

SLAYERS



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The Brain Trust.

Brain emoji. Handshake emoji.

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CREATED BY
SPENCER CAMPBELL

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A stylized illustration in shades of blue and black. On the right, a slayer wearing a hat and a long coat is climbing a jagged, stone-like wall. The slayer is silhouetted against a large, bright, circular light source on the left, which creates a strong backlight effect. The wall has a rough, blocky texture. At the bottom right, there is a small, arched window or opening in the wall, glowing with a light blue light. The overall style is graphic and minimalist.

WHAT IS SLAYERS?

Slayers is a tabletop roleplaying game (RPG) of monster hunters for hire. Slayers wander a haunted city, cursed long ago to expand towards the horizon forever, with neighborhoods appearing and dissolving overnight. Slayers clean out the monsters that infest the alleyways and shadows, and those that the city seems to be manifesting on its own. The world of Slayers is just on the cusp of an industrial revolution, with new technology clashing with the arcane ways of old.

IT'S SLAY OR BE SLAIN.

Better get to work.

Slayers is a rules-lite system for fast action and exciting combat. In order to do this, the classes have been designed with asymmetry front and center. At its core, this game uses a resolution mechanic called the Rule of 4+ for everything, but how each class approaches this mechanic in combat is quite different.

ASYMMETRY?

What do I mean by asymmetrical? Asymmetry in an RPG to me means that each class feels distinct from the others. They approach the game with a different method, and the mechanics should then represent that difference. Look at the “most popular RPG in the world” right now. A wizard and a fighter both want to kill a monster, one changes reality with their magic and the other wields a deadly weapon. And what do they do to reflect those actions? They both roll a d20 and add a modifier. That simply won’t do.

How’s it done in Slayers? The Blade (page 18) is designed to simulate stylish and fast sword fighting, and so they use exploding dice to create huge combos of attacks. The Gunslinger (page 20) has to manage a pool of 6 bullets during combat, deciding how many to spend on a given attack, and when to reload. These two different approaches help you feel like your character. The best part? Both are resolved using the Rule of 4+, so combat moves quickly despite everyone playing their own version of the game.



THE SETTING

Slayers takes place in The City, a cursed urban sprawl that takes that idea very literally. The City spreads on forever, with no borders. Districts and neighborhoods emerge as if The City willed them into existence. As such, The City is a cosmopolitan place, filled with people of all backgrounds and creeds. Unfortunately, The City also has a monster problem. Whether these creatures existed beyond the walls and were absorbed in, were always here, or made manifest by the arcane foundation of The City is unknown. What is clear, though, is the Slayers have their work cut out for them.

WHAT DO YOU NEED?

To play *Slayers*, you're going to need:

- ◀ At least two people to play. One person to be the Game Master, and the rest to be *Slayers*.
- ◀ Someone will need to have read this book so they know the core rules. There is a rules reference sheet that will be helpful for everyone to have handy (page 92).
- ▶ Each player will need a set of polyhedral dice (d4, d6, d8, d10, d12), and a character sheet of the class they've chosen. You can find the character sheets and reference sheet online at gilarpgs.itch.io/slayers.

CYCLE OF PLAY

Slayers takes place in cycles called Hunts. At the beginning of a Hunt, the GM introduces the *Slayers* to what they're hired to kill and where in The City the Hunt will take place. The *Slayers* do some investigatory work to figure out the details of what is going on, and how to best take down their target. Then, the hunt begins. After hunting their target, the *Slayers* reflect, take advancements, and prepare for their next job.

A NOTE FROM SPENCER

An important goal for me with *Slayers* was to make it easy to learn and play the game. I also wanted to design something that inspired others to create and design on their own. If you want to make *Slayers* stuff, please do! Check out the Creator Kit at gilarpgs.itch.io/slayers-creator-kit. In it, you'll find guidelines and templates for making your own classes, monsters, districts, and more, as well as a bunch of advice for GMs beyond what you'll find in this book. I hope you'll join me in creating and designing fun things for us to find in The City!



RULE OF 4+

There is one rule that applies to any and all dice rolls: a 4 or higher (4+) is a Hit. This rule applies for any roll, in or out of combat. Conversely, any result that's less than 4 is a Miss.

Slayers takes place between two different modes: combat and narrative. While in narrative, Slayers and the GM resolve most actions and conflict through roleplaying. The dice are only picked up once a Slayer is attempting an action where there is a chance for failure, and the consequences of that failure have weight to them. Whenever a Slayer attempts such an action, they roll.

FAILURE WITH WEIGHT

Failure with weight means that something in the fiction will happen if an action fails. When an action fails, move the story forward with the consequence, and provide a new opportunity for the Slayers to address. Just saying "It doesn't happen" isn't very fun or interesting!

SKILLS

If the Slayers aren't attacking something, they're probably making a skill roll. Determine what skill is appropriate for the action, and then roll the skill's assigned die. Slayers can assist one another when appropriate, adding a die equal to the helping ally's skill die size. The helping ally will suffer any consequences of the roll, if there are any. Whenever a Slayer rolls more than one dice for a skill roll, use the highest roll. A 4+ is a Hit, and the action succeeds. Anything else is a Miss; the intended action fails, and the GM introduces a complication or consequence.

Spencer and Kate's characters are trying to track down a cultist who went scrambling down an alleyway, and so a Hunt skill roll is called for by the GM. Spencer's character isn't particularly adept at Hunting, and only has a d6 for Hunt. However, Kate is skilled in hunting, and has a d10. They roll the two together as their characters are assisting one another, taking the higher roll to determine the result. They get an 8, which is a Hit! They spot a piece of torn cloth from the cultist's robe on a windowsill and follow after.

Skills are also used during combat, and are resolved the same way as described above when used during a fight (page 10). NPCs never make skill rolls. Instead, their actions and reactions outside of combat are determined by the fiction, and the results of a Slayer's rolls.

SKILL LIST

Below is the list of skills each Slayer has, along with some examples of their use. If there is ever a question of what skill is being used, discuss it as a group. All Slayers have access to every skill; they are just better at some than others. This is reflected in the size of the die they have in that skill.

AGILE Dodging, leaping, acrobatics.

BRAWN Physical work, powering through, intimidating.

DECEIVE Lying, tricking, distracting.

HUNT Hunting, tracking, monster knowledge.

MEND Warding off death, stabilizing wounds, medical training.

NEGOTIATE Persuading, diplomacy, compelling.

STEALTH Blending in, keeping quiet, sleight of hand.

STREETS Social circles, navigating the city, purchasing power.

STUDY Perception, reading a situation or person, doing research.

TACTICS Strategizing, preparing for battle, split-second decisions.



COMBAT

THEATER OF THE MIND

Combat in Slayers uses the theater of the mind, meaning many decisions in combat are made based on what makes sense in terms of the fiction, rather than mechanically tracking things like movement speed. You don't need a map, but feel free to use one if you find it helpful for tracking where everyone is during a fight.

RELATIVE DISTANCE

Distance is determined abstractly. The terms distance and range are used interchangeably in this rulebook.

Engaged—Within melee range, a couple steps away.

Near—A short sprint away, across the room or street.

Far—Anything beyond Near.

If there is ever a question of how far two things are from one another, ask the GM.

START OF COMBAT

Before the combat begins, every Slayer has a Ready action that they take to get prepared for the fight. Each class has a unique Ready action. Once every Slayer has resolved their Ready action, we establish the turn order.

TURN ORDER

When combat begins, all combatants must determine their place in the turn order. Each Slayer rolls their class's Speed die. Monsters have set Speed scores, they don't roll. If a Slayer is tied with a monster, the Slayer acts first. If two Slayers are tied, they decide who will go first. Combat in Slayers is made of rounds and turns.

ROUND VS. TURN

A round begins with the character with the highest Speed, and ends after the character with the lowest Speed completes their turn. Slayers keep their Speed score between rounds. Sometimes, an action by a Slayer or monster changes that Speed score. A turn is when a character acts during the round, using combat actions.

COMBAT ACTIONS AND MOVEMENT

Players can take up to two combat actions and a move during their turn.

Combat actions include Attack, Quick, and Skill. Players may make any combination of these actions, in any order, but may not do an action twice. Some abilities or advances might allow players to repeat actions.

Players can Move once during their turns. When a Slayer Moves, they go from one relative distance from a target or location to another. This can mean moving closer (e.g. Near to Engaged) or further away (e.g. Near to Far).

ATTACK

To attack, Slayers use their class's unique attack action. When attacking, regardless of the class, any dice that roll a 4+ are Hits for each class. For everything about Attack actions, see the classes on page 16.

Example: The Blade Attack action rolls 1d6. If they Hit, they roll another d6, and continue doing until they roll a Miss.

QUICK

Quick actions are opportunities for the Slayers to adapt to the ongoing fight. Each class has a quick action that is designed specifically for them.

Example: The Gunslinger Quick action lets them reload two of the precious bullets they've spent during the fight.

SKILL

Skills represent a Slayer's talents, training, and experience. A Slayer may use a skill to help change their position in the fight, or to gain insight or an advantage.

To use a skill, declare what you want and what skill you're using to the GM. If they say it's feasible, roll the skill's assigned die, with any result of a 4+ being a Hit.

In some instances, this may afford them a bonus on a future roll based on the success of the skill roll. In others, they have positioned themselves to accomplish something they weren't able to before.

Here are some examples of skill rolls being used in combat:

- ◀ *Using Brawn to push away a monster that is holding onto you or an ally.*
- ◀ *Tactics to gain insight in how the monster works, perhaps learning its HP or what some of its actions are.*
- ▶ *After Stealthily moving into shadows before launching an attack, the GM decides the Slayer should attack with Advantage.*
- ◀ *Compel may convince a desperate foe to back down, but it might also fall on deaf ears.*

ATTACKING, ADVANTAGE, AND DISADVANTAGE

If a character has positioned themselves so that they have the edge on an enemy, they may roll with Advantage. Whenever a character has Advantage, roll all dice twice, keeping the higher result. If a character is in a really bad position, they roll with Disadvantage. When a character has Disadvantage, roll all dice twice, keeping the lower result. If someone has both Advantage and Disadvantage at the same time, the effects are canceled.

You cannot have multiple instances of Advantage, or Disadvantage at once (e.g. you can't have "double Advantage"). Players and GMs should work together to decide when a character has Advantage or Disadvantage. Here are some examples of when you might have either:

ADVANTAGE

- ▶ Ambushing someone
- ◀ Target is distracted
- ◀ Using Brawl to knock them down first

DISADVANTAGE

- ◀ Being ambushed
- ▶ Immobilized, slowed, or distracted
- ▶ Attacking from a great distance



DAMAGE, HEALING, AND DEATH

Most attack actions deal damage depending on the number of Hits. If an effect or ability gives a character a bonus to damage, it increases (or decreases) the number of damage per Hit. Damage is subtracted from Hit Points (HP). When not in combat, a Slayer can rest for a day to heal back to full HP. Slayer's can also be healed using spells, gear, or negotiating healing services from someone.

If a monster's HP is reduced to 0, they are dead or defeated. When a Slayer's HP reaches 0, they are downed. A downed Slayer can no longer take actions or move on their turn. They can be revived by an ally using a Mend roll. On a Mend roll Hit, the Slayer returns to the fight with half of their HP, on a miss they remain downed. Any spell or gear that would restore HP can be used to stabilize as well.

Downed Slayers that are not revived during combat are revived with 1 HP once the fight is finished.

If a Slayer takes any damage while they are downed, they die.

GEAR AND CURRENCY

Slayers don't keep a detailed inventory of everything they have on them. Slayers have their weapons with them, and enough currency to last a day for food and shelter. Anything they want beyond that, they'll need to negotiate for. If there is a question on whether a Slayer can afford something, they roll Streets. There is no shopping for better equipment either. A Slayer is bound to their weapon, and would only get another if they lost it. As such, you won't find an extensive shopping table in this book.

Here are some items that Slayers may bargain for, or try to acquire to help them with their job:



Healing salves, ointments, and tinctures



Climbing gear



A spell from a local hedgemage



Clothing that is fire-resistant



Food or bait for a monster



Service from a local, such as a courier, spy, or healer

CHARACTER CREATION

Ready to hunt some monsters? Let's make a Slayer.

- ▶ Choose your class.
- ▶ Determine skill scores: Every skill has a size of dice associated with it. Set one skill as a d10, two skills as d8, and all others as d6.
- ▶ Select two Basic Advances to start with.
- ◀ Record your starting stats based on your class and advances you have taken.
- ◀ Write down your name on your character sheet, and a brief description of your appearance in style. Why did you become a Slayer? Where were you trained, if you were trained at all? How long have you been doing this? Will it ever end?

BASICS OF A SLAYERS CLASS

While every class in Slayers is designed to play differently than one another in combat, there are some commonalities they share. Every class comes with HP to represent how much damage they can take in a fight, and a Speed die to determine their place in the turn order.

Slayers also all have a Ready, Attack, and Quick action, though how those actions work mechanically differs between each class. Lastly, all Slayers have a collection of Basic and Expert Advances, allowing them to become even deadlier when out on the hunt.

ADVANCING YOUR SLAYER

After a successful Hunt, your Slayer improves. Before that however, reflect on the experience and answer at least one of the following questions:

- ◀ What did you learn about yourself from this Hunt?
- ◀ What did you learn about an ally during this Hunt?
- ◀ Would you have done things differently?
- ▶ What about this Hunt will stick with you for quite some time?

Once at least one of the questions has been answered, it's time to increase health, a skill score, and choose an advance. To increase HP, roll 1d4 and increase your HP by the result. Next, increase one skill from d6 to d8. If all of your skills are already at least d8, you increase one skill to d10. Finally, choose an advance. Basic Advances may be taken at any time, and Expert Advances may only be taken after you have 5 Basic Advances.

BLADE

The Blade is an expert fighter who carves their way across the battlefield with graceful lethality. Moving at a near supernatural speed, Blades are able to hit their foes again and again, tearing them to shreds before they even have a chance to react. Blades change their fighting stances on the fly to adapt to the ever-shifting fight.

STARTING STATS

HP: 10

SPEED: D8

WEAPON DICE: 1D6

DAMAGE PER HIT: 2

READY ACTION - **TAKE A STANCE**

Choose one of your stances (Flow, Parry, or Slay) to be in at the start of combat.

ATTACK ACTION - **COMBO**

A Blade does not just strike once, but hits their foe with a thousand cuts before they have a moment to react. Choose a monster at Engaged range and roll your Weapon Dice. Any Hits trigger a combo, and you roll another die. This combo continues until you no longer roll any Hits. Deal damage for the total number of Hits.



QUICK ACTION – **STANCE**

Blades use fighting stances during a fight, allowing them to always keep an edge in the fight. You may change your fighting stance. Effects work until you use another Quick Action to change your stance.

Flow: After you kill a monster, you may take a free Move action.

Parry: Monsters need a 5+ to Hit you instead of 4+.

Slay: +1 damage per Hit, but monsters deal +1 damage per Hit.

BASIC ADVANCES

- ▶ **SHREWD:** The first roll of your attack always has Advantage.
- ▶ **FOOTING:** Reroll the first 1 rolled during an attack.
- ▶ **DEFENDER:** Parry applies to allies within Engaged range of you.
- ▶ **KILLER:** Increase both effects of Slay by +1.
- ▶ **MERCURY:** Increase Speed to d10 and always roll it with Advantage.
- ▶ **HEARTY:** Always increase total HP by 4 when advancing, instead of rolling 1d4 as usual.
- ▶ **SCORN:** If a monster attacks you, your next attack against them is made with Advantage.

EXPERT ADVANCES

- ▶ **HACK, MEET SLASH:** Increase Weapon Dice to 2d6.
- ▶ **DEADLY QUICKSILVER:** If you kill a monster while using Flow, you may make a free attack action against a monster you move to.
- ▶ **HONED BLADE:** You Hit on 3+ when attacking instead of 4+.
- ▶ **FINISH THEM:** When a monster has half HP or less, your attacks against them are made with Advantage.
- ▶ **EFFICIENT SLAYER:** When you roll an attack with Advantage, Hits deal +1 damage.



GUNSLINGER

While most wield knives or flintlock firearms into battle, the Gunslinger has access to an incredibly rare weapon: the six-shooter revolver. These weapons are specially crafted, and each Gunslinger has a special connection with their six-shooter as they carve runes into it to their liking. A Gunslinger can spray lead and bring down the worst The City has to offer. These dangerous weapons mean most avoid interacting with Gunslingers, and many 'Slingers lead lives as drifters and Slayers.

STARTING STATS

HP: 8

SPEED: D6

DAMAGE PER HIT: 2

READY ACTION - **LOAD UP**

At the start of combat, place 6d6 in front of you, representing the bullets in your gun.

ATTACK ACTION - **SPRAY LEAD**

Gunslingers unload devastating firepower on anyone unlucky enough to be their target. When you Spray Lead, choose a Near or Far monster and pick up as many bullets as you would like to fire. You may use bullets from any chamber that you have loaded. Each bullet that Hits deals your Damage. Bullets that have been rolled are spent, and are not available until you use a Quick Action to reload.

QUICK ACTION - **RELOAD**

A trained 'Slinger knows just the right moment to lay down their guard and prepare their weapon. You may reload up to two bullets into any empty chambers.

BASIC ADVANCES

- ▶ **TRICKY:** Use two Skills when using the Skill action instead of one.
- ▶ **FORGE:** Carve a rune into your gun. [Can be taken 3 times.]
- ▶ **DRAW:** Increase Speed to d8.
- ▶ **QUICK DRAW:** (requires Draw). Increase Speed to d10 and always roll it with Advantage.
- ▶ **PREPARED:** Bullets fired from a fully loaded gun are rolled with Advantage.
- ▶ **DESPERATE:** Last bullet in the gun deals 5 damage per Hit.

EXPERT ADVANCES

- ▶ **LIGHT 'EM UP:** You can choose more than one target when you Spray Lead. Choose how many dice for each before rolling.
- ▶ **GUN WHISPERER:** Carve a rune into your gun. [Can be taken 3 times.]

RUNES

Arcane magic that only the Gunslinger understands, it imbues their gun with great power. When you carve a rune into your gun, choose a rune from the following list and write it on a chamber that doesn't yet have a rune. Any bullet fired from that chamber has the additional effect of the rune. A chamber can only hold one rune, and once a chamber has a rune, it cannot be undone.

- ▶ **HOLLOWPOINT:** Deals +2 damage on Hit.
- ▶ **BLAST:** Deals damage as normal, and target is pushed back from Near to Far.
- ▶ **TAR:** Deals 1 damage instead. Target takes 1 fewer action on their next turn.
- ▶ **SNARE:** Deals 1 damage instead. Target makes their next action with disadvantage.
- ▶ **BLEED:** Deals 1 damage instead. Target loses 1 HP at the start of each of its turns until dead.
- ▶ **SEEKER:** Hits on a 3+ instead of a 4+.

ARCANIST

The Arcanist is a spellcaster, whose power comes from a source that is slowly destroying them. The Arcanist's mind and body are taxed as the corruption from their power source drains them, though that power can be tapped to boost their spells into terrifying displays. Use their spells too much though, and the corruption will create chaos for everyone.



STARTING STATS

HP: 6

SPEED: D6

KNOWN SPELLS: CHOOSE 4

READY ACTION - **FAVORED SPELL**

Choose a Known Spell to favor. When using a favored spell, don't mark corruption when using it, unless it's boosted.

ATTACK ACTION - **CAST SPELL**

Calling upon dangerous power, an Arcanist weaves many spells. To cast a spell, choose a Known Spell, mark 1 point of corruption, and roll 1d6. On a Hit (4+), resolve the spell's effect. On a Miss, the spell fails and does not work.

Spells can be boosted before you roll. To boost a spell, add a d6 to the roll and increase the corruption by 1. Both dice can Hit for spells that have a "per Hit" effect.

After casting a spell, compare the highest rolled die to your current corruption score. If your corruption score is higher than your highest rolled dice, roll on the Bane table (see below) and reset your corruption to 0.

At the end of combat, reset corruption to 0.

QUICK ACTION - **PURGE CORRUPTION**

Arcane buildup must be cast from the body, or else it will destroy you. Roll 1d8. On a Hit, remove 1 point of corruption, on a Miss remove none.

BASIC ADVANCES

- ▶ **LEARN:** Add a spell to your Known Spells. [Can be taken 2 times.]
- ▲ **EXCEL:** Enhance a spell, permanently gaining the Enhance effect whenever it is cast. [Can be taken 2 times.]
- ▶ **BARGAIN:** When rolling on the Bane table, roll two dice instead of one. Choose which result to keep.
- ◀ **CONDUIT:** You have the option to lose 1 HP instead of taking a point of Corruption.
- ▼ **BOON:** When you boost a spell, add a d8 to the roll instead of a d6.

EXPERT ADVANCES

- ▶ **HIT THE BOOKS:** Add a spell to your Known Spells. [Can be taken 2 times.]
- ▲ **EVEN BETTER:** Enhance a spell, permanently gaining the Enhance effect whenever it is cast. [Can be taken 2 times.]
- ◀ **MY FINAL FORM:** Roll 1d8 when you Cast a Spell instead of 1d6.

BANE TABLE

- 1 — -1 on next Skill roll
- 2 — Next Cast Spell is with Disadvantage
- 3 — Can't use Move action next turn
- 4 — Can't use Quick action next turn
- 5 — Can only take 1 action next turn
- 6 — Take damage equal to corruption

ARCANIST SPELLS

CORRUPTING TOUCH

The corruption inside you leaps from your hands to those you touch.

Base Effect: Target is infected by your corruption. Every time you cast a spell after this, the infected target takes 1 damage. Effect lasts until the target or you are Downed.

Range: Engaged.

Boost: Every time you cast a spell, the infected target takes damage equal to your Corruption score.

Enhance: When the target dies, immediately choose another target within Near range to gain Corrupting Touch's effect.

CORRUPTING WAVE

The corruption inside you erupts out, lashing out at all around you.

Base Effect: Everyone within Engaged and Near range, including allies, takes damage equal to your current Corruption score.

Range: Engaged and Near.

Boost: Damage is doubled.

Enhance: Allies only take 1 damage from the effect.

ENERGY BOLT

Cast a bolt of raw energy, crackling with power.

Base Effect: Fire a bolt of energy at a target, dealing 2 damage per Hit.

Range: Near and Far.

Boost: +1 to damage per Hit.

Enhance: Base effect damage is now 3 damage per Hit.

FEAR CLOUD

Plant the worst fears into the minds of your foes and watch them panic.

Base Effect: Target and anyone at Engaged with them always make a Move action away from you until the start of your next turn.

Range: Near.

Boost: Those affected are paralyzed and take 1 fewer Actions on their next turn instead of fleeing.

Enhance: Fear Cloud now works at any range.

HEX

You always have just the right trick to weaken your foes and make them vulnerable.

Base Effect: Choose 1 effect. Effect lasts until the end of the target's next turn.

- ▶ **Haze:** Target must roll 5+ to Hit.
- ▲ **Lock Up:** Target cannot Move.
- ▶ **Betray:** Target attacks nearest fellow enemy.
- ◀ **Range:** Any.

Boost: Effects last 2 turns.

Enhance: Choose 2 effects instead.

MEND

Though corrupting, your power can mend those you care about, for a cost.

Base Effect: Target heals for 1d6 HP per Hit. This can also revive a downed character.

Range: Any.

Boost: 2d6 HP per Hit.

Enhance: If you heal a character for at least 4 HP, you may also remove one corruption from yourself.

SIPHON

Drain the life force directly from your foes, and make it your own.

Base Effect: Target loses 2 HP and you heal 2 HP.

Range: Engaged.

Boost: Heal all of your lost HP and inflict that amount in damage to target.

Enhance: Base effects increased +1.

TEMPORAL SHIFT

Breaking time is dangerous, but you know how to give it a little nudge.

Base Effect: Choose 1 effect.

- ▶ **Slow:** Target takes 1 fewer action during their next turn.
- ▲ **Haste:** Target takes 1 more action during their next turn.

Range: Near and Far.

Boost: Affects 2 actions normally instead of 1.

Enhance: Slayers may do the same action twice when affected by Temporal Shift.



TACTICIAN

Tacticians read a battlefield like a scholar reads a book. They use their expertise in tactics and leadership to coordinate the efforts of Slayers. Without them, Slayers are just chaotic killers, or so the Tacticians believe. While their fighting days may be behind them (or never really began), the Tactician ensures that their allies move strategically while their enemies falter.

STARTING STATS

HP: 8

SPEED: D4

READY ACTION - **READY FORCES**

Gather and roll a number of dice equal to the number of faces on your Tactics skill die. (A pool size of 6 for d6, a pool size of 8 for d8, and so on.) This is your Strategy Pool.

TACTICIAN SPECIAL - **EXECUTE PLAN**

During combat, you can replace any single result rolled by either an ally or an enemy with any result within your Strategy Pool during their turn. Once that result has been used, it is discarded for the remainder of combat. Execute Plan does not count as an action. Instead, this is done during other character's turns.

ATTACK ACTION - **SLASH OR SHOOT**

Roll 1d6 to attack an Engaged or Near target. On Hit, deal 1 damage.

QUICK ACTION – **ISSUE ORDERS**

Choose another Slayer within Near range. That Slayer may immediately make a Skill or Quick action for free.

BASIC ADVANCES

- ▶ **PREP:** Add 1d6 to your Strategy Pool. [Can be taken 3 times.]
- ▲ **WEAKEN:** You may roll d4s in place of any number of d6s in your Strategy Pool.
- ▶ **EMPOWER:** You may roll d8s in place of any number of d6s in your Strategy Pool.
- ◀ **SHIFT:** You may add or subtract a Strategy Pool dice for a roll, instead of replacing a die.
- ▼ **RALLY:** When a monster is killed, roll 1d6 and add it to the Pool.
- ◀ **AMBUSH:** You and your allies all roll Speed with Advantage.

EXPERT ADVANCES

- ▶ **NO QUARTER:** When using Issue Orders, ally Slayers may make an Attack action.
- ▲ **DEAD LEAD:** Ally Gunslingers reload 3 bullets instead of 2.
- ◀ **SHIFTING SANDS:** Ally Blades make their next attack after changing their stance with Advantage.
- ◀ **KEEP YOUR MIND:** Ally Arcanists Hit on a 3+ when using Purge Corruption.

A stylized, dark blue silhouette of a city skyline is centered on the page. The skyline is composed of various geometric shapes representing buildings of different heights and widths. Scattered throughout the scene are numerous small, bright orange rectangular and triangular shapes, some of which appear to be falling or floating, creating a sense of movement and activity. The background is a solid dark blue.

THE CITY

This place lost its name a long time ago. But that's okay, the name's nothing compared to what's happening here.

The City keeps getting bigger.

At some point in its history, The City was cursed to sprawl, never ending. The walls and borders are ever-shifting. New districts in The City pop up overnight, suddenly made manifest and already inhabited. Conversely, some districts disappear, mourned at first, though memory of their existence is quick to fade. There are a number of theories about what is happening in The City:

- ▶ *The City absorbs towns from beyond its walls as it expands, forming into new districts. It would certainly explain the common dialects and customs you find within a district, only to see them quickly take a new shape as you walk to the next.*
- ▲ *The City creates the districts. Why does it do this? It wants to, is driven to, or maybe it can't help itself. If this is true, we're just rats in The City's maze.*
- ◀ *The City wasn't cursed, but instead has always been like this. Someone or some group is pulling the strings in its expansion.*
- ◀ *The City represents just one of a theoretically infinite number of Cities. There are parallel Cities alongside yours, each spreading out forever, each a little different. What would happen when two Cities expand so far that they meet?*

All of these are probably true to some extent, but as The City grew and new inhabitants started walking its streets, the name and history became less and less important, then becoming impossible to track. So today, we just call it The City.

TECHNOLOGY AND CULTURE

The City sits on the brink of industrial revolution. While the concept of machinery isn't new, the automation of said machinery is an idea that straddles the line between science and the arcane arts. Magitech is a burgeoning industry, and one that shares a tense peace between those who prefer the arcane ways of old, and those seeking to step forward into the future with science.

Most buildings in The City are made of stone and wood, though they take wildly different forms depending on which district you are in. Blades are still the weapon of choice, though wealthier individuals may own a flintlock pistol or rifle.

Only Gunslingers have revolvers, and they won't tell you where they got it.

It is difficult to describe the culture of The City because each district is different. Some have more advanced technology, such as machines that run on steam, coal, or even crystals. Others have simple machines, and seem quite content with that. Slayers entering an unfamiliar district should get a lay of the land before they begin their Hunt, to ensure they don't commit any social faux pas, or step on the toes of any of the major factions.

FACTIONS OF THE CITY

Every district is different, and with a sprawl this big it is sure to attract groups of like-minded individuals together. Districts are usually divided up by influential factions that dictate the inner workings of the neighborhood. Very rarely will Slayers find factions that span across multiple districts, though there are exceptions such as the Church of the Cycle or the Wanderers guild.

FAITH

Faith is a funny thing in a place that manifests new ideas and people literally overnight. Hard to hold onto something when your world keeps changing, right? And what happens to those people whose district falls off the face of the world?

The biggest following in The City belongs to the Church of the Cycle. The Cycle, as it is known, is broken into five subsets, each representing an aspect of the life cycle: Birth, Growth, Stability, Decay, and Death. There is one more branch, though they are seen as more of a cult given their “heretical” beliefs: Rebirth.

There are plenty of other faiths: those that are brought in by new districts, others that worship The City itself, and even some that revere the monsters the Slayers are paid to hunt. The reality is that most of these organizations would be considered a cult or secret order by any of the others. In fact, it's common practice for churches to go into a sort of faith-based sabotage of one another, and some are even willing to pay Slayers to hunt the “beasts” that worship in the building down the block.

TRAVEL AND NEWS

The Wanderers are one of the oldest guilds in The City, and that is apparent in the fact that you can find them in literally every district. Even in the new districts, the Wanderers are the first to welcome the newcomers to The City, and to set up one of their famous taverns.

Wanderer taverns serve food, sure, and will house some guests, but their main purpose is as transportation hubs in the infinite sprawl. They know The City better than anyone, and are always hauling goods and people from one end to the other (though there aren't really ends when you think about it). Given the diverse nature of the districts, the Wanderers have built up a fleet of vehicles that are capable of traveling through most terrain. The elevator system in the Wych Woods was built by them, and they run the chain ferries across The Deep, just to name a few.

Given the fact that they travel everywhere, the Wanderers other responsibility is in spreading the news of the day across The City. While the Inkers are responsible for writing and printing the news, the Wanderers help it spread. Unfortunately, given the size of The City, those districts that are a distance from an Inker plant tend to get the news at a very delayed rate, especially if they want it by paper. Wanderers typically spread the news to the more remote districts by calling out the latest events from the comfort of their taverns. It's two birds with one stone. They get customers in their bar, and they get to tell the news the way they see it.


ORDER

Most districts worry about protecting themselves. A City-wide guard would be difficult to coordinate, so local militias are the preferred practice. There is however, one organization that has grown in size, to the point that its presence can be felt in many districts: The Inquisitors.

The Inquisitors are a group that hunt the “occult” threats to The City, what are known as wyches. While they have no official jurisdiction, when an instance of cult worship, demonic incursion, psyker attack, or anything that goes beyond the beasts Slayers typically hunt, the Inquisitors will run their own investigation. Inquisitors usually work in pairs, and don’t hide their presence. They work off of fear, and it has allowed them to create a formidable presence in many districts across The City.

Lastly is the concept of government. There is no centralized government, it’s just not practical given how The City expands. Instead, district leaders are selected, elected, or chosen depending on the traditions of the district. Leaders work to coordinate the efforts of their district with their neighbors, ensuring that they are looking out for one another rather than worrying about The City as a whole.

BUILDING THE CITY



Creating your own version of The City is as much a part of playing Slayers as hunting the monsters. As you build your City, consider Districts, Factions, and Mapping.

DISTRICTS

The City is ever-expanding, and there doesn't seem to be any sign of it stopping any time soon. A district is an abstract unit of space, meant to describe an area of The City which shares a number of features. Think of the neighborhoods that make up where you live, and you've got an idea of what districts are. Each district is made up of the following parts:

► DESCRIPTION

Including appearance, it's role in The City, what is typically found there, and other important cultural touchstones. Districts can be very different from one another, so don't worry if the tone of one district doesn't match its neighbor.

▲ KEY LOCATIONS

Three or more locations that are important to the district. These don't have to be locations that the Slayers might visit, but they help keep the theme of the district clear and present.

► RUMORS

These are the opportunities that the Slayers can follow up on in the district. Typically each rumor is the start of its own Hunt, though you may string rumors together to show a more sizable issue.

These three are needed for every district, but you should also consider what makes the district unique. What kind of food is served, what do houses look like, what's in fashion? Cultural norms shifting between districts adds to the unique nature of The City, and these are questions the group should answer together, rather than the GM deciding all of this ahead of time.

Another big aspect of what makes a district is the people. Who's inside it? Let's consider factions.

CREATING FACTIONS

While we've seen some of the factions of The City, there are an innumerable amount of them. Designing a faction of The City is a group activity, though the GM may want to create a few factions on their own if they intend to use them antagonistically or as a surprise. What goes into a faction?

◀ PURPOSE

Why does this faction exist? Is the purpose overt, or is it hidden behind another message or action?

▼ PEOPLE

Who makes up the faction? Who is attracted to its purpose, and who is repulsed? How do the people of the district feel about them?

◀ ACTIONS

When Slayers, or the general public see the faction out and about, what should they expect to see? Some factions want a strong presence, and take action to the streets. Others prefer that you don't know they've done anything at all until it's too late.

► SIZE AND SCALE

How big and influential is the faction? This is especially important given that The City spreads, and most Hunts take place in a single district. Is the faction unique to the district, or is their influence felt across multiple districts, possibly even the entire City?

Now that we have a sense of the places and people inside them, what happens when we step back and try to see everything as a whole?

MAPPING

There is no official map of The City. So how do you keep track of an unending urban sprawl? There are a few options to consider as your table begins to build The City. First, you may use a blank grid, like a hexmap, and fill in the tiles as your group explores the setting. Start somewhere in the middle of the map, and decide which empty hex to use the next time the Slayers go to a new district. Afterward, you have an actual map that you can rely on, and use if you want to try and keep an accurate sense of distance, travel, and neighborhood relationships.

You may also choose to use a more abstract map. Given the fact that The City shifts so much, you may adopt that into your map such that no district is ever in a set place. Write the names of districts on cards or pieces of paper, shuffle them before play, and lay them out to show what The City looks like at that moment. This certainly leans into the weirdness of The City, but isn't always the best approach if your players prefer having a more concrete setting. Work together as a table to decide what method of mapping works best for your campaign!



THE DISTRICTS



The district of Slayers Row is aptly named because it is where most Slayers end up between jobs. Rest and relaxation can be found, as well as leads for your next hunt. The streets are cobbled and crowded, and most of the buildings are mismatched when compared side by side. But this is part of the charm of the Row. You'll see little presence of most factions, as the Slayers hold sway over the district, even if it is in an unofficial capacity. Slayers are typically willing to help keep the peace in return for having a district to call home.

KEY LOCATIONS, FACTIONS, AND NPCs

SLAY A WHILE: Popular inn for Slayers. This is the go-to location for finding legitimate and illegitimate work. A bounty board up front holds jobs that are above board, the private rooms in back hold the more lucrative, but less legal jobs.

FLESHMARKET: Traders of literal flesh of all kinds, including monsters. The Corpserers refine bodies down to their essential parts. They can work wonders with what you bring them, meaning a Slayer that doesn't absolutely butcher a monster they hunt has a chance of getting a bonus if they can salvage some parts for the market.

BLADE ACADEMY: Largest independent training hall of sword fighters in the entire City. Most Blades have trained there to some degree. Those that don't flunk out tend to work as security for some of the big magitech organizations, noble families, or other wealthy elite of The City. The others go into Slaying.

BLYTHE'S BOUTIQUE: A small shop nestled between two massive pubs, the owner, Blythe, changes their wares every day. For some, this can be frustrating, but Slayers always seem to find exactly what they need whenever they visit. The only problem is Blythe likes to trade in deals and favors, rather than coin, and so expect to have to do a little footwork if you walk through their doors.

RUMORS

- Slayers have been appearing dead in the streets and alleys. Slayers die all the time given their line of work, but this is unusual because it's happening in Slayers Row. When found, the bodies always have a grinning smile on their now-dead face.
- Some Slayers have been flashing more coin than usual, most after leaving the Fleshmarket. The type of coin is unlike anything you've seen in the Row. Something to worry about, or to cash in on?
- There have been multiple reports of businesses in the Row being disrupted: deliveries never arriving, patrons no longer shopping. Who or what is trying to mess with the district? Who hates the Slayers?



Wych Wood

The unofficial district of many wyes (arcanists, psykers, occultists, among others) in The City, and certainly the highest population of them in a single place. Many people believe that the district gets its name from the trees that can be found within. Really it's because the homes of the locals are made of wood, and stack upon one another, branching out like trees. The Wych Wood is one of the more vertical districts in the city, and it's important you watch your step, because it is a terribly long fall to the bottom. If the fall doesn't kill you, the beasts below will...

KEY LOCATIONS, FACTIONS, AND NPCs

WYCH WALK: A maze-like forest in the center of the district. Walks through it tend to feel longer than they actually are. There is no better place to understand the Wych Woods, because locals say the forest of the Walk reflects the current mood and stability of the district, as if the trees can sense it.

WEIRD WAY: Back-alley string of shops with some of the strangest goods a Slayer could need. They like Slayers, since Slayers have unique needs and their own unique items to sell. You'll find the Wyching Hour here, a particularly popular bar among the locals.

LUNAR BRIDGE: Largest bridge in the district, though its shape and size varies with the lunar cycle. At full moon, there is no better way to travel across the district. But as the moon wanes in the sky, your options become more limited, and more dangerous.

STARRY NIGHT: A popular wych club. The ceiling is enchanted to create the illusion of an open star-filled sky. Celestial auguries can be bought if you know the right person. Drugs too, even if you're a stranger.

CELESTE MANOR: Home of the Celeste family. A small private forest surrounds the estate. Though they are usually a reclusive bunch, they throw some really out of this world parties, if you're into wych stuff.

RUMORS



The Lunar Bridge hasn't been matching up with the cycle of the moon lately. It's become random, and a bridge that randomly changes its shape is rather dangerous.



Locals have reported the sensation of being watched while doing their daily stroll through the Walk. It didn't seem like a big deal until a local man came out of the woods with three slashes across his chest and his skin had gone as pale as the moon.



The Celeste family is throwing a huge party to celebrate their youngest's 10th birthday. Everyone is going to be there. One Inquisitor in particular has been waiting for the wyches of the woods to gather in one location...



THE LIBRARIUM

Cramped and labyrinthine streets connect ancient libraries, bookstores, and repositories of knowledge. The Librarium is one of the oldest districts in The City, and may be the one place that holds its true origins. Slayers use the Librarium as a place for research, preparing for threats found beyond the district's streets. It would be unwise to assume this is a place of peace, though. Factions fight for knowledge, and dangerous things lurk between the increasingly crowded shelves.

KEY LOCATIONS, FACTIONS, AND NPCs

THE OMPHALOS: The dead center of the district, almost impossible to reach through mundane means.

THE TOMES: These elder librarians know the best ways through the stacks. Only five exist, but if you find one they may be able to take you to the Omphalos.

THE FIFTH: The only Tome that has never been seen. Whispers of The Fifth are increasing, the only Tome that can truly get you to The Omphalos without becoming lost in the stacks forever

THE GRAND HALL OF THE SOCIETE BIBLIOPOLIST: An ornate yet cramped mansion on the edge of the district, it's slowly being enveloped by books as the collection grows.

THE BIBLIOPOLIST SOCIETY: Booksellers and merchants who are directly opposed to those who would see the books of the Librarium kept from the world. Led by Agrav Dean.

AGRAV DEAN: Head of the Bibliopolist Society, young and charming, they know more than they're letting on about what the Omphalos contains.

THE SPINE OF ST. GALLEN: The primary location of the Children of St. Gallen, a holy order that cares for the district's many tomes and scrolls.



RUMORS

- ▲ A caretaker swears something climbed out of a book and ate their companion, but the book is gone and the companion is missing. There may be clues left in the companion's recovered journal.
- ▲ It is said Agrav Dean cares not for The Omphalos, but desires the Tome that leads there. Maybe there are ancient scraps that can lead you to it.
- ▲ A new faction has left its mark on the Librarium, stealing the pages of books and leaving behind an inky stain in the shape of a wolf. The pages seemed random at first, but some believe a pattern is emerging.



UNDERGROUND

Not all districts welcome visitors. Some don't even want you to know they exist. The Underground exists below the cobblestone streets of The City. Down there, old technology buried deep clashes with the new tech from the surface. Small houses that serve as both domiciles and back alley shops dot the surface. It is dark, rusted, old, but some of the most lucrative illegal markets can be found there. If you can find your way in, and the local criminal organizations allow it, you might find yourself in a world of shady opportunities.

KEY LOCATIONS, FACTIONS, AND NPCs

ROSIE'S INN: Will house almost anyone who walks through the doors. They have a “special” deal for folks who are interested in getting fitted with magitech during their stay.

GUFFIN HOUSE OF TRADE: Not only a shop, but the go-to black market auction house. A local mob runs the place, and they have no problem ripping off rich tourists and locals alike.

THE ZOO: One of the few places in The City that actively tries to tame monsters. Not for any righteous reason, but because they sell for a steep price. Who doesn't want a pet werewolf, or a troll bodyguard?

GRACE EVERSTEN: A local teen who has a habit of spying on all sorts of conversations. She knows more than most around here.

POLLY AND ANDI: Run a shop that specializes in the sale and repair of rare tech. Great for repairs, but also in trouble with the local gangs that are sabotaging their wares.

KALAVEEN CRIRI: Old and snarky, but owns three market stalls selling whatever she can get her hands on. You don't get that kind of real estate without a connection, Guffin House connection.

TOMOUS NIK: Tradesman of information rather than goods. Tomous can help you get a lay of the land, or know what is really going on. But be careful, he's loyal to coin over anything else.

RUMORS

- ❏ The Zoo has become more popular topside, and now people are trying to bring back more “tamed” monsters. What does that mean for a Slayer?
- ❏ Monsters native to the Underground have been attacking every other night. They are being systematic, and are trying to target something.
- ❏ One of the mobs is using monsters to kidnap rich people from the topside. Screams can be heard from under Rosie's floors at night. Some think the monsters just have rich taste, others think they make good lab rats for new magitech.
- ❏ Someone with a vendetta let the Zoo loose and now everyone is running for cover. Grace might know something about it, since she spends lots of time there.



The Chromatic Bazaar is a dizzying and colorful district where you can buy all things alchemical. Merchants, alchemists, artists, and more wander the tents looking for valuable components and ingredients, whatever will allow them to unravel their next great discovery. The Bazaar is cut up by a series of canals, whose colorful waters allow for quick and easy movement around the district, so long as you keep on the Skippers' good side. Enjoy the Bazaar, you're sure to find the unexpected!

KEY LOCATIONS, FACTIONS, AND NPCS

FORTUNA FOUNTAIN: A fountain with four statues, each pouring out different colored liquids into a pool below. The liquids change to match what is currently being brewed in the bazaar that week.

COLOR WHEEL: Local watering hole that sells everything other than water. A custom among Skippers is to “spin the wheel”, and try to consume every drink on the menu in one evening.

THE FACET: A shop that sells goods focused on the art of transforming states of matter. Their expertise is a slow drip process that changes innocuous inks into valuable gems.

SKIPPERS: They travel, maintain, and keep record of the changes to the canals. It is said they know all the hidden waterways and that for a price they can get you anywhere, as long as there is water.

CARNIVAL: A group of performers and miscreants. Some say they are the deadly Harlequins, using the performances as a cover for the various crimes they commit.

PHILOSOPHERS: The only way to join this alchemist guild is by invitation. In order to get their attention, you need to not only be creative, but dangerous. The last person to get an invite turned lead into gold, or so they say.

RED ROGER: Red Roger looks different every time you meet them, but you know them from their trademark red eyes.

ABBAS: One of the leading Philosophers, and rumors swirl about his supposed immortality. He categorizes things as useful, and useless. Pray he finds you useful.

RUMORS

Red Roger is a collective, and one that trades in deals rather than coin. Recently someone made a bad trade with Red Roger and needs help getting out of the debt.

Something is growing in the canals. The most worrying rumors are of creatures made of the chemical waters of the canals.

The Facet is a place of miracles. It's said you can enter one way and come out a truer version of yourself. A local alchemist wants you to go in their place to see what their secret is, and is willing to pay for it.

AGORA



Agora is one of the oldest districts in The City. Structures like the Colosseum and Amphitheater hint to what life in The City was like long ago. Today, they stand strong, and as a central part of a district filled with beautiful gardens, houses made of expertly carved stone, and a populace that understands the importance of enjoying life. Many in The City will go to Agora at least once in their lives, to catch a show or watch the spectacular games of strength and skill.

KEY LOCATIONS, FACTIONS, AND NPCs

COLOSSEUM: Built ages ago, but incredibly well maintained. Regularly hosts competitions of skill. You'll find locals and Slayers alike taking part, hoping to win glory, fame, and of course, coin.

THREE-HEADED HYDRA: The go-to tavern for celebration and revelry after the games at the Colosseum. Gets its name from the triplets that run the place. Make sure to wear your team's colors when you visit!

BATHHOUSES OF AGORA: Using natural hot spring waters unique to the district, these bathhouses are a glimpse to an earlier time. Considered a luxury location by visitors, you'll find Slayers and locals rubbing shoulders and relaxing after a long day. Also a great place to negotiate a deal in comfort.

THE AMPHITHEATER: A large open-air theater in which locals perform music, plays, and other forms of entertainment for all to enjoy. There is a designated time when the stage can be used by anyone who wishes to. Opaline up-and-comers make their way to the Amphitheater, knowing what a storied history it has in the world of entertainment.

THE MUSES: A popular performance group. The Amphitheater is packed to capacity when they perform one of their legendary plays. Many of the plays are prophetic, and more often than not they come true.

THE TITAN: A local legend, and repeat winner of the games at the Colosseum. They have never lost a match, ever. They especially like to challenge Slayers when they visit the Agora.

RUMORS

- 🏠 The Colosseum is running a special event, for only Slayers to compete in. Fame, adoration, and a huge pile of coin are just a few games away.
- 🏠 Rumors swirl and dramas on the Amphitheater stage tell of the haunted gardens of the district, and caution anyone thinking to visit them at night. Most think these are entertaining ghost stories, but you suspect they are founded on some truth.
- 🏠 Witnesses have reported that the Titan always visits the Bathhouses before entering the games. Pre-game ritual, or is there something going on here?



Hundreds of platforms, tied together with rope bridges, rise and fall with the dark waters below them. The Wharf is a sea in the middle of The City, but the water has been blanketed by industrious sailors, traders, and more who have made a home for themselves. The smell of sea water is mixed with the sound of shanties being sung. A rising tide lifts all ships in the Wharf, and that means opportunity for you if you can get your sea legs under you.

KEY LOCATIONS, FACTIONS, AND NPCS

THE DIVE: Closely guarded locations where brave souls swim into the abyss below the floating platforms, in search for long lost treasures.

MOLESKINE'S CABARET: There's always a performance happening at the cabaret. Retired sailors put on their finest clothes and take in a show, while back room deals exchange treasure, secrets, and more.

LIEUTENANT'S LIGHTHOUSE: A towering structure in the middle of the district. It stands obsolete now that the sea has been covered in floating platforms. Even still, the light has never gone out.

THE RISING TIDE: A "mansion", made up of a number of platforms bound and stacked on top of one another. Few people are allowed in or even around the place. It is said to house the former pirate lords who once ruled the sea below your feet.

BROKEN SAILS: A group of former sailors, long since retired from that line of work generations ago. They've managed to repurpose those talents into becoming the premier smuggling operation in The City.

CAPTAIN "STERLING": Leads the Broken Sails. Puts forward the image of a legitimate member of the district. People who piss off the Captain tend to get found at the bottom of a Dive.

DOCKMASTER: One of a handful of people who can find you an actual functioning ship among all the debris that makes up the Wharf.

THE TRIGGER: A gun maker of the highest caliber. While they haven't figured out how to make a Gunslinger revolver, some of their weapons are getting dangerously close.

RUMORS

The Lighthouse light went out last night, for the first time anyone alive can remember happening. In the dark, the monsters of the deep have returned to the surface.

During a recent dive through the debris, the Dockmaster found a ship of legend. The only problem is that it is very, very haunted.

The last five people to go on a dive haven't come back. It's dangerous work, sure, but it's never been this bad. Something is down there, and the people of the Wharf want Slayers to deal with it.

MONSTERS

Monster is a catchall term for anyone that the Slayers decide to fight. Usually these are beasts and creatures, but humans can be pretty monstrous too. Here is an example monster:



CREEP

HP: 5 SPEED: 3

A rapidly growing plant in human shape, which erodes stone and strangles anyone it gets its “hands” on. Many people believe it is a symptom of a sickness infecting The City.

PASSIVE:

Feed Me: Once a Creep has dealt damage to a Slayer, it makes all of its attacks against that Slayer with Advantage.

ACTIONS: 1 + MOVE

Wrap: 1d8. Near. Target Slayer takes 1 fewer action their next turn.

Venom: 1d6. Engaged. 1 damage per Hit. The Slayer loses 1 HP whenever they miss an attack action the rest of combat.

REACTION:

Strangle: If an Engaged Slayer is hit by Wrap, make a Venom attack against them.

HP

The amount of damage a monster can take. When a monster reaches 0 HP, they are dead.

SPEED

Unlike Slayers, monsters do not roll to determine their place in the turn order. Instead, they each have a set Speed value.

ACTIONS

Monsters may make a number of actions per turn equal to the number listed next to Actions. They may also make one move action, which does not count towards their number of allowed actions.

Each monster has unique actions. Some actions don't require a roll. If they do, the dice used will be the first thing listed, and the Rule of 4+ always applies: rolls of 4+ as a Hit. Required distance for actions is also included if needed.

Example: Snare: 1d6. Near. Slayer becomes entangled. Their next attack action is made with Disadvantage.

PASSIVES

Some monsters have ongoing effects, called Passives. These don't need to be activated, but instead are always present, or present when certain conditions are met.

Example: Spring: Can make two Move actions each turn instead of one.

REACTIONS

A monster may also have one or more Reactions available to them. These are actions that they can take outside of their turn, though a monster may only use one Reaction during a round.

Example: Scorn: When Flame Hand takes damage from a Slayer within Engaged range, that Slayer takes 1 damage.

SKILLS

Monsters don't have skills, and don't normally roll them. But on the rare chance that it feels appropriate for a monster to make a skill action, they use a d6.

CREATING MONSTERS

You'll find a number of monsters to use in the Bestiary at the back of this book (starting on page 74). But you'll probably want to start making your own Monsters too! Consider the following when making a monster.

HP and Speed help set the stage of whether this monster is a grunt, or something with more power. The average Slayer is going to have a Speed of about 4, so decide where you want this monster to go in the turn order. Most simple monsters will have low HP (2-4) and Speed (2-3), and will only do one action on their turn. More dangerous monsters have more HP (7-9), faster Speed (5-7), and can take multiple actions.

Avoid giving monsters absurdly high HP (e.g. more than 20). When that happens, the Slayers are just going to have to keep taking the same attack action again and again until they eventually kill it. Instead, make the fight more dangerous by including multiple monsters at once, to keep the Slayers distracted and unable to attack the "boss" monster all at once. A 12 HP monster with a lot of minions is much more interesting to fight than a single monster with 50 HP.

Regardless of how many actions they can take, most monsters have around three actions they are able to choose from, including passive effects and reactions. Any more than that and combat starts to slow down as the GM considers all their options.

If you're making a big showcase monster, then it is appropriate to add a few more specialty actions. The bosses of the Hunts in this book use examples of special actions. Passive effects can be particularly powerful, even on simpler monsters because they don't require the monster to use an action. This has a big impact on the action economy of a fight. Use them sparingly, and in ways that fit the theme or purpose of the monster, rather than as a way of buffing them and making things harder for the Slayers.

Reactions are a useful tool for making a monster feel more dangerous for two reasons. First, it allows them to act outside of their turn, giving the monster more influence during the fight. Second, it introduces an unexpected action from the monster to the fight, and will push the Slayers to change up their tactics.



GM SECTION

THE CITY

The City, the setting of *Slayers*, is cursed to expand forever. The walls and borders shift with time as districts pop up with new ways of life, and new opportunities for *Slayers*. Because of that, it's impossible for me to tell you what The City looks like. Even if I gave you a list of all the districts, how they are oriented at one table would and should differ from another table.

How does the architecture of one district differ from its neighbor, and what function does that difference serve? How are *Slayers* perceived? What kinds of monsters haunt its streets? Answer these questions together, because those answers will be infinitely more meaningful than any list I could come up with. As the GM, lean into these answers. Make each district feel alive.

RULE OF 4+

The intent behind the 4+ Hit system is to move the rolling part of roleplaying along quickly and easily. Whenever anyone needs to roll, they just need to count the number of Hits to determine if they were successful, or how much damage they deal.

The other purpose is to have 1 Hit be enough to succeed on most tasks outside of combat. Success is likely for a number of actions, especially if the *Slayers* are using the skills they are especially good at and working together. This is good! You aren't looking for them to fail. Their lives are in enough danger fighting monsters. But when they do fail, use Misses as opportunities to complicate their lives in meaningful and interesting ways.

ASYMMETRY

The inspiration behind Slayers is to allow players to truly feel different from one another when they choose their class. Each class approaches combat differently, but they are all united by the Rule of 4+. Regardless of if a Slayer is using exploding dice (as the Blade), resource management (as the Gunslinger or Tactician), or push your luck (as the Arcanist), they all ultimately want to roll 4+.

It's important however, that the players are aware of the rules of their class, and how it works. It's possible that every player at your table uses different combat mechanics based on their class. To help keep the game running smoothly, remember the Rule of 4+, and impress upon the players that they need to know how their character works. You as the GM have enough to worry about making the world feel alive and frightening, let the players worry about the rules.

BALANCE

There is no combat balancing in Slayers. There are no magic numbers that tell you what a fair fight is, and what is going to be a bloodbath. That's because these are monster hunters doing very dangerous work. The monsters aren't going to fight fair, they're monsters. The Slayers will ultimately become quite powerful themselves, but there are big beasts out in the world that can crush them, and that's okay. Don't kill them to prove a point, but if you signal to them the dangers of situations so they can make informed decisions, you'll have more interesting monster hunts, rather than recklessly running into situations that end in death.

RULES-LITE

You'll notice that *Slayers* has more structure in some parts than others. This is to intentionally provide room for interpretation in the game. Money, gear, and healing have guidelines for you to work with, but not much more than that. That's because those aren't what make *Slayers* the game that it is. *Slayers* is about hunting monsters, and highlighting what makes each class feel "cool." Shopping for +1 armor is not cool. You know what is cool? Watching a Blade combo 5 attack dice in a row and cutting down the Clockwork Killer in a single turn. Or begging the Arcanist to hold back from boosting another spell, because surely they can't take that much more corruption. Play to get to those situations, and don't worry so much about paying for room and board.



THE HUNT

It doesn't take long for Slayers to find out that any district they visit has a monster problem. Sometimes the locals gather together resources to hire Slayers, other times the rumors and legends of a neighborhood are too good to pass up. Either way, when the Slayers agree to deal with a monster problem, they go on a Hunt.



DESIGNING A HUNT

Slayers is played in cycles called Hunts, in which the Slayers enter a district of the City and are tasked to find a monster by a local NPC or faction. Sometimes a Hunt is more than simply monster-killing. Slayers may find themselves at the center of even greater trouble, such as faction wars, arcane rituals, and more.

MONSTERS

Consider which district the Hunt will take place in when choosing your monsters. How would they fit into the environment? Make changes to the monsters to fit the Hunt! Whatever the Slayers are hunting, you'll want to put some other monsters in their way. Intelligent monsters usually have some underlings protecting them. Even primitive beasts will keep the company of others, either as protection, companions, or food.

LOCATIONS

While a Hunt takes place in a district, that can be a pretty large area to cover. A list of locations that the Slayers may visit in order to either find, or learn about the monster keeps the Hunt focused. You'll need at least the location or lair of the target, and then consider other locations that are along the way to the lair. Hunts involve a good deal of investigation. Make locations where the Slayers can learn about the monster, its actions, intents, and maybe even its weaknesses.

FACTIONS

There are always some factions that are interested or involved in the Slayers' work. Consider the attitudes and purpose of each of the factions in the district when deciding who would hire the Slayers, and who might want to see them stopped. Monsters are fun to hunt, but they become interesting to fight when your players realize there is something bigger happening in the background.

NON-COMBAT

While Slayers is a game about monster fighting, the entire session does not have to be filled with one combat encounter after another. In fact, the Slayers should probably do some investigating of the district and monster before they charge in to fight it. Making the monster difficult to find, or resistant to their tactics unless they prepare is one way to emphasize non-combat play. You can also play NPCs and factions against each other, each wanting the Slayers to do something different about the monster “problem.”

NUMBERS

Slayers is not designed with combat balance in mind. The more monsters you throw at the Slayers, the more likely they are to die. You’ll learn the limits of the Slayers through play, and that’s why it is important to include multiple encounters at multiple locations. Start with some easy fights in the beginning to gauge the Slayer’s power, then start to crank it up as the Hunt goes on.

EXAMPLE HUNTS

On the following pages you’ll find three example Hunts. These Hunts are designed with a three act structure so that you can comfortably pace your session and keep things going forward. You aren’t required to follow this structure when playing them, or when designing your own Hunts. Instead, use these examples as opportunities to see how different types of Hunts might play out.



LORD OF THE [UN]DEAD

The Barrows is a district of the City that has been cordoned off, isolated from the city. Whoever made the order hasn't said anything, but there are good people who still live inside those walls. Interesting thing about this quarantine is that nobody seems to be trying to get out, but some people are trying to break in. Those who do, don't come back out. You've been hired to investigate the Barrows, figure out what is going on, and deal with it if possible.

Premise: A powerful arcanist, Drauzhal, has gotten his hands on a crown, now fused to his skull. This Rotting Crown contains great power, and now Drauzhal can control the undead. The Barrows is known for its graveyards, and Drauzhal has begun to raise its dead. But he can't control them all, and now there are hordes of undead wandering the district. Drauzhal is sending out some of his most loyal wights to capture individuals with psychic abilities, to funnel their power into the Rotting Crown in order to give him wider ranging control.

Stop the wights, destroy the Crown, and kill Drauzhal—anything to stop him before he smashes those walls down.

ACT I OUTSIDE THE BARROWS

The Slayers need to investigate before jumping the gates into the Barrows. Few know what's really going on, but the Slayers can figure out the following with some investigation:

- ▲ The Barrows are a beautiful place and revered by many.
- ▲ Inquisitors are in charge of the quarantine, which means the threat isn't mundane.
- ▲ People who are getting grabbed come from all walks of life.
- ▲ Enough questioning will reveal the psychic theme.

Conflict: An intelligent wight stalks outside the Barrows and the Slayers find it dragging back an unconscious psyker into the Barrows.

WIGHT

HP: 10 SPEED: 5

Highly intelligent undead. They have a sentience of their own, and typically work for those who will help them with their plans.

PASSIVE:

Adapt: After reaching half HP, increase all damage dealt by the Wight by +1.

ACTIONS: 2 + MOVE

Slash: 2d8. Engaged. 1 damage per Hit.

Poison Knives: 1d6. Near. Slayer take 1 damage at the start of their turn until a successful Mend action is taken.

ACT 2: EXPLORING THE BARROWS

The streets of the Barrows are poorly lit. The lamp system hasn't been well-maintained since the quarantine started. Most streets are dark, though a number of homes still have light behind drawn curtains and shuttered windows. Nobody is likely to help the Slayers, or even talk with them. There are roaming bands of undead, attacking anyone in sight. The Slayers need to figure out what Drauzhal is doing, and where to find him to get to Act 3.

Conflicts: Slayers will run into a number of undead hordes, some more dangerous than others. Who they choose to fight is up to them. They need leads to find Drauzhal one way or another. Use the Corpse Giant, Ghouls, Psykers, and Skeletons stats below to create the undead hordes.

CORPSE GIANT

HP: 12 SPEED: 2

An abomination of corpses stitched together. Who would have made such a thing?

ACTIONS: 2 + MOVE

Smash: 1d10. Engaged. 3 damage per Hit.

Devour: Engaged. Consume anyone, ally or enemy, with 2 HP or less. Heal that much HP.

REACTION:

Explode: When Corpse Giant dies, it explodes, dealing 2 damage to anyone at Engaged or Near range.

GHOUL

HP: 7 SPEED: 6

Craven beasts that devour dead flesh, and whose poison can slow the quickest Slayer.

PASSIVE:

Chew: Heal 1 HP whenever this Ghoul damages a Slayer.

ACTIONS: 2 + MOVE

Putrid Claw: 1d8. Engaged. 2 damage per Hit and Slayer's next attack action is made with Disadvantage.

Leap: Jump onto a Slayer at Near range. Slayer makes an Agile roll, taking 2 damage on a Miss, and 0 damage on a Hit.

PSYKER

HP: 5 SPEED: 5

Use their innate powers to create an army of thralls that follow their every command. Most consider psykers a threat to The City, and the Inquisitors are always not far behind.

PASSIVE:

Maintain: Whenever a Psyker takes damage, roll 1d6. On a Miss, the next ally in the turn order will go feral, attacking the nearest character, allies included.

ACTIONS: 1 + MOVE

Provoke: Choose a Near ally to make a free action.

Accelerate: All Near allies have +1 to their Speed. Lasts until Psyker's next turn.

Regain: Regain control over all Near feral allies.

SKELETON

HP: 3 SPEED: 2

Appearing in hordes, skeletons are weak on their own but work together to swarm their foes.

PASSIVES:

Swarm: When there are 3 or more Skeletons Engaged with a Slayer, the Skeletons each have Advantage.

Horde: As long as there are 4 or more Skeletons in play, damage of Claw is increased by +1.

ACTIONS: 1 + MOVE

Claw: 1d6. Engaged. 1 damage per Hit.

ACT 3 CONFRONT DRAUZHAI

Drauzhal can be found in his home, a rather nice place in the center of the Barrows. Towering above most nearby houses, Drauzhal's abode can best be described as "sharp." He is currently feeding the energy of Psykers into the Rotting Crown. The Slayers can kill Drauzhal, but what will they do with the Crown?

Conflicts: The final fight in Drauzhal's estate will require a fight on many fronts:

- ▶ The undead hordes attacking them
- ▶ Dealing with the Psykers
- ▶ Killing Drauzhal

At the start of combat, Drauzhal's forces include the following:

- ▶ 10 Psykers to be sacrificed. 1 HP each, no actions during combat and any attack on them automatically succeeds.
- ▶ 4 Skeletons (see Act 2)

At the start of each round after the first, the following occurs:

- ▶ 1 Skeleton enters the fight
- ▶ 1 Psyker is sacrificed, increasing Drauzhal's Power Level by +1

DRAUZHAI

HP: 18 SPEED: 6

Power Level (PL): As Drauzhal sacrifices more Psykers, his PL increases. This directly affects his spells, and allows him to take more actions.

ACTIONS: 1, + 1 FOR EVERY 2 PL

Energy Bolt: 2d8. 1 damage per Hit.

Age: Target's turn order score decreases -1, then they age 1 year per PL.

Ensorcel: Slayer must roll Tactics. On a Miss, skip their next turn

Sap: Deal 1d3 damage to a number of targets within Near range, equal to current PL. Heal HP equal to damage inflicted.

REACTION:

Reincarnate: Requires 5 PL. When a Slayer dies, bring them back to life, under Drauzhal's control.

With Drauzhal destroyed, the Rotting Crown remains a threat. What will the Slayers do with an artifact of such incredible power?



CULT OF THE DISJOINTED HAND

The Revulsion District is cramped, dark, and caked in mist and fog. A stacked place of strange people and stranger horrors. Unlike other districts, Revulsion houses non-humans and monsters of all varieties. Not every horror is hostile, and neither is every human a friend.

Premise: Sybil Willmarker of The Bureau of Interdimensional Logistics is hiring the Slayers to investigate and stop a ritual being conducted by The Cult of the Disjointed Hand. The Cult is attempting to summon their god-beast to the district. While their end-game is to gain more influence in The City as a whole, their current goal is to spark the feud they have with The Sigil of Valiance and start an open war in the district.

ACT I: THE BUREAU'S HEADQUARTERS

Located in the Central Circle, the Bureau's HQ is very clinical and lit by white magitech lights. There is a wanted board covered in resident faces, alleged crimes, and rewards. Sybil Willmarker gives the Slayers their mission and relates the following information, all of which she believes to be true:

- ▲ The Cult plans to perform their ritual in 3 days. (Although true, the Cult will shorten their timeline if they feel someone is onto them.)
- ▲ The Sigil opposes The Cult, and may be willing to help. (True.)
- ▲ The Cult is planning to use this to start a revolution. (False, Professor Wadge Morgan will be the only living member of the cult if the ritual succeeds, and there won't be anyone left to stop him.)

The Slayers should explore the district and investigate. There are some things they can learn by doing small favors for various residents:

- ▶ There have been acts of random vandalism in relation to the factions, but one recurring thing has been occult symbols burned into the doors of some churches.
- ▶ There's been a growing sense of unrest for the last month, and many residents feel like they're in a powder-keg.
- ▶ There was recently a loud, almost-violent demonstration by members of The Cult.

The Slayers may visit the Sigil of Valiance. If they do, they are greeted with open arms by the third-in-command, Lord captain Cilia Auburn. Cilia is very confident and boastful, laughing at anything rude the players may say. She tells the Slayers that she's had eyes on an abandoned amphitheater at the edge of the district. She's seen shady people there, and the sigil that's been burned on church doors can be found scratched into the aisles of the seats.

Conflicts: As the players investigate, they are accosted by bandits. They find a strange symbol scrawled on parchment in each of their pockets along with the word "Soon".

BANDIT

HP: 3 SPEED: 3

Wearing little more than rags and carrying small blades, they are dangerous in large numbers.

ACTIONS: 1 + MOVE

Slice: 1d6. Engaged. 1 damage per Hit, +1 if they attack from behind.

Fight Dirty: 1d6. Engaged. Attacks against Slayer are with Advantage until the end of the target's next turn.

REACTION:

Desperation: If brought to 1 HP, immediately Slice a Slayer that is at Engaged range.

ACT 2: THE BURNED CHURCHES

Not every church on the edges of Revulsion is being targeted by arson. Some have replaced or repaired their doors only to have them burned again within a day, while others have never been touched. In speaking with those targeted, the Slayers will learn that they house texts about something called “The god-beast Yur-Galthoth.”

The text provides this information

- ▶ The god-beast can only be summoned by mass sacrifice.
- ▶ It has a second name, “The Disjointed Hand.”
- ▶ It’s weak to fire and light.
- ▶ It’s a god of slaughter and war—rumors say it’s powered by violence.

Conflicts: The Slayers catch a glimpse of a cloaked figure with glowing eyes. The figure throws an Elder-Bolt spell at them and then flees down a shrouded path. The figure is a Wight-Mage, and it leads the players to a misty graveyard to fight. The Wight-Mage has a piece of parchment identical to that of the bandits from Act 1, a letter with instructions to burn the doors to these churches before the ritual, and a note with the location of the ritual and instructions to “come in uniform.”

WIGHT-MAGE

HP: 10 SPEED: 3

ACTIONS: 2 + MOVE

Stab: 1d8. Engaged. 2 damage per Hit.

Elder Bolt: 1d10. Near and Far. 3 damage per Hit.

REACTION:

Confusion: 1d6. Near. Slayer must attack the nearest character on their next turn.

ACT 3: THE AMPHITHEATER OF DEATH

When the Slayers arrive the amphitheater is absolutely packed. The leader of The Cult, Wadge Morgan, is on-stage preaching. If the Slayers are quick and quiet enough, they can get to Wadge and stop the ritual — but if any alarm is raised he will rush it and summon an Agent of The God-Beast. If they stop the ritual, they'll need to escape with Wadge and return him to The Sigil.

AGENT OF THE GOD-BEAST

HP: 20 SPEED: 5

The Fuel of Yur: For every 5 damage dealt to the Agent, it deals more damage and gains an additional action.

ACTIONS: 1 + MOVE, AND + 1 FOR EVERY 5 DAMAGE TAKEN

Cleave: 2d6. Engaged and Near. 2 damage per hit, and +1 damage for every 5 damage taken. Targets up to two Slayers.

Yur's Fertility: Until the end of the Agent's next turn, the damage it takes and deals are increased by +2.

Crush: 1d8. Engaged. 1 damage per Hit. In addition, the Agent holds the Slayer. The Slayer is unable to move or attack until they escape, and the Agent can use an action to deal 2 damage to the held Slayer. To escape, the Slayer must Hit on an Agile or Brawn roll.



REPUTATION

Opaline is the tinsel of The City, where citizens swarm here for a bit of glory. The sunny beaches and sparkling waters glisten against the glass buildings that house the residents. At night, the sky is painted in a forever sunset. The culture is centered around becoming a celebrity, or spending the rest of your aching nights tending bar at a dying tavern. It's a district where performers sing and dance on the sidewalk for pennies and your ear. Those who have made it have sacrificed more than just their time to get there. The famous have their names painted on signs that loom over the rest of the common folk. They sign deals, they act and collect paychecks from their crystal mansions. For everyone else, they work several shifts, rushing from one audition to another, until they get that big call.

Premise: Several people have been going missing after meeting with a talent agency. They have been taken away by a cult of Doctors who work within the agency itself, collecting the living for their organs and flesh, saving them for their next ritual—to build a great god, Devastation. This god is secretly the object of worship by many of the district's residents, especially those who have acquired stardom and fame by donating nobodies to the cult's chopping block. It's up to the Slayers to defeat the god, before they demolish the district.

ACT I: EXTRA! EXTRA! READ ALL ABOUT IT!

It's a gloomy day, indicative of rainfall—the kind that lasts for hours as a pestering light drizzle. Whatever district the Slayers currently find themselves in, they are handed a newspaper from a child, yelling about the daily headlines. As they skim through the text, they find a few things:

- ◀ People are disappearing in the nearby district of Opaline, a gorgeous sunny district lined with palm trees, where citizens go in hopes of finding fame and fortune.
- ◀ A concerned sibling is willing to pay handsomely for information on their missing brother, who was last seen at a talent agency.
- ▼ There is a brand new celebrity in town, famous for their latest performance in “Love in a Time of Trouble.”
- ▶ They also discover an ad for a large talent agency, Illusion, that's seeking fresh new faces.

Conflict: Someone overhears the Slayers discussing their next plans and creeps out of the shadows. Bandits confront the Slayers, in an attempt to scare them from going to Opaline. Upon their defeat, the Slayers learn that they were hired by an unknown employer who discourages anyone from looking into the disappearance of the missing Opaline residents.

BANDIT

HP: 3 SPEED: 3

Wearing little more than rags and carrying small blades, they are dangerous in large numbers.

ACTIONS: 1 + MOVE

Slice: 1d6. Engaged. 1 damage per Hit, +1 if they attack from behind.

Fight Dirty: 1d6. Engaged. Attacks against Slayer are made with Advantage until the end of the target's next turn.

REACTION:

Desperation: If brought to 1 HP, immediately Slice a Slayer that is at Engaged range.

ACT 2: TINSELTOWN TOUR

Right as the Slayers enter Opaline, the sun beats down on them, greeting them with warm rays. The people are smiling, waving at the newcomers as they wander down the boardwalk. Performers busk, playing instruments, dancing and singing, waiting for their big break. A large image of the celebrity seen earlier in the article is plastered on a billboard towering over the district. Her name, Autumn Moonstar, is drawn in big bold letters underneath her face.

When the Slayers arrive at the talent agency, Illusion, they are introduced to one of the executives there. During the meeting, the executive lists off all the great things the agency has done. Upon a quick inspection, the Slayers may notice a few things:

- A ravens' mask and cloak peeking out from under the desk.
- A book on a table nearby labeled "DEVASTATION." Inside are the instructions for building a god.
- There are a few head shots of aspiring actors, including one of the missing brother. If confronted, the executive will brush it off.

Conflicts: It's sunset when the Slayers leave Illusion. Upon exiting the front door, they will come face-to-face with a group of Doctors. They attack, trying to drag the Slayers away into the sewers. After the battle, the Slayers will find the Doctors escaping underground, through a manhole cover.

"DOCTOR"

HP: 8 SPEED: 6

The sound of flapping wings can always be heard before a Doctor arrives in their cloaks and masks. They treat a disease they believe everyone in The City has.

PASSIVE:

Fester: Every Slayer within Near range takes 1 damage at the start of their turn.

ACTIONS: 1 + MOVE

Transfusion: 1d6. Engaged. 2 damage per Hit and gain that much HP.

Inject: Engaged. Target gets +1 to Speed. Any actions they take next turn are with Advantage.

ACT 3: MEETING WITH DEVASTATION

Down in the sewers the Slayers find several Doctors chanting around a large ceremonial table, alongside the celebrity, Autumn Moonstar. On the table lies five bodies, drained of life. Doctors finish their chant, creating a portal for the god, Devastation to pass through. Made of a patchwork of skin and teeth, it only knows one thing: to feed.

DEVASTATION

HP: 18 SPEED: 6

A mass of flesh and bone, stitched together and fueled with the life essence of those who have been sacrificed. A god, made whole by mortal hands; no good can come of it.

PASSIVE:

Shape Flesh: At the start of Devastation's turn, choose one Passive action for the round.

- ▶ **Shell:** -1 to all damage taken
- ◀ **Swift:** Make 2 Move actions per turn instead of 1
- ▶ **Stretch:** Treat Slayers at Near range as Engaged

ACTIONS: 2 + MOVE

Gnash: 1d8. Engaged and Near. Target Slayer can't take an attack action next turn.

Consume: Devours one of the 5 prepared corpses. Gains Speed +1 and HP +3.

Tenderize: 2d10. Engaged. 2 damage per Hit. Can target two Slayers at once.

Spasm: 2d8. Engaged. 1 damage per Hit to everyone at Engaged range.

BESTIARY

ALLEY TROLL

HP: 17 SPEED: 4

City trolls have skin like stones, and are the protectors of the web of alleys that make up each district. Older trolls are bigger, meaner, and charge more to walk their streets.

PASSIVES:

Toll: If a Slayer makes a Streets roll greater than the Troll's current HP, it will stop fighting and bargain with the Slayers instead.

Enrage: Whenever Alley Troll takes more than 3 damage at once, their Speed is increased by 1.

ACTIONS: 3 + MOVE

Club: 2d8. Engaged. 2 damage per Hit.

Bellow: 1d6. All Slayers at Near range take 1 fewer action during their next turn.

Gate: Create a 15 foot tall wall of stone between any two walls within sight.

BANDIT

HP: 3 SPEED: 3

Wearing little more than rags and carrying small blades, they are dangerous in large numbers.

ACTIONS: 1 + MOVE

Slice: 1d6. Engaged. 1 damage per Hit, +1 if they attack from behind.

Fight Dirty: 1d6. Engaged. Attacks against Slayer are with Advantage until the end of the target's next turn.

REACTION:

Desperation: If brought to 1 HP, immediately Slice a Slayer that is at Engaged range.

BANDIT LEADER

HP: 6 SPEED: 4

Brandishing a real sword and hardened leather, these leaders aren't above sacrificing their underlings.

ACTIONS: 1 + MOVE

Stab: 1d6. Engaged. 2 damage per Hit.

Rally: Until the end of the Leader's next turn, +1 to attack rolls or damage of all Bandits.

REACTION:

Order: When a Bandit dies, command a Bandit to Slice a Slayer at Engaged range.

BLINK DOG

HP: 7 SPEED: 6

Wreathed in billowing smoke, these demons can teleport themselves and others they touch all across the battlefield.

PASSIVE:

Blink: Whenever Blink Dog takes damage they Move to their attacker and Claw them.

ACTIONS: 1 + MOVE

Claw: 1d6. Engaged. 1 damage per Hit.

Pull: 1d6. Engaged. Blink Dog and Slayer teleport to a Near or Far location.

BONE PRIEST

HP: 9 SPEED: 5

After making a pact with the powers beyond, these “priests” speak for their followers: the bones beneath our feet.

ACTIONS: 2 + MOVE

Summon: Raise a Skeleton (page 85) from the ground. It may act this round at the end of the turn order.

Ache: Near. Target Slayer’s bones ache with pain. Any actions they take during their next turn are with Disadvantage.

Shatter: Near. Target Skeleton explodes into pieces, dealing damage equal to its current HP to anyone at Engaged range.

CLOCKWORK KILLER

HP: 10 SPEED: 8

Automaton in the form of a human, though made of metal and whirring motors. Typically they are used as hired assassins, working for whoever built them.

PASSIVE:

Spring: Can make two Move actions each turn instead of one.

ACTIONS: 2 + MOVE

Wind Up: Next turn, take no actions, reactions, or moves. Each turn after that, the Clockwork Killer may take 3 actions per turn for the rest of combat.

Shrapnel: 2d6. Near. 2 damage per Hit to Slayer, and anyone at Engaged range of the Slayer.

Cut Open: 1d8. Engaged. 2 damage per Hit, or 3 damage if Slayer is at half HP or less.

REACTION:

Adapt: After Clockwork Killer takes damage, the next incoming attack is made with Disadvantage.

CORPSE GIANT

HP: 12 SPEED: 2

An abomination of corpses stitched together. Who would have made such a thing?

ACTIONS: 2 + MOVE

Smash: 1d10. Engaged. 3 damage per Hit.

Devour: Engaged. Consume anyone, ally or enemy, with 2 HP or less. Heal that much HP.

REACTION:

Explode: When Corpse Giant dies, it explodes, dealing 2 damage to anyone at Engaged or Near range.

CREEP

HP: 5 SPEED: 3

A rapidly growing plant in human shape, which erodes stone and strangles anyone it gets its "hands" on. Many people believe it is a symptom of a sickness infecting The City.

PASSIVE:

Feed Me: Once a Creep has dealt damage to a Slayer, it makes all of its attacks against that Slayer with Advantage.

ACTIONS: 1 + MOVE

Wrap: 1d8. Near. Target Slayer takes 1 fewer action their next turn.

Venom: 1d6. Engaged. 1 damage per Hit. The Slayer loses 1 HP whenever they miss an attack action the rest of combat.

REACTION:

Strangle: If an Engaged Slayer is hit by Wrap, make a Venom attack against them.

"DOCTOR"

HP: 8 SPEED: 6

The sound of flapping wings can always be heard before a Doctor arrives in their cloaks and masks. They treat a disease they believe everyone in The City has.

PASSIVE:

Fester: Every Slayer within Near range takes 1 damage at the start of their turn.

ACTIONS: 1 + MOVE

Transfusion: 1d6. Engaged. 2 damage per Hit and gain that much HP.

Inject: Engaged. Target gets +1 to Speed. Any actions they take next turn are with Advantage.

DOOM PROPHET

HP: 6 SPEED: 5

Draped in tattered robes, but with eyes bright as the sun. A clock ticks in the prophet's mind. When it goes off, it's the end of the world.

PASSIVE:

Mad Predictions: All Slayers within Near range of the Doom Prophet make their attack actions with Disadvantage

ACTIONS: NONE + MOVE

REACTION:

Come to Pass: When Doom Prophet has 3 or less HP, the end times arrive. If they are alive at the start of their next turn, they explode and deal 5 damage to everyone within Near range.



DRYAD

HP: 3 SPEED: 3

At first glance they seem like any other person, until you step on their turf and they show the monster hidden beneath. Highly territorial creatures that will claim a part of a district as their turf, and defend it with their lives.

PASSIVE:

Sanctuary: Dryads protect a chosen place within a district. As long as they are in that place, they can't take more than 1 damage per Hit.

ACTIONS: 1 + MOVE

"Nature's" Wrath: 1d6. Summon a manifestation of the nature of the district. Choose an effect:

- ▼ 1 damage to everyone within Near range of Dryad
- ◀ Heal 1 HP to everyone within Near range of Dryad
- ▲ Everyone within Near range of Dryad can't move

REACTION:

Gather: When a Dryad dies, roll 1d4. On a Hit, another Dryad joins the combat.

FLAME HAND

HP: 9 SPEED: 4

Conjurers of arcane fire. They would see The City burn, and dance on the ashes.

PASSIVES:

Light the Pyre: Anytime Flame Hand takes damage, they light the ground beneath their attacker with fire.

By Fire Be Forged: As long as Flame Hand is standing in fire, they heal 1 HP at the start of their turn.

ACTIONS: 2 + MOVE

Gout of Flame: 1d6. 1 damage per Hit to every Slayer within Near range.

Engulf: 1d4. Engaged. On Hit, target is lit on fire and takes 2 damage at the start their turn for the rest of combat. A successful Agile or Mend roll ends this effect.

REACTION:

Scorn: When Flame Hand takes damage from a Slayer within Engaged range, that Slayer takes 1 damage.

GARGOYLE

HP: 10 SPEED: 4

Massive creatures made of stone, shaped as monsters and warriors. Said to be the natural guardians of The City as it continues its expansion across our world.

ACTIONS: 2 + MOVE

Swipe: 1d8. Engaged. 2 damage per Hit.

Repair: Heal 3 HP.

REACTIONS:

Smash: When a Slayer at Engaged range misses an attack, deal 1 damage.

Enrage: When at 5 HP or less, increase Speed by +2.

GHOST

HP: 6 SPEED: 3

Wispy remnants of those with business left unfinished.

PASSIVE:

Incorporeal: Attacks from physical weapons only deal 1 damage per Hit.

ACTIONS: 1 + MOVE

Haunt: 1d6. Engaged and Near. Enter the body of a Slayer. That Slayer takes 1 damage at the start of each turn until Ghost is ejected with a Mend roll.

Chill: 1d8. Engaged. 1 damage per Hit and Slayer can't move during their next turn.

GHOUL

HP: 7 SPEED: 6

Craven beasts that devour dead flesh, and whose poison can slow the quickest Slayer.

PASSIVE:

Chew: Heal 1 HP whenever this Ghoul damages a Slayer.

ACTIONS: 2 + MOVE

Putrid Claw: 1d8. Engaged. 2 damage per Hit and Slayer's next attack action is made with Disadvantage.

Leap: Jump onto a Slayer at Near range. Slayer makes an Agile roll, taking 2 damage on a Miss, and 0 damage on a Hit.

GIANT SPIDER

HP: 10 SPEED: 4

Each spider has markings unique to the district they call home. They spin their webs in the alleys and sewers of The City waiting to catch dinner, or a Slayer.

PASSIVE:

Venomous: Any Slayer damaged by the Giant Spider takes 1 damage at the end of their turn. Effect ends with a Mend roll.

ACTIONS: 1 + MOVE

Bite: 2d6. Engaged. 1 damage per Hit.

Ensnare: All Slayers at Near range make an Agile roll. On a Miss, they can't move during their next turn. Effect ends with a Brawn roll.

REACTION:

Flee: If the Giant Spider takes more than 3 damage in one hit, reduce the damage by 1 and take a free Move action.

GOBLIN

HP: 3 SPEED: 4

Every district has goblins, and what they look like fits the district. Most just try to cause mischief, but sometimes they take it too far and the Slayers need to step in.

SPECIAL:

The goblins should have one unique action that is themed to the district.

PASSIVE:

Mischief: As long as there are more Goblins than Slayers, Goblins may take their turn at any time during the turn order.

ACTIONS: 1 + MOVE

Prod: 1d4. Engaged. 1 damage per Hit.

Snare: 1d6. Near. Slayer becomes entangled. Their next attack action is made with Disadvantage.

HARLEQUIN

HP: 4 SPEED: 7

These masked traveling performers tell stories of the many histories of The City. It's all a front to distract from the murdering and stealing they do when they visit your district.

PASSIVE:

Troupe: If there is another Harlequin within Near range, this Harlequin takes 1 extra Move.

ACTIONS: 1 + MOVE

Stage Fight: 1d6. Engaged. 1 damage per Hit.

Curtain Call: 1d4. Engaged. On a Hit, target Slayer with 2 HP or fewer is dead.

REACTION:

Tumble: After taking damage, Harlequin immediately makes a Move action.

INQUISITOR

HP: 6 SPEED: 4

The masked Inquisitors have claimed themselves to be the law when it comes to hunting “wyches”.

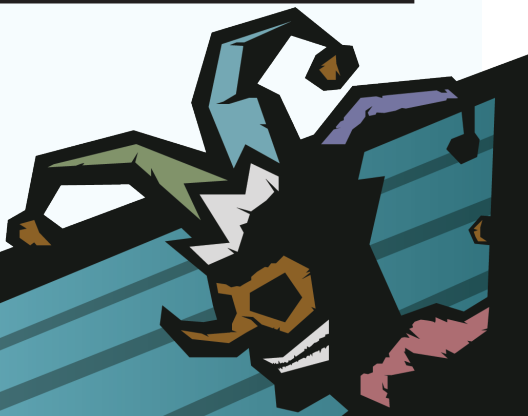
ACTIONS: 2 + MOVE

Wych Shackles: 1d6. Engaged. Slayer can't use any spells until Inquisitor is killed.

Terrify: 1d6. Near. All Slayers must make a Move action away from the Inquisitor on their next turn.

Shoot: 1d6. Near and Far. 1 damage per Hit.

Slice: 1d6. Engaged. 2 damage per Hit.



PLAGUE HOUND

HP: 5 SPEED: 6

Laughing hounds, said to be agents of a plague god forgotten by The City.

PASSIVE:

Pack: Hounds can take two Move actions as long as they can see another Hound.

ACTIONS: 1 + MOVE

Chomp: 1d6. Engaged. 1 damage per Hit. Slayer makes their next action with Disadvantage

Bile Bark: Near. Slayer and everyone at Engaged range with them make an Agile roll. On a Miss, they take 1 damage and decrease Speed by 1.

PSYKER

HP: 5 SPEED: 5

Use their innate powers to create an army of thralls that follow their every command. Most consider psykers a threat to The City, and the Inquisitors are always not far behind.

PASSIVE:

Maintain: Whenever a Psyker takes damage, roll 1d6. On a Miss, the next ally in the turnorder will go feral, attacking the nearest character, allies included.

ACTIONS: 1 + MOVE

Provoke: Choose a Near ally to make a free action.

Accelerate: All Near allies have +1 to their Speed. Lasts until Psyker's next turn.

Regain: Regain control over all Near feral allies.

PUPPET

HP: 2 SPEED: 0

They weren't always like this, you know.

SPECIAL:

Puppets don't have turns, and only act as reactions of the Puppeteer (page 84).

ACTIONS: 0

Clobber: 1d6. Engaged. 1 damage per Hit.

REACTION:

Last Dance: When a Puppet dies, it explodes. All Near Slayers make an Agile roll, taking 1 damage on a Miss.

PUPPETEER

HP: 9 SPEED: 5

Dolls rise to dance to the tune only the Puppeteer can hear. Oh you can't hear it? Here, hold this string for just a minute...

SPECIAL:

Puppeteer takes no actions. They may make one reaction per round for each Puppet (pg.83) they have.

ACTIONS: NONE + MOVE

REACTION: CHOOSE ONE REACTION PER ROUND FOR EACH PUPPET

Choreo: When a Slayer takes a Move action, Move a Puppet.

Make Real: When a Slayer makes an attack action, all Engaged Puppets Clobber that Slayer.

Bulwark: When Puppeteer takes damage, all Puppets immediately make a Move towards the attacking Slayer.

RUNEBEAST

HP: 16 SPEED: 3

Constructed by the runic engineers. Typically a beast of burden, they can be used for more dangerous tasks as well.

PASSIVE:

Adapt: After the Runebeast takes damage, the next incoming attack is made with Disadvantage.

ACTIONS: 2 + MOVE

Gore: 1d8. Engaged. 2 damage per Hit and Slayer is knocked back to Near range.

Trample: Make a Move action. Anyone Engaged with Runebeast makes an Agile roll. On a Hit, take 1 damage, on a Miss, take 3 damage.

Amplify: Runebeast remains still. All actions against it until its next turn are with Advantage. On its next turn, Runebeast takes 4 actions and can use the same action multiple times.

SKELETON

HP: 3 SPEED: 2

Appearing in hordes, skeletons are weak on their own but work together to swarm their foes.

PASSIVES:

Swarm: When there are 3 or more Skeletons Engaged with a Slayer, the Skeletons each have Advantage.

Horde: As long as there are 4 or more Skeletons in play, damage of Claw is increased by +1.

ACTIONS: 1 + MOVE

Claw: 1d6. Engaged. 1 damage per Hit.

STRAWMAN

HP: 5 SPEED: 3

Made of the weakest material, but frustrating to fight. They flop about in a fight, their ill-fitting clothing bursting with straw with each step they take.

ACTIONS: 1 + MOVE

Peck: 1d6. Engaged. 1 damage per Hit.

Glare: 1d6. Near. Target makes all actions with Disadvantage as long as Strawman can see them.

REACTION:

Scamper: After taking damage, Strawman may make a free Move.

TEMPORAL ARCANIST

HP: 7 SPEED: 8

All arcanists make a bargain for their power. So, who dares bargain with Time itself?

ACTIONS: 1 + MOVE

Rewind: 1d4. Decrease the Speed of all Near Slayers by 2.

Pause: 1d8. Near and Far. Target Slayer can only take 1 action during their next turn.

Fast Forward: Near. Ally takes one additional action during their next turn.

REACTION:

Paradox: The first time the Temporal Arcanist would die, they immediately take 1 more turn with 2 actions, then die.

VAMPIRE

HP: 11 SPEED: 7

When a foul parasite burrows into someone's mind, it changes them into a monster. A blood sucking, murderous, monster.

ACTIONS: 2 + MOVE

Thrall: 1d4. Near and Far. On a Hit, Slayer makes a Negotiate skill roll. If the Negotiate roll is a Miss, the Slayer's next turn is made by the GM instead of the player.

Drain: 1d8. Engaged. Damage target for 2 HP and Vampire heals 2 HP.

Bite & Tear: 2d8. Engaged. 2 damage per Hit.

REACTION:

Deathless: When a Vampire dies, they burst into mist or a flock of bats. They will regain their form in their coffin in 1 day.

WIGHT

HP: 10 SPEED: 5

Highly intelligent undead. They have a sentience of their own, and typically work for those who will help them with their plans.

PASSIVE:

Adapt: After reaching half HP, increase all damage dealt by the Wight by +1.

ACTIONS: 2 + MOVE

Slash: 2d8. Engaged. 1 damage per Hit.

Poison Knives: 1d6. Near. Slayer take 1 damage at the start of their turn until a successful Mend action is taken.

WRAITH MAGE

HP: 12 SPEED: 3

Some mages refuse death, instead cursing spirits to inhabit a set of armor, so that they may continue their arcane practices.

ACTIONS: 2 + MOVE

Bolt: 1d8. Near and Far. 1 damage per Hit.

Hex: 1d8. Near and Far. Choose 1 effect (lasting until the end of the target's next turn):

- ▶ Must roll 5+ to Hit, regardless of Slayer's advances or abilities.
- ◀ Cannot Move.

Sap: Near. All skill rolls made by Slayers are with Disadvantage until the end of Wraith Mage's next turn.

REACTION:

Counter: 1d4. Near. Spell being cast by Slayer has no effect.

WYRM

HP: 19 SPEED: 5

Ancient, scaled, dangerous. Some believe the arrival of a wrym signals the imminent removal of a district from The City.

PASSIVE:

Huge: Anyone at Near range is considered Engaged.

ACTIONS: 2 + MOVE

Coil: 2d10. Engaged. 2 damage per Hit. Can target two Slayers at once.

Acid: 1d8. Near. Slayer and anyone within Engaged range of them takes 1 damage, and 1 damage at the start of each of their turns until the end of combat.

Destroy: Destroy the ground of an Engaged location. Everyone on it must make an Agile roll or take 4 damage.

REACTION:

Devour: 1d6. If a Slayer reaches 3 HP or less and is Engaged with Wrym, it will eat and kill them.





+BLADE—

SLAYERS
IT'S SLAY OR BE SLAIN.

NAME

STYLE

HP - CURRENT/MAX

SPEED

WEAPON DICE

DAMAGE

READY ACTION - TAKE A STANCE

Choose one of your stances (Flow, Parry, or Slay) to be in at the start of combat.

AGILE

BRAWN

DECEIVE

HUNT

MEND

NEGOTIATE

STEALTH

STREETS

STUDY

TACTICS

ATTACK ACTION - COMBO

Choose a monster at Engaged range and roll your Weapon Dice. Any Hits trigger a combo, and you roll another die. This combo continues until you no longer roll any Hits. Deal damage for the total number of Hits.

QUICK ACTION - STANCE

You may change your fighting stance. Any effects from your stance will remain until you use another Quick Action to change your stance.

- ▲ **Flow:** After you kill a monster, you may take a free Move action.
- ◀ **Parry:** Monsters need a 5+ to Hit you instead of 4+.
- ▶ **Slay:** +1 damage per Hit, but monsters deal +1 damage per Hit.

BASIC ADVANCES

EXPERT ADVANCES



GUNSLINGER

SLAYERS
IT'S SLAY OR BE SLAIN.

NAME

STYLE

HP - CURRENT/MAX

SPEED

DAMAGE

READY ACTION - **LOAD UP**

At the start of combat, place 6d6 in front of you, representing the bullets in your gun.

AGILE

BRAWN

DECEIVE

HUNT

MEND

NEGOTIATE

STEALTH

STREETS

STUDY

TACTICS

ATTACK ACTION - **SPRAY LEAD**

When you Spray Lead, choose a Near or Far monster and pick up as many bullets as you would like to. You may use bullets from any chamber that you have loaded. Each bullet that Hits deals your Damage. Bullets that have been rolled are spent and are not available until you use a Quick Action to Reload.



RUNES

1

2

3

4

5

6

QUICK ACTION - **RELOAD**

You may reload up to two bullets into any empty chambers.

BASIC ADVANCES

EXPERT ADVANCES

SLAYERS

IT'S SLAY OR BE SLAIN

STYLE

SPEED

CORRUPTION

Choose a Known Spell to favor. When using a favored spell, don't mark corruption when using it, unless it's boosted.

AGILE

BRAWN

DECEIVE

HUNT

MEND

NEGOTIATE

STEALTH

STREETS

STUDY

TACTICS

ATTACK ACTION – CAST SPELL

Choose a Known Spell, mark 1 point of corruption, and roll 1d6 to cast it. On a Hit, resolve the spell's effect. On a Miss, the spell fails. Spells can be boosted before you roll. To boost a spell, add a d6 to the roll and increase the corruption by 1. Both dice can Hit for spells that have a "per Hit" effect. After resolving a spell, compare the highest rolled die to your current corruption. If you have more corruption, roll on the Bane table and reset your corruption. Corruption is always reset at the end of combat.

KNOWN SPELLS

d6

1

2

3

4

5

6

BANE

- 1 for next Skill roll
- Next Cast Spell is with Disadvantage
- Can't use Move action next turn
- Can't use Quick action next turn
- Can only take 1 action next turn
- Take damage equal to corruption

QUICK ACTION – PURGE CORRUPTION

Roll 1d8. On a Hit, remove 1 corruption, on a Miss remove none.

BASIC ADVANCES

EXPERT ADVANCES



TACTICIAN

SLAYERS
IT'S SLAY OR BE SLAIN.

NAME

STYLE

HP - CURRENT/MAX

SPEED

STRATEGY POOL

READY ACTION - **READY FORCES**

Gather and roll a number of dice equal to the number of faces on your Tactics skill die (a pool size of 6 for d6, a pool size of 8 for d8, and so on.) This is your Strategy Pool.

AGILE

BRAWN

DECEIVE

HUNT

MEND

NEGOTIATE

STEALTH

STREETS

STUDY

TACTICS

TACTICIAN SPECIAL - **EXECUTE PLAN**

During combat, you can replace any single result rolled by either an ally or an enemy with any result within your Strategy Pool during their turn. Once that result has been used, it is discarded for the remainder of combat. Execute Plan does not count as an action. Instead, this is done during other character's turns.

ATTACK ACTION - **SLASH/SHOOT**

Roll 1d6 against an Engaged or Near target. On a Hit, deal 1 damage.

QUICK ACTION - **ISSUE ORDERS**

Choose another Slayer within Near. That Slayer may immediately make a Skill or Quick action for free.

BASIC ADVANCES

EXPERT ADVANCES

RULES REFERENCE

RULE OF 4+:

For all rolls, every die that is 4+ is a Hit, anything else is a Miss.

SKILLS:

Roll skill die, as well as the skill die of any assisting Slayer. When rolling more than 1 die, keep the higher.

AGILE: Dodging, leaping, even cart rolling.

BRAWN: Physical work, powering through, intimidating.

DECEIVE: Lying, tricking, distracting.

HUNT: Hunting, tracking, monster knowledge.

MEND: Warding death, stabilizing wounds, medical training.

NEGOTIATE: Persuading, diplomacy, compelling.

STEALTH: Blending in, keeping quiet, sleight of hand.

STREETS: Social circles, navigating the city, purchasing power.

STUDY: Perception, reading a scene or person, doing research.

TACTICS: Strategic intel, preparing for a foe, reacting to a battle.

ADVANTAGE:

Roll each die twice and keep the higher result.

DISADVANTAGE:

Roll each die twice and keep the lower result.

Advantage & Disadvantage cancel each other out.

COMBAT

READY ACTION:

All Slayers have a Ready action they take before combat begins.

TURN ORDER:

Each PC rolls their Speed die. Monsters use Speed scores.

ROUND:

Player or monster with the highest Speed result begins. Round ends after the turn of the player or monster with the lowest Speed result.

TURN:

Slayers may take up to two actions during their turn, as well as a free Move. They may make any combination of these actions, in any order they like, but may not do an action twice.

MOVE:

Go from one relative distance to the next (e.g. Near to Far, Engaged to Near, etc.).

ATTACK:

How the Slayer deals Harm to enemies.

QUICK:

A utility action that supports the Slayer's role in combat.

SKILL:

Skill rolls in combat resolve the same way as out of combat, and may provide a bonus effect.

DOWNED AND DEATH:

If a PC is brought to 0 HP, they are downed. Successful Mend skill roll brings a downed Slayer back to half HP. Downed Slayers who take additional damage are dead.



MONSTER HUNTING IN A CURSED CITY.

BETTER GET TO WORK.

