DIFFICULTY 4

Defense: 14 (leather), Health: 40

Strength: 10 (+0), Agility: 13 (+3)

Intellect: 11 (+1), Will: 11 (+1)

Size: 1, Speed: 5 (Slippery, Squeeze 1 inch, Strider)

Languages: Archaic

Unhinged: A mutant is Intellect impaired and Will impaired.

ACTIONS

Melee Attack—Daggers • Thrown 5: Agility (+3) with 1 boon (2d6)

Critical Success: The target makes a Strength roll. On a failure, the target becomes confused (luck ends). Each time the target makes a luck roll to end the affliction, the target loses 1 Health.

Two Attacks: The mutant creeper makes two Daggers attacks.

MUTANT WARP CASTER

MONSTER · DIFFICULTY 4

Defense: 10, Health: 30

Strength: 11 (+1), Agility: 10 (+0)

Intellect: 9 (–1), Will: 14 (+4)

Size: 1, Speed: 5

Languages: Archaic

Unhinged: A mutant is Intellect impaired and Will impaired.

ACTIONS

Melee Attack—Staff: Strength (+1) with 1 boon (1d6)

Warp Strike (Magical): The warp caster hurls a multicolored beam from its hand. Target one creature within 50 yards. Make a Will (+4) roll with 1 boon against the target's Strength. On a success, the target takes 4d6 damage and catches fire (luck ends).

Then make a luck roll. On a failed roll, the warp caster takes 4d6 damage, and each other creature or object within 5 yards takes 2d6 damage. A creature other than the warp caster makes a luck roll and takes an extra 2d6 damage on a failure. If this damage incapacitates the warp caster, it dies and everything it wears or carries disappears in a twist of colors.

MUTANT TERROR HULK

MONSTER · DIFFICULTY 8

Defense: 7, Health: 120

Strength: 15 (+5), Agility: 8 (–2)

Intellect: 7 (–3), Will: 14 (+4)

Size: 2, Speed: 5

Languages: Archaic

Caged Head: The terror hulk makes rolls to attack with 1 bane. When the terror hulk becomes injured, it loses this trait until a new cage is installed on its head.

Wild Foe: If the terror hulk lacks the Caged Head trait, it treats all other creatures as enemies.

Unhinged: A mutant is Intellect impaired and Will impaired.

ACTIONS

Melee Attack—Great Hammer • Bludgeoning: Strength (+5) with 1 boon (6d6)

Critical Success: If the terror hulk has access to the Wild Foe trait, it tries to bite. Target one other creature in reach. Make a Strength (+5) roll with 1 boon against the target's Agility. On a success, the target takes 3d6 damage.

END OF THE ROUND

Rampage: The mutant terror hulk rampages until the end of the next round. It increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 1d6 damage. Then, the terror hulk loses access to this talent (luck ends).



MUTANT WARP KNIGHT

MONSTER · DIFFICULTY 8

Defense: 20 (full plate, shield), **Health:** 60
Strength: 13 (+3), **Agility:** 10 (+0)
Intellect: 10 (+0), **Will:** 15 (+5)
Size: 1, **Speed:** 5
Languages: Archaic
Reality Distortion (Magical): Enemies within 5 yards of the warp knight are cursed, Intellect impaired, and Will impaired while they remain in range.

Unhinged: A mutant is Intellect impaired and Will impaired.

Explosive End: When the warp knight becomes incapacitated, it catches fire. At the end of the round, the warp knight explodes. Each other creature and object within 5 yards takes 2d6 damage. A creature makes a luck roll. On a failure, it takes an extra 2d6 damage. The explosion kills the warp knight and destroys everything it wears and carries.

ACTIONS

Melee Attack—Sword · Slashing: Strength (+3) with 1 boon (3d6)
Two Attacks: The mutant warp knight makes two Sword attacks.

MUTANT WARP MASTER

MONSTER · DIFFICULTY 8

Defense: 14, **Health:** 80
Strength: 8 (–2), **Agility:** 11 (+1)
Intellect: 14 (+4), **Will:** 16 (+6)
Size: 1, **Speed:** 6 (Fly, Hover)
Languages: Archaic
Senses: Awareness 10
Immune: blinded, confused, controlled, deafened, frightened, stunned
Leadership: Each ally within 5 yards of the mutant warp master rolls to attack with 1 boon.
Madness Field (Magical): Enemies within 5 yards of the mutant warp master become Intellect impaired and Will impaired for as long as they remain there. In addition, when an enemy in this range takes damage, it makes a Will roll. On a failure, it takes an extra 3d6 damage and becomes stunned (luck ends).

Strange Expulsion: When a creature within 5 yards of the warp master creates a magical effect, the warp master makes a luck roll. On a success, something foul squirts at the creature, which causes it to become vulnerable (luck ends).

ACTIONS

Melee Attack—Tentacle: Agility (+1) (4d6)
Corruption: A flesh-and-blood target loses 1d6 Health and becomes weakened (luck ends).
Warp Strike (Magical): The warp master sends one or two colorful beams out from its hands. Target one or two creatures, all in one Size 5 space, within 30 yards. Each target takes 1d6 damage. Then, for each target separately, make a Will (+6) roll with 1 boon against the target's Agility. On a success, the target takes 3d6 damage, becomes Strength impaired (luck ends), and the

target teleports to an empty space of the warp master's choosing within 5 yards.

REACTIONS

Warp Form: When an ally within 15 yards starts its turn, the warp master can distort its form. The target becomes stunned until the end of its next turn. For 1 minute after, the target rolls to attack with 1 boon and its attacks deal an extra 1d6 damage.

MUTANT BEASTS

The Devastation spares nothing. The mutants found ways to put some of the stranger creations to good use.

SLUG STEED

Swollen to the size of horses, slug steeds have purple hides with yellow mottling. Tall eyestalks emerge from their heads above soft, wet maws that drip corrosive juices. They carry warp knights into battle.

SNIFFER HOUND

Once people selectively bred by the mutants for finding and tracking prey, the sniffer hounds endure years of debasement and mistreatment until they become as beasts. A sniffer hound crawls over the ground on all fours and uses the single great tube of a nostril that fills its face to pick up the faintest scents.

SLUG STEED

MONSTER · DIFFICULTY 1

Defense: 8, **Health:** 10
Strength: 12 (+2), **Agility:** 8 (–2)
Intellect: 6 (–4), **Will:** 8 (–2)
Size: 2, **Speed:** 5 (Mount)
Languages: understands Archaic

ACTIONS

Melee Attack—Dripping Maw: Strength (+2) (1d6)
Critical Success: The target becomes weakened (luck ends). Each time the target makes a luck roll to end the affliction, it takes 1d6 damage.

SNIFFER HOUND

MONSTER · DIFFICULTY 1

Defense: 11, **Health:** 10
Strength: 10 (+0), **Agility:** 11 (+1)
Intellect: 8 (–2), **Will:** 10 (+0)
Size: 1, **Speed:** 6
Languages: understands Archaic
Senses: Keen Scent
Immune: blinded, deafened

ACTIONS

Melee Attack—Claws: Agility (+1) (2d6)

MUTTERING MAW

Heaving stomps and the spatter of slimy drool announce the muttering maw's approach. A monster of dim intelligence, it wanders about to feed its prodigious appetite. When it catches something in its paw-like appendages, it stuffs the morsel into the mouth that cuts across the top of its headless torso. No one knows where the monsters came from, but though they lack the numbers to pose danger on a large scale, they are enough to trouble people who cross paths with them.

A muttering maw has a large, bulky torso with a mouth that bisects its body, opening between its two powerful shoulders. Rotten brown teeth crowd the gaping orifice and foul slime leaks out from the sides, splashing between its legs and leaving a trail behind it. It has strong limbs, and its arms end in three-fingered hands.

MUTTERING MAW

MONSTER · DIFFICULTY 16

Defense: 15, Health: 160

Strength: 15 (+5), Agility: 10 (+0)

Intellect: 7 (-3), Will: 13 (+3)

Size: 2, Speed: 6

Senses: Awareness 10

Immune: blinded, confused, controlled, deafened, frightened, stunned

ACTIONS

Melee Attack—Fist

Bludgeoning: Strength (+5) with 1 boon (6d6)

Critical Success: The muttering maw snatches a Size 1 or smaller target and bites it. The target takes an extra 10d6 damage and falls prone.

Two Attacks: The muttering maw makes two Fist attacks.

END OF THE ROUND

Horrid Doubling: Roll a d6. On a 6, the muttering maw becomes stunned until the end of the next round, but a new muttering maw crawls out of its mouth and takes the next available turn. The new muttering maw's damage total is 0. Once the muttering maw produces another muttering maw in this way, it loses access to this trait for 24 hours.



NAGAS

The Thonian Empire arose not long after the naga, refugees from an unraveling reality, slipped through a gate and settled on the subcontinent south of the Sea of Fear. The settlers brought with them advanced technology that allowed them to stamp out resistance by the indigenous humans, whom they enslaved. With a large labor force and the technological wonders that they had salvaged from their home world, the Thonians built a powerful empire that spread across nearly half of all Erth.

For all its power, flaws riddled the Thonian civilization. The naga discovered they were ill-suited to this world, and over a few generations, their numbers diminished due to hardship, disease, and shrinking numbers of eggs. To save themselves, the brightest worked to merge their kind with that of their slaves, producing all manner of abominations, some of which have since evolved into monsters that terrorize the world to this day. The horrors perpetrated by these desperate efforts saw a slave uprising that culminated with the collapse of the Thonian Empire, and most of its lands slid into the watery depths. The humans who threw off their chains fled to the Jungle of Za, where their descendants would orchestrate their own fall into barbarism.

Most naga look like large snake people with arms. They have snake-like heads and get around slithering on their muscular tails. Experimentation leads to significant variants, with some looking human-ish and others not at all.

DEGENERATE

Most naga are degenerates, the most wretched of their kind. They speak a pidgin of the Thonian tongue and use simple tools for hunting.

SHAPESHIFTER

The shapeshifters descend from the naga who sought to integrate into their enemies' societies. They have an innate ability to alter their physical forms to look like members of other ancestries.



NAGA ANCESTRY

NAGA

Natural Defense: +1

Size: 1, **Speed:** 4 (Slippery)

Bonus Languages: Thonian

Senses: Keen Scent

Natural Weapons: A naga can use their fangs as a natural weapon. Attacks with their fangs deal 1d6 damage and the weapon has the Nimble trait.

Other Traits: Cold Blooded, Naga Venom, Serpentine

THONIAN

The Thonians cling to the memory of their fallen civilization and have retained enough knowledge to utilize artifacts recovered from the depths. Thonians dress in diaphanous robes, jeweled rings, necklaces, and headdresses. They speak the Thonian tongue only.

THONIAN ELUCIDATOR

The elucidators fight a losing battle to preserve their kind. These individuals have stayed alive for thousands of years by pumping themselves full of strange chemicals that have driven them all hopelessly insane. Their madness blinds them to the futility of trying to rebuild what was lost. Elucidators don black robes embroidered in weird symbols. The robes come with tall pointed hoods that leave their snakelike visages exposed.

ECHOES OF A LOST EMPIRE

Serpentine refugees built an empire and ascended to power with advanced technology. They enslaved the native human population, but their reign was short-lived.

Struggling to adapt to their new world, the naga dwindled in number. In a desperate act of self-preservation, they mixed their blood with their human slaves. The results were horrifying. These monstrosities, twisted by magic and science, still plague the world today.

The enslaved humans, recoiling from these abominations, eventually rebelled and brought the Thonian Empire crashing down. Freed but scarred, the humans retreated into isolation. Though the Thonians are gone, their legacy of hubris and twisted creation haunts the world.

NAGA DEGENERATE

NAGA · DIFFICULTY 1

Defense: 11, **Health:** 5

Strength: 10 (+0), **Agility:** 9 (−1)

Intellect: 6 (−4), **Will:** 8 (−2)

Size: 1, **Speed:** 4 (Slippery)

Languages: Thonian

Senses: Keen Vision

Cold-Blooded: A naga makes rolls to resist the effects of cold exposure with 2 banes.

Serpentine: A naga cannot run and makes rolls to jump or leap with 1 bane. They impose 1 bane on rolls made to move them or knock them prone and they make rolls to avoid being moved or knocked prone with 1 boon.

ACTIONS

Melee Attack—Fangs: Strength (+0) (1d6)

Naga Venom: A flesh-and-blood target makes a Strength roll. On a failure, it becomes poisoned (luck ends).

Ranged Attack—Javelin · Thrown 10: Strength (+0) (1d6)

NAGA SHAPESHIFTER

NAGA · DIFFICULTY 2

Defense: 13, **Health:** 15

Strength: 12 (+2), **Agility:** 11 (+1)

Intellect: 11 (+1), **Will:** 9 (−1)

Size: 1, **Speed:** 6 (Slippery)

Languages: Thonian

Senses: Keen Vision

Shapeshift (Magical): At the start of the naga's turn, if it is not injured, confused, controlled, stunned, or unconscious, it transforms into a creature of flesh and blood with a humanoid shape. It uses its normal rules regardless of its appearance.

Cold-Blooded: A naga makes rolls to resist the effects of cold exposure with 2 banes.

ACTIONS

Melee Attack—Sword · Slashing: Strength (+2) with 1 boon (2d6)

Melee Attack—Fangs: Strength (+2) with 1 boon (1d6)

Naga Venom: A flesh-and-blood target makes a Strength roll. On a failure, it becomes poisoned (luck ends).

Two Attacks: The naga makes one Sword attack and one Fangs attack.

THONIAN

NAGA · DIFFICULTY 2

Defense: 13, **Health:** 15

Strength: 9 (−1), **Agility:** 11 (+1)

Intellect: 11 (+1), **Will:** 10 (+0)

Size: 1, **Speed:** 4 (Slippery)

Languages: Thonian

Senses: Keen Vision

Cold-Blooded: A naga makes rolls to resist the effects of cold exposure with 2 banes.

Serpentine: A naga cannot run and makes rolls to jump or leap with 1 bane. They impose 1 bane on rolls made to move them or knock them prone and they make rolls to avoid being moved or knocked prone with 1 boon.

ACTIONS

Melee Attack—Shock Lance: Agility (+1) with 1 boon (2d6)

Jolt: A flesh-and-blood target becomes Strength impaired (luck ends).

Melee Attack—Fangs: Agility (+1) with 1 boon (1d6)

Naga Venom: A flesh-and-blood target makes a Strength roll. On a failure, it becomes poisoned (luck ends).

Devastator Pistol: The Thonian fires its Devastator Pistol. Target one creature or object within 20 yards. Make an Intellect (+1) roll with 1 boon against the target's Agility. On a success, the target takes 3d6 damage. If it becomes incapacitated from this damage, the target dies and disappears, along with everything it wears and carries. On a failed Intellect roll, make a luck roll. On a failure, the Devastator Pistol runs out of charges and becomes an improvised melee weapon.

THONIAN ELUCIDATOR

NAGA · DIFFICULTY 4

Defense: 14, **Health:** 40

Strength: 11 (+1), **Agility:** 12 (+2)

Intellect: 16 (+6), **Will:** 15 (+5)

Size: 1, **Speed:** 4 (Slippery)

Languages: Thonian

Senses: Keen Vision

Protection from Magic: The elucidator imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Cold-Blooded: A naga makes rolls to resist the effects of cold exposure with 2 banes.

Serpentine: A naga cannot run and makes rolls to jump or leap with 1 bane. They impose 1 bane on rolls made to move them or knock them prone and they make rolls to avoid being moved or knocked prone with 1 boon.

ACTIONS

Melee Attack—Staff of Serpents (Magical): Agility (+2) with 2 boons (3d6)

Staff Venom: A flesh-and-blood target makes a Strength roll with 1 bane. On a failure, it becomes poisoned and vulnerable (luck ends both).

Melee Attack—Fangs: Agility (+2) with 2 boons (1d6)

Naga Venom: A flesh-and-blood target makes a Strength roll. On a failure, it becomes poisoned (luck ends).

Mind Blight (Magical): The elucidator invades an enemy's mind. Target one enemy within 10 yards. Make an Intellect (+6) roll against the target's Will. On a success, the target becomes controlled by the elucidator (luck ends). Once the elucidator uses this talent, it loses access to it for 1 hour.

Unseen Fire (Magical): The elucidator bathes a foe with invisible fire. Target one creature within 10 yards. The target takes 1d6 damage. Make an Intellect (+6) roll against the target's Agility. On a success, the target takes an extra 3d6 damage and catches fire and becomes weakened (luck ends both).

NEHES

A great nation once thrived in the Jungle of Za, but, like many nations, its decadence allowed an authoritarian regime to come to power and drain the nation of any good and decency it once had. As their cities crumbled, the people retreated to the wilderness, carrying their cruelty, pettiness, and selfishness with them as they devoted their lives to worshiping their twisted deity in hopes of gaining power over others.

Generations of inbreeding and violence left the nehe impoverished of all prior advances. They have forgotten agriculture, know only weapons as their tools, and live by hunting and scavenging. Nehe appear somewhat human but behave more like wild, violent apes. Most stand between 5 and 6 feet tall and weigh hundreds of pounds. They have a thin layer of fur over much of their hides, with coloration ranging from yellow to brown, orange being the most common. Nehe have broad facial features that express their idiocy and brutishness.

OATHSWORN

The dark god the nehe worship demands regular sacrifices. The oathsworn, who have spoken vows of loyalty to their deity, keep the altars sticky with fresh blood. Oathsworn are larger and

tougher than their fellows. They dye their bodies bright red and carry weapons studded with teeth.

DEMAGOGUES AND VISIONARIES

Nehe demagogues represent everything that is wrong with the nehe. They put themselves first in everything, pay little attention to the needs or desires of the people they would lead, and focus all their efforts on improving their own positions and providing for their own comfort. For all their bluster, demagogues give ground if faced with a serious threat and quit the battlefield long enough to drum up reinforcements.

The demagogues take their orders from the visionaries, who are believed to speak for their dread god. They appear more human than other nehe, having little body hair and going so far as to wear finery and masks. The visionaries direct nehe society, deciding whom people should hate and what grievances they ought to have.

NEHE

MONSTER • DIFFICULTY 2

Defense: 10, **Health:** 20

Strength: 12 (+2), **Agility:** 10 (+0)

Intellect: 8 (–2), **Will:** 10 (+0)

Size: 1, **Speed:** 6

Languages: Nehe

Sadistic: When the nehe harms a flesh-and-blood creature, the nehe makes attribute rolls with 1 boon until the end of its next turn.

Misinformed: The nehe makes Intellect rolls with 1 bane.

ACTIONS

Melee Attack—Club: Strength (+2) (2d6)

Ranged Attack—Rock • Thrown 5: Strength (+2) with 1 bane (1d6)

NEHE DEMAGOGUE

MONSTER • DIFFICULTY 4

Defense: 11, **Health:** 60

Strength: 12 (+2), **Agility:** 11 (+1)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1, **Speed:** 6

Languages: Nehe

Leadership: Each ally within 5 yards rolls to attack with 1 boon.

Sadistic: When the nehe harms a flesh-and-blood creature, the nehe makes attribute rolls with 1 boon until the end of its next turn.

Misinformed: The nehe makes Intellect rolls with 1 bane.

ACTIONS

Melee Attack—Axe • Brutal: Strength (+2) with 1 boon (4d6)

NEHE OATHSWORN

MONSTER · DIFFICULTY 4

Defense: 11, **Health:** 60

Strength: 12 (+2), **Agility:** 11 (+1)

Intellect: 8 (–2), **Will:** 11 (+1)

Size: 1, **Speed:** 6

Languages: Nehe

Unwavering Belief: The oathsworn makes Will rolls with 1 boon.

Sadistic: When the nehe harms a flesh-and-blood creature, the nehe makes attribute rolls with 1 boon until the end of its next turn.

Misinformed: The nehe makes Intellect rolls with 1 bane.

ACTIONS

Melee Attack—Mace · Bludgeoning: Strength (+2) with 1 boon (4d6)

REACTIONS

Hit Them Again: When the oathsworn gets a success on a roll to attack, the oathsworn can attack. Once it uses this talent, it loses access to it for 1 minute.

NEHE VISIONARY

MONSTER · DIFFICULTY 8

Defense: 15, **Health:** 100

Strength: 12 (+2), **Agility:** 11 (+1)

Intellect: 12 (+2), **Will:** 14 (+4)

Size: 1, **Speed:** 6

Languages: Nehe

Leadership: Each ally within 5 yards rolls to attack with 1 boon.

Scapegoat: If the visionary is not confused, controlled, stunned, or unconscious at the start of its turn, target one enemy within 10 yards. The target becomes a scapegoat until the start of the visionary's next turn. Each ally within 10 yards rolls to attack the scapegoat with 1 boon and their attacks deal an extra 2d6 damage to it.

A Different Truth: When the visionary gains an affliction, make a luck roll. On a success, the affliction ends.

Sadistic: When the nehe harms a flesh-and-blood creature, the nehe makes attribute rolls with 1 boon until the end of its next turn.

Misinformed: The nehe makes Intellect rolls with 1 bane.

ACTIONS

Melee Attack—Battle Axe · Brutal: Strength (+2) with 1 boon (4d6)

NETHER WRAITH

Few ways out of the Netherworld evade the attention of the watchful gargoyles, but the souls of the damned sometimes find them. When they slither free from the Adversary's dominion, the darkness clinging to them transforms the accursed souls into hideous nether wraiths.

Nether wraiths appear as humanoid shadows with flickering red lights for its eyes. They drift through the air, their bodies roiling and writhing. They pass through solid obstacles, driven by a terrible craving for the life force on which they feed.

Sunlight can destroy nether wraiths, so at first light, they flee for cover, taking refuge in old cellars, ruins, vaults, and tombs. When night falls again, they boil out of their hiding places, flowing toward their victims, the eagerness to feed revealed in the burning lights of their eyes.

NETHER WRAITH

SPIRIT · DIFFICULTY 8

Defense: 20, **Health:** 60

Strength: 10 (+0), **Agility:** 15 (+5)

Intellect: 11 (+1), **Will:** 14 (+4)

Size: 1, **Speed:** 8 (Fly, Hover, Insubstantial, Silent, Slippery)

Languages: understands Archaic, Common, or Kingdom

Senses: True Vision

Immune: asleep, blinded, deafened, frightened, held, on fire, poisoned, prone, slowed; deprivation, exposure, infection, suffocation

Unnatural Darkness: A nether wraith becomes invisible while in faint light or no light at all.

ACTIONS

Draining Touch: The nether wraith reaches out to touch someone. Target one or two flesh-and-blood creatures in reach. For each target separately, make an Agility (+5) roll against its Agility. On a success, the target loses 4d6 Health and becomes weakened (luck ends).

END OF THE ROUND

Burned by Sunlight: If the nether wraith is in a space lit by direct sunlight, it loses 4d6 Health and becomes weakened until the end of the next round.



NISSE

Let Far Dwelling's ruins be a warning to those who do not take seriously the threat of the traveling old man. The few people who managed to escape the flattening of their town, the rout of their livestock, and the ruin of all they ever had, explain they had no idea the little old man on the back of a surly pig would have such a temper, especially about his long, white beard. The more they laughed, the angrier he became. And when angry enough, he grew and grew until he towered over them all.

Nisse travel from place to place, sometimes on foot, sometimes on the backs of pigs, to gauge whether or not mortals act as good custodians of the land. They leave small gifts on doorsteps for those who earn their esteem and destroy those who offend them.

These wandering faeries take the forms of old men about 2 feet tall, bent nearly in half, with long white beards that drag on the ground. All wear smart blue jackets and pointed blue hats, and often no pants at all. When not astride a pet hog, they hobble about on canes.



NISSE

FAERIE • DIFFICULTY 16

Defense: 10, **Health:** 240

Strength: 18 (+8), **Agility:** 10 (+0)

Intellect: 14 (+4), **Will:** 16 (+6)

Size: 1/2 (see Bigger and Bigger),
Speed: 5

Languages: Common, Sylvan

Immune: confused, controlled, stunned; infection

Trample: A Size 3 or larger nisse can move through spaces occupied by creatures and objects smaller than it. When it enters a creature's space, that creature makes an Agility roll. On a failure, the creature takes 2d6 damage and falls prone. When it enters an object's space, the object takes 2d6 damage. A creature or object can be subject to this nisse's Trample just once per round.

Stomp: If the nisse is Size 4 or larger and has not moved, it can reduce its Speed to 0 until the start of its next turn to stomp its foot. Target one creature smaller than the nisse in reach. The target makes an Agility roll with 1 bane. On a failure, the target takes 4d6 damage, plus 1d6 damage per point of the nisse's Size above 4, and the target falls prone.

ACTIONS

Melee Attack—Walking Stick: Strength (+8) (5d6)

Larger Strikes: A target takes an extra 2d6 damage per point of Size the nisse is greater than 2.

Two Attacks: The nisse makes two Walking Stick attacks.

END OF THE ROUND

Bigger and Bigger: If the nisse is Size 1/2, it becomes Size 2. If it is Size 2 or larger, its Size increases by 1. The increase to Size lasts until the combat ends.

NYMPH

Nymphs are always female, as they sprang from the shattered pieces of a magical looking-glass in which the Faerie Queen viewed herself until she threw it to the floor in a fit of pique. The faeries produced from these shards were nearly equal to the Faerie Queen in their terrible beauty; to allow one's eyes to rest upon their perfect forms would drive away all sight forever. The nymphs had no place in the courts of the elvish lords and ladies and so spread out to settle in the mortal lands, where they could rule over their own dominions in the manner of their maker.

Selfish, vain, and sometimes petty, nymphs have no regard for the feelings of those whom they enchant, and hold them captive until they weary of them and discard them. Nymphs might involve themselves in the affairs of neighboring peoples, fomenting discord just to see what happens. They take what they want and do as they please. They surround themselves with pretty things, such as a fine painting, the voice of a bard, or the face of a striking young woman, and marvel over them until they grow bored.

A nymph keeps the company of 1d6 adventurers enchanted to protect her from harm.

NYMPH

FAERIE · DIFFICULTY 16

Defense: 18, **Health:** 160

Strength: 11 (+1), **Agility:** 16 (+6)

Intellect: 16 (+6), **Will:** 18 (+8)

Size: 1, **Speed:** 7 (Slippery, Strider, Teleport 3)

Languages: Archaic, Common, Sylvan

Senses: Keen Hearing, Keen Vision

Immune: confused, controlled, held, poisoned, stunned; infection

Protection from Magic: The nymph imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Awful Glare (Magical): If the nymph is not unconscious at the start of her turn, she glares at one creature in her line of sight. The target makes a Will roll with 3 banes. On a failure, the target becomes blinded and weakened until the nymph becomes incapacitated or she uses an action to end the afflictions. On a critical failure, the target also takes 20d6 damage.

Foment Obsession: Each enemy within line of sight to the nymph becomes weakened for as long as it can see her.

Terrible Beauty (Magical): When an enemy starts a turn with line of sight to the nymph, the enemy makes a Will roll with 3 banes. On a success, it becomes immune to Terrible Beauty for 1 hour. On a failure, the enemy becomes cursed until the nymph becomes incapacitated or uses an action to end the affliction (if within 5 yards). An enemy cursed by the nymph is also controlled by her.

Fury: A nymph can attack, move one creature it has controlled up to its Speed and then that creature makes an attack, or heal 40 damage and end all afflictions.

ACTIONS

Melee Attack—Claw · Slashing: Agility (+6) with 2 boons (4d6)

Critical Success: The target becomes cursed and vulnerable (luck ends both). An enemy cursed by the nymph also becomes controlled by her for as long as it remains cursed.

Two Attacks: The nymph makes two Claw attacks.

OBSERVER

Once the Weird Wizard completed construction of the Forbidden City, he withdrew behind its walls to focus on his work. He did not, however, leave the lands unattended. He left many creations to watch over his dominion, monitor developments, and correct behavior when and as necessary. The most common of these creations are the observers, giant floating eyeballs who transmitted everything they saw to their creator.

The floating organs have tendrils fringing their orbs that let them steer while flying, and drag behind them a curtain of these fibrous tendrils. Observers never communicate, nor do they initiate hostile action. They defend themselves, though, if they come under attack by releasing beams of white light from their pupils that can burn through solid stone.

OBSERVER

CREATION · DIFFICULTY 1

Defense: 11, **Health:** 5

Strength: 8 (−2), **Agility:** 11 (+1)

Intellect: 6 (−4), **Will:** 11 (+1)

Size: 1, **Speed:** 5 (Fly, Hover)

Senses: True Vision

Immune: deprivation, exposure, infection, suffocation

Explosive Ending (Magical): When the observer becomes incapacitated, it explodes. Each object within 2 yards of it takes 2d6 damage, while each creature within 2 yards of it makes a luck roll. On a failure, the creature takes 2d6 damage. The explosion consumes everything the observer wears and carries.

ACTIONS

Eye Ray (Magical): The observer launches a beam of light from its central eye. Target one creature or object within 15 yards. Make an Agility (+1) roll with 1 boon against the target's Agility. On a success, the target takes 2d6 damage. If the target takes 9 damage or more from a single beam, it also catches fire (luck ends).

OGRE

The trolls' creations befoul the world still, and the things that spawned in the flesh-forges reproduced themselves and passed down all their cruelty, violence, and brutishness to their offspring. The ogres have the dubious distinction of being the trolls' greatest success, and their numbers have spread everywhere. Embodying all the worst aspects of the mortal peoples, ogres have few interests beyond feeding their prodigious appetites.

Ogres ruin the lands in which they live. They build shelters from felled trees, boulders, and bones, and then spend their time indulging themselves. They might inhabit these places alone or in small groups. Some take over towns, raising themselves up as tyrants who take and take until there's nothing left, not even people, to eat.

The human stock used to make them remains apparent in ogres' forms. They stand about 10 feet tall and tend toward corpulence. Lacking shame, they forgo clothing but cover themselves in uncured hides during the winter months. Most carry disease, and their extended presence can contaminate water sources. A great many ogres find profit in taking control over smaller humanoids. Bandits, deserters, orc bands, and others could draw the attention of these brutes, attention rarely welcomed for long. Ogres muscle in, kill the leaders, and appoint themselves as lords and masters of the rest. They rule over these sorry groups for as long as it serves their interests; when they tire of it, they kill and eat the rest.

OGRE

MONSTER · DIFFICULTY 8

Defense: 12, Health: 80

Strength: 14 (+4), Agility: 10 (+0)

Intellect: 10 (+0), Will: 10 (+0)

Size: 2, Speed: 5

Languages: Common

Senses: Keen Scent

ACTIONS

Melee Attack—Cleaver · Brutal: Strength (+4) with 1 boon (4d6)

Critical Success: The target takes an extra 1d6 damage and becomes vulnerable (luck ends).

Two Attacks: The ogre makes two Cleaver attacks.

REACTIONS

Vomit: When harmed, the ogre can projectile vomit at one creature within 5 yards. Make a Strength (+4) roll against the target's Agility. On a success, the target takes 3d6 damage from the corrosive vomit and becomes weakened (luck ends). A Size 1 or smaller target also falls prone. Once the ogre uses this talent, it loses access to it until after it spends 1 hour gorging itself.



Little do people know that the Weird Wizard spent the better part of ten years fighting against the OM to prevent these aliens from getting a foothold on Erth. The invaders came from another, failing reality and, upon emerging from the Void, sought to conquer the world and remake it in their own image. Only through the Weird Wizard's efforts was their attack blunted, and now that he has gone, the OM have recovered from their losses and make ready to emerge from hiding and take the New Lands and beyond.

All members of the OM collective follow the directives given to them telepathically by the great mind, the Intelligence hidden somewhere in the world. This Intelligence commands its minions to spread out, capture the living and remake them into something useful, and expand until the whole of the world falls under their control. The OM's objective is similar to that of the reen, and some believe the two might share a common origin.

In every OM outpost, one can find the fabricator vats that spawn unseeing and other monstrosities to serve the Intelligence. Servitors dump unconscious bodies into the vats, whose fluids break down the organic matter, which then coheres into the desired shape.

OM individuals do not eat. Instead, they have feeding ports. At mealtime, members make their way to nutrient tanks sporting dozens of flexible hoses. A member attaches a hose to the port, which then pumps in a nutritious slurry of discarded organic matter that has been enriched with vitamins and minerals.

The OM's members carry out specific roles as described below. The Intelligence perceives from each and can speak through any of them, providing they have the necessary organs to speak.

SERVITOR

Even without the metal plug fitted into the mouth, the metal grills fitted over the eyes, or the nutrient port with screwcap installed in the abdomen, it is clear that there's something wrong with servitors. They don't move as people do. They appear stiff, awkward, as if considering every movement of their bodies before taking them. Servitors show no anger or joy on their slack faces and simply go about their duties as the Intelligence directs.

SPECTATOR

The OM make spies from the eyeballs harvested from the bodies of prisoners doomed to become servitors. Once fitted with spider legs, these miniscule watchers collect information for the overmind. Spectators can emit beams of energy from their eyes that warp their enemies' bodies. They are sometimes called lash crawlers.

UNSEEING

The unseeing serve as the OM collective's shock troops and speed over the ground to leap on victims, worrying them with the thin claws curling from their fingertips. Unseeing are headless and neckless humanoids with bruise-colored skin and clawed appendages.

GIGANT

To clear away deadfalls, hammer through stone walls, and topple buildings and other obstacles, the Intelligence constructs gigants. Each one has an overlarge and muscled humanoid body covered in black-and-white marbled skin. In place of a head, it has a

head-sized block of steel atop a corded, muscular neck. Somehow, the gigant perceives from this block.

OVERMIND

The Intelligence extends its identity to all bodies it creates. It perceives from them and acts through them, but the forms limit what it can do. To take a more direct hand, the Intelligence might produce an overmind, a superior creation that more closely matches the Intelligence's true form.

The overmind accesses its arsenal of psychic powers to break enemies not yet under its control. If it falls to its injuries, each OM member within a certain distance dies.

An overmind is a giant brain suspended in a nutrient rich soup that is held by a floating glass-and-steel vat.

OM SERVITOR

MONSTER · DIFFICULTY 1

Defense: 9, **Health:** 10

Strength: 11 (+1), **Agility:** 9 (−1)

Intellect: 20 (+10), **Will:** 20 (+10)

Size: 1, **Speed:** 5

Senses: Awareness 10

Immune: asleep, blinded, confused, controlled, deafened, frightened, Intellect impaired, Will impaired, stunned, vulnerable, weakened

Strength in Numbers: If there's at least one OM ally within 10 yards of this creature, impose 1 bane on rolls to attack it.

ACTIONS

Melee Attack—Hammer · Bludgeoning, Thrown 5: Strength (+1) (1d6)

OM SPECTATOR

MONSTER · DIFFICULTY 2

Defense: 16, **Health:** 5

Strength: 6 (−4), **Agility:** 13 (+3)

Intellect: 20 (+10), **Will:** 20 (+10)

Size: 1/8, **Speed:** 5 (Climber, Strider)

Senses: True Vision

Immune: asleep, blinded, confused, controlled, deafened, frightened, Intellect impaired, Will impaired, stunned, vulnerable, weakened

Strength in Numbers: If there's at least one OM ally within 10 yards of this creature, impose 1 bane on rolls to attack it.

ACTIONS

Melee Attack—Tendrils: Agility (+3) (1d6)

Pain: A flesh-and-blood target becomes vulnerable until the end of its next turn.

Warp Gaze: The spectator emits a beam from its pupil. Target one creature within 15 yards. Make a Will (+10) roll against the target's Agility. On a success, the target takes 1d6 damage and becomes impaired in an attribute of the spectator's choice (luck ends).



OM UNSEEING

MONSTER · DIFFICULTY 2

Defense: 12, **Health:** 20

Strength: 12 (+2), **Agility:** 12 (+2)

Intellect: 20 (+10), **Will:** 20 (+10)

Size: 1, **Speed:** 8 (Climber, Slippery)

Senses: Awareness 10

Immune: asleep, blinded, confused, controlled, deafened, frightened, Intellect impaired, Will impaired, stunned, vulnerable, weakened

Strength in Numbers: If there's at least one OM ally within 10 yards of this creature, impose 1 bane on rolls to attack it.

Pack Tactics: An unseeing rolls against targets that have already been attacked in the same round with 1 boon.

ACTIONS

Melee Attack—Claws · Slashing: Strength (+2) with 3 boons (2d6)

REACTION

Dart Away: When the unseeing gets a failure on a roll to attack, its Speed increases by 2 until the end of its turn.

OM GIGANT

MONSTER · DIFFICULTY 8

Defense: 5, **Health:** 80

Strength: 16 (+6), **Agility:** 10 (+0)

Intellect: 20 (+10), **Will:** 20 (+10)

Size: 6, **Speed:** 6 (Strider)

Senses: Awareness 10

Immune: asleep, blinded, confused, controlled, deafened, frightened, Intellect impaired, Will impaired, stunned, vulnerable, weakened

Strength in Numbers: If there's at least one OM ally within 10 yards of this creature, impose 1 bane on rolls to attack it.

Shattering Stride: A giant can move into spaces occupied by objects. When it enters an object's space, the object loses 10d6 Health. If the object drops to 0 Health, the giant can continue moving. Otherwise, the giant is pushed back to the nearest empty space of its Size and its Speed drops to 0 until the start of its next turn.

ACTIONS

Melee Attack—Fist · Bludgeoning: Strength (+6) with 1 boon (10d6)

Smack Down: A target smaller than the giant makes a Strength roll. On a failure, it falls prone and becomes confused (luck ends).

Two Attacks: The giant makes two Fist attacks.

OM OVERMIND

MONSTER · DIFFICULTY 32

Defense: 11, **Health:** 360

Strength: 5 (–5), **Agility:** 11 (+1)

Intellect: 20 (+10), **Will:** 20 (+10)

Size: 1, **Speed:** 5 (Fly, Hover)

Languages: understands all

Senses: Awareness 100

Immune: asleep, blinded, confused, controlled, deafened, frightened, Intellect impaired, Will impaired, stunned, vulnerable, weakened

Protection from Magic: The overmind imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Psychic Shield: While not injured, the overmind imposes 3 banes on rolls against its Defense.

Extra Reaction: Increase the number of reactions the overmind can use in a round by one.

Hive Mind: The overmind shares senses with each OM ally within 1 mile.

Brain Death: If the overmind becomes incapacitated, each OM ally within 1 mile drops to 0 Health.

ACTIONS

Arrest Thought (Magical): The overmind wipes the minds of its enemies. Target any number of creatures, all in one Size 5 space, within 15 yards. A target with a Health score of 50 or less falls prone and becomes unconscious (luck ends). A target with Health 25 or less dies from its head suddenly exploding. Once the overmind uses this talent, it loses access to it (luck ends).

Lance the Mind (Magical): The overmind blasts its enemies' minds. Target up to three creatures, all in one Size 5 space, within 15 yards. For each target separately, make an Intellect (+10) roll with 1 boon against its Will. On a success, the target takes 6d6 damage and becomes weakened (luck ends).

REACTIONS

Mental Disdain: When an enemy within 5 yards attacks it, the overmind can make a Will (+10) roll with 1 boon against that enemy's Strength. On a success, the target rises into the air and flies 1d6 × 5 yards away from the overmind, lands prone, and becomes stunned (luck ends). The target takes 1d6 damage for every 5 yards it moved or was prevented from moving by encountering an obstacle. If the target becomes injured from this damage, it becomes unconscious (luck ends) instead of stunned.

Your Body, My Weapon: When an enemy within 5 yards starts its turn, the overmind can make a Will (+10) roll with 1 boon against that enemy's Strength. On a success, the target becomes held, rises into the air, and then is used to attack a different creature or object within 5 yards of it.

The overmind makes a Will (+10) roll with 1 boon against the secondary target's Agility. On a success, both the primary and secondary target take 5d6 damage. Then, the held affliction ends for the primary target and it falls prone.

END OF THE ROUND

Synaptic Overload: Each enemy within 5 yards makes a luck roll. On a failure, the enemy becomes confused until the end of the next round.

ORCS

Orcs are people corrupted by a magical sickness of the soul. The disease infects those living close to one of the imprisoned Ancient Ones, and the blight cares nothing if its victims are humans, elves, dwarfs, or something else. Dwarf kingdoms have gone dark when miners dug too deep and encountered the blight in their tunnels, while faeries have become changed when some shifting of the Dragon's coils causes a dark power to rise closer to the world's surface. Worse, dark wizards and foul sorcerers, discovering places steeped in corruption, assemble armies from the prisoners they drag to these places, burying them in the muck until the transformation takes hold.

The infection dooms a victim to a tragic existence shaped by untrammelled hatred and cruelty. Empathy and compassion are seen as signs of weakness, and orcs recognize authority only in the strongest and most dangerous of their fellows. The threat of imminent death or suffering ensures obedience from lesser orcs, though they have no alliances among each other. Each fights over the scraps left by their betters and laughs when the injured or frail go hungry.

Efforts to heal the afflicted have failed, for this ailment strikes not just the body but the essential being of the individual, remaking it into a monster. Perhaps divine intervention might lift the blight from their souls, but the gods have taken no pity on the orcs' plight and turned their backs on them as if they were the very fiends of Hell. A sharp blade and a readied spell appear to be the only remedies for these unfortunate souls.

Transformation into an orc happens almost at once. The body convulses, the skin assumes an unhealthy gray or green color, and the sclera turn blood red. Meanwhile, the mind sickens and personality warps. Empathy dies to leave the individual callous and hardened. Emotions beyond anger and hatred fade away so that orcs show almost no sympathy toward anything they encounter and certainly experience no shame or guilt for their actions. They lie, manipulate, and coerce, all to feed their appetites. The curse makes these people into uncaring monsters, a plague on the world.

Orcs grow strong and durable. They can tolerate pain and keep fighting after suffering appalling injuries. Their inflated sense of self prevents them from suicidal action, though they love to butcher those weaker than themselves, and their survival instinct ensures they bolt from superior forces. Sunlight is hateful to orcs, and they cannot stand green and growing things. They'll kill anything but love murdering faeries, as they know death means utter oblivion to the immortals.

ORC TRANSFORMATION

MONSTER

Strength: +2

Intellect: -1, **Will:** -1

Size: 1, **Speed:** 5

Senses: Dark Vision

Other Traits: Bloodthirsty, Sunlight Weakness

DRUDGE

Many orcs never rise above the lowly station of drudge. The drudges in every force of orcs know better than anyone the cheapness of life. They form the van of any attacking force, and their fate is to be chopped, sliced, bashed, or shot. Orc drudges cobble together what armor they can find and wield chipped, rusty, and broken weapons.

FIREBREATHER

Orc gangs sometimes include a colorful character whose antics and insults goad the warriors into a fighting frenzy. These orcs, called firebreathers, wear motley, foolish costumes, and dance and caper while their fellows start the killing.

SKIRMISHER

Swift and merciless, skirmishers use hit-and-run tactics to provoke enemies into engaging the heavies. Skirmishers might also serve as scouts, but most orc bands care little for the disposition of enemy forces.



TROOPER

Healthier specimens can loot better equipment and thus fight in units of other troopers. Orc troopers might cut down drudges in their path.

HEAVY

The heavies form the iron core of orc fighting forces. Their better armor protects them from missiles as they close in and hack enemies apart with their heavy weapons.

MANSLAYER

Adept at infiltration and assassination, manslayers slip through enemy lines to cause mayhem by killing officers and sabotaging supplies. Manslayers wear dark clothing, hoods, and cloaks.

OVERSEER

Big and nasty, orc overseers command their underlings through intimidation and the crack of their whips. Many overseers wear gruesome masks and adorn their bodies with trophies taken from the people they have killed.

DOOMBRINGER

Clever orcs make pacts with the forces responsible for their transformation and gain from them dreadful magical power. Orc doombringers wear long robes strewn with symbols that hurt to look upon.

DEATH ORC

That some turn into death orcs and others do not remains a mystery. Taller, stronger, nastier than other orcs and free from weakness to sunlight, death orcs have many advantages over their kin and thus rule over them. They don the best armor and wield the best weapons.

WARLORD

The strongest and most cunning death orcs lead. They pick out their rivals and eliminate them, then assault anyone who might object. Battle scars make them ugly, which only makes lesser orcs fear and respect them more.

ORC DRUDGE**MONSTER · DIFFICULTY 1**

Defense: 10, **Health:** 10

Strength: 12 (+2), **Agility:** 10 (+0)

Intellect: 9 (–1), **Will:** 10 (+0)

Size: 1, **Speed:** 5

Languages: Common

Senses: Dark Vision

Bloodthirsty: When the result of the orc's roll to attack is 5 or less, roll a d20 and add the number rolled to the result.

Sunlight Weakness: If the orc starts their turn in a space lit by sunlight, the orc becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Spear · Thrown 5: Strength (+2) (2d6)

ORC FIREBREATHER**MONSTER · DIFFICULTY 2**

Defense: 12, **Health:** 15

Strength: 11 (+1), **Agility:** 12 (+2)

Intellect: 11 (+1), **Will:** 9 (–1)

Size: 1, **Speed:** 5

Languages: Common

Senses: Dark Vision

Irritating Prattle: Allies within 5 yards of the firebreather roll to attack with 1 boon, while enemies within this range roll to attack with 1 bane.

Bloodthirsty: When the result of the orc's roll to attack is 5 or less, roll a d20 and add the number rolled to the result.

Sunlight Weakness: If the orc starts their turn in a space lit by sunlight, the orc becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Club: Strength (+1) (2d6)

REACTIONS

Go Get Him! When the firebreather gets a failure on a roll to attack, it enables one ally within 5 yards to move up to its Speed and use a reaction to attack.

ORC SKIRMISHER**MONSTER · DIFFICULTY 2**

Defense: 13 (brigandine), **Health:** 20

Strength: 11 (+1), **Agility:** 12 (+2)

Intellect: 10 (+0), **Will:** 10 (+0)

Size: 1, **Speed:** 5

Languages: Common

Senses: Dark Vision

Bloodthirsty: When the result of the orcs roll to attack is 5 or less, roll a d20 and add the number rolled to the result.

Sunlight Weakness: If the orc starts their turn in a space lit by sunlight, the orc becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Saber: Agility (+2) with 1 boon (2d6)

Ranged Attack—Longbow · Range 30: Agility (+2) with 1 boon (2d6)



ORC TROOPER

MONSTER · DIFFICULTY 2

Defense: 12 (leather), **Health:** 20
Strength: 12 (+2), **Agility:** 10 (+0)
Intellect: 9 (–1), **Will:** 10 (+0)
Size: 1, **Speed:** 5
Languages: Common
Senses: Dark Vision

Bloodthirsty: When the result of the orc's roll to attack is 5 or less, roll a d20 and add the number rolled to the result.

Sunlight Weakness: If the orc starts their turn in a space lit by sunlight, the orc becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Sword · Slashing: Strength (+2) with 1 boon (2d6)

Ranged Attack—Bow · Range 20: Agility (+0) with 1 boon (2d6)

ORC HEAVY

MONSTER · DIFFICULTY 4

Defense: 16 (plate and mail), **Health:** 40
Strength: 14 (+4), **Agility:** 10 (+0)
Intellect: 9 (–1), **Will:** 11 (+1)
Size: 1, **Speed:** 5
Languages: Common
Senses: Dark Vision

Bloodthirsty: When the result of the orc's roll to attack is 5 or less, roll a d20 and add the number rolled to the result.

Sunlight Weakness: If the orc starts their turn in a space lit by sunlight, the orc becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Great Axe · Brutal: Strength (+4) with 1 boon (5d6)

ORC MANSLAYER

MONSTER · DIFFICULTY 4

Defense: 14 (leather), **Health:** 40
Strength: 12 (+2), **Agility:** 13 (+3)
Intellect: 11 (+1), **Will:** 11 (+1)
Size: 1, **Speed:** 5 (Slippery)
Languages: Common
Senses: Dark Vision

Bloodthirsty: When the result of the orc's roll to attack is 5 or less, roll a d20 and add the number rolled to the result.

Sunlight Weakness: If the orc starts their turn in a space lit by sunlight, the orc becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Daggers · Thrown 5: Agility (+3) with 2 boons (2d6)

Critical Success: The target becomes vulnerable (luck ends).

Two Attacks: The orc makes two Daggers attacks.

ORC OVERSEER

MONSTER · DIFFICULTY 4

Defense: 15 (mail), **Health:** 40
Strength: 13 (+3), **Agility:** 11 (+1)
Intellect: 11 (+1), **Will:** 12 (+2)
Size: 1, **Speed:** 5
Languages: Common
Senses: Dark Vision

Bloodthirsty: When the result of the orc's roll to attack is 5 or less, roll a d20 and add the number rolled to the result.

Sunlight Weakness: If the orc starts their turn in a space lit by sunlight, the orc becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Battle Axe · Brutal: Strength (+3) with 1 boon (4d6)

Ranged Attack—Whip · Long: Agility (+1) with 1 boon (0)

Critical Success: The target takes 1d6 damage.

Where There's a Whip: If the overseer targeted an ally, the ally makes rolls to attack with 1 boon and its attacks deal an extra 1d6 damage for 1 minute.

Two Attacks: The overseer makes one Battle Axe attack and one Whip attack.

DEATH ORC

MONSTER · DIFFICULTY 8

Defense: 18 (plate and mail, shield), **Health:** 80
Strength: 14 (+4), **Agility:** 11 (+1)
Intellect: 11 (+1), **Will:** 13 (+3)
Size: 1, **Speed:** 6
Languages: Common
Senses: Dark Vision
Immune: confused, frightened

Bloodthirsty: When the result of the orc's roll to attack is 5 or less, roll a d20 and add the number rolled to the result.

ACTIONS

Melee Attack—Sword · Slashing: Strength (+4) with 2 boons (4d6)

Ranged Attack—Longbow · Range 30: Agility (+1) with 2 boons (4d6)

Two Attacks: The death orc makes two Sword attacks or two Longbow attacks.

REACTIONS

Rub Some Dirt On It: When the death orc takes damage, it heals 2d6 damage. Once it uses this talent, it loses access to it for 1 minute.

ORC DOOMBRINGER

MONSTER • DIFFICULTY 8

Defense: 12 (leather), **Health:** 80

Strength: 13 (+3), **Agility:** 10 (+0)

Intellect: 11 (+1), **Will:** 13 (+3)

Size: 1, **Speed:** 5

Languages: Common

Senses: Dark Vision

Bloodthirsty: When the result of the orc's roll to attack is 5 or less, roll a d20 and add the number rolled to the result.

Sunlight Weakness: If the orc starts their turn in a space lit by sunlight, the orc becomes weakened until the start of their next turn.

ACTIONS

Melee Attack—Pole Arm • Long: Strength (+3) with 2 boons (5d6)

Concussion Blast (Magical): The doombringer raps the butt of its pole arm on the ground to send a wave of force at its foes. Target one Size 2 space within 20 yards. Each object in that space takes 6d6 damage. Each creature in that space takes 3d6 damage and makes a Strength roll with 1 bane. On a failure, the creature takes an extra 3d6 damage, and becomes vulnerable (luck ends).

Doom of the Ancient Ones (Magical): The doombringer calls doom down on an enemy. Target one creature within 10 yards. Make a Will (+3) roll with 1 boon against the target's Strength. On a success, the target sinks into the ground, removed from play (luck ends). While removed in this way, the target loses all actions and reactions, and has a Speed score of 0. Each time the target makes a luck roll to end this effect, the target loses 2d6 Health. When the effect ends, the target returns to an empty space of its choice within 5 yards of the space it left and makes a Will roll. On a failure, the target becomes frightened of all orcs (luck ends).

END OF THE ROUND

Whispers of the Ancients: If the doombringer is not injured, confused, controlled, stunned, or unconscious, whispering sounds emanate from it. Each enemy within 5 yards makes a Will roll. On a success, the enemy becomes immune to Whispers of the Ancients for 1 hour. On a failure, the enemy takes 1d6 damage and becomes Will impaired (luck ends).

ORC WARLORD

MONSTER • DIFFICULTY 8

Defense: 19 (plate, shield), **Health:** 80

Strength: 15 (+5), **Agility:** 11 (+1)

Intellect: 12 (+2), **Will:** 14 (+4)

Size: 1, **Speed:** 5

Languages: Common

Senses: Dark Vision

Immune: confused, controlled, stunned

Leadership: Each ally within 5 yards rolls to attack with 1 boon.

Drive to Violence: The attacks of each ally within 5 yards deal an extra 1d6 damage.

Bloodthirsty: When the result of the orc's roll to attack is 5 or less, roll a d20 and add the number rolled to the result.

ACTIONS

Melee Attack—Long Sword • Slashing: Strength (+5) with 3 boons (6d6)

REACTIONS

Die for Me: If the warlord has an ally in reach when the warlord would take damage, the warlord causes one ally within reach to take the damage on its behalf.



AN ORC'S WRETCHED AWAKENING

Agron wasn't always a hulking brute with bloodshot eyes. He used to be a simple dwarf miner, hacking away at the stubborn mountain rock. One day, a cave-in opened a hidden passage, spewing forth a sickly green mist. Agron, pride urging him forward, became the first to investigate. The mist stole over him, and a cold tendril wrapped around his soul.

Agony ripped through him. His calloused hands grew massive and clumsy. His vision blurred, the world tinged with an unnatural green. When it subsided, a scream escaped his lips, a sound that echoed with the dawning realization: he was no longer dwarf but an orc. Now, his only companions are the stench of his fellows and the thrill of a good fight. Pity? Never heard of it. There's only survival, and maybe, just maybe, enough bloodshed to drown out the hollowness gnawing at his core.

OTSO

Foresters have reason to be careful when exploring the wooded areas of the New Lands. Aside from the spirits, the mischievous faeries, and an untold number of monsters, one entity above the rest gives cause for wariness. The great golden bear known as the otso rules the woodlands and protects all animals in its domain. If a trespasser comes with torch and axe and shows no respect for the living things that dwell there, the golden bear might appear and deliver justice for those harmed.

An otso is an angel of the Horned Lord, who created them soon after Grandfather Tree seeded the world with green and growing things, to protect his own creations against the trolls and other wicked beings that preceded the mortal peoples. Priests of the Horned Lord claim each land has an otso protector, though the immortals seem hidden away, perhaps hibernating until there is need for them. At religious festivals for the Horned Lord, images of golden bears are raised to protect the revelers from harm.

An otso takes the form of an enormous bear with a gleaming coat of golden fur. When it stands on its hind legs, it easily reaches 15 feet tall. It weighs close to 2,000 pounds.

OTSO

ANGEL • DIFFICULTY 16

Defense: 20, **Health:** 160

Strength: 15 (+5), **Agility:** 11 (+1)

Intellect: 13 (+3), **Will:** 15 (+5)

Size: 3, **Speed:** 6 (Climber, Strider)

Languages: Tongues

Senses: True Vision

Immune: asleep, blinded, confused, controlled, deafened, frightened, poisoned, stunned, weakened; deprivation, exposure, infection, suffocation

Protection from Magic: The otso imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Shielding Presence: The otso imposes 1 bane on rolls to attack allies within 5 yards.

Otso Wrath: While injured, the otso's attacks deal an extra 2d6 damage.

ACTIONS

Melee Attack—Claws • Slashing: Strength (+5) with 1 boon (4d6)

Melee Attack—Teeth • Piercing: Strength (+5) with 1 boon (6d6)

Two Attacks: The otso makes one Claws attack and one Teeth attack.

Crushing Weight: The otso throws itself at a foe. Target one creature of a Size smaller than the otso in reach. Make a Strength (+5) roll against the target's Agility. On a success, the target takes 6d6 damage, falls prone, and becomes held and cannot stand up until the otso moves out of reach, the otso becomes incapacitated, or until the target overcomes the affliction with a success on a Strength roll with 3 banes.

END OF THE ROUND

Lifegiving Presence: Each ally within 5 yards heals 1d6 damage.

PHANTOM

The longer a spirit spends as a ghost, the more bitterness and regret poison it until it becomes a phantom. In this form, the ghost's memory of being alive is so dimmed that it develops an unreasonable hatred for the living that drives it to seek out people and torment them to death. Those murdered by phantoms have their souls torn from their bodies and are cursed to a ghostly existence.

Phantoms look like spectral versions of their living forms at the time of their death, but frayed around the edges and with more monstrous visages.

PHANTOM

SPIRIT • DIFFICULTY 4

Defense: 18, **Health:** 40

Strength: 10 (+0), **Agility:** 13 (+3)

Intellect: 11 (+1), **Will:** 13 (+3)

Size: 1, **Speed:** 5 (Fly, Hover, Insubstantial, Silent, Slippery)

Languages: Archaic, Common, or Kingdom

Senses: True Vision

Immune: asleep, blinded, deafened, frightened, held, on fire, poisoned, prone, slowed; deprivation, exposure, infection, suffocation

Sunlight Weakness: If the phantom starts its turn in a space lit by sunlight, the phantom becomes weakened until the start of its next turn.

ACTIONS

Spirit Touch: The phantom targets one flesh-and-blood creature in reach. Make an Agility (+3) roll with 1 boon against the target's Agility. On a success, the target takes 2d6 damage, loses 1d6 Health, and becomes Agility impaired (luck ends).

If the target becomes incapacitated by this damage, it dies and, at the end of the round, its ghost appears in the space above its body. The ghost treats the phantom as its ally.

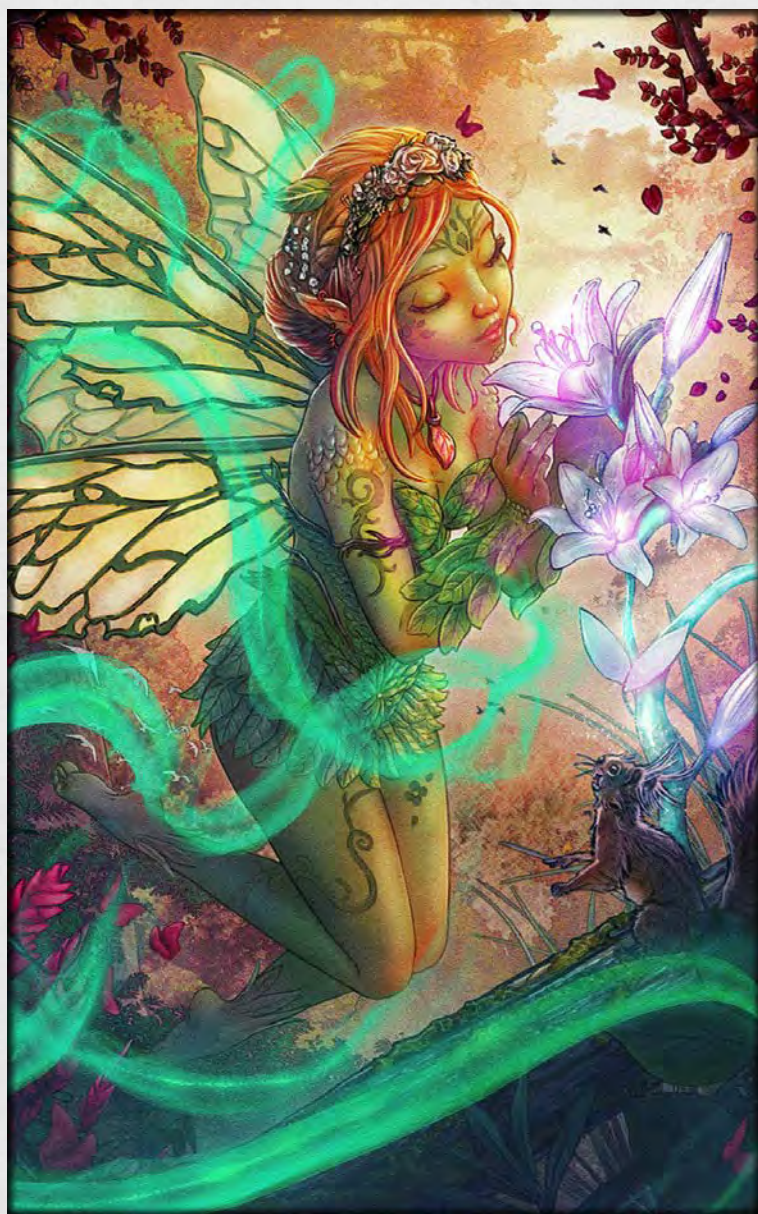
Critical Success: The target also becomes frightened of the phantom (luck ends). If the target is frightened already, it falls prone and cannot stand until it overcomes the affliction.

PIXIE

It's easy to miss pixies when you're not looking for them. At 6 inches tall, with the coloration of flowers and fluttering on bright wings, they look like ordinary butterflies—and that's only if they wish to be seen. If they wear clothes, they make do with a bit of fur or a ribbon plucked from a mortal home. But rarely do the pixies show themselves to mortals, preferring instead to remain hidden so they can watch and play tricks on them.

Pixies join the other diminutive faeries of the hidden kingdoms, being exceptionally small and whimsical. Though atomies, brownies, and others might band together, pixies seem just fine on their own and travel the lands in search of adventure and excitement. They love to dig around in old ruins and flit through the deep woodlands, but they follow anything that interests them, observing a mortal from a distance for a few days or even weeks before something else catches their attention.

More than anything, pixies love making mischief for others. They take any chance they can to make a mortal look foolish. Pixies get away with their pranks since few can see them. Simple creatures, such as animals and children who have yet to form opinions about the world, can see pixies clearly, but those who have let their imaginations lie fallow, whose thoughts and beliefs have calcified, are easy prey for their mischief.



PIXIE

FAERIE • DIFFICULTY 2

Defense: 20, Health: 5

Strength: 5 (–5), Agility: 17 (+7)

Intellect: 10 (+0), Will: 8 (–2)

Size: 1/8 Speed: 5 (Fly)

Languages: Common, Sylvan

Senses: Keen Vision

Immune: infection

Invisible: A pixie is invisible. When they use an action, they lose this trait until they use an action to regain it.

Glow (Magical): At the start of the pixie's turn if it is not injured, confused, controlled, stunned, or unconscious, it emits bright light until it becomes incapacitated or ends this effect.

ACTIONS

Melee Attack—Dagger • Thrown 5: Agility (+7) with 1 boon (1d6)

Ranged Attack—Wee Bow • Range 10: Agility (+7) with 1 boon (1d6)

Critical Success: A flesh-and-blood target makes a Will roll. On a failure, the target falls prone and becomes unconscious until harmed or another creature uses an action to shake, kick, or shout it awake. Time spent unconscious in this way does not count toward resting.

Shrink Object (Magical): The pixie targets one ordinary object in reach. If the target is something carried, but not worn, by a creature, the pixie makes an Agility (+7) roll against the target's Agility. On a success, the pixie touches the object. An object touched shrinks down to Size 1/16 and remains at this Size until the pixie uses this talent again, the pixie dies, or the pixie ends the effect.

PLAGUE MOTHER

The Pale Lady covets her father's crown. She plots against him and works in the world to gnaw at the edges of his dominion. Unlike Lord Death, she has no compunctions about using or creating undead, which she sees as just one more plague to let loose on mortals. Among her nastier creations are the plague mothers, undead created from women bloated by the goddess's fell influence, ready to deploy her unholy gifts.

Plague mothers make perfect delivery systems for sickness. They walk with their heads bent and their long hair draped across their faces. Their tattered dresses swish as they shuffle along the roads. They could be commoners. They might be refugees. But they are actually incubators for plagues that spread through the air.

PLAGUE MOTHER

ANGEL · DIFFICULTY 1

Defense: 8, **Health:** 10

Strength: 11 (+1), **Agility:** 10 (+0)

Intellect: 9 (–1), **Will:** 10 (+0)

Size: 1, **Speed:** 4

Languages: Tongues

Senses: Keen Vision

Immune: asleep, blinded, deafened, frightened, poisoned; deprivation, exposure, infection, suffocation.

Infectious Presence: A flesh-and-blood creature that starts its turn within 2 yards of the plague mother makes a Strength roll. On a success, the creature becomes immune to this effect for 24 hours. On a failure, the creature becomes exposed to infection. If already exposed to infection in this way, the creature takes 1d6 damage instead.

Protection from Magic: The plague mother imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Plague Burst (Magical): When the plague mother becomes incapacitated, it explodes and dies, throwing contaminants in all directions. Each creature within 5 yards makes a luck roll. On a failure, the creature becomes exposed to infection.

ACTIONS

Melee Attack—Unarmed Strike: Strength (+1) with 1 bane (1d6)

Unpleasant Gift of the Goddess (Magical): The plague mother projectile vomits on one creature within 5 yards. The target takes 1d6 damage. Then, make a Strength (+1) roll against the target's Agility. On a success, the target takes an extra 1d6 damage and becomes vulnerable and weakened until the end of its next turn. Once the plague mother uses this trait, it loses access to it for 24 hours.

PODLING

Under normal circumstances, the pod tree drops its seeds during the spring, and each seedling unfolds arms and legs to set out on its journey and plant itself in a suitable location—provided that gangs of squirrels don't get to it first. But when threatened by fire, disease, or axes, the tree drops its seeds for its own defense. A typical pod tree is a 20-foot-tall plant with Defense 0 and Health 100.

A podling looks like a little person assembled from chestnuts.

PODLING

PLANT · DIFFICULTY 1

Defense: 10, **Health:** 5

Strength: 5 (–5), **Agility:** 10 (+0)

Intellect: 5 (–5), **Will:** 10 (+0)

Size: 1/8, **Speed:** 4

Immune: asleep, confused, frightened, stunned

Resolute: The podling imposes 1 bane on rolls against its Intellect and Will.

ACTIONS

Melee Attack—Claws: Agility (+0) with 1 boon (1)

Dread Cooperation: A target takes an extra 1 damage for each other podling within 5 yards of it.

AWAKENING IN PANIC

Flick, a young podling seed, nestled within his cozy pod high in the branches of the Mother Tree. One day, a searing heat ripped through the air, smoke stinging his nostrils. Before he could understand, Flick felt himself plummet through the air. He landed with a thud on soft earth, the world a blur of terror.

He peeked out of his pod, blinking at the unfamiliar brightness. No branches cradled him, no gentle swaying lulled him. Panic surged through him. He was alone, vulnerable, and separated from the Mother Tree's life force. But a primal instinct flickered within him. He had to find soil, to burrow deep and take root. Only then could he survive, only then could he grow into a protector of the forest, just like the Mother Tree.



POLLYWOGS

The pollywogs, a swamp-dwelling people found throughout the known world, rebuff anyone from outside their communities. Self-sufficient and god-fearing, they make do by fishing and foraging but consider any trespassers onto their lands to be food, whether wildlife or explorers. Invariably, the disappearance of travelers brings angry relatives and friends and loved ones, but all these seekers ever find are bones.

Although pollywogs have humanoid forms, with similar size and stature, no one would mistake them for humans. They more resemble bipedal frogs with stooped postures, heads that extend directly from their torsos, and long fingers and toes with webbing between them. They have moist, mottled skin and bulging eyes atop their heads.

Pollywogs wear simple clothing of woven reeds, and their weapons are crude things, such as clubs and rock-tipped spears. Their language is one of chirps, clicks, and croaks.

GOD-CROAKER

The mystics of a pollywog community, god-croakers wear elaborate masks of tree bark and animal bones that make them appear strange and monstrous. The god-croakers invoke Tchatchanaga, the god of the pollywogs, who they believe lives in the bottom of the great swamp, eating the flesh of dead things.

GREAT POLLYWOG

One of every twenty eggs produces a great pollywog, about twice the size of the typical warrior and with bright orange skin.

MONARCH

Every ten or so pollywog settlements have a special place apart from the rest. This place is the home of their monarch, a nasty, violent sort that rules by terrorizing all the rest. Pollywogs pay tribute to their monarch in the form of offerings, but otherwise keep clear of this sacred site so they can go about their business unmolested. The monarch can do whatever it wants: killing, eating, taking, and so on. For this reason, the other pollywogs avoid their leader's attentions.

POLLYWOG WARRIOR

POLLYWOG, AMPHIBIOUS · DIFFICULTY 1

Defense: 10, **Health:** 5
Strength: 11 (+1), **Agility:** 10 (+0)
Intellect: 9 (–1), **Will:** 10 (+0)
Size: 1, **Speed:** 5 (Swimmer)
Languages: Pollywog

Leaper: A pollywog can expend 1 yard of movement to jump to a space within 5 yards. Once they use this trait, they lose access to it for 1 minute.

ACTIONS

Melee Attack—Club: Strength (+1) (2d6)
Sticky Tongue: The pollywog launches its tongue at one creature of its Size or smaller within 3 yards. Make a Strength (+1) roll against the target's Agility. On a success, the target is pulled up to 3 yards. On a critical success, the pollywog makes a Club attack against it.

POLLYWOG ANCESTRY

POLLYWOG, AMPHIBIOUS

Size: 1, **Speed:** 5 (Swimmer)
Bonus Language: Pollywog
Other Traits: Leaper, Sticky Tongue

POLLYWOG GOD-CROAKER

POLLYWOG, AMPHIBIOUS · DIFFICULTY 2

Defense: 13, **Health:** 40
Strength: 11 (+1), **Agility:** 11 (+1)
Intellect: 11 (+1), **Will:** 13 (+3)
Size: 1, **Speed:** 5 (Swimmer)
Languages: Pollywog

Leaper: A pollywog can expend 1 yard of movement to jump to a space within 5 yards. Once they use this trait, they lose access to it for 1 minute.

Trill of the Pollywogs: At the start of combat, the god-croaker fills the air with a high-pitched whine that spreads through a Size 10 space centered on it for 1 minute. When an enemy starts its turn in the space and is not deafened, it makes a Will roll with 1 bane. On a success, the enemy becomes immune to Trill of the Pollywogs for 1 hour. On a failure, the enemy becomes confused and vulnerable (luck ends both).

ACTIONS

Melee Attack—Spear · Thrown 5: Will (+3) with 1 boon (2d6)
Ranged Attack—Sling · Range 20: Will (+3) with 1 boon (1d6)
Sticky Tongue: The pollywog launches its tongue at one creature of its Size or smaller within 3 yards. Make a Strength (+1) roll against the target's Agility. On a success, the target is pulled up to 3 yards. On a critical success, the pollywog makes a Spear attack against it.
Corpse-Eater Maw (Magical): The god-croaker causes a great, yawning maw to open on the ground. Target one creature within 15 yards. The target takes 2d6 damage. Then, make a Will (+3) roll with 1 boon against the target's Agility. On a success, the target takes an extra 2d6 damage. If the target becomes incapacitated from this damage, it disappears into the maw and is never again seen. Once the god-croaker uses this trait, it loses access to it for 1 minute.

GREAT POLLYWOG

POLLYWOG, AMPHIBIOUS • DIFFICULTY 4

Defense: 15, Health: 40

Strength: 13 (+3), Agility: 10 (+0)

Intellect: 10 (+0), Will: 11 (+1)

Size: 1, Speed: 5 (Swimmer)

Languages: Pollywog

Leaper: A pollywog can expend 1 yard of movement to jump to a space within 5 yards. Once they use this trait, they lose access to it for 1 minute.

ACTIONS

Melee Attack—Maul • Bludgeoning: Strength (+3) with 1 boon (3d6)

Great Croak: The great pollywog croaks. Each creature within 10 yards of it that is not a pollywog makes a Strength roll. On a failure, the creature takes 4d6 damage and becomes confused until the end of the great pollywog's next turn. Once the great pollywog uses this trait, it loses access to it for 1 minute.

Sticky Tongue: The pollywog launches its tongue at one creature of its Size or smaller within 3 yards. Make a Strength (+3) roll against the target's Agility. On a success, the target is pulled up to 3 yards. On a critical success, the pollywog makes a Maul attack against it.

POLLYWOG MONARCH

POLLYWOG, AMPHIBIOUS • DIFFICULTY 8

Defense: 12, Health: 120

Strength: 14 (+4), Agility: 10 (+0)

Intellect: 10 (+0), Will: 12 (+2)

Size: 3, Speed: 6 (Swimmer)

Languages: Pollywog

Immune: confused, controlled, stunned

Leaper: A pollywog can expend 1 yard of movement to jump to a space within 5 yards. Once they use this trait, they lose access to it for 1 minute.

ACTIONS

Melee Attack—Claw • Slashing: Strength (+4) with 1 boon (2d6)



Two Attacks: The pollywog monarch makes two Claw attacks.

Hungry, Hungry Monarch: The monarch makes a Claw attack against one creature, but it makes the roll with 2 boons instead of 1. On a success, in addition to dealing damage, the monarch snatches the target, takes a bite out of it, and flings it away. The target takes an extra 8d6 damage and falls prone in an empty space within 10 yards of the monarch's choosing. Once the monarch uses this trait, it loses access to it (luck ends).

Sticky Tongue: The pollywog launches its tongue at one creature of its Size or smaller within 3 yards. Make a Strength (+4) roll against the target's Agility. On a success, the target is pulled up to 3 yards. On a critical success, the pollywog makes a Claw attack against it.



POLTERGEIST

Spirits who refuse to abandon the mortal world often linger in places they consider their homes. The longer they spend in these places, the greater their detachment from who they used to be. They might become restive, violent even, especially to those they deem intruders. Such spirits become poltergeists, noisy ghosts that terrorize the living by causing destructive and dangerous happenings in the places they haunt. Foul odors, bone-chilling cold, flying objects, and invisible fists smashing into people represent just some of the methods a poltergeist can use to scare off those who intrude on its suffering.

For some reason, poltergeists who spend too much time in one place eventually attract demonic attention. A formless demon might latch onto a poltergeist, driving it to lethal levels of violence. If the poltergeist is destroyed, the demon breaks free and either possesses a person it encounters or assumes a physical form.

POLTERGEIST

SPIRIT · DIFFICULTY 8

- Defense:** 16, **Health:** 80
- Strength:** 10 (+0), **Agility:** 11 (+1)
- Intellect:** 12 (+2), **Will:** 15 (+5)
- Size:** 1, **Speed:** 5 (Fly, Hover, Insubstantial, Silent, Slippery)
- Senses:** True Vision
- Immune:** asleep, blinded, confused, deafened, frightened, held, on fire, poisoned, prone, slowed; deprivation, exposure, infection, suffocation
- Invisible:** A poltergeist is invisible.
- Wreak Havoc (Magical):** If the poltergeist is invisible and not stunned or unconscious at the start of its turn, the poltergeist targets one Size 5 space within 15 yards and produces a random effect. Roll a d6 to see what happens. The poltergeist then loses Frightening Appearance until the start of its next turn.

Frightening Appearance: At the start of its turn, if the poltergeist is invisible and not stunned or unconscious, the poltergeist can lose its Invisible trait until the start of its next turn. Each creature that has line of sight to it makes a Will roll with 1 bane. On a success, the creature becomes immune to this poltergeist's Frightening Appearance for 1 hour. On a failure, it becomes frightened of the poltergeist (luck ends).

Spawn Formless Demon: When the poltergeist becomes incapacitated, make a luck roll. On a success, a formless demon appears in an empty space within 5 yards of the space last occupied by the poltergeist and takes its turn immediately.

ACTIONS

Forceful Thrust (Magical): The poltergeist hurls its hatred at its foes. Target one or two creatures in the same Size 3 space within 10 yards. For each target separately, make a Will (+5) roll against the target's Strength. On a success, the target takes 4d6 damage. Also, if the target is Size 2 or smaller, it makes an Agility roll. On a failure, the target takes an extra 1d6 damage and falls prone.

D6 RANDOM EFFECT

- Freezing Cold:** The temperature plunges in the target space until the start of the poltergeist's next turn. Each creature in the space makes a Strength roll. On a failure, the creature takes 2d6 damage and becomes Agility impaired (luck ends).
- Foul Odor:** A stink fills the target space. Each creature in the space makes a Strength roll with 1 bane. On a failure, the creature takes 1d6 damage, and becomes confused and Strength impaired (luck ends both).
- Flying Objects:** Doors fly open and slam shut, and 1d6 objects fly into the air. For each flying object, one creature of the poltergeist's choice within 10 yards of the target space makes an Agility roll with 1 bane. On a failure, the creature takes 3d6 damage.
- Chilling Sounds:** Unsettling noises fill the target space. Each creature in the space and within 5 yards of it makes a Will roll. On a failure, the creature becomes frightened of the space until the end of its next turn.
- Forceful Assault:** An invisible force strikes at one creature of the poltergeist's choice in the target space. Make a Will (+5) roll against the target's Strength. On a success, the target takes 3d6 damage, the poltergeist moves the target up to 5 yards in any direction, and the target then falls prone.
- Spiritual Chaos:** Choose two different effects other than this one.

POOKA

Famously friendly faeries, pookas seek out the company of mortals to travel with them, aid them, and share in their experiences. However, pookas have a reputation for volatile behavior. They can be all laughter and songs one moment and bite their friend's face off the next. These sudden bouts of anger blow over as quickly as a storm, but they are nevertheless nasty, so wise folks avoid making lasting connections with these fey.

A pooka can adopt just about any form it wishes, but its normal appearance is a hunched naked man or woman of declining years with long, stringy white hair. In this form, the pooka has some physical sign of its fey blood, such as a rabbit's ears, a donkey's tail, cloven hooves instead of feet, or the like. A pooka is the first to laugh at its own jokes, and its laughter is the loudest of all.

POOKA

FAERIE • DIFFICULTY 2

Defense: 12, **Health:** 20

Strength: 10 (+0), **Agility:** 12 (+2)

Intellect: 11 (+1), **Will:** 9 (–1)

Size: 1, **Speed:** 5

Languages: Common, Sylvan

Senses: Keen Hearing, Keen Vision

Immune: confused; infection

Disastrous Presence: Enemies within 5 yards make attribute rolls and luck rolls with 3 banes. When an enemy in this range gets a failure on such a roll, the enemy takes 2d6 damage.

ACTIONS

Melee Attack—Teeth: Agility (+2) with 1 boon (1d6)

Animal Form: The pooka transforms into a beast of its Difficulty or less. The pooka remains in this new form until it becomes incapacitated, uses an action to return to its normal form, or uses this talent again. The pooka uses the rules for its new form in place of its own, though it retains this talent regardless of the form it wears.

END OF THE ROUND

Fickle Fortune: Make a luck roll. On a failure, the pooka treats all creatures in its line of sight as enemies until the end of the next round.

POWRIE

The Goblin King ensures that underlings who displease him suffer for their faults. One only needs to look to the powries, sometimes called redcaps, who live in constant fear of death, usually from some minor indiscretion. Powries must keep their caps drenched in mortal blood or face an excruciating end—green flames consume their bodies as they run around screaming until they finally collapse into piles of greasy ashes. Being goblins to begin with, powries have no qualms about cutting up mortals and plugging the wounds with their hats until they are sopping wet. Such efforts buy them a day or so before they have to go searching for more blood.

Powries slink about, rarely showing themselves until just before they attack. They look like little old men, all gnarled, bent, and crooked, with glittering eyes beneath beetling brows, yellow teeth crowding small mouths, and streaks of blood down the sides of their faces that turn their white beards black. Powries wear tattered clothing and heavy iron boots.

POWRIE

FAERIE • DIFFICULTY 4

Defense: 16, **Health:** 40

Strength: 12 (+2), **Agility:** 14 (+4)

Intellect: 10 (+0), **Will:** 12 (+2)

Size: 1/2, **Speed:** 6 (Slippery)

Languages: Goblin Tongue

Senses: Dark Vision, Keen Vision

Immune: infection

ACTIONS

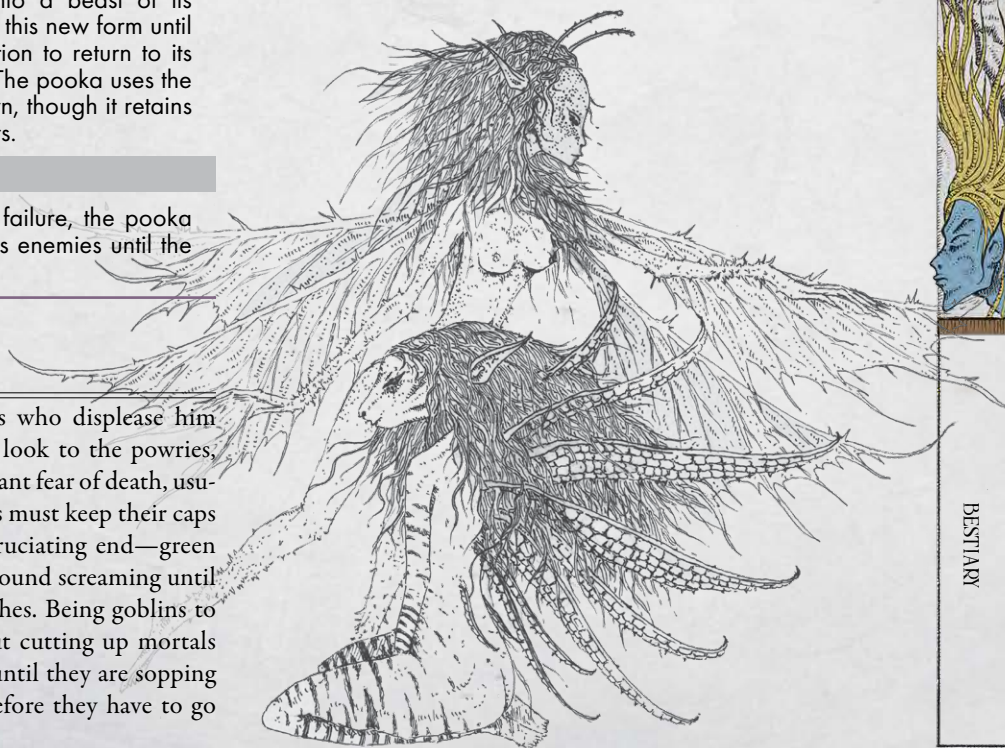
Melee Attack—Razor • Slashing: Agility (+4) with 1 boon (4d6)

Drench the Cap: If a flesh-and-blood target takes 10 damage or more, the powrie heals 1d6 damage.

Horrid Cut: The powrie makes a Razor attack and rolls an additional d20, using the highest result. On a success, the target takes an extra 2d6 damage. Once the powrie uses this talent, it loses access to it (luck ends).

REACTIONS

Murderous Pursuit: When an enemy within line of sight moves 5 yards or more away from the powrie, the powrie can either end any held affliction it has or move up to twice its Speed.



PRIESTS

In both the Old Country and the New Lands, religion helps stabilize societies. A common faith knits together communities through shared beliefs, outlines behavioral expectations through whatever code it presents, and encourages cooperation between members. Religion can also do great harm to communities, especially when used to justify a tyrant's reign, strip away liberties, or denigrate others for their individual qualities or behaviors. Too often, people fall under the sway of one religion or another and adopt extreme interpretations of the doctrine, which leads to fanaticism.

Fanatics become dangerous when their belief systems isolate them from other viewpoints. If friction becomes too great, fanatics might abandon the societies that birthed them to establish their own communities on the fringes. Such communities might create settlements built on religious law or they might wander the lands, causing trouble for all in their paths.

ACOLYTE

Many priests begin their careers as acolytes. At this lowly status, they spend as much time cooking, cleaning, gardening, and doing other chores as they study holy texts and learn the liturgy.

PENITENT

A penitent is one who has been taught or comes to believe they have committed some grievous crime and that the only way to attain redemption is through suffering. They wear hair shirts and are generally filthy and diseased.

CRUSADER

Religions wage war to stamp out heretics, to combat existential threats to themselves, and to spread their faith to unbelievers. Crusaders take up arms in the name of their god.

FLAGELLANT

Guilt can drive people to commit self-destructive acts to expiate the wickedness brewing in their hearts. Flagellants travel in wretched conditions and, when not fighting nonbelievers, scourge their bodies with whips and chains.

ORDAINED PRIEST

The ordained priests oversee religious congregations. On holy days, they perform the sacred rites to honor their gods. In religions that profess to offer moral guidance, ordained priests might lead groups in instruction on proper behavior.

PROSELYTIZER

Out of insecurity, fear of their deity's wrath, or a desire to expand their influence, proselytizers work to convert nonbelievers. They try to convince others of their god's superiority over others and the rewards for worship of the deity: good crops, joy and comfort in the afterlife, love, or the defeat of one's enemies.

ACOLYTE

HUMAN · DIFFICULTY 1

Defense: 10, **Health:** 10

Strength: 10 (+0), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1, **Speed:** 5

Languages: Common

ACTIONS

Melee Attack—Dagger · Thrown 5: Strength (+0) with 1 boon (1d6)

PENITENT

HUMAN · DIFFICULTY 1

Defense: 8, **Health:** 10

Strength: 10 (+0), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1, **Speed:** 5

Languages: Common

Fanatic: A penitent makes Will rolls with 1 boon.

ACTIONS

Melee Attack—Club: Strength (+0) (2d6)

CRUSADER

HUMAN · DIFFICULTY 2

Defense: 17 (mail, shield), **Health:** 20

Strength: 13 (+3), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1, **Speed:** 5

Languages: Common, Kingdom

Intolerance: If the crusader is not confused when they get a failure on a roll to attack, the crusader can use this trait to discard the result and roll again with 1 bane. If this roll fails as well, the crusader becomes confused (luck ends).

ACTIONS

Melee Attack—Sword · Slashing: Strength (+3) with 1 boon (2d6)

Ranged Attack—Crossbow · Brutal, Reload: Agility (+0) with 1 boon (2d6)

FLAGELLANT

HUMAN · DIFFICULTY 2

Defense: 8, Health: 20

Strength: 12 (+2), Agility: 10 (+0)

Intellect: 9 (−1), Will: 11 (+1)

Size: 1, Speed: 5

Languages: Common

Immune: frightened, Strength impaired, weakened

Fanatic: A flagellant makes Will rolls with 1 boon.

Martyr: When the flagellant takes damage, they can choose to take an extra 1d6 damage. If they do so, until the end of their next turn, the flagellant makes attribute rolls with 1 boon and their attacks deal an extra 1d6 damage.

ACTIONS

Melee Attack—Flail · Bludgeoning: Strength (+2) with 1 boon (2d6)

ORDAINED PRIEST

HUMAN · DIFFICULTY 2

Defense: 12, Health: 10

Strength: 11 (+1), Agility: 10 (+0)

Intellect: 11 (+1), Will: 12 (+2)

Size: 1, Speed: 5

Languages: Archaic, Common

ACTIONS

Melee Attack—Club: Strength (+1) with 1 boon (2d6)

Invoke Aid (Magical): The ordained priest invokes a blessing for itself and each ally within 5 yards. For 1 minute, each target makes attribute and luck rolls with 1 boon. Once the ordained priest uses this talent, they lose access to it for 1 minute.

Divine Light (Magical): The ordained priest releases a ray of heavenly light from their hand. Target one creature within 10 yards. Make a Will (+2) roll against the target's Agility. The priest rolls with 1 boon against a demon, faerie, fiend, spirit, or undead. On a success, the target takes 2d6 damage and becomes weakened until the end of its next turn.

PROSELYTIZER

HUMAN · DIFFICULTY 4

Defense: 12 (shield), Health: 60

Strength: 12 (+2), Agility: 10 (+0)

Intellect: 11 (+1), Will: 14 (+4)

Size: 1, Speed: 5

Languages: Archaic, Common

Leadership: Each ally within 5 yards rolls to attack with 1 boon.

Fanatic: A proselytizer makes Will rolls with 1 boon.

Holy Clarity: The proselytizer rolls to attack with 1 boon against confused, Intellect impaired, and Will impaired targets. Their attacks against such targets deal an extra 2d6 damage.

ACTIONS

Melee Attack—Mace · Bludgeoning: Strength (+2) with 2 boons (3d6)

Critical Success: A target creature becomes confused until the end of the proselytizer's next turn.

REACTIONS

Harangue: When an enemy within 15 yards starts its turn, the proselytizer can make a Will (+4) roll with 2 boons against the Will of that enemy. On a success, the target becomes Intellect impaired and Will impaired (luck ends both). On a failure, the target becomes immune to Harangue for 24 hours.



PUMPKIN HEAD

Refusing the Underworld's call costs spirits much. Separation from their living bodies quickly erodes their sense of self, and with it, empathy toward other living things. Cruelty, malice, even hatred drive these spirits, and they take aim at people on whom they vent all their rage. Such spirits use whatever means they have to carry out their wicked actions, even possessing objects.

Pumpkin heads form when spirits enter the bodies of scarecrows and give them the semblance of life. They take their name for the custom of using gourds for scarecrow heads during harvest season. A great orange pumpkin with features carved into the flesh, perched atop a body of wood and hay dressed in old clothes, presents a startling figure. The pumpkin head uses its disturbing appearance to terrorize victims and carves them up with its big, rusty knife.



PUMPKIN HEAD

CREATION • DIFFICULTY 4

Defense: 15, **Health:** 60

Strength: 11 (+1), **Agility:** 12 (+2)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1, **Speed:** 5

Senses: Awareness 10

Immune: asleep, blinded, deafened, poisoned; deprivation, exposure, infection, suffocation

Flammable: A pumpkin head takes double damage from fire and rolls to overcome being on fire with 1 bane.

Spawn Ghost: When the pumpkin head becomes incapacitated, make a luck roll. On a success, a ghost wriggles free from the pumpkin head's body and begins taking turns during the next round.

ACTIONS

Melee Attack—Big Knife • Slashing: Agility (+2) with 2 boons (3d6)

Critical Success: A flesh-and-blood target loses 1d6 Health.

Hack and Slash: The pumpkin head becomes Slippery until the end of its turn and makes three Big Knife attacks. Once it uses this talent, it loses access to it (luck ends).

RAGER

It took a single day for the fever to wipe out Highpoint's population. A merchant ship had crashed onto the rocks, and the surviving crew spilled out from the wreckage. They swarmed up the slopes, pulled themselves over the walls, and overran the city, reducing the population of five thousand to zero in a matter of hours. Only by luck did word of the disaster reach the Great Kingdom magicians, who contained the outbreak with fire until nothing of the city remained except blackened stones. Only fools believe the threat of this strange plague has passed, and many people suspect the rage fever will return and, next time, they won't be so lucky.

A magical disease, rage fever spreads through the bites of the infected. A victim of the disease sickens rapidly, with a high fever and debilitating headache. When the victim finally succumbs, it snaps awake, jumps up, and rushes about looking for others to infect.

Ragers look like filthy, wounded humans. An abundance of energy prevents them from ever slowing down. Close inspection reveals their eyes have changed: the irises are orange blobs, pupils upside-down five-pointed stars.

RAGER

MONSTER · DIFFICULTY 2

Defense: 10, **Health:** 20

Strength: 14 (+4), **Agility:** 12 (+2)

Intellect: 6 (-4), **Will:** 15 (+5)

Size: 1, **Speed:** 8

Senses: Keen Scent, Keen Vision

Immune: asleep, confused, frightened, poisoned

Pack Tactics: A rager rolls against targets that have already been attacked in the same round with 1 boon.

Violent Mob: A rager's attacks deal an extra 1 damage for each other rager within 5 yards of it.

ACTIONS

Melee Attack—Hands: Strength (+4) with 1 boon (1d6)

Melee Attack—Teeth: Strength (+4) with 1 boon (1d6)

Rage Fever: A flesh-and-blood target makes a Strength roll and a luck roll with 1 bane. If the creature gets a failure on either roll, it becomes poisoned (luck ends). If the target dies while it has this affliction, it returns to life, heals all damage, regains all lost Health, and stands up at the end of the round as a new rager. The target uses these rules in place of its own.

REACTIONS

Instinctive Bite: When the rager gets a success on a roll to attack with its Hands, it can make a Teeth attack.

END OF THE ROUND

Rampage: The rager rampages until the end of the next round. The rager increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 1d6 damage. Then, the rager loses access to this talent (luck ends).



RAIDER

Despite the best efforts by the cities and nations to tame the continent, many people in and around the New Lands and Old Country reject the ways of progress and keep their own customs. Of these, some live in peace with their neighbors. Tribes might follow herds of cattle or live along rivers, growing crops in the nutrient-rich mud of the shores. But as civilization encroaches, some tribal groups see profit in taking what they want using violence. These raiders might attack outposts on the edges of their land or sweep in from the ocean to strike seaside settlements, carrying off prisoners and plunder. Raiders represent those barbarian tribes whose social structure celebrates war and violence.

SCOUT

Raiders rely on the information their scouts learn about the disposition of enemy forces. Quick and lightly armed and armored, scouts sneak ahead and return with their findings.

BERSERKER

Warlike tribes often include berserkers, warriors with a penchant for losing control in battle. This loss might stem from consuming hallucinogenic substances, spiritual possession, or psychosis.

WAR PRIEST

Go-betweens for the living and the dead, the priest communes with spirits or gods their tribe worships. The priests perform all the rites and rituals required to gain favor from their supernatural masters and offer support in the form of counsel or magic as needed. War Priests decorate their bodies to look fearsome, using symbols that evoke the dread powers they serve.

NAMED

Raider bands include a few of the named, warriors whose acts have earned them a place above the rabble, at the side of their thane. These warriors are colorful, eccentric characters who carry trophies of past conflicts into battle.

HERO

Many barbarian tribes owe fealty to a king, lord, lady, or legendary figure. Some inherit their positions, and others win them by trials of combat or through their own deeds. Heroes have absolute authority or rule only by consent of the ruled.

RAIDER WILDLING

HUMAN • DIFFICULTY 1

Defense: 12 (shield), **Health:** 10

Strength: 11 (+1), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 10 (+0)

Size: 1, **Speed:** 5

Languages: Archaic, Common, or Kingdom

Vicious: When the raider rolls damage, roll twice and use the higher amount.

ACTIONS

Melee Attack—Hatchet • Brutal, Thrown 5: Strength (+1) with 1 boon (1d6)

RAIDER SCOUT

HUMAN • DIFFICULTY 1

Defense: 12 (leather), **Health:** 10

Strength: 10 (+0), **Agility:** 11 (+1)

Intellect: 10 (+0), **Will:** 10 (+0)

Size: 1, **Speed:** 5

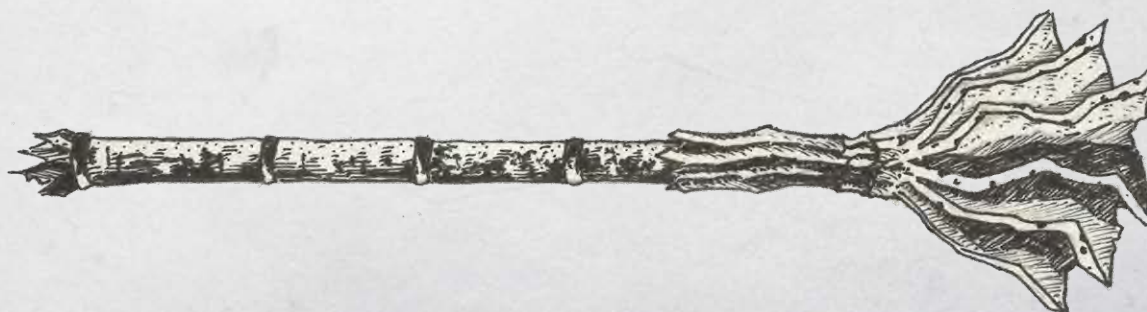
Languages: Archaic, Common, or Kingdom

Vicious: When the raider rolls damage, roll twice and use the higher amount.

ACTIONS

Melee Attack—Short Sword • Piercing: Agility (+1) (1d6)

Ranged Attack—Bow • Range 20: Agility (+1) (2d6)



RAIDER BERSERKER

HUMAN · DIFFICULTY 2

Defense: 12 (shield), **Health:** 20

Strength: 12 (+2), **Agility:** 11 (+1)

Intellect: 9 (–1), **Will:** 12 (+2)

Size: 1, **Speed:** 6

Languages: Archaic, Common, or Kingdom

Vicious: When the raider rolls damage, roll twice and use the higher amount.

ACTIONS

Melee Attack—Battle Axe · Brutal: Strength (+2) with 1 boon (3d6)

REACTIONS

Strike Again! When the berserker's attack causes a target to become injured or incapacitated, the berserker can make an unarmed attack against it.

END OF THE ROUND

Rampage: The berserker rampages until the end of the next round. The berserker increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 1d6 damage. Then, the berserker loses access to this talent (luck ends).

RAIDER WAR PRIEST

HUMAN · DIFFICULTY 2

Defense: 14 (leather, shield), **Health:** 30

Strength: 10 (+0), **Agility:** 10 (+0)

Intellect: 12 (+2), **Will:** 13 (+3)

Size: 1, **Speed:** 5

Languages: Archaic, Common, or Kingdom

Vicious: When the raider rolls damage, roll twice and use the higher amount.

ACTIONS

Melee Attack—Sword · Slashing: Strength (+0) with 1 boon (2d6)

Spirit of the Damned (Magical): The war priest causes a spirit of the damned to appear. Target one empty Size 1 space within 15 yards. The spirit shrieks and fades away. Each creature within 5 yards of the target space makes a Will roll. On a failure, the creature becomes frightened of the priest until either the priest becomes incapacitated or the creature overcomes the affliction with a successful Will roll. In addition, the war priest's allies make rolls to attack creatures frightened in this way with 1 boon. Once the war priest uses this talent, it loses access to it for 1 minute.

Screaming Spirits (Magical): The war priest releases shrieking spirits from the spirit world. Target one Size 5 space within 10 yards. Each enemy in the target space makes a Will roll with 1 bane. On a failure, the enemy takes 1d6 damage, falls prone, and cannot stand up until the start of their next turn.

NAMED RAIDER

HUMAN · DIFFICULTY 4

Defense: 15 (mail), **Health:** 50

Strength: 14 (+4), **Agility:** 12 (+2)

Intellect: 11 (+1), **Will:** 13 (+3)

Size: 1, **Speed:** 6

Languages: Archaic, Common, or Kingdom

Kill Everyone: When the raider gets a failure on a roll to attack, they can use this talent to turn the failure into a success. Once the raider uses this talent, they lose access to it for 1 minute.

Vicious: When the raider rolls damage, roll twice and use the higher amount.

ACTIONS

Melee Attack—Great Axe · Brutal: Strength (+4) with 1 boon (4d6)

Critical Success: One enemy within the named raider's reach other than the target of the attack makes an Agility roll. On a failure, the enemy takes 1d6 damage from a glancing blow.

RAIDER HERO

HUMAN · DIFFICULTY 8

Defense: 15 (mail), **Health:** 100

Strength: 15 (+5), **Agility:** 11 (+1)

Intellect: 11 (+1), **Will:** 15 (+5)

Size: 1, **Speed:** 6

Languages: Archaic, Common, or Kingdom

Immune: frightened

Leadership: Each ally within 5 yards rolls to attack with 1 boon.

Kill Everyone: When the raider gets a failure on a roll to attack, they can use this talent to turn the failure into a success. Once the raider uses this talent, they lose access to it for 1 minute.

Vicious: When the raider rolls damage, roll twice and use the higher amount.

ACTIONS

Melee Attack—Great Axe · Brutal: Strength (+5) with 2 boons (6d6)

Critical Success: A target creature makes a Strength roll with 1 bane. On a failure, it falls prone and becomes weakened until the end of the raider's next turn.

REACTIONS

Inspiring Command: When an ally within 5 yards gets a failure on a roll to attack, the raider hero can turn the failure into a success, but the attack deals half damage.



RAWHEAD AND BLOODY BONES

Folklore has its oddities, much of it bunkum and superstition. Those bizarre warnings about bogeymen and goblins stealing children away could be nothing more than misguided efforts to steer the young toward proper behavior. But sometimes the villains described have an eerie ring of truth, and they very well might be out there, squatting in the bottom of an old sinkhole or lurking in the darkness under the stairs.

Rawhead and bloody bones always appear together, since they are one creature divided into two parts. The rawhead is a flayed skull with sharp teeth that floats in the air as if held up by an invisible body. Its partner, the bloody bones, is a headless skeleton from which hang tattered strips of skin and sinew. The pair terrorize their victims and compete to see who will be the first to make them scream and then die.

RAWHEAD

UNDEAD · DIFFICULTY 4

Defense: 18, **Health:** 60
Strength: 12 (+2), **Agility:** 12 (+2)
Intellect: 10 (+0), **Will:** 14 (+4)
Size: 1/4, **Speed:** 5 (Fly, Hover)
Senses: Dark Vision
Immune: asleep, blinded, confused, deafened, frightened, poisoned; deprivation, exposure, infection, suffocation
Divine Doom: A rawhead makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Teeth: Agility (+2) with 1 boon (3d6)
Corruption: A flesh-and-blood target loses 1d6 Health and becomes weakened (luck ends).

BLOODY BONES

UNDEAD · DIFFICULTY 4

Defense: 10, **Health:** 80
Strength: 14 (+4), **Agility:** 12 (+2)
Intellect: 10 (+0), **Will:** 14 (+4)
Size: 1, **Speed:** 5 (Slippery)
Sight Link: A bloody bones sees using the rawhead's eyes and can see only what the rawhead can see. If it attacks a creature the rawhead cannot see, the bloody bones is blinded for that attack.
Immune: asleep, blinded, confused, deafened, frightened, poisoned; deprivation, exposure, infection, suffocation
Divine Doom: A bloody bones makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Claw · Slashing: Strength (+4) with 1 boon (2d6)
Two Attacks: The bloody bones makes two Claw attacks.

REAPER

Lord Death wrote the laws governing the fates of mortals and, for the most part, those laws hold. Souls do, though, escape the Underworld and linger in the mortal lands. It might take days, maybe years, but the reapers always find these runaways and drag them to whatever fate they earned.

Spectral entities of darkness and sharp edges, reapers roam the shadows of the mortal world, from which they watch for signs of those who would violate the natural order. Although tasked with snagging disembodied souls on their scythes, they sometimes take on tasks that further their maker and master's interests and might harass mortals engaged in activities that threaten divine law. Once committed, they pursue their victims until they make the kill or are themselves destroyed.

A reaper appears as a humanoid figure draped in darkness. Anyone close to it can make out the skull that hovers where its head should be and spy the blue-white pinpricks blazing in its eye sockets. All reapers carry scythes that glimmer when swung.

REAPER

ANGEL · DIFFICULTY 16

Defense: 20, **Health:** 140

Strength: 13 (+3), **Agility:** 13 (+3)

Intellect: 13 (+3), **Will:** 15 (+5)

Size: 1, **Speed:** 8 (Fly, Hover, Insubstantial, Silent, Slippery)

Languages: Tongues

Senses: Awareness 20

Spirit Sense: The reaper knows the location of each spirit within 60 yards.

Immune: asleep, blinded, confused, deafened, frightened, held, poisoned, slowed, stunned, weakened; deprivation, exposure, infection, suffocation

Protection from Magic: The reaper imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Invisible: A reaper is invisible. When it uses an action, it loses access to this trait until it uses an action to regain it.

ACTIONS

Melee Attack—Scythe · Long, Slashing: Strength (+3) with 3 boons (6d6)

Life Drain: A flesh-and-blood target that is not undead loses 3d6 Health.

Spirit Theft: A target spirit disappears and its animated head appears on the reaper's belt where it remains until the reaper reaches the underworld, netherworld, paradise, or some other place to which the spirit belongs.

Two Attacks: The reaper makes two Scythe attacks.

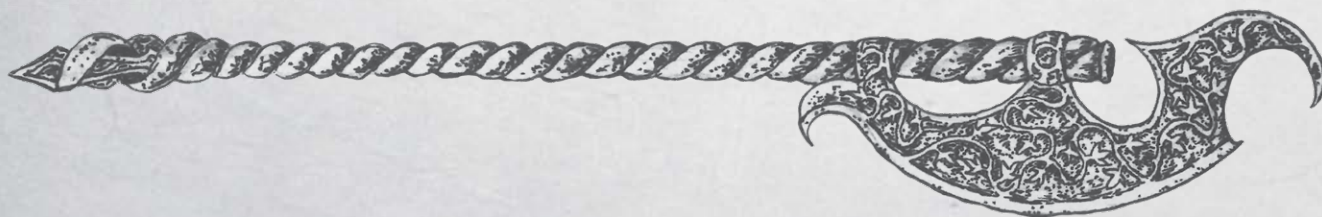
REACTIONS

Death Calls for Thee (Magical): When a creature within 10 yards starts its turn, the reaper can reveal to that creature its own death. The target makes a Will roll with 1 bane. On a failure, it becomes frightened of the reaper until it overcomes the affliction with a successful Will roll or the reaper dies. At the end of each round, a target frightened in this way makes a luck roll. On a failure, it becomes confused and vulnerable until the end of the next round.

END OF THE ROUND

The End Is Nigh: If the reaper is not unconscious, it can teleport to an empty space within 15 yards where it can reach the enemy with the highest Health score.

Life-Draining Presence: Each enemy within 5 yards of the reaper makes a Strength roll. On a failure, it loses 1d6 Health.



REEN

The reen are forerunners of a terrible invasion from beyond the stars. Eons ago, a dying civilization dispatched these machines to scour the universe for worlds suitable for colonization and prepare them for the coming of their makers. The reen fall like stars from the skies and establish outposts in remote places. There, they build copies of themselves from the resources they plunder from their environment. As their numbers grow, they venture out to explore the world, to sample what interesting things they find for use or annihilation.

DRONE

The reen drone has an egg-shaped body from which protrude eight flexible arms, each terminating in three-pronged grippers. The body sports numerous lenses of red glass that swivel to give the drone all-around vision.

THRALL

People, animals, and monsters captured by the reen become raw materials for making thralls. Mechanical components implanted in the victims' bodies transform them into mindless workers who aid in colonization of the world.



REEN DRONE

CREATION · DIFFICULTY 8

Defense: 18, **Health:** 80

Strength: 14 (+4), **Agility:** 15 (+5)

Intellect: 12 (+2), **Will:** 14 (+4)

Size: 1, **Speed:** 6 (Fly, Hover, Slippery)

Languages: Reen

Senses: True Vision

Immune: asleep, confused, controlled, frightened, poisoned, stunned; deprivation, exposure, infection, suffocation

Explosive Ending: When the reen drone becomes incapacitated, it explodes. Each object within 5 yards of it takes 2d6 damage, while each creature within 5 yards takes 1d6 damage and makes a luck roll. On a failure, the creature takes an extra 2d6 damage. The explosion consumes utterly the reen drone's remains.

ACTIONS

Melee Attack—Tentacle: Strength (+4) with 1 boon (3d6)

Wrenching Move: The target can either take an extra 1d6 damage or be moved up to 5 yards in a direction the reen chooses.

Three Attacks: The reen drone makes three Tentacle attacks.

REEN THRALL

CREATION · DIFFICULTY 1

Defense: 5, **Health:** 20

Strength: 11 (+1), **Agility:** 8 (–2)

Intellect: 5 (–5), **Will:** 10 (+0)

Size: 1, **Speed:** 4

Immune: confused, frightened, Intellect impaired, Will impaired, stunned; deprivation, exposure, infection, suffocation

Superior Programming: When a reen thrall gains an affliction to which it is not immune, it takes 1d6 damage and the affliction ends.

ACTIONS

Melee Attack—Hands: Strength (+1) with 1 bane (2d6)

REVENANT

Lord Death gave mortals the gift of death so they could live again in their offspring. Each generation dies to make room for the next, and anyone who violates the natural order of things makes an enemy of the Father of Endings and the cultists of the Last Door who serve him. Necromancers, undead, unbound spirits, and worse all offend the dark lord, and divine retribution against those who would cheat the god of his due can be swift and terrible. Yet from time to time, Lord Death allows a mortal to remain in the world after death, living on, in a fashion, for some inscrutable purpose. Those given a second chance at life are known as revenants.

It is not mercy that stays Lord Death's hand; some other purpose drives this decision. One person might die before the time ordained by the Fates, another could have some crucial task left unfulfilled, while another still might be destined to accomplish a quest that will serve the greater good. Some revenants return to life only to fall dead a few days later and never rise again, while others become ancient, hoary things, withered skin clinging taut to their bones, still drawing breath despite their great age. The seeming randomness of who does and who does not become a revenant suggests to some that there might be no divine plan, but rather a hitch in the workings of reality, and that the more revenants are at large in the world, the more reality frays.

A typical revenant appears as it did in life, but with a deathly pallor. The skin loses its color, hair becomes brittle and might fall out, and lips draw back to reveal the teeth. Those who persist for long periods become gaunt, even skeletal, until they are indistinguishable from corpses. Luckily for them, enough revenants exist that a cottage industry has grown to help them stave off the worst of time's effects. Special ointments keep the skin soft and pliable, while herbal bundles can be sewn into the flesh to keep parasites at bay and mask the odors of the body's gradual decline. Revenants have no natural means of repairing their injuries, so some wear and tear is normal; a revenant might display fine stitching that keeps cuts closed and use cosmetics to cover abrasions and punctures.

VIGILANTE

A need for revenge drives some revenants to become vigilantes. The time for law and order to punish the criminals has passed, so these revenants take it upon themselves to mete out justice.

REVENANT VIGILANTE

REVENANT, UNDEAD • DIFFICULTY 4

Defense: 14 (ring), **Health:** 60

Strength: 12 (+2), **Agility:** 12 (+2)

Intellect: 11 (+1), **Will:** 13 (+3)

Size: 1, **Speed:** 5

Languages: Common

Senses: Keen Vision

Immune: poisoned; deprivation, exposure, infection, suffocation

Fanatic: A vigilante makes Will rolls with 1 boon.

Feign Death: The revenant appears to be a corpse while prone or incapacitated.

Divine Doom: The revenant makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Sword • Slashing: Strength (+2) with 2 boons (2d6)

Melee Attack—Short Sword • Piercing: Strength (+2) with 2 boons (1d6)

Ranged Attack—Crossbow • Range 20: Agility (+2) with 2 boons (2d6)

Two Attacks: The revenant makes one Sword attack and one Short Sword attack.

REACTIONS

From the Brink: When the revenant becomes incapacitated, they can heal 3d6 damage. Once the revenant uses this trait, they lose access to it until after they rest.

REVENANT ANCESTRY

REVENANT, UNDEAD

Size: 1, **Speed:** 5

Senses: Keen Vision

Immune: poisoned; deprivation, exposure, infection, suffocation

Other Traits: Feign Death, Divine Doom, From the Brink



SALAMANDER

The salamanders were not about to let mortals spread across the world unchecked and so they raised armies, constructed war machines, and pushed out to meet humanity's expansion head on. As history shows, the salamanders failed, and the resounding defeat almost spelled the end of their kind, for the bellicose humans saw them as a threat to their own existence. Surviving salamanders fled to the far-flung Hell Furnaces and other hot, volcanic lands where they knew mortals could not follow, and there licked their wounds, biding their time until they could strike once more.

The malice salamanders feel toward mortals distracts them from improving their lot. Not a minute has been wasted doing more than ensuring their own survival. Day and night, forges produce iron spears and breastplates for the soldiers who undergo grueling training to prepare for battle. They have the numbers to pose a threat, but they wait, possibly to secure alliances with the other elementals.

Salamanders stand about 7 feet tall and have lithe, muscled bodies with long tails instead of legs. Skin coloration tends to be orange with spots of brown, red, or black. Fleshy fringes hang from the arms and sides of the face, while a crest of horns crowns the head.



SALAMANDER

ELEMENTAL, SALAMANDER • DIFFICULTY 4

Defense: 16 (breastplate), **Health:** 40

Strength: 12 (+2), **Agility:** 12 (+2)

Intellect: 10 (+0), **Will:** 10 (+0)

Size: 1, **Speed:** 5 (Slippery)

Languages: Salamander

Immune: on fire, poisoned, prone; damage from fire; deprivation, exposure, infection, suffocation

ACTIONS

Melee Attack—Burning Spear • Thrown 5: Strength (+2) with 1 boon (2d6)

Flames: A target takes 1d6 damage from the flames.

Critical Success: A target catches fire (luck ends).

Javelin of Fire (Magical): The salamander hurls a fiery javelin. Target one creature within 30 yards. The target takes 2d6 damage. Then, make a Will (+0) roll with 1 boon against the target's Agility. On a success, the target takes an extra 4d6 damage. Once the salamander uses this talent, they lose access to it (luck ends).

Critical Success: The target also catches fire (luck ends).

END OF THE ROUND

Appalling Heat: Each creature in reach makes a Strength roll. On a failure, it takes 1d6 damage and becomes weakened until the end of the next round.

SERAPH

For all that the priests of the High One present angels as benevolent entities, created to watch over mortals and protect them from evil, seraphs have no obligation to mortals unless their orders say otherwise. Their only purpose is to serve their creator, and thus they might be defenders and saviors or destroyers.

The Rolls of Paradise hold all the names of the million or so seraphs in service to their maker, yet little sets one apart from the others. All look humanoid with the same grim and unsmiling countenances. Most have no body hair, but they all have feathered wings emerging from their backs. Seraphs' skin has a range of metallic hues, from silver to gold, brass to bronze, each etched with fine filigree that, on close examination, reveals itself to be faint, woven lines that chronicle the life and times of the individual.

That the High One intends seraphs for war is apparent in the fiery blades they wield and the zeal with which they use them. Seraphs make poor conversationalists, despite knowing all tongues, and when they speak, they do so in monotone voices, droning on about whatever mission impels them. No reason can move them. Bargaining falls on deaf ears. The seraphs know what awaits them should they falter in their purpose or develop the sickness of free will. Existence as an archon, cast out from Paradise and shunned by all of Heaven, appeals only to the most deranged and broken of these mighty servants.

SERAPH

ANGEL • DIFFICULTY 16

Defense: 17, **Health:** 200

Strength: 17 (+7), **Agility:** 17 (+7)

Intellect: 17 (+7), **Will:** 17 (+7)

Size: 1, **Speed:** 7 (Fly)

Languages: Tongues

Immune: asleep, confused, frightened, poisoned, vulnerable, weakened; deprivation, exposure, infection, suffocation

Radiant: The seraph emits bright light.

Fury: A seraph can attack, gain the Slippery trait until the end of the round and move, or heal 50 damage and end all afflictions.

Holy Presence: Enemies within 10 yards become cursed for as long as they remain within this range.

ACTIONS

Melee Attack—Flaming Sword • Slashing: Strength (+7) with 1 boon (4d6)

Flames: A target takes 2d6 damage from the flames.

Critical Success: The target catches fire and becomes vulnerable (luck ends both). While it has these afflictions, the target cannot retreat.

Two Attacks: The seraph makes two Flaming Sword attacks.

Heavenly Inferno (Magical): The seraph calls down a column of flame. Target one Size 5 space it can see. Each enemy in the target space takes 10d6 damage. A demon, faerie, fiend, spirit, or undead takes an extra 5d6 damage. Once the seraph uses this talent, it loses access to it (luck ends).

REACTIONS

Word of Summons (Magical): When a creature within 15 yards ends its turn, the seraph can cause that creature to teleport to an empty space on a solid surface of the seraph's choice within 5 yards of the seraph.



SHADE

Actions in life determine what fate mortals find when they die. Most souls vanish into the dark kingdom of the Underworld, where Lord Death rules over the numbed masses doomed to wander this lightless place. A few, chosen by the High One, might be lifted out of the Underworld to dwell in Paradise, experiencing comfort and joy, but also endless boredom. And those who embraced selfishness, whose actions brought about evil ends, fall into the clutches of the Netherworld to face the fiends condemned to this harrowing place.

LARES

The High One came to Erth to save mortal souls from the oblivion of the Underworld. People who live free from error, who are virtuous, noble, and compassionate, might find salvation in death and become lares in Paradise. Unfortunately, even a minor infraction can block a soul's ascent. Lares, the souls who reach Paradise, look like idealized versions of their mortal selves carved from metal, with

halos shining around their heads. The longer they spend in Paradise, the less they remember until the High One promotes them to the rank of seraph.

LEMURE

Existence in the Netherworld should be unendurable, for the fiends show great creativity in the suffering they create. For the souls damned to pass the eons in this place of pain, all paths out of Hell have been closed. These lemures are not even allowed to die—no matter how their bodies have been brutalized, they remain keenly aware and feel every agony. Such treatment makes them hateful beyond reason and, given the chance, they subject others to everything they have so far endured.

Lemures have wrecked, broken bodies, flesh torn open, bones breaking through the skin, organs dragging, their forms pierced, shattered, and cut almost beyond recognition. Yet they mowl and cry, curse and spit, lashing out at anything within reach.

MANES

Souls of the dead become manes upon passing through the Underworld's gates. The transformation fixes their forms so they appear without any of the infirmities they experienced in life, neither old nor young, but somewhere between.

The Underworld erodes their identities, corroding memories, dulling emotions, until the individuals fade away, utterly consumed by Lord Death. Until dissolution occurs, manes can pass their time however they choose—wail and gnash teeth, sit and stare, scour the curious writings in the realm's Library of Forgotten Works, or haunt the borders of the Underworld in hopes of catching a glimpse of the living world.





LARES

SPIRIT · DIFFICULTY 2

Defense: 11, Health: 20

Strength: 11 (+1), Agility: 11 (+1)

Intellect: 11 (+1), Will: 11 (+1)

Size: 1, Speed: 5

Languages: Archaic, Common, or Kingdom

Senses: True Vision

Radiant: The lares emits bright light.

Immune: asleep, blinded, confused, deafened, frightened, held, on fire, poisoned, prone, slowed; deprivation, exposure, infection, suffocation

Eternal Returns: If killed by anything other than a god or demon, the lares returns to life after 24 hours with all lost Health regained and all damage healed.

ACTIONS

Melee Attack—Sword · Slashing: Strength (+1) with 1 boon (2d6)

LEMURE

SPIRIT · DIFFICULTY 2

Defense: 9, Health: 30

Strength: 12 (+2), Agility: 9 (–1)

Intellect: 9 (–1), Will: 12 (+2)

Size: 1, Speed: 5

Languages: Archaic, Common, or Kingdom

Senses: True Vision

Immune: asleep, poisoned; deprivation, exposure, infection, suffocation

Sadistic: When the lemure harms a flesh-and-blood creature, the lemure makes attribute rolls with 1 boon until the end of its next turn.

Eternal Returns: If killed by anything other than a god or demon, the lemure returns to life after 24 hours with all lost Health regained and all damage healed.

ACTIONS

Melee Attack—Claws and Teeth: Strength (+2) with 1 boon (2d6)

MANES

SPIRIT · DIFFICULTY 1

Defense: 10, Health: 10

Strength: 10 (+0), Agility: 10 (+0)

Intellect: 10 (+0), Will: 10 (+0)

Size: 1, Speed: 5

Languages: Archaic, Common, or Kingdom

Senses: True Vision

Immune: asleep, blinded, deafened, frightened, held, on fire, poisoned, prone, slowed; deprivation, exposure, infection, suffocation

Eternal Returns: If killed by anything other than a god or demon, the manes returns to life after 24 hours with all lost Health regained and all damage healed.

ACTIONS

Melee Attack—Unarmed Strike: Strength (+0) with 1 bane (1d6)

END OF THE ROUND

Fading Memory: Make a luck roll. On a failure, the manes becomes confused until the end of the next round.

SLIME

Any creature lacking a fixed anatomy, skeleton, and exoskeleton counts as a slime. Hunger drives these nearly mindless predators, and when they find prey, they dissolve it to absorb nutrients. Slimes thrive in damp, dark places and can take over entire cave systems given sufficient prey and time.

SINISTER JELLY

One finds sinister jellies in underground lakes and riverbeds, though their clear bodies make them difficult to spot. When a creature disturbs the water, the jelly unfolds itself to ensnare its victim in damp folds, where tiny barbs inject digestive enzymes that let the jelly drink its victim.

MALEVOLENT GOO

A malevolent goo spreads its clear mass thin over the ground to look like a shallow puddle or damp spot. It creeps by inches until prey comes into reach. It then forms pseudopods from its mass, appendages that drip corrosive juices.

SENTIENT FLESH-EATING SLIME

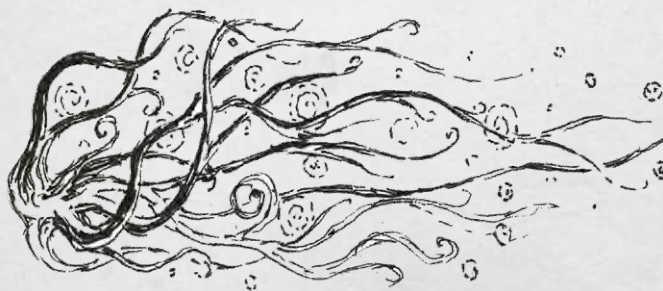
An amorphous slick of protoplasm, the sentient flesh-eating slime creeps across surfaces in search of living creatures. Its slowness often forces it to subsist on carcasses, but it might strike sleepers, the injured, and the slowed.

MALICIOUS OOZE

Looking like an ambulatory pool of bubbling green goop, a malicious ooze dampens the ground around itself wherever it comes to a rest. A clever predator, it hides from prey, follows along at a distance, and then strikes from the shadows when its target is distracted or caught unawares. The ooze's corrosive juices make short work of its victim's skin, turning it into a runny, foul-smelling slick that the ooze absorbs over time.

NEFARIOUS PUDDING

This slime appears as a big dollop of wet, liver-colored pudding with a thick skin from which sprout hair, fingernails, or bits of bone. When confronted with something it deems tasty, a nefarious pudding draws itself up into a large column and folds itself in half, bringing its top down onto its victim's body to wrap it in a damp sheath that numbs nerve endings even as it liquefies skin, hair, and bones.



SINISTER JELLY

MONSTER, AMPHIBIOUS · DIFFICULTY 2

Defense: 9, **Health:** 20

Strength: 13 (+3), **Agility:** 9 (–1)

Intellect: 2 (–8), **Will:** 15 (+5)

Size: 1, **Speed:** 5 (Slippery, Squeeze 1 inch, Swimmer)

Senses: Awareness 10

Immune: asleep, blinded, confused, deafened, held, prone, slowed, stunned

Aquatic Invisibility: A sinister jelly is invisible while submerged in or on the surface of water.

Shared Pain: Whenever the sinister jelly takes damage while it has a creature grabbed, it divides the damage evenly between itself and the creature it has grabbed.

ACTIONS

Body Slam: The jelly draws itself to come crashing down. Target one creature in reach. Make a Strength (+3) roll against its Agility. On a success, the target loses 1d6 Health, falls prone, and becomes held until the jelly moves or the jelly dies. A target held in this way can overcome the affliction with a success on a Strength roll with 1 bane.

Dissolved: Target one flesh-and-blood creature held as the result of this jelly's successful use of Body Slam. The target loses 2d6 Health. A creature of flesh and blood whose Health is reduced to 0 by a sinister jelly becomes a liquid that the sinister jelly can absorb. Objects worn and carried by the creature that feature metal construction are unaffected by this trait.

END OF THE ROUND

Corrosive Leakage: Any creature within 5 yards of the sinister jelly and in the same body of water takes 1d6 damage.

MALEVOLENT GOO

MONSTER · DIFFICULTY 4

Defense: 6, **Health:** 60

Strength: 12 (+2), **Agility:** 8 (–2)

Intellect: 4 (–6), **Will:** 15 (+5)

Size: 1, **Speed:** 5 (Climber, Squeeze 1 inch; no running)

Senses: Awareness 10

Immune: asleep, blinded, confused, deafened, held, prone, slowed, stunned

ACTIONS

Melee Attack—Pseudopod: Strength (+2) with 1 boon (3d6)

Sapping Touch: A flesh-and-blood target becomes Strength impaired (luck ends).

Two Attacks: The malevolent goo makes two Pseudopod attacks.

END OF THE ROUND

Burned by Sunlight: If the goo is in a space lit by direct sunlight, it loses 4d6 Health and becomes weakened until the end of the next round.

SENTIENT FLESH-EATING SLIME

MONSTER · DIFFICULTY 4

Defense: 6, Health: 60

Strength: 12 (+2), Agility: 8 (–2)

Intellect: 10 (+0), Will: 15 (+5)

Size: 1, Speed: 4 (Climber, Slippery, Squeeze 1 inch; no running)

Senses: Awareness 10

Immune: blinded, deafened, held, prone, slowed

ACTIONS

Melee Attack—Pseudopod: Strength (+2) with 1 boon (4d6)

Corrosion: A flesh-and-blood target becomes poisoned (luck ends).

END OF THE ROUND

Burned by Sunlight: If the slime is in a space lit by direct sunlight, it loses 4d6 Health and becomes weakened until the end of the next round.

MALICIOUS OOZE

MONSTER · DIFFICULTY 8

Defense: 10, Health: 120

Strength: 13 (+3), Agility: 10 (+0)

Intellect: 8 (–2), Will: 15 (+5)

Size: 2, Speed: 5 (Slippery, Squeeze 1 inch; no running)

Senses: Awareness 10

Immune: asleep, blinded, confused, deafened, held, prone, slowed, stunned

Split: When the ooze takes damage from a weapon or lightning, it splits into two Size 1 oozes. Each has half the Health score of the original ooze and divides the damage total between the two oozes evenly. Once the ooze has divided, it loses access to this trait for 24 hours, at which point each ooze grows to its normal Size and uses its normal rules.

ACTIONS

Melee Attack—Pseudopod: Strength (+3) with 1 boon (4d6)

Two Attacks: The malicious ooze makes two Pseudopod attacks.

NEFARIOUS PUDDING

MONSTER · DIFFICULTY 8

Defense: 5, Health: 80

Strength: 15 (+5), Agility: 7 (–3)

Intellect: 3 (–7), Will: 15 (+5)

Size: 2, Speed: 5 (Slippery, Squeeze 1 inch; no running)

Senses: Awareness 10

Immune: asleep, blinded, confused, deafened, held, prone, slowed, stunned

Corrosive Spray: When the pudding takes damage, it releases a spray of corrosive fluids into a Size 2 space within reach. Each creature in that space makes a luck roll. On a failure, the creature loses 2d6 Health.

ACTIONS

Engulf: The pudding rises up and flows forward. Target one Size 2 space within reach. The pudding moves into that space. Each creature that is not held, prone, or slowed in the space makes an Agility roll. On a failure, the creature loses 2d6 Health and disappears inside the nefarious pudding's body, where it remains until the pudding becomes incapacitated or the target overcomes the effect with a successful Strength roll with 1 bane. When the effect ends for a target, it exits the pudding into an empty space of its choice within 1 yard of it. While inside the pudding, the target loses access to the Awareness trait, if it has it, is blinded, deafened, held, and weakened, and loses 2d6 Health at the end of each round. The target moves with the pudding when it moves.

REACTIONS

Hideous Bulge: When an enemy starts its turn in reach, the pudding causes an unseemly bulge to form in its body. Make a Strength (+5) roll against that enemy's Strength. On a success, the enemy takes 2d6 damage and falls prone.



SPECTER

Some people were so awful in life, so incalculably evil, that not even Hell wants them. The unwanted spirits roam the mortal world, doing as much harm as they can. Trapped between life and death, their anger and hatred build until their souls are transformed into something monstrous.

Specters have power enough to stand before the full light of the sun and remain unscathed. No holy symbol can move them, no god-sworn servant can disturb them. They are a force for evil that obliterates everything in their path.

Luckily for the living, specters haunt the places in which they once lived only. They roam the corridors of old castles, prowl the dungeon depths, and survey the crumbling splendor of the lives they lost. Those of low station terrorize people in their haunts, and the presence of a specter can clear the poor quarter faster than can a brute squad.

Elements of their former appearance survive in their spectral forms, but everything appears warped and distorted, almost making them caricatures. Nearly all show signs of how they died. One might have a hangman's noose around its neck, while another has a bloated face from being poisoned.



SPECTER

SPRIT · DIFFICULTY 8

Defense: 18, **Health:** 80

Strength: 12 (+2), **Agility:** 15 (+5)

Intellect: 15 (+5), **Will:** 17 (+7)

Size: 1, **Speed:** 10 (Fly, Hover, Insubstantial, Silent, Slippery)

Languages: Archaic, Common, or Kingdom

Senses: True Vision

Immune: asleep, blinded, deafened, frightened, held, on fire, poisoned, prone, slowed; deprivation, exposure, infection, suffocation

Protection from Magic: The specter imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

Psychic Tempest (Magical): When the specter takes 20 damage or more from a single instance of damage, each enemy within 5 yards takes 1d6 damage and makes a Will roll. On a failure, the enemy takes an extra 2d6 damage and becomes frightened of the specter (luck ends).

Spiritual Destruction: A specter devours the soul of any creature it kills. Such a creature cannot be restored to life by any means. When this happens, each enemy within 5 yards of the specter makes a Will roll with 1 bane. On a failure, the enemy becomes frightened of the specter until the enemy overcomes the affliction with a successful Will roll or the specter dies.

ACTIONS

Draining Touch (Magical): Target one or two creatures in reach. Make an Agility (+5) roll with 1 boon against the Agility of each target. On a success, the target loses 4d6 Health and becomes weakened until it rests for at least 1 hour. On a failure, the specter adds 20 to the next roll it makes against that target before the end of its next turn.

SPHINX

Across the Sea of Fear lies a great and mighty nation, the Immortal Kingdom of Aegon, land of the sphinxes. For thousands of years, the sphinxes have held this territory and thrown back every effort to invade it. Their isolation born from contempt of the lesser peoples living beyond its boundaries, the sphinxes secured its borders and made no move to add to its prodigious holdings, as their lands held all that they needed.

Something has changed in the last century. The rivers dried up, the forests withered, and the grasslands became desert wastes. The sphinxes' already modest birthrate plummeted, and fewer and fewer young were born. Believing their lands to be cursed, many sphinxes have left their dying home to find their futures elsewhere. In a great diaspora, they press to the Emerald Islands far to the south, and north across the Sea of Fear to the borderlands and beyond.

In Aegon, the sphinxes worshiped the same gods that make up those of the Old Faith, though with different interpretations of those deities and the names by which they call them. It's held there that the sun god, whom they name Aram, rules the pantheon and his wife, the Orisu, rules over the night. Death, called Nekron, hates reality and sends his jackals to steal away the living to languish in his dark realm.

The priests hold substantial power in Aegon and their chief function is to support the queen who rules as the mortal wife of Aram. When she passes, her soul is believed to ascend to join the past queens who dwell in the night skies as stars. Her consorts serve as guards, advisors, and companions, and when their queen dies, they follow her into death.

Until recently, the only sphinxes people knew appeared in Empire-era sculptures and in old paintings that offered a stylized interpretation of these peoples. In reality, sphinxes fall in the human range of height and weight. They have leonine bodies capable of walking upright or on all fours, with short, golden fur covering them from head to foot. They have the tails of lions, and their facial features mingle human and lion. Males have thick dark manes that grow from the back of their skulls and necks to form a collar of sorts. All sphinxes have vestigial feathered wings.

The language of the sphinxes is exclusive to that people. Its pictogrammatic writing appears in old temples and other ruins.

EXILE

Traitors, devotees of the Aegon death god Nekron, criminals, and the like are cut off from their homeland and forced to make do in a strange and unknown world. Want, conflict, and other hardships turn even the wrongly exiled into grizzled, tough survivors, willing and able to do whatever they must to see another day.

SPHINX EXILE

SPHINX · DIFFICULTY 4

Defense: 14 (ring), **Health:** 60

Strength: 13 (+3), **Agility:** 13 (+3)

Intellect: 11 (+1), **Will:** 10 (+0)

Size: 1, **Speed:** 6 (Strider)

Languages: Common, Sphinx

Avoidance: A sphinx imposes 1 bane on rolls against their Defense and Agility. They lose access to this trait while they are injured, confused, stunned, and unconscious.

Glider: While not confused, held, stunned, or unconscious, a sphinx suffers no harm from landing after a fall, and lands in any empty space within 10 yards of the space directly beneath them when they fell.

ACTIONS

Melee Attack—Saber: Agility (+3) with 2 boons (2d6)

Melee Attack—Dagger · Thrown 5: Agility (+3) with 2 boons (1d6)

Two Attacks: The sphinx makes one Saber attack and one Dagger attack.

Whirling Strike: The sphinx exile makes a spinning leap, whipping its weapons around itself. Make an Agility (+3) roll and compare the result to the Defense of each enemy within 3 yards. If the result equals or beats the enemy's Defense, the enemy takes 3d6 damage. Once the sphinx uses this talent, they lose access to it (luck ends).

REACTIONS

Swift Cut: When an enemy within reach attacks the sphinx, the sphinx can force that enemy to make a luck roll along with its roll to attack. If the luck roll results in a failure, the enemy takes 1d6 damage.

SPHINX ANCESTRY

SPHINX

Size: 1, **Speed:** 6 (Strider)

Bonus Language: Sphinx

Other Traits: Avoidance, Glider



SPRIGGAN

Grandfather Tree strode the lands of Erth and planted seeds to cover creation with a wondrous garden. The seeds took root and sprouted into trees, flowers, grasses, vines, and so much more, but some also pulled themselves free from the soil to become the first spriggans. These sentient plants believe themselves to be the offspring of the great green god and commit their long lives to preserving the world's most garden-like regions from exploitation and ruin.

Unless spriggans choose to reveal themselves, travelers can pass through their groves a dozen times without suspecting their presence. Being plants, albeit mobile ones, spriggans have no need for shelter, to grow crops, or to keep livestock for food. They can nourish themselves by sinking their feet in the soil and reaching up to absorb the sun's light through their fingerlike branches. Neither rain nor the elements bother them. All a spriggan community needs to thrive is a place to root themselves when they need and congregate when they want.

Having few reasons to interact with the outside world, spriggans are rare beyond their forest homes. They find ready allies in woodwoses, some wargs, and other woodland folk, and if something threatens their friends, a whole grove of spriggans might rally to the cause. Other spriggans set out to start new groves, carry out a mission for their maker, or succumb to curiosity about what lies beyond the woods.

Spriggans appear humanoid, but in place of flesh and blood, they have a thin layer of bark covering springy wood. Spriggans' eyes shine like green candle flames, and they have small gaps for mouths that move enough to let them speak, but they have no noses nor ears. In place of hair, crests of leafy branches rise from the tops of their heads and sprout from their bodies.

While rooted, though, spriggans look like ordinary woody shrubs, with sparse greenery and plenty of thorns to dissuade creatures from disturbing them. Although immobile in this state, spriggans remain aware of their surroundings and can pull themselves free to deal with any threats.

XENOPHOB

Considering how peoples of flesh and blood ravage the forests for timber, it's easy to understand how spriggans might come to despise them. Spriggan xenophobes declare war against the "fleshies" and hunt all who trespass in their woods. Some mount their victims' mutilated heads on the edges of their territory as a warning, but spriggans with a taste for murder might forgo such deterrents.

SPRIGGAN XENOPHOB

SPRIGGAN, PLANT · DIFFICULTY 4

Defense: 11, **Health:** 40

Strength: 12 (+2), **Agility:** 10 (+0)

Intellect: 11 (+1), **Will:** 10 (+0)

Size: 1, **Speed:** 5

Languages: Common

Plant Bond: While within 5 yards of any plant, a spriggan has the Awareness 5 trait.

Tree Form: On a spriggan's turn, if on a surface made from earth, they can use this trait to reduce their Speed to 0. The effect lasts until they end this effect (not an action), or they become unconscious. While subject to this trait's effects, they ignore any ordinary effect that would move them. To all others, they appear to be a tree of twice their Size.

Dig In: A spriggan on an earthen surface that has not moved can reduce their Speed to 0 until the start of their next turn. Until this effect ends, the spriggan ignores any effect that would move it against its will.

Plant Strike: A spriggan can move into spaces occupied by Size 1 and larger plants. When it does, it knows where all the other Size 1 or larger plants are within 10 yards, and it can exit from any of those spaces.

Flammable: A spriggan takes double damage from fire and rolls to overcome being on fire with 1 bane.

ACTIONS

Melee Attack—Claw: Strength (+2) with 1 boon (2d6)

Two Attacks: The spriggan makes two Claw attacks.

REACTIONS

Plant Allies: When harmed, the spriggan xenophobe can cause the ground within 5 yards to become challenging terrain for 1 hour. In addition, each enemy on the affected ground makes a Strength roll. On a failure, the enemy is pushed 5 yards. Once the spriggan uses this trait, they lose access to it for 1 minute.

SPRIGGAN ANCESTRY

SPRIGGAN, PLANT

Natural Defense: +1

Size: 1, **Speed:** 5

Plant Strike: A spriggan with a Will score of 13 or higher can choose targets for its Claw attacks from among those within 5 yards.

Natural Weapons: A spriggan can use their claws as natural weapons. The claws deal 1d6 damage and have the Nimble trait.

Other Traits: Plant Bond, Tree Form, Flammable

SPRITE

Sprites, sometimes called the children of the forest, remained in the mortal world when the other faeries left. They chose to stay because they refused to owe a debt to the elves who fashioned the new realms, instead going their own way. By necessity, sprites have remained hidden, leading secretive lives to avoid encounters with the foolish, short-lived peoples who seem determined to spread everywhere and make a mess of everything.

In their normal forms, sprites stand 2 feet tall and weigh about 20 pounds. They have slim bodies and appear in all the colors of the rainbow. Sprites make their clothes from found things—a scrap of cloth, a garland of flowers, a skirt of woven grasses—but have little interest in wearing the skins of dead animals.

Typical sprite names include Acorn, Berry, Joy, Leaf, Ribald, Squirrel, and Wix.

SCAMP

Scamps are sprites who see mortals as perfect targets for games. They do all the tricky things for which other faeries take the blame—horses panic, small items disappear, youngsters become lost in the woods. Most scamps do not seek to do lasting harm, but when they become riled up, the tricks can go too far and someone can get hurt.

SPRITE SCAMP

SPRITE, FAERIE • DIFFICULTY 2

Defense: 15, **Health:** 10

Strength: 9 (–1), **Agility:** 13 (+3)

Intellect: 11 (+1), **Will:** 10 (+0)

Size: 1/2, **Speed:** 5

Languages: Common, Sylvan

Senses: Keen Hearing, Keen Vision

Immune: exposure, infection

Wild Speech: A sprite can communicate with normal animals such as cats, dogs, pigs, and horses. They can interpret the noises animals make, as well as their body language, to get the gist of what they say.

Wee Travel (Magical): A sprite can use this talent at the start of their turn if they lack the confused, controlled, held, stunned, or unconscious afflictions. They transform into a Size 1/16 bird, butterfly, or mote of light and remain in that form until the end of their turn. While subject to this trait's effects, they have the Fly and Slippery traits, but their attacks deal no damage, and they lose the ability to speak.

ACTIONS

Melee Attack—Short Sword • Piercing: Agility (+3) with 1 boon (1d6)

Ranged Attack—Bow • Ranged 20: Agility (+3) with 1 boon (2d6)

Cruel Tricks (Magical): If the sprite is hidden, they can play a trick. Target one creature within 10 yards and make an Intellect (+1) roll against the target's Intellect. On a success, the target suffers one of the following effects:

- The target's mouth seals shut (luck ends), preventing it from speaking.
- The target falls prone and makes an Agility roll. On a failure, the target takes 1d6 damage.

SPRITE ANCESTRY

SPRITE, FAERIE

Size: 1/2, **Speed:** 5

Bonus Languages: Sylvan

Senses: Keen Hearing, Keen Vision

Immune: exposure, infection

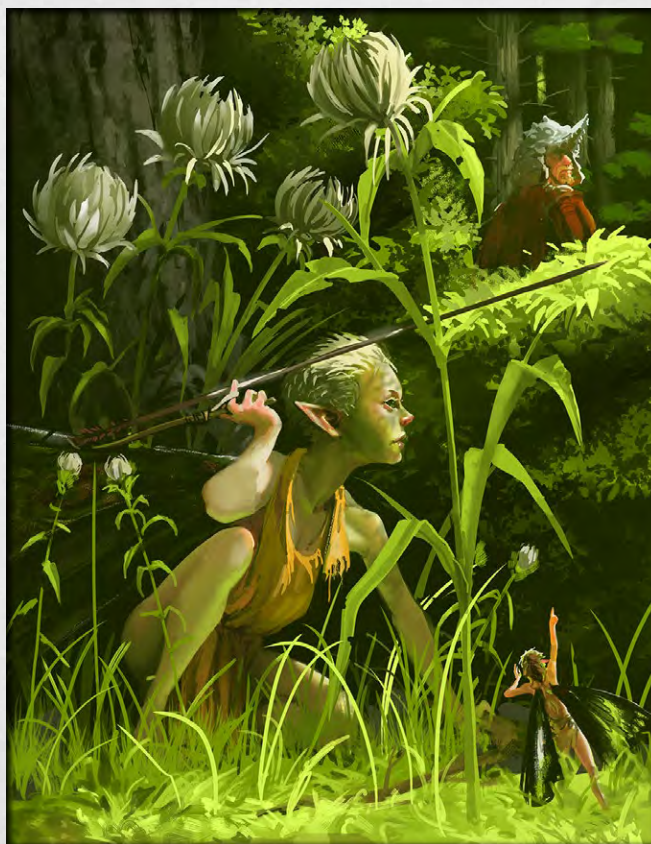
Other Traits: Wild Speech, Wee Travel, Wild Escape

- A frightening image appears and causes the target to become frightened (luck ends) of the sprite.
- The target attacks one other creature of the sprite's choice within the target's reach. The target rolls with 1 bane.

Once the sprite uses this talent, they lose access to it (luck ends).

REACTIONS

Wild Escape: When you are harmed, the sprite can use Wee Travel and then the effects of that trait end.



SWARM

Any kind of small animal can join its fellows to become a swarm. Bats, rats, carnivorous fish, insects, and birds, when encountered in great numbers, become seething masses of scales, feathers, fur, claws, and teeth. Swarms retain coherency for as long as they perceive a threat.

SWARM

BEAST, SWARM • DIFFICULTY 4

Defense: 16, **Health:** 40

Strength: 10 (+0), **Agility:** 14 (+4)

Intellect: 5 (–5), **Will:** 10 (+0)

Size: 5, **Speed:** 5 (Slippery, Squeeze 1 inch)

Senses: Awareness 20

Immune: blinded, confused, deafened, held, prone, slowed, stunned

Nasty Swarm: Whenever an enemy starts its turn within 1 yard of the swarm or inside the swarm's space, the enemy takes 1d6 damage and makes a Strength roll. On a failure, the enemy takes an extra 1d6 damage and becomes slowed and weakened until the start of its next turn.

ACTIONS

Swarm Strike: The swarm flows into a space to beset enemies it finds there. Target one Size 5 space within 2 yards. The swarm moves to that space and each enemy in it takes 1d6 damage and makes a Strength roll with 1 bane. On a failure, the enemy takes an extra 2d6 damage and becomes blinded and deafened until the end of its next turn.



SYLPH

When the elementals went to war against the mortals, they went without the sylphs. The people of the air refused to sacrifice their lives for lands they never wanted in the first place and to fight alongside peoples with whom they had almost nothing in common. Rather than drown in a sea of blood and violence, the sylphs took the skies and the cities they built atop the clouds. And there they have remained for thousands of years.

Time has not been kind to the sylphs. Their isolation left them to face threats alone. City after city fell into ruin, some of them to dragons that chose to lair amid the spires, others emptied after some unknown calamity struck, the city's inhabitants vanished suddenly. The few communities that survived have become even more withdrawn, to the point that visitors who make it to their eyries find themselves thrown off the side to fall the way they had come.

Sylphs look human but have the skin, hair, and eyes of the skies, being azure, gray, bone white, and all the colors of dawn, dusk, and night. They have lightweight bodies thanks to hollow bones and sport large butterfly wings on their backs.

SYLPH

ELEMENTAL, SYLPH • DIFFICULTY 4

Defense: 18, **Health:** 40

Strength: 12 (+2), **Agility:** 14 (+4)

Intellect: 12 (+2), **Will:** 9 (–1)

Size: 1, **Speed:** 8 (Fly, Slippery)

Languages: Sylph

Immune: poisoned; harm from landing after a fall; deprivation, exposure, infection, suffocation

Helpful Wind: When a sylph rolls to attack, roll an additional d20 and use the highest result.

ACTIONS

Melee Attack—Bident: Agility (+4) with 1 boon (3d6)

Ranged Attack—Bow • Range 20: Agility (+4) with 1 boon (2d6)

Scattering Gust (Magical): The sylph sends wind to blast their foes. Target one Size 3 space within 10 yards. Each unsecured object in that space is pushed 5 yards. Each creature in the space makes a Strength roll with 1 bane. On a failure, the creature is pushed 5 yards and becomes vulnerable until the end of the sylph's next turn. On a critical failure, the target also takes 2d6 damage and falls prone.

REACTIONS

Zephyr Escape: When the sylph takes damage and is not injured, they can become invisible and move up to their Speed. At the start of the sylph's next turn, they become visible again. Once a sylph uses this trait, they lose access to it for 1 minute.

TOMB GUARDIAN

Dire curses and deadly guardians make tomb raiders think twice before breaking the seals on the tombs of the Devastation. The grand structures stand as monuments to arrogance, wealth, and power. Those interred there went to great lengths to secure their bodies and treasures from thieves. Thus, diabolical traps, disease, curses, and worse lurk in the darkness inside these pyramids.

But for all the perils that wait for the unwary, the greatest threat comes in the form of the accursed guardians, undead protectors who stand a vigil over their masters to ensure none disturb their slumber. The guardians exist with Lord Death's blessing, a rare instance of the god permitting undead and granted only by the lavish sacrifices of the holy orders. Thus do the accursed guardians carry the seed of darkness in their remains, a darkness that makes them terrors in battle.

Linens wrap the guardian's body, but time and scavengers have caused some to fall free and reveal their desiccated, blackened flesh. A glimpse of their visages shows lips pulled back from teeth and hollows where eyes once looked out. Many wear outlandish costumes of the times when they were interred, and in those costumes one can find hints of the crimes they committed in life that saw them condemned to spend eternity watching over the dead.

TOMB GUARDIAN

UNDEAD • DIFFICULTY 8

Defense: 10, **Health:** 80

Strength: 14 (+4), **Agility:** 8 (–2)

Intellect: 8 (–2), **Will:** 15 (+5)

Size: 1, **Speed:** 4 (no running)

Senses: True Vision

Immune: asleep, blinded, deafened, frightened, Strength impaired, stunned, weakened; deprivation, exposure, infection, suffocation

Accursed Appearance (Magical): When an enemy starts its turn with line of sight to the tomb guardian, the enemy becomes cursed (luck ends). An enemy cursed in this way loses 1d6 Health the first time it takes damage in a round. The luck rolls an enemy makes to end this effect result in automatic failures if it has line of sight to the tomb guardian.

Flammable: A tomb guardian takes double damage from fire and rolls to overcome being on fire with 1 bane.

Divine Doom: A tomb guardian makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Fist: Strength (+4) with 1 boon (6d6)

Critical Success: A flesh-and-blood target makes a Will roll. On a failure, it becomes stunned until the end of its next turn.

Two Attacks: The tomb guardian makes two Fist attacks.



TRITON

Old salts still warn sailors embarking from the mainland to steer clear of the towers of Shangrana, structures of corkscrewing coral believed to rise from the sunken city on the floor of the Sea of Fear. Too many galleons and cogs found their way to the bottom of the sea after drifting into the waters the sea-dwelling tritons control to risk their ire. Accords with the kingdoms of the Old Country put a stop to the tritons' coastal raids, but any trespass into their territory arouses their anger, and the sea positively boils with activity as they launch strikes against the intruders.

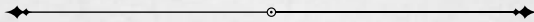
Tritons have tall, lean, willowy bodies covered in a fine mesh of silvery blue scales. They have smooth piscine faces, with globular eyes over which snap special membranes to protect them from silt and grit. They lack noses but have nostrils and small mouths equipped with sharp, serrated teeth. Gills cut across their chests, allowing them to draw air from water.

At sea tritons forgo clothing, but they recognize land-dweller customs enough to don loose, comfortable robes while ashore. Tritons avoid restrictive garments as these make swimming more difficult, though they do cover their bodies in sharkskin armor (as leather) when at war.



TRITON

The Triton language has no spoken form. Instead, people versed in it make hand gestures that match the signs of the written form. A complex language with nearly 1,000 gestures and symbols, few other than tritons have been able to master it.



TRITON ANCESTRY

TRITON, AMPHIBIOUS

Size: 1, **Speed:** 5 (Swimmer)

Bonus Language: Triton

Senses: Keen Vision

Other Traits: Fluid Evasion

SEA DEVIL

A militant, bellicose faction found in nearly every triton community, the Sea Devils see recent efforts to deal peacefully with the land-dwellers as capitulation and believe that alliances with the humans and others will ultimately dilute triton culture and society. Sea Devils do everything they can to sabotage peace treaties with the air-breathers and attack ships that sail the Sea of Fear.

TRITON SEA DEVIL

TRITON, AMPHIBIOUS • DIFFICULTY 2

Defense: 14 (leather), **Health:** 20

Strength: 12 (+2), **Agility:** 11 (+1)

Intellect: 11 (+1), **Will:** 12 (+2)

Size: 1, **Speed:** 5 (Swimmer)

Languages: Triton

Senses: Keen Vision

Fluid Evasion: When the triton uses dodge, the triton gains the Slippery trait and imposes 1 bane on rolls against its Defense and Agility until the end of its next turn.

ACTIONS

Melee Attack—Spear • Thrown 5: Strength (+2) with 1 boon (2d6)

Melee Attack—Harpoon • Thrown 5: Strength (+2) with 1 boon (1d6)

Critical Success: The target also becomes vulnerable, weakened, and tethered to the triton. While it is tethered, the target can move no farther than 5 yards from the triton, but if the triton moves more than 5 yards from the target, the triton pulls the target with it. The target can use an action to yank the harpoon free, which causes it to lose 1d6 Health, or to cut the harpoon's rope with an edged weapon.

TROGLODYTE

There are places not even the rangers dare travel. Bone Canyon and the Pitfields, places found in the mountains of the borderlands, have claimed the lives of so many that the mere whisper of their names can cause people to break into sweats. The trouble with such environments is that they belong to the troglodytes, a violent, monstrous people who pass their days underground and come up under the cover of night to hunt.

Humanity triumphed over their elemental foes when war broke out between them, and now that ancient conflict has been all but forgotten by human descendants. Among the troglodytes, though, the horrors of that war remain fresh, captured in the macabre art decorating the walls of their cavern homes. Fear of the fiery worms and the mountains that move kept these former humans underground and saw them delve ever deeper until they left behind the purity of the sunlit lands and walked into the embrace of eternal darkness.

The refugees found a new god in the dark, an Ancient One shackled in the depths but who rested close enough to the surface for his whispers to reach the ears of the frightened people. Those whispers heightened the fear until it drove out all other thought, and in their terrified state, they turned to the darkness to guide them. Generations spent listening to the voices have seen ordinary people become monstrous in both body and mind, the last vestiges of humanity remaining only in their shapes.

Troglodytes would be content to stay in the darkness, but hunger draws them forth. They crave meat, materials, and new blood to fold into their numbers and keep the Whisperer's Gifts at bay—those gifts being a whole host of problems caused by inbreeding. So, when the fire in the sky sinks below the world rim, the troglodytes come forth to hunt, to capture, to kill.

Troglodytes appear human for the most part, but they have chalk-white skin and dark bruising under their eyes. Most have some sort of physical malady that intensifies their suffering. They garb themselves in the skins of people they've killed and use weapons of wood, bone, and rock.

Most claim membership in one of the many troglodytic clans, each of which looks to the largest, nastiest one to lead them. Some tribe members have magical abilities as taught to them by the Whisperer. Such individuals gain special status, as everyone fears them. Their status guarantees them first picks of the food and prisoners, who also might become food.

WRETCH

Most troglodytes count as wretches, feeble-witted killers driven by appetite and hatred.

WITCH

Rare troglodytes retain enough of their wits to direct their hate toward mastering evil magic. These strange folk adorn their bodies with filth, bones, and bits of skin harvested from their victims.

MONSTROSITY

Careful breeding produces true giants of the troglodyte kind. These hulking brutes have more cunning and cruelty than all the rest.

TROGLODYTE WRETCH

MONSTER · DIFFICULTY 2

Defense: 10, **Health:** 30

Strength: 12 (+2), **Agility:** 10 (+0)

Intellect: 8 (−2), **Will:** 7 (−3)

Size: 1, **Speed:** 5

Languages: Undertongue

Senses: Dark Vision

Immune: Will impaired

Chaotic Outburst: When the troglodyte gets a failure on a roll to attack, each creature in reach makes a luck roll. The creature with the lowest failed result takes 1d6 damage. Once the wretch uses this talent, it loses it for 1 minute.

Sunlight Weakness: If the troglodyte starts its turn in a space lit by sunlight, the troglodyte becomes weakened until the start of its next turn.

ACTIONS

Melee Attack—Club: Strength (+2) with 1 boon (2d6)

Melee Attack—Javelin · Thrown 10: Strength (+2) with 1 boon (1d6)

TROGLODYTE WITCH

MONSTER · DIFFICULTY 4

Defense: 13, **Health:** 40

Strength: 11 (+1), **Agility:** 10 (+0)

Intellect: 12 (+2), **Will:** 8 (−2)

Size: 1, **Speed:** 5

Languages: Undertongue

Senses: Dark Vision

Immune: Will impaired

Sunlight Weakness: If the troglodyte starts its turn in a space lit by sunlight, the troglodyte becomes weakened until the start of its next turn.

ACTIONS

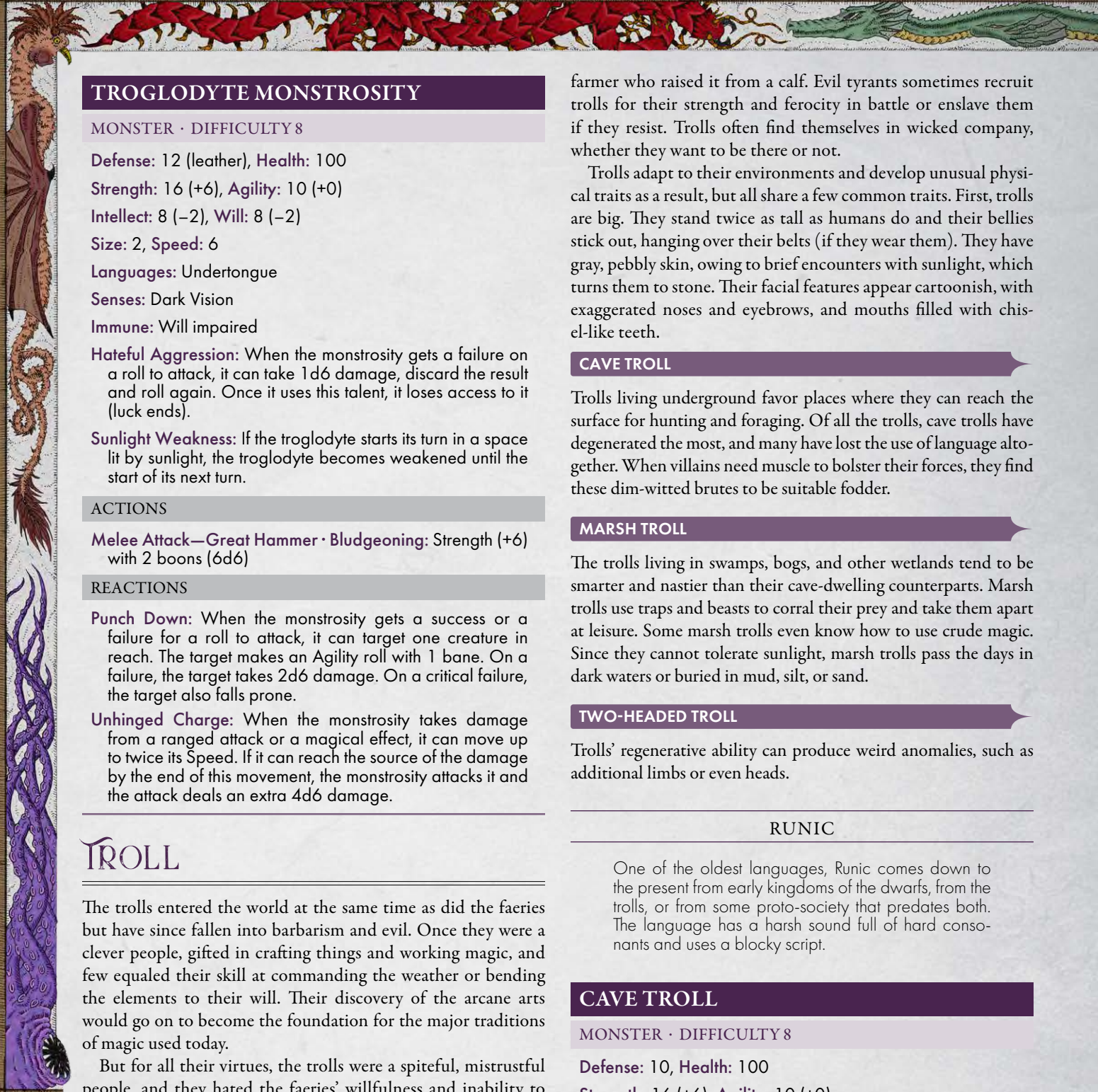
Melee Attack—Short Sword · Piercing: Strength (+1) with 1 boon (1d6)

Deranged Whispers (Magical): The witch mutters. Target one creature within 5 yards. Make an Intellect (+2) roll with 1 boon against the target's Will. On a success, the target becomes confused (luck ends). Until the effect ends, the target is deafened from the constant deranged whispering it hears. In addition, if the target is injured, it becomes controlled by the witch for as long as it is confused in this way.

Skin the Beast (Magical): The witch makes a cutting motion with her hand. Target one flesh-and-blood creature within 10 yards. Make an Intellect (+2) roll with 1 boon against the target's Strength. On a success, the target loses 4d6 Health and becomes vulnerable and weakened (luck ends both). While it is weakened in this way, the target loses 1d6 Health at the end of each round. Once the witch uses this talent, it loses access to it (luck ends).

REACTIONS

Feast on Death: When an enemy within 10 yards becomes incapacitated, the witch and each of its allies within 10 yards heal 2d6 damage.



TROGLODYTE MONSTROSITY

MONSTER · DIFFICULTY 8

Defense: 12 (leather), **Health:** 100

Strength: 16 (+6), **Agility:** 10 (+0)

Intellect: 8 (–2), **Will:** 8 (–2)

Size: 2, **Speed:** 6

Languages: Undertongue

Senses: Dark Vision

Immune: Will impaired

Hateful Aggression: When the monstrosity gets a failure on a roll to attack, it can take 1d6 damage, discard the result and roll again. Once it uses this talent, it loses access to it (luck ends).

Sunlight Weakness: If the troglodyte starts its turn in a space lit by sunlight, the troglodyte becomes weakened until the start of its next turn.

ACTIONS

Melee Attack—Great Hammer · Bludgeoning: Strength (+6) with 2 boons (6d6)

REACTIONS

Punch Down: When the monstrosity gets a success or a failure for a roll to attack, it can target one creature in reach. The target makes an Agility roll with 1 bane. On a failure, the target takes 2d6 damage. On a critical failure, the target also falls prone.

Unhinged Charge: When the monstrosity takes damage from a ranged attack or a magical effect, it can move up to twice its Speed. If it can reach the source of the damage by the end of this movement, the monstrosity attacks it and the attack deals an extra 4d6 damage.

TROLL

The trolls entered the world at the same time as did the faeries but have since fallen into barbarism and evil. Once they were a clever people, gifted in crafting things and working magic, and few equaled their skill at commanding the weather or bending the elements to their will. Their discovery of the arcane arts would go on to become the foundation for the major traditions of magic used today.

But for all their virtues, the trolls were a spiteful, mistrustful people, and they hated the faeries' willfulness and inability to keep their word. Where faeries had beauty and wit, trolls were ugly, cynical, and skeptical. War between the two seemed inevitable, and when it began, their struggle for dominion of creation would spawn giants, ogres, and other beings, while leaving great swaths of the world damaged and unsuited for life of any kind.

In the end, the trolls fled for the mountains, the caves, and the swamps, where their bitterness poisoned them and held them back from playing a part in the world's development. In their isolation, they lost so much of their lore that they eventually became the monsters the faeries claimed them to be.

Trolls now live in the wilderness, singly or in small groups. They terrorize anyone they happen upon and eat what they take by force, whether they snatch an innocent cow from a field or the

farmer who raised it from a calf. Evil tyrants sometimes recruit trolls for their strength and ferocity in battle or enslave them if they resist. Trolls often find themselves in wicked company, whether they want to be there or not.

Trolls adapt to their environments and develop unusual physical traits as a result, but all share a few common traits. First, trolls are big. They stand twice as tall as humans do and their bellies stick out, hanging over their belts (if they wear them). They have gray, pebbly skin, owing to brief encounters with sunlight, which turns them to stone. Their facial features appear cartoonish, with exaggerated noses and eyebrows, and mouths filled with chisel-like teeth.

CAVE TROLL

Trolls living underground favor places where they can reach the surface for hunting and foraging. Of all the trolls, cave trolls have degenerated the most, and many have lost the use of language altogether. When villains need muscle to bolster their forces, they find these dim-witted brutes to be suitable fodder.

MARSH TROLL

The trolls living in swamps, bogs, and other wetlands tend to be smarter and nastier than their cave-dwelling counterparts. Marsh trolls use traps and beasts to corral their prey and take them apart at leisure. Some marsh trolls even know how to use crude magic. Since they cannot tolerate sunlight, marsh trolls pass the days in dark waters or buried in mud, silt, or sand.

TWO-HEADED TROLL

Trolls' regenerative ability can produce weird anomalies, such as additional limbs or even heads.

RUNIC

One of the oldest languages, Runic comes down to the present from early kingdoms of the dwarfs, from the trolls, or from some proto-society that predates both. The language has a harsh sound full of hard consonants and uses a blocky script.

CAVE TROLL

MONSTER · DIFFICULTY 8

Defense: 10, **Health:** 100

Strength: 16 (+6), **Agility:** 10 (+0)

Intellect: 8 (–2), **Will:** 11 (+1)

Size: 3, **Speed:** 6 (Strider)

Languages: Understands Runic

Senses: Dark Vision, Keen Vision

Flammable: A troll takes double damage from fire and rolls to overcome being on fire with 1 bane.

ACTIONS

Melee Attack—Claws: Strength (+6) with 1 boon (4d6)

Melee Attack—Teeth: Strength (+6) with 1 boon (4d6)

Two Attacks: The cave troll makes one Claws attack and one Teeth attack.

END OF THE ROUND

Petrified by Sunlight (Magical): If a troll is in a space lit by sunlight, its Defense increases by 2 and its Health decreases by 25. The changes are permanent. A troll whose Health is reduced to 0 in this way turns into a stone statue and then dies.

Regeneration: The cave troll heals 2d6 damage.

Rampage: The troll rampages until the end of the next round. The troll increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 1d6 damage. Then, the troll loses access to this talent (luck ends).

MARSH TROLL

MONSTER, AMPHIBIOUS · DIFFICULTY 8

Defense: 12, **Health:** 100

Strength: 15 (+5), **Agility:** 12 (+2)

Intellect: 11 (+1), **Will:** 14 (+4)

Size: 3, **Speed:** 5 (Swimmer)

Languages: Runic

Senses: Dark Vision, Keen Vision

Sadistic: When the marsh troll harms a flesh-and-blood creature, the troll makes attribute rolls with 1 boon until the end of its next turn.

Flammable: A troll takes double damage from fire and rolls to overcome being on fire with 1 bane.

ACTIONS

Melee Attack—Claws: Strength (+5) with 1 boon (3d6)

Melee Attack—Teeth: Strength (+5) with 1 boon (3d6)

Two Attacks: The cave troll makes one Claws attack and one Teeth attack.

Troll Blight (Magical): The troll works dark magic. Target one creature within 10 yards. Make a Will (+4) roll against the target's Strength. On a success, the target takes 12d6 damage and becomes vulnerable and weakened (luck ends both). While weakened in this way, the target's body undergoes a horrifying series of transformations that impose 1 bane on rolls made by its allies if they can see the target. Once the marsh troll uses this talent, it loses access to it (luck ends).

END OF THE ROUND

Petrified by Sunlight (Magical): If a troll is in a space lit by sunlight, its Defense increases by 2 and its Health decreases by 25. The changes are permanent. A troll whose Health is reduced to 0 in this way turns into a stone statue and then dies.

Regeneration: The marsh troll heals 2d6 damage.

TWO-HEADED TROLL

MONSTER · DIFFICULTY 16

Defense: 10, **Health:** 300

Strength: 16 (+6), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 12 (+2)

Size: 5, **Speed:** 6 (Strider)

Languages: Runic

Senses: Dark Vision, Keen Vision

Two Heads: While not injured, the troll increases the number of actions and reactions it can use by one each. If the troll becomes confused, controlled, Intellect impaired, Will impaired, or stunned, it can make a luck roll. On a success, the affliction ends.

Flammable: A troll takes double damage from fire and rolls to overcome being on fire with 1 bane.

ACTIONS

Melee Attack—Claws: Strength (+6) with 2 boons (5d6)

Melee Attack—Teeth: Strength (+6) with 2 boons (5d6)

Two Attacks: The two-headed troll makes one Claws attack and one Teeth attack.

END OF THE ROUND

Petrified by Sunlight (Magical): If a troll is in a space lit by sunlight, its Defense increases by 2 and its Health decreases by 25. The changes are permanent. A troll whose Health is reduced to 0 in this way turns into a stone statue and then dies.

Regeneration: The two-headed troll heals 3d6 damage.

Rampage: The troll rampages until the end of the next round. The troll increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 2d6 damage. Then, the troll loses access to this talent (luck ends).



UNICORN

Few have ever seen a unicorn, but stories describe it as a silvery-white deer with a single spiraling horn that emerges from the center of its forehead. Unicorns have manes and tails akin to those of horses, while males have beards. A faint gleam shines from them all, marking them as somehow special, holy even. Many people understandably see unicorns as symbols of purity, virtue, and goodness.

Unicorns, like most faeries, have no reason to adhere to civilization's conceptions of good and evil. They seek pleasure in all things, and go where and when they choose. Many unicorns do show some preference for keeping the company of human maidens, though why is anyone's guess.

Unlike other faeries, unicorns make little mischief. If captured, corralled, or in any way restrained, they become wild, kicking at their captors and using their horns to gut. Unicorns can just step away to safety anytime they choose, but the need to punish the temerity of their would-be jailors gets in the way of common sense.

A unicorn's horn holds great magical power, so much so that some hunt these magnificent beasts. Legend claims the horn can restore life to the dead, grant immortality, slay any creature, and open portals to other universes. Killing a unicorn, though, is hardly a good act. The faeries look down on unicorn-murderers and might reward such actions with a lasting and terrible curse.

UNICORN

FAERIE • DIFFICULTY 8

Defense: 18, **Health:** 60

Strength: 13 (+3), **Agility:** 15 (+5)

Intellect: 13 (+3), **Will:** 15 (+5)

Size: 2, **Speed:** 8 (Teleport 4)

Languages: understands Sylvan

Senses: Keen Hearing, Keen Scent, Keen Vision

Immune: confused, controlled, stunned; infection

Protection from Magic: The unicorn imposes 1 bane on rolls against it from magical effects and it rolls to resist or end magical effects with 1 boon.

ACTIONS

Melee Attack—Horn • Piercing: Agility (+5) with 3 boons (6d6)

Melee Attack—Hooves: Agility (+5) with 1 boon (2d6)

Two Attacks: The unicorn makes one Horn attack and one Hooves attack.

Impaling Charge: The unicorn moves at least 8 yards and makes a Horn attack. The attack deals an extra 6d6 damage.

UNDINE

Undines were among the first people to appear in the world, and they spread across the globe, carrying with them the waters to quench creation's fires. Now, they live in the depths, avoiding contact with other peoples, even shunning the tritons with whom they sometimes share territory.

Physically, undines resemble the salamanders. They have humanoid torsos with long, eel-like tails in place of legs. Their facial features recall those of fish: wide mouths and large bulging eyes with gold or silver irises. A fin rises like a crest along the top of an undine's head and extends down the back of the skull, neck, and spine. Delicate fins line the arms and form a fringe at the end of the tail.

UNDINE

ELEMENTAL, UNDINE, AMPHIBIOUS • DIFFICULTY 2

Defense: 14, **Health:** 20

Strength: 12 (+2), **Agility:** 13 (+3)

Intellect: 9 (–1), **Will:** 9 (–1)

Size: 1, **Speed:** 6 (Slippery, Swimmer)

Languages: Undine

Senses: Keen Vision

Immune: poisoned; deprivation, exposure, infection, suffocation

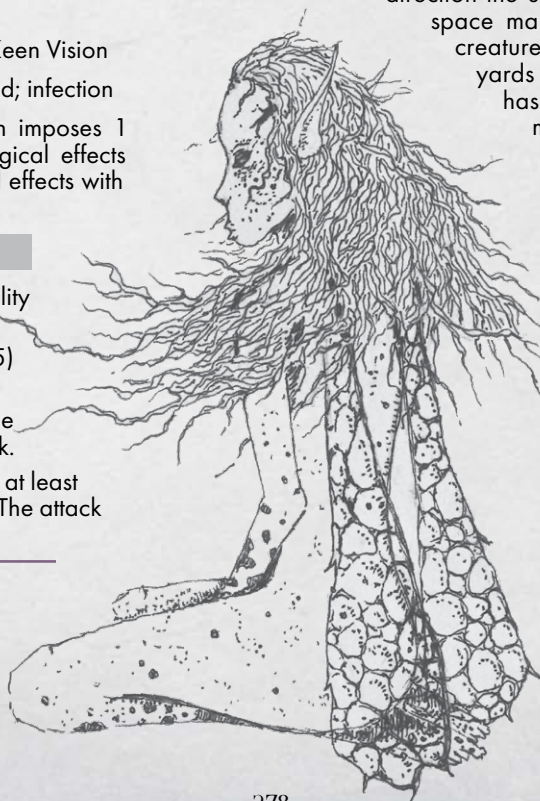
ACTIONS

Melee Attack—Spear • Thrown 5: Strength (+2) with 1 boon (2d6)

Riptide (Magical): The undine creates water to crash down on their foes. Target one Size 5 space within 15 yards. Each unsecured object in the space moves 5 yards in a direction the undine chooses. Each creature in the space makes a Strength roll. On failure, the creature takes 2d6 damage and moves 5 yards as the undine chooses. If the creature has the Swimmer trait, it chooses its movement. Once the undine uses this talent, they lose access to it (luck ends).

REACTIONS

Dart Away: When the undine gets a failure on a roll to attack, its Speed increases by 2 until the end of its turn.



UNSEEN

The sudden chill, the standing of hairs, the feeling of being watched: these and other sensations mean nothing—until they don't. The phenomena might be caused by the presence of a spirit. But it might also mean that one of the unseen is near. The unseen shoulder a terrible curse from offending Blind and must live out their remaining days unnoticed, unheard, almost entirely cut off from the world.

The crime earning such a fate always involves a grave injustice, an act that brings harm to the innocent or that inflicts meaningless suffering. When such an act occurs, Blind or one of her proxies might intervene to bestow doom on the perpetrator. This sentence causes them to fade from view so that ordinary people can no longer see or recognize the individual or hear their conversation, cries, or suffering. The goddess cuts these people off from the rest of the world.

Although the intent is to make the individual suffer, some find their condition affords them with even more opportunities for causing trouble. Although unseen cannot directly touch or affect people who cannot see them, they can spy and sabotage, making them invaluable assets for unscrupulous sorts who would deign to consort with such doomed individuals.

UNSEEN

MONSTER • DIFFICULTY 1

Defense: 10, **Health:** 10

Strength: 11 (+1), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 9 (–1)

Size: 1, **Speed:** 5

Languages: understands Common

Invisible (Magical): An unseen is invisible. It cannot touch or affect any creature that cannot see it, nor can it affect any object being observed by a sighted creature. Creatures that cannot see the unseen cannot hear it either.

ACTIONS

Melee Attack—Unarmed Strike: Strength (+1) with 1 boon (1d6)

VAMPIRE

Vampires encompass many different strains of parasites who wear humanoid forms. The most common, shown below, feed on blood, but some drain energy, emotion, or desire. Whatever their appearance or their nature, vampires depend on living beings to sustain their unnatural existence.

Vampires who drink blood restore their vigor each time they feed so that they appear almost alive, flushed with the hot blood they have taken. In time, the rush fades and the price of undeath takes hold once more, making the vampires appear pale, thin, ghastly. The longer a vampire goes without drinking, the less control it has over its impulses, and it might turn against friends and even loved ones to slake its terrible appetite.

Typically, vampires' nature comes as a curse passed to them by the vampire that ended their lives. After feeding and draining a victim of all its blood, a vampire can spill its own blood into the victim. Three nights after, the victim becomes a vampire and uses the following rules in place of those it had in life.

VAMPIRE

UNDEAD • DIFFICULTY 8

Defense: 18, **Health:** 120

Strength: 14 (+4), **Agility:** 14 (+4)

Intellect: 14 (+4), **Will:** 14 (+4)

Size: 1, **Speed:** 8 (Climber, Slippery)

Languages: Archaic, Common, and Kingdom

Senses: Dark Vision, Keen Hearing, Keen Scent, Keen Vision

Immune: confused, controlled, poisoned, stunned; deprivation, exposure, infection, suffocation

Divine Doom: The vampire makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Sword • Slashing: Strength (+4) with 2 boons (4d6)

Melee Attack—Fangs • Piercing: Strength (+4) with 2 boons (4d6)

Drain Blood: A flesh-and-blood target that's controlled, held, or unconscious loses 4d6 Health and the vampire heals all damage.

Two Attacks: The vampire makes two Sword attacks. It can substitute one Fangs attack for one Sword attack.

REACTIONS

Charming Gaze (Magical): When an enemy starts its turn with line of sight to the vampire, make a Will (+4) roll with 1 boon against that enemy's Will. On a success, the enemy becomes held until it loses line of sight to the vampire, it overcomes the affliction with a success on a Will roll, or the vampire dies. If the target is held already, it becomes controlled (luck ends). If the target is harmed, it can use a reaction to overcome the effect. On a failure, the enemy becomes immune to this trait for 1 hour.

Misty Escape: When the vampire becomes incapacitated, it heals 1d6 damage and becomes a cloud of mist that has the Fly and Hover traits. In this form, the vampire is immune to all harm but cannot use actions or reactions. It can expend all of its movement at any time to resume its normal form. Once the vampire uses this trait, it loses access to it for 24 hours.

END OF THE ROUND

Burned by Sunlight: If the vampire is in a space lit by direct sunlight, it loses 4d6 Health and becomes weakened until the end of the next round.

VAMPIRE BAT

The setting sun sparks a flurry of activity in the town. People hurry to their homes and slam the doors behind them. Shutters bang shut, latches rattling. By the time full dark settles over the place, all has become still, with only the wind sighing through the trees. Even the animals stay quiet lest they invite the attention of these nocturnal hunters. The vampire bats wing through the darkness, gathering in great clouds to feed on the living.

Vampire bats in the New Lands prey on all living creatures, large or small. An individual bat can kill a full-grown human if it finds purchase on the body, while a pack can wipe out a herd of livestock, leaving their drained carcasses all over the grazing fields. Vampire bats possess unnatural cunning and a ruthlessness that shows in the snorting, wheezing sounds they make as they close in for the kill.

Like ordinary bats, vampire bats have furred bodies and thin membranes that stretch from their arms to let them fly. Unlike their smaller kin, these bats grow up to 2 feet long and have up to 6-foot wingspans. Each has a pair of sharp fangs to puncture victims, then lap up the spilling blood.

Vampire bats have strong forelimbs and can use them to speed across the ground. Even if knocked from the sky with a torn wing, they can charge and cling to their prey's bodies. The bats glut themselves on blood, and some feed until they burst. Most, though, become lethargic when full and sluggishly flap back to their lairs.

VAMPIRE BAT

MONSTER · DIFFICULTY 2

Defense: 15, **Health:** 10

Strength: 12 (+2), **Agility:** 15 (+5)

Intellect: 9 (–1), **Will:** 11 (+1)

Size: 1, **Speed:** 6 (Fly)

Senses: Keen Hearing

ACTIONS

Melee Attack—Teeth: Strength (+2) with 2 boons (2d6)

Critical Success: A flesh-and-blood target loses 1d6 Health.

VOID SHADOW

The Void sometimes intrudes on creation, casting the lands into faint shadow. In this gloom, souls newly released from the dead might succumb to this otherworldly influence and become corrupted by it. Such souls become shadows themselves, humanoid shapes formed from darkness that seek to make more of their kind from the souls of the living.

Invisible in shadows and darkness, Void shadows take shape when forced into the light, where they appear as human-shaped clots of darkness, all smeary around the edges. The air grows still and temperatures plummet until water turns to ice.

Void shadows show great patience when on the hunt. They follow prey, oozing through the darkness until their victims are most vulnerable. However, most Void shadows stay near where they took shape, in places that have borne witness to demonic incursions or where dark magic has been recently used.

VOID SHADOW

SPIRIT · DIFFICULTY 4

Defense: 18, **Health:** 40

Strength: 10 (+0), **Agility:** 13 (+3)

Intellect: 11 (+1), **Will:** 13 (+3)

Size: 1, **Speed:** 6 (Insubstantial, Silent)

Senses: True Vision

Immune: asleep, blinded, confused, deafened, frightened, held, on fire, poisoned, prone, stunned; deprivation, exposure, infection, suffocation

Shadow Invisibility: A Void shadow is invisible while in space lit by faint light or no light at all.

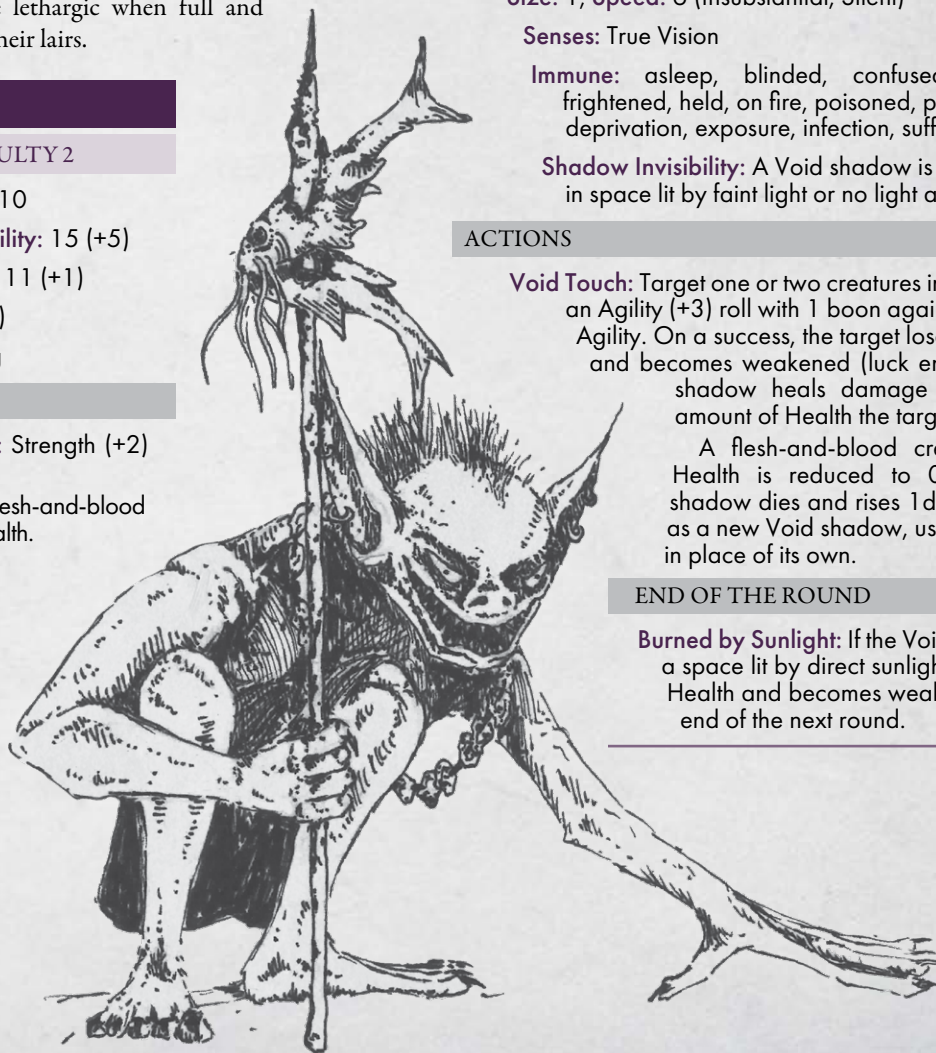
ACTIONS

Void Touch: Target one or two creatures in reach. Make an Agility (+3) roll with 1 boon against the target's Agility. On a success, the target loses 2d6 Health and becomes weakened (luck ends). The void shadow heals damage equal to the amount of Health the target lost.

A flesh-and-blood creature whose Health is reduced to 0 by a Void shadow dies and rises 1d6 rounds later as a new Void shadow, using these rules in place of its own.

END OF THE ROUND

Burned by Sunlight: If the Void shadow is in a space lit by direct sunlight, it loses 4d6 Health and becomes weakened until the end of the next round.



WARG

The warg tribes living in the borderlands fled persecution in the Old Country when they were deemed a plague on humanity. The first wargs were afflicted with a strange disease called lycanthropy who spread their affliction to others through their bites. This disease, which behaved much like a curse, caused them to shed their human forms and become wolves whenever the light of the full moon shone upon the land. Under the influence of this bewitching light, the werewolves ran amok, killing and spreading their affliction to all they could. Generations under the curse's weight enabled wargs time enough to find ways to control it, to bend the beast within to their will. No longer would they be thralls of their doom; they would live as they choose.

Once human, wargs can pass as such in their humanoid form, but the disease or curse that led to their creation saddled them with fierce features, hairy bodies, and gleaming, golden eyes. When they choose, they can transform into enormous wolves with fur matching their hair color. Wargs are comfortable in either form and shift between them as their needs demand.

FERAL WARG

Feral wargs have adopted a hostile stance toward the newcomers and make regular attacks against settlements to drive the people away. They might take prisoners, but the fates of their captives might be torture, servitude, or worse. Feral wargs embrace their bestial natures and forgo clothing when in human form. They paint their bodies in black and white stripes, switching between forms as they race to engage their enemies.

FERAL WARG

WARG · DIFFICULTY 2

Defense: 11 (12 in Wolf Form), **Health:** 20

Strength: 13 (+3), **Agility:** 11 (+1)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1, **Speed:** 5 (6, Strider, in Wolf Form)

Languages: Common

Senses: Keen Scent, plus Keen Hearing and Keen Vision (Wolf Form)

Wolf Form: If the warg is not confused, controlled, stunned, or unconscious and not in their wolf form already, they, and everything they wear and carry, transform into a wolf and remain in that form until they end the effect.

Pack Tactics: A warg rolls against targets that have already been attacked in the same round with 1 boon.

ACTIONS

Melee Attack—Axe · Brutal: Strength (+3) with 1 boon (3d6)

Melee Attack—Fangs (Wolf Form only): Strength (+3) with 1 boon (3d6)

Critical Success: A target of the warg's Size or smaller makes a Strength roll. On a failure, it falls prone.

END OF THE ROUND

Rampage (Wolf Form Only): The feral warg rampages until the end of the next round. The feral warg increases its Speed by 3, rolls to attack with 2 boons, and its attacks deal an extra 1d6 damage. Then, the feral warg loses access to this talent (luck ends).

WARG ANCESTRY

WARG

Size: 1, **Speed:** 5

Senses: Keen Scent

Other Traits: Wolf Form, Pack Tactics



WARRIOR

Whether fighting hostile armies, roving bands of brigands, or monsters, opportunities abound for people who know how to handle themselves in combat.

CONSCRIPT

From the ranks of ordinary folk come the conscripts. Community leaders press the common folk into service and give them spears to carry into battle. They are the least members of any force.

ARCHER

Most archers in a force are hunters, farmers, and the like who display some proficiency with bows.

PATROLLER

Towns and cities depend on patrollers to police their streets. Duties include breaking up fights, chasing down thieves, and bringing killers to justice. A community might have small teams of patrollers who watch over districts.

SOLDIER

Professional soldiers have the training they need to survive in battle. When not fighting, they might find employment as guards. Most mercenaries count as soldiers.

KNIGHT

A knight could be a shining beacon of chivalry and honor, captain a household guard, pledge to protect a regent, undertake quests for the crown, or wander the lands in disgrace, forced to wear the black for violating the chivalric code. Knights can be as rich as lords or as poor as beggars, but most fall somewhere in between. All knights, regardless of their circumstances, earn the right to carry arms and display their family's colors by swearing oaths to uphold the tenets of chivalry, a code of conduct to which they must cleave.

When encountered in the wild, a knight rides a war steed. One or more squires (**soldier**) and servants (**commoner**) accompany traveling knights, each mounted on steeds.

CONSCRIPT

HUMAN · DIFFICULTY 1

Defense: 11 (padded), **Health:** 10
Strength: 10 (+0), **Agility:** 10 (+0)
Intellect: 10 (+0), **Will:** 10 (+0)
Size: 1, **Speed:** 5
Languages: Common

ACTIONS

Melee Attack—Spear · Thrown 5: Strength (+0) (2d6)
Ranged Attack—Sling · Bludgeoning, Range 15: Agility (+0) (1d6)

ARCHER

HUMAN · DIFFICULTY 1

Defense: 11 (padded), **Health:** 10
Strength: 10 (+0), **Agility:** 10 (+0)
Intellect: 10 (+0), **Will:** 10 (+0)
Size: 1, **Speed:** 5
Languages: Common

ACTIONS

Melee Attack—Short Sword · Piercing: Strength (+0) (1d6)
Ranged Attack—Bow · Range 20: Agility (+0) (2d6)

PATROLLER

HUMAN · DIFFICULTY 1

Defense: 12 (leather) **Health:** 10
Strength: 11 (+1), **Agility:** 10 (+0)
Intellect: 10 (+0), **Will:** 10 (+0)
Size: 1, **Speed:** 5
Languages: Common

ACTIONS

Melee Attack—Club: Strength (+1) (2d6)

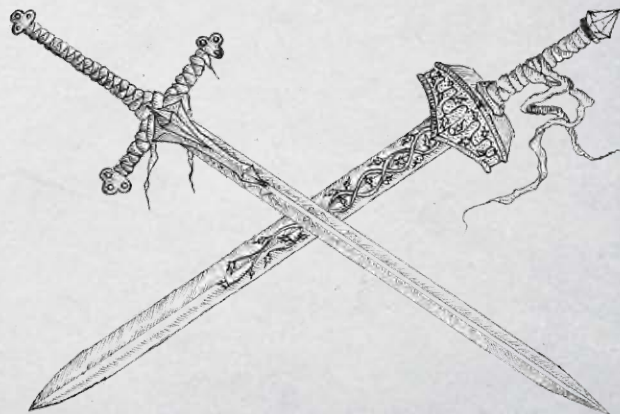
SOLDIER

HUMAN · DIFFICULTY 2

Defense: 17 (mail, shield), **Health:** 15
Strength: 12 (+2), **Agility:** 10 (+0)
Intellect: 10 (+0), **Will:** 11 (+1)
Size: 1, **Speed:** 5
Languages: Common

ACTIONS

Melee Attack—Sword · Slashing: Strength (+2) with 1 boon (2d6)
Melee Attack—Hatchet · Brutal, Thrown 5: Strength (+2) with 1 boon (1d6)



KNIGHT

HUMAN · DIFFICULTY 4

Defense: 18 (plate and mail, shield), **Health:** 40

Strength: 13 (+3), **Agility:** 10 (+0)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1, **Speed:** 5

Languages: Common, Kingdom

Stalwart: When a knight becomes confused or frightened, make a luck roll. On a success, the affliction ends.

ACTIONS

Melee Attack—Sword · Slashing: Strength (+3) with 2 boons (3d6)

Melee Attack—Mace · Bludgeoning: Strength (+3) with 2 boons (3d6)

Melee Attack—Lance · Long: Strength (+3) with 2 boons (3d6)

Two Attacks: The knight makes two Sword attacks or two Mace attacks.

WHITE WORM

When demons breach the barriers of reality and spill into the world, they bring with them a storm of erratic energy that warps and rends the landscape all around. Emerging from the churned earth, pushing aside the stones and dirt, are dog-sized grubs

known as white worms. Since they look like enormous maggots, some people believe these things feed on the carcass of something massive in the Void. The white worms thrash about, chewing organic matter and excreting reeking sprays that incubate devastating plagues. If threatened, they turn themselves inside out, expelling the corrosive goo that makes up the organs and fluids of their bodies in one self-destructive burst.

WHITE WORM

MONSTER · DIFFICULTY 1

Defense: 8, **Health:** 10

Strength: 8 (–2), **Agility:** 8 (–2)

Intellect: 3 (–7), **Will:** 10 (+0)

Size: 1, **Speed:** 4 (no running)

Senses: Awareness 5

Immune: asleep, blinded, deafened, poisoned

ACTIONS

Melee Attack—Teeth: Strength (–2) (1d6)

REACTIONS

Corrosive Outburst: When a creature within 5 yards attacks it, the white worm can turn itself inside out. Its Health drops to 0 and it releases a foul spray of corrosive fluids at the attacking creature. The creature takes 1d6 damage and makes an Agility roll. On a failure, it takes an extra 1d6 damage and becomes subject to infection.



WOODWOSE

In ancient times, the trolls cozened the woodwoses into believing the faeries were their enemies and, in so doing, enlisted them in their war for dominion over Erth. The woodwoses fought with all their might but could not reconcile the stories about the fair folk with what they saw in battle and, after realizing they had been duped, turned against their masters to help the faeries bring them low.

After the faeries withdrew to recover, the woodwoses were left to find a place for themselves, free to decide for the first time who they would be and what they would do in this war-torn world. A great many turned their efforts toward healing the magic-ravaged land. From their labors, new forests grew from the ashes of the old, mountains regained their heights, and the waters flowed pure once more.

Now, millennia later, new peoples have spread across the lands and use them as they choose, plundering the world of its riches to feed their ambitions. Woodwoses grieve for the damage done to the land but know their time approaches its end and that soon, there will be none left to preserve the world against future harm. This knowledge has made some woodwoses bitter and violent, but most seek to educate others, encouraging them to tread lightly and preserve what they can. Sadly, many folk attack what they fear, uncaring that the message woodwoses bring is good and noble.

Woodwoses might live among other peoples or in small groups in the wilderness, where they use magic to shape their homeland without destroying it. Their magic can bring forth what they need to eat, shape trees to shelter them from the elements, and purify water to nourish them. As peaceful as they are, though, when roused to anger, they become terrifying brutes, able to tear enemies limb from limb if given good enough cause.

It's easy to understand why people fear the woodwoses, even though most are peaceful; they stand between 7 and 9 feet tall and weighing as much as 500 pounds. Thick, coarse fur covers their bodies, being reddish brown, gray, or black. Curling horns, reminiscent of those found on rams, grow out from the sides of their heads and end in sharp points. They have broad hands and feet, with spatulate digits that end in darkened nails.

HERMIT

Hermits use their seclusion to reflect on the nature of things, but more often to make peace with their bloody heritage. Woodwoses who live apart might be hostile to those who trespass on their solitude, though they will warn away such people before resorting to anything so crude as violence. If pressed, they fight only to drive off intruders and let would-be enemies retreat so long as they never return.

WOODWOSE: SHEPHERDS OF THE WILD

Even the most peaceful woodwoses carry the weight of their violent past. Hermits, especially, use their solitude to channel their rage into a different outlet: sculpting. Using their immense strength and connection to the earth, they shape fallen trees and rocks into silent guardians. These intricate carvings stand as both a testament to the woodwose's artistic ability and a warning to those who would exploit the land.

WOODWOSE ANCESTRY

WOODWOSE

Health: +12

Size: 1, **Speed:** 5

Bonus Languages: Runic

Other Traits: Great Reach, Hulking, Easy Target

WOODWOSE HERMIT

WOODWOSE • DIFFICULTY 2

Defense: 6, **Health:** 30

Strength: 14 (+4), **Agility:** 9 (–1)

Intellect: 10 (+0), **Will:** 11 (+1)

Size: 1, **Speed:** 5

Languages: Common, Runic

Immune: Strength impaired

Great Reach: The woodwose increases its reach by 1.

Hulking: A woodwose makes Strength rolls with 1 boon and imposes 1 bane on rolls made against their Strength.

Easy Target: A woodwose grants 1 boon on rolls against their Defense.

ACTIONS

Melee Attack—Mace • Bludgeoning: Strength (+4) with 1 boon (2d6)

Critical Success: A target of the woodwose's Size + 1 or smaller makes a Strength roll. On a failure, the woodwose either pushes the target 5 yards or knocks it prone.



WYVERN

Darkness descended over the field, sending the sheep scattering and the shepherd casting about for the shadow's source. Before it could find the monster, something long and sharp punched into his back and lifted him into the air. It was not the stinger that killed him though; it was the venom pumped into his body that sent him off to the Underworld screaming.

Large relatives of the drakes, people sometimes mistake wyverns for dragons since these beasts grow to enormous size, fly, and have reptilian forms. Wyverns, though, have more in common with drakes than they do the larger, nastier monsters. Wyverns lack the dragons' keen intellect and behave as other predators do. They scour the lands for prey and dive down to sting their victims to death.

A wyvern is a 30-foot-long reptile with wings instead of forelimbs and clawed digits at the joints. A long snake tail ends in a scorpion stinger that drips venom from the tip. This spillage burns the ground where it falls, and trackers can follow the burns to a wyvern's roost to destroy the beast and all its eggs.

Size and appetite disrupt ecosystems unlucky enough to attract a wyvern. The beast establishes itself as the top predator, focusing on larger prey such as livestock, bears, wolves, and the like. Wyverns attack people too, though they can be driven off if injured in the attack.

WYVERN

MONSTER · DIFFICULTY 16

Defense: 15, **Health:** 200

Strength: 16 (+6), **Agility:** 12 (+2)

Intellect: 8 (–2), **Will:** 10 (+0)

Size: 3, **Speed:** 6 (Fly)

Senses: Keen Vision

ACTIONS

Melee Attack—Teeth: Strength (+6) with 1 boon (4d6)

Melee Attack—Talons: Strength (+6) with 1 boon (3d6)

Melee Attack—Stinger: Strength (+6) with 1 boon (4d6)

Wyvern Venom: A flesh-and-blood target loses 1d6 Health and makes a Strength roll with 1 bane. On a failure, it loses an extra 2d6 Health and becomes poisoned (luck ends). A target poisoned in this way makes rolls to end the affliction with 1 bane.

Three Attacks: The wyvern makes a Teeth attack, a Talons attack, and a Stinger attack.

REACTIONS

Swift Sting: When an enemy moves to within 5 yards or moves within this distance, the wyvern can make a Stinger attack against that enemy.



ZOMBIE

The unmistakable odor of rotting meat alerts the living to the presence of zombies. The shuffling, nearly mindless creatures are the most wretched of all the living dead. Theirs is a tortured existence, where the light of reason casts but a feeble, flickering glow and in whose minds can be found only the desire to consume raw flesh, torn straight from the bone. They want nothing of dead meat and so gather into mobs that shuffle and stumble toward the nearest concentrations of people and animals they can find.

With no safeguards against decay, zombies collapse into twitching piles after a few days or a week or two at most. Their stink attracts scavengers and so it's nothing to see a zombie picked over by crows or savaged by jackals. Zombies can do little to arrest their decline and use the time afforded in undeath to feed their appalling appetites and make more of their kind.

ZOMBIE PLAGUE

Exotic magic of terrible darkness brings zombies into the world, but zombies can and do perpetuate their own kind. For more information, see Chapter 1.

INFESTED ZOMBIE

Their vulnerability to scavengers causes some zombies to become infested with vermin. Wriggling worms, roaches, maggots and flies, and even rats might hide in their bodies. About one in ten zombies have the following trait.

INFESTED: The first time the zombie takes damage and does not become incapacitated, a swarm of vermin bursts from its body, which causes the zombie to become stunned until the end of its next turn. Each creature in the zombie's reach makes an Agility roll. On a failure, the creature takes 1d6 damage and becomes frightened of the zombie.

BLOATED ZOMBIE

Gasses trapped inside zombie bodies can cause them to bulge and issue flatulent sounds when they move. About one in ten zombies have the following trait.

EXPLOSIVE END: When injured, the zombie's Health drops to 0 and it explodes. Each creature within 5 yards makes an Agility roll. On a failure, the creature takes 1d6 damage from the flying debris.

HULKING ZOMBIE

A zombie's overall durability depends on the source cadaver. Bigger, tougher, and stronger people make more dangerous zombies, as they can take more punishment before they fall. Typically, one in ten zombies count as hulking zombies and have this trait.

HULKING: The hulking zombie makes Strength rolls with 1 boon and imposes 1 bane on rolls made against its Strength. It makes Agility rolls with 1 bane and grants 1 boon on rolls made against its Agility.

ZOMBIE

UNDEAD • DIFFICULTY 2

Defense: 8, **Health:** 20

Strength: 12 (+2), **Agility:** 8 (–2)

Intellect: 3 (–7), **Will:** 15 (+5)

Size: 1, **Speed:** 4 (no running)

Senses: Awareness 10

Immune: asleep, blinded, deafened, frightened, impaired, poisoned; deprivation, exposure, infection, suffocation

Divine Doom: The zombie makes luck rolls with 1 bane.

ACTIONS

Melee Attack—Hands: Strength (+2) (2d6)

Critical Success: The target becomes slowed (luck ends).

Bite: Target one incapacitated, confused, controlled, grabbed, held, frightened, slowed, or stunned flesh-and-blood creature in reach. Make a Strength (+2) roll with 1 boon against the target's Agility. On a success, the target takes 3d6 damage.



ENEMY DIFFICULTY APPENDIX

DIFFICULTY 1

Animated Skeleton, Small
Awakened Object, Small
Bandit Wretch
Beast, Curlbeak
Beast, Gigantic Frog
Beast, Gigantic Rat
Beast, Raptor
Beast, Wolf
Boneguard, Broken
Cliff Haint
Commoner, Peasant
Commoner, Militia Member
Criminal, Burglar
Criminal, Pickpocket
Cultist
Demon, Minor
Fomorian, Goat
Fomorian, Mongrel
Fungal Bud
Fungen, Button Fellow
Giant Bug, Giant Ant Worker
Giant Bug, Giant Centipede
Giant Bug, Giant Mosquito
Giant Bug, Giant Tick
Goblin Grunt
Haunt
Horrid Mother, Unspeakable Young
Kilmoulis
Korrigan
Ktulian Thrall
Mutant Wretch
Mutant Slug Steed
Mutant Sniffer Hound
Naga Degenerate
Observer
OM Servitor
Orc Drudge
Plague Mother
Podling
Pollywog Warrior
Priest, Acolyte
Priest, Penitent
Raider, Scout
Raider, Wildling
Reen Thrall
Shade, Manes

Unseen
Warrior, Archer
Warrior, Conscript
Warrior, Patroller
White Worm

DIFFICULTY 2

Adventuring Archer
Adventuring Criminal
Adventuring Priest
Adventuring Fire Mage
Adventuring Soldier
Animated Skeleton, Medium
Awakened Object, Medium
Bandit Soldier
Beast, Boar
Beast, Crocodile
Beast, Python
Beast, Shark
Beast, Viper
Boneguard Archer
Boneguard Chopper
Boneguard Defender
Boneguard Shield-Bearer
Cambion Hellbringer
Centaur Hunter
Changeling Imposter
Clockwork Forbidden Guard
Cockatrice
Criminal, Cozener
Criminal, Enforcer
Crustacor
Cultist, Deacon
Cultist, Cult Leader
Demon, Type I
Demonic Ichor
Dhampir, Nosferatu
Dragonet Trickster
Draugr Archer
Draugr Guard
Elf Wild Hunter
Faun Woods Watcher
Fomorian, Wolf
Fungen Bluecap
Ghast
Ghoul
Giant Bug, Giant Ant Soldier
Giant Bug, Giant Crab

Giant Bug, Giant Dragonfly
Giant Bug, Giant Spider
Giant Bug, Giant Wasp
Goblin Beast Rider
Goblin Boomer
Goblin Odd Fellow
Goblin Skull
Gremlin
Halfling Outrider
Haren Patroller
Harpy Skyhunter
Hobgoblin Sneak
Imp
Jann Querant
Kobold
Ktulian Deep Chanter
Ktulian Skin-Stealer
Ktulian Thrall Harvester
Lizardman
Magic-User, Novice
Morrow Hunter
Mutant Marauder
Naga Shapeshifter
Naga Thonian
Nehe Believer
OM Spectator
OM Unseeing
Orc Firebreather
Orc Skirmisher
Orc Trooper
Pixie
Pollywog, God-Croaker
Pooka
Priest, Crusader
Priest, Ordained
Priest, Flagellant
Rager
Raider, Berserker
Raider, War Priest
Shade, Lares
Shade, Lemure
Slime, Sinister Jelly
Sprite Scamp
Triton Sea Devil
Troglydte Wretch
Undine
Vampire Bat
Warg, Feral

ENEMY DIFFICULTY APPENDIX

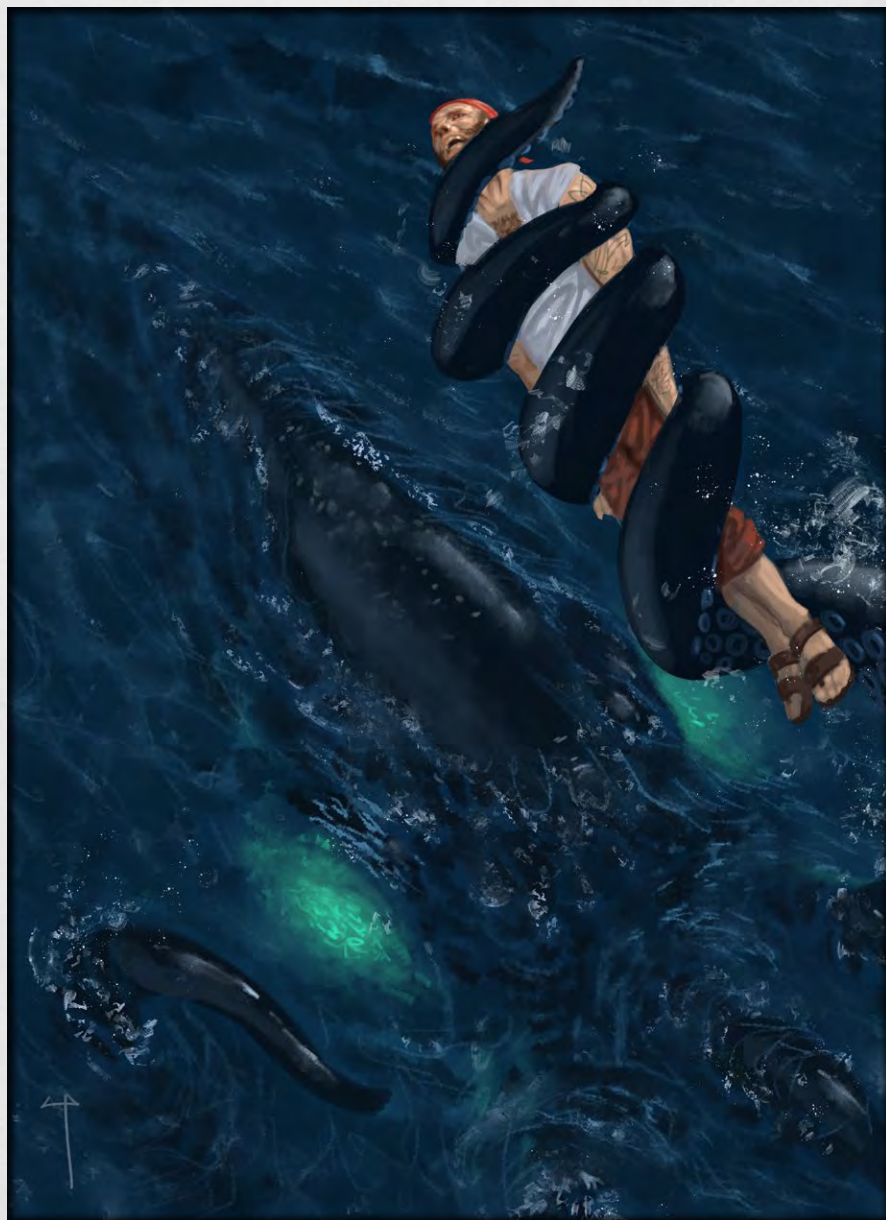
Warrior, Soldier
Woodwose Hermit
Zombie

DIFFICULTY 4

Animated Skeleton, Large
Atomies, Swarm of
Awakened Object, Large
Bandit Leader
Barghest
Bauchan
Beast, Ape

Beast, Bear
Beast, Bull
Beast, Gigantic Lizard
Beast, Great Cat
Beast, Mastodon
Boneguard Death Priest
Boneguard Captain
Brownies, Band of
Bugbear
Carnivorous Tree
Catoblepas
Criminal, Hired Killer

Criminal, Murderer
Crocotta
Cultist, Cult Priest
Demon, Formless
Demon, Type II
Demon Spawn
Dire Wolf
Drake
Draugr Champion
Draugr Dark Mage
Draugr Heavy
Dryad
Duergar
Fomorian, Boar
Fomorian, Spirit Caller
Fomorian, Wolf Pack Leader
Fungal Hulk
Fungen Puffball Fellow
Fungen Jellied Lad
Fungen, Mold Thrall Bear
Gargoyle
Ghost
Giant Bug, Giant Beetle
Gloaming
Gnome
Goblin Boss
Goblin Hexcaster
Goblin Mite Horde
Goblin Mog
Green Gorgor
Headless
Hollow Knight
Horror
Husk Warrior
Hybrid
Illustrated Guardian
Kelpie
Ktulian Abomination
Ktulian Nacreous Guard
Life Eater
Luminous Symbiote
Marrow Siren
Mutant Creeper
Mutant Warp Caster
Naga Elucidator
Nehe Demagogue
Nehe Oathsworn
Orc Heavy





ENEMY DIFFICULTY APPENDIX

Orc Manslayer
Orc Overseer
Phantom
Pollywog, Great
Powrie
Priest, Proselytizer
Pumpkin Head
Raider, Named
Rawhead and Bloody Bones
Revenant Vigilante
Salamander
Slime, Malevolent Goo
Slime, Sentient Flesh-Eating
Sphinx Exile
Spriggan Xenophobe
Swarm
Sylph
Troglydyte Witch
Void Shadow
Warrior, Knight

DIFFICULTY 8

Amphisbaena
Archon Antihero
Attercop
Bog Beast
Boggart
Boneguard, Giant
Boneguard Champion
Cinderkin
Cultist, Cult High Priest
Daeva Godslayer
Demon, Type III
Demonist
Draugr Death Master
Dwarf Deep Warden
Elf Fey Knight
Fomorian, Bear
Fuath
Fungen Mother
Giant Bug, Giant Lobster
Giant Bug, Giant Scorpion
Great Serpent
Guardian Statue
Horror, Large
Husk Magus
Jack-o'-Lantern
Korrigan, Fell Beast

Ktulan, Exalted
Living Statue
Lycanthrope
Magic-User, Expert
Man-Bear-Pig
Manticore
Mutant Terror Hulk
Mutant Warp Knight
Mutant Warp Master
Nehe Visionary
Nether Wraith
Ogre
OM Gigant
Orc, Death
Orc Doombringer
Orc Warlord
Pollywog Monarch
Poltergeist
Raider, Hero
Reen Drone
Slime, Malicious Ooze
Slime, Nefarious Pudding
Specter
Tomb Guardian
Troglydyte Monstrosity
Troll, Cave
Troll, Marsh
Unicorn
Vampire

DIFFICULTY 16

Banshee
Basilisk
Blob
Bone Machine
Collector
Colossus
Dead Dreamer
Demon Type IV
Devil
Elf Highborn
Erinyes
Fomorian, Bull
Giant
Gorgon
Hag
Lamia
Leshy

Leviathan
Magic-User, Master
Muttering Maw
Nisse
Nymph
Otso
Reaper
Seraph
Troll, Two-headed
Wyvern

DIFFICULTY 32

Chimera
Cyclops
Deep Worm
Demon, Type V
Dragon
Gruid
Horrid Mother
Hydra
Iron Giant
Jabberwock
Liche
Mechanical
OM Overmind

DIFFICULTY 64

Demon, Type VI
Incarnation, Avalanche
Incarnation, Conflagration
Incarnation, Cyclone
Incarnation, Tsunami
Kraken

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