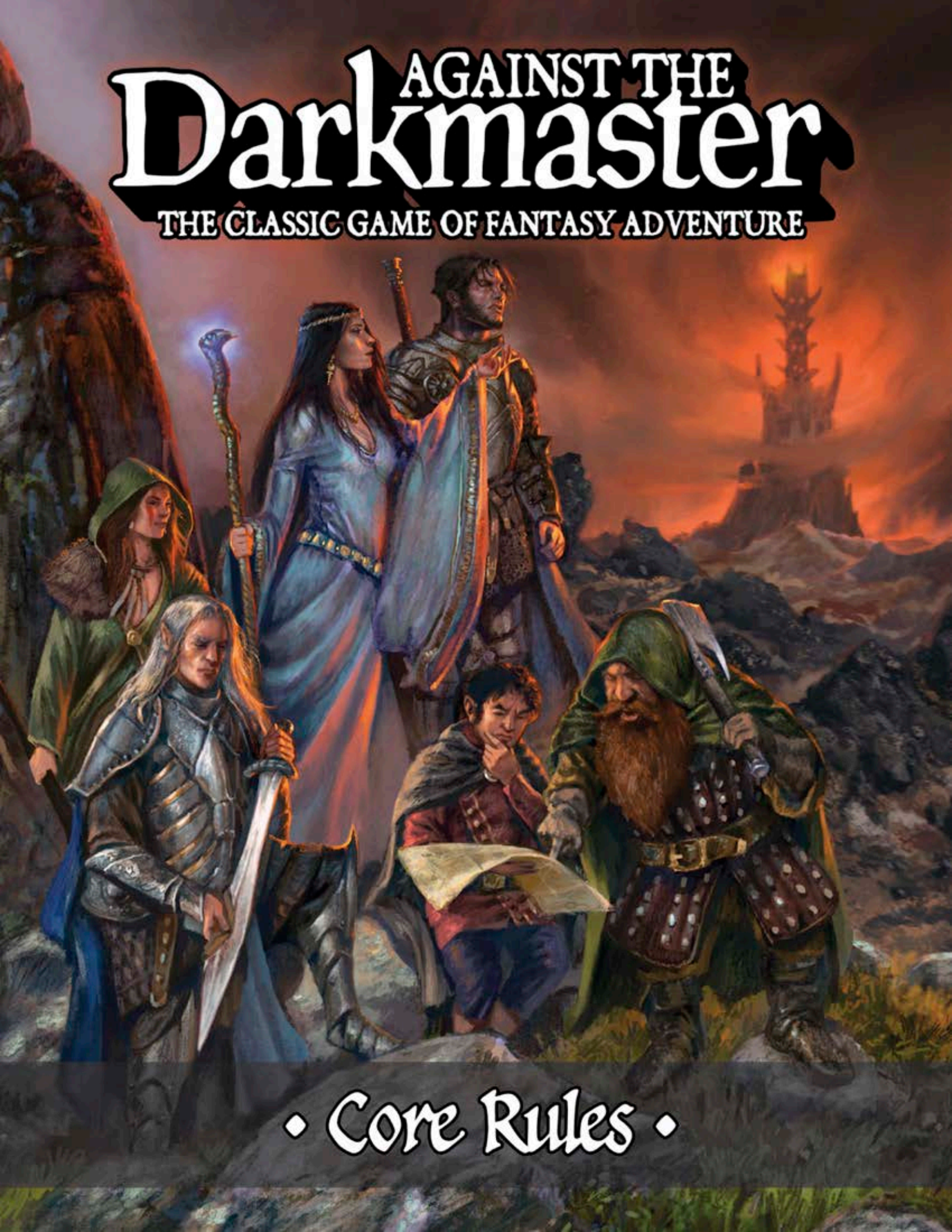
AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



• Core Rules •


AGAINST THE
Darkmaster
THE CLASSIC GAME OF FANTASY ADVENTURE

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OPEN ENDED GAMES
Massimiliano Caracristi | Lead Designer
Tommaso Galmacci | Art Director
Nikola Segoloni | Layout Editor
Paolo Vecchiocattivi | Webmaster & IT

INTERIOR ARTISTS
Francesco Saverio Ferrara, Tommaso Galmacci, Rich Longmore, Heraldo Mussolini, Andrea Piparo, Marcin Ściolny

COVER ARTIST
Andrea Piparo

MAPS
Tommaso Galmacci, Glynn Seal

CHARACTER SHEET
Amber Seger

SHORT FICTION
Paul Kidd

EDITING & REVISION
Sándor Gebei

PLAYTEST

Davide Borgia
Enrico Bosio
Martin Carpentari
Bradly "Oak" Cozby
William D'Hollander
Filippo De Giorgi
Angela Di Fiore
Federica Di Pietrantonio
Gabe Dybing
Father Eretius
Stefano Finzi
Antonella Giancotti
John Greenheck
Alessandro Grott
Gian Holland
Matt Jowett
Daryl Lanz
Wesley Ligon
Daniel Mura
Mike From Pittsburgh
C. William Perkins
Alessandro Petri
Giulio Piazza
Lorenzo Raggi
Tyler Steinley
Luigi Vittoria
Renata Zanettini
Gabriella Zugno

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Open Ended Games, Inc.
15 Westlyn Place
Albany, NY, 12203, USA

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A Word For Our Backers

There's magic in role-playing games.

Not just because they let you leave the real world behind to become an elven sorceress or a space cowboy for a few hours, but because they bring people together. A special bond is formed between people playing together; a sort of complicity. They lived in another reality, they shared a dream for a little while.

Against the Darkmaster was our dream. When it started, we were just a group of friends playing together, both in-person and on-line, sharing house-rules for our favorite games, and goofing around on the internet. But as we progressed on our path, our dream grew with us. Looking back, it seems like only yesterday that we set the first steps down the road to chase it. It's hard to believe so many things happened since then. Like the heroes in our campaigns, we encountered many hazards on our road and met unexpected allies in chance encounters.

Eventually, that road led here, to the book you're now holding in your hands (or stored in your electronic device). It may have started as the childish dream of four friends, but role-playing games worked their magic again and the dream became reality.

And all this wouldn't have been possible without the help of the fantastic backers who supported us during the Kickstarter campaign. It wouldn't have been possible without you.

Thank you for bringing our dream to life. Thank you for joining us on our road, and in our fight *Against the Darkmaster*.

Till our paths cross again,
The Open Ended Games Team
Massimiliano Caracristi
Tommaso Galmacci
Nikola Segoloni
Paolo Vecchiocattivi

Warriors of the World

Adventurers

-.. .- .-. -.- -... .- -.-. .... . .-.. --- .-., Álvaro "Greyhammer" Blasco, Adam Brown, Adam DeBrionne, Alejandro Pérez de Luque, Anatole, Andrew Jack Glencross, Andy Denton, Angelo Pileggi, Aramis, Arknsanktuary, Arlen Walker, Ashe, Bambam, Bartimaeus, Carlo Sala Cattaneo, Chad hoblitz, Chris McDougall, Chris Sleep, Chris Walker-Bush, Christopher Anderson, Conan the Barkbarian, Cosmos Furiosi, Craig "Stevo" Stephenson, CSZ, Dan Kendall, Daniel Bell, David Semmes, David "Weimann" Karlson-Weimann, Davide Morandini, Degio, Dennis Timm, Derek Robertson, Doctorlo, Donal Ellis, Ed, Edward Sturges, Elia "Malleus" Vignudelli, Erin Erran Wendland, ErranteRock, FatheroftheEverchosen, FCWesel, Fjalar the Unhinged, Fran Piqueres, Francesco Cappello, Francesco Sacchi, Francisco Muñoz, Frederik Lück, Gary Downing, Giacomo Mirabassi, G-o-fry, Gouget Stéphane, Hal Mangold, Halgord Koa, Hector Barca, Hein Ragas, J., Jacques Nel, Jake Hatcher, James ME Patterson, James Meredith, James Robertson, jamie, Janne Kuosa, Jason Alexander, jason e. bean, Jason Menard, Jeff Eppenbach, Jerry Autieri, Jim Mangiameli, Jim Wink, Joe DeAngelo, John C, John Robertson, john russell, Jonathan Beeler MD, Jonathan Harmon, Joshua Chewning, Joshua Ramsey, JP Sulin, Judd M. Goswick, Juho Ratava, Jukka Tervonen, Justin Moss, K Peterson, Kai Gröner, Karl Kreutzer, Ken Finlayson, kentorg, Kergonan, Kevin Mantle, Kyle Cranfill, Lars B. Gravert, Lasse Borly, Legoracer, Marcel Hauptmann, Marco Generoso, Mark A. Parchman, Mark Leymaster of Grammarye, Mark R. Lesniewski, Mark Solino, Martin Heim, Matias N. Caruso, Matt Helms, Matteo "Biso" Bisanti, Matthew L. Martin, Max555ita, Maxim Savic, Medicine Man Medica, Michael Holzhausen, Michael J Freeman, Michael "Stargazer" Wolf, Mildra the Monk, Morrigan, Mosschops, Mr Fred, MrRPGHour, Nathan Frund, Nessalantha, Nicola Urbinati, Nicolai Rerup Nielsen, Niko Ruf, Nikolay Makeev (GK), Olaf of the Five Foot Square, Paolo Castelli, PelicanTV, Pete Tracy, Phillip McGee, Phrisbee Magita, PM, Polpettakiller, PucciniTnr, Rafael Bagan Ovide, Raithane, Raoul H., Rene Christopher Suarez, 'Reseru' Sansone, Rev. Keith Johnson, Richard J Rivera Mas, Rob Necronomicon, Robert Mosley, Rodrigo Garcia Carmona, Rosenkreutz, Ryan.E, Ryuuk00, Sam Osborne, Scott Joest/ Orcusdorkus, Sean T. DeLap, Sean Tadsen, Seana McGuinness, Sebastian D., Shaun H, Shinobi, Silverthorne, Simon Lee, Simone Maccapani, SM Hillman, snotereceorlas, Stefan "the Guiding Light" Anundi, Stephan Szabo, Steve Locke, Steve Lord, Steven D Warble, Stew Skeel, Stone Cleric Productions, Stuart Lloyd, Tanner Yea, The Govedniks, Tiago Quintana, Tim Cappelli, Tim Samwise7RPG Harper, Timothy Baker, Torrie Rh, Travis Palm, Trevor A. Ramirez, Van H. Fujishige, Warren P Nelson, William laurence sova aka valiant defending shining owl the moderately tepid conquer of worlds!, Wintermute, WL, Ycarion, Zara Sluys.

Heroes

@csmithere, Abraham E Frank, Adam, Adam Kelly, Adam Rose - G&P, Alain Stephens, Alejandro Barroso, Alex G., Alex Torres, Alexander Daniels, Alexander Kalinowski, Allan Rodda, Andre C. Martinez Sr., Andrew Wedderburn, Angel Delgado, Arthur Boff, Bálint Kemény, Balo, Bert Isla, Bianca & Federico, Brian Manula, Bruna Volpato, Carson Delashmit, Chris McNeil, Chris Murrieta, Christopher Schieffer, Chuck Dee, Cirlot, Craig 'the unreliable' John, Craig Dey, CRKrueger, CS Barnhart & Mad Martian Games, Dan Latowski, Dan Past, Daniel Kloepfer, Danilo Fruttaldo, Darth Cibeous, Dave Sealy, daveaie, David Cline, Dawid "Salubrus" Wojcieszynski, Dean Browell, Diego Martín, Dirk "Dizzy" Vandenheuvel, djfluppy, Doug Pirko, Dr Walter "Thrask" Campell, Dragedronninga, Ebonweaver, Edouard Contesse, Eel, Equi, ErryShawn, AKA Antoine "pinning shot" Le Fleche, Evan A. Bright, F. Killian, Fabio Milito Pagliara, Fabio_C81, Fabrice Breau, Forrest G. Emerson, Frank "Mottokrosh" Reding, Fred "Balt" Lipari, Garvin, Geoff 'JAFO' Hale, Geoffrey Davis, Gert-Jan van der Krogt, giux77, GKeith, Gordon Clayton, Grant Bischoff, Greg Krywusha, Grillo Brioso, Hauke Stammer, Horus, Hunter Treloar, Ian McKay, Ignatius Montenegro, Itay Rozen, Jack Krause, Jailton Damasceno, James Unick, Jason Duff, Jason Hubbs, Jason M Mabry, JC Smith, Jeff Black, Jeff Schmidt, Jeffrey Haager, Joe Blake, Joe Farkas, John 'johnkzin' Rudd, John Henry, JohnX, Jonathan "Buddha" Davis, Jordi Franch, Joseph A. Russell, Joshua C. Bishop, Joshua Dunham, K.L.Svarrogh, Kevan Chapman, Kevin Lytle, Kip C, Lantus Loser, Leopold "Schmee" von Bek, loomis94, M Heath, malfaktor, Manfredi Mangano, Marc Young, Martin Greening, Mathieu LORANG, Matt Aberdeen, Matt Candee, Matt Cloake, Matt Poole, Matthew Broome, Matthew "Thundermonk" Orwig, Michael G Palmer, Michael Lord, Michael Reilly, Michele Paroli, Mika Koykka, Mike 'Carlson' Davis, Mike Mader, MorgenGabe, Nathan Hicks, Ned Leffingwell, Neil Laird, Nick Morrell, Niels Adair, No Dice Unrolled, Omniraesene, Paul Cole, Philipp Gust, pookie, R F Percy, R.E. Davis, Rangos, Reidzilla, RichTom, Robert De Luna, Robinson Fulcher, Roman Paravicini, Ron Veirs, Rory Starks, Russell Andrews, Sam Hinton, Samuele e Camilla, Scott "Blackwarden" Fowler, Scott Malthouse, SDLeary, Shawn R, SpaceHerpe, Steven Mcnutt, Steven Wales, Stolb, Tallion, Tannjew, Tasluk Miranese, Thalji, The BlackBerry Knight, The Pink Phantom, Thomas Gronek, Tim Rudolph, Tim Wooten, Todd Stephens, Toffi, Tom Gielty, Torben hennessey, Trentin C Bergeron, Two-Tails, William D. Smith Jr., WispsOfTime.com, Yann Morval, Zack Hefner, Zoey and Blaze Kittens.

Defenders

Aaron Chu, Ace Fortune, Aelwë, AleG, Alessandro S., Alex C., Altorinne, Andrew Byers, Andy Mueller, Anthony Greening, Antonella Giancotti, Arik (the Raider) Aslanyan, Ash McMurray, Ben Fabian, Boris J Cibic, Brad Faun Henderson, Bradly "Oak" Cozby, Brennon ThompSon, Brian Isikoff, Brian Kearns, Bryan "Maldroth" Botz, Cameron Corniuk, Cameron Manski, Carlos Daniel Muñoz, Carmin Carotenuto, Charles Myers, Che "UbiquitousRat" Webster, Chris McCarthy, Christian Hanisch, Christoph Gatterbauer-Trischler, Christopher Ray Arndts, Christopher Robicha, Chuck Kranz and the Defenders of Kobold, COL Jeffrey Webb, RDG, D. W. Story, Daniel D. Fox, Daniel Russell, Daniel Smoak, Danny Seedh, DanteRidge, Dario Rugo, Darren Bolton, David A. Nixon, David J. Bl, David Russell II, David Shlafer, Demono, Denis Gaty, Diogo Nogueira, DM CHAZ, Doug Baumeister, Douglas Meserve, dumdrak, Eran Ben-Sa'ar Molot, Eric "Mongo"Bates, Evan, Ezekiel Town, Fenric Cayne, Foxtur, Francesco Paparelli, Fred Daniel, Fred Herman, Frits Kuijlman, FROMMEL, G*Ko, Gabe Dyb, gamerdan, Gareth Tenner, Gioele Bertoldo, Greg Maroda, Greywiz, Grimly Fiendish, gumboots_smithy, Guppy Getty, Guy Larke Sensei, Hyperlexic, Isaac L. Wheeler, J D Holmes, J. Mance Haines, Jacob Cadena, Jason Bossert, Jason "The Snipes" Cantrell, Jay Stewart, Jeff Scifert, Jeff Workman, Jeffrey Osthoff, Jerome Chenu, Joachim Heindler, Joe McGee, Joey Trapp, Johannes Kornfellner, John Anthony, John H. Bookwalter Jr., Johnny F. Normal, Jonas Eckerbom, Jonathan Combs, José Ramón Conde Mestre, Joseph C. Wolf, Joseph Evenson, Joshua and Kevin-Lynn Kubli, Kevin "Dungeon Muser" Madison, Kiedra Gerl, Ktrey Parker, Kyle Bounds, lacura17, Lars "Doomhippie", Lee Stewart, Lohengrin Perez, Lord Ramey, Luke Cunningham, M.O. Bredsdorff, Madmanchris, Majdi Badri, Manel Torras Martí, Marco & Sergio Dainese, Marco "Sbigazz" Borghi, Martin Jaeger, Martin Legg, Matt Jowett, Matt Thompson, Matthias Weeks, Mattia Norando, Maximilian Silmarizzwell, Michael Bates, Michael Hoffman, Michael M. Morales, Michael Turbe, Michele Santilocchi, Mick 'Elúred' Bailey, Mike "soundchaser" Welker, Mike Bauer, Mono X, Nasser Khalid Al-Alawi, Nathaniel Borys, Nicein9, Nick Bower, Olivier"Maître Hibou"Robineau, Patrick McFarland, Paul Baldowski, Paul G. Harris, Per "Roll a One" Broden, Phillip Bailey, Phillip McGregor, Raf Ceuls, Randolf ti osserva, Renata Zanettini, Richard Robertson, Rick Hull, Robert Morris, Roberto Bellesia, Roberto "Sunglar" Micheri, Ryan Percy, Sabrewolf, Scambonious Funk, Scott R. Pyle, Sean Van Damme, Shane C Bradley, Simon Hatch, Simon Ward, Sir Argoth of Numenor, Sir Orson, Spike McSpikerson, Stephen Murrish, Sviatopolk the Accursed, T. Kurt Bond, The Lassiter, Theo, Thomas Biskup, Thomas Gibbs, Thorin 'SonOvThrain' Thompson, Tolcreator, Tom Burdak, Tomas K Fontanari, Tony Reyes, Tony Vasucci, Vicente Cartas Espinel, VieuxParigot, Walter S. Bledsaw, Wesley Ligon, WigglzMcFluff, William Roberts, WP, Xytras, Yurj Mancina, Zach "Normal" Brown, Zellgadis.

Champions

Alessandro "Khuzul" Petri, Alessio "bard against the darkmaster" Olivero, Daniele "Critico!" Magistro, Don Pierce, JJW Ford, Matthew Nevin, Midimarcus, Morgan Hazel.

Chosen Ones

Garrett Edward Spears, Ryan Kent.





Past ages of the world had left their scars upon the forest. The Starfall Wars had torn the lands millennia ago. On the plains below the valley, the last battle had been fought. Evil had been overthrown at the very gates of the dark city.

The ancient wars were now all but forgotten. History had become legend over the course of centuries. For it is the curse of Men and Dwarves and Elves that they forget.

A great, oily lake now filled the valley, surrounded by crumbled ruins. The dark city lay drowned and forgotten – lost beneath the black waters.

The centuries passed. But in its sleep, Evil regained its strength…

In the forest near the lake, the trees had become sick and stunted. Moving stealthily through the thorn brush came a tall, slender Elven maid – a woman armed with bow and blades. A face once made for laughter was now haunted by shadow. Long dark hair gleamed at her back – far darker than most Elven kin. She kept an arrow upon her bowstring, and carefully searched the undergrowth. Wilvarin, Flower of the Dusk, felt her skin creeping with a strange, unfocused dread.

The forest here seemed different now. Things had changed over the course of a year. The thorns seemed more tangled and more savage – the trees dark and strange. The silence here dragged horribly against her soul. There were no insects: no buzz of wings or movement in the weeds. No birds flew. The surface of the lake was as still as polished black obsidian.

She had parted with two comrades here a year ago: the aged wizard Nevynn, and Givatin the Dwarf. Each had gone to comb their homelands for clues, for something was stirring. It was as if an ancient disease had lain beneath the mud, the rocks and trees, and had changed things so infinitely slowly that the illness could not be seen or recognised.

They had gone forth to look at their own world with newly opened eyes, and Wilvarin had seen too much.

The ancient guard posts were abandoned, and the elves were gripped in a strange ennui. The Star Elves had withdrawn into a listless daze, given over to their dreams. Meanwhile, the people of the forests had become more and more clannish – fearful of all outsiders, and even suspicious of their own. Dark creatures stirred in the woods, and the lands were haunted by a strange, nameless fear. Gripped with a creeping sense of dread, Wilvarin had hurried back to this meeting place, knowing that she carried dire news.

The elf moved softly on into the ruin of an ancient tower.

Once, long ago, this place had been raised to watch over the wreckage of the drowned city. But the destruction of the city had been complete. Its terrible warlords had been locked in tombs that had been sealed forever with stone and spells. Its magics had gone, and the fell creatures had vanished, and so the tower had eventually been left to the care of the brambles. Wilvarin approached it now, passing the crumbled gate and keeping carefully to the shadows.

Parts of the watchtower had collapsed. Ruins were strewn through a maze of crackling thorn, but the ancient courtyard still was clear of weeds. A statue of an ancient king still sat here keeping watch over the valley with blank, eroded eyes. Wilvarin lay in hiding for a while, searching carefully. She had learned to be cautious of ruins in these days. Shadows might hide worse things than bears and wolves.

She crossed to the statue, and knelt quietly beside the base. A small rune had been scratched onto the stone: Givatin the sage had been here as he had promised. The grumbling old dwarf always moved with his raven. He was as much at home in fells and forest as in the wild hills of his home. Wilvarin touched the scratches, and then rose to look about the weeds and fallen stone.

Givatin had arrived. Where, then, was Nevynn?

A hollow in the nearby walls showed some trampled ground. The ashes of a campfire were there, along with a weather-stained old pack, and a blanket that had seen better days. The ashes were cold – but the stone beneath them was still faintly warm. The fire was less than a day old.

Wilvarin walked on.

She moved to the far side of the tower, where the fallen ramparts of the outer wall looked out over the terrible valley beyond. There were ruins two hundred yards away that showed new breaks in the stone.

A sound came on the wind: a faint tap, and then a scrape. In the dead silence, it was almost shocking. Wilvarin flattened herself against a stone wall, her heart inexplicably racing. She rolled her head, trying to hunt down the range and distance of the noise.

There was another stone nearby – a piece of fallen wall pitted by centuries of moss and rain. Givatin's rune was also carved here. But a second rune was there below it, scratched very faintly on the stone. Blood flecked the rune and spattered the weeds nearby.

It was a single word.

'Run'.

The scraping sound came again. The elf moved, running forward to kneel behind a stone with her bow drawn.

Something black moved on the ground ahead.

It was a raven – a huge bird all bloodied and torn. With its last strength, the bird was scraping a rune into the stone – the same as the other rune nearby. Wilvarin checked for danger, but saw nothing. She flitted forward, laid down her bow, and took the injured raven up into her arms.

It was Givatin's bird. Gold rings were about the bird's legs. She sang a song of healing to the creature, looking at its terrible injuries in dismay.

The raven's feathers had a horrible tracery across them – stark grey veins that seemed to score deep into its flesh. The grey tissue seemed stiff and dead. Blood flecked the bird's breast from a deep cut that was dull and grey…

But where was Givatin?

She wrapped the bird inside a fold of her cloak, and slung it against her breast. The creature had dragged itself through the ruins, leaving blood spatter behind it as it doggedly carved its runes. A few small flecks of blood were on the weeds outside the walls. Wilvarin moved forward towards the newly crumbled ruins, and saw that footsteps had cracked the dried thorns.

A boot print was in the dirt at the base of the rubble.

Wilvarin hesitated. She carried news that must be brought to the wise. But Givatin was a boon companion, and the wild elves did not take their oaths lightly.

She moved forward, checked behind her to make certain that she was alone, and then slipped on into the ruins. The injured bird stirred weakly, and Wilvarin soothed it with her hand.

The elf found herself at the edge of a vast, ancient hall that had been gouged into the stone. Tall, unlovely pillars had once held aloft a ceiling of rock slabs and earth. The ceiling had caved-in over the centuries. Light now filtered in through gaps in the roof up above.

The floor had been carved from the granite of the hillside. A great seal had been placed there by the hands of Elven sorcerers long ago. The seal was broken by a crack that ran clean through the rock. Blood from the raven had flecked both the near side and beyond, and scuff marks showed where booted feet had recently walked on across the floor. Wilvarin touched the seal and checked for any sign of magic, but there was none. Her skin prickling, she stepped across the crack, and moved silently on into the gloom.

There were dark alcoves at each side of the hall: tombs that had been gouged into the rock. Statues flanked each doorway – stiff, looming figures holding swords made of stone. Cowls covered their heads. The slabs that sealed the tombs had been broken, and the stones lay scattered at the statues' feet.

A faint sound came from the spaces far ahead. A slight crackle – like frost setting in a hard winter. The air became so cold that it burned the skin. Wilvarin's breath frosted as she silently moved into the hall.

Frost spread across the walls – running like cold, grey veins…

On a broken altar of stone at the far end of the hall, the body of Givatin the dwarf lay covered in rhime. A tracery of grey, dead veins ran all through his flesh. A bloody wound was through his breast. Wilvarin halted – and then the dead dwarf's head slowly turned towards her. Filmed eyes met hers with a last flicker of recognition.

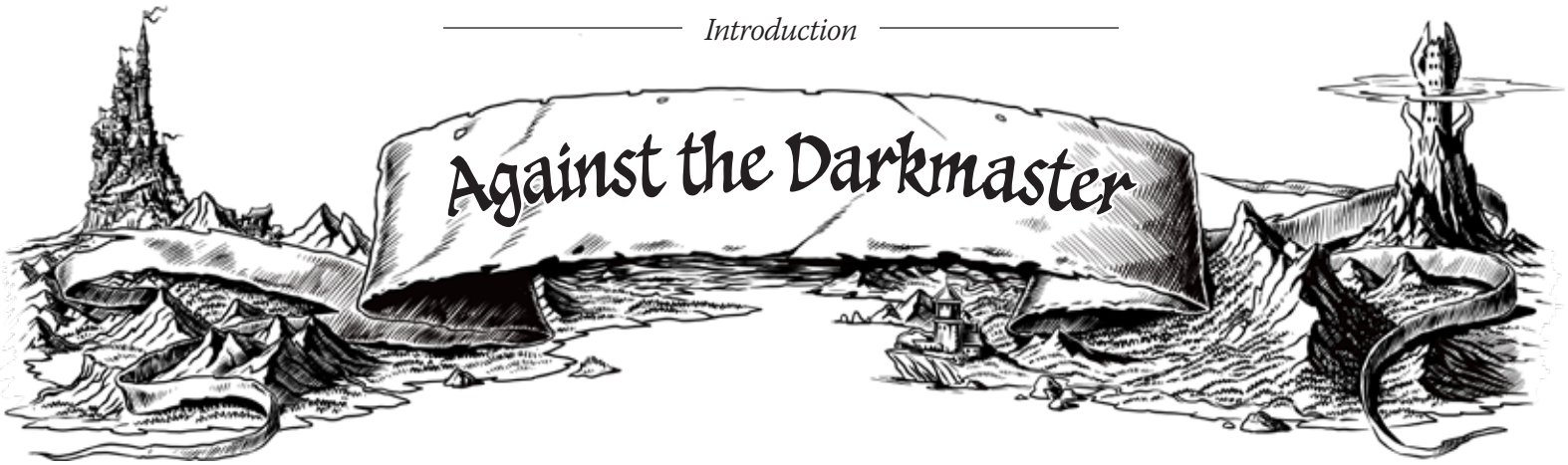
The dwarf raised one hand. In a voice made of hollows, Givatin spoke."Run".

The statues in the hall slowly turned their heads and gazed upon the elf. Frost cracked about them as they moved towards her.

Wilvarin turned and ran...







Against the Darkmaster (sometimes abbreviated as *VsD* i.e. "Versus the Darkmaster" throughout the text) is an Epic Fantasy tabletop role-playing game built for heroic actions, high adventure, and heavy metal combat.

If you don't know what a tabletop role-playing is, there are possibly better games that could serve you as an introduction to this fantastic hobby. You can find some of them in the Sources of Inspiration section below. To give you a very general idea about what we're rambling about, in a tabletop role-playing game (or RPG for short) players cooperate to tell a story in which they play the part of the main characters. It's like reading The Lord of the Rings, or watching an episode of Game of Thrones, only that you are one of the protagonists. You decide what your character does, and use the rules of the game to see what happens next.

Veterans of the RPG hobby will find many familiar elements in *Against the Darkmaster*. *VsD* is, in many senses, a very traditional RPG, paying homage to the games we at Open Ended Games grew up with. We surely owe a lot to those wonderful games, without which *Against the Darkmaster* wouldn't be. But you'll also find that we implemented those elements in a new way, shying away from classic dungeon-crawling and monster-bashing to emulate more closely the genre that inspired us.

We think those who remember those old games fondly or, like us, play them to this day, will appreciate this new spin on their old favorites. And we believe that those who didn't will come to love *Against the Darkmaster*'s fast and brutal combat, modular rules system, and character-driven mechanics, aimed at creating fantastic heroic tales together.

Whatever it is, we hope you all will enjoy playing *Against the Darkmaster* as much as we enjoyed writing it!

Setting

Against the Darkmaster isn't tied to a single fantasy world or setting, but it's written with a specific sub-genre of fantasy fiction in mind. It draws inspiration from the classic Epic Fantasy Sagas, like J.R.R. Tolkien's The Lord of the Rings, Robert Jordan's The Wheel of Time, or Lloyd Alexander's The Chronicles of Prydain.

We've tried to capture the feeling of those stories, embedding some of their core elements into the game system. It's a game where a few, valiant heroes stand together against the seemingly overwhelming power of Darkness; where simple farmers could grow to become the saviors foretold by prophecies; and where forgotten heirs of fallen dynasties could rise to gather the armies of the world under their banner.

Because of this, the adventures played with *Against the Darkmaster* are tied to a few basic principles or themes, upon which the game system is built.

Good vs Evil

Deep down, every *Against the Darkmaster* adventure is the tale of the battle of Good against Evil.

It doesn't matter if the PCs are helping the inhabitants of a small village to solve their local problems, or facing the undead horde of a Dark Mage threatening an entire kingdom. They're all part of a neverending cosmological struggle that has been raging since the dawn of time.

This doesn't mean that the world the characters live in is limited to a simplistic "black and white" morality. Between the two extremes many shades of gray exist. Even the most valiant hero may have a dark side, and a despicable villain may reveal unexpected redeeming qualities.

Against the Darkmaster is not a game about exploring underground labyrinths and slaying monsters for gold and coins. It's a game about becoming heroes by making hard choices, following your Passions despite the dangers, and standing against Evil no matter the cost.

The Darkmaster

Looming as a great shadow over the world is the dreadful menace of the Darkmaster: an immensely powerful being of pure Evil, banished to the formless Void beyond creation by the forces of Good when the Stars were still young.

Consumed by a boundless malice and an insatiable lust for power, the Darkmaster waits, brooding evil thoughts and conjuring up twisted schemes and centuries-spanning machinations. Should His plans come to fruition, the Darkmaster will break free from His prison, more powerful than ever, and the world will be plunged into eternal Darkness.

Ruins of Ages Past

The world of *Against the Darkmaster* is ancient, and has been ravaged by thousands of conflicts. Larger settlements are few and far between, separated by vast areas of untamed wilderness. The landscape is dotted with ruins, memories of a more civilized age. Some of them lie abandoned and forgotten, or are now home to ancient, eldritch powers, while others became infested by vicious creatures, turning into blighted strongholds of Evil.





Magic is Rare and Dangerous

Most of the people living in the world of *Against the Darkmaster* know, or at least suspect, that magic is real. They've all heard stories about talking trees and fire-breathing drakes. Tales about the enchanted songs of the elves, or about wizards who can call the lightning to strike their enemies and animists who summon the spirits to heal the sick.

Few of them, however, experience magic firsthand during their lives, and many have a superstitious fear of anything they deem "unnatural".

Those who wield sorcerous power practice their craft with caution, and often in secret, because they know that magic is a double-edged weapon, that can easily attract the attention of the Darkmaster and His minions.

The Gods Watch from Afar

In a distant age, powerful beings - that someone could have worshipped as gods - walked the earth, mingling with its inhabitants and guiding them with their wisdom. But those joyous days are long gone. For some reason, these beings left for their Immortal Lands, vowing never to interfere directly with the affairs of this world again. Their children are left to fend for themselves against the coming Darkness. Yet, some say they will return in the final days, to wage battle against the Darkmaster one last time.

Heroism & Hope

Despite the darkness and gloom, there is light in the world. *Against the Darkmaster* isn't a "grimdark" game. Victory against the forces of Evil may be difficult, but isn't impossible.

Heroes will find that there are still people willing to help them, people ready to fight for a good cause. They'll find unlikely allies and safe havens where the least they'll expect them, and triumph when all seemed lost.

Sometimes they will fail, or suffer tragedies and great losses. But as long as they're willing to learn from their journey and rise again, they'll find that the world of *Against the Darkmaster* is a world worth saving.

Sources of Inspiration

As we mentioned above, *VsD* is first of all an Epic Fantasy game. As such, it draws inspiration from the classic works of the masters of the genre, from J.R.R. Tolkien to Ursula K. Le Guin. It takes elements from the stories of Tad Williams, Terry Brooks, Margaret Weis and Tracy Hickman, Robert Jordan, and many others.

Besides these primary sources of inspiration, *Against the Darkmaster* also takes its cue from the great 70s and 80s fantasy movies that made a whole generation dream about distant worlds, great adventures, knights, princesses, swords, and sorcery.

Finally, think of *VsD* as a mix of all the above as seen through the eyes of a Heavy Metal fan. And when we say "Heavy Metal", we mean the classics. Artists like Ronnie James Dio, Blind Guardian, Manowar, and Iron Maiden. Lyrics and music bringing to life the very clash of steel against steel and the power of elemental fire and thunder. Listing everything that influenced the writing of *Against the Darkmaster* would be impossible, but below you'll find a few recommendations that we hope you'll find inspiring for your games.



Literature

- *Andrzej Sapkowski*: Sword of Destiny, The Last Wish
- *Brandon Sanderson*: Mistborn
- *David Eddings*: The Belgariad series
- *David Gemmel*: Drenai series
- *Eric Rücker Eddison*: The Worm Ouroboros
- *Evangeline Walton*: Mabinogion series
- *G.R.R. Martin*: A Song of Ice and Fire series
- *J.R.R. Tolkien*: The Hobbit, The Lord of the Rings, The Silmarillion
- *Joe Abercrombie*: The First Law trilogy
- *Katharine Kerr*: Daggerspell
- *Lloyd Alexander*: The Chronicles of Prydain series
- *M. Weis & T. Hickman*: Dragonlance Chronicles series
- *Mercedes Lackey*: Heralds of Valdemar series
- *Poul Anderson*: The Broken Sword
- *Raymond E. Feist*: The Riftwar Saga
- *Robert Jordan*: The Wheel of Time series
- *Robin Hobb*: The Farseer Trilogy
- *S.R. Donaldson*: The Chronicles of Thomas Covenant series
- *Tad Williams*: Memory, Sorrow, and Thorn series
- *Terry Brooks*: The Sword of Shannara trilogy
- *Ursula K. Le Guin*: Tales from Earthsea

Cinema

- *Clash of the Titans*, directed by Desmond Davis
- *Dragonslayer*, directed by Matthew Robbins
- *Krull*, directed by Peter Yates
- *Labyrinth*, directed by Jim Henson
- *Ladyhawke*, directed by Richard Donner
- *Legend*, directed by Ridley Scott
- *Princess Mononoke*, directed by Hayao Miyazaki
- *Star Wars*, directed by George Lucas
- *The Black Cauldron*, directed by T. Berman and R. Rich
- *The Dark Crystal*, directed by Jim Henson & Frank Oz
- *The Lord of the Rings*, directed by Ralph Bakshi
- *The Lord of the Rings*, directed by Peter Jackson
- *The Princess Bride*, directed by Rob Reiner
- *Willow*, directed by Ron Howard

Heavy Metal

- Amon Amarth
- Apocalypse Orchestra
- Avenged Sevenfold
- Blind Guardian
- Cirith Ungol
- Dio
- Dragonforce
- Gamma Ray
- Hammerfall
- Helloween
- Iced Earth
- Iron Maiden
- Judas Priest
- Manilla Road
- Manowar
- Mithothyn
- Mötörhead
- Nightwish
- Rainbow
- Rhapsody of Fire
- Savatage
- Stratovarius
- Stormwitch
- Virgin Steele
- Yngwie Malmsteen
- Warlord

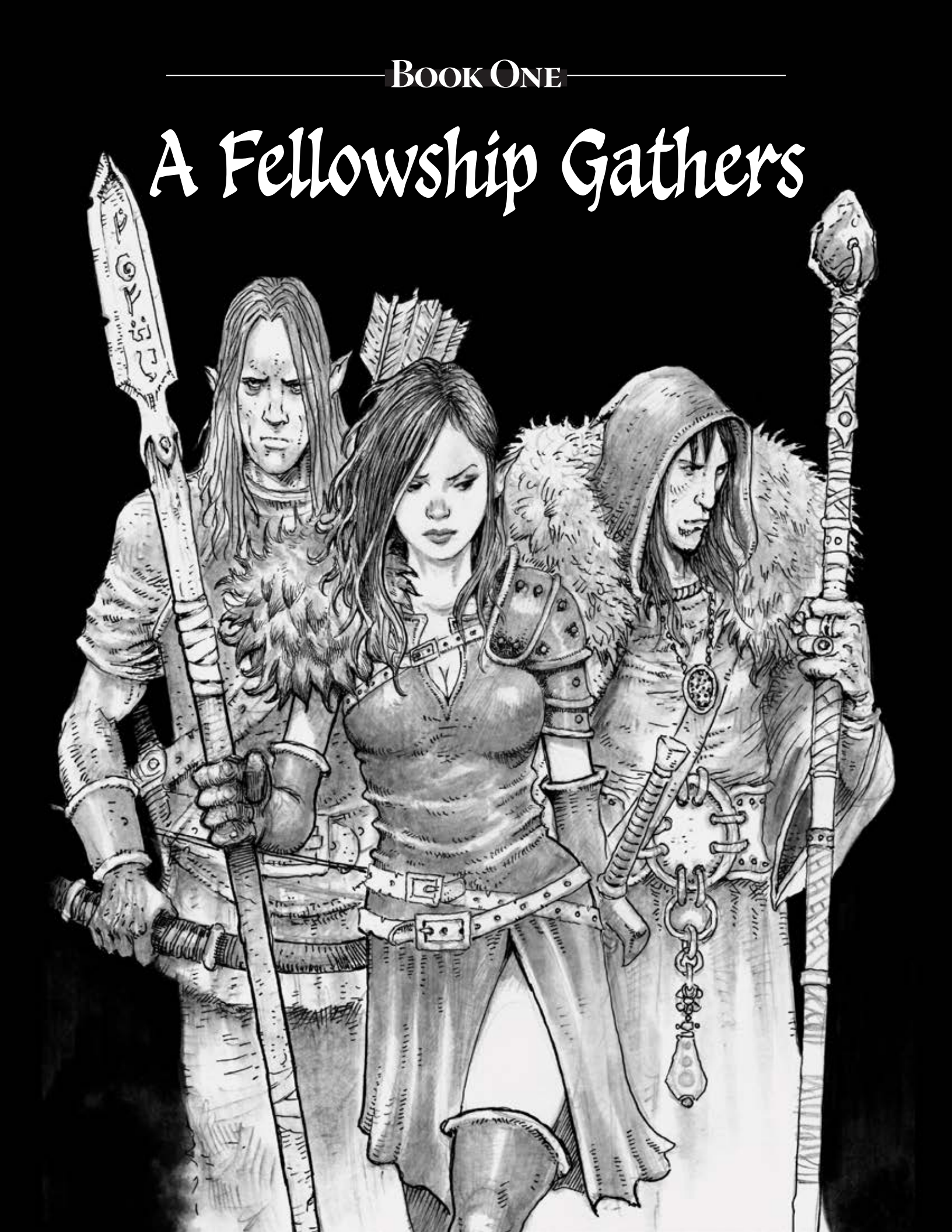
Other RPGs

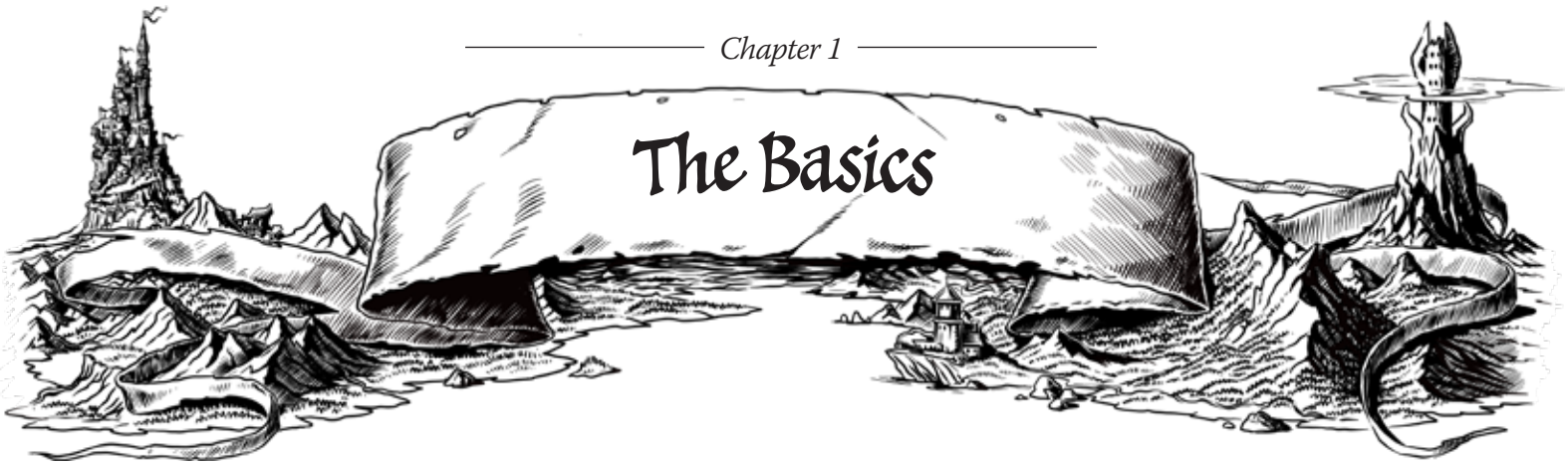
- *Advanced Dungeons & Dragons*, by Gary Gygax, TSR
- *Dungeons & Dragons 5e*, by Mike Mearls and Jeremy Crawford, Wizards of the Coast
- *King Arthur Pendragon*, by Greg Stafford, Arthaus Inc.
- *Middle-Earth Role Playing*, by S. Coleman Charlton, Iron Crown Enterprises
- *Ryuutama*, by Okada Atsuhiro, Matt Sanchez, and Andy Kitkowski, Kotodama Heavy Industries
- *The Burning Wheel*, by Luke Crane
- *The Mouse Guard Roleplaying Game*, by Luke Crane and David Petersen
- *The One Ring Roleplaying Game*, by Francesco Nepitello and Marco Maggi, Cubicle 7
- *Zweihander Grim & Perilous RPG*, by Daniel D. Fox, Andrews McMeel Publishing



Book One

A Fellowship Gathers





The Basics

To play the game you will need, well: pens (or, better yet, pencils), some sheets of paper, at least one copy of these rules, character sheets, and a set of ten-sided dice for each player. Oh, yes! And players, of course. You'll need at least two more people, besides you. One of you will take the role of the Game Master (or GM, for short), while the other players will control one Player Character (or PC) each.

The Players

As a player, you get to play one of the protagonists of your tale, one of the brave heroes that will shape the destiny of the world around them with their deeds. You will decide your character's actions, and are the only person at the table who can tell what your character feels or thinks. You've got some duties, too:

- Create a character invested in the events of the game and willing to take action;
- Pay attention to the game even when your character isn't directly involved;
- Be familiar with the rules needed to handle your character's primary abilities;
- Bring some pizza, snacks, or drinks for the game;
- Have fun and make sure everyone at the table is comfortable and enjoying themselves.

The Game Master

As the Game Master, you will describe the world the PCs interact with and impersonate the various secondary characters and villains they encounter. You'll also prepare the adventure scenarios and act as an impartial arbiter in the case of rules disputes. Your duties will be slightly different from those of the other players:

- Describe a vibrant, living world;
- Challenge the heroes and put them under the spotlight;
- Be familiar with the rules of the game and apply them impartially;
- Make sure the PCs are free to forge their own path, without arbitrary constrictions;
- Have fun and make sure everyone at the table is comfortable and enjoying themselves.

Your Tale

The game develops as a conversation between the GM and the players. The GM describes a situation, the players tell how their characters react to it, and the rules will help you determine how everything resolves.

As the game progresses, a story will unfold - the tale of your heroes and the world you've created.

Whoever your heroes are and whatever happens in the game, always remember that these are your tale and your world. Only you and the other players can decide what's in it and how it will end.

Dice and Dice Rolls

Against the Darkmaster uses only a couple of ten-sided dice (or d10) for any roll involved during the game.

d100 rolls

The vast majority of dice rolls will be percentile - or 1d100 rolls. This means rolling two ten-sided dice, possibly of different color, and counting one of them as the tens and the other as ones (of course deciding before rolling which die will be the tens, and which the units).

So, a roll showing up a "5" on the tens die and a "7" on the units die will read as a "57"; a "3" and a "9" as a "39" and "0" and a "4" as a "04" - or simply "4".

The exception to this is a double zeroes, which does not read as a "0" but instead as a "100".

This way, the two dice combined produce any result within the 1 and 100 range.

d10 rolls

Another type of dice roll in *VsD* will be simply d10 rolls. When you read "roll #d10", it means rolling # number of ten-sided dice and adding the results together.

For example, a "3d10" wording means rolling three ten-sided dice and if they come up with a "5", "4", and "9", the final result will be "18".

d5 rolls

In some occasions, you might be prompted do roll a d5, which would be a 5-sided dice. To do so, simply use a d10, reading results of 1-2 as a one; 3-4 as a two; 5-6 as a three; 7-8 as a four; and 9-10 as a five.

Types of Dice Rolls

There are four main types of Rolls in *VsD*:

Skill Rolls are used when a character is trying to accomplish a task of some kind, using their own skills and capabilities.

Save Rolls permit characters to resist the nefarious effects of Spells, poisons, and other perils they may encounter in their adventures.

Attack Rolls are made when a character assaults another with a weapon, an unarmed attack, or by casting a Spell.

Spell Casting Rolls are called when a character channels the mystical energies necessary to weave a Spell.

This rulebook will tell you everything you need to know about these four types of Rolls and how they are used in play.

Unmodified Rolls

Sometimes, when rolling the dice, the rules will state that something happens on a particular Unmodified Roll. This means the numbers shown on the dice rolled, without applying any bonus or modifier.

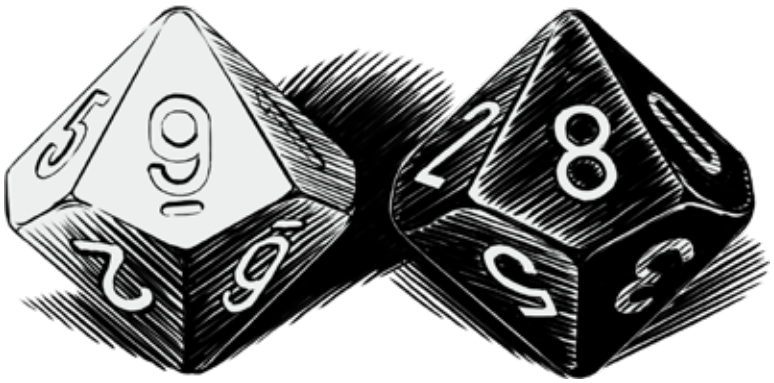
The effects of Unmodified Rolls must be applied first and precede any other result or effect during a dice roll resolution.

Open-Ended Rolls

When the game rules call for an Open-Ended Roll, it means that if you obtain an Unmodified Roll between 96 and 100 on your d100, you must pick up the dice and roll again, adding the new result to the first one. If this roll is 96 or more too, you must keep on rolling and adding together the results until your dice land on a result of 95 or less.

On the other hand, if your dice come up with an Unmodified Roll between 01 and 05, you'll have to roll again and subtract the new roll from the first. If this second roll is 96 or more, you'll have to roll a third time, again subtracting the result from the first two, repeating this process until you get a result of 95 or less

Example: Tom rolls a 3 in a Open-Ended Roll, meaning he'll have to roll the dice again, subtracting the new result from the first. The dice land on a 54, for a total result of -51.



Creating a Character

Before the game can begin, players will have to create their characters, the heroes of the adventures you're going to play. This section will guide you through the character creation process, and illustrate the various elements that make a character in *Against the Darkmaster*.

Character Creation Checklist

To create your Player Character, you first need an idea of the kind of character you want to play. Will it be a proud Dwarven battle-maiden? A noble-born initiate of the arcane arts? A quick-witted Halfling burgl... ehm, adventurer?

You can model your hero on one of your favorite fictional characters, or come up with your own concept.

Once you've got a general idea, you can start the character creation process, which is essentially made of 7 steps.



Example: Nik is starting a new campaign and needs to create a character for tonight's game session. He decides that he wants to play a mysterious and mercurial Elven wizard, so he pulls out a character sheet and starts by looking at the steps in the Character Creation Checklist.

1. Generate your Stats

Generate your character's Stats (p. 15) by one of this different methods:

- Generate six values using the Random Stat Roll Table, and assign them to your character's stats as you see fit.
- Distribute 50 points between your stats in slots of 5 (minimum 0, maximum 25).

2. Choose your Kin and Culture

- Choose your character's Kin (p. 18), modify your Stats accordingly, and take note of your Kin Special Traits.
- Choose your character's Culture (p. 44), assign your Cultural Skill Ranks, and pick your Outfitting Options.

3. Choose your Vocation

- Choose your character's Vocation (p. 62) and distribute your Development Points (DP) to buy your Skills (p. 70).

4. Background and Equipment

- Determine your character's Background Options (p. 86).
- Take note of your charcter's starting gear and possessions (p. 99).

5. Calculate Derived Attributes

- Move Rate, Defense, Save Roll bonuses, etc (p. 98).

6. Choose your Passions

- Choose your character's Passions (p. 100).

7. Name your Character

- Choose a name for your character and start adventuring *Against the Darkmaster*!

Stats

Characters in *Against the Darkmaster* are defined by a set of six Stats, which measure their intrinsic capabilities and basic strengths or flaws.

Each Stat has an associated **Stat Value**, which can be positive or negative, and tells you how good a character is in a particular field. A high value will give the character an advantage in all Skills governed by that Stat. A low or negative value, on the other hand, means the character will have to work harder in order to achieve excellence in that area.



Stats Description

Brawn (BRN)

Measures a character's muscular strength and physical power. A character with a high **BRN** Stat will generally have a good aptitude with melee weapons, and will tend to be good in activities like running, climbing, or lifting heavy weights.

Swiftness (SWI)

Is the measure of a character's dexterity, speed, coordination, balance and general agility. Characters with a high **SWI** Stat will evade attacks more often, will find hitting their mark with ranged and light weapons easier, and be good at tasks like moving without being heard or jumping over obstacles.

Fortitude (FOR)

Is the measure of a character's resistance and vigor. Characters with a high **FOR** Stat will be better able to endure the effects of fatigue, pain, poison, disease, and will be more difficult to knock out.

Wits (WIT)

Measures a character's reasoning, cleverness, mnemonic ability, and mental agility. Characters with a high **WIT** Stat will tend to excel in academic subjects or at tasks requiring ingeniousness and quick thinking, and will find it easier to outsmart or trick their enemies.

Wits also modifies the number of Magic Points a Wizard character gains at each Level. See the *Magic* chapter for more.

Wisdom (WSD)

Measures a character's empathy, intuition, willpower, awareness and attention to detail. Characters with a high **WSD** Stat will usually be more perceptive and will more often resist the effects of fear and evil magic.

Wisdom also modifies the number of Magic Points an Animist character gains at each Level. See the *Magic* chapter for more.

Bearing (BEA)

Is a measure of a character's presence, charisma, and social influence. Characters with a high **BEA** Stat will find it easier to impose their will on others, influence someone else's opinion, or captivate an audience with their words.

Bearing also modifies the number of Magic Points characters that are neither Animists nor Wizards gain at each Level. See the *Magic* chapter for more.

Generating Stats

There are two methods of generating a character's Stats: **Random Stat Roll** or **Point Buy**. The group must choose one method before the game begins and use it for all characters.

Random Stat Roll

With this method, players roll a d100 six times on the following table to generate the Stat Values for their characters, then assign one of the six results to each of their Stats as they see fit.

By using this method, each character should start with six Stat Values, ranging from -20 to +35.

Random Stat Rolls Table

Roll	Stat Value	Roll	Stat Value
01	-20	**60-68**	+10
02-05	-15	**69-77**	+15
06-14	-10	**78-86**	+20
15-23	-5	**87-95**	+25
24-50	+0	**96-99**	+30
51-59	+5	**100**	+35

[1.1]

Best of Twelve

The Random Stat Roll method is risky but rewarding. Characters generated with it could end up with really high Stats Values, but also with with negative Values in some Stats. This is the "hardcore" system many long-time RPG players may prefer.

If your group agrees, however, you can opt to use a less punishing rule: roll a d100 twelve times, keep six results of your choice, and arrange them as you see fit.

Be warned that this option tends to produce really powerful characters!

Point Buy

Alternatively, if the group dislikes the idea of determining the characters' Stats randomly, or if the players already have a certain concept for their characters in mind, they can choose their characters' Stats by distributing 50 points (in slots of 5 points each) among them as they see fit.

If this method is chosen, no Stat may be given a starting value higher than 25 or lower than 0. Some examples of Stat Values arrays generated with this method are given below:

+20, +15, +10, +5, +0, +0

+25, +20, +5, +0, +0, +0

+10, +10, +10, +10, +5, +5

You can use any one of these pre-generated arrays of stats, instead of distributing the points, should you prefer.

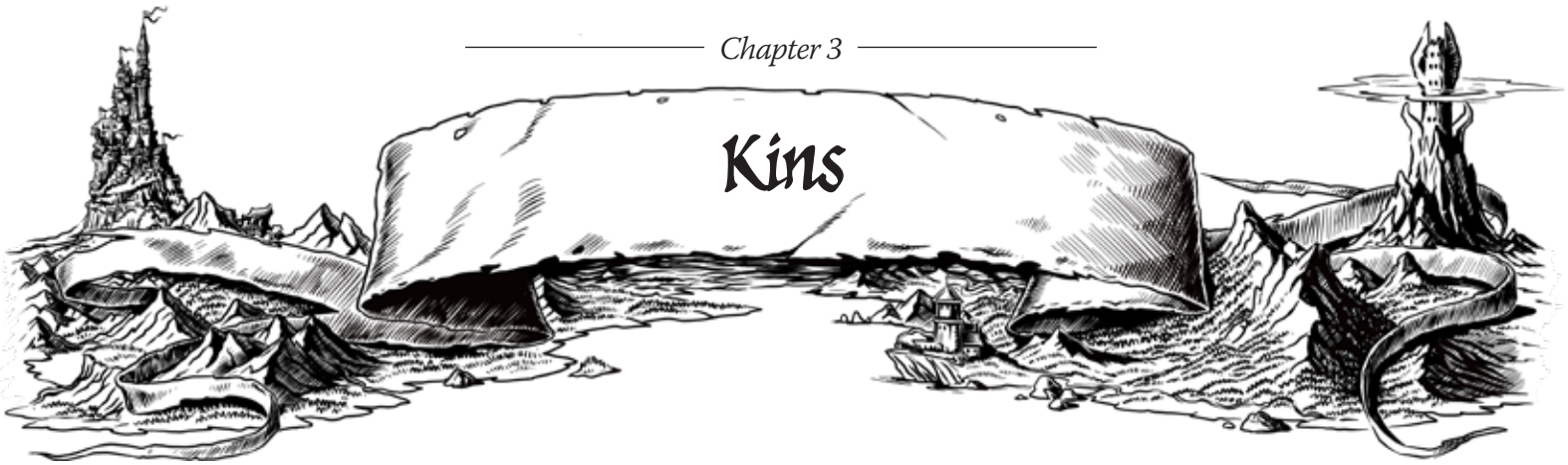
This method tends to produce well-balanced and skilled characters. On the other hand, it can lead to a min-maxing attitude that many veteran players may be familiar with, producing one-dimensional characters.

Example (continued): The first thing Nik needs to determine are his character's Stats.

Nik's group is using the Point Buy rules for Stat generation, so he's got 50 points to distribute among the 6 Stats, and chooses to invest them like this:

Brawn 0, Swiftness 10, Fortitude 0 , Wits 25, Wisdom 5, Bearing 10





Kins

The world of *Against the Darkmaster* is inhabited by many different Kins. Fair and otherworldly Elves, stocky Dwarves, massive Trolls, stunted Orcs, nimble Halflings, and Men coexist next to each other, even if not necessarily in a peaceful way. Kin determines characters' general appearance, influences their Stat Values, and gives them special abilities related to their ancestry. Players must choose their Kins during character creation, right before selecting their character's Vocation.

Available Kins

Kin choice also depends on the setting and campaign. In some game worlds, certain Kins may not exist, or be a poor choice for a Player Character (for example, it would be hard to justify the presence of Orcs and Trolls among the ranks of the heroes, in a setting where they are traditionally viewed as enemies by all the other Kins); while certain campaigns could require the characters to belong to a specific Kin (for example, if you decide to play a campaign set in an isolated underground Dwarven kingdom). Always check Kin availability in the campaign with the GM and the other players before making your character.

Kin Modifiers Table

Kin	BRN	SWI	FOR	WIT	WSD	BEA	HP	Max HP	MP	TSR	WSR	BPs	WL
Dwarf	+5	-5	+15	+0	+5	-5	40	150	+0	+20	+20	4	+1
Halfling	-20	+15	+10	+0	+5	+0	20	100	+0	+10	+35	5	+1
Man	+5	+0	+0	+0	+0	+0	30	120	+0	+0	+0	6	+0
Wildfolk	+5	+5	+10	+0	+10	-5	30	150	+1	+0	+0	4	+0
High Man	+10	+0	+10	+0	+0	+5	35	150	+1	+5	+0	4	+1
Half-Elf	+5	+5	+5	+0	+0	+5	25	120	+2	+5	+0	4	+1
Dusk Elf	+0	+10	+0	+5	+0	+5	25	120	+3	+10	+0	3	+1
Silver Elf	+0	+10	+5	+5	+5	+10	20	120	+4	+10	+0	3	+1
Star Elf	+0	+15	+10	+5	+10	+15	20	120	+5	+10	+0	2	+1
Half-Orc	+5	+0	+10	+0	+0	-5	30	120	+0	+5	+0	5	+0
Orc	+5	+0	+15	+0	-5	-10	35	120	+0	+10	+0	4	+0
Stone Troll	+20	-10	+15	-15	-10	-10	60	250	+0	+30	+0	3	+0
Firbolg	+15	-5	+5	+0	-10	+5	50	200	+1	+0	+10	1	+1

[1.2]

Kin Modifiers

Each Kin grants a series of modifiers to a character's statistics, as shown in the **Kin Modifiers Table [1.2]**.

BRN, SWI, FOR, WIT, WSD, BEA: These modifiers are applied directly to the corresponding Stat Value of the character belonging to this Kin. Players should note these on their Character Sheet, altering their Total Stat Values accordingly.

HP: this number is added to the character's total starting Hit Points.

Max HP: Characters can never have more HPs than the value shown on this column for their Kin.

MP: This is the number of additional Magic Points the character gains at first Level as one-time bonus.

TSR: This is added as a bonus to the character's Toughness Save Rolls.

WSR: This is added as a bonus to the character's Willpower Save Rolls.

BPs: The number of Background Points the character can spend to buy Background Options, as explained in the Background chapter.

WL: The Wealth Level the character starts with.

Special Traits

Characters gain a series of Special Traits, which reflect particular abilities common to members of their Kin. Players should take note of their Special Traits on their character sheets.

Suggested Cultures

Here are listed the Cultures a typical member of a Kin usually belongs to. Player Characters can belong to different Cultures than those suggested here, as long as everyone at the table agrees with the choice.

Starting Wealth Level

This is the Wealth Level a character from a Kin starts with. Add this to the character's cultural starting Wealth Level to determine their total WL, as described in the *Equipment and Wealth* chapter.

Background Options

This is the number of Background Points a character from a Kin can spend to buy Background Options, as explained in the Background chapter.

Example (continued): Nik already knows that he's going to play an elf, and by looking at the Kin descriptions he decides that Dusk Elves are what would fit his character concept best. The Dusk Elves' Kin Modifiers bring his character's Stats to:

- ***Brawn 0***
- ***Swiftness 20***
- ***Fortitude 0***
- ***Wits 30***
- ***Wisdom 5***
- ***Bearing 15***

While taking note of the Dusk Elves' Special Traits on his character sheet, Nik notices that their Lithe and Graceful trait requires Dusk Elves character to assign one of their three highest Stat Values to their Bearing. Luckily, Bearing already is his third highest Stat, so he doesn't have to rearrange his character's Stats to play a Dusk Elf. He finishes writing down the rest of the Special Traits and goes on to the next step.



Man

The Mannish race is the most numerous and adaptable of all Kins. Men of all sizes and colors can be found through the land, valiantly struggling against the forces of the Darkmaster, and even serving under His rule, either willingly or as slaves to His ruinous power.

BRN	SWI	FOR	WIT	WSD	BEA
+5	+0	+0	+0	+0	+0
HP	**MP**	**TSR**	**WSR**	**BPs**	**WL**
30	+0	+0	+0	6	+0

Special Traits

- *Specialization*: Men get a +10 bonus to any one Skill of their choice.

Suggested Cultures: Any but Deep, Fey, or Marauding
Starting Wealth Level: 0
Background Options: 6 Background Points.



High Man

The High Men are the last survivors of a rare and ancient Mannish Kin. They're said to be the last descendant of the forefathers of all Men, forced to flee from their crumbling empire centuries ago.

They tend to be taller and more muscular than common Men, often surpassing 190 cm in height and usually weighing around 100 kg.

They have either very fair or dark skin tone; dark hair; and hazel, blue, or green eyes.High Men are long-lived, probably because they have some traces of Elven blood in their veins, living an average of 200 years, and in rare instances even surpassing 300 years of age.

BRN	SWI	FOR	WIT	WSD	BEA
+10	+0	+10	+0	+0	+5
HP	**MP**	**TSR**	**WSR**	**BPs**	**WL**
35	+1	+5	+0	4	+1

Special Traits

- *Imposing*: High Men get a +15 bonus to their Charisma Skill.

Suggested Cultures: Noble, City, or Seafaring
Starting Wealth Level: 1
Background Options: 4 Background Points.



Dwarf

Legends say Dwarves were born from stone, sculpted to life from their gods at the beginning of time. Surely, Dwarves seem to have an affinity with stone, or to have at least inherited some of its resistance and durability.

Dwarves are short and stout, usually just around 140 to 150 cm in height, but often weighing as a much taller, full grown man. They tend to have muscular arms, strong legs and barrel-bellied bodies. Adult males have very long, curly beards, often worn in braids.

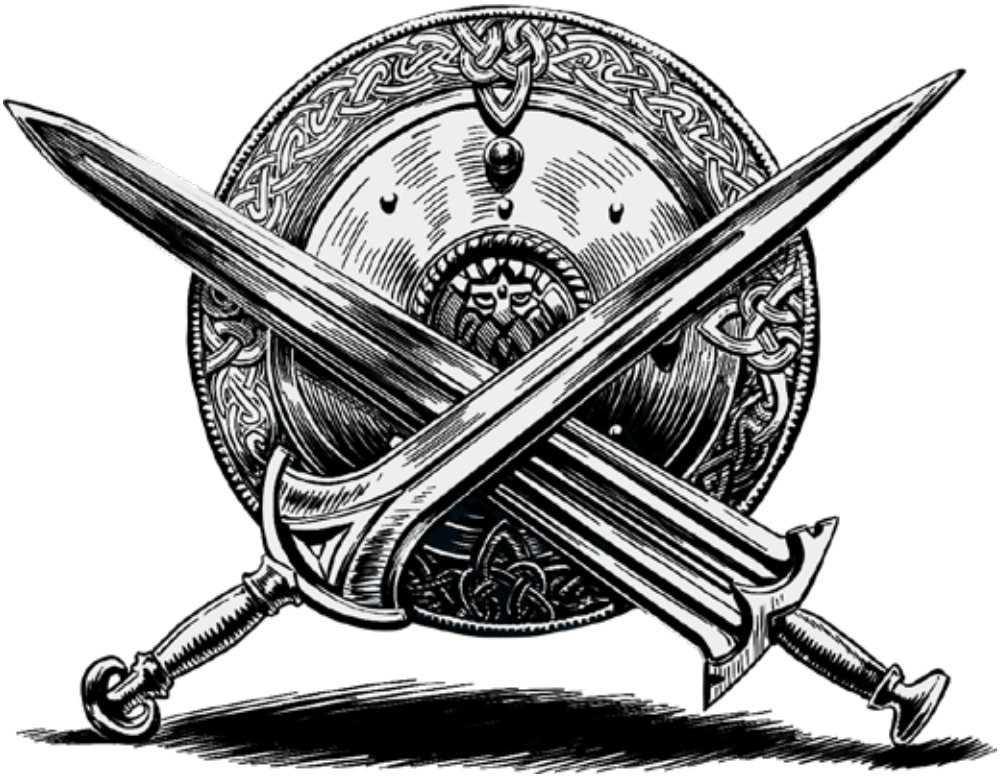
They have incredibly long lifespans and, while not immortal as the Elven Kins, they can live over 300 years. This tends to influence their worldview and temperament, which members of the shorter-lived Kins often find somber and brooding.

BRN	SWI	FOR	WIT	WSD	BEA
+5	-5	+15	+0	+5	-5
HP	**MP**	**TSR**	**WSR**	**BPs**	**WL**
40	+0	+20	+20	4	+1

Special Traits

- *Dark Sight*: Dwarves can see up to 30 m in Dim Light (treating the first 15 m as if they were standing in Bright Light); and up to 3 m in Total Darkness.
- *Forgekin*: Dwarves get a +30 bonus to their Save Rolls and Defense against heat and cold attacks, and to all their Rolls to work metals, stone, and gems, and to craft items using these materials. Additionally, any metal item successfully created by a Dwarf will always be at least of High Quality.
- *Stoneborn*: Dwarves cannot swim, but get a +20 bonus to their Nature and Wandering Rolls while underground.
- *Superstitious*: Dwarves can't be Wizards, Champions or Dabblers.

Suggested Cultures: Deep, Hill, or Weald.
Starting Wealth Level: 1
Background Options: 4 Background Points.





Halfling

Halflings are a diminutive people, even smaller than Dwarves. Even if they tend to be fat or pudgy, they're surprisingly nimble, and possess an uncanny, almost magical, ability of disappearing from sight and moving unheard. Their skin tones have the same range and variety of those of the Mannish Kin, but their hair tends to be curly more often than not. While male Halflings rarely grow beards, they have big, hairy feet, of which they're often very proud.

Halflings live slightly longer than Men, but somehow manage to maintain a joyous, almost childish, disposition for most of their lives.

For some reason, Halflings seem to be impervious to magic. They have great difficulties in learning and understanding Spell Lores, and tend to resist magical effects more easily than the other Kins. No one really knows the reason behind this magical incompatibility, but up to now, no Halfling mage was ever born.

BRN	SWI	FOR	WIT	WSD	BEA
-20	+15	+10	+0	+5	+0
HP	**MP**	**TSR**	**WSR**	**BPs**	**WL**
20	+0	+10	+35	5	+1

Special Traits

- *Diminutive*: Halflings are of Small Size and count only as half a group member (rounding up) for the purpose of calculating their group's size when Camping.
- *Nimble*: Halflings get a special +20 bonus to their Stealth and Acrobatic Skills.
- *Sure-Shot*: Halflings get a special +10 bonus to their Ranged Skill.
- *Second Breakfast*: Halflings double their HP recovery for the day if they manage to have a lavish meal (a real meal, not rations!) before resting.
- *Superstitious*: Halflings can't be Wizards, Champions, or Dabblers.

Suggested Cultures: Pastoral

Starting Wealth Level: 1

Background Options: 5 Background Points.





Half Elf

Half Elves are a rare and wonderful combination of the best virtues of the Elven and Mannish Kins. Half Elves are born either from an elf and human parent or from half-elven parents, since the Elven blood is very resilient and takes generations to be diluted. Half Elves can be found in both Elven communities (where they are generally considered Elves to all effects) and in Mannish society, where instead they can have a hard time integrating since their Fey nature separates them from most Men.

Physically, Half Elves vary a lot as do their human ancestors; however they all share the fair complexion, slightly pointed ears and sparkling eyes of their Elven half. Males sometimes grew beards when living between humans to better blend among them.

BRN	SWI	FOR	WIT	WSD	BEA
+5	+5	+5	+0	+0	+5
HP	**MP**	**TSR**	**WSR**	**BPs**	**WL**
25	+2	+5	+0	4	+1

Special Traits

- *Star Sight*: Half Elves can see in natural moonlight or starlight as if it were day, and up to 30 m in Dim Light (treating the first 15m as if they were standing in Bright Light).
- *Elven Ancestry*: Half Elves are incredibly long lived, if they ever die of old age at all. They are very resistant to disease (+50 to their Toughness Save Rolls against sickness and disease), and impervious to the effects of natural cold (gaining a +5 bonus against any Cold-based threat). Additionally, they need to sleep for only 4 hours to gain the benefits of a night's rest.
- *Specialization*: Half Elves get a +10 bonus to any one Skill of their choice.

Suggested Cultures: Fey, Noble, or Seafaring
Starting Wealth Level: 1
Background Options: 4 Background Points.





Silver Elf

Silver Elves are fair and proud, wise, and industrious. Eons ago, they traveled aboard their white vessels through the Dividing Sea and reached the Immortal Lands, where they settled and lived alongside other Elven Kins at the court of the Gods themselves. At one time, however, they grew nostalgic of the Middle Lands that once they called their home, and refused to stand along the Star Elves against the Gods. So they sailed back to the Middle Lands and built their majestic cities, atop the highest mountains or deep in the forests. Since then, they tried to live in peace with all the Elven Kins, and often guided their cousins, the Dusk Elves. They stood countless times against the Darkmaster's hordes, defending their lands and the Free Peoples from the Darkness.

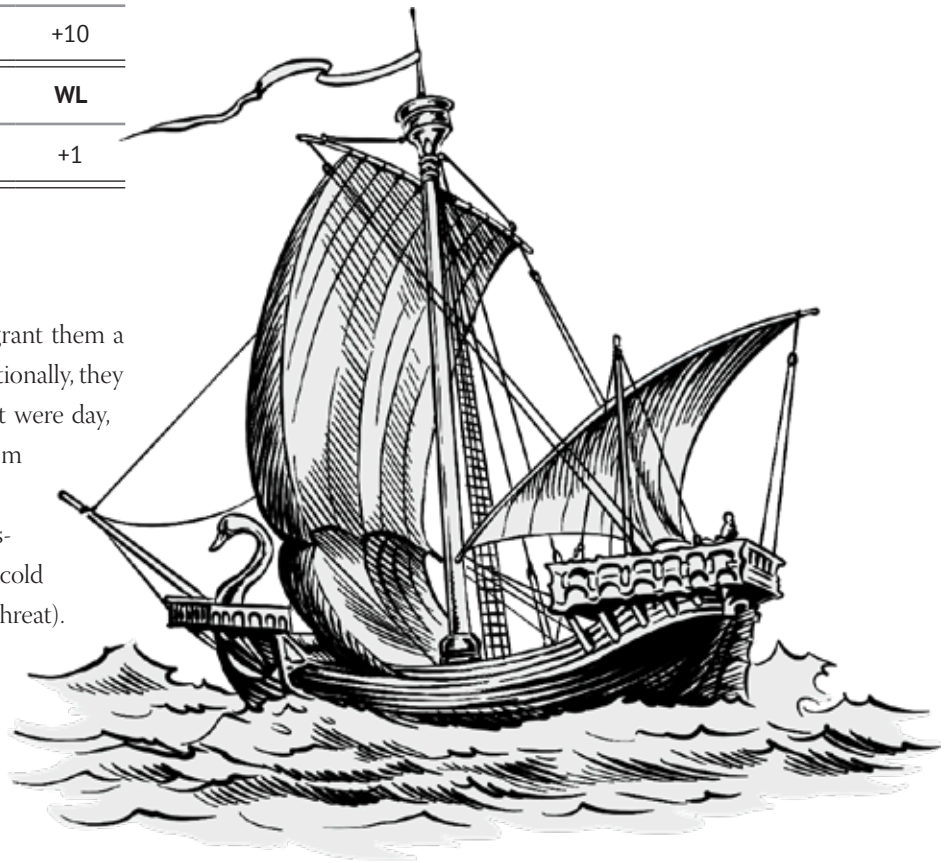
Silver Elves are taller and lighter than most Men, males averaging 190 cm in height. They usually have fair complexion and skin, pointed ears and blonde, silver, or white hair with blue, green, golden, silver, or violet eyes. They prefer silver, light blue, and white clothes.

BRN	SWI	FOR	WIT	WSD	BEA
+0	+10	+5	+5	+5	+10
HP	**MP**	**TSR**	**WSR**	**BPs**	**WL**
20	+4	+10	+0	3	+1

Special Traits

- *Keen Senses*: Elves have superior senses that grant them a special +10 bonus to their Perception Skill. Additionally, they can see in natural moonlight or starlight as if it were day, and up to 30m in Dim Light (treating the first 15 m as if they were standing in Bright Light).
- *Immortal*: Elves do not age, are immune to disease, and are resistant to the effects of natural cold (gaining a +10 bonus against any Cold-based threat). They don't need to sleep, and will gain the benefits of a night's rest simply by meditating for 3 hours.
- *Light-Footed*: Rough Terrain does not affect the movements of Elves, as long as they are unencumbered and wearing light or no armor. Additionally, each elf counts only as half a group member (rounding up) for the purpose of calculating their group's size when Camping.
- *Shipwrights*: Silver Elves are renowned sailors, and gain a +20 bonus to all their Rolls made to build, repair, or pilot ships.
- *Fair and Wise*: Silver Elves must assign one of their two highest Stat Values to their Bearing before Kin Modifiers are applied. They also get a special +10 bonus to their Songs & Tales and Charisma Skills.
- *Lore of the Ages*: Silver Elves gain access to two Kin Spell Lores: Elven Lore and Spell Songs (see *Magic* chapter for more information about Kin Spell Lores). They also gain 2 ranks to distribute among these Spell Lores as they see fit.

Suggested Cultures: Fey or Seafaring
Starting Wealth Level: 1
Background Options: 3 Background Points.





Dusk Elf

Among the Elven Kins, Dusk Elves are the most closely tied to the mortal world. Unlike the other Elves, they never traveled to the Immortal Lands, preferring to roam free in the wilderness rather than follow their brethren. For this reason, they are sometimes called Wild Elves and seen as somewhat rustic and unrefined by their cousins, the Silver and Star Elves - while still having sophisticated culture and society compared to most Men.

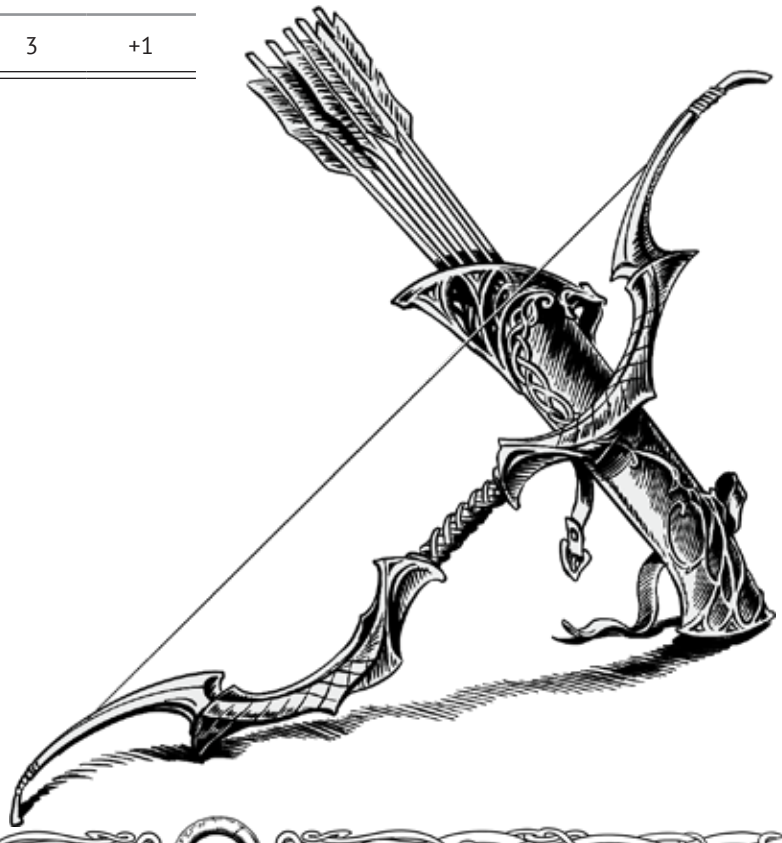
Dusk Elves have slightly pointed ears and are tall and slender, averaging around 180 cm of height, but usually weighing far less than a Man of the same size. They tend to have a ruddy complexion, sandy or golden hair, and green or blue eyes.

Special Traits

- *Keen Senses*: Elves have superior senses that grant them a special +10 bonus to their Perception Skill. Additionally, they can see in natural moonlight or starlight as if it were day, and up to 30m in Dim Light (treating the first 15 m as if they were standing in Bright Light).
- *Immortal*: Elves do not age, are immune to disease, and are resistant to the effects of natural cold (gaining a +10 bonus against any Cold-based threat). They don't need to sleep, and will gain the benefits of a night's rest simply by meditating for 3 hours.
- *Light-Footed*: Rough Terrain does not affect the movements of Elves, as long as they are unencumbered and wearing light or no armor. Additionally, each elf counts only as half a group member (rounding up) for the purpose of calculating their group's size when Camping.
- *Sure-Shot*: Dusk Elves get a special +10 bonus to their Ranged Skill.
- *Lithe and Graceful*: Dusk Elves must assign one of their three highest Stat Values to their Bearing before Kin Modifiers are applied. They get a +10 bonus to their Acrobatics skill, and a +20 bonus to their Stealth Rolls in any natural environment.

BRN	SWI	FOR	WIT	WSD	BEA
+0	+10	+0	+5	+0	+5
HP	**MP**	**TSR**	**WSR**	**BPs**	**WL**
25	+3	+10	+0	3	+1

Suggested Cultures: Fey or Woad
Starting Wealth Level: 1
Background Options: 3 Background Points.





Star Elf

Star Elves are the more ancient, the proudest and fairest of all the Elven Kins. They've been created and awakened by the Gods in the south-eastern Middle Lands when there were still neither Sun nor Moon; instead the sky was lighted by a billion silver stars - hence their name. They have always been the dearest Kin to the Gods, having been created in their image and likeness and having inherited almost all their best - and worst - qualities. When the Gods invited them, they sailed across the Sea to live by their side as peers. However, some of the proudest of them grew envious of the Gods, and begun a strife against the Gods and the other Elven Kins. After the war ended with countless lives lost, those of them that remained faithful to the Gods preferred to sail back to the Middle Lands and settle there. They tried to live in peace with the other Elven Kins, but their arrogance was never really forgiven and they're still not fully trusted. They also tend to have a haughty attitude of contempt for all other Kins, which they consider inferior to themselves.

Star Elves are incredibly tall, males averaging 200 cm or more, and slender as other Elves, but possibly more muscular. They have incredibly deep and wise eyes, and their stare is often deemed disquieting by members of other Kins. Star Elves prefer golden, silver, purple, white, and black clothes.

BRN	SWI	FOR	WIT	WSD	BEA
+0	+15	+10	+5	+10	+15
HP	**MP**	**TSR**	**WSR**	**BPs**	**WL**
20	+5	+10	+0	2	+1

Special Traits

- *Keen Senses*: Elves have superior senses that grant them a special +10 bonus to their Perception Skill. Additionally, they can see in natural moonlight or starlight as if it were day, and up to 30m in Dim Light (treating the first 15 m as if they were standing in Bright Light).
- *Immortal*: Elves do not age, are immune to disease, and are resistant to the effects of natural cold (gaining a +10 bonus against any Cold-based threat). They don't need to sleep, and will gain the benefits of a night's rest simply by meditating for 3 hours.
- *Light-Footed*: Rough Terrain does not affect the movements of Elves, as long as they are unencumbered and wearing light or no armor. Additionally, each elf counts only as half a group member (rounding up) for the purpose of calculating their group's size when Camping.
- *Star-Blessed*: The fairest of all the Elven kindred, Star Elves must assign their highest Stat Value to their Bearing before Kin Modifiers are applied. They also get a special +20 bonus to their Arcana, Songs & Tales, and Charisma skills.
- *Lore of the Ages*: Star Elves gain access to two Kin Spell Lores: Elven Lore and Spell Songs (see *Magic* chapter for more information about Kin Spell Lores). They also gain 2 ranks to distribute among these Spell Lores as they see fit.

Suggested Cultures: Fey or Noble
Starting Wealth Level: 1
Background Options: 2 Background Points.





Wildfolk

The Wildfolk, also called Leshak or Leshy, are a mysterious Kin with close connections to the spirits of Nature. Some say they are the descendants of those who forsook civilization, taking refuge in the wild at the dawn of time. Others claim that they are the children of an ancient king and a spirit of the forest.

Wildfolk are short and stocky, but move with surprising speed and agility. They tend to have long beards and bushy, unkempt hair. They have large, flat noses, and strikingly green eyes, that seem to glow like those of a cat in dim light.

BRN	SWI	FOR	WIT	WSD	BEA
+5	+5	+10	+0	+10	-5
HP	**MP**	**TSR**	**WSR**	**BPs**	**WL**
30	+1	+0	+0	4	+0

Special Traits

- *Woodcrafty*: Wildfolk get a special +15 bonus to their Nature and Wandering Rolls to forage and navigate in woods, forests, jungles, and similar terrains. Additionally, each Wildfolk counts only as half a group member (rounding up) for the purpose of calculating their group's size when Camping.
- *Bloodhound*: Wildfolk are master trackers and their noses are incredibly sensitive. They gain a +25 bonus to Hunting Rolls made to track their prey, and a +10 to their Perception skill.
- *Animal Empathy*: Wildfolk's connection with the spirits of Nature grant them a basic understanding of animal behaviour. They instinctively understand the emotional state (nervous, hungry, afraid, etc) displayed by any animal they see. This does not extend to beast-like monsters or animals under any kind of magical influence, which will simply feel "wrong" to any Wildfolk observing them.
- *Dark Sight*: Wildfolk can see up to 30 m in Dim Light (treating the first 15 m as if they were standing in Bright Light); and up to 3 m in Total Darkness.
- *Aversion to Iron*: Wildfolk avoid touching or wearing iron and other metals on their bare skin, as doing so causes them an unpleasant sensation of cold and numbness. They suffer double the normal Action Penalties for wearing metal armor.

Suggested Cultures: Woad, Weald, Fey, or Arctic.
Starting Wealth Level: 0
Background Options: 4 Background Points.





Orc

Orcs are short, hunched humanoids with sharp fangs and red or yellow eyes similar to those of wild cats. It is uncertain when and how they spawned, but they have been growing in countless numbers since then. They live inside deep dark caves, atop the tallests mountains, and in the heart of the forests, often organized in clans or tribes.

Because of their fearsome look, they're shunned and despised by the other Kins, who view them as little more than vicious monsters. Ironically, distrust from the other Kins made it relatively easy for the Darkmaster to recruit entire Orcish tribes into His legions in the past, so Orcs became almost automatically associated with Him.

Yet, Orcs aren't inherently evil. Some free tribes still exist, swearing allegiance to no one, or, in some rare cases, even allying themselves with other Free Kins in the fight against the Darkmaster.

Orcs are shorter than most Men, averaging 150-160 cm of height, but appear to be even shorter because of their hunched posture. They have elongated arms and disproportionate upper halves of the body compared to humans, yet they are incredibly strong, their thews and sinews solid as metal wires. They all have pointed ears, but other than that their outlook can vary a lot from one individual to another. They wear leathers and furs and often carry the colors and banners of their clan.

BRN	SWI	FOR	WIT	WSD	BEA
+5	+0	+15	+0	-5	-10
HP	**MP**	**TSR**	**WSR**	**BPs**	**WL**
35	+0	+10	+0	4	+0

Special Traits

- *Night Sight*: Orcs can see in natural moonlight or starlight as if it were day, and up to 30 m in Dim Light (treating the first 15 m as if they were standing in Bright Light). They can see up to 3 m even in Total Darkness.
- *Flame-Hardened*: Orcs get a +30 bonus to their Save Rolls and Defense against heat and flame.
- *Sun Sensitivity*: Orcs loathe sunlight. They're almost blind in full daylight (suffering a -60 penalty to all their actions) and find difficult to get around even on cloudy days or during dusk and dawn (-20 to their activities in these cases).
- *Wicked Artifice*: While Orcs seldom make beautiful things, they often create clever mechanisms and contraptions. Orcs gain a special +15 bonus to their Locks & Traps Skill.
- *Superstitious*: Orcs can't be Wizards, Champions, or Dabblers.

Suggested Cultures: Deep, Woad, Hill, Arctic, or Marauding
Starting Wealth Level: 0
Background Options: 4 Background Points.





Half Orc

Half Orcs, often referred to as Man-Orcs, are a strange and very rare inbreed of Men and Orcs. It is not certain whether or not they are born naturally of parents one Man and one Orc, or if they're a magical breed obtained by forbidden experiments. What's known is that they're infertile, and thus tend to have a very nihilistic and pragmatic approach to any matter.

Specimens can be found living both within Mannish and Orcish society, as they tend to mimic the manners and customs of the group they live in - although they're often shunned by both.

Physically, their features vary a lot from one individual to another. They are almost human in appearance, with an average height of 180 cm, rough complexion, and some Orcish features like fangs, pointed ears, and cat-like eyes. They tend to be muscular and have slightly longer arms than most Men; however, they do not have the hunched posture and disproportionate upper halves of Orcs.

BRN	SWI	FOR	WIT	WSD	BEA
+5	+0	+10	+0	+0	-5
HP	**MP**	**TSR**	**WSR**	**BPs**	**WL**
30	+0	+5	+0	5	+0

Special Traits

- *Dark Sight*: Half Orcs can see up to 30 m in Dim Light (treating the first 15 m as if they were standing in Bright Light); and up to 3 m in Total Darkness.
- *Fire-Hardened*: Half Orcs get a +15 bonus to their Save Rolls and Defense against heat and flame.
- *Sneaky*: Despised both by Orcs and Men, Half Orcs quickly learn to avoid unwanted attention. They get a special +10 bonus to their Stealth skill.

Suggested Cultures: Deep, Weald, Marauding, or Hill.
Starting Wealth Level: 0
Background Options: 5 Background Points.





Stone Troll

Stone Trolls, often referred to simply as Trolls, but also as Tall Wanderers by some, are a wild Kin of huge, feral humanoids. It is uncertain how they originated. Some of their characteristics suggest they were born from living stone, not unlike the Dwarves, but some scholars debate they're related to Giants or even Awakened Trees. Averaging 250 to 280 cm in height and often surpassing 200 kilograms of weight, they possess immense physical power and stamina but often (much to the relief of other Kins) somehow limited wits. They live secluded, solitary lives wandering the wilderlands or hiding inside deep caves, trying to avoid the hated Sun capable of turning them to dead stone. They have a predatory attitude, and some of them are said to feed on the flesh of smaller species - which is to say, practically everyone else!

Trolls have disproportionate, bulbous noses; dangling ears and small, deeply inset eyes, and large mouths full of sharp teeth. They rarely wear anything other than leather and furs; yet some more civilized specimens mimic the costumes of human society they live nearby, wearing shaggy clothes. They prefer using heavy, crude weapons capable of conveying their enormous strength, like heavy maces or tree branches, or simply tearing apart their foes with their rending claws.

BRN	SWI	FOR	WIT	WSD	BEA
+20	-10	+15	-15	-10	-10
HP	**MP**	**TSR**	**WSR**	**BPs**	**WL**
60	+0	+30	+0	3	+0

Special Traits

- *Night Sight*: Trolls can see in natural moonlight or starlight as if it were day, and up to 30 m in Dim Light (treating the first 15 m as if they were standing in Bright Light). They can see up to 3 m even in Total Darkness.
- *Hulking Brute*: Stone Trolls are Large in Size and reduce any Critical Strike they receive by one Severity degree (Criticals reduced under the Superficial Severity are ignored altogether). They also ignore any Stun result when receiving a critical from a non-magical attack.
- *Stone Skin*: Trolls' bare skin counts as Light Armor.
- *Rending Claws*: Trolls' unarmed attacks are treated like Large Claws and resolved on the Beast Attack Table.
- *Feral Predator*: Stone Trolls gain a +20 bonus to their Hunting and Wandering Skills, as well as to all their Stealth Rolls in any natural environment.
- *Sun Cursed*: Stone Trolls are blinded by daylight (suffering a -30 penalty to all their actions) and immediately turn to stone if exposed to direct sunlight. While in this state, they're essentially stone statues: they cannot take Actions and are oblivious to their surroundings; they don't need to breathe and are impervious to most attacks. They're treated as resting for healing purposes, doubling their HPs recovery rate. The effects of any form of Bleeding, poison, or disease from which they are suffering are temporarily halted. They revert to their original state once they're no longer exposed to sunlight.
- *Superstitious*: Trolls can't be Wizards, Champions, or Dabblers.

Suggested Cultures: Deep (Cave Trolls), Woad (Forest Trolls), Arctic (Ice Trolls), or Marauding.
Starting Wealth Level: 0
Background Options: 3 Background Points.



Firbolg

Firbolgs claim to be the descendants of the great Giant Kings who once ruled the entire creation. Though smaller than their forefathers, with their 250 cm of average height, Firbolgs still tower over most of the other Free Kins. Massively built, they have strong facial features, sharp teeth, and long horns protruding from their heads.

Firbolgs rarely speak of the glorious past of their Kin, or of the causes of the fall of their great kingdom. It would seem that they were tricked by the Darkmaster into serving Him for a period of time, a fact that they still remember with great shame. When they finally realized their mistake and rose against Him, the Darkmaster cursed them with a terrible fate.

A reclusive people, Firbolgs live in isolation, avoiding contact with the other Kins, to the extent that many consider them either extinct, or mythological beings. Recently, however, a few of them have left their ancestral homes to venture forth in the world again. Some say they've answered the call of great heroes, others that they sense that the Darkmaster's return is near, and they're preparing for their final battle.

BRN	SWI	FOR	WIT	WSD	BEA
+15	-5	+5	+0	-10	+5
HP	**MP**	**TSR**	**WSR**	**BPs**	**WL**
50	+1	+0	+10	1	+1

Special Traits

- *Giantkin*: Firbolgs are Large in Size and reduce any Critical Strike they receive by one Severity degree (Criticals reduced under the Superficial Severity are ignored altogether).
- *Keen Sight*: Firbolgs have an excellent eye-sight. They gain a +15 bonus to all sight-related Perception Rolls and reduce Range penalties for their ranged attacks by 5 points.
- *Imposing*: Firbolgs get a +15 bonus to their Charisma Skill.
- *Doomed*: Because of the Darkmaster's curse, all Firbolgs have an additional Passion called Doom. Players creating a Firbolg character must generate their character's Doom by rolling on the Doom Table below. Doom works exactly like any other Passion, but cannot be changed unless the Darkmaster is defeated. When facing a situation concerning their Doom, Firbolgs suffer a -20 penalty to all their Rolls and add 20 to the result of any Critical Strike they receive.

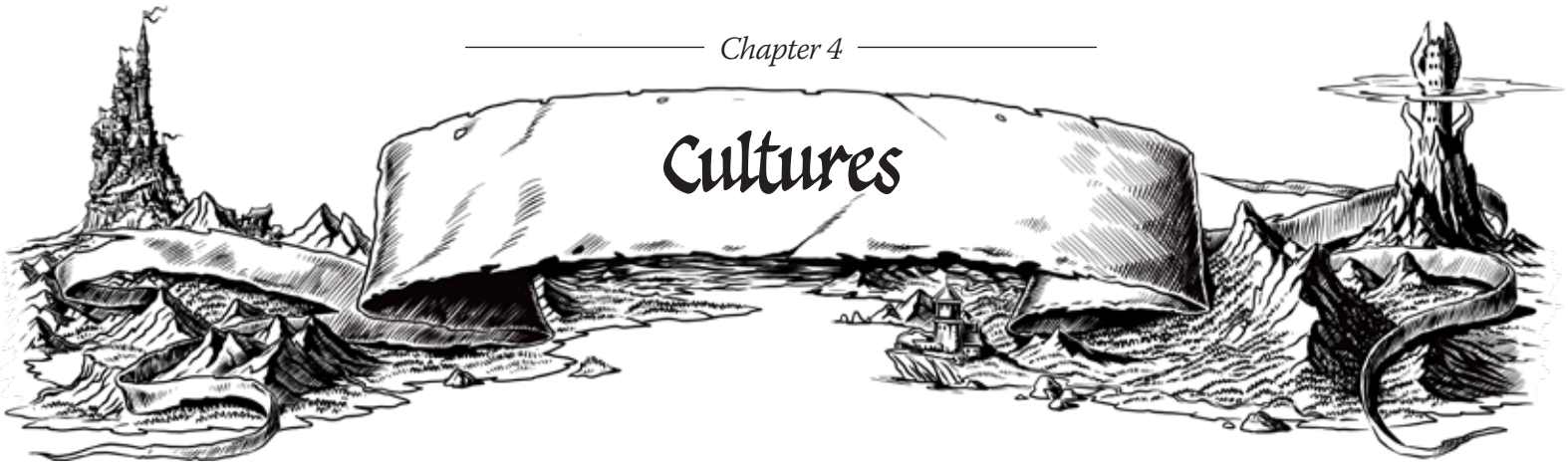
Suggested Cultures: Weald, Noble, Hill, or Arctic.
Starting Wealth Level: 1
Background Options: 1 Background Point.

Firbolg Doom Table

Roll	Doom
1	The waves will drag you to a watery grave.
2	Your own weapon will betray you.
3	The dead will strike you down.
4	You will burn to ashes.
5	To gain their trust you will lose everything.
6	A dark beast will stalk you.
7	Thunder will beget eternal sorrow.
8	The foulest of sorcery will consume your soul.
9	Winter frost will gnaw your bones.
10	The blood of your Kin will stain your hands.

[1.3]





Cultures

Characters coming from different environments will have different skill sets and inclinations, different outfits, and possibly different worldviews, values, and beliefs. In *Against the Darkmaster*, Culture represents a character's upbringing, and the influence the environment they grew up in had on their life. Cultures will grant characters a certain number of ranks in a series of Skills, determines the equipment they carry when they begin their adventure, and influences their starting Wealth Level. Cultures will also give players ideas on how to role-play their characters, and some suggestions about writing their Passions. Players choose their character's Culture during character creation, right after selecting their Kin.

Cultural Skill Ranks

To represent a character's early training and education, a Culture will grant them a predetermined number of ranks in a series of Skills, as shown in the Cultural Skill Ranks Table.

Cultural ranks are gained as soon as players select their character's Culture, and do not count toward the maximum number of developable ranks (see character development chapter).

Spells

Some Cultures grant a number of ranks in Spell Lores. Players may distribute these ranks as they wish among the Spell Lores listed in the Culture's description.

Outfitting

Characters will begin with a number of items typical of their Culture, which are added to their starting equipment. These items are presented in the Culture's description as a series of outfitting options the players can pick and choose from.

Passions and Worldview

Each Culture description will also include some of the beliefs, opinions, and prejudices commonly held by members of that Culture, as well as some suggestions on how they could influence a character's Passions. Obviously, these guidelines are only general assumptions made to help players bring their characters to life, and are in no way prescriptive. Players are free to interpret their characters as they wish, either playing along with these concepts, or creating an atypical member of their character's Culture.

Starting Wealth Level

This is the Wealth Level a character from a Culture starts with. Add this to the character's Kin's starting Wealth Level to determine their total WL, as described in the Wealth chapter.

Example (continued): Nik thinks the Fey Culture will fit his character's unconventional temperament very well and decides to go with it. He assigns the Cultural Skill Ranks granted by the Fey Culture and picks his character's Outfitting Options, choosing Silver Embroidered Silk Clothes, a Leaf-Shaped Dagger, and a Reviving Cordial. Finally, Nik sums together his character's Kin and Culture Starting Wealth Level, getting a total Wealth Level of 3 for his character. The Fey culture grants the Dusk Elf with two additional ranks at certain Spell Lores, but Nik decides to worry about it later.

Cultural Skill Ranks Table

Skills	Arctic	City	Deep	Desert	Fey	Hill	Maraud.	Noble	Pastoral	Plains	Seafar.	Weald	Woad
Armor	1	1	3	1		1	3	2		1	1	1	
Blunt			4				2					1	
Blades		1	1	1	1		3	3		1	2		
Ranged	2	1	1	1	2	1	2	1	1	1	1	1	1
Polearms	1	1		1		2	1	1		2		1	1
Brawl	1	1	1			2	2		1		1	1	1
Athletics	2	1	2	2	1	2	1	1	2	2	2	2	2
Ride				2			1	1	1	5			
Hunting	3					1	1	1		1		3	2
Nature	3			1	2	1			3	1	1	2	4
Wandering	2			2		1			1		3	2	1
Acrobatics	1	1		1	1	2	1		1	1	1		2
Stealth	1	1			2	2			2			2	2
Locks & Traps		1	2										
Perception	1	1	2	1	1	1	1	1	1	1	1	1	1
Deceive		2		2	1			1	1				
Arcana					3								
Charisma		2		2	1	1		3	1	1	1		
Cultures		4	1	2	1			2	1	1	3	2	
Healer		1			1			1	2				1
Songs & Tales	1	2	1	1	2	3		1	2	1	3		1
Body	2		3	1		1	3	1	1	2	1	2	2
Spell Lores					2			1					

[1.4]

Random Kin & Culture

If you want, you can use the table below to randomly determine your character Kin and Culture. You'll need two separate d100 rolls: the first determines your character Kin, the second their Culture.

Note that this table assumes a "humanocentric" setting, where humans are by far the most common Kin, and some other Kins are seen as extremely rare or unusual. As such, some combinations of Kins and Cultures will be more frequent than others.

Fortune Favors the Bold

If the group chooses to use this option, characters created by rolling their Stats (without using the "Best of Twelve" option) and randomly selecting their Kin and Culture, start with an extra point of Drive (see the Passions and Drive chapter for more information on Drive).

Kins and Cultures Random Table

First Roll: Kin	Second Roll: Culture												
	Deep	Fey	Weald	Woad	Noble	Pastoral	Plains	City	Maraud.	Hill	Desert	Seafar.	Arctic
01-15 Dwarf	01-70	-	71-80	-	-	-	-	-	-	81-95	-	-	96-00
16-28 Halfling	-	-	-	-	-	01-90	-	91-95	-	96-00	-	-	-
29-65 Human	-	-	01-10	11-20	21-30	31-40	41-50	51-60	-	61-70	71-80	81-90	91-00
66-75 High Man	-	-	-	-	01-30	-	-	31-70	-	-	-	71-00	-
76-78 Wildfolk	-	01-20	21-40	41-80	-	-	-	-	-	-	-	-	81-00
79-81 Half-Elf	-	01-20	21-25	-	26-45	-	-	46-65	-	66-70	-	71-00	-
82-85 Dusk Elf	-	01-60	61-70	71-00	-	-	-	-	-	-	-	-	-
86-90 Silver Elf	-	01-50	-	-	51-70	-	-	-	-	-	-	71-00	-
91-93 Star Elf	-	01-50	-	-	51-80	-	-	-	-	-	-	81-00	-
94-95 Half-Orc	01-20	-	21-40	41-50	-	-	-	-	51-60	61-90	91-00	-	-
96-97 Firbolg	-	-	01-30	-	31-50	-	-	-	-	51-75	-	-	76-00
98-99 Orc	01-30	-	-	31-40	-	-	-	-	41-70	71-90	-	-	91-00
00 Stone Troll	01-25	-	-	26-50	-	-	-	-	51-75	-	-	-	76-00

[1.5]

Cultural Wealth and Outfits Table

Culture	WL	Outfits
Arctic	+0	Heavy furs; leather armor; suede tunic and pelt cloak.
		Harpoon; ice axe; short bow and arrows; net and dagger.
		Elegant mask; driftwood mask; mysterious mask.
		Fishing tools and smoked fish; crampons, rope and snow goggles.
City	+1	Plain clothing; leather jerkin; chain shirt.
		Longsword; battle axe; bow and arrows; short sword.
		Bandages and healing salve; lockpick; lantern and oil.
Deep	+1	Bright colored, practical clothing; heavy cloak and chain shirt; woolen tunic and leather jerkin.
		War mattock or battle axe; sword & shield; short sword or dagger.
		Mining helm, tinderbox & rope; light crossbow with bolts; flask of ale and preserved rations.
Desert	+1	Colorful kaftan over embroidered silk blouse and pants; lamellar armor; cotton tunic and leather jerkin
		Composite bow, arrows and dagger; battle axe or scimitar and sling; short spear and target shield.
		Preserved rations and waterskin; horse or camel; tent and bedroll.
Fey	+2	Silver or gold embroidered silk clothes; short tunic and flowing cape.
		Longsword and short spear; short sword, longbow; leaf-shaped dagger.
		Reviving cordial; lute, lyre or flute; healer's kit.
Hill	+0	Belted plaid; hide tunic and woolen skirt; leather jerkin.
		Short spear and painted shield; two-handed sword; quarterstaff.
		Harp or bagpipes; rope and iron pitons; a pouch of dried healing mushrooms.
Marauding	+0	Leather armor; loincloth; chain mail.
		Scimitar; heavy mace; greataxe; short bow and arrows.
		Gruesome trophies; healing poultice; half-eaten mutton.
Noble	+2	Elaborate clothing; enameled breastplate; dark-green clothes and travel-stained cloak.
		Two-handed sword; composite bow, quiver and arrows; morning star or mace and shield; dagger.
		Scroll, ink and quill; a horse; engraved warhorn.
Pastoral	+1	Colorful clothes; coat and waistcoat; travelling clothes.
		Ancient dagger; shepherd's sling; walking stick.
		Hat and pocket-handkerchief; pipe, tobacco and a bagful of food; a pony.
Plains	+1	Chain mail; reinforced leather armor; woolen tunic and leather trousers.
		Arming sword and long spear; scimitar, short bow and arrows; dagger.
		Metal helmet and shield; a riding beast; a bundle of javelins.
Seafaring	+1	Dashing clothes; lamellar armor; salt-stained clothing.
		Falchion; light crossbow with bolts; whip and dagger.
		Rope and grappling hook; a flask of ale or liquor; map and seafaring sunstone.
Weald	+1	Simple clothing; hunting garbs; leather armor
		Handaxe and shield; short sword and javelin; hunting bows and arrows.
		Wineskin and twice-baked cakes; fire-starting kit; hunting knife and a bundle of pelts.
Woad	+0	Swirling tattos; ritual scars; stripe tattoos; scary tatoos.
		Furs; simple tunic; loincloth
		Short spear; bow and arrows; quarterstaff
		bundle of healing herbs; hunting trap; bone ornament

[1.6]

Arctic

The unforgiving wastes of the frozen North are inhabited by people from the Arctic Culture.

Herders, hunters, and fishermen, living in small communities, scattered across the tundra and icy coastlines, the Arctic people are a hardy folk, whose surviving skills often surpass even those of the Weald and Desert Cultures.

Most of them live nomadic lives, following the migrations of animals, and the seasonal changes in the coastal ice level.

They tend to be shy and introverted, at least by some other Culture's standards, but also generous and prone to selflessness. They're not easy to anger, but can be fierce and fearless warriors if provoked.

Above all things, they hate the Darkmaster and His legions most, having suffered much by His hand in the past.

They wear warm, practical clothes, mostly made of fur, leather, or animal skin.

The Arctic people revere the ancient Spirits, and seasonally gather in great religious ceremonies to pray for the well-being of their families, offer sacrifices, bless newborns, and celebrate marriages and fertility rites.

They firmly believe in reincarnation, and say that a person can have more than one soul, especially if they're versed in the magical arts.

They craft and carry with them special masks, which represent the soul one is born with, and are believed to ward off evil spirits.

Characters from the Arctic Culture do not often leave their country, and their Motivation for doing so often involves dark omens, or the threat of an ancient evil, stirring under the ice. They're slow to form Allegiance with strangers, but once their trust is won, they are invaluable companions.



Outfitting: Choose one of each:

- Heavy furs; leather armor; suede tunic and pelt cloak.
- Harpoon; ice axe; short bow and arrows; net and dagger.
- Elegant mask; driftwood mask; mysterious mask.
- Fishing tools and smoked fish; crampons, rope, and snow goggles.

Starting Wealth Level: 0

City

Urban environments, from high-walled, bustling metropolises, to smaller and quieter border towns, are the origin of the City Culture.

Characters from the City often like to think they're more civilized and refined than those living outside of it. They tend to be friendly and relatively open-minded, as they're accustomed to dealing with strangers and more exposed to different worldviews and ideas. However, ancient grudges and old enmities are hard to forget, so they might hold some prejudice against the dwellers of a neighbouring town, or foreigners from a certain land.

They have at least some basic combat abilities, either from serving in the local militia, or from having to deal with life on the streets on their own. In any case, brute force isn't often the best solution in the City, so characters from this Culture usually prefer to defuse the situation with carefully placed words, or avoid confrontation altogether.

The life of members of this Culture revolves around their City, so they'll often need a powerful Motivation to leave it. Maybe they were wrongly accused, and forced to flee on a quest to clear their names. Or maybe they've uncovered evil machinations of the Darkmaster, threatening the safety and freedom of their hometown. Sometimes it is their Allegiance to their companions or to a loved one, that spurs them to action. In other cases, their kind and friendly Nature got them into trouble, or made them decide to join the cause of complete strangers.

Outfitting: Choose one of each:

- Plain clothing; leather jerking; chain shirt.
- Longsword; battle axe; bow and arrows; short sword.
- Bandages and healing salve; lockpick; lantern and oil.

Starting Wealth Level: 1



Deep

Character from the Deep Culture build their homes underground. They could live in small mining communities; or in extensive, intricate warrens, sprawling beneath the earth's surface; or maybe in great halls and fortresses, carved into the side of hills or mountains. In any case, they tend to have few contacts with people outside their community, sometimes spending their entire lives without ever seeing the light of the Sun.

They're practical, hard working people, often strangely fascinated by gems, precious ores, and stone-cutting. They tend to dislike vast open spaces like plains and grasslands, and to be unnerved by boats and the concept of sailing in general.

Deep Cultures are also often quite conservative and somewhat territorial or militaristic in nature. Concepts such as honor and kinship are usually kept in high regard by characters from this Culture.

Players wishing to underline their character's Culture, could write a Motivation about protecting their home or clan from the forces of the Darkmaster. Alternatively, they could link their Nature to a code of honor, or maybe to their character's lust for gold and precious stones. Finally, they could write about their unlikely or unstable Allegiance with one of their companions from another Culture.

Outfitting: Choose one of each:

- Bright colored, practical clothing; heavy cloak and chain shirt; woolen tunic and leather jerkin.
- War mattock or battle axe; sword & shield; short sword or dagger.
- Mining helm, tinderbox & rope; light crossbow with bolts; flask of ale and preserved rations.

Starting Wealth Level: 1



Desert

The Great Desert is a hard and inhospitable place, yet characters from this Culture have learned not only to survive, but to thrive in this barren land.

Desert communities are mostly nomadic, traveling from one oasis to another to replenish their water supplies and trade goods. Skilled merchants, they often find themselves competing with the Seafaring Culture, with which they have a sort of amicable rivalry.

The horses they breed are second only to those of the Horse Lords of the Plains.

Members of this Culture are taught how to defend themselves and survive in the outdoors from a very young age.

They are known for their fiery and passionate temperament, as well as for the great importance they give to oaths and promises, be it for good or ill. As the old saying goes "the Desert never forgets, and never forgives".

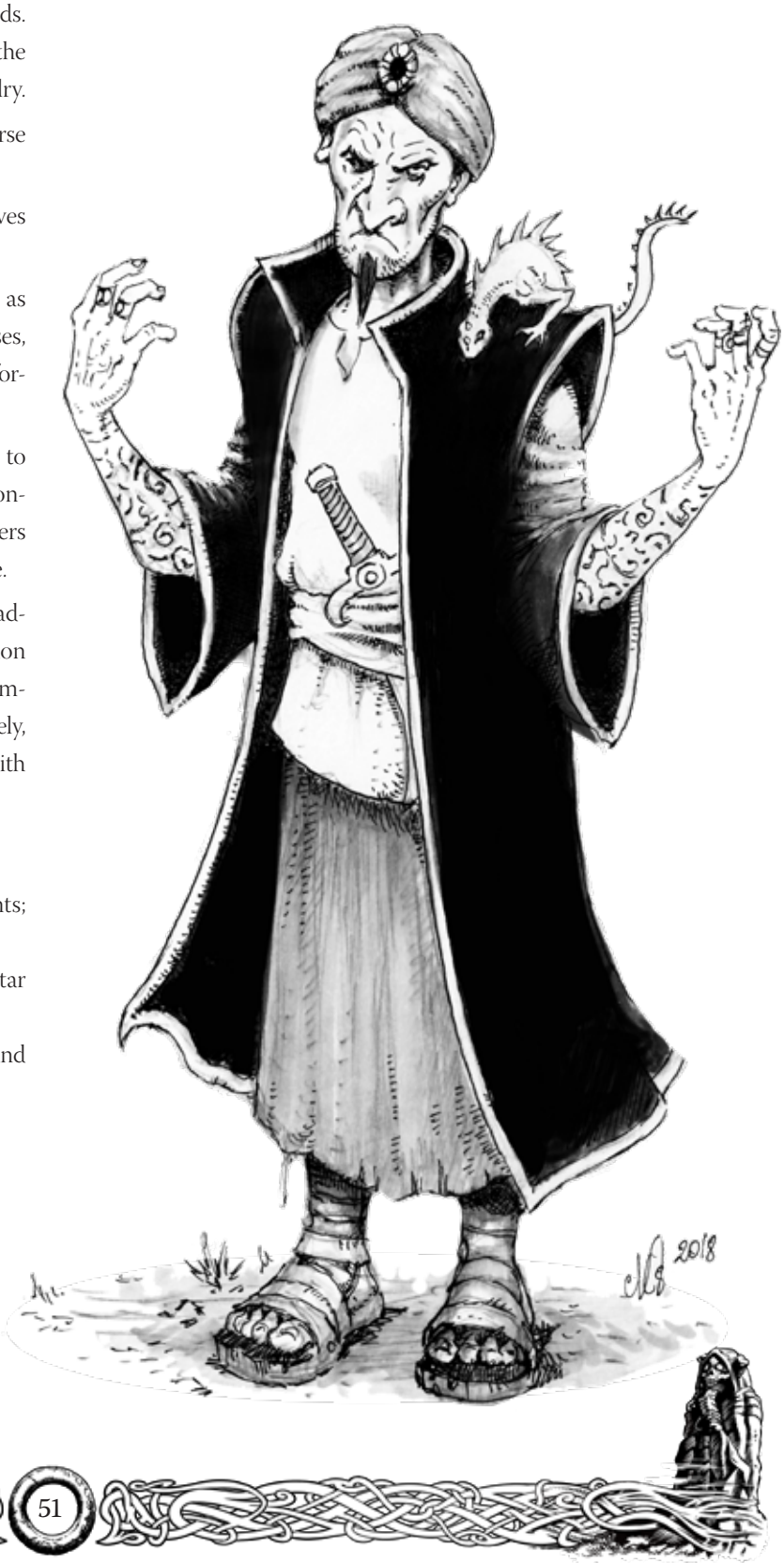
Their society is built on a very strict social order, necessary to ensure the well-being of the caravans in the hostile environment they call home. Disobedience to the orders of one's elders is harshly punished, and can result in a death sentence, or exile.

A Desert character's Motivation could come from a dreadful event that hit their caravan, forcing them to seek a solution abroad. Or maybe, their passionate Nature brought them to commit a dishonorable act, for which they must atone. Alternatively, they could be bound by their sacred word to an Allegiance with a foreign companion.

Outfitting: Choose one of each:

- Colorful kaftan over embroidered silk blouse and pants; lamellar armor; cotton tunic and leather jerkin.
- Composite bow, arrows, and dagger; battleaxe or scimitar and sling; short spear and target shield.
- Preserved rations and waterskin; horse or camel; tent and bedroll.

Starting Wealth Level: 1



Fey

Members of the Fey Culture are the descendants of those who used their magical arts to shield their communities from the perils of the mortal world. They live deep in the forest, in strange villages, hidden on the tops of ancient trees; or in the weird, moonlit halls of enchanted castles, on islands that seems to appear only when certain conditions are met. They live peaceful, dream-like lives, in what seems an unending succession of feasts, parties, and celebrations. They tend to be unconcerned by the problems of the outside world, unless they menace to threaten the well-being of their idyllic communities.

Since they are raised in almost complete isolation, characters from a Fey Culture, while often cultured, can show surprise for the most ridiculously mundane things. For example, they could be completely ignorant about the concept of money and wealth, leaving an astonished innkeeper with a handful of gems in exchange for a good meal.

For the same reason, their values and motives can appear strange and inscrutable to strangers. A Fey character can take great offense on seemingly minor matters, and laugh about things that others would find deeply insulting.

Players can be inspired by this Culture to write the Motivation that made their character take interest in the events of the outside world. Was the character exiled for some pettish reason? Or did they realize their people could not live in perpetual isolation, forever oblivious of what happens in the land around them?

Fey characters' erratic Nature can be used to give them some interesting trait or unique peculiarity. Maybe they're unable to lie, and must carefully weigh every sentence they utter. Or maybe they're driven by powerful emotions that can overwhelm their good judgement and push them to grand, theatrical deeds.

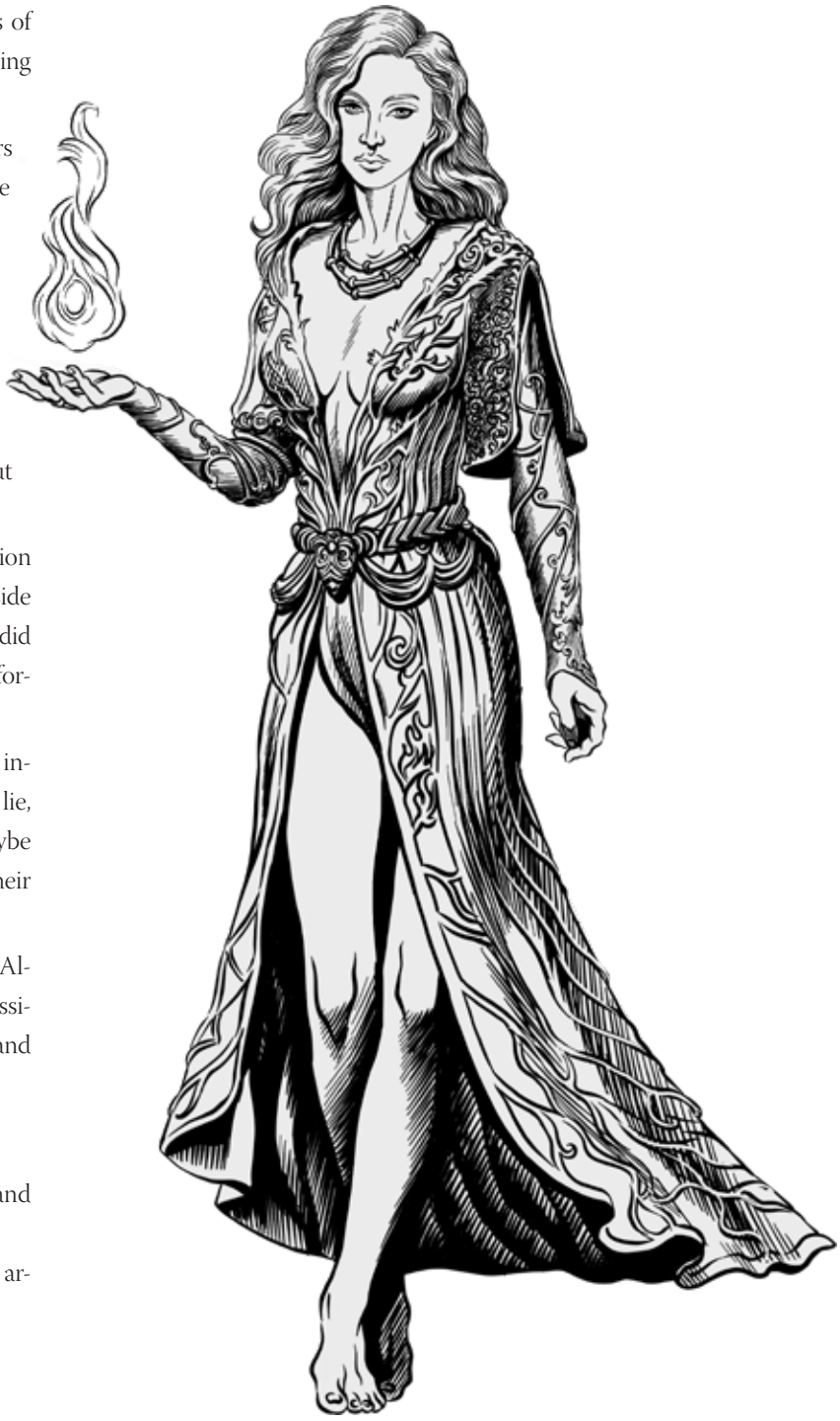
Character from this Culture are also known for their strange Allegiances. Some of them are bound by the fetters of an impossible love. Others have sworn fealty to great otherworldly lords and queens, who pursue hidden agendas and unfathomable goals.

Outfitting: Choose one of each:

- Silver or gold embroidered silk clothes; short tunic and flowing cape.
- Longsword and short spear; short sword, longbow, and arrows; leaf-shaped dagger.
- Reviving cordial; lute, lyre, or flute; healer's kit.

Starting Wealth Level: 2

Spell Lores: Characters from the Fey Culture gain two additionals ranks that they can distribute as they wish among the following Spell Lores: Detections, Movements of Nature, Sounds & Light, Lore of Nature, and their Kin Spell Lores.



Hill

Characters from the Hill Culture claim highlands and rugged hilly areas as home. Most of them are herders or farmers, living in large homesteads, villages, or small fortified clan houses.

They tend to be rough, unsophisticated people. They're wary of strangers, but love to sing and dance, and have a penance for theatrical gestures. In fact, skalds and minstrels are sacred among people of the Hill Culture, who regard them as keepers of their traditions and messenger from the Spirits.

Other than that, family is usually the most important thing to a man of the Hill. They take offense easily, and feuds among their clans and families are relatively frequent. Fortunately these feuds rarely last long, and are usually solved through donations or political marriage, rather than with violence.

They like to dye their hair and wear furs and bright clothing. Men and women alike often display simple jewelry, like bronze torques and earrings, to show their status.

Unfortunately, their communities' isolation and reverence for oral traditions, has made it easy for the Darkmaster to spread malicious rumors and superstitions among them in the past. More than one clan has unknowingly fallen under His influence this way, swayed by the poisonous words of His agents.

Players can use the love for tales and songs of this Culture to craft a Motivation for their characters. They could have been inspired by a prophetic verse, or by the tales of their ancestors' bravery against the hordes of the Darkmaster. Their bold and pugnacious Nature also often get them into trouble, especially when mixed with their faithful Allegiance with their family or clan.

Outfitting: Choose one of each:

- Belted plaid; hide tunic and woolen skirt; leather jerkin.
- Short spear and painted shield; two-handed sword; quarterstaff.
- Harp or bagpipes; rope and iron pitons; a pouch of dried healing mushrooms.

Starting Wealth Level: 0



Noble

Noble characters come from a privileged class or caste that elevates them above the common people, at least in terms of influence and power. Hailing from the landed gentry, forgotten imperial bloodlines, or families of parvenus, they're well trained and educated, as well as better equipped, and generally richer than most of the other characters.

Whatever their origins may be, Nobles tend to give a certain importance to ancestry and bloodline, to which they link one's valor, honor and, ultimately, worthiness. Some may flaunt their title, pretending due respect to be shown for their family's name. Others may hide, or even reject it; either because they're fleeing from the agents of the Darkmaster, or from some shameful act performed by their ancestors.

The past of the character's family could inspire players to write a Motivation about restoring their honor, or recovering one of their legendary heirlooms from the clutches of the Darkmaster. Their noble Nature could manifest as a haughty attitude, or as an inclination to defend the less fortunate. It could also mean their character is bound by an Allegiance to the king's court or to a powerful order.



Outfitting: Choose one of each:

- Elaborate clothing; enameled breastplate; dark-green clothes and travel-stained cloak.
- Two-handed sword; composite bow, quiver, and arrows; morning star or mace and shield; dagger.
- Scroll, ink, and quill; a horse; engraved warhorn.

Starting Wealth Level: 2

Spell Lores: Noble characters gain an additional rank in one of the following Spell Lores: Detections, Healing, Cleansing, Chanting, or in one of their Kin Spell Lores.

Pastoral

Characters belonging to the Pastoral Culture come from rural communities, farmsteads or small villages. They're peaceful, simple people, who like to enjoy life's small pleasures, like a nice warm meal, a pint of ale with friends, or sitting in their gardens and smoking their pipes on a sunny holiday.

They're generally kind and hospitable, as long as their guests do not interrupt their daily routine.

They're in fact quite conservative, deeply tied to their roots and customs. They tend to be suspicious of novelties and, more than any other thing, they dislike adventures. Or that's what they say. Many of them are actually quite curious and, while they may never admit to it, are particularly fond of tales of great heroes and legendary journeys.

Characters from this Culture are usually uncomfortable around violence and rarely take up arms, save as a last resort to defend their homes from a direct threat.

Characters belonging to the Pastoral Culture will often have their Motivation thrown upon them, despite their best efforts to avoid any kind of adventure. They could somehow find themselves in possession of a mysterious item, drawing the attention of the minions of the Darkmaster. Or they could be almost forcibly recruited by a wandering wizard for a seemingly impossible task.

Alternatively, it could be their naturally inquisitive Nature that drew them away from their peaceful, but ultimately dull life.

Or it could be their Allegiance, that convinced them to answer the call of a friend in need.

Outfitting: Choose one of each:

- Colorful clothes; coat and waistcoat; traveling clothes.
- Ancient dagger; shepherd's sling; walking stick.
- Hat and pocket handkerchief; pipe, tobacco, and a bagful of food; a pony.

Starting Wealth Level: 1



Plains

People from the Plains are accustomed to open spaces like the vast, wide outlands of the eastern steppes, or grassland prairies.

They gather into small fortified towns atop low hills or live in farmsteads. Their main source of sustenance comes from fosterage and farming.

They are born to saddle by definition, since they have to ride the plains far and wide. They breed the most pure and proud ilk of horses: magnificent beasts capable of galloping fast like the strong wind that blows through the Plains. They are often referred to as the Horse Lords for this reason.

People from the Plains divide themselves in clans and families, often rivaling each other, but are quick to answer when their thegns call and unite under the standard of their King.

They are a proud Culture, rooted in ancient traditions and folklore, and respect and honor two things above any others: prowess in combat and upon the saddle. Among the People of the Plains, men and women alike are accustomed to take arms in times of need to defend their homestead, family, and clan.

One of the most common Motivation that drives people of the Plains to adventure is the need to provide to or defend their families and clan; other times, it is their Allegiance to their thegn or the King that pulls them into battle.

Outfitting: Choose one of each:

- Chain mail; reinforced leather armor; woolen tunic and leather trousers.
- Arming sword and long spear; scimitar, short bow, and arrows; dagger.
- Metal helmet and shield; a horse; a bundle of javelins.

Starting Wealth Level: 1



Seafaring

True children of the waves, members of the Seafaring Culture spend most of their lives sailing the seas.

Some of them come from small island kingdoms, others from one of the great trading cities of the coast, but the true home of every Seafaring character is found on their ship.

While they frequently stop in port towns and harbors to rest or conduct their business, it's rare for them to stay in the same place for more than a few weeks. They say solid ground under their feet makes them feel uneasy, and that they would prefer to brave the fiercest storm rather than give up their sailing life.

Bold and adventurous, a Seafaring character's mood can be as changeable as the sea they love so much.

Most of them gain their living as merchants or fishermen, but some turn to a disreputable life of smuggling or piracy, and a few are even recruited as corsairs by the Darkmaster.

They're a fairly superstitious people. They tend to dislike wizards and sorcery in general, but often consult with Animists before undertaking any new venture, to read their fortunes, make offerings to the sea, or to keep the spirits of their ship pleased.

They're not particularly warlike, but are often forced to learn to defend themselves at a very young age.

Quick to pick up new languages, and always hungry for news and tales, they tend to speak in a weird accent, mixing together words and idioms from all the places they've traveled to.

Players shouldn't have many problems in finding a Motivation for Seafaring characters. Maybe they're after some fabulous treasure, or need to win their ship back after losing it in a game of chance. Their changeable and superstitious Nature makes sure things always stay interesting around them. As another option, they could write an Allegiance about helping the other heroes cross dangerous waters or escape the agents of the Darkmaster.

Outfitting: Choose one of each:

- Dashing clothes; lamellar armor; salt-stained clothing.
- Falchion; light crossbow with bolts; whip and dagger.
- Rope and grappling hook; a flask of ale or liquor; map and seafaring sunstone.

Starting Wealth Level: 1



Weald

Weald characters are raised to and live a harsh life on the borderlands and into the wilderlands. They represent those individuals that sought freedom and adventure away from the intrigues of the Kingdom's bigger cities, preferring to earning their lives on the outskirts of civilization by cultivating the harsh land, hunting, foraging, and occasionally trading some goods. They live in isolated small settlements, on the verge of the Wild, constantly threatened by hunger, scarcity, disease, predatory animals, and the Dark Legions of the Darkmaster. They give value above all to self-independence and survivalism skills, but also to honesty, traditions, and freedom.

Building on such a value system, they developed unparalleled skills in hunting, trapping, foraging and crafting whatever goods and shelter they may need. They are often deemed as rude and reluctant by members of other cultures but only because they are straightforward and addressed; instead, their rustic hospitality is well known by wanderers.

Weald characters wear practical, weather-resistant clothes made of leather, wool, and furs. They tend to carry tools that can be used as a sidearm and a missile weapon like javelin or bow.

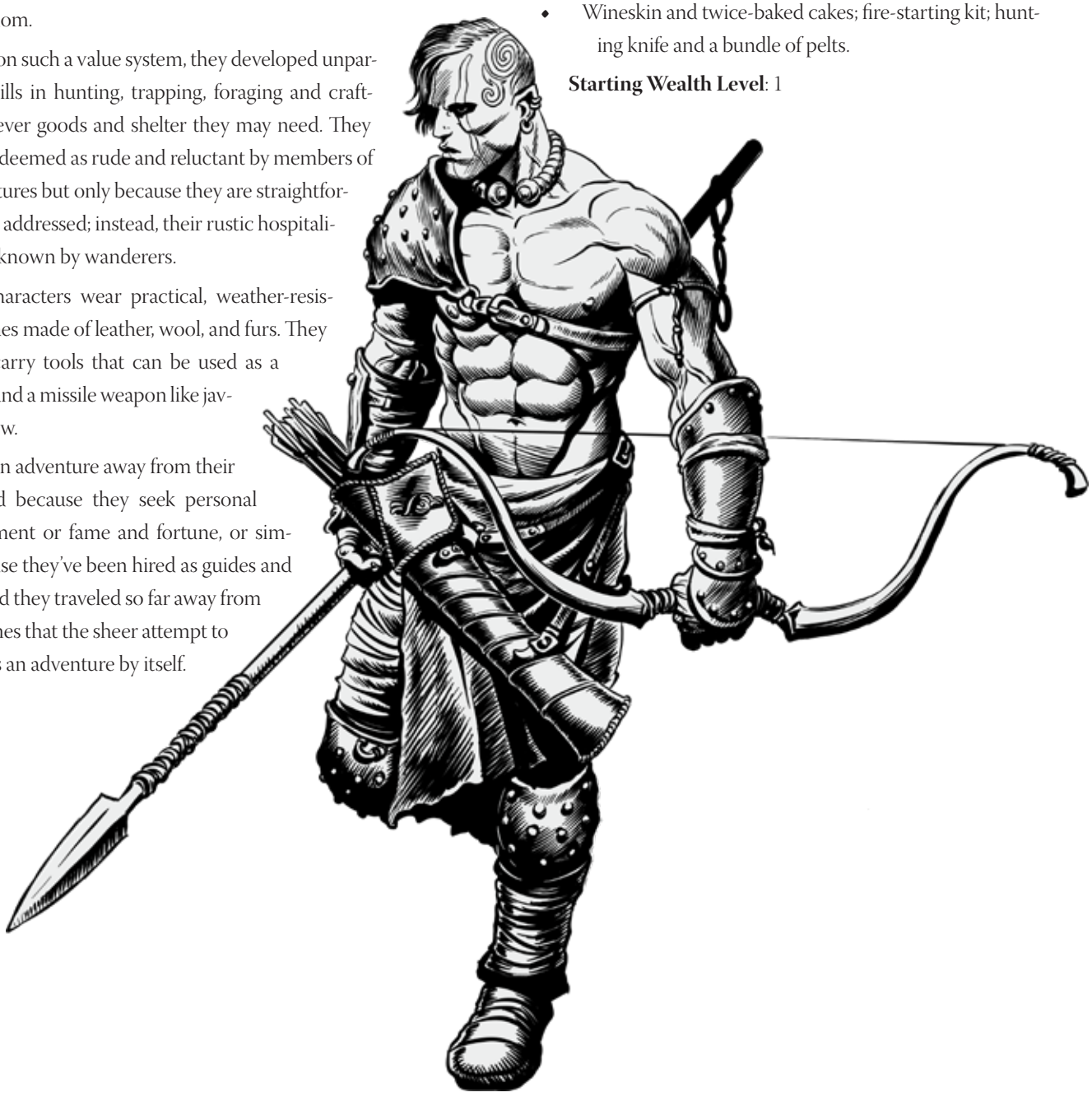
They often adventure away from their homeland because they seek personal improvement or fame and fortune, or simply because they've been hired as guides and scouts and they traveled so far away from their homes that the sheer attempt to go back is an adventure by itself.

Characters from this Culture could write a Motivation about seeking fortune or traveling to visit far, fabled lands and countries. Perhaps their survivalist Nature pushes them forward into adventure, or maybe they've sworn Allegiance to a group they've promised to guide safely across the Wild.

Outfitting: Choose one of each:

- Simple clothing; hunting garbs; leather armor.
- Handaxe and shield; short sword and javelin; hunting bow and arrows.
- Wineskin and twice-baked cakes; fire-starting kit; hunting knife and a bundle of pelts.

Starting Wealth Level: 1



Woad

Woad characters are often seen as primitive or barbaric by characters coming from other Cultures. They live deep in the wilderness, usually as part of small nomadic or semi-nomadic tribes or clans guided by Animists and shamans. They have a deep respect for the natural environment and its inhabitants, relying almost exclusively on what they're able to hunt and forage for survival.

Characters from the Woad Culture wear elaborate tattoos and ritual scars all over their bodies, from which their Culture takes its name. While these tattoos seems strange, or even unsettling to members of different Cultures, they carry a great significance to those who wear them. Woad characters could tell not only from which tribe another character hails from, but often also their name, social standing, and major life events, just by looking at their tattoos.

For this reason, Woad characters can be suspicious of "unpainted" individuals, who can be seen as purposely hiding their past and motives.

Once in their life, usually at their coming of age, characters from the Woad Culture undergo a special ceremony, during which they're given a portent about their future or destiny. Players could write a Motivation about the fate of their character was given during this ceremony. Their character's tattoos could tell something about their Nature. Or maybe they could write about their character's Allegiance to the natural spirits that protect their land and clan.

Outfitting: Choose one of each:

- Swirling tattoos; ritual scars; stripe tattoos; scary tattoos.
- Furs; simple tunic; loincloth.
- Short spear; bow and arrows; quarterstaff.
- Bundle of healing herbs; hunting trap; bone ornaments.

Starting Wealth Level: 0



Marauding

The Marauding Culture is presented here mainly as a tool for the GM to build important NPCs and villains serving the Darkmaster.

It shouldn't be used for PCs, as characters belonging to this Culture will probably be difficult to fit into a standard group of heroes fighting the Darkmaster.

However, if the group agrees, you can make an exception to the rule and allow a Marauding character to join the ranks of the heroes.

Marauding characters certainly need a very strong Motivation to do so. Maybe they realized that the Darkmaster is deceiving and exploiting their people and want to free them from His yoke. Or they could be guided by their proud and independent Nature, fighting against the Darkness to prove themselves as the greatest warriors. Or they could find themselves bound to a strange Allegiance that makes them reconsider their traditional values.

Culture Description

The Marauding Culture is composed by tribes and bands of warriors that survive mainly by raiding and pillaging.

They value independence and strength above all, and are not afraid to resort to violence to impose their will or take what they want. Quite the contrary, failing to defend oneself from aggression is seen as an unforgivable weakness, and met with derision and scorn.

Their communities are built around blood-ties and respect, gained through intimidation and displays of bravery and military prowess.

Marauding characters tend to value their life and well-being more than any bond of blood or friendship. Succession within a tribe is often a bloody affair, as new leaders often make sure their claim stays unchallenged by murdering any other possible contender. Sometimes, a great leader manages to gather multiple tribes under their banner, uniting them into a great thundering horde. Luckily, relationships within tribes are notoriously volatile, and usually these congregations do not survive the death of their leader.

Marauding characters usually wear whatever they can find, taking from the battlefield what they can carry without being burdened. They often wear trophies to show their might, but tend to shun other ornaments, considering them useless frivolities.

People from other Cultures uniformly fear and hate Marauding tribes, regarding them as savage barbarians and often attacking them on sight.

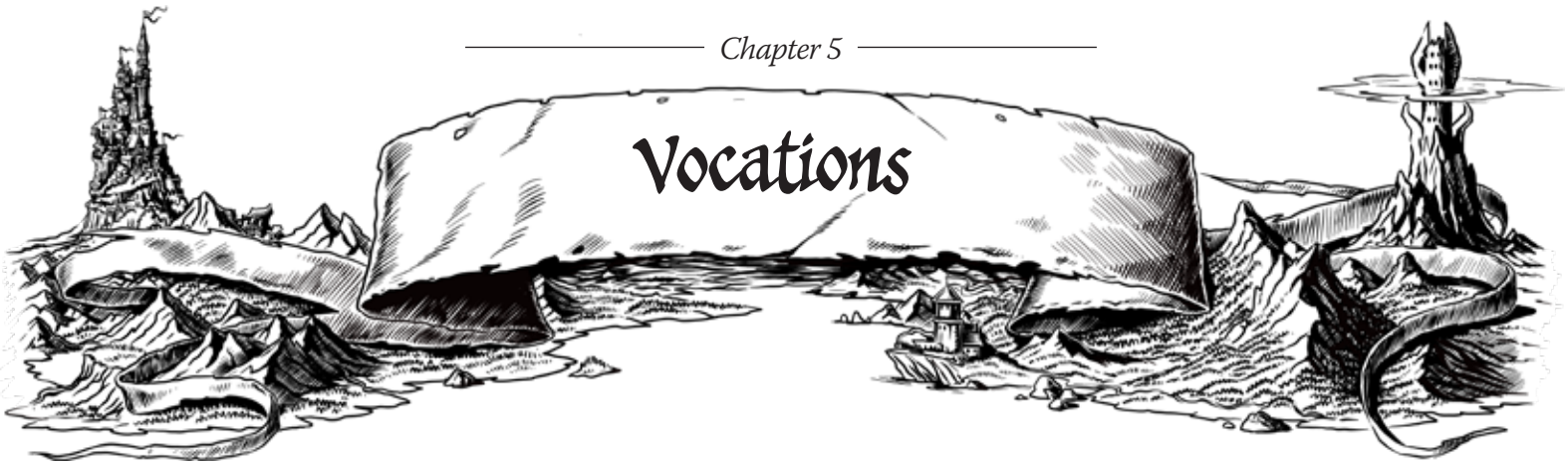
Outfitting: Choose one of each:

- *Leather armor; loincloth; chain mail.*
- *Scimitar; heavy mace; great axe; short bow and arrows.*
- *Gruesome trophies; healing poultice; half-eaten mutton.*

Starting Wealth Level: 0







Vocations

Each character in *Against the Darkmaster* has a Vocation, which represents a mix of innate aptitude and specific, intense training. A character's Vocation describes how their apprenticeship and natural inclination influence their starting abilities and also how easy (or difficult) it is for them to develop Skills in various fields of expertise. There are six core Vocations in *VsD*: Warrior (War), Rogue (Rog), Wizard (Wiz), Animist (Ani), Champion (Cmp), and Dabbler (Dab).

Vocational Bonuses

Each Vocation gives a series of fixed bonuses to specific Skills, called Vocational Bonuses. They represent the edge that members of that Vocation have over other characters, thanks to their focused training. These bonuses are applied during character creation, as soon as one's Vocation is chosen.

Please refer to the Vocation Development Points and Vocational Bonuses Table [1.2] to find out the Vocational Bonuses of each Vocation.

Vocational Spell Lores

Vocational Spell Lores are those that characters belonging to a specific Vocation can learn and cast without restrictions, as explained in detail in the Magic and Spells chapter.

Development Points

Members of each Vocation gets a certain amount of Development Points (DP) for each Level to distribute between their Skills. Development Points are spent to buy Skill Ranks on a 1:1 basis. A maximum of 2 Skill Ranks can be purchased at each new Level - so basically a maximum of 2 Development Points can be spent on a single Skill at each new Level. Development Points can also be set apart and transferred to different Skill Categories. This is made on a 2:1 basis.

For example a character has 2 DPs spare from developing Skills in various Categories, and decides to transfer them to another Category. That character will get to spend 1 point this way in the new Category. This point can be stacked with those already possessed in that Category (e.g. if they already had 3 DPs to spend, they will now have 4).

Magic Points Gain per Level

Characters add this number to their maximum number of Magic Points (MPs) each Level, including first Level (see *Magic and Spells chapter* for more).

Skill Ranks from other categories can be transferred here on a 2:1 basis from any other category. For example a character who already gains 2 MPs per Level can gain a one-time additional MP by transferring 2 DPs from any other Skill Category.

Example (continued): Nik wants to play a Wizard, so his character will have 1 DP in both Adventuring and Roguery, and 5 DPs in both Lore and Spell Lores; and 0 DP in Armor, Combat, and Body. Since he's a little worried about the Body category, he'll trade 1 DP from the Adventuring Category and 1 from Lore to convert them into 1 point for the Body Category.

Spell Lores works exactly like any other Skill. Being a Wizard, Nik's character has access to all the Spell Lores in the Wizard's Vocational Spell Lores List. Nik invests his 5 DPs to buy two ranks in the Mind Control Spell Lore, one rank in Sounds & Lights, one in Eldritch Frost, and one rank in Eldritch Movements.

Vocation Development Points (DP) & Vocational Bonuses

		Warrior	Rogue	Wizard	Animist	Dabbler	Champion
Armor	**DP:**	**2**	**1**	**0**	**0**	**1**	**2**
Combat	**DP:**	**5**	**3**	**0**	**1**	**2**	**3**
1st Skill Choice	Voc. Bonus:	+20	+10			+5	+15
2nd Skill Choice	Voc. Bonus:	+20	+5			+5	+10
3rd Skill Choice	Voc. Bonus:	+20	+5				+5
4th Skill Choice	Voc. Bonus:	+20					
5th Skill Choice	Voc. Bonus:	+20					
Adventuring	**DP:**	**4**	**4**	**1**	**2**	**3**	**3**
Athletics	Voc. Bonus:	+10	+5			+5	+10
Ride	Voc. Bonus:	+10	+5			+5	+10
Hunting	Voc. Bonus:	+5	+5		+5		+5
Nature	Voc. Bonus:	+5	+5		+15		+5
Wandering	Voc. Bonus:	+5	+5		+5	+5	+5
Roguery	**DP:**	**2**	**5**	**1**	**1**	**3**	**0**
Acrobatics	Voc. Bonus:		+20			+15	+5
Stealth	Voc. Bonus:		+20			+15	
Locks & Traps	Voc. Bonus:		+20			+10	
Perception	Voc. Bonus:		+20		+5	+10	+5
Deceive	Voc. Bonus:		+20	+5		+10	
Lore	**DP:**	**0**	**1**	**5**	**4**	**1**	**1**
Arcana	Voc. Bonus:			+15	+10	+5	+5
Charisma	Voc. Bonus:			+10	+5	+5	+10
Cultures	Voc. Bonus:			+15	+5		
Healer	Voc. Bonus:			+5	+20		
Songs & Tales	Voc. Bonus:			+10	+5		
Spells	**DP:**	**0**	**0**	**5**	**5**	**3**	**3**
Spell Lores	Voc. Bonus:			+15	+10	+5	+5
Body	**DP:**	**2**	**1**	**0**	**0**	**1**	**2**
Body	Voc. Bonus:	+15	+5				+5
MP per Level		**0**	**0**	**3**	**2**	**1**	**1**

[1.7]

Warrior

Warriors are masters of arms and combat. They possess unparalleled skills in fighting with all kinds of weapons, both melee and ranged, as well as in unarmed combat. Warriors can also wear heavy, cumbersome armor and be more efficient and functional than any other character while doing that. A Warrior can take a formidable amount of punishment before giving up the fight. Warrior is definitely the type of character you want to play if you prefer a direct, straightforward approach and if you want to be involved in epic battles and be remembered by your deeds of valor and your legendary fighting skills.

Warrior Development Points & Vocational Bonuses

Armor	**DP:**	**2**
Combat	**DP:**	**5**
1st Skill Choice	Voc. Bonus:	+20
2nd Skill Choice	Voc. Bonus:	+20
3rd Skill Choice	Voc. Bonus:	+20
4th Skill Choice	Voc. Bonus:	+20
5th Skill Choice	Voc. Bonus:	+20
Adventuring	**DP:**	**4**
Athletics	Voc. Bonus:	+10
Ride	Voc. Bonus:	+10
Hunting	Voc. Bonus:	+5
Nature	Voc. Bonus:	+5
Wandering	Voc. Bonus:	+5
Roguery	**DP:**	**2**
Acrobatics	Voc. Bonus:	
Stealth	Voc. Bonus:	
Locks & Traps	Voc. Bonus:	
Perception	Voc. Bonus:	
Deceive	Voc. Bonus:	
Lore	**DP:**	**0**
Arcana	Voc. Bonus:	
Charisma	Voc. Bonus:	
Cultures	Voc. Bonus:	
Healer	Voc. Bonus:	
Songs & Tales	Voc. Bonus:	
Spells	**DP:**	**0**
Spell Lores	Voc. Bonus:	
Body	**DP:**	**2**
Body	Voc. Bonus:	+15
MP per Level		**0**



[1.8]

Rogue

Rogues are adept at disguise, stealth, and subterfuge. They can go unnoticed in a crowd or be silent and unseen like deadly shadows in a dark cave, as well as in the back alleys of a city. Their combat skills aren't as good as the Warrior's, but they're still capable of defending themselves in a fight, even if they're way more deadly when approaching the enemy by ambush.

Play a Rogue if you want to be sneaky, subtle, swift, and always a step ahead (or behind!) of any other character.

Rogue Development Points & Vocational Bonuses

Armor	**DP:**	**1**
Combat	**DP:**	**3**
1st Skill Choice	Voc. Bonus:	+10
2nd Skill Choice	Voc. Bonus:	+5
3rd Skill Choice	Voc. Bonus:	+5
4th Skill Choice	Voc. Bonus:	
5th Skill Choice	Voc. Bonus:	
Adventuring	**DP:**	**4**
Athletics	Voc. Bonus:	+5
Ride	Voc. Bonus:	+5
Hunting	Voc. Bonus:	+5
Nature	Voc. Bonus:	+5
Wandering	Voc. Bonus:	+5
Roguery	**DP:**	**5**
Acrobatics	Voc. Bonus:	+20
Stealth	Voc. Bonus:	+20
Locks & Traps	Voc. Bonus:	+20
Perception	Voc. Bonus:	+20
Deceive	Voc. Bonus:	+20
Lore	**DP:**	**1**
Arcana	Voc. Bonus:	
Charisma	Voc. Bonus:	
Cultures	Voc. Bonus:	
Healer	Voc. Bonus:	
Songs & Tales	Voc. Bonus:	
Spells	**DP:**	**0**
Spell Lores	Voc. Bonus:	
Body	**DP:**	**1**
Body	Voc. Bonus:	+5
MP per Level		**0**



[1.9]

Wizard

Wizards are adept at sorcerous skills, always immersed in their studies of dusty tomes and moldy scrolls, seeking enlightenment and trying to uncover the deepest secrets and mysteries of magic. Wizards can cast subtle enchantments, wondrous sorceries capable of altering the very fabric of reality, and conjure the immense power of the Elements to deliver devastating attacks against their enemies.

Wizards are often very jealous of their secret arts.

You may want to play a Wizard if you want to awe your enemies and allies alike with the sheer power or subtle charm of your magic.

Wizards Development Points & Vocational Bonuses

Armor	**DP:**	**0**
Combat	**DP:**	**0**
1st Skill Choice	Voc. Bonus:	
2nd Skill Choice	Voc. Bonus:	
3rd Skill Choice	Voc. Bonus:	
4th Skill Choice	Voc. Bonus:	
5th Skill Choice	Voc. Bonus:	
Adventuring	**DP:**	**1**
Athletics	Voc. Bonus:	
Ride	Voc. Bonus:	
Hunting	Voc. Bonus:	
Nature	Voc. Bonus:	
Wandering	Voc. Bonus:	
Roguery	**DP:**	**1**
Acrobatics	Voc. Bonus:	
Stealth	Voc. Bonus:	
Locks & Traps	Voc. Bonus:	
Perception	Voc. Bonus:	
Deceive	Voc. Bonus:	+5
Lore	**DP:**	**5**
Arcana	Voc. Bonus:	+15
Charisma	Voc. Bonus:	+10
Cultures	Voc. Bonus:	+15
Healer	Voc. Bonus:	+5
Songs & Tales	Voc. Bonus:	+10
Spells	**DP:**	**5**
Spell Lores	Voc. Bonus:	+15
Body	**DP:**	**0**
Body	Voc. Bonus:	
MP per Level		**3**

[1.10]

Wizard Vocational Spell Lores

Detections	Eldritch Tide
Earth Mould	Eldritch Visions
Eldritch Fire	Eldritch Wards
Eldritch Frost	Enchantment
Eldritch Hand	Illusions
Eldritch Might	Mind Control
Eldritch Movements	Sounds & Lights
Eldritch Storm	

[1.11]



Animist

An Animist is a shaman, a druid, a spirit-monger. Animists above all know the Secret Name of any thing that lies upon the world under the endless skies, and can call it to empower their spells. Animists are masters of the healing arts, and can summon ancient Spirits of Nature at their service. Play an Animist if you want to be one with Nature and help your companions with your wise counsel and healing skills.

Animist Vocational Spell Lores

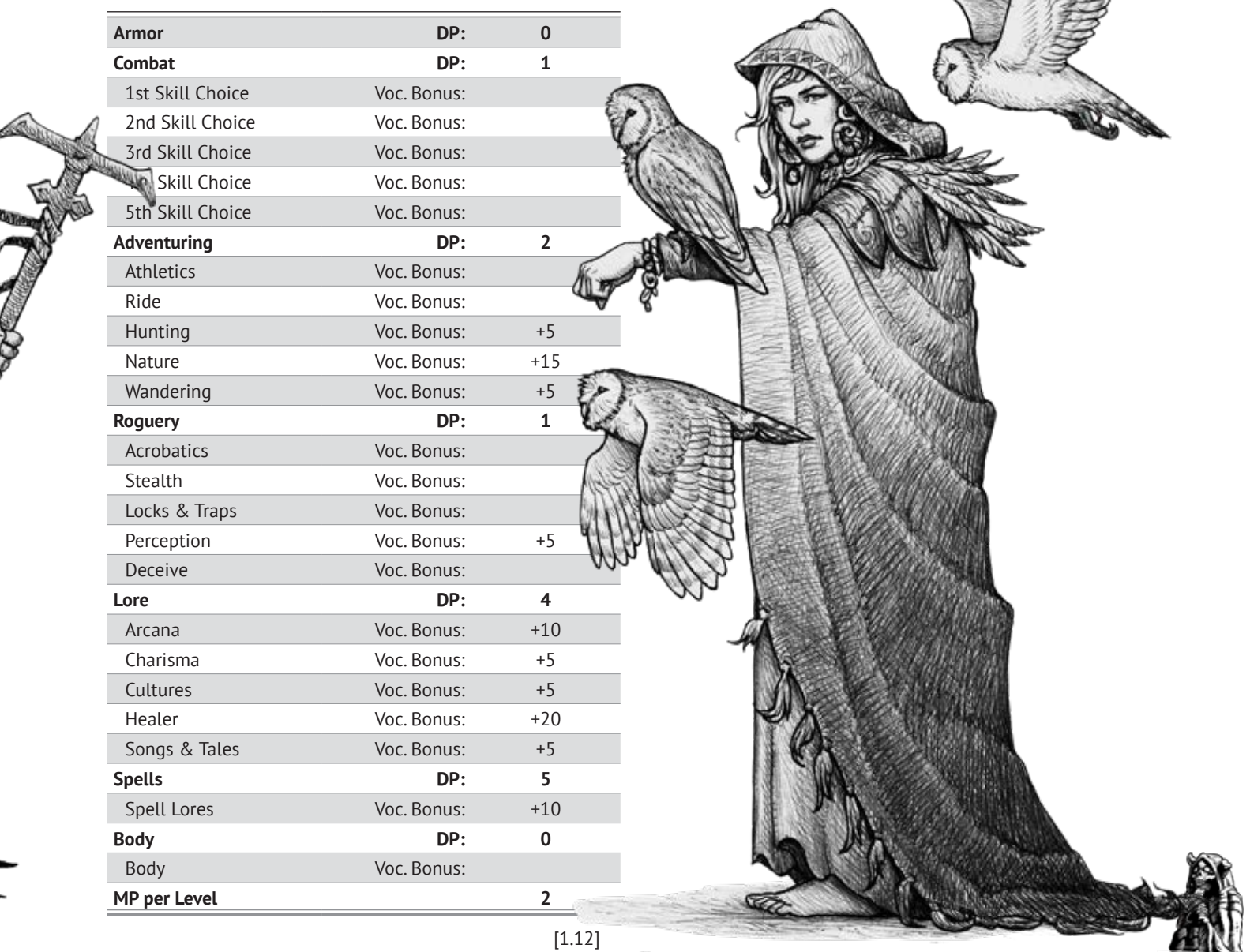
Aspects of Nature	Master of Animals
Channeling	Master of Plants
Chanting	Miracles
Cleansing	Movements of Nature
Communion	Nature's Path
Earth Mould	Soul Soothing
Healing	Sounds & Lights
Lore of Nature	

[1.13]

Animist Development Points & Vocational Bonuses

Armor	**DP:**	**0**
Combat	**DP:**	**1**
1st Skill Choice	Voc. Bonus:	
2nd Skill Choice	Voc. Bonus:	
3rd Skill Choice	Voc. Bonus:	
4th Skill Choice	Voc. Bonus:	
5th Skill Choice	Voc. Bonus:	
Adventuring	**DP:**	**2**
Athletics	Voc. Bonus:	
Ride	Voc. Bonus:	
Hunting	Voc. Bonus:	+5
Nature	Voc. Bonus:	+15
Wandering	Voc. Bonus:	+5
Roguery	**DP:**	**1**
Acrobatics	Voc. Bonus:	
Stealth	Voc. Bonus:	
Locks & Traps	Voc. Bonus:	
Perception	Voc. Bonus:	+5
Deceive	Voc. Bonus:	
Lore	**DP:**	**4**
Arcana	Voc. Bonus:	+10
Charisma	Voc. Bonus:	+5
Cultures	Voc. Bonus:	+5
Healer	Voc. Bonus:	+20
Songs & Tales	Voc. Bonus:	+5
Spells	**DP:**	**5**
Spell Lores	Voc. Bonus:	+10
Body	**DP:**	**0**
Body	Voc. Bonus:	
MP per Level		**2**

[1.12]



Champion

Champions are mystical fighters, trained both in the way of the sword and the magical arts. A Champion could come from a secluded mountain monastery, or be an enforcer of some religious military order, a knight sworn to an ancient discipline, or a sorcerer-warrior of arcane might. Champions are proficient in both combat and spell casting, though their spells are mainly geared towards helping and complementing their skills.

Play a Champion if you want to focus primarily on combat, with a dash of magic to give you an extra edge.

Champion Vocational Spell Lores

Aspects of Nature	Eldritch Might
Chanting	Heroic Defense
Commanding Presence	Nature's Path
Eldritch Hand	Weapon Mastery

[1.15]

Champion Development Points & Vocational Bonuses

Armor	**DP:**	**2**
Combat	**DP:**	**3**
1st Skill Choice	Voc. Bonus:	+15
2nd Skill Choice	Voc. Bonus:	+10
3rd Skill Choice	Voc. Bonus:	+5
4th Skill Choice	Voc. Bonus:	
5th Skill Choice	Voc. Bonus:	
Adventuring	**DP:**	**3**
Athletics	Voc. Bonus:	+10
Ride	Voc. Bonus:	+10
Hunting	Voc. Bonus:	+5
Nature	Voc. Bonus:	+5
Wandering	Voc. Bonus:	+5
Roguery	**DP:**	**0**
Acrobatics	Voc. Bonus:	+5
Stealth	Voc. Bonus:	
Locks & Traps	Voc. Bonus:	
Perception	Voc. Bonus:	+5
Deceive	Voc. Bonus:	
Lore	**DP:**	**1**
Arcana	Voc. Bonus:	+5
Charisma	Voc. Bonus:	+10
Cultures	Voc. Bonus:	
Healer	Voc. Bonus:	
Songs & Tales	Voc. Bonus:	
Spells	**DP:**	**3**
Spell Lores	Voc. Bonus:	+5
Body	**DP:**	**2**
Body	Voc. Bonus:	+5
MP per Level		**1**

[1.14]



Dabbler

Of all Vocations, Dabblers are the most versatile and eclectic, merging mundane skills of exploration and stealth with magical arts. However, since they train so many different skills at once, Dabblers will probably never reach the same level of mastery in each field that other Vocations could attain. Still, the useful combination of so many different talents allows the Dabbler to be a real jack-of-all-trades, capable of winning the day using the right skill at the right time, or with a lucky trick.

Play a Dabbler if you want to be resourceful, mix different playstyles, and choose between many different approaches in shifting situations.

Dabbler Development Points & Vocational Bonuses

Armor	**DP:**	**1**
Combat	**DP:**	**2**
1st Skill Choice	Voc. Bonus:	+5
2nd Skill Choice	Voc. Bonus:	+5
3rd Skill Choice	Voc. Bonus:	
4th Skill Choice	Voc. Bonus:	
5th Skill Choice	Voc. Bonus:	
Adventuring	**DP:**	**3**
Athletics	Voc. Bonus:	+5
Ride	Voc. Bonus:	+5
Hunting	Voc. Bonus:	
Nature	Voc. Bonus:	
Wandering	Voc. Bonus:	+5
Roguery	**DP:**	**3**
Acrobatics	Voc. Bonus:	+15
Stealth	Voc. Bonus:	+15
Locks & Traps	Voc. Bonus:	+10
Perception	Voc. Bonus:	+10
Deceive	Voc. Bonus:	+10
Lore	**DP:**	**1**
Arcana	Voc. Bonus:	+5
Charisma	Voc. Bonus:	+5
Cultures	Voc. Bonus:	
Healer	Voc. Bonus:	
Songs & Tales	Voc. Bonus:	
Spells	**DP:**	**3**
Spell Lores	Voc. Bonus:	+5
Body	**DP:**	**1**
Body	Voc. Bonus:	
MP per Level		**1**

[1.16]

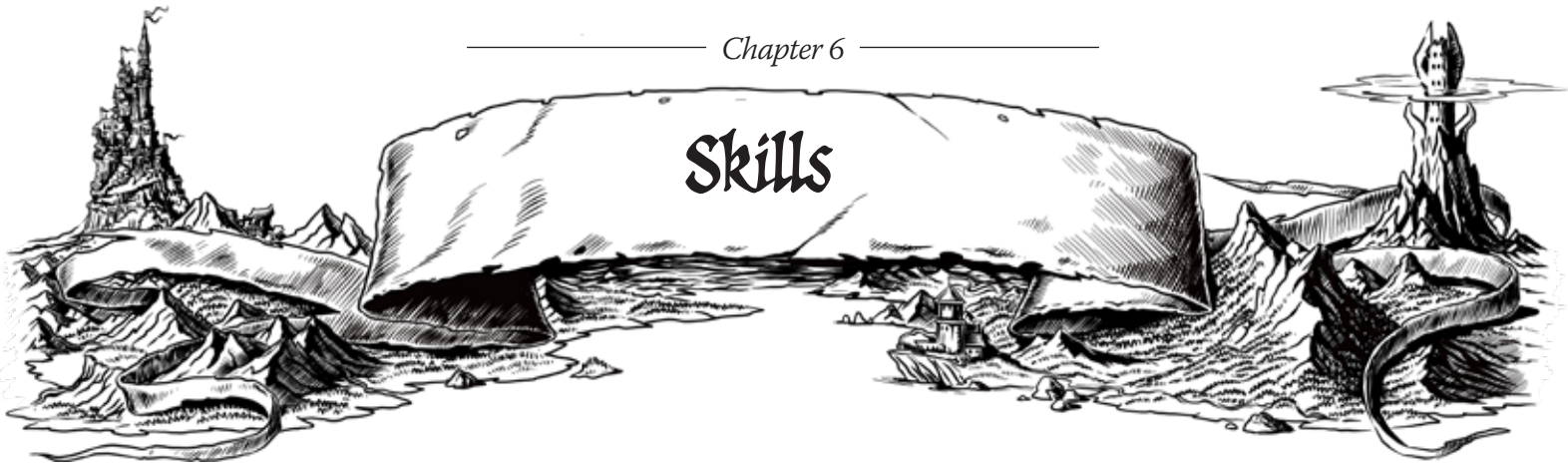
Dabbler Vocational Spell Lores

Detections	Movements of Nature
Eldritch Secrets	Skirmishing Mastery
Illusions	Sounds & Light
Mind Control	Trickery

[1.17]



Skills



In *Against the Darkmaster*, Skills represent a character's specialized capabilities developed with experience and training, while Stats represent innate abilities and potential attitudes. Skills are organized into eight Categories, which group together Skills with a similar theme or purpose. For example, the Combat Category contains Skills that are commonly used during combat situations. Categories are used in game for quick reference, and for the purpose of determining characters' advancement, according to their Vocation.



Skill Bonus

The characters' proficiency with a particular Skill is measured by their Skill Bonus, which is added to any Roll made when they perform a task involving that Skill (see the Resolving Actions chapter for more information on Skill Rolls).

Characters with a high bonus in a Skill are more likely to succeed, even when attempting difficult tasks, while those with a low bonus will fail more frequently.

To calculate their total Skill Bonus, characters must add together: the Stat Value of the relevant Stat, their Rank Bonus for the Skill in question; their Vocational and Kin Bonuses, plus any modifiers coming from items or special sources.

Stat

Each Skill is associated with a particular Stat, which determines the natural affinity a character has with that specific kind of task. For example, dexterous characters with a high Swiftness Stat will be generally good at activities requiring agility and coordination, like acrobatic maneuvers or firing missile weapons.

Some Skills (like the Armor Skill) do not have any Stat associated with them, thus no Stat Value is used in calculating their Skill Bonus.Other Skills may accept more than one Stat, as specified in their description.

Which Stat is associated with which Skill is summarized in the table [1.18].

Flexible Stats

Some groups may prefer more variation in calculating which Stat influences which Skill, or may find a fixed Stat limiting, and rather have the bonus adapt to the way a Skill is used in different situations.

If this optional rule is used, Skills aren't associated with any Stat in particular, and the Stat Value isn't added to calculate the total Skill Bonus in advance.

Instead, when a character performs an action requiring a roll, the GM determines which Stat is added to the Skill Bonus according to the situation and how the action is described by the player.

For example, the GM may rule that characters have to add their **FOR** *instead of their* **BRN** *to an Athletics Roll made to pursue a foe running over a long distance. Or that a character may use* **SWI** *instead of* **WIT** *when using the Deceive Skill to confound an NPC with a sleight of hand trick.*

Like any other option, discuss it with the rest of the group, and make sure everyone is on the same page before applying it.

Skills and Stats

Skill	Stat
Armor	
Armor	-
Combat	
Blunt	BRN
Blades	BRN
Ranged	SWI
Polearms	BRN
Brawl	BRN
Adventuring	
Athletics	BRN
Ride	SWI
Hunting	WIT
Nature	WSD
Wandering	WSD
Roguery	
Acrobatics	SWI
Stealth	SWI
Locks & Traps	WIT
Perception	WSD
Deceive	WIT
Lore	
Arcana	WIT
Charisma	BEA
Cultures	WIT
Healer	WSD
Songs & Tales	BEA
Spells	
Spell Lores	Varies
Body	
Body	FOR

[1.18]

Ranks & Rank Bonus

Ranks represent a character's training in a particular Skill. As characters gain experience during their adventures, they'll develop new ranks in their Skills, improving their chances of success. There's no maximum number of ranks that can be developed for any Skill: the higher the number of ranks, the more apt the character is at that Skill.

However, as their expertise in a given Skill grows, characters will find harder and harder to make substantial improvements in that particular field. The first ten ranks increase the Skill's Rank Bonus by 5 points each, the second ten by 2 points each, and any subsequent ranks only by 1 point each. Refer to the Rank Bonus Table below for pre-calculated bonuses.

Vocational Bonuses

Each Vocation grants a fixed bonus to a selection of Skills, reflecting the specialized training characters belonging to that Vocation undergo during their earlier years.

These bonuses are added during character creation and never change during the game.

A Vocation may let the player decide how to distribute some of these bonuses among a choice of Skills. Once assigned, the Vocational Bonuses cannot be moved to another Skill during the game.

Refer to the Vocational Bonuses table when creating a new character.

Kin Bonus

Their Kin may grant the characters bonuses to one or more Skills through their Special Traits. Like Vocational Bonuses, these bonuses are fixed: they're added during character creation and never change.

Refer to a Kin's description to see if some of its abilities include such a bonus.

Item Modifiers

Special equipment and magical items may modify the characters' chances of success, either granting them a bonus or imposing a penalty on a Skill when used or in certain situations. For example, a high-quality set of lockpicks could grant a +10 bonus to a character's Locks & Traps Rolls made to pick locks; while an old, rusty sword could impose a -5 penalty to the Blades Skill of characters using it.

Rank Bonus Table

Number of Ranks	Skill Rank Bonus	Number of Ranks	Skill Rank Bonus
0	+0	**16**	+62
1	+5	**17**	+64
2	+10	**18**	+66
3	+15	**19**	+68
4	+20	**20**	+70
5	+25	**21**	+71
6	+30	**22**	+72
7	+35	**23**	+73
8	+40	**24**	+74
9	+45	**25**	+75
10	+50	**26**	+76
11	+52	**27**	+77
12	+54	**28**	+78
13	+56	**29**	+79
14	+58	**30**	+80
15	+60	**31+**	+1/rank

[1.19]

Item Modifiers do not stack, only one of the modifiers may be applied to a Skill at any given time. Characters with multiple modifiers, coming from different pieces of equipment, must choose which to apply before rolling the dice.

Special Modifiers

All others bonuses and penalties that can apply to a Skill are grouped together as Special Modifiers. Some of these, like those granted by some Background Options, are fixed while others, like situational modifiers or armor penalties, are applied only under certain conditions.

Special Modifiers, unlike Item Modifiers, are cumulative.

Skill Progression

Characters can improve their Skills by spending Development Points (DPs) to buy new ranks, both during character creation and when they level up, as explained in the *Character Creation* section and in the *Character Advancement* chapter.

Characters receive a certain number of DPs in each Skill Category, according to their Vocation, at first Level and every time they level up. Each DP spent in a Category buys one rank in a Skill from that Category. Alternatively, a character can spend 2 DPs from one or two Categories to buy one rank in a Skill from another Category. For example, a character could spend one DP from the Armor Category and one from the Combat Category to buy a rank in a Skill from the Lore Category.

Every Level characters can buy up to two ranks for each Skill (first Level included). Refer to the Character Advancement Table below to see the number of DPs earned by each Vocation. DPs cannot be "carried over" from one Level to the next. Unspent or unused Development Points are lost.

Skill progression should always happen between sessions, possibly right after assigning XPs or before starting a new game. If you think it makes more sense, try waiting until the characters reach a place where they can rest and meditate, or practice what they learned, before advancing a Level.

Below you'll find a short description of each Skill, along with some examples of situations in which it could be used. A series of Complications is also given for most Skills, as examples of what could happen when a character scores a Partial Success or Critical Failure.

Character Advancement Table

	Warrior	Rogue	Wizard	Animist	Dabbler	Champ.
Armor	2	1	0	0	1	2
Combat	5	3	0	1	2	3
Adventuring	4	4	1	2	3	3
Roguery	2	5	1	1	3	0
Lore	0	1	5	4	1	1
Spells	0	0	5	5	3	3
Body	2	1	0	0	1	2
MP per Level	0	0	3	2	1	1

[1.20]

Skills Description

Armor

Armor

This Skill represents the character's ability to offset the penalty that they would face when using certain Skills and moving around while wearing armor. Generally, the penalty is applied to Spell Casting Rolls (see the *Magic and Spells* chapter for more about Spells and spell casting) and to the Acrobatics, Athletics, Ride, and Stealth Skills.

The Armor skill is never rolled, nor is it associated with any Stat. Its bonus simply reduces the Move Actions Penalty from the armor a character is wearing, down to a minimum of zero.

An exhaustive list of armors and their specific bonuses and penalties can be consulted in the Equipment Chapter.



Combat

This set of Skills determines how effectively the character can perform an attack with or without a weapon. These Skills can also be used to assess the enemy combat skill, and to evaluate combat gear and equipment. Rather than developing Skills in each specific weapon, the character assigns Development Points to a Skill that represents a broad group of similar weapons. Whenever a character performs an Attack Roll with a weapon, the Skill Bonus is added to the d100 roll. This bonus is also called Combat Bonus, or CMB (see the *Combat* Chapter for more).

Characters do not generally need to worry about **Complications** when using their Combat Skills, but Attack Rolls may Fumble, as described in the *Combat* Chapter.

Blades

Bladed weapons are made to cut and slash through the target's flesh. Swords long and short, scimitars, and similar slashing weapons belong to this group.

Blunt

Blunt weapons, often also called mass weapons, produce damage on impacting the target with blunt force to crush, smash, and break. This group includes weapons such as clubs, maces, axes, and hammers.

Ranged

Ranged weapons encompass all weapons that either shoot projectiles of some sort or are themselves thrown as projectiles. This group includes weapons such as bows, crossbows, and thrown weapons like spears, daggers or javelins.

Polearms

Polearms encompass any weapon consisting of a piercing, slashing or blunt head mounted on a longer (from 1.5 to 3 meters) shaft. This group includes weapons such as spears, staves, poleaxes, bardiches, and variants.

Brawl

Brawl is a catch-all Skill encompassing all manners of fist-fighting, unarmed techniques, and also the use of the so-called "hand weapons", such as daggers, armored fists, and improvised weapons such as stones, table legs and other objects.

Adventuring

This Category includes those Skills that are often used in an outdoor environment. This category includes: Athletics, Ride, Hunting, Nature, and Wandering.

Athletics

This Skill is rolled when characters have to use their strength or stamina to overcome an obstacle.

- *Standard (+0)*: Climbing a rock wall or a tree;
- *Challenging (-10)*: Jogging or hiking for a prolonged time across a rough terrain;
- *Hard (-20)*: Swimming against the current;
- *Very Hard (-30)*: Jumping across a pit from a standing position;
- *Extremely Hard (-40)*: Climbing a smooth wall;
- *Heroic (-50)*: Pulling a fully loaded ox cart;
- *Insane (-70)*: Swimming against strong rapids.

Complications: The character becomes Weary or suffers a Minor Injury; a piece of equipment breaks or is lost; the character falls prone or is put in a similarly unfavourable position.

Ride

This Skill is rolled when a character uses their ability to control and maneuver a mount or drive an animal-powered land vehicle. Horses and camels are common mounts, but it can also be a more exotic creatures like giant eagles, dragons, and such.

- *Standard (+0)*: Controlling a trained mount in battle;
- *Challenging (-10)*: Driving a chariot in combat;
- *Hard (-20)*: Leaping an obstacle with a mount;
- *Very Hard (-30)*: Controlling a spooked animal;
- *Extremely Hard (-40)*: Convincing an untrained animal to charge;
- *Heroic (-50)*: Bareback bronc riding;
- *Insane (-70)*: Convincing a mount to charge a dragon.

Complications: The character or their mount becomes Weary; the mount doesn't use its full Move Rate, or moves towards an unwanted direction; the rider loses their balance, or fumble their weapon.

Piloting

In VsD we assume that heroes will move around mainly either on foot or riding horses or similar animals, since that seems to be the standard in many fantasy sagas. However, this might not be the case in your campaign or setting. For example, you might be running a seaborne campaign, where characters spend more time on the deck of a ship than they do in the saddle.

In that case, consider substituting the Ride Skill with a Piloting Skill, which can be used to maneuver any kind of vehicle the characters will encounter.

Hunting

This Skill is rolled whenever a character wants to hunt or track down a creature, or set up simple traps.

- *Standard (+0)*: Catching enough game to feed a party of travellers for a day in a forest;
- *Challenging (-10)*: Follow a trail across a grass field;
- *Hard (-20)*: Setting up a trap that affects a Large creature, or several Medium-sized creatures;
- *Very Hard (-30)*: Catching enough game to feed a party of travellers for a day in a tundra;
- *Extremely Hard (-40)*: Follow a trail across a hard rock surface;
- *Heroic (-50)*: Setting up a trap that affects a Huge creature, or multiple Large creatures;
- *Insane (-70)*: Catching enough game to feed a party of travellers for a day in a Darkland.

Complications: The hunter encounters something unexpected, like a natural obstacle or a dangerous predator; the trap works a little too well, capturing something else along or instead of the intended target; the food or prey hunted belongs to someone else.

Nature

This Skill is used when a character wants to apply their outdoor knowledge in order to recognize plants, beasts, and natural phenomena, or actively interact with animals or with the surrounding environment.

- *Standard (+0)*: Anticipating the general behavior of a known species of animals;
- *Challenging (-10)*: Identifying an uncommon type of herb or beast;
- *Hard (-20)*: Taming a hungry predator;
- *Very Hard (-30)*: Anticipating the general behavior of a species of animals never seen before;
- *Extremely Hard (-40)*: Growing a plant or herb in a climate or environment that's radically different from its natural habitat;
- *Heroic (-50)*: Taming a monstrous or magical beast;
- *Insane (-70)*: Growing healing herbs in a Darkland.

Complications: The weather turns out to be much worse than anticipated; the animal becomes strangely fixated with the character; the food or herb gathered has some unforeseen quality.

Wandering

This Skill is used when a character needs to apply their knowledge of the outdoor in order to properly navigate and survive in the wilderness.

- *Standard (+0)*: Finding the way through a lightly forested area;
- *Challenging (-10)*: Traversing a dangerous natural environment, such as a swamp or a jungle;
- *Hard (-20)*: Traversing a harsh natural environment, such as a desert or a glacier;
- *Very Hard (-30)*: Finding the way through the woods on a clear night;
- *Extremely Hard (-40)*: Finding shelter from a storm on open ground;
- *Heroic (-50)*: Traversing an actively hostile environment, such as a Blighted Land or Darkland;
- *Insane (-70)*: Finding the way in complete darkness through rough terrain.

Complications: The path chosen is harder or takes longer than anticipated; the map is less than accurate or hides something; the shelter is either occupied, or in a difficult-to-reach position.

Roguery

This Category includes those Skills that are related to the character swiftness, agility, dexterity, and more in general their ability to deceive. This category includes: Acrobatics, Stealth, Locks & Traps, Perception, and Deceive.

Acrobatics

This Skill is rolled when characters need to perform maneuvers that require a great deal of agility, balance, and motor coordination.

- *Standard (+0)*: Swinging from a chandelier;
- *Challenging (-10)*: Balancing on a narrow surface;
- *Hard (-20)*: Tumbling away to avoid an activated trap;
- *Very Hard (-30)*: Escape from bindings;
- *Extremely Hard (-40)*: Safely landing after falling or jumping from a running horse or chariot;
- *Heroic (-50)*: Performing a wall run;
- *Insane (-70)*: Balancing on a narrow surface blindfolded while buffeted by strong winds.

Complications: The character suffers a Minor Injury; a piece of equipment breaks, is lost, or dropped to the ground; the character falls prone or is put in a similarly unfavourable position; the character is Stunned or must assess next round to act.

Stealth

This Skill is rolled whenever the character needs to avoid being seen or heard by an opponent in order to gain an advantage against them or a situation. This Skill is often resolved as a Conflicting Action.

- *Standard (+0)*: Moving without being heard on a hard, flat surface;
- *Challenging (-10)*: Pilfering a small object from the pockets of a target;
- *Hard (-20)*: Hiding behind a window curtain in a lit environment;
- *Very Hard (-30)*: Moving silently across fallen leaves or snow;
- *Extremely Hard (-40)*: Blending in a crowd of members of a different Kin;
- *Heroic (-50)*: Stealing a medium-sized object (like a weapon or a book) carried by another creature;
- *Insane (-70)*: Hiding in plain sight.

Complications: The character walks into another foe, like a guard dog or a group of cutthroats; the character loses the grip on their weapon; the character is forced to move towards a dangerous or unwanted direction; the character leaves tracks of their passage; the character steals the wrong item.

Locks & Traps

This Skill allows the character to successfully pick locks and padlocks, and deal with traps, mechanisms, and similar devices.

- *Standard (+0)*: Breaking a lock;
- *Challenging (-10)*: Pick a normal lock without breaking it;
- *Hard (-20)*: Determining the purpose of a complex mechanism never seen before;
- *Very Hard (-30)*: Disarm or design a complex mechanical trap;
- *Extremely Hard (-40)*: Picking a lock without seeing it;
- *Heroic (-50)*: Opening a barred door without making a sound;
- *Insane (-70)*: Picking the lock of the manacles one's wearing.

Complications: The character attracts the attention of a guardian; the door locks itself behind the character's back; the character's tool break; the device or mechanism spins out of control, inflicting a Light Injury on a nearby random character.

Perception

This Skill allows the character to gather information and clues through their five senses.

- *Standard (+0)*: Detecting an ambush;
- *Challenging (-10)*: Finding a hidden door or concealed passage in a well-lit room;
- *Hard (-20)*: Recognizing an item by touch alone;
- *Very Hard (-30)*: Following a faint sound or smell;
- *Extremely Hard (-40)*: Detecting a small hidden compartment or a cleverly hidden trap;
- *Heroic (-50)*: Detecting the presence of an invisible creature;
- *Insane (-70)*: Detecting a flavorless poison in one's wine.

Complications: The character ruins the item or the clue; the character is surprised by someone or something while investigating; what the character was looking for turns out to be blocked, out of reach, or guarded.

Deceive

This Skill allows the character to successfully mislead others, disguise themselves, or provide a false perception of reality. This Skill is often resolved as a Conflicting Action.

- *Standard (+0)*: Distract someone while your friends are sneaking behind their back;
- *Challenging (-10)*: Convincibly feign a limp or other physical ailment for a prolonged time;
- *Hard (-20)*: Disguise oneself as a member of a different Culture;
- *Very Hard (-30)*: Convince the gatekeeper that the character is the person the thane is waiting for;
- *Extremely Hard (-40)*: Trick a group of Trolls into talking until the Sun rises;
- *Heroic (-50)*: Disguise oneself as a member of a very different Kin;
- *Insane (-70)*: Trick a dragon into showing you its vulnerable spot.

Complications: The target takes something from the character, either as proof or payment; the target lies to the PC as well; the character's lies will stir up trouble in the near future; the character's reputation is damaged somehow.



Lore

This Category includes those Skills related to the character's mundane and academic knowledge of the world around them and their ability to use that knowledge to their advantage. This Category includes: Arcana, Charisma, Cultures, Healer, and Songs & Tales.

Arcana

This Skill allows characters to read magical runes, use and identify enchanted items or materials, and recognize, or analyze supernatural creatures and phenomena.

- *Standard (+0)*: Attuning to a magical item;
- *Challenging (-10)*: Recognizing the type (demon, undead, spirit, etc) of a supernatural creature you can see;
- *Hard (-20)*: Identifying a Spell from one of your Vocational Spell Lores as it's being cast;
- *Very Hard (-30)*: Deciphering a text in a forgotten arcane language or identifying a magical glyph;
- *Extremely Hard (-40)*: Identifying a Spell belonging to the Vocational Spell Lores of another Vocation as it's being cast;
- *Heroic (-50)*: Recognizing a supernatural creature by the tracks it leaves behind;
- *Insane (-70)*: Navigating through a different plane of existence.

Complications: The character unintentionally activates the spell or magical effect; the character rolls on the Magical Resonance table, with no modifiers; the character angers the target or becomes the focus of its attention; the rune or item has an unforeseen side effect.

Known Languages

The languages characters know and can speak depend on their Kin, Culture, and Wealth Level. A Noble High Man scholar is likely to know the language of her Culture, a handful of other Mannish languages or dialects, and probably a bit of Elvish. A Deep Orc soldier, on the other hand, is probably just going to know the dialect of his tribe (though he'd understand most of what members of other Orcish tribes are saying) and possibly some words in the language of his hated enemies, the Dwarves.

This is a group decision. If the players think their character should know a particular language, they should explain why and the rest of the group should decide if it's plausible or not. If the group is split or cannot reach a decision, use a Cultures Skill Roll to solve the debate. The more unlikely it is for the character to know the language, the higher the Difficulty of the roll.

Note that the characters will be able to learn new languages during play, as they travel to far away lands and meet people from different Cultures. So, for example, if the heroes spent a long time in a hillman village during their adventures, it would be reasonable to assume that they picked up at least the bascis of the language spoken there.

Again, the final decision on this is left to the group. If everyone agrees that a character could have learned a language during the campaign, then the character speaks that language, or is at least entitled to a Culture Skill Roll to understand it.

However, should languages cover a more prominent role in your game, you might want to use a different approach. As an optional rule, characters starts knowing the language of their Kin and Culture, and learn an additional language every 5 ranks developed in the Cultures Skill.

Alternatively, you may want to treat each language as a Specialty Skill (based on **WIT***), and developed separately from each other. In this case, you should consider awarding each character for 5 free ranks in their mother tongue during character creation.*

Charisma

This Skill is rolled when the character is trying to convince others in doing something without resorting to tricks or misdirection.

- *Standard (+0)*: Negotiating with a merchant;
- *Challenging (-10)*: Inspiring or issuing orders to a small group of people;
- *Hard (-20)*: Convincing someone to follow you for a small fee and a share of treasure;
- *Very Hard (-30)*: Inspiring or issuing orders to a large group of people;
- *Extremely Hard (-40)*: Making an impression on a foreign court;
- *Heroic (-50)*: Convincing someone to follow you only for a share of treasure;
- *Insane (-70)*: Rallying routing troops.

Complications: The target asks for something in return; the disposition of the target toward the characters worsen; an enemy of the PCs gets to know their location.

Cultures

This Skill represents a character's knowledge of the customs, beliefs, traditions, institutions, and languages of the various cultures they've encountered in their travels.

- *Standard (+0)*: Recognizing a written language;
- *Challenging (-10)*: Recognizing the banner of a clan or family from the character's own Culture;
- *Hard (-20)*: Knowing how to properly address a lord or lady from another Kin;
- *Very Hard (-30)*: Deciphering a particularly hard passage in a foreign language;
- *Extremely Hard (-40)*: Understanding the hidden meaning behind a secret message in a foreign language;
- *Heroic (-50)*: Knowing secret customs of a particular group from a different Culture;
- *Insane (-70)*: Recognizing a culture or language from another plane of existence.

Complications: That word the characters keep using doesn't mean what they think it means; the character misses a subtle, but important detail; protocol demands an appropriate offering from the character.

Healer

This skill covers general medical knowledge, and it's used to treat wounds and injuries or to cure diseases or other ailments. The use of this Skill is thoroughly detailed in the Health and Healing chapter.

Complications: See the Health and Healing chapter for some examples of possible complications arising from Healer Rolls in various situations.

Songs & Tales

This Skill represents a character's scholarly education and knowledge of folklore, history, myths and legends, as well as their ability to tell them in an entertaining manner.

- *Standard (+0)*: Knowing the lay of the land of a known area or region;
- *Challenging (-10)*: Entertaining a small crowd in a tavern;
- *Hard (-20)*: Remembering the legends surrounding a feared tomb;
- *Very Hard (-30)*: Knowing the history of the dynasty of a local lord;
- *Extremely Hard (-40)*: Entertaining the court of an Elven lord;
- *Heroic (-50)*: Reciting a poem about the deeds of an obscure minor hero;
- *Insane (-70)*: Knowing a rhyme that reveals how to lift a specific curse.

Complications: one of the details the character remembers is either cryptic, incomplete, outdated, or plainly wrong; the character's demonstration of rare or forbidden knowledge attracts unwanted attention.

Spells

Spell Lores

This Skill represents the character's ability of casting a Spell. Each Spell Lore is a single skill, which must be developed separately from other Lores, and gives the character knowledge of a specific "branch" or "school" of magic.

Spell Lores are made up of Spells organized in ten Weaves, from the least to the most powerful.

Each rank developed in a Spell Lore grants the character the knowledge of a Spell from a new Weave, starting from the First and up to the Tenth.

Body

Body

This Skill represents the character's ability to endure physical punishment like wounds, scratches, and pain. The Body Skill Bonus sets the total number of Hit Points (HPs) the character has. Please note that while taking wounds and damage reduce a character's current HPs during game, it never reduces the Body Skill Bonus, which instead expresses a character's maximum potential.

The Body Skill is never rolled during the game.

Some special effects, like Soul Damage, may reduce the total Body Skill Bonus of the character. This will also reduce the character's maximum HPs. If the Body Skill Bonus is reduced to 0, the character dies instantly.



Specialty Skills

Specialty Skills represent unusual and highly specialized proficiencies that come with focused training in a particular area of expertise.

These Skills are **completely optional**. They can be used to inject more variety in the game, to give Warriors and Rogues an edge at higher Levels, or to stress the importance of certain aspects of a setting or campaign. Much in the same way, they can be easily ignored altogether.

Vocations with no Vocational Spell Lores (Warriors and Rogues, and Sages if used) can develop Specialty Skills using DPs from the Category the Skill belongs to, gaining *two* ranks in the Skill for each DP spent (note that, even with Specialty Skills, characters are still limited to purchasing a maximum of two ranks per Level in each Skill).

Other Vocations (Animists, Wizards, Dabblers, and Champions) must spend 2 DPs for each rank they develop in a Specialty Skill.

Specialty Skills

Skill	Stat	Category
Assassination	SWI	Roguery
Battle Frenzy	WSD	Combat
Craftsmanship	WSD	Lore
Cooking	SWI	Adventuring
Dual Weapons Training	-	Combat
Intimidation	BEA	Combat or Roguery
Meditation	WSD	Lore
Quick Draw	-	Roguery
Scholarship	WIT	Lore
Stewardship	WSD	Lore
Swashbuckling	-	Combat
Swift Step	SWI	Roguery
Warfare	WIT	Combat
Weapon Specialization	-	Combat

[1.21]

Example: Tobold, being a Rogue, only needs to spend 1 of his Roguery DPs to buy two ranks in the Assasination Specialty Skill. Melaith, on the other hand, as a Dabbler would have to spend 2 DPs to buy a single rank in the same Skill.

The group can pick and choose which Specialty Skills to use in their game from those listed below, or come up with their own, using those presented here as a template.

Assassination (SWI) | Roguery

This Skill represents the ability of the character to effectively strike to cripple or kill a humanoid foe when ambushing. This Skill can be used only in conjunction with a melee weapon with the Backstab Quality, such as a dagger or a short sword.

Each rank developed in this Skill equals a +/- 1 modifier to Critical Strike Rolls. The modifier can be *added or subtracted* from the roll, and the attacker gets to choose any result within the range of the roll. For example, a character with 17 Ranks in this skill that scores a Grievous Critical Strike and rolls a 97 can choose to apply any result within the 80 and 114 range.

Before applying any modifier, a Skill Roll is made with the following modifiers:

- +0 the target is Medium-sized
- -20 the target is Large
- -30 the target is Huge
- -10 the target is wearing Light Armor
- -20 the target is wearing Medium Armor
- -30 the target is wearing Full Armor

The results of the Skill Roll read as follows:

- **Critical Failure** - The character fumbles their weapon and no Critical Strike is inflicted.
- **Failure** - No result.
- **Partial Success** - Apply half their Skill Ranks as a modifier to the Critical Strike Roll.
- **Success** - Apply all their Skill Ranks as a modifier to the Critical Strike Roll.
- **Outstanding Success** - Apply 1.5x the Skill Ranks (rounded up) as a modifier to the Critical Strike Roll.

Battle Frenzy (WSD) | Combat

By developing this Skill characters learn to focus their rage into a destructive frenzy, turning into unpredictable killing machines. Characters using this Skill laugh uncontrollably, bite their shields, or gnash their teeth as they fight, often proving to be unsettling even for their allies.

Characters with at least one rank in this Skill can enter this frenzy as a Full Action. While frenzied, they cannot parry and gain a bonus equal to the number of ranks in their Battle Frenzy Skill to their melee CMB, and a +20 bonus to their **BRN** stat (cumulative with the +1/rank bonus if **BRN** is used in the CMB). Furthermore, they can attack as a Half Action with half their CMB (plus the Battle Frenzy bonus) if they are Stunned. However, they must engage in melee and attack the nearest creature they see. If they are not engaged in melee during the Assessment Phase, they must pass a Battle Frenzy Skill Roll (modified by the Move Actions Penalties of the armor they're wearing). If they fail, they engage and attack a creature chosen by the GM. If they're successful, they can choose to end their frenzy or to engage an opponent of their choice.When the frenzy ends, they become Weary.

Cooking (SWI) | Adventuring

Popular among halflings, the Cooking Skill allows characters to turn simple rations or raw ingredients into savory meals. Cooks also knows how to make the most of scraps and leftovers. Once per travel, characters can attempt a Hard (-20) Cooking Roll to reduce rations consumption in their party by 1/3 (rounded down).



Craftsmanship (WSD) | Lore

The Craftsmanship skill represents a character's superior ability to work a specific kind of material (like wood, stone, or leather), or to create and repair a particular type of items (such as musical instruments, clothes or bows, and arrows). Characters developing the Craftsmanship Skills are true masters of their trade, able to manufacture items of a quality that goes well beyond the capabilities of the common artisan.

Given time and proper tools and materials, a character can make a Craftsmanship Roll to create an appropriate item of their choice, applying the following results:

- **Critical Failure** - Time and materials wasted, no item created at all.
- **Failure** - The character crafts an item of Low Quality.
- **Partial Success** - The character crafts an item of Standard Quality.
- **Success** - The character crafts an item of Superior Quality.
- **Outstanding Success** - The character crafts an item of Masterwork Quality.

The Difficulty of the roll is given by the complexity of the item created and/or by the type of materials and tools used.

Dual Weapons Training (-) | Combat

This skill represents a specialized training in fighting techniques using two identical weapons. Generally, only light bladed weapons no longer than Short can be used in conjunction with this Skill (for example, two daggers or two short swords); however, the GM and players can decide otherwise, allowing different weapons (for example two handaxes or two arming swords). Those weapons must me made-to-measure to have perfect balance of each other. If one of the two is a found weapon, a twin weapon can be made by an expert weaponsmith - apply the Superior Quality items modifiers to calculate the Fare for this. If both weapons are made-to-measure, count them both as Superior Quality. This Skill must be developed separately for each combination of paired weapons.

When fighting with the paired weapons, normal Two-Weapon Fighting rules apply and furthermore the character gets to offset one point of penalty to attacks for each rank developed in the Dual Weapons Training. When the penalty reaches 0, then the

amount of skill ranks exceeding the penalty is actually added to both attacks.The maximum number of ranks that can be developed in this Skill is equal to the character's **SWI** value.

Intimidation (BEA) | Combat or Roguery

This Skill represents the ability to browbeat, coerce, and terrorize other people, through subtle threats or vulgar displays of power. In combat, characters can use this Skill to attempt to shift their opponent's current disposition to the next more favorable result on the Reaction Rolls Table (for example, changing it from Unfavourable to Neutral).

Meditation (WSD) | Lore

Using this Skill, characters can meditate to focus their mind and awareness on some subject. After meditating for an appropriate time (usually at least one hour) on a task, the character can make a Skill Roll and apply the following results:

- **Critical Failure** - The character is lost in a reverie, losing the focus on the task at hand. Unless prodded or shaken, they'll remain lost in their thoughts for up to 8 hours, completely unaware of their surroundings and without gaining any benefit from meditating.
- **Failure** - The character doesn't gain any bonus from meditation.
- **Partial Success** - The character gains a +10 special bonus to the Skill Roll needed to accomplish the task they meditated upon, but either spends more time meditating than anticipated, or is so focused on the task that misses an important or dangerous detail about the surrounding environment (GM chooses).
- **Success** - The character gains a +10 special bonus to the Skill Roll needed to accomplish the task they meditated upon.
- **Outstanding Success** - The character gains a +20 special bonus to the Skill Roll needed to accomplish the task they meditated upon.

Quick Draw (-) | Roguery

This Skill represents the precision training of the character in quickly drawing readied items. Each rank offsets one point from the -20 penalty for taking a Half Action together with a Full Action when drawing weapons or quick-loading missile weapons. Furthermore, this Skill can be used to make multiple attacks per Round with thrown weapons or missile weapons with the Quick Load Quality. Characters with 20 or more ranks in the Quick Draw Skill can make two separate attacks (one in Ranged Phase A, the other in Ranged Phase B), with a special -20 penalty to both, reduced by one point for each rank over 20 in the Quick Draw skill.

Example: A character with 25 ranks in the Quick Draw Skill will be able to make 2 attacks in the same round with her short bow, each with a -15 penalty.

Scholarship (WIT) | Lore

In *Against the Darkmaster*, we assume that action will take place in a setting with a heavy oral tradition, where knowledge is transmitted through Songs & Tales. In settings where writing is more common, the Scholarship Skill substitutes the Songs & Tales Skill, representing a character's general level of education and erudition. In such settings, these Skills also represents the characters' ability to read written texts in languages they know.

Stewardship (WSD) | Lore

This Skill represents the characters' ability to make sound economic decisions and administer their wealth. Heroes can use this Skill to pursue the Economic Endeavor activity between adventures, even if they aren't in a Safe Haven.

Swashbuckling (-) | Combat

This Skill represents the ability to get maximum advantage of a flamboyant, skirmishing fighting style. To effectively take advantage of this fighting style, the character must be unarmored, unencumbered and must be using a single one-handed weapon and no other item in their off-hand (for example, a character fighting with an arming sword or scimitar qualifies, while a character wielding a longsword, a short sword and shield or two daggers does not). Each rank developed in this Skill adds a +1 bonus to the character's DEF, and offsets a -1 penalty from making Dashing Attacks.

Swift Step (SWI) | Roguery

This is the Skill of moving with swift, smooth, and quick steps.

The character must be unencumbered and suffer from no Armor Penalties to use this Skill.

The Skill has two uses. Firstly, it can be used to offset the -20 penalty for taking a Half Action together with a Full Action when a character takes the Half Movement action: the penalty is reduced by 1 for each rank developed in this Skill (to a minimum of zero).

Secondly, it can be used to move more quickly over short distances. Characters can use this Skill as Full Action during the Move Phase and read the results as follows:

- **Critical Failure** - The character loses their actions for the current Round;
- **Failure** - The character can move up to their normal Move Rate;
- **Partial Success** - The character moves up to 1.5 their Move Rate;
- **Success** - The character moves up to twice their Move Rate;
- **Outstanding Success** - The character moves up to three times their Move Rate.

Warfare (WIT) | Combat

This Skill represents the character's general knowledge of military tactics, as well as their ability to operate siege weapons, such as catapults, battering rams, or siege towers.

Characters also gain a +1 bonus for each rank they possess in the Warfare Skill to all their Skill Rolls made to lead troops into battle.

Weapon Specialization (-) | Combat

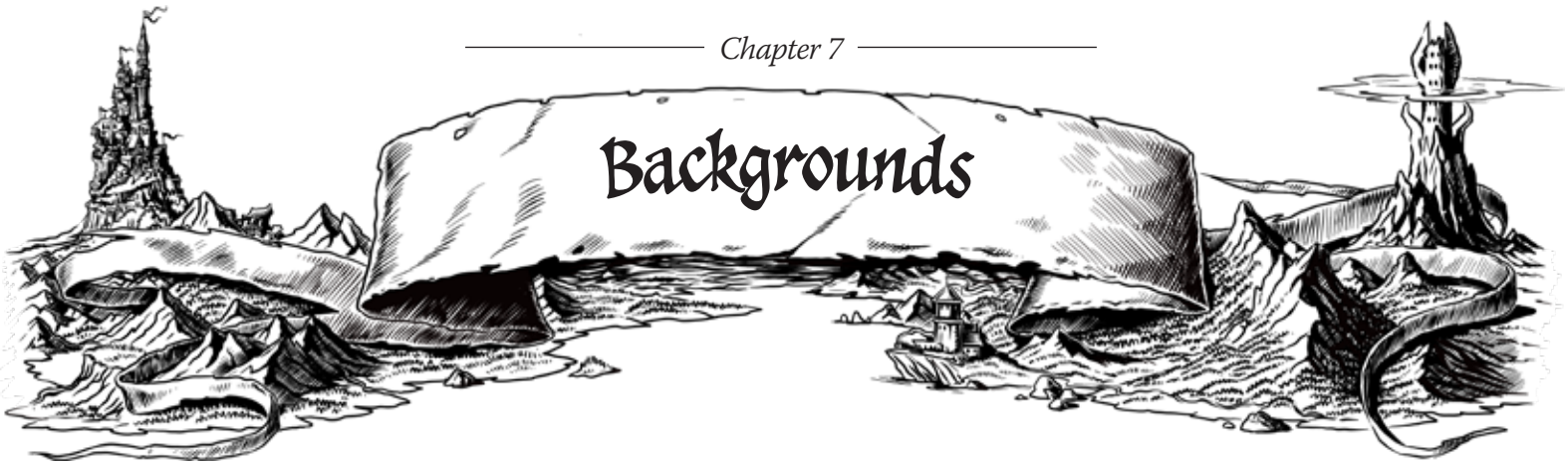
This Skill represents the character's specialization in wielding a single, specific type of melee weapon; so for example the character can choose the longsword or falchion, but not all the weapons that fall into the Blades Skill. However, this Skill can be developed multiple times for different weapons.

The characters reduce their weapon Clumsy Range by one for each five ranks they possess in this Skill (to a minimum Clumsy Range of 1).

Furthermore, characters specializing in this Skill become so adept at the use of the chosen weapon that they gain the ability to split up their CMB to make multiple attacks. Characters with 20 or more ranks in this Skill can split their CMB in two and make two separate attacks at half CMB. The CMB can be split in three upon reaching 30 Ranks to make three separate attacks. The character must still follow the normal Parry rules.







Backgrounds

Heroes aren't born in a vacuum. All Player Characters have a past, and often carry parts of it on their adventures: trinkets from mentors and loved ones; ancient family heirlooms that remind them of home; or of their destiny; unusual abilities they were born with, or they learned in their youth; old friends, that would follow them to the end of the world. In *Against the Darkmaster*, players can use Background Options to flesh out the past of their characters, bringing the most important details about it into play.

Background Points

A character's Kin gives them a certain number of Background Points (BPs). Players use these points to buy some of the Background Op-

Background Options

Option	Minor Tier	Major Tier	Brief Description
Ancient Heirloom	1	3	You inherited or acquired a magic item
Assassin	1	3	You have been trained in the deadly arts
Bard of Ancient Tales	1	3	You draw inspiration by the Ancient Tales of your Kin
Battle Hardened	1	3	You have survived many battles, becoming impervious to pain
Born to Saddle	1	3	You have exceptional riding skills
Burglar	1	3	You are stealthy and nimble-fingered
Daredevil	1	3	You have an advantage when trying arduous and dangerous tasks
Dark Past	1	3	You once served the Darkmaster; now you are His sworn enemy
Eccentric	1	3	You are considered strange among your Kin
Elven Training	1	3	You have been raised by the Elves, or lived among them
Exceptional Training	1	2	You've studied under a renowned mentor
Fleet-Footed	1	3	You are capable of moving faster than most
Geared for Adventure	1	3	You are more equipped than most
Gifted	1	3	You are especially gifted in one of your Stats
Greater Fortune	1	3	You are wealhier than average
Healer's Hands	1	3	You are a most skilled Healer
Heroic Bloodline	1	3	You inspire your allies with your deeds
Keeper of the Hidden Lore	1	3	You're an initiate of a secret magical tradition
Loremaster	1	3	You are a scholar, a chronicler, or a sage
Lovable Rogue	1	3	You are a scoundrel and a liar but people love you nonetheless

[1.22a]

tions described in this chapter, choosing those that they think best reflect the past of their character. Players can buy each Option only once for their character, and only if they have enough BPs left.

Each Option has two different Tiers: Minor and Major. When selecting an Option, players must choose which Tier to buy, and pay the cost in BPs associated with that Tier. Unless specified otherwise in the Background Option's description, taking the Major Tier always provides the benefits of the Minor Tier as well.

Unspent BPs are lost after character creation.

Example: Deirdre belongs to the Mannish Kin, which gives her 6 Background Points. She decides to take the Major Tier of the Shapechanger Background Option, which costs 4 BPs, leaving her with two more points to spend on other Background Options.

Requirements

Some Options require the player of the character taking them to do something, like writing a Passion about them or naming an NPC. These are subject to the group's approval. Players who aren't able to fulfill a Background Option requirements, in a way that's deemed suitable by the rest of the group cannot take that Option.

Example (continued): Dusk Elves get 3 Background Points, so Nik has to choose carefully. He spends them to buy three different Minor Tier Options: Keeper of the Hidden Lore (giving him 2 additional ranks in a Spell Lore of his choosing, which he assigns to Eldritch Storm), Loremaster (increasing his character's Songs & Tales ranks by one), and Magical Affinity (selecting the Eldritch Storm Spell Lore).

Background Options (Continued)

Option	Minor Tier	Major Tier	Brief Description
Loyal Companion	1	3	You have a special relationship with a domesticated animal
Magical Affinity	1	3	You are an expert on a particular school of magic
Mark of Destiny	1	3	You have a mark warning you of the presence of something you choose
Mixed Ancestry	1	3	Your parents came from two different Cultures
Mundane	1	3	You are impervious to magic, both in using it and resisting against it
Mystical Training	1	3	You developed mystical unarmed fighting skills
Religious Adept	1	3	You are a member of an established religious order
Rogue Mage	1	3	You have an innate magical ability
Shapechanger	2	4	You are able to turn yourself into a wild animal
Slayer	1	3	You are particularly effective when hunting down a chosen enemy
Stormcrow	1	3	You have tragic visions foretelling the future
Strider	1	3	You are especially at home in the wilderness
Sworn Defender	1	3	You are part of an elite military order sworn to protect something
Trader	1	3	You are an expert barterer
Unbreakable Bond	1	3	You formed a strong bond with another member of your fellowship
Underground Uprising	1	3	You've been raised in the underworld
Unorthodox Education	1	3	You gained some expertise in the specialty field of another Vocation
Vigilant	1	3	You are a light sleeper, and are seldomly caught off guard
Well Traveled	1	3	You have traveled a lot and are familiar with different cultures
Wyrd	1	3	You have a strange fate: both good and bad things happen to you more often

[1.22b]

Background Descriptions

Ancient Heirloom

You've either inherited an ancient artifact, or acquired it under unusual circumstances.

- **Minor (cost 1 BP)**: Choose an item in your character's starting equipment. That item either grants you a +10 magical Item Modifier to a specific skill, acts as a +1 Magical Focus, or lets you cast a First Weave Spell of your choosing twice a day. Give it a name, an origin, and record it on your character sheet.
- **Major (cost 3 BPs)**: The item also lets you cast a Spell up to the Third Weave twice a day, or a Fifth Weave Spell once a day. However, the item is either stolen, or sought by the Darkmaster.

Assassin

You have been trained in the deadly arts by a master assassin.

- **Minor (cost 1 BP)**: Write your Allegiance about your ties to your old master. You gain one rank in the Stealth Skill, and a special +20 bonus to your Nature Skill Rolls when identifying, using, or preparing poisons.
- **Major (cost 3 BPs)**: Additionally, when you attack a Surprised foe with a ranged weapon, you can treat that weapon as if it had the Backstab Quality, provided that your target is within the Base Range of your weapon.

Bard of Ancient Tales

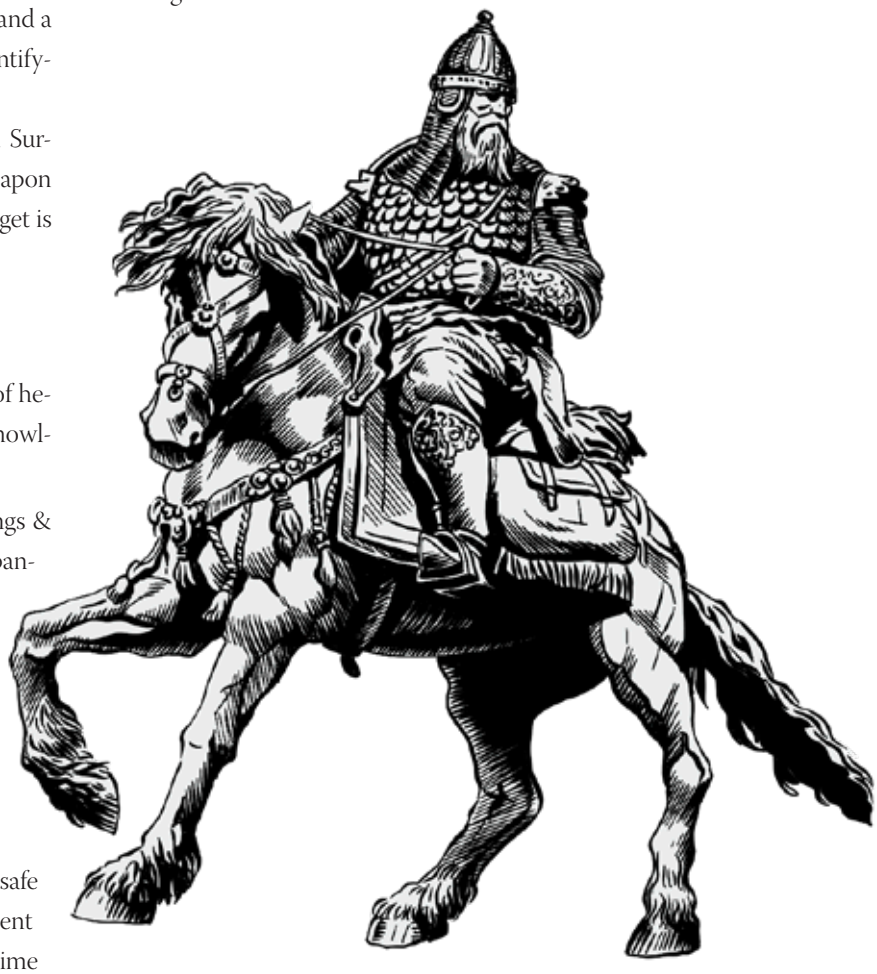
You have been taught the Ancient Tales of your Kin: tales of heroes, gods, monsters, and mighty deeds, and you use this knowledge to your advantage.

- **Minor (cost 1 BP)**: You gain a +10 bonus to your Songs & Tales Skill, and whenever you Help one of your companions, you always add the number of your Songs & Tales ranks (not the Skill Bonus) to the Helping bonus you grant. For example, if you have 12 ranks in the Songs & Tales Skill, when you successfully Help one of your companions, you grant them a total bonus of +22 (+10 for the Helping Roll, and +12 for your ranks in Songs & Tales).
- **Major (cost 3 BPs)**: Additionally, when you are in a safe environment with your companions, if there is no unspent Bardic Inspiration Token in play, you may take some time to tell them a tale or sing them a song about a situation similar to the one you're facing. After you've done so, you create a Bardic Inspiration Token (use a glass bead or similar to represent it). Any character that listened to you can spend a Bardic Inspiration Token to gain a bonus equal to your Songs & Tales ranks (not the Skill Bonus) to any Skill, Attack, or Save Roll, even after they've rolled the dice. Once used, the Bardic Inspiration Token is discarded.

Battle Hardened

You survived many battles, and carry their scars on your body, proving your valor and your worth as a seasoned warrior.

- **Minor (cost 1 BP)**: You have an impressive scar somewhere on your body; describe it. Increase your starting HPs by 15, and the Max HP for your Kin by 10.
- **Major (cost 3 BPs)**: You also never suffer the penalty for being Bruised.



Born to Saddle

Your riding ability is renowned among your people.

- **Minor (cost 1 BP)**: You gain a superior riding breed of your choice, appropriate for your culture and kin, and a special +10 to your Riding Rolls. Give your mount a name and record it on your character sheet.
- **Major (cost 3 BPs)**: You also gain the special ability to automatically pass Riding Rolls during a mounted battle.

Burglar

You are trained as a professional burglar, or expert treasure-hunter, if you prefer. Your services are usually sought by those who'd like to acquire precious (and often carefully guarded) items with a certain discretion.

- **Minor (cost 1 BP)**: You gain one rank in Stealth and one rank in Locks & Traps. Additionally, you can always eyeball the approximate value of any precious item you see, even with a single glance.
- **Major (3 BPs)**: Moreover, whenever you attack an opponent bare-handed or using a Hand weapon, you may use a Free Action to make a Stealth Roll. If you succeed, you may pilfer a non-fixed small item within your reach, as long as no one is holding or wielding it. However, you've stolen something from someone, and now they'll be hunting you to get it back.

Daredevil

Let others take "safe" choices and worry about the odds. You are a hero; you are meant for greater things and know that often fortune favors the bold.

- **Minor (cost 1 BP)**: Whenever you use at least one point of Drive while attempting an action with a Difficulty of Extremely Hard or higher, you get a special +10 bonus to your Roll, in addition to the normal benefits granted by the Drive expense.
- **Major (cost 3 BPs)**: Additionally, once per session when you Critically Fail a Heroic or Insane Skill Roll, you gain a Drive Point.

Dark Past

You once served the Darkmaster or one of His lieutenants, but something or someone made you see the errors of your ways. Now you're one of His fiercest enemies.

- **Minor (cost 1 BP)**: Your familiarity with the ways of the Enemy makes it easier for you to see through His ploys. You can cast the Sense Darkness Spell once a day without spending MPs or making a Spell Casting Roll.
- **Major (cost 3 BPs)**: You also gain a special +20 bonus to your Wandering Rolls when you're travelling through Darklands or Blighted Lands. Additionally, once per session, you may ask the GM to reveal a weakness, vulnerability, or idiosyncrasy of a servant of the Darkmaster you're facing. Your past misdeeds, however, are hard to forget, and many still treat you with suspicion, or even outright hostility.

Eccentric

Other people often tell you that you're strange. Some would take offense to that, but you're proud of what you are.

- **Minor (cost 1 BP)**: Choose a Stat in which your Kin has a negative modifier. Increase the total value of that Stat by 5 points.
- **Major (cost 3 BPs)**: Additionally, choose one of your Kin's Special Traits (like the Orcs' Sun Sensitivity Trait). You ignore the effects of that Trait. However, other members of your Kin tend to find you weird or unnatural.

Elven Training

You have been raised by the Elves, or have lived among them, learning the ways of the Fair Kin.

- **Minor (cost 1 BP)**: Choose the Elven community that raised you. You gain the Lore of the Ages Special Trait as if you were a Silver Elf. If you already have this Special Trait, you gain 2 ranks to spend in your Kin Spell Lores as you see fit.
- **Major (cost 3 BPs)**: You can also use **SWI** instead of **BRN** as a Stat modifier for your Blades Skill, provided you're using a short sword, longsword or scimitar.

Exceptional Training

You've studied under a renowned mentor, who taught you the secrets of a particular skill.

- **Minor (cost 1 BP)**: Name your mentor. You gain 2 ranks in any one Skill of your choice (except Spell Lores), or 5 ranks in a Specialty Skill of your choice.
- **Major (cost 2 BPs)**: Your mentor also left you an item specially tailored to you as a keepsake. This item grants you a +10 Item Modifier to the chosen skill.

Fleet-Footed

You move like the wind, leaving everyone else behind you. When you run, you can truly show them the meaning of haste.

- **Minor (cost 1 BP)**: Increase your Move Rate by 5 meters. You can travel up to 1.5x the normal overland distance per day, as long as you're on foot and Unencumbered or Lightly Encumbered.
- **Major (cost 3 BPs)**: Additionally, as long as you're Unencumbered or Lightly Encumbered, you can Disengage as a Free Action and gain a special +20 bonus to your DEF for the rest of the Round if you take a Movement Action.

Geared for Adventure

Your companions may joke about the quantity of gear you manage to stuff in your backpack, but you know that being prepared always pays well during an adventure.

- **Minor (cost 1 BP)**: You can add two items with a Fare of 2 or less (see the Equipment section in the Appendix) or one Fare 3 item to your starting equipment.
- **Major (cost 3 BPs)**: Include something about always being well prepared in your Nature. Additionally, once per session you can spend one point of Drive and a Full Action to rummage through your belongings and pull out a Fare 1 or less piece of equipment that would be useful in your current situation, even if said item isn't written on your character sheet.

Gifted

You're known among your kin for your extraordinary might, cunningness, or charm.

- **Minor (cost 1 BP)**: Increase the total value of a Stat of your choice by 5. Add a title, moniker, or epithet that describe the trait your known for to your name (e.g.: Tharos the Mighty, Illydriel the Fair, etc).
- **Major (cost 3 BPs)**: You can also increase the total value of a Stat of your choice (including the one you've already chosen) by another 5 points.

Greater Fortune

You come from a wealthy family, or managed to grow in richness and social standing with hard work… or blind luck.

- **Minor (cost 1 BP)**: You can raise your starting Wealth Level by one, up to a maximum WL of 4.
- **Major (cost 3 BPs)**: Additionally, you're the owner of some land, estate or business. Describe your property and decide where it's located. As long as you can reach it, and you're acquiring something that could be reasonably be provided by it, you can raise your WL by two more levels (up to a maximum WL of 5).

Healer's Hands

Some heroes are known for their might in battle, but you know that even a greater strength is required to mend what's broken. Yours are the hands of a healer, casting a pure light in a world besieged by Shadow.

- **Minor (cost 1 BP)**: You gain a special +10 bonus to your Healer Skill, and a +10 bonus to your Nature Skill Rolls to find healing herbs.
- **Major (cost 3 BPs)**: Additionally, whenever you treat one of your companions or administer them a healing herb, you may choose one of the following options: have the patient recover a number of HPs equal to your ranks in the Healer Skill (not your Skill bonus); grant them a special bonus to a SR made to resist the effects of a disease or poison equal to double your number of ranks in the Healer Skill; reduce the recovery time of a treated Injury by one day for every 5 ranks you have in the Healer Skill.

Heroic Bloodline

The blood of heroes runs strongly in your veins. Tales are sung about the mighty deeds of your family, of your ancestors. Now these tales live again, through you.

- **Minor (cost 1 BP)**: You can take a Half Action to inspire all the allies that can hear you within a radius of 6 meters, granting them a special bonus of +10 to their Willpower Save Rolls, or a special +5 bonus to their Attack Bonus and Defense for the current Round.
- **Major (cost 3 BPs)**: You can also reveal your ancestry to someone who doesn't know it as a Free Action. When you reveal yourself to someone, you can either gain a +10 bonus to your Attack Rolls against them for the current Round, or get to re-roll a Charisma or Deceive Roll against them with a +20 bonus.

Keeper of the Hidden Lore

You're an initiate of a secret magical tradition, or part of an arcane organization. Other initiates (and, sometimes, sworn enemies of your faction) could recognize you, and may either aid or hinder you, depending on the situation.

- **Minor (cost 1 BP)**: You gain two ranks in one of your Kin, Vocational, or Common Spell Lores (see Magic chapter for more information on Spell Lores).
- **Major (cost 3 BPs)**: Your training also unlocked a previously untapped reserve of magical power stored within you. You gain 1 extra MP per Level (including the first). However, the enemies of your faction both fear and long for your potential, and will go to great lengths to win you over to their cause.

Loremaster

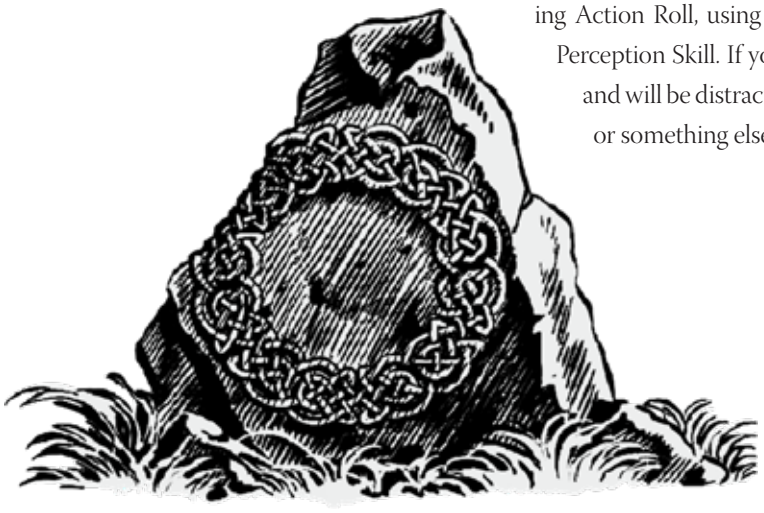
You are a scholar, a chronicler, a sage. You spent years studying the history of the world and are always well-informed on anything that happens around you.

- **Minor (cost 1 BP)**: You gain one rank in either the Songs & Tales or the Cultures Skill. Whenever you travel to a place you have never visited before in game, you may ask the GM to reveal an interesting rumor, piece of lore, or little-known historical fact about your destination.
- **Major (cost 3 BPs)**: You gain the benefits of the Minor Tier. Additionally, choose a specific field of knowledge, such as Dwarven history or Elvish runes. Treat all Failure results you score in Songs & Tales or Cultures Skill Rolls concerning the field of knowledge you've chosen as if they were Partial Success results (Critical Failure results are not influenced by this ability).

Lovable Rogue

You are a scoundrel, a crook, a liar, a ne'er-do-well. By all reasons, no one should like you, and yet people tend to find you unexplainably charming.

- **Minor (cost 1 BP)**: Write what makes you unreliable yet likable in your Nature, and increase the total value of either your Wits or your Bearing by 5 points.
- **Major (cost 3 BPs)**: Additionally, once per session, you can attempt to confuse a group of sentient beings with your outrageous behaviour as a Full Action. Your targets must be able to see and hear you, and cannot be engaged in combat for this ability to work. Describe your act and make a Conflicting Action Roll, using your Deceive Skill against their Perception Skill. If you win, your targets are Stunned and will be distracted by your actions until you stop or something else catches their attention.



Loyal Companion

Your companion is more than a simple animal to you. It's your friend, your shadow; it's part of yourself.

- **Minor (cost 1 BP)**: You gain a loyal Small or Medium-sized animal of your choosing, who travels with you and follows your orders blindly.
- **Major (cost 3 BPs)**: Your companion can be up to Large in size, or the bond you have with it is strengthened, granting you the ability to communicate with it at a basic level (exchanging concepts like fear, joy, enemies, attack, etc) without speaking. You must be able to see each other to use this ability.



Magical Affinity

A natural talent and specialized studies made you an expert in a particular school of magic.

- **Minor (cost 1 BP)**: Choose one of your Vocational Spell Lores to become your favorite Spell Lore. You gain a +10 bonus to all Spell Casting and Arcana Rolls concerning your favorite Spell Lore.
- **Major (cost 3 BPs)**: Additionally, you count as if you were one Level higher when casting Spells from your favorite Spell Lore. You also gain one additional MP per level, but you can spend these extra MPs only to cast Spells from your favorite Spell Lore. However, you have a rival who's determined either to discredit you in the academic circle or to prove their magic school's superiority to you.

Mark of Destiny

You carry a strange mark on your body, that was there since you were born or since a very particular occasion. Sometimes it throbs or causes you discomfort, as if to warn you of something. You still haven't figured out the secret it hides, but one thing is certain: your own destiny is tightly connected to it.

- **Minor (cost 1 BP)**: You have a unique permanent mark (a scar, a birthmark, a tattoo, or anything similar) on a prominent part of your body. Describe it, then choose one of the following: servants of the Darkmaster, magic, or a specific kind of creature (demons, orcs, undead, etc). Your mark will always warn you when you're in the presence of what you chose (you decide how; it could throb, glow softly, cause you migraines, bleed, etc). You get a -10 penalty to all Perception Rolls to notice anything else when your mark is "active", because of the distraction.
- **Major (cost 3 BPs)**: You also gain an additional Passion, named "Destiny" representing your uncommon fate. Write it together with the GM and the rest of the group, and remember to link it to your mark somehow (i.e.: "the blood of the ancient Archmages flows in my veins", or "I carry the mark of the Dragonslayer of legends"). This Passion works exactly like the others, but cannot be changed, unless you fulfill your destiny.

Mixed Ancestry

Your parents came from two different Cultures, or maybe you were raised in a Culture other than the one you were born in.

- **Minor (cost 1 BP)**: Choose a Culture other than your character's Culture and write a Passion about how your mixed ancestry influenced your character's life. Select a non-combat Skill in which the chosen Culture grants at least 2 Cultural Skill Ranks. Your character gains 1 rank in this Skills. Then choose one of the Culture's Outfitting Options and add that item to your character's starting equipment.
- **Major (cost 3 BPs)**: Additionally, select a different Skill in which the chosen Culture grants at least 2 Cultural Skill Ranks. Swap your character's Cultural Skill Ranks with those granted by the chosen Culture.

Mundane

You're pretty sure this is all a mistake. You're nothing like those great heroes of legend, you're just an ordinary fellow. Fate, however, works in mysterious ways, and sometimes small hands must perform the deeds which turn the wheels of the world.

- **Minor (cost 1 BP)**: At the end of each session, if you haven't spent Drive during the session, you gain a point of Drive.
- **Major (cost 3 BPs)**: Additionally, you gain a +30 bonus to your Save Rolls and Defense against magic, but you also suffer a -20 penalty to your Attunement Rolls and Spell Casting Rolls.

Mystical Training

You've been raised and trained since you were a child in a secluded place or monastery under the guidance of a wise mentor, developing mystical fighting skills.

- **Minor (cost 1 BP)**: Write your Nature about the teachings of your master. Your unarmed attacks are one Size larger than what they should normally be (up to a maximum of Colossal).
- **Major (cost 3 BPs)**: Additionally, a visible, mystical aura of holiness surrounds you when you're in danger, granting you a special +20 bonus to your Defense and Save Rolls if you are unarmed and aren't wearing any armor.



Religious Adept

You are a member of an established religious order: either of the clergy of some god's church or some cult.

- **Minor (cost 1 BP)**: You are an initiate adept of the cult/church. You always carry with you a holy symbol that identifies you as a member of your cult or church. Write your Nature or Allegiance to reflect either your religious creed or your loyalty to your cult/church. Other members of the church or cult will try to help you in times of need, giving you protection and shelter. You also gain a special +20 bonus to all Charisma and Deceive Rolls made against other followers of your belief.
- **Major (3 BPs)**: You are a member of the clergy, a "true priest". In addition to the benefits of the Minor Tier, choose a non-attack Spell of the Fifth Weave or less that doesn't require a Save Roll related to your belief. You can cast the chosen Spell once per day without spending MPs or making a Spell Casting Roll. Initiates and adepts of your cult/church will listen to your words and obey your provisions. However, you are disliked by the clergy and members of an opposing cult or church.

Rogue Mage

You were born with an innate magical ability or developed it after a unique occurance. You can't really explain why or how your magic works, but using it is as natural as breathing to you.

- **Minor (cost 1 BP)**: Include something about your magical ability in one of your Passions. Select any one Spell Lore of your choosing and add it to your Kin Spell Lores (see Magic chapter for more information on Spell Lores).
- **Major (cost 3 BPs)**: Additionally, you can spend one point of Drive to gain the ability of casting spells from the chosen Spell Lore without spending MPs for a scene. At the end of that scene, you become Weary if you weren't Weary, and you drop unconscious for 1d10 hours if you were. However, you're hunted by a powerful NPC because of your powers.

Shapechanger

The totemic animal of your people blesses you with a righteous fury, granting you the strength to crush your enemies.

- **Minor (cost 2 BPs)**: Choose a Medium-sized wild animal (like a wolf, a boar, or a mountain lion) as the totem of your people. Whenever you become Bruised or whenever you gain a point of Drive because of one of your Passions, you can assume the form of the animal you've chosen. While in this form, you have the AT, DEF, HP, natural physical abilities, Skills and attacks (you can choose if using the animal CMB or your Brawl Skill bonus when using these attacks) of your totemic animal, or your own Skill bonus +10, whichever is higher. Your Lore and mental Skills (those Skills that require concentration and human intellect) suffer instead a penalty of -50. While in animal form you can not speak nor cast Spells. You're also pervaded by a bestial fury. At the beginning of each Assessment Phase, if you're not Engaged, you must pass a Perception Roll or attack the nearest creature. You revert to your original form if you're Incapacitated or if there aren't enemies within sight and you pass your Perception Roll. When you return to your original form, you become Weary.
- **Major (cost 4 BPs)**: you can also choose a Large animal as your totem, and you can spend a point of Drive to transform into your totemic animal with a Full Action.



Slayer

You have sworn an oath of eternal enmity towards a particular enemy. You have spent a great part of your life studying them, to find better ways to hunt them.

- **Minor (cost 1 BP)**: Pick a specific type of creature (like dragons, dwergars, or trolls) as your hated enemy, and write one of your Passions about your hatred toward them. You gain a +10 bonus to your Hunting, Cultures, Songs & Tales, and Attack Rolls when your hated enemy is involved. You cannot choose one of your companions' Kin as your hated enemy.
- **Major (cost 3 BP)**: Additionally, whenever you start a combat against your hated enemy or defeat one of your hated enemies in a fight, you gain one Hatred Token (use a glass bead or similar marker to represent it). You can spend a Hatred Token either to re-roll an Attack Roll that targeted a hated enemy or to add your Level to a Critical Strike Roll you scored against a hated enemy. Unused Hatred Tokens are discarded at the end of each combat.

Stormcrow

You are cursed with a peculiar ability. You see glimpses of the future, now and then, but your visions only show you sorrow, failure, pain, and death. Your associates rarely listen to your counsel, calling you a doomsayer and a bird of ill-omen. But you know what's coming and prepare for the worst.

- **Minor (cost 1 BP)**: Write one of your Passions about your visions, and increase the total value of your Wisdom by 5 points.
- **Major (cost 3 BPs)**: Additionally, whenever one of your allies spends a point of Drive to re-roll a failed Skill or Save Roll and fails again, you may spend a Free Action to have a vision of doom. When you do so, your companion may accept the failure and get the point of Drive they just spent back.

Strider

You lived most of your life in the wilderness, and are accustomed to the laws of Nature. You are stigmatised as an "outsider" by most of the civilized people you meet, but you probably don't care.

- **Minor (cost 1 BP)**: Write your Nature about why you preferred the harshness of the wilds to the comforts of civilization. You gain a +10 bonus to all your Adventuring Skills while you are outdoors, far from civilization. Furthermore, you can travel up to 1.5x the normal overland distance per day, as long as you're on foot and Unencumbered or Lightly Encumbered.
- **Major (cost 3 BPs)**: Additionally, you get a +30 bonus on your Save Rolls against Weariness and Starvation, and a +20 bonus to your Stealth and Perception Skills while you are out in the wilderness.

Sworn Defender

You are part of an elite military order sworn to protect something. It could be a place, an item, a person, or even an ideal, such as justice or honor. Whatever it is, you've vowed to defend it even at the cost of your own life.

- **Minor (cost 1 BP)**: Write your Allegiance about your order and its mission. You gain one rank in both Armor and Body. You also get a special +10 bonus to your Charisma Skill Rolls against people who are either part of what your order protects or friendly to their cause.
- **Major (cost 3 BPs)**: Additionally, you are immune to fear and gain a +15 bonus to your Save Rolls against mind-influencing effects.



Trader

You are or were in the trading business, as a member of a great merchant family, a shrewd dealer of rare goods, a provider of specialised services, or a similar occupation.

- **Minor (cost 1 BP)**: You get a special +10 bonus to your Deceive and Charisma Rolls whenever you're closing a deal or bargaining for something.
- **Major (cost 3 BP)**: Additionally, once per session, when you meet a new NPC, you may spend one point of Drive to declare that they are either an old customer of yours, or a fellow trader.

Unbreakable Bond

The road may be dark before you, but you're not alone to face it. You formed a strong bond with another member of your fellowship. Together, you can overcome any adversity.

- **Minor (cost 1 BP)**: Select one of your companions and write your Allegiance about them. You gain a +10 bonus to your Rolls made to Help the chosen character. Moreover, you always know when your chosen companion is in danger, even if you aren't able to see each other or are separated by a great distance.
- **Major (cost 3 BPs)**: Additionally, as long as you and the chosen companion are within sight of each other, both of you gain a +5 bonus to your DEF and Save Rolls.

Underground Uprising

You spent your youth in the company of thieves, ruffians, or others criminals. You may have left those years behind you, but you have never completely severed your ties with the underworld.

- **Minor (cost 1 BP)**: Write something about your relationship with your criminal contacts in your Allegiance. You can use your network of contacts to call in favors or get better prices in the black market. Whenever you're buying stolen or illegal goods, you can treat your WL as if it were 2 levels higher (up to a maximum WL of 4).
- **Major (cost 3 BPs)**: Additionally, once per session whenever you are in a town, city, or other civilized settlement, you may spend one point of Drive to declare that you have a contact in the local criminal underworld that might help you in the situation at hand. Name the NPC introduced this way. They must actually lend you some kind of help to solve the specified situation but, besides that, they're controlled by the GM like any other NPC and aren't forced to help you for free (they're criminals, after all).

Unorthodox Education

You started learning the ropes of a different Vocation than the one you belong to now, but either soon discovered that it wasn't your calling or were somehow forced to interrupt your training.

- **Minor (cost 1 BP)**: Choose a Skill in which you have no Vocational Bonuses. You gain a special +10 bonus to that Skill.
- **Major (cost 3 BPs)**: Additionally, choose a Vocation different than yours and a Skill Category in which that Vocation gets at least 2 DPs each Level. At each Level, you get one less Development Point to spend in the Skill Category your Vocation gets the most DPs (choose one when you select this Option if more Categories get the same number of DPs), and one additional Development Point to spend in the chosen category for the other Vocation. However, you gained the enmity of a powerful individual during your training. Name your enemy and write your Allegiance about them.

For example, if you are a Wizard and chose the Warrior Vocation and the Body Skill Category, at each Level you gain one less DP in either the Lore or the Spells Category, and one extra DP in Body.

Vigilant

An adventurous life taught you to sleep lightly and be always ready for trouble.

- **Minor (cost 1 BP)**: Four hours of rest are enough to give you the benefits of a full night of sleep. This doesn't change your HPs recovery rate, but allows you to recover from the Weary condition and regain all spent MPs with 4 hours of rest.
- **Major (cost 3 BPs)**: Additionally, you can take Full Actions, attack, and Parry normally when you are Surprised. You are still considered Surprised for the purpose of resolving your foe's attacks and special abilities. However, there's a reason why you're always watchful. Someone or something is out there to get you. Name your enemy and write an Allegiance about them.

Well Traveled

You travelled far and wide, and are familiar with many places and ways unknown to the majority of people.

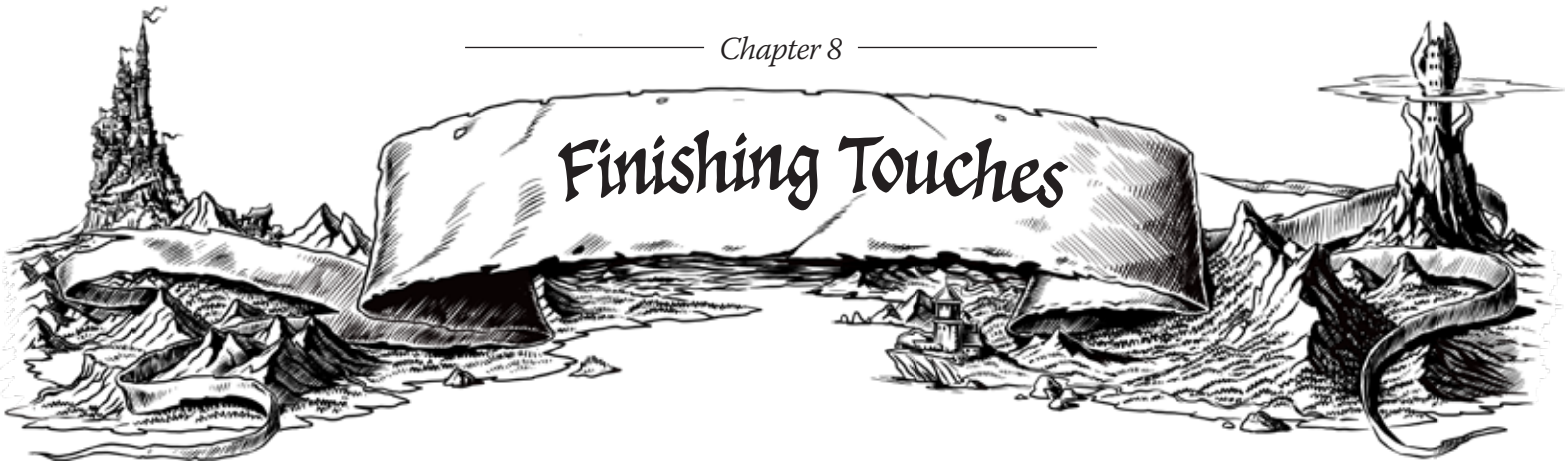
- **Minor (cost 1 BP)**: You gain one rank in Wandering and you know the location of a Safe Haven. Once during the game, unless your character is in the Darklands, you can declare that a Safe Haven is near, and mark it on the map within 1d5 days of travel from your character's position. Once you've done this, you lose this ability, but the Safe Haven remains available to you and your companions.
- **Major (cost 3 BPs)**: Additionally, once per session when your party is Preparing for Travel, you may ask the GM to reveal an alternative, secret, or rarely used route to your destination, without any Skill Roll.

Wyrd

You are bound by a strange fate. Improbable and unpredictable things seems to happen with alarming frequency around you, for good or bad.

- **Minor (cost 1 BP)**: Whenever you make an Open-Ended Roll, you must re-roll the dice and add the result on an Unmodified Roll of 95 or more, instead of the normal 96 or more. You must also re-roll and subtract the result on an Unmodified Roll of 06 or less, instead of the standard 05 or less.
- **Major (cost 3 BPs)**: Whenever you make an Open-Ended Roll, you must re-roll the dice and add the result on an Unmodified Roll of 93 or more, instead of the normal 96 or more. You must also re-roll and subtract the result on an Unmodified Roll of 08 or less, instead of the standard 05 or less.





Finishing Touches

Your heroes are almost ready to embark on their epic quest. You've generated their Stats and selected their Kin and Culture. You've chosen their Vocation and the Skills they're trained in. You've fleshed out their backstory with a handful of Background Options.

If possible, use these final steps to review your hero together with the other players, to make sure everything is in order and that the group is familiar with everyone's character.

Derived Attributes

Move Rate

Move Rate indicates how far characters can move in a single Round (see the Combat chapter for more information about Rounds).

All characters have a basic Move Rate of 15, meaning that they can move up to 15 meters at a walking pace (or up to 30 meters when Sprinting) each Round.

Variable Move Rate

Optionally, this value can be influenced by a character's Swiftness score. If this rule is used, characters must add 1.5 meters to their Move Rate for each 5 full points in their **SWI** *value. A negative* **SWI** *value means the character's Move Rate will be reduced by a similar amount.*

For example, a character with a **SWI** *value of 10 will have a Move Rate of 18; while a* **SWI** *score of -5 will result in a Move Rate of 13.5 meters.*

A character's Move Rate can be influenced by their Encumbrance Level and by some Conditions, see the Adventuring section of this book for more information.

Defense

Characters can shield themselves from harm by wearing armor and other protections, but their ability of deflecting and evading blows is represented by their **Defense** score (or **DEF** for short).

A character's DEF is equal to their Swiftness value or zero, whichever is higher.

Wearing heavy armor can slow characters down, limiting the amount of **SWI** that they can apply to their DEF score.

Characters can temporarily improve their DEF by wielding shields and parrying; while Spells, Conditions, and other effects can modify it in other ways, so a character's DEF score will probably change quite often during the game.

Save Rolls

Not every attack can be dodged or parried. **Save Rolls** (SR) represent a character's ability to resist pernicious effects.

There are two kinds of Save Rolls in *Against the Darkmaster*: **Toughness Save Rolls** (**TSR**), and **Willpower Save Rolls** (**WSR**).

A first Level character's **TSR** bonus is equal to their Fortitude value plus 5, plus their Kin bonus and special modifiers.

Their **WSR** bonus is equal to their Wisdom value plus 5, plus their Kin bonus and special modifiers.

See the Adventuring section of this book for more information on Save Rolls.

Total Hit Points

A characters' Total Hit Points is equal to their Body Skill Bonus (don't forget the Kin modifier). See the Skills and the Health and Healing chapters for more information on Hit Points.

Magic Points

Magic Points (**MPs**) represent a reserve of mystical energies used by characters to cast magical Spells.

First Level characters start with one MP for each 10 full points of their MP Stat (**WIT** for Wizards, **WSD** for Animists, and **BEA** for all the other Vocations). The character's Kin MP bonus and Vocation MP gain are added to this number to determine the character's starting total Magic Points.

See the *Magic and Spells* chapter for more information about Magic Points and their use.

Size

Unless specified otherwise in the description of their Kin, all PCs are of Medium Size. There are five different Sizes in total: Small, Medium, Large, Huge, and Colossal.

Size is used mainly to determine the cap on a character's Unarmed attacks (punches, kicks, holds, and the like).

Starting Equipment

Characters start the game with:

- a set of normal traveling clothes;
- a belt with scabbards to hold their weapons;
- a side arm of their choice;
- a pouch for their coins and personal belongings;
- a small bag or rucksack;
- the items gained through their Background Points and their Culture Outfitting Options.

While in many other RPGs characters begin with a small sum of gold they can spend to buy additional items to add to their starting equipment, in *Against the Darkmaster* players are encouraged to start the game simply with the items listed above.

This makes character creation quicker, and adds a small level of challenge for freshly created characters, who might find themselves forced to come up with creative ways of using their limited resources.

Of course, heroes will be able to use their Wealth to equip themselves better during their adventures, once they reach a town or other civilized area.

In any case, keep in mind that heroes are more important than their equipment in *VsD*. If it would make sense that one or more characters had a particular item when the game begins, and that item wouldn't affect their Wealth, simply add it to their starting equipment.

Naming Your Character

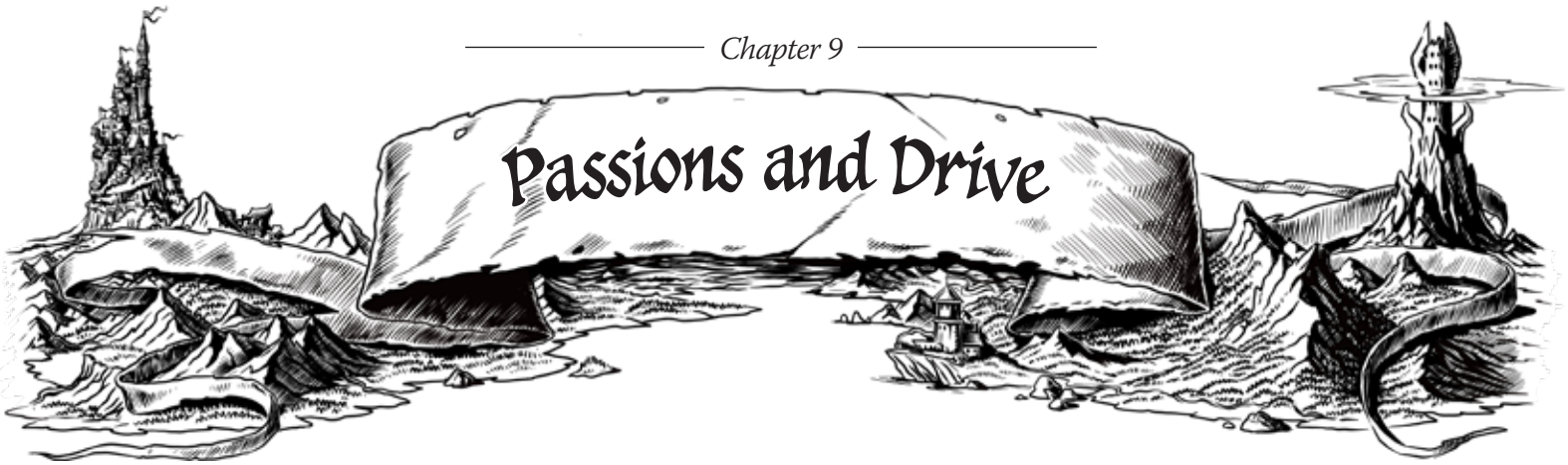
At this point, the players will only have to find a suitable name for their characters, and are ready to start the game.

While choosing a character's name is based purely on personal tastes and preferences, try to keep in mind the game's tone and setting when selecting names.

Players can look at the Sources of Inspiration to get an idea of what could be a good name for a character in a typical game of *Against the Darkmaster*.

> *Example (continued): Nik jots down his character's Move Rate (the standard 15 meters per Round), Defense (which is 20, equal to the character's* **SWI***) and Medium Size. The character has a* **TSR** *of 15 (*__FOR__ *value of 0, plus 5 for the first Level, plus 10 from the Kin's Modifiers), a* **WSR** *of 10 (WIS value of 5 plus 5 for the first Level), and a total of 9 MPs (3 from the* **WIT** *value of 30, 3 from the Wizard vocation, and 3 because she's a Dusk Elf).*
>
> *He names her Syndel, the Fey Warlock, and he's good to go!*





Passions and Drive

Passions

In *Against the Darkmaster*, each character is driven by Passions. Passions are statements that tell something really important about the characters: why they went adventuring in the first place, the reason why they fight, how they deal with difficult and dangerous situations, and who they're sworn to protect or serve, or have decided to fight and destroy. Players choose up to three Passions for their characters during creation, writing them down on their character sheet.

There are three standard Passions in *Against the Darkmaster*: **Nature**, **Allegiance**, and **Motivation**.

Nature is how a character behaves in most situations, due to their inherent instincts, demeanor, or ethical and philosophical convictions. Find below some examples of fine Natures:

- *I will live by the Laws of Nature under the Silver Stars.*
- *Trust no one, and have your sword ready.*
- *As a Holy Knight, I'm sworn to protect the meek, avenge the wrongs, and fight Evil.*

Allegiance is who the character is loyal to, loves, or - on the other hand - has sworn to destroy. Some examples of serviceable Allegiance may be:

- *My loyalty is to my King, whom I swore to protect and serve.*
- *The love for my family drives me forward.*
- *I will follow my companion and master Eoin wherever our path will lead us.*

Motivation is what pushes the character forth: a goal set either in the near future or in the farthest, a personal belief, a strong conviction.

Examples of good Motivations are:

- *I will find out the fabled Sword of the Tuatha, and prove myself worthy of wielding it.*
- *I will wipe out the Orcs that burned down my village and killed my family.*
- *I will reclaim the Crown of the Realm.*

Choosing Passions

Passions are decided during character creation by the player for their character, with imput from and the approval of the other players and the Game Master. Creating interesting Passions is a collective process that really must involve all the players at the table, since it's vital for a *VsD* game to come alive with vibrant and interesting characters, and it's also an excellent opportunity to tie characters to each other and to NPCs and root them in the story.

You'll find more about writing good Passions and how to use them to create awesome stories in the GM's section of these rules. Sometimes, a Passion could be linked to a Background Option the character previously had chosen. Read more about this in the Background chapter.

Passions are not limited to the aforementioned three. While those are provided as a standard, certain campaigns and groups may well want to include other types at their table, such as Faith, Vengeance, Love, Oath, Conscience, DestiDoom, or whatever else they find interesting, or deem appropriate to their campaign.

Example (continued): Nik is almost finished, but there's still something very important to choose: his character's Passions. He starts with his character's Nature, which he'll use to bring the character's wild and unpredictable temperament into play, and writes "Wild as a Summer Storm" on

his character sheet. He decides to leave the other two Passions (Motivation and Allegiance) blank for now, because he wants to hear about the premise of the adventure first and possibly link them to those of the other Player Characters.

Changing Passions

Passions will change during play. They're written down for anyone to remember, but they're not engraved in stone. Characters can change as the game goes on - just like every one of us changes over the course of our lives - according to the experiences they endure and the challenges that Fate has in store for them.

Examples of possible good motivations for changing a character's Passions are listed below.

- The reason why the Passion existed in the first place ceases to be - for example when the character's fulfilled their vengeance, or when they lose the person they had a bond with.
- An event during game made the character (and thus the player) change their mind about their whole beliefs system; such as a loyal Knight discovering their King was actually a treacherous betrayer.
- The character goes through a heart-rending or mind-bending experience, like coming back from the dead or literally being through Hell.

Typically Passions are changed at the end of a session, or when the story reaches a significant turning point. Motivation is the most volatile of Passions; characters will change it quite often, as their goals are completed, or become irrelevant or unattainable. Allegiance should change less frequently, requiring more solid in-game reasons and marking an important development in the character's bonds and relationships. Finally, a Nature change

Metal Passions

Having trouble coming up with a Passion for your character? Steal it from your favorite metal song! Just take one or two verses you find particularly inspiring, and use them (either as they are or by paraphrasing them) as your character's Motivation, Nature, or Allegiance. And if you still can't decide, check out the examples in the Metal Passions table below!

Metal passions

Passion	Artist - Song
I will never hide again	*Dio - Stand up and Shout*
I stand alone	*Blind Guardian - Time Stands Still*
For the conquest of justice and honour I will use my steel	*Rhapsody - Lord of the Thunder*
It's time to pass the world on to the younger generations	*Mithotyn - The Old Rover*
All men are equal when their memory fades	*Motorhead - Deaf Forever*
Life's a never ending wheel	*Dio - Holy Diver*
Forever I will fight the powers that be	*Arch Enemy - The Eagle Flies Alone*
Only the strong deserve to survive	*Northgard - From Lambs to Lions*
To take back what is mine I'll break every bone	*Tyr - Nine Worlds of Lore*
There's no secret I won't unfold	*Falconer - Mindtraveller*
United we fight, united we win or die	*Manowar - Warriors of the World*
I was born under omens of greatness and doom	*Iron Maiden - Seventh Son of a Seventh Son*
I will fight for the memory of those who died	*Amon Amarth - Raise your Horns*
I will raise from misery to greatness	*Iced Earth - Anthem*

[1.23]

should be a pretty rare event, representing a very significant shift in the character's core beliefs.

Players and Game Masters are encouraged to be creative about Passions and how and when to change and evolve them. On the other hand, we suggest not to shift Passions too quickly and too often, giving instead each of them a fair try to kick in during play.

Drive

Drive is a measure of how strongly a character is motivated and how far they would push himself to get what they're after. Drive has a fluctuating value during play: it can grow and decrease over the course of the story and even in a single session, following the character's actions and other circumstances. Drive can never be less than 0, or more than 5. Each character starts play with a Drive value of 1.

Increasing Drive

Drive increases by pushing the game forward with one's Passions.

Whenever characters willingly puts themselves into a dangerous situation or a challenge, put themselves in a bad light because of one of their Passions, or make the story go in a new and interesting direction by following their Passion, they then get to increase their Drive by one point - to a maximum of five.

For example, if a character is sworn to protect the King and jumps into battle against overwhelming forces risking their lives to - well - protect the name of their King, then their Drive is increased by one.

This is a collective decision: any player can suggest any other player as worthy of receiving a point of Drive when they believe they have interestingly played the inner conflict that a Passion has generated in their character. If any player at the table agrees, then the point is awarded. If there's an audience to the game (like some friends watching the group play, or if the group is streaming the game live online) the group could try asking for their opinion, too.

The GM has the final say if there's a lingering situation, but try not to bog the game too much dragging such decision. Try instead to be open-minded, enthusiastic, proactive, and embrace the ideas of other players!

Spending Drive

Drive Spent	Effect
1 Drive	Get a special +10 bonus per Drive spent to all Skill, Attack, and Save Rolls for the duration of the current scene
	Re-roll any failed Roll, with a special +10 bonus
	Re-roll a Critical Strike just suffered with its severity decreased by one level.
	Impose a -10 penalty per point of Drive spent on the Save Roll made to resist the effects of a Spell
5 Drive	Consider the result of any Open-Ended Attack, Skill or Spell Roll as a natural 100
	add a +20 bonus to a Critical Strike Roll
	Ignore all penalties to actions from wounds and adverse Conditions
	Double the Area of Effect, Targets, Range, Duration, or Base Damage of a Spell

[1.24]

Spending Drive

Drive can be spent by the player to mitigate harmful effects suffered by their character during the game, to get another chance after failing a roll, or to perform heroic deeds that would otherwise be impossible for them to accomplish.

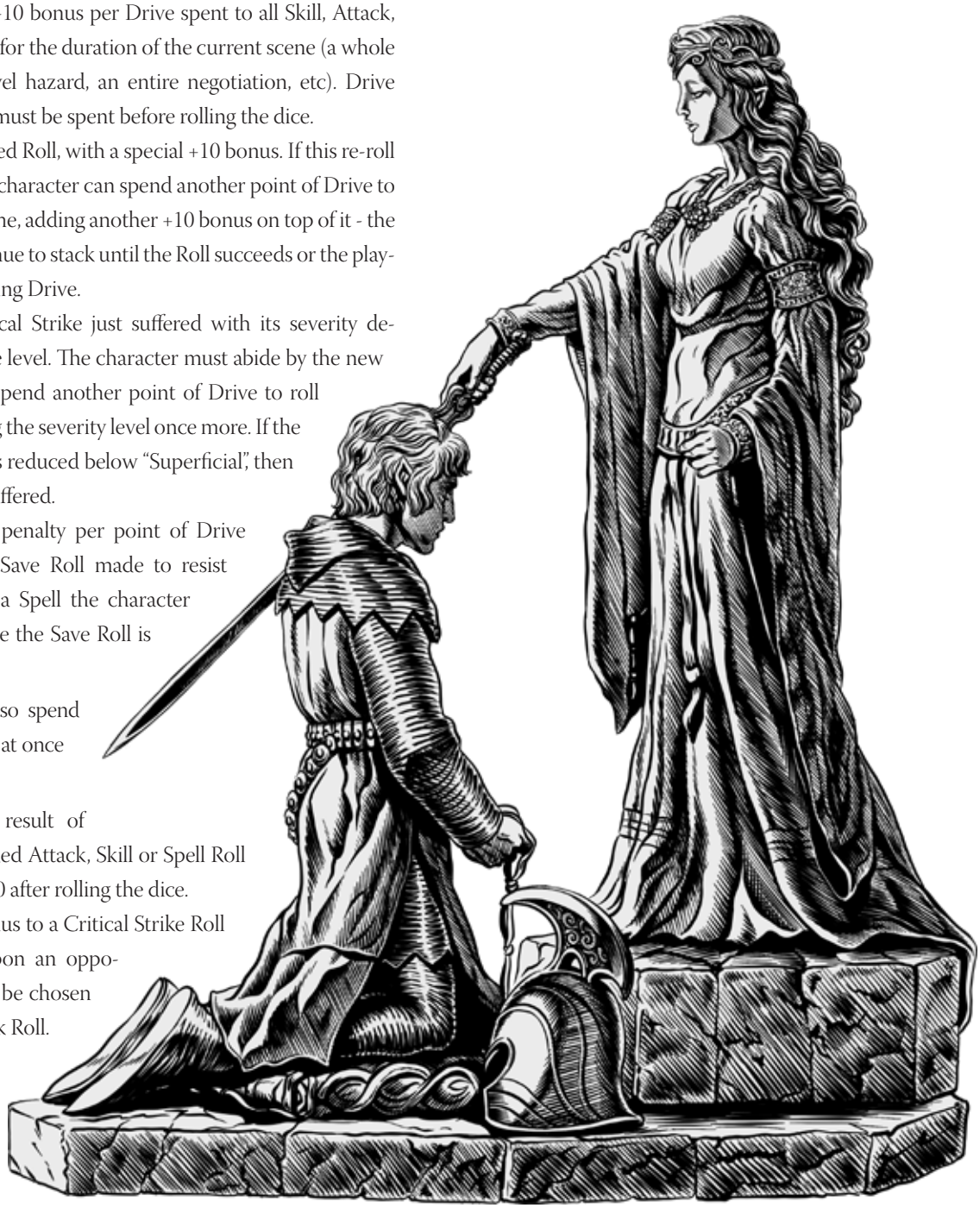
A character can spend one or more point of Drive to:

- Get a special +10 bonus per Drive spent to all Skill, Attack, and Save Rolls for the duration of the current scene (a whole combat, a travel hazard, an entire negotiation, etc). Drive used this way must be spent before rolling the dice.
- Re-roll any failed Roll, with a special +10 bonus. If this re-roll fails again, the character can spend another point of Drive to roll another time, adding another +10 bonus on top of it - the bonuses continue to stack until the Roll succeeds or the player stops spending Drive.
- Re-roll a Critical Strike just suffered with its severity decreased by one level. The character must abide by the new Roll; but can spend another point of Drive to roll again, lowering the severity level once more. If the severity level is reduced below "Superficial", then no critical is suffered.
- Impose a -10 penalty per point of Drive spent on the Save Roll made to resist the effects of a Spell the character just cast, before the Save Roll is made.

A character can also spend five points of Drive at once to:

- Consider the result of any Open-Ended Attack, Skill or Spell Roll as a natural 100 after rolling the dice.
- Add a +20 bonus to a Critical Strike Roll they inflict upon an opponent. This can be chosen after the Attack Roll.
- Ignore all penalties to actions from wounds and adverse Conditions for the duration of a whole scene.
- Double the Area of Effect, Targets, Range, Duration, or Base Damage of one of their own Spells before casting it.

Drive spent can be regained through challenging a character's own Passions, as already explained.



Heroic Path

As they carry on with their journey, characters turn into true heroes, and their tale into the stuff of legends. The hard choices they make, the unlikely situations they survive, and the great deeds they accomplish by following their Passions are the paving stones of this Heroic Path they follow, which separates them from the common folk.

Whenever they spend Drive, players must mark the exact number of points of Drive spent on the Heroic Path track on their character sheet. Each 10 marks on their Heroic Path awards them with a Milestone. In other words, for each 10 points of Drive spent during the games, characters will gain a Milestone.

Milestones and Revelations

Characters can use a Milestone they earned to have a Revelation, an enlightening moment which leads them to learn more about themselves, and to unlock part of their heroic potential.

A Revelation marks a very important event in a hero's tale and, as such, it cannot happen just anytime, but needs particular conditions to be triggered. Characters undergoing a Revelation need time and peace to reflect, or a suitably dramatic event to spur the change within them.

Some examples of moments in which a Revelation can happen are:

- A long downtime between adventures;
- A period of rest and recovery at a Safe Haven;
- A critical or cathartic moment in game, related to one of the character's Passions - for example, when they break their Allegiance or accomplish the goal they set as their Motivation;
- At the end of an important mission or quest.

If the group agrees that the moment is right, a player can spend a Milestone to trigger a Revelation, choosing one of the following options for their character:

- Increase one Stat of their choice by 5 points, permanently;
- Gain a special +10 bonus to their Body Skill Bonus *and* increase their maximum Hit Points by 10;
- Increase their MP total by 3 points;
- Improve an item they're carrying and about which they've written a Passion, by selecting one of the following:
    - Increase the modifier the item grants to a single Skill by +10 (up to a maximum of +30), or allow the item to grant a +10 modifier to a single appropriate Skill of their choosing;
    - Swap a Spell the item let them cast a number of times each day with a Warped version of the same Spell of up to 3 Weaves higher, or with a different Spell from the same Spell Lore of up to 2 Weaves higher;
    - Increase the number of times the item's power can be activated each day by one, if the Weave of the Spell they allow to cast is equal to or lower than their Level.

The choice should be approved by the group and possibly be related to the events that led to the Revelation itself. The players should also feel free to take a brief moment to narrate their characters' actions during the Revelation, keeping in mind that this shouldn't trigger any Roll or introduce any new substantial element to the campaign. Once chosen, the option is recorded on the character sheet and takes effect immediately.

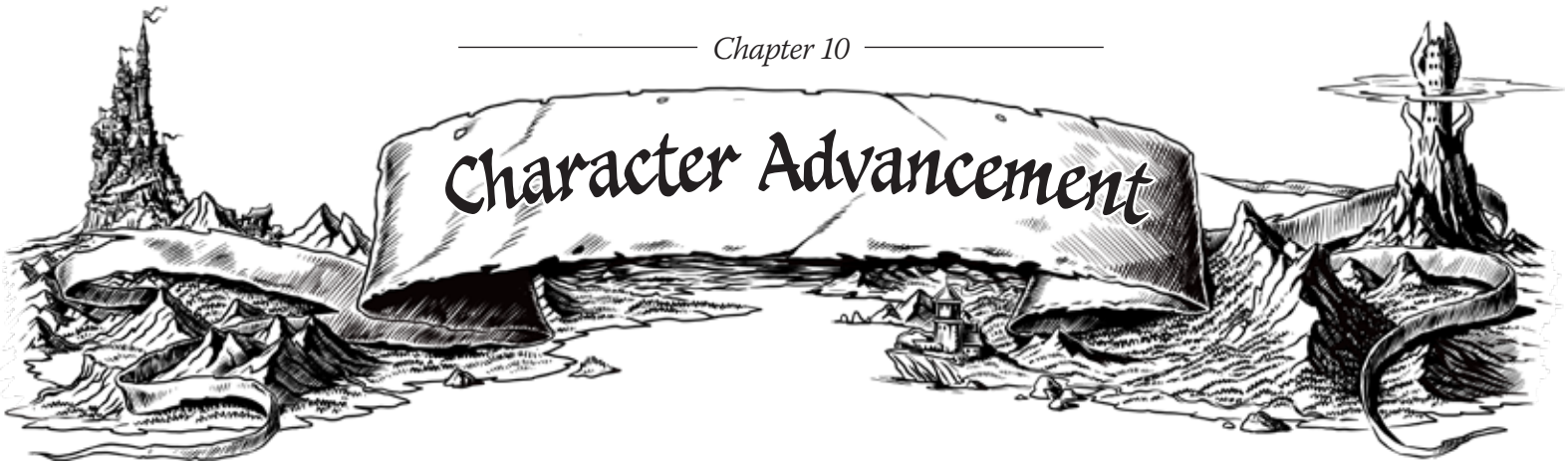
Passing the Torch

If a character dies, half of their Heroic Path marks (rounded up) are passed to the next character made by their player for that campaign. So, for example, if a character with 11 marks on their Heroic Path dies, the next character created by their player will start with 6 marks.

If the character sacrificed themselves for the good of their companions, or if their death was deemed particularly heroic by the group, all their Heroic Path marks are transferred instead.

If this is enough to gain one or more Milestones, the player can spend them before introducing the new character in the game.





Character Advancement

A character's Level measures his power, competence and experience. During their adventures heroes will gain Experience Points (XPs) by visiting new places, completing missions and facing challenging situations. By gaining enough XPs, characters will level up, developing their Skills and abilities to become more capable adventurers (as explained on page 73, in the Skill Progression paragraph).

Levels and Progression

Player Characters will usually start at Level 1 with 10 XPs (reflecting the Experience they already earned from training and past adventures), and will progress through ten Levels of experience during play.

From level 1 to 5, characters will level up every 10 XPs gained. Starting with level 6, improving oneself will become slightly more challenging, and characters will need 20 XPs to reach a new level. For a quick reference, you can look at the Experience Points Table, which shows the total amount of XPs needed to reach each level.

Experience Points Table

Level	XPs necessary	Level	XPs necessary
1	10	**6**	70
2	20	**7**	90
3	30	**8**	110
4	40	**9**	130
5	50	**10**	150

[1.25]

Gaining Experience Points

Experience Points are awarded at the end of each session (or during a break, after 3-4 hours of game, if the group is going to play for 6 or more hours). Each player, together with the GM and the others at the table, briefly review what happened during the game. Then the group reads aloud a list of predetermined statements called Achievements.

Each character gains XPs for each Achievement the group agrees that PC accomplished during the session.

If agreement over some point cannot be reached, the GM has the final say in the XPs assignment.

Setting the Achievements

Before the start of the campaign, or right after the first session, the group must choose the Achievements that will award XPs to their characters during the game.

This can be done by picking six or more options from the list below, or by coming up with a series of similar statements.

The Achievements selected by the group will influence the pace and the flavour of the campaign. A longer list lets characters gain Experience Points from a wide range of activities, meaning that no matter what turn the campaign takes, the heroes will always gain at least some XPs.

Level Zero Adventurers

Groups who love a challenge and would like to role-play the origins of their heroes can opt to start at Level Zero instead of 1st Level.

Zero Level characters have no Vocation (and thus no Vocational Bonuses), and start only with their Cultural Skill Ranks, a point of Drive, and a single Minor Tier Background Option.

Zero Level adventurers are extremely fragile and very likely to suffer serious injuries in combat, but can provide a fun way to flesh out the character's backstory or introduce players slowly to the system.

We suggest you bring the characters to the first Level after one session. The events of this introductory adventure can be used to help the players choose their characters' Vocations or Background Options, or simply as a sort of prologue for the events of the campaign

A shorter list, on the other hand, incentivizes characters to pursue certain types of activities rather than others, so it may be better suited for more focused campaigns.

Some Achievements have a variable XPs value, which can either be set at the start of the campaign, or chosen from time to time, according to the relevance and difficulty of the action described by the Achievement in the session. For example, if the PCs faced a very dangerous foe during the session, the group could decide to award 3 XPs for that Achievement instead of just 1.

The Achievement List should include enough points to allow the heroes to Level up about every three sessions for the first five Levels of experience. This means that, on average, a character should receive 3 or 4 XPs each session.

Groups wanting their campaign to move at a faster or slower pace can adjust their Achievement Lists and rewards accordingly, keeping in mind that after Level 5 the characters' progression will slow significantly down.

— Achievement List Examples —

Here we provide two different Achievements List examples. Each of them can be used as it is, to start playing without having to worry about preparing a customized list; or thinkered with to adapt it to the group's campaign and playstyle.

Achievement List

Achievement	XPs Value
You traveled to or explored a location you've never seen before.*	1-3 XPs
You faced dangerous foes and/or difficult situations.*	1-3 XPs
You completed a mission or quest, or ended a significant story arc.*	1-5 XPs
You suffered a life-threatening wound or survived a serious threat to your life.	1-2 XPs
You discovered secrets of an ancient past, or recovered ancient artifacts or treasures.	1-3 XPs
You worked hard or suffered hardship to help your companions.	1 XP
Your magic spells helped solve a difficult situation.	1 XP
You interacted with another named character in a meaningful way.	1 XP
Your wisdom or healing arts helped save the day.	1 XP
You had a clever idea that helped solve a tangled situation, or succeeded in a spectacular way when everything seemed lost.	1 XP
You actively took part in the game session.	1 XP

*These Achievements represent activities that are very likely to be at the center of every VsD campaign, and as such should always be included in your Achievement Lists.

[1.26]

Recurring NPCs, Companions, and Experience

Generally NPCs don't gain XPs, but the GM may increase the Level of recurring NPCs when the heroes encounter them after a while, if they think it makes sense or is dramatically appropriate.

Allies, companions, henchmen, and other NPCs following the heroes in their adventures will grow with them, albeit at a slower rate. These characters will gain one Level for every two Levels gained by the PCs, as long as their current Level is equal or lower than the heroes'.

If they're fully-fledged NPCs, the GM should go through the process of advancing their Level, assigning them DPs according to their Vocation. If they've only got a combat stat block (like the creatures in the Bestiary), simply increase their SRs, HPs, CMB and Skills by 5 points for each Level they gain.

Note that this is true only for NPCs who routinely and actively help the heroes in their missions. Those playing a less prominent role or helping only once in a while should advance at a much slower rate, if at all.

Example 1: Vocation-Based Experience

With this list, the GM first reads a series of general Achievements, which apply to all characters. Then a series of Vocation-specific Achievements, which apply only to characters belonging to a certain Vocation.

Focusing on each Vocation's strengths and abilities, this Achievement List is well-suited to introduce new players to the game, as well as to those who prefer playing a party of traditional characters with well-defined roles.

Each Achievement in this list is worth 1 XP.

General

- You traveled to or explored a location you've never seen before.
- You faced dangerous foes and/or difficult situations.
- You completed a mission or quest, or ended a significant story arc.
- You suffered a life-threatening wound or survived a serious threat to your life.

Warrior

- You slew a foe more powerful than you.
- Your might or bravery solved the most critical situation in this session.

Rogue

- Your cunning or dexterity opened a new path when all seemed lost.
- You tricked an NPC more powerful than you.

Wizard

- Your cleverly cast spell turned overwhelming odds in your favor.
- Your academic knowledge granted you an edge in a challenging situation.

Animist

- Your wisdom or healing arts solved a desperate situation.
- Your cleverly cast spell turned overwhelming odds in your favor.

Dabbler

- You saved the day against all odds, by sheer luck or improvised skills.
- After the first session, choose one point from the Vocation-Based Experience list for another Vocation. Change this point to the chosen one.

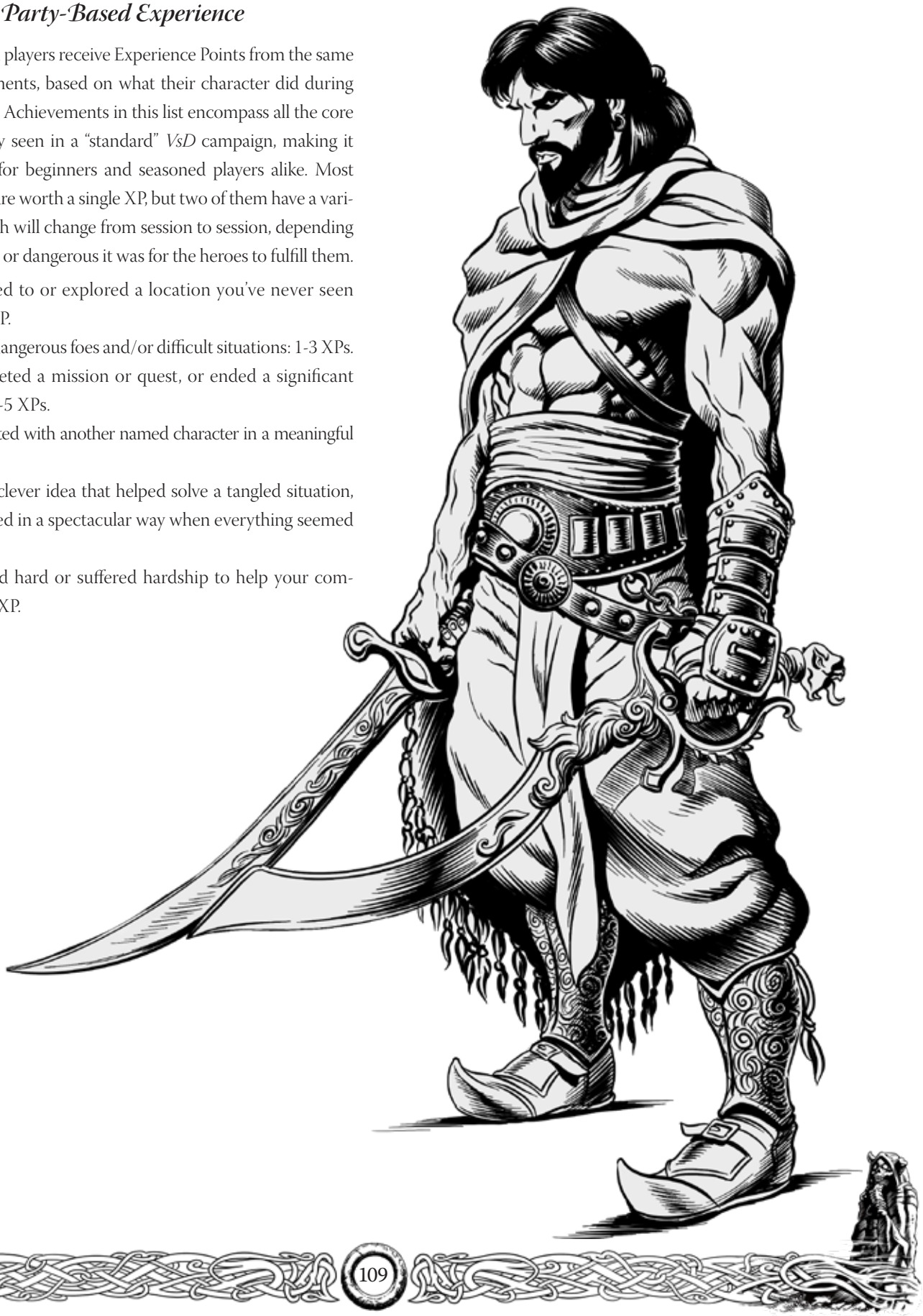
Champion

- Your might or bravery solved the most critical situation in this session.
- You worked hard or suffered hardship to help your companions.

Example 2: Party-Based Experience

With this list, all players receive Experience Points from the same set of Achievements, based on what their character did during the session. The Achievements in this list encompass all the core activities usually seen in a "standard" *VsD* campaign, making it a good choice for beginners and seasoned players alike. Most Achievements are worth a single XP, but two of them have a variable value, which will change from session to session, depending on how difficult or dangerous it was for the heroes to fulfill them.

- You traveled to or explored a location you've never seen before: 1 XP.
- You faced dangerous foes and/or difficult situations: 1-3 XPs.
- You completed a mission or quest, or ended a significant story arc: 1-5 XPs.
- You interacted with another named character in a meaningful way: 1 XP.
- You had a clever idea that helped solve a tangled situation, or succeeded in a spectacular way when everything seemed lost: 1 XP.
- You worked hard or suffered hardship to help your companions: 1 XP.



Character Creation Recap

Let's quickly review Nik's character, the elven Wizard Syndel, creation process from start to finish.

The first thing Nik needs to determine are his character's Stats. Nik's group is using the Point Buy rules for Stat generation, so he's got 50 points to distribute among the 6 Stats, and chooses to invest them like this: **Brawn 0, Swiftness 10, Fortitude 0, Wits 25, Wisdom 5, Bearing 10**.

Nik already knows that he's going to play an elf, and by looking at the Kin descriptions he decides that Dusk Elves are what would fit his character concept best. The Dusk Elves' Kin Modifiers bring his character's Stats to: **Brawn 0, Swiftness 20, Fortitude 0, Wits 30, Wisdom 5, Bearing 15**.

Stats	Base	Kin	Spec	TOT
Brawn (BRN)	0			0
Swiftness (SWI)	10	10		20
Fortitude (FOR)	0			0
Wits (WIT)	25	5		30
Wisdom (WSD)	5			5
Bearing (BEA)	10	5		15

While taking note of the Dusk Elves' Special Traits on his character sheet, Nik notices that their *Lithe and Graceful* trait requires Dusk Elves characters to assign one of their three highest Stat Values to their Bearing. Luckily, Bearing already is his third highest Stat, so he doesn't have to rearrange his character's Stats to play a Dusk Elf. He finishes writing down the rest of the Special Traits and goes on to the next step.

Nik thinks the Fey Culture will fit his character's unconventional temperament very well and decides to go with it. He assigns the Cultural Skill Ranks granted by the Fey Culture and picks his character's Outfitting Options, choosing Silver Embroidered Silk Clothes, a Leaf-Shaped Dagger, and a Reviving Cordial. Finally, Nik sums together his character's Kin and Culture Starting Wealth Level, getting a total Wealth Level of 3 for his character. The Fey culture grants the Dusk Elf with two additional ranks at certain Spell Lores, but Nik decides to worry about it later.

Nik wants to play a Wizard, so his character will have 1 DP in both Adventuring and Roguery; and 5 DPs in both Lore and Spell Lores; and 0 DP in Armor, Combat, and Body. Since he's a little worried about the Body category, he'll trade 1 DP from the Adventuring Category and 1 from Lore to convert them into 1 point for the Body Category.

He spends the rest of the DPs like this:

Skills	Stat	#Ranks	Bonus	Voc	Kin	Spec	Item	TOT
Armor					Development Points Per Level			0
Armor (no stat)	X							0
Combat					Development Points Per Level			0
Blunt (BRN)	0							0
Blades (BRN)	0	1	5					5
Ranged (SWI)	20	2	10		10			40
Polearms (BRN)	0							0
Brawl (BRN)	0							0
Adventuring					Development Points Per Level			1
Athletics (BRN)	0	1	5					5
Ride (SWI)	20							20
Hunting (WIT)	30							30
Nature (WSD)	5	2	10					15
Wandering (WSD)	5							5
Roguery					Development Points Per Level			1
Acrobatics (SWI)	20	1	5		10			35
Stealth (SWI)	20	2	10		(20)			30
Locks & Traps (WIT)	30							30
Perception (WSD)	5	2	10		10			25
Deceive (WIT)	30	1	5	5				40
Lore					Development Points Per Level			5
Arcana (WIT)	30	5	25	15				70
Charisma (BEA)	15	2	10	10				35
Cultures (WIT)	30	1	10	15				50
Healer (WSD)	5	1	5	5				15
Songs & Tales (BEA)	15	3	15	10				40
Body					Development Points Per Level			0
Body (FOR)	0	1	5		25			30

Spell Lores works exactly like any other Skill.

Being a Wizard, Nik's character has access to all the Spell Lores in the Wizard's Vocational Spell Lores List. Nik invests his 5 DPs to buy one rank each in the Eldritch Frost, Eldritch Hand, Eldritch Storm, Mind Control, and Illusions Spell Lores.

As mentioned, characters from the Fey Culture gain two additionals ranks that they can distribute as they wish among the following Spell Lores: Detections, Movements of Nature, Sounds & Light, Lore of Nature, and their Kin Spell Lores. Nik decides to assign one rank each in Detections, and Sounds & Light Spell Lores.

Magic Points	Kin	Stat	Spec	Stat Gain/Lvl	Voc Gain/Lvl	TOT	Spent
	3	WIT		+3	+3	9	

Spell Lores	Stat	#Ranks & Bonus	Voc	Kin	Spec	Item	TOT
			Development Points Per Level				5
ELDRITCH FROST (WIT)	30	1 5	15				50
ELDRITCH HAND (WIT)	30	1 5	15				50
ELDRITCH STORM (WIT)	30	1 5	15		10		60
ILLUSIONS (WIT)	30	1 5	15				50
MIND CONTROL (BEA)	15	3 15	15				45
DETECTIONS (WSD)*	5	1 5	15				25
SOUNDS & LIGHTS (WIT)*	30	1 5	15				50

Dusk Elves get 3 Background Points, so Nik has to choose carefully. He spends them to buy three different Minor Tier Options: **Keeper of the Hidden Lore** (giving him 2 additional ranks in a Spell Lore of his choosing, which he assigns to Mind Control), **Loremaster** (increasing his character's Songs & Tales ranks by one), and **Magical Affinity** (selecting the Eldritch Storm Spell Lore).

Background

Keeper of the Hidden Lore (Minor)
Loremaster (Minor)
Magical Affinity (Minor)

Nik jots down his character's Move Rate (the standard 15 meters per Round), Defense (which is 20, equal to the character's **SWI**) and Medium Size. The character has a **TSR** of 15 (**FOR** value of 0, plus 5 for the first Level, plus 10 from the Kin's Modifiers), a **WSR** of 10 (WIS value of 5 plus 5 for the first Level), and a total of 9 MPs (3 from the **WIT** value of 30, 3 from the Wizard vocation, and 3 because she's a Dusk Elf). He names her Syndel, the Fey Warlock, and he's good to go!

Save Rolls	Lvl	Kin	Spec	TOT
Toughness (FOR)	5	10		15
Willpower (WSD)	5			5



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Character Name	Lvl	XP	Next Lvl
SYNDEL	1	10	20

Kin	Culture	Vocation
DUSK ELF	FEY	WIZARD

Passions

Motivation
Nature
Allegiance

Drive Points

☑ ☑ ☑ ☑ ☑

Heroic Path

10 20 30 40 50 60 70 80 90 100

Stats

	Base	Kin	Spec	TOT
Brawn (BRN)	0			0
Swiftness (SWI)	10	10		20
Fortitude (FOR)	0			0
Wits (WIT)	25	5		30
Wisdom (WSD)	5			5
Bearing (BEA)	10	5		15

Save Rolls

	Lvl	Kin	Spec	TOT
Toughness (FOR)	5	10		15
Willpower (WSD)	5			5

Special Traits

Immortal
Light-Footed
Sure-Shot
Lithe and Graceful
Keen Senses

Background

Keeper of the Hidden Lore (Minor)
Loremaster (Minor)
Magical Affinity (Minor)

Skills

	Stat	#Ranks & Bonus		Voc	Kin	Spec	Item	TOT
Armor					Development Points Per Level			0
Armor (no stat)	X							0
Combat					Development Points Per Level			0
Blunt (BRN)	0							0
Blades (BRN)	0	1	5					5
Ranged (SWI)	20	2	10		10			40
Polearms (BRN)	0							0
Brawl (BRN)	0							0
Adventuring					Development Points Per Level			1
Athletics (BRN)	0	1	5					5
Ride (SWI)	20							20
Hunting (WIT)	30							30
Nature (WSD)	5	2	10					15
Wandering (WSD)	5							5
Roguery					Development Points Per Level			1
Acrobatics (SWI)	20	1	5		10			35
Stealth (SWI)	20	2	10		(20)			30
Locks & Traps (WIT)	30							30
Perception (WSD)	5	2	10		10			25
Deceive (WIT)	30	1	5	5				40
Lore					Development Points Per Level			5
Arcana (WIT)	30	5	25	15				70
Charisma (BEA)	15	2	10	10				35
Cultures (WIT)	30	1	10	15				50
Healer (WSD)	5	1	5	5				15
Songs & Tales (BEA)	15	3	15	10				40
Body					Development Points Per Level			0
Body (FOR)	0	1	5		25			30

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Hit Points	30 (Total)	30 (Current)	Movement	UNENC. (Encumbrance Level)	15 (Move Rate)

Wounds

Bleed _____ Stun ☐ Penalties _____

Conditions _____

Wealth	3 (Wealth Level)	GENTRY (Status)

Defense

SWI Bonus 20 Shield Bonus /

Item Bonus / Spec Bonus /

Melee Defense 20 **Ranged Defense** 20

Armor and Shield

Armor / Shield	Type	Zones Protected	Move Penalty	Max SWI	CMB Penalty	Perc. Penalty	Ranged Bonus	Melee Bonus	Qualities

Weapons & Attack

Weapon / Attack	Hands	Length	Skill(s) Used	CR	Attack Table	Maxium Result	Primary Critical	Alternate Critical	Base Range	Qualities
LEAF-SHAPED DAGGER	1H	HAND	BLADES	1	EDGED	120	PIERCE			BACKSTAB

Equipment

Item & Description	Location	Item & Description	Location
SILVER-EMBROIDERED SILK CLOTHES	WORN		
LEAF-SHAPED DAGGER	BELT		
REVIVING CORDIAL	POUCH		

AGAINST THE Darkmaster
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	Kin	Stat	Spec	Stat Gain/Lvl	Voc Gain/Lvl	TOT	Spent
Magic Points	3	WIT		+3	+3	9	

Spell Lores

	Stat	#Ranks	Bonus	Voc	Kin	Spec	Item	TOT
				Development Points Per Level				5
ELDRITCH FROST (WIT)	30	1	5	15				50
ELDRITCH HAND (WIT)	30	1	5	15				50
ELDRITCH STORM (WIT)	30	1	5	15		10		60
ILLUSIONS (WIT)	30	1	5	15				50
MIND CONTROL (BEA)	15	3	15	15				45
DETECTIONS (WSD)*	5	1	5	15				25
SOUNDS & LIGHTS (WIT)*	30	1	5	15				50

(*) FEY CULTURE SPELL LORES PICKS

Companion Animal

Name _____ Animal Type _____

Move _____ Attack Type _____

HP _____ CMB _____ DEF _____

Riding Animal

Name _____ Animal Type _____

Ride Bonus _____ Move _____ Attack Type _____

HP _____ CMB _____ DEF _____

Experience Points Tracking

- ❍ You travelled to or explored a location you've never seen before.
- ❍ You faced dangerous foes and/or difficult situations.
- ❍ You completed a mission or quest, or ended a significant story arc.
- ❍ Your cleverly cast spell turned overwhelming odds in your favor.
- ❍ Your academic knowledge granted you an edge in a challenging situation.
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____

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Character Name | Lvl | XP | Next Lvl

Kin | Culture | Vocation

Passions

Motivation
Nature
Allegiance

Passions
Chapter 9 | Pages 100-101

Drive Points

Drive Points
Chapter 9 | Pages 102-103

Heroic Path

10 20 30 40 50 60 70 80 90 100

Heroic Path
Chapter 9 | Pages 104

Stats

	Base	Kin	Spec	TOT
Brawn (BRN)				
Swiftness (SWI)				
Fortitude (FOR)				
Wits (WIT)				
Wisdom (WSD)				
Bearing (BEA)				

Stats
Chapter 2 | Pages 15-16

Save Rolls

	Lvl	Kin	Spec	TOT
Toughness (FOR)				
Willpower (WSD)				

Save Rolls
Chapter 8 | Pages 98-99

Special Traits

Special Traits
Chapter 3 | Pages 18-19

Background

Backgrounds
Chapter 7 | Pages 86-87

Skills

	Stat	#Ranks & Bonus	Voc	Kin	Spec	Item	TOT
Armor							Development Points Per Level
Armor (no stat)							
Combat							Development Points Per Level
Blunt (BRN)							
Blades (BRN)							
Ranged (SWI)							
Polearms (BRN)							
Brawl (BRN)							
Adventuring							Development Points Per Level
Athletics (BRN)							
Ride (SWI)							
Hunting (WIT)							
Nature (WSD)							
Wandering (WSD)							
Roguery							Development Points Per Level
Acrobatics (SWI)							
Stealth (SWI)							
Locks & Traps (WIT)							
Perception (WSD)							
Deceive (WIT)							
Lore							Development Points Per Level
Arcana (WIT)							
Charisma (BEA)							
Cultures (WIT)							
Healer (WSD)							
Songs & Tales (BEA)							
Body							Development Points Per Level
Body (FOR)							

Skills
Chapter 6 | Pages 70-84

AGAINST THE Darkmaster
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Hit Points

Chapter 8 | Pages 98-99

Hit Points — Total: _____ Current: _____

Movement

Chapter 8 | Pages 98-99

Movement — Encumbrance Level: _____ Move Rate: _____

Wounds

Bleed _____ Stun ☐ Penalties _____

Conditions _____

Defense

SWI Bonus _____ Shield Bonus _____

Item Bonus _____ Spec Bonus _____

Melee Defense ☐ Ranged Defense ☐

Defense

Chapter 8 | Pages 98-99

Wealth

Chapter 14 | Pages 160-163

Wealth — Wealth Level: _____ Status: _____

Armor and Shield

Armor / Shield	Type	Zones Protected	Max SWI to DEF	Move Penalty	CMB Penalty	Perception Penalty	Ranged Bonus	Melee Bonus	Qualities

Armor and Shield

Chapter 14 | Pages 170-175

Weapons & Attack

Weapons / Attacks	Hands	Length	Skill(s) Used	CR	Attack Table	Maximum Result	Primary Critical	Alternate Critical	Base Range	Qualities

Weapons

Chapter 14 | Pages 176-180

Equipment

Item & Description	Location	Item & Description	Location

Equipment

Chapter 14 | Pages 164-169

AGAINST THE Darkmaster
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Magic Points

	Kin	Stat	Spec	Stat Gain/Lvl	Voc Gain/Lvl	TOT	Spent

Magic Points
Chapter 8 | Pages 98-99

Spell Lores

Development Points Per Level

	Stat	#Ranks & Bonus		Voc	Kin	Spec	Item	TOT

Spell Lores
Chapter 5 | Pages 66-69

Companion Animal

Name | Animal Type

Move | Attack Type

HP | CMB | DEF

Riding Animal

Name | Animal Type

Ride Bonus | Move | Attack Type

HP | CMB | DEF

Experience Points Tracking

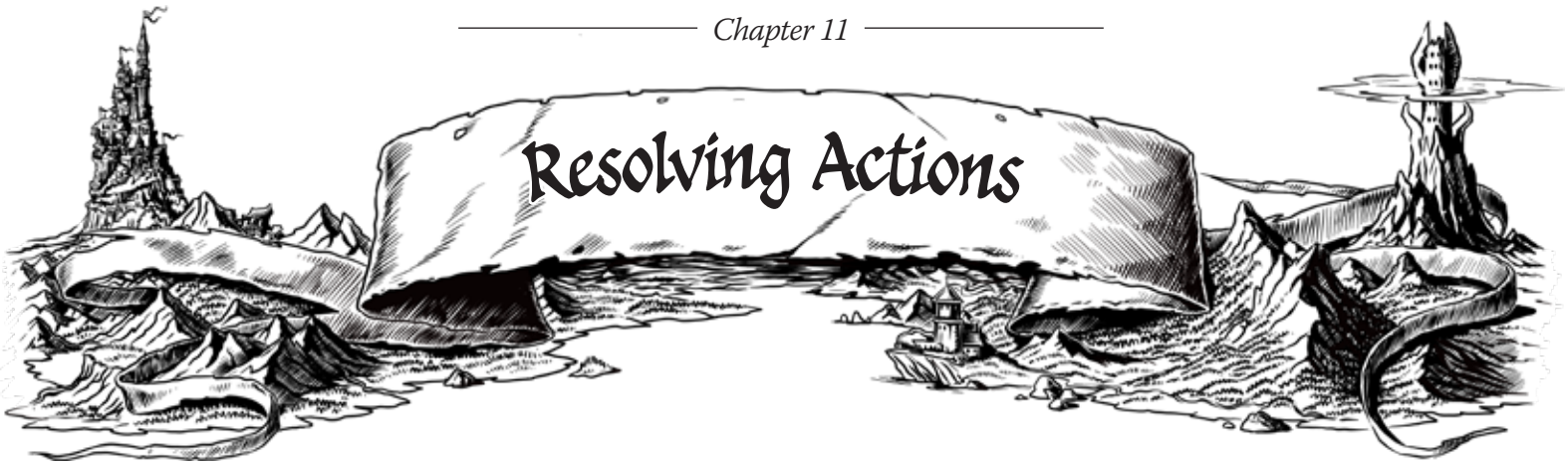
- ❍ You travelled to or explored a location you've never seen before.
- ❍ You faced dangerous foes and/or difficult situations.
- ❍ You completed a mission or quest, or ended a significant story arc.
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____

Experience Points
Chapter 10 | Pages 106-109

Book Two

Trails of Adventure





Resolving Actions

Your heroes are ready, but you still need to learn how the world of *Against the Darkmaster* works, before venturing forth on your epic journey.

This section contains all the rules you'll need to resolve the actions of your characters, from the simplest to the most complex, and adjudicate their outcome and consequences.

Most of the time, players only need to describe their characters' actions and they automatically succeed. However, when a character is facing some kind of opposition, or when failure could lead the game in an interesting direction, *Against the Darkmaster* uses dice rolls to determine the outcome of an action.

Skill Rolls

When a character tries to accomplish a task whose outcome has a meaningful and interesting influence on the situation at hand, the GM must call for a Skill Roll.

The player controlling the character makes an Open-Ended Roll and adds their character's relevant Skill Bonus, plus any possible modifier.

The final result is then applied to the Action Resolution Table to determine the outcome of the task.

If there's no opposition, no pressure, and nothing interesting is at stake, there's no need to roll the dice. The heroes simply succeed in their task, unless they're attempting something that's clearly impossible.

Some tasks will automatically succeed in some situations but will require a Skill Roll in others. For example, normally characters wouldn't need to roll to jump over a low fence, but doing it at night, under the rain, while they're being chased by ravenous Vargrs is probably worth an Acrobatics Roll.

The group may evaluate the situation together, but ultimately it's up to the GM to determine which actions require a Skill Roll to be resolved, and which Skill needs to be rolled.

Action Resolution Table

Roll	Outcome	Game Effect
4 or less	Critical Failure	You don't get what you were trying to accomplish and you put yourself in danger, break a piece of equipment, take twice the time normally required, or grant your foes a +20 bonus to their next Roll against you.
5 -74	Failure	You don't get what you were trying to accomplish.
75-99	Partial Success	You only partially accomplish what you were trying to do, or manage to do it but with a cost, complication, or trouble.
100-174	Success	You accomplish what you were trying to do.
175 or more	Outstanding Success	You accomplish what you were trying to do and you get a +20 bonus to your (or one of your ally's) next related Roll, gain additional information, or take less time than normally required to complete your task.

[2.1]

The Skills section of these rules contains more information on Skills, together with a description of each, to help you decide which to use for the task at hand.

You'll also find rules for handling special situations, and some examples of possible complications arising from failure.

Difficulty

Some tasks are more difficult than others, requiring greater skill or luck to be accomplished successfully.

When a Skill Roll is called, the GM must determine how difficult the task being attempted is, choosing a Difficulty for it. The higher the Difficulty, the higher the negative modifier associated with it. There's no theoretical limit to the Difficulty of a Skill Roll and thus to the penalty associated with it; however you can follow the guidelines in the table to quickly assess the Difficulty and determine the inherent modifier of the action attempted.

Taking the Time

When there's no hurry or particular stress put on a character to accomplish a task, then the player can declare the character Takes the Time to perform the action more carefully. Judging if a situation is suited for Taking the Time must be decided by the GM after consultation with the players.

A character Taking the Time to accomplish a task gets a special +20 bonus to his Skill Roll, but employs at least twice the amount of time normally associated with the action. If an action performed by Taking the Time fails or scores a Partial Success, the GM should always add a time-based complication to the task's outcome.

Helping

When characters team up to accomplish a difficult task, or are performing a single task as a group (such as searching a room, trying to sneak past some guards, or lifting a heavy object all together), one of them must take the role of the lead character, while the others will act as helpers.

Skill Rolls Difficulty Table

Roll	Modifier	Description	50/50*		
			Partial Success	Success	Outstanding Success
Standard	+0	A task that an averagely skilled character can accomplish without much trouble, unless in a hurry or stressed.	25	50	125
Challenging	-10	A task easily accomplished by skilled characters; however it can be tricky for novice or unskilled characters.	35	60	135
Hard	-20	A task requiring dedication and effort even by skilled characters.	45	70	145
Very Hard	-30	That's a task challenging even for a skilled character and possibly requiring some luck to be accomplished.	55	80	155
Extremely Hard	-40	Possibly something out of reach for many characters except for highly trained professionals.	65	90	165
Heroic	-50	Something really tough to accomplish even by the most skilled masters without aid or greater luck.	75	100	175
Insane	-70	You should not even think about it, to begin with!	95	120	195

* This is the Skill bonus required to have a 50/50 chance of getting that result (assuming a '51' roll on 1d100) [2.2]

Helpers must describe how they're aiding their companion, and then make a Skill Roll based on the action they're performing.

On a Success the helper grants a +10 bonus to the lead character's Roll, while with an Outstanding Success they grant a +20 bonus.

On a Partial Success the helper still grants a +10 bonus, but they also expose themselves to some kind of complication, cost, or trouble.

On a Failure the helper grants no bonus to the lead character, and on a Critical Failure they expose themselves to trouble without granting any bonus.

Should the lead character's Skill Roll fail, helpers will share the consequences of their failure, in addition to any cost or complication coming from their helping roll.

Only Skill Rolls can benefit from the helping rules: Attack, Spell Casting, and Save Rolls can never be helped. The GM always has the final say on which task can or cannot be helped.

Example: Tobold, Gandrell, and Athelstane suspect the underground chamber they've found exploring some Dwarven ruins hides a secret passage, and decide to search the room. They all act together, but Tobold (with his Perception score of 55) leads the search, while the others act as helpers. Athelstane helps by lifting the Halfling to allow him to look into places that otherwise he wouldn't be able to reach. The GM rules it as an Athletics Roll, and Athelstane scores a Success, granting Tobold a +10 bonus on his Roll.

Meanwhile, Gandrell uses his dagger to check some suspicious-looking cracks on the wall, and the GM asks for a Perception Roll. Gandrell scores a Partial Success, so he'll still grant a bonus to Tobold but will also suffer a complication of some sort. The GM decides that the blade of the Elf's dagger snaps as he's using it to inspect one of the cracks.

Once his companions are done, Tobold rolls with a total bonus of +75 (Perception bonus of 55, +10 for Athelstane's help, +10 for Gandrell's help).

Tools

Sometimes, Tools are needed to use a Skill and perform a task: both expendables like nails and reusable like a hammer.

Tools are implied to be necessary to perform certain tasks. For example, a spade is necessary to dig a pit, a lockpick is essential to open a lock, an herbalist's kit is necessary to prepare and apply medical herbs, a rope with a hook is needed to climb a smooth wall.

If characters don't have the necessary tools at hand to accomplish a specific task, they get a -10 to -30 penalty to their Skill Roll, or they may not be able to roll for it at all, at GM's discretion.

Particularly well-built or magic tools can also bestow a bonus to certain actions (e.g.: a magic lockpick conferring a +20 bonus to open locks attempts), as explained in the Item Modifiers paragraph of the Skill section of this book.

The Die is Cast

Once the dice have been rolled, their result is final. Characters' actions cannot be taken back and their outcome must stand until something else changes it.

So if the characters fail an action, they cannot just attempt it again and again in exactly the same way, just hoping to do better the next time. They must either change the situation in their favor somehow (like getting Help), or find another way to overcome the obstacle.

Much in the same way, the GM cannot ask a player to repeat a Roll for the same task once the first one has been made, unless the situation changes dramatically.

Example: Alaise jumps across a chasm with a successful Acrobatics Skill Roll. Later on, while fleeing from the enraged dragon Fafnard, she finds herself forced to cross that same chasm again. Normally, she wouldn't have to roll to do it, as her previous result would stand. However, since her current situation is far worse than the previous one (angry dragons tend to do that), the GM can ask her to repeat the Skill Roll, at a higher Difficulty.

Conflicting Actions

Conflicting Actions are those activities where characters conflict against each other and of whose successes are mutually exclusive, like a contest or a race.

Examples of Conflicting Actions could be: a character trying to flee from melee avoiding an opponent attempting to strike him at his back, an arm-wrestling competition, a character chasing another one, or two minstrels singing their best songs to see who can better impress a princess.

Conflicting Actions are not limited to those involving two opposing characters: any number of competitors can roll for a Conflicting Action; for example, when multiple athletes are sprinting to the finish.

Conflicting Actions are resolved by having all the characters involved roll the appropriate Skill on the Action Resolution Table. Generally all participants will use the same Skill, but some situations may see different characters rolling different Skills (for example, characters trying to hide would roll Stealth, while those looking for them would oppose with their Perception Skill).

The results of the conflicting rolls are then interpreted as follows:

- Any character rolling a Critical Failure fails to act and eventually suffers a Fumble.
- All other characters' Rolls are compared: the higher result wins the conflict.
- If there's a tie nobody wins and the characters will have to find another way of resolving the situation.

Conflicting Actions rolls can have Difficulties on their own, if the GM think it's appropriate.

Example: Wilvarin is trying to sneak past the Dark Troll guarding the gates of the fortress of a fell necromancer. The GM decides that the situation calls for a Conflicting Action: Wilvarin's Stealth against the Troll's Perception. Wilvarin gets a result of 63, while the Dark Troll scores a meager 21. Since Wilvarin's result is higher, she wins the conflict and is able to pass without being noticed by the Troll.

Save Rolls

Some attacks require their target to make a Save Roll (SR) to avoid their effects.

Save Rolls in *VsD* are divided into two categories: Toughness and Willpower.

Toughness Save Rolls (TSR) represent a character's innate resistance to physical threats, such as fatigue, poison, disease, and similar effects.

A character's **TSR** Bonus is given by their Fortitude Stat, plus their Kin Bonus and special modifiers, plus another bonus based on the character's Level, as shown on the Save Rolls Table.

Save Rolls Table

Defender Level	SR Bonus	Attack Level	SR Difficulty
1	5	1	55
2	10	2	60
3	15	3	65
4	20	4	70
5	25	5	75
6	30	6	80
7	35	7	85
8	40	8	90
9	45	9	95
10	50	10	100
11	52	11	102
12	54	12	104
13	56	13	106
14	58	14	108
15	60	15	110
16	62	16	112
17	64	17	114
18	66	18	116
19	68	19	118
20	70	20	120
21+	+1/level	21+	+1/level

[2.3]

Willpower Save Rolls (WSR) represent a character's chance to resist attacks and effects influencing his mind, such as fear, illusions, or mind controlling spells.

A character's **WSR** Bonus is given by their Wisdom Stat, plus their Kin Bonus and special modifiers, plus another bonus based on the character's Level, as shown on the Save Rolls Table.

Resolving Save Rolls

When a SR is called, a character must make an Open-Ended Roll and add his relevant SR Bonus, plus any applicable modifier.

If the final result is higher than the Save Roll Difficulty, the SR is successful, and the character manages to resist the effects of the attack.

The standard Difficulty of a Save Roll is determined by the Attack Level of the effect the character is trying to resist or avoid, as shown on the Save Rolls Table.

If the Save Roll is caused by an action or ability of a creature, the Attack Level is equal to that creature's Level, unless specified otherwise.

Example: The Terrifying Presence ability of a Dragon instills fear in those seeing it. Since no Attack Level is specified in the ability description, its Attack Level is equal to the Dragon's own Level.

For Spells, the Difficulty of the Save Roll is given by the result rolled by the caster on the Spell Casting Table, as explained in the *Magic* chapter.

In all other cases the Attack Level is given in the description of the attack.

Points of Failure

The effects of some attacks depend on the margin by which their targets fail their Save Roll. For example, an attack could deal 1d10 points of damage for each 5 points of failure, or its effects could last one Round for each 10 points of failure.

In these cases, subtract the failed Save Roll result from the Save Roll Difficulty and divide by the given number (round up) to determine the effects of the attack.

Example: Athelstane is targeted by a Daze Spell, which lasts 1 Round for each 5 points of failure. He'd need to beat a Difficulty of 80 to pass his Save Roll but he rolls only a 72, meaning that he will be affected by the Spell for a total of 2 Rounds.

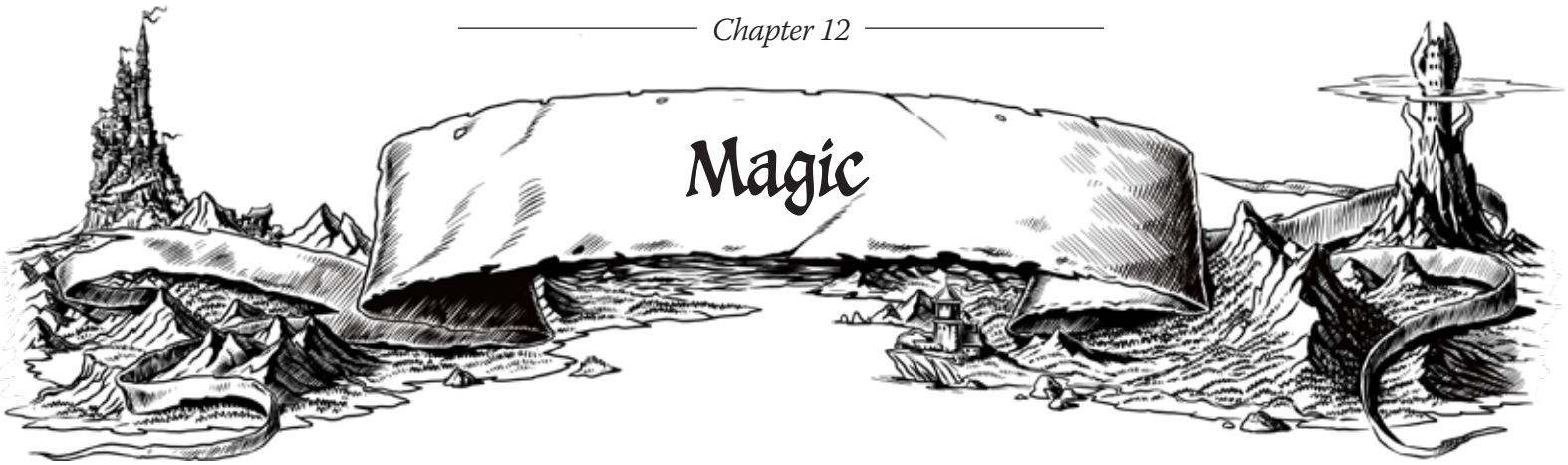
Attack Rolls

Attack Rolls are detailed in the Combat section of these rules.

Spell Casting Rolls

Magic and Spell Casting Rolls are described in the *Magic* chapter.





Magic

The world of *Against the Darkmaster* is imbued with magic. The Elves gather under the silvery stars to sing their enchanted songs. Primordial spirits bathe in the waters of remote mountain lakes. Fallen kings raise from the grave to protect their barrows against plunderers and trespassers. And, of course, the evil sorcery of the Darkmaster and His servants taints the land, menacing to plunge it in a perpetual night. While skeptics dismiss all this as superstition and fairytales, the wise know that magic is real. Some of them even learn to harness its power and invoke it to weave powerful spells and incantations.

Spell Lores

The ability to cast magical Spells in *VsD* is represented by a set of special Skills called Spell Lores.

Each Spell Lore is a single Skill, which must be developed separately from other Lores, and gives the character knowledge of a specific "branch" or "school" of magic. Thus, a character developing the *Eldritch Fire* Spell Lore will learn to control the power of flame and fire, but nothing about enthralling their enemies or talking to animals, as these abilities are covered by others Spell Lores.

Common Spell Lores

Detections	Chanting
Eldritch Visions	Eldritch Might
Eldritch Wards	Sounds & Lights
Movements of Nature	Lore of Nature
Nature's Path	Cleansing

[2.4]

Spell Lores are made up of different *Spells*, organized in *Weaves*, from the least to the most powerful. First Weave Spells are simple tricks and basic cantrips, easily mastered even by the least gifted magical practitioner. Tenth Weave Spells, on the other hand, are extremely complex, reality-altering enchantments, the mark of a real archmage.

Each rank developed by a character in a Spell Lore grants them the knowledge of a Spell from a new Weave, starting from the First and up to the Tenth. For example, a character with 3 ranks in a Spell Lore, will know the first three Weaves of that Spell Lore.

Spell Lores are developed like any other Skill, by spending DPs when levelling up or during character creation, and are subject to the same rules and restrictions as others Skills.

As with many other Skills, a Spell Lore's total Skill Bonus is influenced by one of the character's Stats. Refer to the specific Spell Lore's description to see which particular Stat applies.

Example: Xanthras has 5 ranks in the Earth Mould Skill. This means he knows the first 5 spells in the Earth Mould Spell Lore (Weaken, Harrow, Power Crystal, Earthwall, and Rock Shards).

— Spell Learning Restrictions —

Characters must follow certain restrictions when developing Spell Lores and learning new Spells.

While magic is by its own nature an esoteric discipline, some Spell Lores are more accessible than others; and while almost anyone can, with enough study and dedication, put together a simple incantation or learn a magic trick or two, only those who dedicated their life to the study of magic can master the most powerful Spells.

Spell Lores are divided into three categories, which determine their availability to the characters. These are **Common Spell Lores**, **Vocational Spell Lores**, and **Kin Spell Lores**.

Common Spell Lores are open to all Vocations, even those that don't get any Development Point in the Spell Lores Category (characters belonging to one of these Vocations will have to transfer DPs from other Categories to buy ranks in these Skills). Any character can develop these Spell Lores and cast Spells from them up to the Fifth Weave.

Note that characters may put as many ranks as they want in a Common Spell Lore (to improve their chances of casting it successfully), but cannot cast any Spell over the Fifth Weave, unless it's in one of their Vocational or Kin Spell Lores.

Vocational Spell Lores are tied to a specific Vocation. They're carefully guarded secrets, that only characters with a very specific training and mindset can hope to grasp.

Characters can learn and cast Spells included in their Vocational Spell Lores without restrictions.

Kin Spell Lores are similar to Vocational but are tied to a character's Kin, rather than their Vocation. Characters can learn and cast Spells from their Kin Spell Lores without restrictions, and can develop them using DPs from any category to buy ranks in them on a 1:1 ratio.

Example: Being a Warrior, Astarise has no Vocational Spell Lores, but as a Star Elf he has access to the Elven Lore and Spell Songs Kin Spell Lores. At level up, he decides to spend 1 DP from his Combat Skill Category, to buy one rank in Spell Songs, one of his Kin Spell Lores. To buy a rank in Eldritch Might, which is part of the Common Spell Lores, he would instead have to spend 2 DPs from any other Skill Category. Finally, Astarise will never be able to develop the Eldritch Frost Spell Lore, since it is neither one of his Kin Spell Lores, nor part of the Common Spell Lores.

During character creation, DPs can be spent to develop any Spell Lore the characters have access to, whether Vocational, Common, or Kin.

When a character levels up, they may continue to develop Spell Lores they already knows (i.e. they have at least one rank in), but cannot develop new Spell Lores unless they somehow found a way to learn them during their adventures.

This means that they must either find a teacher (which may well be one of their companions), willing to pass on their magical knowledge to them, a Grimoire or magical tome describing the Spell Lore they wish to learn, or some other appropriate source of arcane knowledge.

Sources of Magic

In some campaign settings, magic could have different sources, or be wielded differently depending on many factors, like a character's background, Vocation, or even gender. Usually, this is simply a narrative embellishment, having no actual impact on the game mechanics.

A simple way of making magic more flavorful, without altering the game balance too much, is to have different ways of learning new Spell Lores for each Vocation. Some characters could have to study ancient tomes to gain access to a new Spell Lore, while others could gain magical knowledge by finding and restoring lost spirit shrines, or by meditating and training with a master.

Alternatively, the Spell Lores contained in the Vocational or Kin categories could be rearranged to reflect the peculiarities of a specific setting. For example, if Dwarves are known for being master enchanters in the setting, they could gain the Enchantments Spell Lore as a Kin Spell Lore. In another setting, Animists from the Seafaring culture could replace the Earth Mould Spell Lore with Eldritch Tide to reflect their close connection with the sea.

These changes should always meet the group's approval, and should be made either at the beginning of the campaign, or right before introducing a new PC that would benefit from them.

Magic Points

Mere knowledge of magic and spell formulas isn't enough to turn a simple scholar into a full-fledged wizard. One must possess the will and the force to empower the words they chant, bending reality to their whims.

In *VsD*, the amount of magical energy a character can harness and use over a given period of time is represented by a value called Magic Points (MPs for short).

Each character has a certain number of MPs, determined by their Level, Kin and Vocation. To cast a Spell, the character must spend a number of MPs equal to the Weave of that Spell: a First Weave Spell costs 1 MP, a Second Weave Spell 2 MPs, and so on.

MPs spent are deducted from a character's current MPs total, down to a minimum of zero. A character cannot spend more MPs than they currently has (e.g. a wizard with 2 remaining MPs will not usually be able to cast Third or higher Weave spells).

Totaling Magic Points

The total number of Magic Points available to a character is based on their Level and on the sum of the following factors:

- Stat **MP** Level gain;
- Vocation **MP** Level gain;
- Kin base **MP** bonus.

Stat MP Level gain

Each Level, starting from the first, characters gain a number of **MP**s based on the value of a Stat, based on their Vocation:

- Wizards use their Wits Stat;
- Animists use their Wisdom Stat;
- All other Vocations use their Bearing Stat.

The number of MPs gained by the characters each level is equal to 1 MP for every 10 full points of Stat Value. Thus, a 10 or 15 Stat Value gives 1 MP each level, a 20 or 25 gives 2 MPs each level, a 30 or 35 gives 3 MPs each Level, and so on. Characters with a Stat Value lower than 10 won't gain any MP from their Stats.

Vocation MP Level gain

This is the number of MPs indicated in the Vocations Table in the *Vocations* chapter. It's added to the Stat MP level gain and multiplied by the character's current Level to determine their MPs total.

So for example a Silver Elf Wizard with a 25 **WIT** *Stat gains 5 MP per level: 3 for their Vocation MP gain, and 2 (25/10, rounded down) for their* **WIT** *Stat.*

A High Man Animist with 10 **WSD** *Stat gains 3 MP per level: 2 for their Vocation bonus and 1 for their* **WSD** *score.*

A Star Elf Dabbler with 30 **BEA** *Stat will gain 4 MP per level: 1 for their Vocation bonus and 3 for their* **BEA**.

Kin Base MP bonus

This is a flat one-time bonus added to the MP total of the character for their Kin. Check it in the Kin Modifiers table in the *Kins* chapter.

A Star Elf has a +5 one time Kin MP bonus. The Star Elf Wizard of the above example will start at 1st level with 10 MPs: 5 for their level gain (2 from their **WIT** *and 3 for their Vocation) and 5 for their Kin. At 2nd level they will gain another 5 MPs for a total of 15 MPs.*

Recovering Magic Points

Magic Points are recovered by resting (or meditating, in the case of Elves). A full night's (8 hours) sleep is sufficient to completely replenish a character's MPs, restoring them to their total value.

Partial MPs Recovery

If sleep or rest is interrupted, you may want to round down a percentage of **MP***s recovered for the elapsed rest period. For example, if the heroes rested for 4 hours, you may want to let them recover half (50%) of their spent* **MP***s.*

Casting Spells

Spell Casting Requirements

Characters may attempt to cast any Spell they knows, provided that they have enough MPs and the Weave of the Spell isn't higher than the character's Level.

Example: Garnaith Bolg is a 4th Level Animist, with 5 ranks in the Chanting Skill. Provided that he have enough MPs left, he can cast any Spell from that Spell Lore, up to the fourth Weave. Conversely, he knows the Repel Magic Spell, but cannot cast it yet, as the Weave of that Spell is higher than his current Level.

The caster must also be able to see their target and clearly pronounce the magic words of the Spell, so characters unable to speak cannot usually cast Spells. A character can never cast more than one Spell in a round.

Casting Time and Concentration

Spells take a single Full Action to cast (see the ***Combat*** Chapter for more information on Rounds and actions), but a character may Concentrate on a Spell to enhance their chances of success.

To Concentrate, the caster must spend a Full Action focusing on the Spell they're preparing, chanting and drawing arcane symbols in the air. Each Round spent this way grants a +10 bonus to the Spell Casting Roll, up to a maximum of +40.

If the caster stops Concentrating (or is somehow interrupted), all accrued bonuses are lost and the process must be started anew, but no MPs are spent until the Spell is actually cast.

Improvised Spells

While risky, it's also possible to completely forgo preparation, casting a Spell without Concentrating first.

Spells cast this way are called Improvised Spells, and impose a special penalty of -10 to the Spell Casting Roll.

Instantaneous Spells

Spells marked as Instantaneous gain no benefit from Concentration, but only require a Half Action to be cast, and can be Improvised without incurring the normal -10 penalty.

Quickened Instantaneous Spells

The group may opt to let characters cast Instantaneous Spells in response to other events, even outside of the Spell Phase, and even if they didn't declare they were going to cast a Spell in the Action Declaration Phase, as long as they didn't cast another Spell in the same round.

For example, a character could cast the Slow Fall spell as they start falling into a pit trap or the Magic Shield Spell when an opponent attacks them.

Note that casting the Spell still costs a Half Action, so characters can make use of this option only if they haven't already used all their actions in that round.

Spell Casting in Armor

Mages usually shun armors, as their weight often proves a distraction to those not accustomed to it. Armor Movement Penalty (modified as usual by the wearer's Armor Skill Bonus) also applies to all Spell Casting Rolls.

Other Modifiers

Spell casters also get a +10 bonus to their Roll if their targets are completely static, meaning they're restrained, unconscious, unable to move, or completely unaware of being targeted. Distance from the target could also be a factor, as shown in the Spell Casting Roll Modifiers table.

Spell Casting Roll

Finally, to successfully cast a Spell, a character must make an Open-Ended Roll on the Spell Casting Table, adding their total Skill Bonus for the Spell Lore used, plus any modifiers.

A roll of 26 or more means the Spell was successfully cast. The results rolled on the Spell Casting Table must be immediately re-



solved, applying also the Additional Effects described on the table for the result obtained. If the Spell requires a Save Roll, the Result column on the Spell Casting Table will show the Difficulty the targets need to beat on their Save Roll to resist its effects.

Example: Deirdre is casting the Heal Spell from the Healing Spell Lore. She's touching her target, has prepared the Spell for one round and has a Skill Bonus of 35, so she'll add a total of +75 to her Roll (35 from her Skill Bonus, plus 10 from preparation, plus another 30 for touching her target). She rolls a 46, for a total result of 121, meaning her Spell Casting Roll succeeds.

Spell Casting Roll Modifiers

General Modifiers	SC Roll
Improvised Spell (cast without preparation)	-10
First to fourth Round of preparation (up to +40)	+10/Round
Target is static	+10
Range Modifiers	**SC Roll**
Touching	+30
Up to 3m	+10
4-15m	0
16-30m	-10
31-90m	-20
More than 90m	-30

[2.5]

Bolt and Area Attack Spells

Bolt and Area Attack Spells use the Bolt Spells Attack Table and the Area Spells Attack Table (both found on page 519), instead of the Spell Casting Table.

These Spells are resolved as normal Attack Rolls, adding a character's Spell Lore Skill Bonus (plus modifiers) as CMB, and subtracting the target's Defense.

Example: Attacked by some desert raiders, Xanthras defends himself by casting the Rock Shards spells at them. His Earth Mould Skill Bonus is 80 but since he didn't prepare the spell, he only adds 70 to his Spell Casting Roll (80 -10 for not preparing the Spell).

Rock Shards is an Area Spell, so it's treated like a regular attack, and Xanthras will have to roll on the Area Spells Attack Table to determine the outcome.

Spells and Unwilling Targets

Some Spells grant a Save Roll to unwilling targets to resist their effects. See the description of each individual Spell, to see if it grants a Save Roll. Unless specified otherwise, Spells granting a SR are always resisted using the **WSR** Bonus.

Example: Mornien decides to cast Sleep to get rid of the Orcish guards who stand in her way. She has prepared the Spell for two Rounds and has a Mind Control skill bonus of 40, for a total bonus of +60 to her roll. She rolls a 55, for a total result of 105. The Sleep Spell grants a Save Roll to its targets, meaning the Orcs can attempt a **WSR** *to resist its effects. Checking the Spell Casting Table, the GM sees that a Spell Casting Roll of 105 sets the Difficulty of the Save Roll to 65.*

Spell Stacking

Modifiers given by multiple instances of Spells with the same name never stack. In these cases, only the latest Spell cast will apply, and all the other instances are considered to be dispelled.

Other Spell effects may instead apply multiple times, if it makes sense. For example, a character could be under the influence of multiple Charm Spells cast by different creatures, believing each of the casters to be a friend of them.

Warping a Spell

Some Spells may be Warped, which means that a character can choose to cast them as a higher Weave Spell, obtaining a more powerful effect.

Only Spells with Warping Options in their description may be Warped. Each Warping Option may be selected multiple times, unless the Spell description specifically prohibits doing so.

The final Weave of a Warped Spell is equal to the Weave of the basic form of that Spell, plus the Weave of the Warping Option chosen, and its MP cost changes accordingly.

Characters can only Warp a Spell to a Weave they could normally cast. In other words, characters cannot use a Spell's Warping Options to bring its Weave over their current Level.

Example: Fear is a Third Weave Spell with an Area of Effect of 1 target, and the Warping Option "+3 Weave: add one target". By selecting this Warping Options three times, a spell caster may Warp this Spell, and cast it as a Twelfth Weave Spell, bringing the total number of targets affected to four.

Concentrating on a Spell

Certain Spells last as long as the caster Concentrates on them, or require Concentration to activate some of their effects.

Concentrating on an active Spell is a Multi-Round Action. Characters must declare that they intend to Concentrate in the Action Declaration Phase, and cannot perform Full or Half Actions while they're Concentrating.

Stunned and Incapacitated characters cannot Concentrate, and a character that becomes Stunned or Incapacitated immediately stops Concentrating.

Spell Casting Table

Roll	Target Number	Outcome & Additional Effects
up to 25	-	**Spell Failure**: Roll on the Critical Spell Failure Table
26-50	-	**Partial Success**: If the spell requires a Save Roll, the targets automatically succeed in their Save Roll against it. Otherwise, choose the one that applies best: • The spell duration is reduced to half the original duration (rounded down). • The spell area of effect is reduced to half the original area (rounded down). • The spell has no effect, but the caster retains the Magic Points.
51-80	50	**Success** If the Spell does not require a Save Roll, it succeeds. If the Spell requires a Save Roll, targets of the Spell must make a Save Roll against the Difficulty shown on the left.
81-95	60	
96-105	65	
106-110	70	
111-120	75	
121-130	80	
131-135	85	
135-140	90	
141-145	95	
146-150	100	
151-155	105	**Outstanding Success** If the Spell does not require a Save Roll, it succeeds. If the Spell requires a Save Roll, targets of the Spell must make a Save Roll against the Difficulty shown on the left. Furthermore, choose one: • The Spell costs half the Magic Points to cast. • You can choose to add a Warping option to the Spell for free, provided that its cost is no more than half the cost of the Spell itself.
156-160	110	
161-165	120	
166-170	130	
171-175	140	
176+	150	

[2.6]

Magical Resonance

The use of magic is never completely safe. Even the casting of the lesser of cantrips creates a Resonance, a ripple in the fabric of reality, which can attract the attention of the Darkmaster and His servants. Each time a character rolls doubles (i.e. 11, 22, 33) on their Spell Casting Roll, the GM makes a Magical Resonance Roll, adding the Weave of the Spell cast and the following modifiers.

The exact nature and time of arrival of the creatures and servants sent by the Darkmaster is left to the GM, who can use previously prepared NPCs or encounters, or come up with something completely new, based on what would make sense for the area.

Magical Resonance Roll Modifiers

In a Safe Haven	-20
In a Blighted Land or Darkland	+20
Healing, Spirit-Related, or Light Spell	-20
Natural, Elven, or Illusory Spell	-10
Attack Spell	+20
Dark Spell	+30

[2.7]



Sever the Thread

It your group decides to use this option, spell casters triggering a Magical Resonance Roll gain the ability of lowering the chances of attracting the Darkmaster's attention by rapidly severing the ethereal Thread connecting their essence to the Weave of the Spell they just cast.

Heroes who triggered a Magical Resonance Roll can spend a point of Drive to force the GM to re-roll their result with a special -20 modifier. They can do this multiple times (stacking the -20 modifiers), until they're satisfied with the result or stop spending Drive.

This option makes spell casting a little safer, or at least gives players a little more control over the fate of their characters.

Magical Resonance Roll Table

Roll	Effects
40 or less	Nothing: An inquisitive shadow passes over the caster, but soon its attention is drawn somewhere else. The character is safe, for now.
41-50	Awareness: The Darkmaster is aware of the caster's presence but unable to locate their current position. The next Spell the character casts within the next hour automatically results in a Magical Resonance Roll.
51-90	Attention: The GM chooses one: • The Darkmaster becomes aware of the general position of the caster, and will send agents and spies to investigate. • The caster is plagued by a terrifying vision sent by the Darkmaster, and becomes Stunned.
	Pursuit: The GM chooses one: • The caster has been located and deemed worthy of the Darkmaster attention. A small band of servants will be sent to kidnap or apprehend the caster and their allies. • The caster's mind is assailed by nightmarish visions. The caster is oblivious to their surroundings and is unable to take Full or Half Actions until they pass an Assessment Roll.
	Maximum result for Spells of Weave 4 or lower.
91-100	Assault: The GM chooses one: • The Darkmaster has located the caster, and will send a band of capable servants to destroy them. • The caster's mind is scorched by the baleful eye of the Darkmaster. The caster falls to the ground, unable to act for 1d10 Rounds, and must choose between losing all their remaining MPs or answering truthfully to a single question the Darkmaster asks in their mind.
101 or more	Lieutenant: The character has been found by a overwhelmingly powerful servant of the Darkmaster, sent to bring them over to the dark side or utterly destroy them.

[2.8]

Spell Failure

Another danger of spell casting is **Spell Failure**. Whenever a character rolls a Spell Failure result on the Spell Casting Table or on one of the Spell Attack Tables, the Spell automatically fails (missing its target if it was an attack), and the character must roll another percentile dice, adding the Spell Failure Modifiers.

The result of this Roll is then confronted with the Spell Failures Table, and its effects are immediately applied, substituting those of the Spell cast.

Spell Failures Modifiers

+0	Healing, information and divination spells.
+10	Utility, personal, defensive and Nature Magic spells.
+20	Enchantment Magic.
+30	Alteration Magic.
+50	Dark and Elemental Magic.

[2.9]

Spell Failures

1d100	Effects
01-75	The Caster is Stunned.
76-100	The Caster is Stunned and chooses one: • Loses half the Spell's MPs cost. • The Spell goes off 2 Rounds later, but the caster must still concentrate on it to get it right.
101-125	The Caster is Stunned and chooses one: • Loses the Spell's MPs cost. • The Spell goes off on a different target within range, if applicable. Determine randomly or GM chooses.
126-150	The Caster is Stunned and chooses two: • Loses the Spell Magic Points. • The Spell goes off on a different target within range (including the caster), if applicable. Determine randomly or GM chooses. • Roll on the Magical Resonance Table with a special +20 to the roll.
151+	The Caster is Stunned and chooses two: • Loses the Spell's MPs cost and becomes Weary. • The Spell goes off on a different target within range (including the caster), if applicable. Determine randomly or GM chooses. • Roll on the Magical Resonance Table with a special +50 to the Roll. • The caster is knocked out for 6 hours.

[2.10]



Overcasting

Characters cannot usually cast Spells of a Weave higher than their Level (even if they can buy ranks in Spell Lores normally, like any other Skill). Animists and Wizards, however, being true masters of the mystic arts, have the ability to overcome this limit, albeit only under certain circumstances. This is ability is commonly referred to as **Overcasting**.

Conditions for Overcasting

Characters attempting to overcast must have at least as many ranks in the relevant Spell Lore as the Spell's Weave and have enough **MP**s to cast it. Furthermore, they must fulfill one or more of the conditions described below.

Magic Rituals

Two or more spell casters can choose to cooperate, pooling their power in a magic ritual to allow one of them to Overcast a Spell.

To begin a magic ritual, characters must be willing and close enough to other participants to be able to hear each other chant the ritual incantations. They must also choose one of them to be the lead or, in other words, the character who'll actually cast the Spell. Additionally, all participants must know the Spell that is being cast through the ritual.

A magic ritual permits the lead to cast a Spell of a number of Weaves higher than their Level equal to the number of participants. Only the lead will have to make the Spell Casting Roll and spend the necessary **MP**s, but all participants need to Concentrate for the duration of the ritual.

Example: Mornien, a 4th level Wizard, needs to know what's happening to her missing friend, Athelstane. She decides to seek the aid of Syndel and Xanthras, two equally skilled Wizards she met on her earlier adventures. Working together, Mornien will be able to cast spells up to the 7th Weave (3 Weaves over her normal limit, as there are three participants in the ritual, including Mornien herself). They all have at least 7 ranks in the Eldritch Visions Spell Lore, so Mornien can cast Scrying, the 7th Weave Spell for that Spell Lore, to find Athelstane.

Should the lead's Spell Casting Roll for the ritual fails, all participants will suffer the consequences of the spell failure.

Sacrifice

Alternatively, casters can sacrifice their own life force to perform great acts of sorcery. Characters wishing to do so must spend a point of Drive and choose the number of Weaves by which they want to Overcast. For each Weave beyond their Level the caster will take 1d10+1 Soul Damage (see *Health and Healing* chapter for more information on Soul Damage). This damage cannot be healed by any Spell, but the GM can rule that they can be healed throught the use of Special Herbs or other magical means. Characters having their Body skill reduced to zero or less in this way are completely consumed by the spell they're casting.

Example: Amarthion, a 4th level Wizard, is overcasting Suggestion, a 6th Weave spell. To do so, he must spend a point of Drive and suffer 2d10+2 Soul Damage.

Celestial Alignments

In some settings, celestial bodies, like moons or stars, are directly connected with the mystical forces that rule magic. Their alignments, waxing, and waning have a palpable influence on the characters' magical abilities and the power of their Spells.

This option is a little more involved than the others described in this chapter, and requires a little more bookkeeping. For this reason, we suggest you discuss it with your group before deciding to use it. If you aren't comfortable with the time-tracking required, or if you feel that this option isn't really suitable for your setting, you can easily ignore it, using only the other Overcasting options described in this chapter.

If this option is used, the characters' spell casting abilities will be influenced by the current in-game Celestial Alignment.

There are five possible Celestial Alignments: Benefic, Auspicious, Neutral, Malefic and Disastrous.

Choose or determine randomly (by rolling 1d5) the starting Celestial Alignment as you begin your first session. Note that, depending on your setting, characters could have their own Celestial Alignments, or the stars could influence everybody in the same way.



For example, in one setting each Wizard could be attuned with a specific star, so characters will have to determine and keep track of their Celestial Alignment separately from others'. In another setting, magic could be generally influenced by the phases of the Moon, so each character will follow the same Celestial Alignment.

The table below describes each Celestial Alignment's effect and duration.

After choosing the starting Celestial Alignment, determine its duration. When the Celestial Alignment has run its course, it passes to the next worse Alignment, until it reaches the Disastrous type. Then it passes to the next best Alignment, until it reaches the Benefic type, when it starts worsening again. And so on, in a never-ending cycle.

Celestial Alignment Table

Celestial Alignment	Duration	Effects
Benefic	1 day	Characters are allowed to Overcast Spells up to 3 Weaves higher than their Level.
Auspicious	1d5 days	Characters are allowed to Overcast Spells up to 1 Weave higher than their Level.
Neutral	1d10 days	Spell casting works normally.
Malefic	1d5 days	Spells cost 1 extra MP to be cast.
Disastrous	1 day	Characters suffer a -10 penalty to their Spell Casting Rolls, and Spells cost 1 extra MP to be cast.

[2.11]

Overcasting Penalties

Characters attempting to Overcast suffer a penalty to their Spell Casting Roll, equal to -10 for each Weave of the Spell over their Level.

For example, a 3rd level character trying to Overcast a 6th Weave Spell, will suffer a -30 penalty to their Spell Casting Roll.

Consequences of Overcasting

Wise spell casters avoid Overcasting in all but the direst circumstances. Not just because of the difficulty of the process but also for its consequences and side effects.

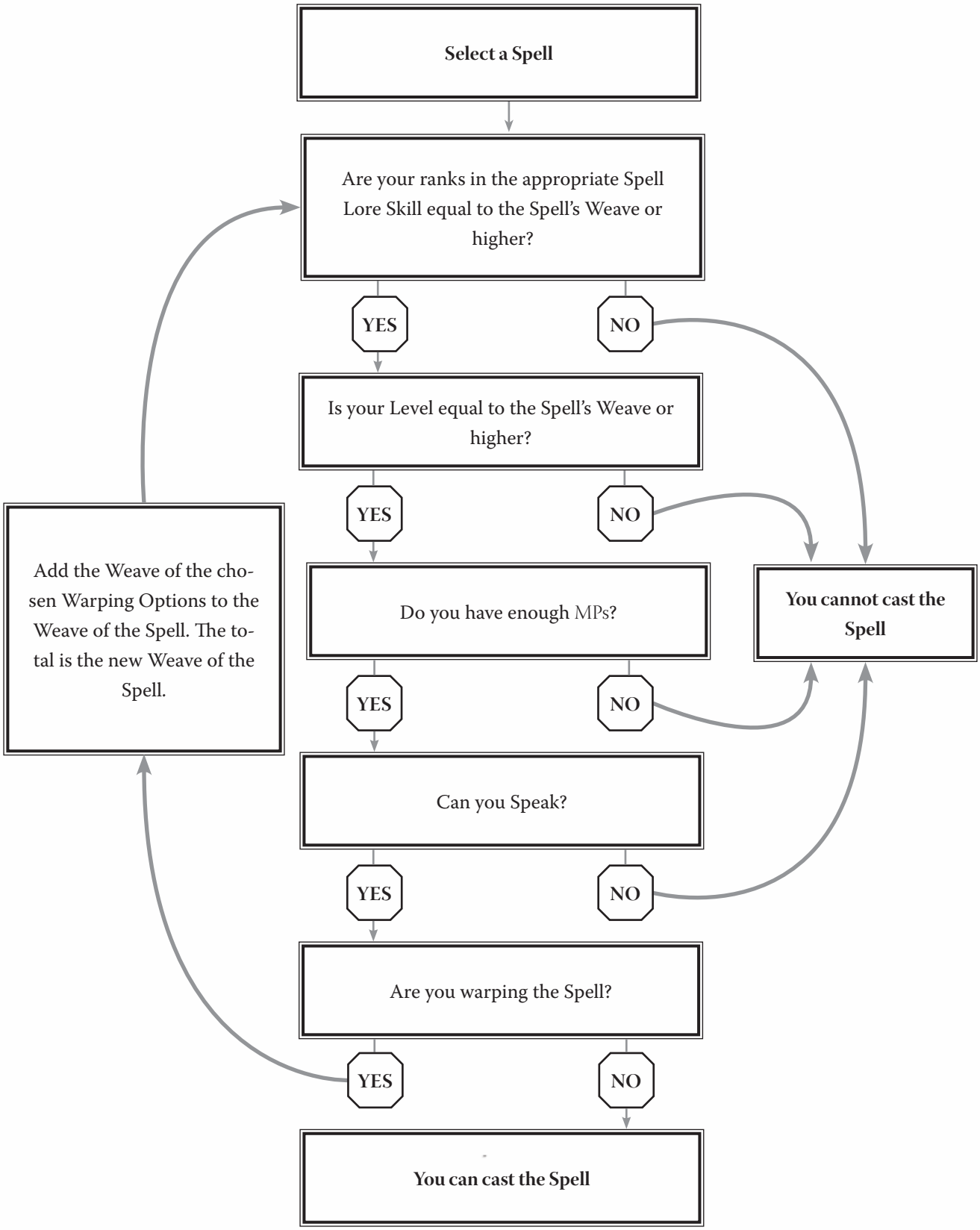
First, Overcasting is a show of arcane power that's bound to attract unwanted attention in the form of Magical Resonance.

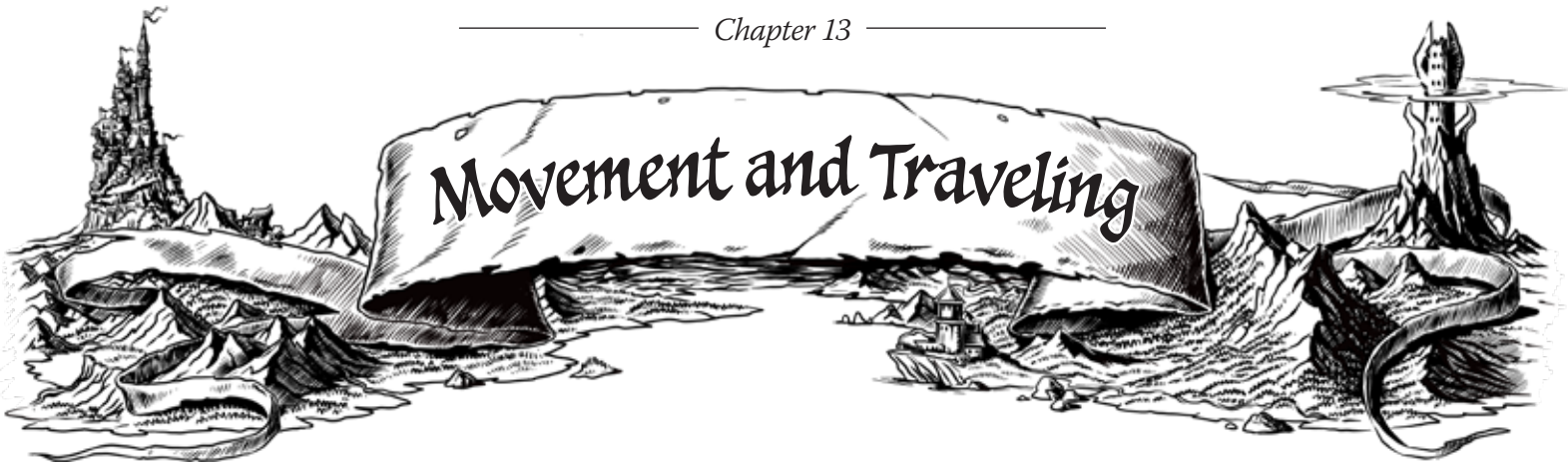
Overcasting characters must always roll on the Magical Resonance table, with a special modifier of -30, +10 for each Weave of the Spell over their Level.

Moreover, Overcasting is extremely taxing. Spell casters who Overcast must pass a **TSR** with an Attack Level equal to the Weave of the Spell. Those who fail this Save Roll become Weary or, if they were already Weary, suffer an amount of damage equal to their Bruised Value.

Example: Amarthion, a 4th level Wizard, is casting a 6th Weave Spell. In addition to the other consequences of the chosen overcating method, he'll have to roll on the Magical Resonance table with a total modifier of -10. Additionally, he'll have to pass a **TSR** *with an Attack Level of 6 or become Weary.*

Can you cast that Spell?





Movement and Traveling

During a game of *Against the Darkmaster*, the characters will seldom be found resting and relaxing; more likely, when they're not fighting, they will be moving around and traveling relentlessly. Journeying to distant, fabulous, and dangerous lands are commonplace tropes of the high fantasy genre, that consitute *VsD*'s main source of inspiration.

Encumbrance

Encumbrance is *Against the Darkmaster*'s way of representing how much characters are hampered in their movements and actions by the overall weight and volume of the items they carry. *VsD* does not use a complicated system of recording every single object and its specific weight to determine the total Encumbrance of the character; rather it relies on common sense in determining how effectively a character is cluttered.

Encumbrance is measured in **Encumbrance Levels**, or **EL**. There are 5 ELs:

- **Unencumbered**: The character suffers no penalties;
- **Lightly Encumbered**: The character suffers no penalties, but could be prevented from using certain Traits or abilities;
- **Encumbered**: The character must reduce their Move Rate by one third (rounded down) and will be slowed down when traveling;
- **Heavily Encumbered**: The character halves their Move Rate, suffers a -20 penalty to all actions, and will be greatly slowed down when traveling;
- **Over Encumbered**: The character moves at ¼ normal Move Rate; cannot Sprint, attack, or travel; and won't be able to add their **SWI** to their Defense.

Encumbrance Levels

Unencumbered	Clothes, a belt with a small pouch, a single weapon or two light weapons, and light traveling gear (a small 5 kg backpack or bag).
Lightly Encumbered	Clothes, a belt with a scabbard and a single heavy weapon or two light weapons, a small quiver with a few arrows, and some traveling gear (a 10 kg backpack or bag).
Encumbered	Clothes, a belt with a pouch, a heavy weapon or two light weapons, a heavy backpack with 1 week worth of rations, a bedroll, and various traveling equipment.
Heavily Encumbered	Clothes, several melee or missile weapons, a big and very heavy (25+ kg) backpack with lots 2 weeks of rations, a camping tent, and other encumbering traveling gear, special equipment like a rope and pulley, chains, heavy treasure (like a bag with a thousand coins).
Over Encumbered	The character is really overburdened, like dragging a sled with a big load (or pulling or carrying the body of a wounded companion). Generally this is not how the character runs around while adventuring but more likely a particular condition the character can endure only for a short period.

[2.12]

Determining Encumbrance Level

Determining a character's EL, as mentioned, is mainly about common sense and mutual agreement. The players and GM must discuss the argument without stressing it too much, and considering elements like the character's actual size, strength, and physical conditions - the GM has the final say in determining the character's actual EL.

The Encumbrance Levels Table provides some guidelines to help determine the EL of a man-sized character.

Characters of uncommon strength and resistance (like those with 30 or more in both their Brawn and Fortitude Stats), as well as Large characters (such as Trolls), may decrease their Encumbrance Level by one.

Armor and Encumbrance

Armor is never considered when factoring a character's EL. Armor has its own inherent penalties to maneuvering, attacking, and general activities that you can find in the *Equipment and Wealth* chapter. Remember that any negative penalty to movement or attacks coming from armor always stacks with those associated to Encumbrance.

Travels

Whenever the characters are undertaking a dangerous journey, use the procedures described in this chapter to determine their path and handle the hazards they face. Keep in mind that these rules are meant to create epic, perilous journeys. Do not use them each time the characters travel, but only when you want the journey to be the focus of their adventure.

For other situations, the GM should simply summarize the characters' trek in a few sentences, without lingering too much on the details.



Preparing for Travel

Before the actual journey can start, the players will have to set a destination for their characters, and choose the path they'll follow to reach it.

If a general map of the area the heroes are about to cross is present, the GM can show it to the players, quickly pointing out its main features and routes leading to their destination.

If you don't have a map, the GM can simply describe the lay of the land the characters will travel through, with its dangers and points of interest, presenting the players at least two different paths their heroes could follow to their destination.

During this phase, the players can ask a few questions of the GM, to better prepare themselves for the journey ahead. The GM must answer fairly, but could demand a Skill Roll if the answer isn't common knowledge. Don't get bogged down too much in this planning phase, though. The characters should be heroes, not tour operators!

Example: The PCs are traveling to the Dragon Mountain, to free their ancestral home from the ancient evil that claimed it. Since they have no map, the GM briefly describes the land before them: "The journey to the Dragon Mountain isn't exactly going to be a stroll in the park. You'll have to cross a large stretch of untamed wilderness, far from any sign of civilization. The quickest route to the Mountains is probably through the Darkwood, which lies exactly between you and your destination. The way through the Darkwood, however, is dangerous and difficult. It's easy to lose one's way inside the forest, and food and water are hard to find in there. Or you could travel north, going around the woods and through the Blasted Heath. That way is probably safer, but it's going to take more time".

"Isn't there another way to avoid the Darkwood?" a player asks "I don't really like the idea of crossing this Blasted Heath."

"You could travel around the southern edge of the wood," answers the GM "but then you'll have to travel back north for quite a long way to reach the Dragon Mountain. It's going to take at least twice the time it takes to cross the Blasted Heath".

Calculating Travel Time

Once the path is set, the GM establishes the time required to travel to the chosen location, using the Overland Movement Table below.

The distance covered each day is influenced by the character's Encumbrance Level and by the type of Terrain crossed.

Roads, open plains, light forests, and similar areas, where characters can advance easily, are considered to be *Normal Terrain*.

Woods, forested areas, deserts, hills, and others areas where advancement is slowed down by rugged ground or small obstacles, are considered *Rough Terrain*.

Lastly, mountains, bogs, swamps, jungles, thick forests, underground passages, and other hard to cross areas are considered *Arduous Terrain*.

Groups usually travel at the speed of their slowest member, unless they're actively trying to leave them behind!

Example (continued): The players have decided to cross the Darkwood, which is a forested region and thus counts as Rough Terrain. They're bringing (Heavily Encumbered) ponies loaded with water, rations, and equipment for the jour-

Overland Movement Table

Encumbrance Level	Kilometers per Day of Travel					
	Normal Terrain		Rough Terrain		Arduous Terrain	
	By foot	Mount.	By foot	Mount.	By foot	Mount.
Up to Lightly Encumbered	50	95	30	40	15	8
Encumbered	30	65	15	25	8	8
Heavily Encumbered	15	30	8	15	3	0
Over Encumbered	0	0	0	0	0	0

[2.13]

ney, so their traveling speed is 15 kilometers per day. The Darkwood is about 300 km wide, which means it will take more or less 3 weeks (20 days) for them to cross it.

For each day of travel, each character must consume a ration or suffer the effects of weariness, as detailed in the *Weariness and Starvation* paragraph.

Traveling by Water

Characters traveling by water will obviously need a vessel, and enough crew to man it.

Movement speed depends on the type of ship used, and on the water and wind conditions.

Waterborne Movement

Vehicle	Speed
Raft/Canoe	30
Boat	40
Small Ship	110
Large Ship	90
Warship	180

[2.14]

On rivers, boats will move at ¼ of their normal speed when traveling upstream, and at their standard velocity when following the river's current.

Refer to the Waterborne Movement Table above to find the average distance (in kilometers) covered each day for each type of vessel.

A ship sailing speed is further modified by wind condition for the day, as shown in the Winds Table below.

Winds Table

Roll	Winds	Speed Modifier
1-33	Unfavorable	x0.75
34-66	Normal	+0
67-00	Favorable	x1.25

[2.15]

Particular weather conditions, such as storms, squalls, or dead calm, are treated as Hazards, described in the Traveling Hazards section below.

Undermanned ships suffer a -20 penalty to all rolls made to steer, maneuver, or pilot the vessel. Additionally, ships with half their required crew or less move at half their normal speed.

Ships manned by less than one quarter of their required crew cannot be governed at all and simply drift, following wind and current.

Pathfinding

If the location of their destination is uncertain, or if the characters are lost and thus not sure of their own position, they'll have to proceed at a slower pace, exploring their surroundings in search of clues and landmarks. This is called **Pathfinding**.

While Pathfinding, characters move at half their normal speed for the day. Additionally, they must make a Wandering Skill Roll each time they attempt to cross a new type of Terrain (for example, when they first enter a forest after traveling through a grassland), to avoid losing their way.

Finding a hidden or unknown destination is a Traveling Hazard, which is added to those the heroes are already facing during their journey (see below for more information on Traveling Hazards).

Traveling Hazards

After calculating the length of their trip, the GM must determine the **Hazards** the heroes will face during their travel.

Hazards represent challenges, obstacles, or encounters the characters will have to overcome (or avoid) to reach their destination.

The number and nature of the Hazards encountered depends on the length of the journey and on the notable locations and regions the characters will travel through.

Heroes will encounter one hazard per week of travel (or portion thereof), plus one for each notable location or obstacle (mountain range, marshy area, large river, etc) in their way.

This means that characters will usually face 2-3 Hazards during a medium-length journey.

If you come up with more than 6 Hazards, consider breaking the journey down into multiple shorter steps, as it will probably take more than one gaming session to resolve.

Hazards are divided into six broad categories (described in length later in this chapter), according to the type of obstacle they represent. The GM should try to pick each Hazard from a different category to give the characters a greater variety of challenges to overcome.

Once the GM has chosen the Hazards, he must announce those that are evident or otherwise known to the characters (for example, a difficult mountain pass they have to cross), keeping the rest secret until they're revealed.

Example (continued): The trek through the Darkwood takes three weeks, so the characters will have to face at least three Hazards. Additionally, the Darkwood is home to the palace of the High King of the Dusk Elves, which is definitely a notable location and thus brings the total of the Hazards encountered to four.

Looking at the Hazard categories, the GM chooses Natural Obstacle, Free People, Perils from the Ancient World, and Wild Beasts. He then announces the first two, since their characters are very likely to be aware of them: "As I've said, navigating through the Darkwood isn't going to be easy. You'll have to be very careful to avoid losing your way (Natural Obstacle). Also, keep in mind that within the wood is the reign of the Dusk Elves. They aren't necessarily hostile, but they're wary of strangers and may question or even detain you, should they catch you crossing their domains without permission (Free People)".

He keeps the Wild Beasts (Great Spiders, that have recently made their nest in the deepest recesses of the wood) and the Perils from the Ancient World (ghost lights and will-o'-the-wisps, that mark the sites of an ancient battle and could lead the travelers astray) for himself. The characters couldn't possibly know about them, so they will be revealed when the heroes meet them.

At this point, the characters are committed and the journey may begin.

Resolving Hazards

Each Hazard is resolved as a separate scene. The GM zooms in, describes the obstacle, and the PCs face it as they deem appropriate.

Note that the GM should never suggest (or force) a single solution to a Hazard, but rather present the situation fairly and leave the characters decide their course of action.

If they're successful, the characters will forge ahead, carrying on with their journey and proceeding to the next Hazard, until they've reached their destination.

A Failure or Partial Success, on the other hand, means a setback, and generally more trouble for the characters.

The GM should come up with appropriate consequences based on the Hazard itself, on the degree of failure, and on the PCs' decisions and actions.

On a Partial Success, the GM can impose a Condition, a Minor Injury (see *Health & Healing* chapter), or a loss of time or resources on the party. For example, the characters could become Weary after a long, exhausting march, they could be forced to take a detour (lengthening their trip by a few days and thus consuming more rations) to avoid enemy patrols, or one of them could fall and sprain their ankle (suffering a Minor Injury and taking a -20 penalty to their Rolls) while trying to cross a treacherous ford. On a Failure, the GM can present a brand new Hazard, that the characters must face immediately. For example, the heroes could be ambushed or cornered by the enemies they were trying to avoid. Or they could find their way shut, and forced to take a different, darker, and more dangerous path to reach their destination.

This means that each Hazard could potentially become an adventure in itself, as the heroes could decide or be forced to deviate from their original itinerary, stop to resolve a particular problem, or take their time to investigate something on their way.

Example (continued): Our heroes are finally crossing the Darkwood, hacking their way through the forest. The GM brings the first Hazard into play and asks the party for a Wandering roll to navigate the treacherous path across the wood. Maedoc, the PC who's acting as their guide, unfortunately rolls a Failure. The GM nods and narrates: "You don't know when, but at some point you must have taken a wrong turn, because the path you were following abruptly stops at the foot of a sheer rock cliff. You're at a dead end. Suddenly, a blood-curdling howl raises from the woods surrounding you. Moments later, a second howl seems to answer the first one, this time much closer to you. The ponies start stomping their hooves and roll their eyes, menacing to bolt away at any moment, carrying your provisions with them. What do you do?"

After each Hazard, the PCs regroup and decide whther to push on and proceed to the next step of their journey or stop to rest and/or resupply.

Hazard Categories

Below you'll find a few examples of possible Hazards the heroes may have to face, divided into six different categories.

We obviously couldn't list all the possible problems characters could encounter during their travels, but we tried to give the GMs some ideas on how to generate their own Hazards.

For each category, a brief discussion of which Skills may be used to face that kind of Hazard, along with a list of possible complications in case of failure, is given. Keep in mind that the solutions and Skills listed are in no way intended to be prescriptive but rather to give examples of how they could be solved.

In other words, the GM should always consider the characters' actions before deciding which Skill to use.

Example (continued): Maedoc and his companions are besieged by wolves in the middle of the Darkwood, and are beginning to regret the moment they set foot in this accursed forest.

Deirdre's player is the first to react, telling the GM: "I'll use my magic to speak with the ponies. I want to reassure them, tell them that we'll protect them and that there's nothing to worry about."

Maedoc then has an idea and says: "I want to scare these stupid wolves away. Astarise, help me cut down some wood, we'll need a big fire!"

Mornien smiles and replies: "Great idea, Maedoc! I'll use my Ignite spell to light the fire as quickly as possible."

"I-I think I'll keep my sling readied," says Tobold "in case the fire isn't enough to scare the wolves off..."

The GM briefly considers the characters' actions, then says: "Ok, Deirdre and Mornien, cast your spells; Maedoc, make an Athletics Roll to see how quickly you can gather the wood. Astariste, you may help him. Tobold, you don't have to roll anything for now; you've readied your sling, so it will be loaded in case the wolves end up attacking you."

The players grab their dice and start rolling...



Weather

Bad weather includes heat waves, snow storms, downpours, heavy fog, strong winds, or any other dramatic atmospheric event that can negatively affect a journey.

Dealing with the weather may require Nature or Wandering Rolls, to stay the course despite the adverse conditions, find shelter, or avoid suffering the consequences of exposure.

Failing to deal successfully with this kind of Hazard can lead to a long detour or forced rest (and thus the expense of additional rations), the Weary Condition, becoming hopelessly lost in the middle of the wilderness, or blindly walking into an enemy's ambush.

Natural Obstacles

Steep mountain cliffs, thick forests, fetid swamps, and scalding deserts are some examples of the natural obstacles the heroes may have to overcome during their journeys.

Hacking your way through a forest or jungle may require a Wandering Roll, while crossing obstacles like a chasm or climbing a treacherous mountain path may call for an Athletics or Acrobatics Roll.

Failures coming from facing natural obstacles could lead to injuries, loss of equipment, or being forced to choose a different trail.

Perils from the Ancient World

The world is full of relics and ruins from the ages past, which sometimes hide horrible dangers, ready to spring on the unwary travelers.

Haunted ruins or enchanted streams could lure adventurers who fail to resist their magic to their doom. A Song & Tales or Arcana Skill Roll could permit the heroes to recognize the signs of the dangers lurking before them.

Characters failing to overcome these Hazards may find themselves pursued by a legendary foe, trapped by mystical forces, or suffering the effects of a terrible curse.

Wild Beasts

Heroes may have to deal with wolf packs, poisonous snakes, stampeding herds or swarms of biting insects while scouting the wilderness.

Encounters with wild beasts may often be avoided with Nature or Hunting Skill Rolls, but sometimes a fight is inevitable.

Typical complications coming from this type of Hazard include Injuries, Save Rolls against Poison, and long and tiring chases.

Minions of Darkness

The servants of the Darkmaster prowl the land, bringing chaos and hunting those who dare to defy the will of their cruel lord.

Perception and Hunting will help the heroes spot ambushes and other traps set by their enemies. Stealth or Deceive Rolls will allow the characters to avoid confrontation in some cases, but other times they'll have to fight or flee for their lives.

The fate of characters defeated by these evil creatures is dark indeed. Those who survive are often captured to be dragged before their masters, tortured, or worse...

Free People

Even among those who do not serve the Darkness, not everyone is friendly. Old grudges separate Kin from Kin, and fear makes people suspicious of wandering strangers. Alternatively, the heroes could meet people in need, begging for their help or asking them to perform an urgent task of some sort.

Character may have to resort to Charisma or Deceive Rolls to persuade others of their good intentions. In other situations, the heroes may be saved by a Cultures Roll, or simply by the payment of a toll of some kind.

Complications coming from this category of Hazards could mean being denied hospitality or even being chased out of a region. In the worse cases the characters may be imprisoned or forced to fight.

Random Hazards

If the group prefers improvisation, the GM may roll a percentile dice to determine randomly if and what type of Hazards the characters are going to encounter.

For each day of travel, the heroes have a 20% base chance of having to face a Hazard. This percentage may be higher (up to 30% or even 40%) when crossing dangerous places, or lower if the heroes are traveling through relatively safe territories.

The GM must then either choose the type of Hazard encountered, or determine it randomly by rolling on the Random Hazards Table [2.16].

Populated areas include farmlands, populated regions, and other places where the characters are likely to encounter other travelers or meet the local populace.

Wildernesses are uninhabited or very sparsely populated areas, where somebody could travel for several days without meeting anyone.

Wastelands are isolated regions, deserts and areas largely devoid of life. The characters are more likely to encounter natural obstacles than other people here.

This method is particularly good to keep short journeys interesting and make them less predictable.

Occasionally, the GM may want to use this method for trips shorter than a day of travel, rolling once every few hours instead of daily.

Hazards Examples by Environment

The GM may use the entries in the tables 2.17 to 2.22 located at the end of this chapter to randomly generate Hazards for their adventures, or as examples to create their own Hazards.

Random Hazards Table

Roll	Area Population Density		
	Populated	Wilderness	Wasteland
01-10	Weather	Weather	Weather
11-20	Free People	Weather	Weather
21-30	Natural Obstacle	Natural Obstacle	Natural Obstacle
31-40	Minions of Darkness	Natural Obstacle	Natural Obstacle
41-50	Wild Beast	Weather	Ancient World Perils
51-60	Weather	Wild Beast	Natural Obstacle
61-70	Free People	Wild Beast	Wild Beast
71-80	Minions of Darkness	Minions of Darkness	Natural Obstacle
81-90	Free People	Free People	Minions of Darkness
91-00	Ancient World Perils	Ancient World Perils	Ancient World Perils

[2.16]

Encounters and Evasion

Characters are supposed to keep a lookout while traveling (especially through dangerous areas), so unless they're surprised by an ambush, they'll usually be able to spot approaching parties before actually meeting them.

Depending on the situation, a party of travelers may want to evade a particular encounter, or even avoid encounters altogether. Sneaking through enemy territory or trying to slip past another group without being noticed is normally part of a Hazard and usually resolved with a Stealth Skill Roll, either against a set Difficulty, or as a Conflicting Action against the opponents' Perception Skill.

Ambushes and surprise attacks are also resolved with a Conflicting Action: the group setting up the ambush makes a Stealth Roll, while their victims use their Perception Skill. Characters losing this Conflict are Surprised, regardless of which side they were on.

Chases

In combat situations use the Tactical Movement rules to handle individuals chasing one another. In other situations, chases are resolved using a series of Conflicting Action Rolls.

Distance and Escape Value

At the start of the chase, the GM must determine the **Distance** between the pursuers and their quarry. This is an abstract measurement, ranging from 1 to 6, and indicates how close the pursuing party is to the escaping group. A Distance of 1 means the escapees are almost within reach of their pursuers, while a Distance of 5 or more means they have a good head start, and escaping will be relatively easy for them.

At the same time, the GM generates an **Escape Value**, which is equal to 3 plus the starting Distance, and is used to determine how close to escape the pursued party is.

Pursue

After setting the starting Distance and the Escape Value, the chase may begin. Both the pursuers and the escapee describe their actions, then make a Conflicting Action Roll, using the most appropriate Skill. If the pursuing party wins, Distance is decreased by one. If the roll favors the escaping party, Distance is increased by one.

The Rolls continue until either party gives up, the pursued manage to escape (if Distance reaches the Escape Value), or the pursuers corner the escapees and force a confrontation (Distance reduced to zero).

Other Perils

Weariness and Starvation

Characters that do not rest, eat, or drink for one day become Weary.

Weary characters that fail to rest, eat, or drink must make a **TSR** against an Attack Level equal to twice the number of days they've gone without eating, drinking, or resting at the end of each day.

Characters failing this SR will suffer a cumulative -20 Exhaustion penalty to all their actions. Should this penalty ever reach -100, the character will die of exhaustion.

Exhaustion penalties are recovered at the rate of 20 points per day of complete rest and proper nourishment.

Falling

Falls from dangerous heights are resolved as an attack on the Beast Attack Table against the falling character, inflicting Impact Critical Strikes.

The CMB of this attack is equal to five times the length of the fall in meters (rounded up).

- Falls of 5 meters or less are limited to a maximum result of 90 on the Attack Table;
- Falls between 5 and 10 meters are limited to a maximum result of 120 on the Attack Table, and gain a +10 bonus to their Attack Roll;
- Falls between 10 and 20 meters are limited to a maximum result of 150 on the Attack Table, and gain a +20 bonus to their Attack Roll;
- Falls of more than 20 meters can reach up to the top of the Attack Table, and gain a +30 bonus to their Attack Roll.

Characters cannot add their shield bonus to their DEF against this attack.

Extreme Heat and Cold

Natural extreme heat or cold are considered to be Hazards of the Weather category. They can inflict the Weary condition or even Exhaustion (as a day without eating or drinking) on unwary and unprepared travelers.

Characters who expose themselves to intense natural cold will also suffer Frost Critical Strikes, ranging from Superficial (falling into frigid waters), to Moderate Severity (walking unprotected through a blizzard in arctic conditions).

Contact with a live flame or searing hot material will cause a Fire Critical Strike each Round, ranging from Superficial (touching hot coals, being struck with a lit torch), up to Lethal (being doused in alchemical fire, being trapped in a forest fire).

Drowning and Suffocation

Characters drowning or suffocating for any reason, from failing their Athletics Roll while swimming against a strong current to being constricted by a giant snake, will fall unconscious and become Incapacitated. If the condition causing their suffocation persists, they'll start Dying in 10 minutes (see Conditions paragraph in the *Combat* chapter).

Otherwise, they'll wake up Weary as soon as someone assists them with a Healer Roll, or 1d10 hours later.

Missing in Action

Drowning or suffocating isn't a very heroic death, most of the times. Unless the situation is particularly dramatic, consider using the Incapacitated Condition to put the heroes into further danger, rather than jumping straight to Dying. Have the current sweep the characters away, separating them from the rest of the party. Or have the heroes wake up hours later in a place they don't recognize, most of their equipment gone, and possibly prisoners of their enemies!

Visibility

Fog, darkness, or other environmental conditions like heavy rain can hinder a character's vision and prove a serious adventuring obstacles.

Lighting condition in *Against the Darkmaster* are divided into three categories: Bright Light, Dim Light, and, Total Darkness.

- **Bright Light**: describes well lit areas, such as those bathed in sunlight, or illuminated by torches, lanterns, or bonfires. Characters can usually see and act normally under this lightning condition.
- **Dim Light**: describes shadowy and feebly illuminated areas, like a field in the moonlight, most city streets at night, or a cavern lit by a single candle. Characters in Dim Light suffer a -20 penalty to their Perception and Wandering Rolls and must halve their Move Rate while traveling.
- **Total Darkness**: describes areas completely obscured by shadows or covered in darkness. Normally, characters in this lighting condition cannot see at all. Darkness is treated as an additional Hazard while traveling.

Fog, mist, and heavy rain can be treated as Dim Light ruleswise, while blizzards, whiteouts, and similarly severe weather conditions can impair a character's sight as much as Total Darkness.

Foraging

Characters can hunt and forage for food while traveling instead of consuming rations. A successful Hunting or Nature Skill Roll provides enough food and water to sustain a party of travelers for one day, provided that the area they're crossing is capable of sustaining life.

Foraging and hunting takes time: characters gathering food will move at half their speed for the day (characters foraging while *Pathfinding* will move at one quarter their normal speed).



Woodland/Forest Hazards

Roll	Hazard	Suggested Complications
01-10	A **flash flood** hits the area the characters are crossing. With water rising fast around them, the heroes must decide quickly what to do to avoid being swept away.	Injury, Loss of equipment, Weary Condition
11-20	The forest is covered by a blanket of **thick fog**, which makes it difficult for the characters to see the path before them. Weird shadows seem to move around in the swirling mist, just out of reach. Are they only a trick of their mind, or is there really something lurking about?	Lost, Characters get separated, ambushed by enemies
21-30	The **maze-like path** before the characters twists and turns, apparently leading them nowhere. Will they be able to find their way out of the forest?	Delayed, Led into danger
31-40	The heroes' advance is hindered by the **strange vegetation** growing in the area such as animated vines, beautiful flowers spreading sleep-inducing pollen, blood-draining brambles, etc.	Injury, Encounter, Trapped
41-50	A spark is all it takes to ignite the whole forest, surrounding the characters with walls of **roaring flames**. Was it really an accident, or is it part of some evil scheme?	Injury, Loss of equipment, Combat encounter
51-55	The heroes are chased by a ravenous **Dire Bear**, its mouth frothing with rage.	Combat Encounter, Chase, Characters get separated
56-60	The blood-curling howls of a pack (1d5+5) of **Wolves** get closer and closer to the PCs. Are they attacking out of mere hunger, or driven by some insidious will?	Combat encounter, Chase
61-70	**Carrion birds** caw in the distance. Are they drawn by the remnants of a battle, or spies of the Darkmaster?	Encounter, Spotted by an enemy
71-73	The PCs run into a group (2d10+1) of **Fomorians**, led by a **Faceless Demon**, searching for something.	Encounter, Chase, Captured
74	The heroes spot a trio of **Wild Trolls**, discussing how to cook a prisoner.	Encounter, Chase, Captured
75-76	A cluster (1d10+2) of **Great Spiders** are laying an ambush for the PCs.	Combat encounter, Captured
77-78	A small band (1d5+5) of **Redcap** wolfriders is scouting the area. Are they part of a larger force?	Encounter, Spotted by an enemy
79	The PCs find two different warbands (2d10 members each) of **Orc Soldiers**, quarreling over some loot	Combat encounter, Captured
80	A clique (1d5) of **Dark Elves**, keeping intruders out of their domain, intercept the PCs.	Encounter, Capture
81-83	The PCs encounter a band (2d5) of **Bandits**, led by a **Dark Knight**, waylaying travelers.	Encounter, Capture
84-85	The heroes hear a **woodsman**, wounded by a black arrow, crying for help.	Encounter
86	A hunting party (2d10) of **Dusk Elves**, closing in on their prey, run into the PCs.	Encounter
87-88	A lone **Leshy**, wary of strangers, cautiously approaches the PCs with a request.	Encounter
89-90	The party is stopped by a patrol (1d5+1) of **Men**, following the tracks of some dangerous creature.	Encounter
91-00	An ancient **Spirit Tree**, slowly dying from an unknown source of pollution, lures the heroes before its roots.	Encounter, Disease

[2.17]

Desert Hazards

Roll	Hazard	Suggested Complications
01-10	The PCs stop by a water hole to refill their canteens, but find that the waters have been **polluted** by something that turned them to a dark, bad-smelling sludge. Can they find a new source of fresh water? And what poisioned the water hole?	Poison, Weary Condition, Encounter
11-20	In the scorching **desert wind** the heroes' heads begin to swim and each step seems like a mile. Even lying still is exhausting. How can they find solace from this oppressing heat?	Weary Condition, Delayed
21-30	Images shift and blur in the distance, disappearing to reappear in another place. Will the heroes lose themselves to the desert's **mirages**?	Lost, Encounter
31-40	A wall of whirling sand comes rushing toward the adventurers from their back. Will they be able to outrun the coming **sandstorm**, or will they seek refuge in the strange ruins that lie across the nearby dunes?	Injury, Lost, Encounter, Party Gets Separated
41-50	Too late the heroes realize that the area they're crossing is particularly devoid of life, even for a desert. The **black sand** surrounding them seems to feed on their very life force!	Soul damage, Injury, delayed
51-60	The PCs encounter a large **trade caravan**, following their same trail.The caravan master asks the PCs if they want to join them until they reach then next city or oasis. Use units digits in the roll to determine what happens: 1-2) Assassins attempt to kill the PCs or another member of the caravan; 3-4) A merchant offers a very lucrative deal to the PCs; 5-7) A large group of bandits, led by a Dark Troll Champion, attack the caravan a few days later; 8) The PCs spot a dark-cloaked individual quietly passing a small package to a member of the caravan. Is it just their immagination or is the cloaked man really a Faceless Demon? 9) One of the caravan's animals become strangely attached to the PCs. The animal seems remarkably intellegent and follows them everywhere. What's going on? 10) A precious item is stolen from one of the merchants, who promptly accuses the characters of the theft.	Ecnounter
61-70	Like water in a rushing river, the sand of the **dunes** begins to flow, dragging away anything on it! What's causing this weird phenomenon?	Injury, Party gets separated, Encounter
71-80	A **Ghost** appears at the edges of the characters' camp one night, beckoning them to follow it in the desert.	Ecnounter, Party gets separated
81-90	Some (1d5) **Half-Orc Scouts** are fighting back the assault of a pack (1d5+3) of Ghouls. Why are they fighting, and what are the scouts doing here?	Enconter
91-00	A towering Stone Guardian rises without warning from what just a moment before seemed just a pile of rubble. What is it guarding?	Encounter, Chase

[2.18]

Swamp Hazards

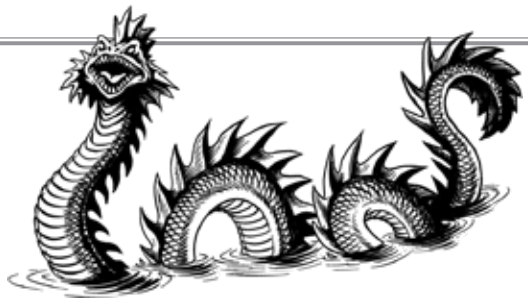
Roll	Hazard	Suggested Complications
01-10	Swarms of biting **insects** torment the PCs with their incessant drone, precluding them any kind of rest. How will the heroes defeat this buzzing calamity?	Weary Condition, Delayed
11-20	A dense, bad-smelling **fog** rises, obscuring the path before the PCs. The fog seems to cling to the characters' nostrils, making their heads spin and breathing difficult. How much time do they have before this mist smothers them?	Poisoned, lost
21-30	Faces in the water! A small group (1d5) of **Corpse Candles** tries to lure one or more isolated characters into the muddy water to drown them and feed upon their life force.	Encounter
31-40	One of the characters spots the carcass of a dead animal half-submerged by rotting waters. A closer inspection reveals the beast died of **Bog Fever**. Is the whole area infected?	Disease, Change of Route
41-50	During a short rest, the PCs discover that the damp, rancid air of the swamp has **spoiled** half of their rations.	Delayed, Hunger
51-60	The area before the PCs seems to be infested with blood-sucking **leeches**. Will the heroes deviate from their path or will they try to deal with these parasites in some other way?	Weary Condition, Change of route, injury
61-70	The PCs spot a large warband (2d10+3) of **Orc Soldiers** and their leader (1-5: Dark Orc Chieftain; 6-7: Faceless Demon; 8-9: Dark Troll Champion; 10: Wraith), dragging a column of chained prisoners.	Encounter
71-80	A host (2d5+5) of shambling **Undead Thralls** is besieging a small hut. Where is the Dark Mage commanding them, and what's in the hut?	Encounter
81-90	A strange, halfling-like **creature** starts following the party, always keeping at distance. If captured or confronted, it will claim to know a secret shortcut across the swamp.	Delayed, Led into danger, Encounter
91-00	The heroes' sleep is disturbed by **dark dreams**, that become more and more vivid with each passing day. Someone, or something, seems to be calling them from the center of the swamp. What will they do?	Weary condition, Led into danger, Encounter

[2.19]

Water Hazards

Roll	Hazard	Suggested Complications
01-10	The heroes' voyage is hindered by constant **unfavourable winds**. Is it just a stroke of bad luck or is something more sinister at work?	Delayed, Encounter
11-20	**Vermins** have somehow crawled onboard, eating or spoiling more than half of the characters' provisions.	Hunger, Delayed
21-30	The wind drops and a thick fog rises. The characters's ship is stuck in a **dead calm** for 1d10 days.	Delayed
31-40	The **wreckage** of another ship drifts near the heroes' vessel. The PCs spot a lone survivor, clinging to the wreckage with his remaining strengths. Maybe he can tell them what tragedy befell the ship.	Encounter
41-50	The characters are caught in a terrible **storm**, which menaces to sink them along with their ship.	Loss of equipment, Injury, lost
51-60	The ship's hull suffers some damage scraping on a **shoal** and needs to be repaired.	Delayed, loss of equipment
61-70	An important piece of equipment or part of the ship breaks. Is it an Accident or is someone sabotaging the PCs?	Loss of equipment, Encounter
71-80	Another **ship** is sighted. As it gets closer, the PCs realize its (use the roll units to determine): 1-2) A raiding drakkar, coming straight at them; 3) A badly damaged ship, going adrift; 4-5) A mercantile vessel, flying an unknown flag; 6) A Silver Elven swanship; 7-8) A corsair ship, chasing a second, smaller vessel; 9) A small smugglers' boat; 10) A ghost ship.	Encounter, Chase
81-90	The maps show no sign of land in this part of the sea, but a weird-looking **island** stands right in front of the PCs' ship.	Encounter
91-00	The ship abruptly stops as great, coiling tentacles rise from the sea to crush it. It's a **Kraken**!	Combat encounter

[2.20]



Mountain Hazards

Roll	Hazard	Suggested Complications
01-10	Frigid, howling winds send large snowflakes swirling around the characters, who must choose between pushing on despite the **blizzard**, or finding shelter before it's too late.	Frost damage, Weary Condition, Delayed, Lost
11-20	Without warning, a large boulder drops right in front of the PCs, followed by a shower of fragments of rock and dirt. The heroes manage to avoid the **rockslide** quite easily, but now their path is obstructed.	Delayed, Injury
21-30	An unseen **crevasse** suddenly opens under the PCs' feet, threatening to plunge them into the void below.	Injury, Lost equipment, Characters get separated
31-40	As they're crossing a steep cliff, the belt of one of the heroes' **packs** snaps and the container fall into the abyss.	Lost equipment
41-50	A strong **evil wind** rises, countering the heroes' advance. Is it just a trick of the characters' mind or are there really fell voices in the air?	Weary Condition, Encounter, Spell effect
51-60	The PCs hear the desperate screeches of a wounded **Giant Eagle**, trapped by a cruel barbed net. Who dared to set a trap for this noble animal?	Encounter, Trap
61-70	A frenzied **Mountain Lion** attacks the party. If the PCs manage to kill or subdue the animal, they'll notice it's wearing an iron collar. Where is its master?	Encounter
71-75	A band (1d10+3) of **Redcaps**, led by a Fear Dearg, laying in ambush start pelting the PCs with rocks and slingstones. They flee as soon as they're attacked, trying to draw the PCs into some kind of trap	Ambush, Chase
76-80	The PCs meet a party (2d5) of **Dwarven Rovers** on a treasure hunt. The Dwarves offer the heroes a share of their treasure, should they help them retrieve it.	Encounter
81-85	A family (1d5+1) of mountain **Wild Trolls** have claimed the path the heroes are following as their own, and will demand a toll for safe passage.	Encounter, Change of route
86-95	A small group of **Lesser Giants** are standing on a peak, tossing huge boulders in the valley below for fun. Will the characters be able to pass without attracting their attention, or will they become the new target of the giants' game?	Injury, Encounter
96-100	The heroes are passing near the ruins of an ancient **Dwarven outpost**. What tragedy befell to its inhabitants? What evil still lurks within it?	Delayed, Curse, Encounter

[2.21]

Plains/Countryside Hazards

Roll	Hazard	Suggested Complications
01-10	The sky is suddenly darkened by black **stormclouds**. As the first raindrops of the incoming storm begin to fall, the heroes spot a flickering light in the distance.	Encounter, Delayed, Weary Condition
11-20	The PCs see a strange, **hooded figure** down the road they're traveling, slowly walking in their direction. In truth, the figure is (based on the units digits of the roll): 1-2) a **Wizard**, looking just for the PCs for a specific reason; 3-5) a simple **pilgrim**, who got separated from her companions; 6-7) a **messenger**, bearing dire news from the road ahead; 8-9) a local **warden** on the lookout for bandits and troublemakers; 10) a **spy** of the Darkmaster in disguise.	Encounter, Change of route, chase
21-30	The bridge crossing the **river** on the characters' path is fallen, and the nearest ford requires a long detour. What will the heroes do?	Change of route, Injury, Characters get separated
31-40	A terrifying shriek breaks the night's silence as the bat-like silhouette of a hunting **Fellwing** stands against the silvery circle of the moon.	Combat encounter, Chase
41-50	A low rumble heralds the stampede of a **thunderous herd**, coming straight towards the PCs. what are the animals fleeing from? How will the heroes avoid being trampled?	Injury, chase, Weary Condition
51-60	The terrain is **rougher** than what the heroes anticipated, and their advances is slowed by unseen ravines, treacherous brushes, and other obstacles. Will they be able to find a clear route to their destination?	Delayed, Lost, Encounter
61-70	A small contingent (3d10+2) of heavily armed **riders** are coming straight towards the PCs. Are they friends or foes?	Encounter, Chase, Captured
71-80	The heroes stumble upon the **remains** of a fierce battle.Who fought here? Where did the victors go? Is there someone still alive among the bodies?	Encounter, Delayed
81-90	Drawn by the light of a crackling campfire and by the sound of music and laughter, on a cold and windy night the PCs come into sight of the small encampment of (use the units digits of the roll to determine): 1-3) a band (2d10+2) of **thieves**, who'll try to cheat the characters of their belongings; 4) a small group (1d5+1) of **Silver Elves**, who somehow knew the PCs would come to them; 5-7) traveling **minstrels** (2d5), curious about the PCs' business; 8-9) some hot-blooded **Hill clansmen** (1d10+5), celebrating a great victory 10) a caravan of **Halfling merchants**, on their way to the nearest town.	Encounter
91-00	No matter how hard they try, the PCs always end up returning to the same old **ruined tower**. What's its secret? Will they be able to break free of its curse?	Delayed, Cursed, Encounter

[2.22]

Campsites and Safe Havens

Characters are assumed to camp and rest regularly while they travel. Normally this is part of their routine, so there's no need to roll or pay particular attention to what they do when resting. However, in some occasions, they'll need to find a safe spot to recover from their injuries and conditions or to hide from their foes.

In these cases, characters can decide to set up a temporary **Camp** or to look for a **Safe Haven**.

Camping

Travelers in dire need may try to set up a long-term camp in the middle of the wilderness. This solution is usually avoided, save for desperate situations, as camps like these tend to attract unwelcome attention and rarely stay safe for long.

Once the characters have decided to set up a camp, one of them must take the lead, finding a safe and defensible camping spot and guiding the group to it.

The others should describe how they are preparing, and what precautions they are taking to ensure the safety of their camp.

Camping Roll Difficulty

Group Size	Modifier
2 or less	+20
3 to 4	+0
5 to 7	-20
8 or more	-40
Terrain	**Modifier**
Normal Terrain	+0
Exposed Terrain	-20
Dangerous Area	-30
Darklands	-50

[2.23]

Watching out for approaching enemies, tending to the horses, preparing meals, or gathering wood to light a fire are examples of common activities for a group setting up a camp, but players are encouraged to be creative with their descriptions.

Example: The group is exhausted from crossing a difficult mountain pass as part of the last Hazard. Most of the characters are Weary, so they decide to find a place to camp and rest for a while. Alaise will take the leading role, while Garnaith Bolg will tend to Syndel's wounds and Eydis will stand guard.

The leading character must make a Wandering Skill Roll with a Difficulty based on the size of the group, the type of terrain chosen, and the general danger level of the area. Other heroes making themselves useful are considered to be Helping.

If no character is Helping the leading character with the camp preparations, this roll suffers an additional -20 penalty.

Exposed Terrain represents places that offer little to no cover, like deserts or flatlands.

Places that are inherently dangerous, like treacherous bogs or haunted ruins are considered *Dangerous Areas*.

Darklands are places under the direct influence of the Darkmaster or His lieutenants.

Every other terrain count as *Normal Terrain*.

The group size is equal to the number of party members (including pack animals and other companions), plus any modifier.

Example (continued): Alaise's party is composed of four characters, so their group size is four.

They're crossing a windswept highlands, with few places to hide their camp, that counts as Exposed Terrain.

The final Difficulty of Alaise's Wandering roll will be -20.

If this roll succeeds, the party can safely rest for one day in their camp, but will have to make a new Wandering Skill Roll the next day.

A Partial Success means that the heroes will be able to rest, but will also be plagued by some minor complication, possibly taxing their resources or slowing them down.

For example, they could find that some of their rations rotted away; or that one of their pack beasts was injured during travel.

In case of a Failure, their rest will be interrupted. The GM must roll on the Camping Roll Failure Table to determine what happens to the PCs as they're attempting to rest.

Camping Roll Failure

1d100	Event
01-30	The heroes can't get much sleep due to biting insects, foul smells, bad weather, or terrible nightmares. They don't gain Exhaustion, but neither do they gain any benefit from their rest.
31-60	An accident (such as a fire, a cave in, a fallen trunk, or a flash flood) strikes the camp, threatening to injure the heroes and/or damage their gear. Even if the PCs manage to avoid harm, their camp is destroyed and they're unable to get any sleep for the rest of the night.
61-90	The heroes are ambushed by wild beasts or minions of Darkness halfway through their rest.
90-100	The spot chosen by the PCs is actually cursed or tainted by Darkness. The heroes must flee or confront the terrible evil that haunts this place. They don't get any rest.

[2.24]

Depending on how the characters deal with this situation, the group could be forced to fight, flee, or otherwise interrupt their rest.

Example (continued): Alaise scored a Partial Success on her Wandering Roll, so her party will be able to rest, but will encounter a minor complication. The GM tells Eydis's player that she spots a group of vargr-riding redcaps, patrolling the road ahead. The patrol seems to be still oblivious to the heroes' presence, but the group will have to be very careful in the following days if they want to avoid them.



Safe Havens

A much better option for characters seeking refuge would be heading to a Safe Haven.

Safe Havens are a beacon of light in the wilderness, houses of healing, and bastions against the forces of the Darkmaster. They're places where the heroes can rest without having to worry about their enemies, and tend to their wounds with the help of some of the greatest healers of the land.

Characters resting in a Safe Haven halve their recovery time for Injuries and Conditions, and will recover double the normal amount of HPs.

Safe Havens are also a great opportunity for characters to replace or repair broken pieces of equipment, meet new friends and allies, research information, or to ask the locals for guidance on a difficult subject.

Finding a Safe Haven

Area	Difficulty
Free Lands	Hard (-20)
Wilderness	Very Hard (-30)
Borderlands	Extremely Hard (-40)
Blighted Lands	Heroic (-50)
Darklands	Insane (-70)

[2.25]

Finding a Safe Haven

Unfortunately, Safe Havens are very rare and usually difficult to find. The Darkmaster sees them as a threat to His dominion, and would certainly send His armies to burn them to the ground, should He ever find them.

For this reason, Safe Haves are hidden in secluded or inaccessible locations, concealed by magic, heavily guarded, or a combination of all of the above.

Unless the characters already know how to find it (either because they've been there, or because someone can guide them there), reaching a Safe Haven won't be easy.

Heroes seeking a Safe Haven should make a Songs & Tales Skill Roll, with a Difficulty based on the influence of the Darkmaster in the area.

Free Lands are civilized areas whose inhabitants valiantly oppose the Darkmaster, and would almost certainly attack His minions on sight.

Wildernesses are large unclaimed or uninhabited regions, far from civilization but also free from the Darkmaster's influence.

Borderlands are those areas whose inhabitants neither directly oppose the Darkmaster nor ally with Him; or Free Lands that border with Darklands or Blighted Lands.

Blighted Lands are areas where the Darkmaster's influence is strong and palpable, or accursed places forever tainted by terrible tragedies and heinous acts.

Darklands are regions completely under the control of the Darkmaster and His minions: His strongholds, fortresses, and the breeding grounds of His fell army.

Example: A close encounter with a Wraith, one of the Darkmaster's most fearsome servants, left Tobold in quite a bad shape. The poor Halfling has been poisoned by the Wraith's fell blade, and none of his companion is skilled enough to help him.

In a desperate attempt to save her friend, Mornien struggles to recall the position of the nearest Safe Haven.

The heroes are just across the borders of the Ashen Lands, an accursed region, devastated by the Darkmaster's forces during the Starfall Wars. The GM rules that the area counts as a Borderland, so Mornien's Roll will be Extremely Hard...

A Successful Roll means the character remembers a tale or legend describing the general location of a Safe Haven within 1d5 days of the party's position. The group can then use the Pathfinding rules to reach it.

A Partial Success counts as a Success, save for the fact that either the Safe Haven's inhabitants will be wary of the characters' motives, or the heroes will encounter an additional Hazard on their way.



A Failure means the character got something wrong and either leads the party to an unforeseen obstacle, or to the ruins of a haven long fallen in disrepair or under the influence of Dark forces.

Example (continued): Luckily, Mornien scores a Success, and she remembers a song about Béla the Skinchanger, a powerful Animist and fierce enemy of the Darkmaster, who lives all alone in these forsaken lands. She rolls 1d5 and gets a result of 3, meaning that a 3-days walk separates the party from Béla's abode.

Once found, Safe Havens are marked on the world map by the GM, and characters will be able to visit them without having to roll again. Remember that Safe Havens are rare points of Light standing against a tide of Darkness: **no more than one** of them may exist in a given area.

Generating a Safe Haven

Safe Havens tend to play an important role in the campaign, once they're discovered. Not only players will probably want to visit them as often as possible, or even turn them into a base of operations, but Safe Havens are also great means to introduce new NPCs and details about the game world.

For these reasons, GMs should pay particular attention when they introduce a new Safe Haven in the campaign.

Each Safe Haven should have a Master, a particularly powerful or influential individual presiding over it, and whose nature usually suggests what kind of Place it is. An ancient Aenth, for example, is more likely to be the Master of a sacred grove, than of a military stronghold.

They normally also have some kind of Defence, something that protects the place from the Darkmaster's minions and shields it from His eye. It could be as exotic as an enthralling wind assaulting the mind of those who would do harm to its inhabitants, or something more mundane, like being in a location that's naturally hard to reach.

Finally, each Safe Haven normally has a Special Feature for which it is renowned. Maybe it is home to an individual possessing exceptional skills or a unique ability, or it could have access to an extremely rare resource; or be the place where a particular Item of Power is safeguarded.

Some examples of Special Features may include:

- **Great Healer**: A famous healer of unsurpassed skill inhabits this Safe Haven. Someone who's rumored to be able to treat afflictions normally deemed incurable and, in some cases, even defeat death itself.
- **Oracle**: This Safe Haven is home to an illustrious loremaster, a great diviner who can peer into the past, present, and future. Or maybe it holds a powerful scrying device, that those who can bend it to their will can employ to unlock untold secrets.
- **Noble Steeds**: The people of this Safe Haven are known for breeding exceptional mounts. Marvellous beasts that can ride faster than wind, or soar in the sky or across the waves. They don't usually part with their beloved steeds, but could lend them to the heroes for a time, should they be convinced about the urgency of their mission.

No Place to Run

To emphasize the exceptional nature of Safe Havens, we recommend to set a limit on how many of them the heroes can discover during the game. This limit may be discussed with the group, but the final decision is left to the GM.

The suggested maximum number of Safe Havens in a game is one for single adventure scenarios and short campaigns and two to four for longer campaigns.

Once all Safe Havens have been discovered, the PCs can continue visiting them as normal but they cannot find new ones.

- **Blessed Orchard**: A unique kind of Special Herbs, that cannot be found anywhere else in the world either grows or is cultivated here. One with a very peculiar ability, possibly directly linked to the heroes' quest or needs.
- **Wyrdwood Trees**: A few Wyrdwood Trees stand in the middle of this Safe Have, unchanged since the beginning of creation. Their wood is precious, but the Trees themselves and the Spirits they host could hold secrets even more valuable to the heroes.
- **Everflame Forge**: A mythical Dwarven artifact, called the Everflame Forge, is kept here. Some say its furnace burns

with pure Runefire and that, given the right materials, a master smith could use it to forge weapons like those wielded by heroes in the forgotten Age of Legend.

- **Enchanted Vessel**: The Master of this Safe Haven has access to a unique means of transportation, such as a flying ship or a vessel that can sail the sea between worlds. The heroes should be mindful when inquiring about a passage, since travels on such an exceptional vessel are rarely simple or uneventful.
- **Wayfinder**: Far more than a simple guide or tracker, the mysterious Wayfinder residing here is said to be able to know every secret way and passage in existence, even those leading to the grey lands of the Great Beyond or into the fortress of the Darkmaster Himself.
- **Tinkerer**: One of the dwellers of this Safe Haven is an unorthodox yet brilliant artificer. A master alchemist or a mechanical engineer far ahead of their time, often deemed a bit of a lunatic (if not raving mad) by academic authorities. The heroes could find this Tinkerer's latest prototypes quite interesting… should they actually work as intended.
- **Fabled Relic**: This Safe Haven hides a powerful relic, a treasure of great power surrounded by contrasting prophecies. It could be something the PCs are looking for, the Darkmaster's Coveted Artifact, or merely one of the many wonders destined to leave their mark in their heroic tale.

You can use the entries in the Safe Havens Table below as inspiration, or to quickly generate a Safe Haven.

Activities in a Safe Haven

Safe Havens grant the PCs a possibility to take a short break from their adventures and tend to their affairs or pursue other activities. This means the GM and the players can pause the game to quickly resolve a few scenes and events, before setting out for the next adventure.

A few examples of activities that could be pursued in a Safe Haven are given below. Regardless of the duration of the heroes' stay, each character should be able to take only one of them for each "pause" of the game, unless they want to retire from the adventuring life for good!

Resting

As said before, characters resting in a Safe Haven halve their recovery time for Injuries and Conditions, and recover double the normal amount of HPs. The GM can assume the Safe Haven has skilled healers, capable of healing basically any mundane wound or illness, and succeeding at any Roll required to treat a character's afflictions while staying here.

This activity can be carried out together with most of the others listed here, and doesn't count toward the limit of one activity per pause.

Safe Havens

Roll	Master	Defence	Place	Special Feature
01-10	Half-Elven Lord	Water Spirit	Enchanted Palace	Great Healer
11-20	Elven Wizard	Deceiving Illusions	Tree-top Village	Oracle
21-30	Mannish Clan-chief	Fierce Warriors	Secluded Farmstead	Noble Steeds
31-40	Aenth	Animated Flora	Sacred Grove	Blessed Orchard
41-50	Wildfolk Animist	Elder Spirits	Spirit Wood	Wyrdwood Trees
51-60	Dwarven Warlord	Deep Underground	Crystal Cave	Everflame Forge
61-70	Wavemistress	Enthralling Winds	Hidden Harbour	Enchanted Vessel
71-80	Folk-Hero	Natural Defenses	Thieves Hideout	Wayfinder
81-90	Halfling Elders	Clever Traps	Cloistered Village	Tinkerer
91-00	High-Mannish Noble	Unassailable Ramparts	Hidden Stronghold	Fabled Relic

[2.26]

Training and Meditation

Characters can spend their time in a Safe Haven training with a master, or reminiscing about the events of their past adventures. Players controlling characters who choose to train during their stay, must name their master and describe their period of training in a few sentences, or play out a short scene involving them and their master. Those who choose to meditate and reminisce must instead briefly recall a particular episode of their recent adventures, and tell what their characters learned from it, or how it changed their views or their bond with their companions.

In either case, the group awards **one or two XPs** to the character.

Revelation

Heroes in a Safe Haven can spend a Milestone to undergo a **Revelation**, as described in the *Passions and Drive* chapter. Players controlling these characters should spend a few words describing their experience and the way they discovered this newfound strength.

Learn a Spell Lore

Characters can opt to learn a new Spell Lore by spending their time studying with the Master of the Safe Haven, communing with the Spirits, deciphering some ancient tome they've found in their adventures, casting the runes, or any other similarly esoteric activity. The player announces what Spell Lore their character intends to learn and, if the group agrees, writes it down on their character sheet, assigning **a single Skill Rank** to it for free.

Solo Adventures

Some characters may have unfinished business or wish to pursue some more… active enterprise while their companions rest. This option could be particularly tempting for those who missed some game sessions and want to catch up with the other heroes.

The players should arrange a solo session together with the GM, outside of the normal group schedule, to play out the events of this adventure.

Learn a Language

Characters can mingle with the locals or study to learn one of the languages spoken in the Safe Haven. Players briefly describe their characters' linguistic efforts, and **add the new language** to their known languages.

Research

Many Safe Havens are places of learning or home to well-learned scholars, and characters may spend their time there researching and studying a particular topic. Those who do must tell the group the subject of their research, making a note of it on their character sheet, and discard any Clue Token they might have. They then gain a **Clue Token** (use a glass bead or similar marker to represent it), which they can spend at any time to automatically succeed at a Nature, Arcana, Songs & Tales, or Cultures Roll about the chosen subject.

Economic Endeavor

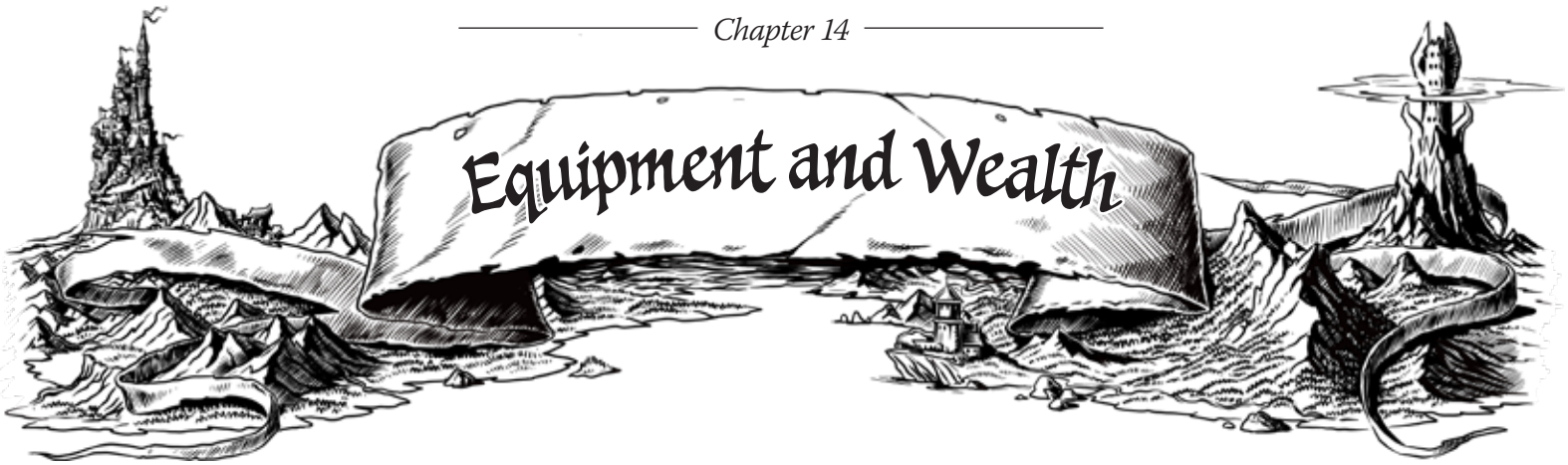
War against the Darkmaster is a full-time job that can easily prove taxing to a hero's resources. Characters can take advantage of their break from adventuring to improve or replenish their wealth by seeking employment, managing their assets, or investing in some business. The players controlling these characters must explain how these economic endeavors will improve their financial situation. If the group agrees, their characters' WL is increased by one point.

Merriment

Alternatively, characters in a Safe Haven can simply sit back, relax, and enjoy the merry atmosphere and hospitality, forgetting about their troubles for a little while. Players controlling these characters must describe a funny or joyful episode they were part of during their stay. If they impress the other players, or make them smile with their tale, they gain **a point of Drive**.

Retire

Players can also use the pause in the narrative of the campaign to retire their characters from adventuring, whatever their reasons might be. Discuss it with the other players and spend a few minutes to play out a farewell scene between the retiring characters and their companions, or to introduce any new character that might replace them.



Equipment and Wealth

In *Against the Darkmaster*, wealth and social status are determined by a somewhat abstract system. Instead of keeping track of each and every coin, characters buy equipment, rest, food, lands, properties, vassals, armies, any other mundane goods or services by comparing their Wealth Level to the item's Fare value. This Wealth Level also represents to some extent the social status of the characters, thus identifying their peers, subjects, serfs, and rulers.

Wealth Level

A character's wealth and social status are measured in **Wealth Levels** (**WL**), ranging from 0 to 5.

WL0: Serf or Outcast

Characters with WL0 are serfs, slaves, or very poor peasants. They could also be on the run, or hail from an uncivilized or very poor and depressed region. These characters strive to afford even the most basic goods and services; they struggle to gather enough food for their own sustenance. All their belongings are probably what they're carrying with themselves. They don't have any income, thus barter and theft are their only ways to get by.

WL1: Struggling

These characters are low-born freemen, peasants, or adventurers. They either come from a poor rural settlement, or from the lowest ranks of the city's inhabitants. They usually have a job, sufficient for sustenance of themselves and of a small family - such as laborer, pieceworker, or swineherd. They can buy modest lodging and food for themselves for a short period with their own income. In addition to their equipment, they probably carry a handful of bronze or copper coins to afford basic needs and services.

WL2: Commoner

These characters are freemen, middle-class citizens, or respected inhabitants of small settlements. They have a decent job and a small income, and can sustain themselves and a small family without having to struggle to eat properly and find accommodation on a daily basis. In addition to their personal belongings, they may own a small property, and have some spare silver pieces to buy some more elaborate goods or fine services.

WL3: Gentry

These characters come from the upper middle-class or lesser gentry. They may have servants and a medium-sized property, like a homestead or gentry house. They may as well have an important job and renowned position, like innkeeper, librarian, or chamberlain. They have some savings, allowing them to afford traveling, buying fine goods and services, and even loan some money. They exchange silver and gold coins and may as well own some lesser jewellery or finery.

WL4: Lesser Noble

These characters are either noble-born or someone important at the court a of higher noble. They possess large properties and estates, herds of animals and plantations, and may have rents and dozens of servants. Their name is well-renowned across the land for miles. They can afford almost any worldly good, from very specialized equipment to a shipboat. They can spend hundreds of gold without thinking too much about it.

WL5: Greater Noble/Ruler

These characters may well be princes or kings. Their names are well-known for hundreds of miles across the land. They own castles, pastures, and forests, and everything within the borders of their realm belongs to them. Their riches are estimated in thousands of gold pieces, and they can well afford to gather and maintain an army.

Determining Starting Wealth Level

The characters' starting WL is simply factored by adding together the WL bits coming from their Kin and Culture, eventually adding any extras coming from their Background Options. No character can start the game with a WL higher than 4 or less than 0.

For example, a High Man Noble has a starting wealth of 3 (High Man = 1 + Noble = 2). On the other hand, a Wildfolk Woad has a starting WL of 0, but by spending 1 Background Point to buy the Minor Tier of the Greater Fortune Background Option they can raise it to 1.

Remember that Starting Equipment is never influenced by the character's actual WL. Characters will always own at least the items listed in their Starting Equipment list.

Social Status in Game

Social status has no fixed mechanical effect in game. It's provided mainly for role-playing purposes and to give the players a better understanding of the meaning of their characters' WL and its social implications. The group is free to interpret its impact on the characters' social interactions as they see fit, or to ignore it completely.

Occasionally, the GM may wish to alter the Difficulty of some Rolls because of a character's social status. For example, it may be hard for WL4 or 5 characters to pass themselves as peasants, even while wearing a disguise, because even something as simple as the way they speak or behave could give them away. WL0 or 1 characters, on the other hand, wouldn't even have to roll!

Buying Goods

Wealth Level vs Fare

Any good or service - whether an item or weapon, animal, food, lodging, or vehicle - has a **Fare** value listed near its description in the Equipment Tables. If there's no entry in the tables for a particular item or service, the players and the GM can come up reasonable Fare value themselves by looking at similar objects or services.

When players need to determine whether their character can afford buying a particular good, they compare the character's current Wealth Level to the good's Fare value. Refer to the WL vs Fare Table below.

WL vs Fare Table

WL > Fare	The character can afford buying the good.
WL = Fare	The character can afford buying the good, but their WL is reduced by one (to a minimum of 0).
WL < Fare	The character can not afford that good on their own. They must have someone loan money to them or either increase their Wealth.

[2.27]

Availability

Certain items or services are not as common as others, and characters may find it difficult to get their hands on them, even if they could afford them.

Each entry in the Equipment Tables has an Availability rating, indicating how widespread and easy to find the item or service is.

Common items and services are easily found almost everywhere, even in small villages and isolated farmsteads.

Uncommon ones are harder to get, unless the characters are in a medium-sized or larger town, or in the presence of a specialized merchant or artisan.

Rare goods and services are available only in large cities and at the court of wealthy lords and nobles.

Note that Availability can also be influenced by other factors, such as recent events in the game world or geographical position. Even if they are in a city with thousands of inhabitants, characters will have a hard time finding a ship, if said city has no access to a body of water!

Barter

Barter is a commonly accepted trade practice, particularly among members of the lowest classes. Heroes can exchange items in their possession with other available goods or services with the same Fare, while a higher Fare item can be traded for multiple lower Fare goods. For example, a destitute knight could begrudgingly be convinced to trade his palfrey for a mule and a week's worth of preserved rations.

Modifying Fare

Sometimes, there's a need to modify the base Fare of goods, for example when characters are purchasing items in bulk, like when buying equipment for henchmen or weapons for a whole army.

In these cases, refer to the Modifiers to Base Fare table below.

Modifiers to Base Fare

Multiple Purchases (tens of the same good)	+1 Fare
Bulk Purchase (hundreds or thousands of the same good)	+2 to +3 Fare

[2.28]

Item's Quality

The Quality of a piece of equipment may affect its price, as well as the performance of characters using it.

Unless specified otherwise, items found by the PCs are considered to be of Normal Quality, meaning they won't give any Item Modifier, for good or bad.

Improvised, ruined, or poorly made items count as Low Quality, and inflict a -10 penalty on Skill Rolls. Characters who wouldn't be able to afford an item can attempt to purchase a Low Quality version of it, reducing its Fare by one point (to a minimum of zero). Note, however, that only Common Items can be purchased at Low Quality. Uncommon and Rare items are usually sold at Normal or higher Quality only.

Superior Quality items are the work of particularly skilled craftsmen. They offer a +5 bonus, have their Fare raised by one point (up to a maximum of 5), and are always at least of Uncommon Availability.

Masterwork items are the best pieces of equipment a character can buy. Brilliant works of art created by the most talented artisans around, using the best non-enchanted materials available on the market. They grant a +15 bonus to their users, have their base Fare raised by two points (up to a maximum of 5), and are always of Rare Availability. Note that items listed as Rare are already considered to be of Masterwork quality, and offer no additional bonus besides those in their description!

Items Quality Modifiers

Quality	Fare	Item Modifier	Availability
Low Quality	-1	-10	Common*
Superior Quality	+1	+5	Uncommon
Masterwork	+2	+15	Rare

Item Quality Modifier Applies To...

Weapons	CMB
Armors	DEF, or reduces Penalty
Tools	Skill Bonus

[2.29]

Haggling

While haggling is a standard practice in the quasi-medieval world of Against the Darkmaster, its effects on the final price of goods aren't meaningful enough to warrant a change of Fare, save for the most extreme cases. Role-playing a haggling scene with a merchant can be a great way to set the mood, introduce new NPCs, or deliver the players some information about the game world, but should almost never result in an actual change of Fare for the items the heroes are buying or exchanging.

Increasing Wealth

Decreasing Wealth can happen during play by making purchases or because of other unfortunate occurrences. Now let's take a look at how to increase one's WL instead - which is the reason some characters go adventuring in the first place!

Treasure

Finding and retrieving lost Treasure, be it a fabled Dragon's hoard or the smaller loot of a band of brigands, is something happening a lot in a *VsD* game and also something the characters are often actively seeking.

First things first, it's necessary to assess the actual value of the found Treasure, referred to as the Treasure Value - or TV. TV ranges from 1 to 5.

Refer to the table below to tell the TV of any Treasure.

Treasure Values

TV1	A pouch of silver or bronze coins, a handful of gold pieces. A small semiprecious stone, a valuable trinket. A very weathered fine art piece.
TV2	A bag of silver coins or a small chest of gold pieces and/or smaller jewellery. A fine art piece, a fine little gemstone.
TV3	A big chest of silver and gold coins. A beautiful jewel set with gemstones. A collection of fine arts pieces or valuable and/or rare, exotic objects like chandeliers, incensories, and the like.
TV4	Elven or Dwarven-made jewellery worth thousands of gold pieces. Precious ore like Truesilver. A fist-sized radiant gemstone. The treasure hidden on the Lost Island by the famous Pirate Captain.
TV5	The hoard of an ancient Dragon. The treasure of the High King.

[2.30]

When characters find Treasure (and are able to keep it for themselves of course!), they must compare their current WL with the TV. Refer to the table below.

Wealth Level vs Treasure Value

Character's WL < TV	Increase character's WL to the TV
Character's WL = TV	Increase character's WL by +1
Character's WL > TV	No change in character's WL

[2.31]

Please note the table above assumes all the characters divide a fair share of the Treasure and that the group sharing the Treasure counts six or less characters. If a Treasure is shared between more than six characters, then refer to the Treasure Sharing table below to adjust the actual TV.

Treasure Sharing

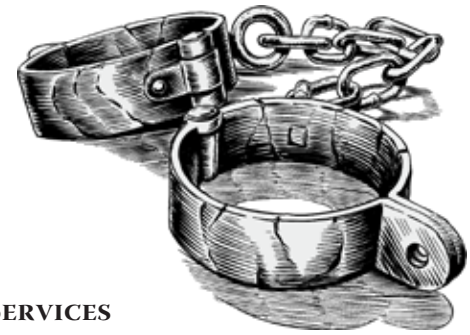
Up to six characters dividing the Treasure	Base TV
Several characters dividing the Treasure	TV -1
Tens of characters dividing the Treasure	TV -2

[2.32]



Equipment

The following tables describe the most common items and services the heroes will find on the market, including their typical Fare and Availability.



Transportations & Services

Good	Fare	Notes	Availability
Armed Escort	3+	A patrol escort of a dozen armed men (lvl 1-3 each) for a single travel. Longer travels or more experienced or numerous groups require higher Fare.	Uncommon
Bodyguard or Henchman	2+	A personal bodyguard, a trained armsman (up to 4 lvl) for a week. Longer periods or more skilled bodyguards require higher Fare.	Common
Brothel	1	A night's comfort for a small group of pals.	Uncommon
Chaperone	3	A high-profile, polite escort for both attending the Duke's festival and giving comfort on lonely nights.	Uncommon
Cook	3	A month pay for a skilled cook	Uncommon
Healing, healer	2+	A skilled Animist healer magically tending the wounds of the party.	Uncommon
Healing, herbalist	1	A herbalist taking care of lesser wounds for a single character.	Common
Hot bath	1	A refreshing hot bath with perfumed oils that may wash away Weariness.	Common
Lackey	1	A low profile serf, or a thug for a one-time commitment.	Common
Passage on ship	1	A sail for one aboard a ship. Includes food, but implies doing small jobs aboard. If you want to travel as a guest with all comforts, then raise Fare by 1 or 2.	Uncommon
Passage on wagon	1	A short trail on a wagon, for one. Includes sharing food equivalent to a Poor Meal.	Common
Rent, shack	1	Renting a barrack for a month.	Common
Rent, small house	2	Renting a decent town house for a month. Raise Fare by 1 for a one-year rent.	Common
Rent, villa	3	Renting a luxury villa in the countryside with servants, for a month. Raise Fare by 1 for a one-year rent.	Uncommon
Servant	2	Personal assistant, cooking meals and washing clothes and doing homeworks - for a year.	Common
Wizard for hire	3+	A Wizard of up to lvl 5 hired for a short period of time as personal protection or to enchant/research spells. Higher level Wizards or longer periods require higher Fare and are more Rare to find.	Uncommon to Rare

[2.33]

Mounts & Animals

Vehicle	Fare	Ride Modifier	Notes	Availability
Pack Animal	1	-10	Usually a Donkey, Mule, Horse or Pony	Common
Rouncey	1	+0	Common riding horse	Common
Palfrey	2	+10	Light riding horse	Uncommon
Courser	3	+0	Typical warhorse	Uncommon
Destrier	3	+15	Heavy warhorse	Uncommon
Great Horse	4	+30	Bred by elves or Horselords of the Plains	Rare
Camel	2	+0	This is a riding camel, for beasts of burden refer to Pack Animal. A camel can resist extremes of heat and dry weather better than a horse.	Uncommon
Elephant	4	-10	Usually carries 2-3 riders	Rare
Pet animal	0	-	A small but vicious dog, a cat	Common
Trained animal	1	-	A hound	Common
Companion animal	2	-	A war-dog, a hunting hawk	Uncommon
Small herd animal	1	-	A sheep or goat	Common
Large herd animal	2	-30	A cow	Common

[2.34]

Vehicles

Vehicle	Fare	Capacity	Crew	Notes	Availability
Cart	1	350Kg	1	Treat as Mounted, Heavily Encumbered to calculate movement	Common
Wagon	2	550Kg	1	Treat as Mounted, Heavily Encumbered to calculate movement	Common
Carriage	3	600Kg	1	Treat as Mounted, Heavily Encumbered to calculate movement	Uncommon
Raft/Canoe	1	300Kg	1	See Travelling by Water section	Common
Boat	2	450Kg	1	See Travelling by Water section	Common
Small Ship	3	2t	2	See Travelling by Water section	Uncommon
Large Ship	4	10t	6	See Travelling by Water section	Uncommon
Warship	4	12t	40	See Travelling by Water section	Rare

[2.35]

General Gear

Good	Fare	Description and Notes	Availability
Ammunition	0	20 arrows, 10 crossbow bolts, or 50 sling projectiles.	Common
Antidote	3	Grants a second SR with a special +30 bonus against the effects of a Poison.	Rare
Backpack	0	The best friend of every traveling advernturer.	Common
Bandage	1	Used to stop Bleeding (single use)	Common
Bedroll	0	Without a bedroll sleeping outdoors in cold weather may make the character wake up Weary	Common
Caltrops	0	10 four-pointed special nails; one spike always points up when thrown to the ground	Uncommon
Clothes, Extravagant	4	Dresses to get everyone's attention (and the blame of many) at the King's Festival	Rare
Clothes, Fancy	3	Noble clothes	Rare
Clothes, Fine	2	Gentry clothes	Uncommon
Clothes, Plain	1	Everyday clothes	Common
Fire-starting Kit	0	Required to start a campfire without having to spin a stick on a bark piece for hours	Common
Grappling Hook	0	Used in conjunction with a rope to climb sheer surfaces	Common
Healer's Kit	2	Used to treat Injuries and Bleeding (three uses)	Uncommon
Healing Salve/Poultice	2	Can be used as a Bandage, or to heal 1d10 HPs (single use)	Uncommon
Hunting Trap	1	Can be set using the Hunting Skill to inflict the Held Condition and a Superficial Critical	Common
Iron Pitons	0	10 sturdy 15cm nails	Common
Iron Pot	0	Cooking pot	Common
Lantern	1	Provides Bright Light in a 6m radius	Common
Lockpick	1	Required to picks locks & traps	Uncommon
Magnifying Glass	2	Removes Perception penalties for long distances	Uncommon
Mining Tools	1	Can be used as a -20 Mace	Common
Musical Intrument	0-4	Actual Fare depends on the type and quality of instrument. A simple wooden flute can be Fare 0. The most precious lute of the King's bard can be fare 4.	Common to Rare

[2.36a]

General Gear (Continued)

Good	Fare	Description and Notes	Availability
Oil Flask	0	Enough to power a lantern for about 2 hours. Can be poured on solid ground a lit afire creating a flaming patch of 1m radius that lasts for 1 minute.	Uncommon
Pipe	0	You can always make use of a good pipe	Common
Quill and Inkpot	1	Handwriting kit, enough for hundreds of pages	Uncommon
Quiver/Scabbard	0	For a medium sized weapon or up to 20 arrows	Common
Reviving Cordial	2	Removes the Weary Condition for 1-3 hours, enough for 2 draughts	Uncommon
Rope	1	15 meters	Common
Scroll/Parchment	2	Per sheet	Uncommon
Seafaring Sunstone	3	Navigation instrument	Uncommon
Tent	1	Holds up to two people	Common
Tobacco	1	A pouch	Common
Torch	0	Provides Bright Light in a 3m radius	Common
Waterskin	0	Holds enough water (or ale!) to quench the thirst of a person for 2 days	Common
Weapon, hand melee	0	Dagger, club	Common
Weapon, light melee	1	Side weapon like a short sword, mace, or arming sword.	Common
Weapon, large melee	1	Longsword, warhammer, morningstar, etc.	Common
Weapon, heavy melee	2	Two-Handed Weapons, Polearms	Uncommon
Weapon, poor ranged	0	Sling, Short Bow	Common
Weapon, light ranged	1	Light Crossbow, Composite Bow	Common
Weapon, heavy ranged	2	Long Bow, Heavy Crossbow	Uncommon

[2.36b]

Food, Drink, and Lodging

Good	Fare	Description and Notes	Availability
Meal, Poor	0	Per person, prevents but doesn't heal starvation.	Common
Meal, Normal	1	Enough food for a small family or a group of 5 people.	Common
Meal, Lavish	2	A binge for up to 10 people. Includes ale.	Uncommon
Meal, Banquet	3	A sumptuous meal for the most welcome and sophisticated guests. Includes fine wine.	Rare
Drink, Ale/Beer	0	Enough to get one person tipsy.	Common
Drink, Mead/Liquor	1	Enough to get one person tipsy.	Common
Drink, Good Wine	2	Enough to get a few people tipsy.	Uncommon
Drink, Elven Wine/ Dwarven Ale	3	Enough to get a dwarf or elf tipsy, or a man severly drunk. Heals 20 HPs and removes the Weary condition but afterwards puts the character to deep sleep for 10+ hours.	Rare
Lodging, Poor	0	Communal sleeping room for 1 night.	Common
Lodging, Average	1	Separate beds, include stable service for a week.	Common
Lodging, Good	3	Single room/suite, including stable service and personal assistant, for 1 month.	Uncommon
Rations, Normal	0	1 week worth, unpreserved.	Common
Rations, Preserved	1	1 week worth.	Common
Rations, Special	2	2 weeks worth. Light, highly nutritious, delicious-tasting and well preserved food like elven bread, twice baked cakes, or dwarven beef jerky.	Uncommon

[2.37]

Armors & Shields

Armor Name	Fare	Armor Type	Zones Protected	Qualities	Max SWI to Def	Move Actions Penalty	CMB Penalty	Percept. Penalty	Melee DEF Bonus	Missile DEF Bonus
Furs/Pelts	0	Light	Torso, Arms, Legs		+20	-20	-	-	-	-
Leather Jerkin	1	Light	Torso		-	-10	-	-	-	-
Leather Armor	1	Light	Torso, Arms, Legs		+30	-20	-5	-	-	-
Boiled Leather	1	Light	Torso	Rigid	+30	-25	-	-	-	-
Reinforced Leather	2	Light	Torso, Arms, Legs	Metal	+20	-30	-5	-	-	-
Chain Shirt	2	Medium	Torso	Metal	+30	-35	-	-	-	-
Chain Mail	2	Medium	Torso, Arms, Legs	Metal	+20	-45	-	-	-	-
Lamellar Armor	2	Medium	Torso, Arms, Legs	Metal	+25	-45	-5	-	+5	+5
Breastplate	2	Medium	Torso	Metal, Rigid	+30	-40	-	-	-	-
Chain Hauberk	2	Heavy	Torso, Arms, Legs	Metal	+10	-75	-10	-	+10	
Banded Mail	2	Heavy	Torso, Legs	Metal, Rigid	+20	-40	-	-	-	-
Half Plate	2	Heavy	Torso, Arms, Legs	Metal, Rigid	+20	-60	-5	-	+5	+5
Full Plate	3	Heavy	Torso, Arms, Legs	Metal, Rigid	+15	-75	-10	-	+15	+15
Leather Helmet	0	-	Head		-	-	-	-5	-	-
Metal Helmet	1	-	Head	Metal, Rigid	-	-	-	-5	-	-
Full Helm	1	-	Head, Face, Neck	Metal, Rigid	-	-	-	-15	-	-
Leather Greaves	1	-	Lower Legs		-	-	-	-	-	-
Metal Greaves	1	-	Lower Legs	Metal, Rigid	-	-5	-	-	-	-
Leather Bracers	0	-	Forearms		-	-	-	-	-	-
Metal Gauntlets	1	-	Forearms, Hands	Metal, Rigid	-	-	-5	-	-	-
Target Shield	1	-	Shield arm	Rigid	-	-	-	-	+15	+5
Full Shield	1	-	Shield arm, Torso	Rigid	-	-10	-5	-	+25	+25
Wall Shield	1	-	Shield arm, Torso	Rigid	-	-20	-15	-	+40	+50
Net	0	-	Shield arm		-	-	-	-	+5	-

[2.38]

Armors

Armor Type: This refers to the column on the Attack Tables (None NA, Light LA, Medium MA, or Heavy HA) to be looked up when a character wearing this type of armor is being attacked.
Zones Protected: The body parts or zones actually protected by the armor worn. Some Critical Strikes may read different effects if a specific body part hit is covered by an amor or not. Use this information to discern the case.
Qualities: A list of the special Qualities possessed by the armor, if it has any.

- *Metal*: This armor is made of metal. Its wearer must use the "metal armor" results for received Critical Strikes.
- *Rigid*: This armor is made of a hard, rigid material. Its wearer must use the "rigid armor" results for received Critical Strikes.

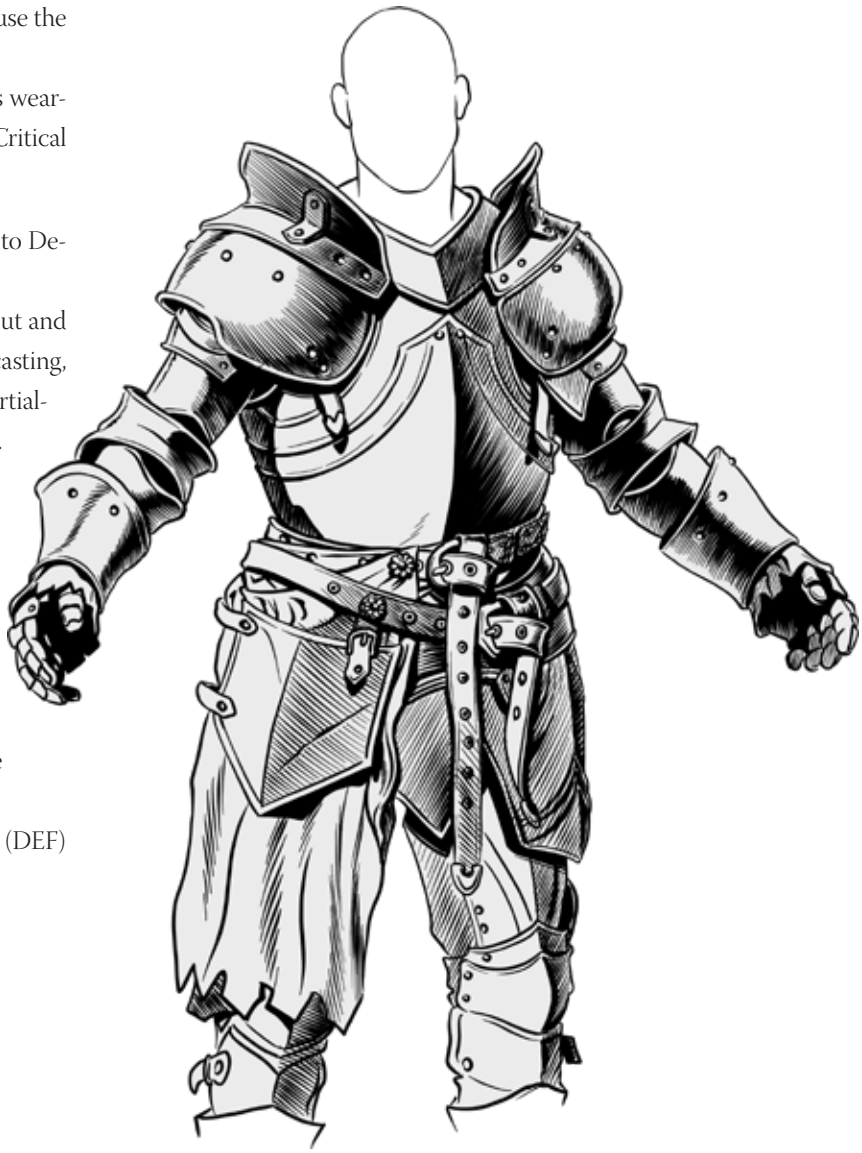
Max SWI to Def: Maximum Swiftness bonus applicable to Defense when wearing said armor.
Movement Penalty: Penalty to Skill Rolls for moving about and casting Spells while wearing the armor, applied to Spell casting, Athletics, Acrobatics, Ride, and Stealth. Can be offset partially or wholly by the Armor Skill Bonus to a minimum of 0. The total penalty may be stacked: for example, wearing a chain mail armor and holding a wall shield will result in a total Movement Penalty of -65).
Combat Penalty: Penalty to the Combat Bonus (CMB) . This penalty cannot be offset.
Perception Penalty: Penalty to the Perception Skill bonus. This penalty cannot be offset.
Melee Defense Bonus: Straight bonus to the Defense (DEF) against melee attacks.
Missile Defense Bonus: Straight bonus to the Defense (DEF) against ranged attacks.

Armor and Shield

Description

Furs/Pelts

Heavy winter clothing consisting of multiple layers of furs, animal pelts, and wool. Generally this is a cheap type of protection worn by peasant, mountain men, and tribal warriors. It is heavy and cumbersome, and when drenched the Movement Penalty rises to -40. Offers a +10 Defense bonus and +10 to Save Rolls against Cold-based attacks.



Leather Jerkin

A tight armor made of layered leather covering the torso, groin, and shoulders. The lightest form of protection one's can wear. Offers not much protection against direct heavy blows but is somewhat effective against thrusts and cuts.

Leather Armor

A leather jerkin as above, plus leather greaves and bracers. More effective, yet still light protection against cuts and thrusts.

Boiled Leather

A cuir builli or leather plate armor, or a breastplate made of layered leather reinforced with metal rings or stubs.

Reinforced Leather

A brigandine, or a leather armor reinforced with metal rings or stubs, or a rigid leather plate armor.

Chain Shirt

A jerkin made of metal rings attached over a padded cloth covering the torso.

Chain Mail

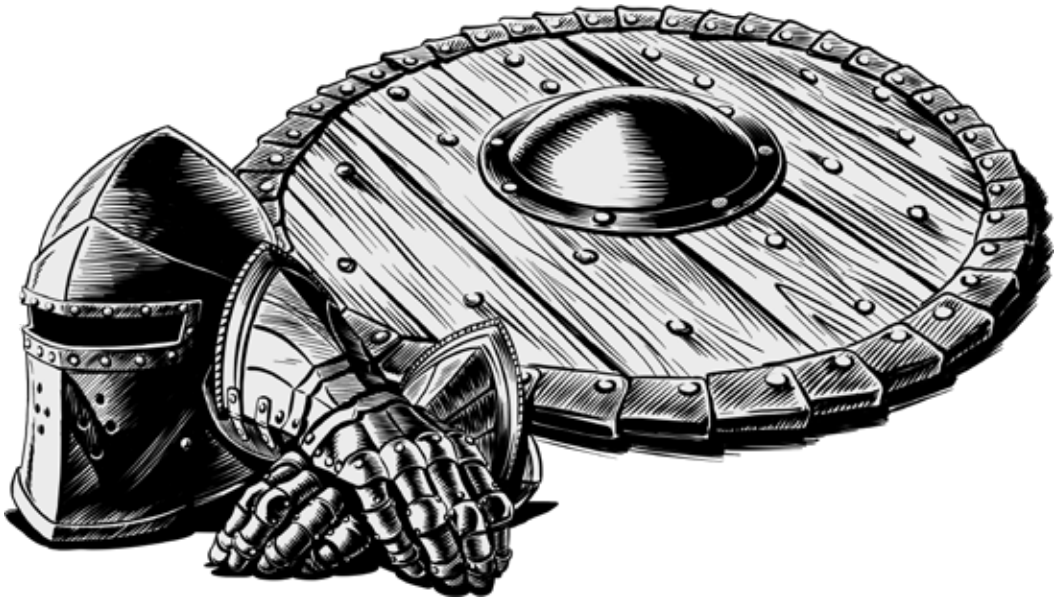
A longer chain shirt covering the arms, shoulders, torso, and upper legs. Often wore upon layers of cloth or padding.

Lamellar Armor

Armor made of small overlapping metal plates over a canvas of cloth or padded leather. More rigid and resilient than traditional chain mail. Less effective than chain against thrusting attacks.

Breastplate

A metal breastplate covering the torso. Very resistant and somewhat light but leaves lots of openings.



Chain Hauberk

A chain mail hauberk (often doubled for additional protection) covering the whole body from shoulders to the lower legs. Often complemented with metal or leather greaves and gauntlets.

Banded Mail

Armor made of horizontal metal bands linked together, also known by its latin name lorica segmentata. Covers the torso, shoulder, and hips.

Half Plate

Metal breastplate plus metal greaves, pauldrons, and gauntlets. It is the most common of infantry plate armor.

Full Plate

Full plate armor with breastplate, greaves, pauldron, and gauntlets, plus chain mail or linked plates covering the groin, armpit, rear legs, joints. Extremely heavy and cumbersome, offers the definitive protection against any blow.

Leather Helmet

Helmet made of layered leather and/or heavy furs. Cheap protection. Pelt caps offer +10 Defense bonus and +10 to Save Rolls against Cold-based attacks to the head.

Metal Helmet

A bascinet, pot helm, or other type of helmet made of metal covering the head, ears, nose and giving solid protection against direct blows to the head.

Full Helm

Complete helm with vizor, offering maximum protection even against heavier direct blows. Seriously limits one's awareness skills, though.

Leather Greaves

Padded leather protection for the lower legs (knee, shin, and foot). Note that many suits of armor already include protection for the lower legs.

Metal Greaves

Metal protection for the knee, shin, and foot. Note that many suits of armor already include this kind of protection.

Leather Bracers

Leather wraps for the forearms. Note that many suits of armor already include this kind of protection.

Metal Gauntlets

Metal covering for the forearm and hand. Note that some suits of armor already include this kind of protection.

Target Shield

A small round shield attached to the arm. DEF bonus only applies against a single attacker each Round.

Full Shield

A round or kite shield attached to the arm and also maneuvered holding a handle. DEF bonus applies against all attackers from one side.

Wall Shield

A cumbersome tower shield protecting the whole body from feet to neck. Defense bonus applies against all attackers from the front/side.

Net

A sturdy net with metal weights. DEF bonus only applies against a single attacker each Round, cannot parry ranged attacks. Grants a +20 bonus to disarm and lock martial moves.



Weapons Table

Weapon	Hands	Skill	Clumsy Range	Length	Attack Table	Max Result	Primary Crit.	Alter. Crit.	Base Range	Qualities
Arming Sword	1H	Blades	3	Long	Edged	140	Cut			Martial
Armored Fist	1H	Brawl	1	Hand	Unarmed	Varies	Impact			
Ball & Chain	1H	Blunt	8	Short	Blunt	150	Impact			Unreliable
Bardiche	2H	Polearm	7	Longest	Edged	175	Cut	Pierce		Reach, Mighty
Battle Axe	1H	Blunt Blades -20	5	Long	Edged	150	Cut	Impact		Hand and Half
Club	1H	Blunt	4	Hand	Blunt	110	Impact			
Composite Bow	2H	Ranged	5	-	Missile	150	Pierce		25	Load (1), Quick Load
Dagger	1H	Brawl Blades	1	Hand	Edged	120	Pierce			Backstab
Falchion	1H	Blades	5	Short	Edged	150	Cut			Martial
Flail	2H	Blunt	8	Long	Blunt	175	Impact			Unreliable, Heavy, Mighty
Footman's Mace	2H	Blunt	5	Long	Blunt	150	Impact			Heavy, Mighty, Martial
Grappling	2H	Brawl	5	Hand	Unarmed	Varies	Grapple			
Greataxe	2H	Polearms Blunt -10	6	Long	Edged	175	Cut	Impact		Heavy, Mighty
Halberd	2H	Polearm	6	Longest	Edged	150	Cut	Pierce		Mighty, Martial
Handaxe	1H	Blunt Blades -20	2	Hand	Blunt	130	Cut	Impact		
Heavy Crossbow	2H	Ranged	4	-	Missile	175	Pierce		30	Load (2)
Heavy Mace	1H	Blunt	3	Short	Blunt	140	Impact			Martial
Kick	1H	Brawl	2	Hand	Unarmed	Varies	Impact			
Lance	1H	Polearm	8	Longest	Edged	175	Pierce			Mighty
Light Crossbow	2H	Ranged	3	-	Missile	150	Pierce		20	Load (1)

[2.40a]

Weapons Table (Continued)

Weapon	Hands	Skill	Clumsy Range	Length	Attack Table	Max Result	Primary Crit.	Alter. Crit.	Base Range	Qualities
Light Mace	1H	Blunt	2	Short	Blunt	120	Impact		-	Martial
Long Bow	2H	Ranged	6	-	Missile	175	Pierce		35	Load (1)
Long Spear	2H	Polearm	6	Longest	Edged	175	Pierce		-	Reach, Mighty
Longsword	1H	Blades	4	Long	Edged	150	Cut	Pierce	-	Hand and a Half, Martial
Mattock	2H	Blunt	5	Long	Blunt	175	Impact	Pierce	-	Heavy, Mighty
Punch	1H	Brawl	1	Hand	Unarmed	Varies	Impact		-	
Quarterstaff	2H	Polearm	6	Long	Blunt	130	Impact		-	
Rapier	1H	Blades	4	Long	Edged	130	Pierce	Cut	-	Martial
Scimitar	1H	Blades	3	Short	Edged	140	Cut		-	Martial
Short Bow	2H	Ranged	4	-	Missile	140	Pierce		20	Load (1), Quick Load
Short Spear	1H	Polearm	5	Long	Edged	140	Pierce		-	Hand and a Half
Short Sword	1H	Blades	2	Short	Edged	130	Cut	Pierce	-	Backstab
Sling	1H	Ranged	7	-	Missile	110/130	Impact		15	Load (1)
Thrown Axe	1H	Ranged	4	-	Missile	120	Cut		3	
Thrown Dagger	1H	Ranged	2	-	Missile	110	Pierce		3	
Thrown Javelin	1H	Ranged	3	-	Missile	140	Pierce		10	
Thrown Spear	1H	Ranged	3	-	Missile	130	Pierce		5	
Two Handed Sword	2H	Blades	6	Long	Edged	175	Cut	Pierce	-	Heavy, Mighty
War Hammer	1H	Blunt	4	Short	Blunt	130	Impact	Pierce	-	Martial
Whip	1H	Blunt	8	Longest	Blunt	130	Grapple	Cut	-	Heavy, Reach, Martial

[2.40b]

Weapons

Hands: Tells if the weapon can be used with a single hand (1H) or must/can be used with two hands (2H). A one-handed weapon can be used in conjunction with a shield, or another weapon in the free hand. A 2H-weapon generally is capable of delivering heavier blows. When wielding a two-handed weapon, no more than half the total CMB can be used to Parry incoming attacks.

Skill(s) Used: The Skill Bonus that is used to determine Combat Bonus (CMB). Some weapons may be used with more than one Skill but may have penalties associated when using them with a second-choice skill. In this case the penalty to the CMB is indicated next to the Skill (for example, "Blades -20").

Clumsy Range: The range in which the attacker fumbles the weapon when attacking. If the Unmodified Attack Roll falls into this range, the attack automatically misses and the attacker must roll on the Weapon Fumble table to see what happens.

Length: The length and reach of the weapon. Length is used in the Tactical Round Sequence to determine which combatant gets to act first in a melee. Generally, the longer weapons attack first.

Attack Table: The Attack Table that is consulted to determine the result of attacks with this weapon.

Max Result: The maximum result that the modified Attack Roll can get on the Attack Table. Attack Rolls higher than this cap are treated as this number when using the weapon. Heavier weapons can get higher results and thus potentially inflict more damage on the target.

Prim Crit: The primary type of Critical Strike (e.g. Impact, Pierce, Cut, Grapple) dealt by the weapon.

Alt Crit: The alternate type of Critical Strike dealt by the weapon. If present, the attacker can freely choose to inflict this type of Critical Strike instead of the primary type.

Base Range: The base range in meters for the weapon to be thrown or fired. There is no CMB modification associated with attacks against targets within a weapon's Base Range. Medium range is between ×1 and ×2 the Base Range, and there's a -25 CMB modification. Long range is between ×2 and ×3 the Base Range, and there's a -50 CMB modifier associated with it. Extreme range is between ×3 and ×4 the Base Range, and there's a -75 CMB modification.

Qualities: A list of the special Qualities possessed by the weapon, if it has any.

- *Backstab*: Characters attacking a Surprised or Held enemy with a weapon with this Quality ignore the armor worn by their target, reading the result of their attack on the No Armor column of the Attack Table. Additionally, for any Critical Strike description that reads "if the target is wearing armor/or not" the target can be considered as not wearing armor. Note that this counts only for worn armor; Backstab weapon don't ignore natural armor.
- *Hand and a Half*: Weapons with this Quality (also called "hand-and-a-half weapons") can be used either with two hands, or one-handed with a -10 penalty to the Attack Roll.
- *Heavy*: Weapons with this Quality cannot be used to attack unless their wielder spends a Half Action to ready them.
- *Load (#)*: The number of Rounds normally needed to reload this missile weapon, when not using the Quick Load Quality.
- *Martial*: Characters wielding weapons with this quality gain a +20 bonus to all the Martial Moves they perform with them.
- *Mighty*: Characters wielding weapons with this quality gain a +20 to their CMB when they attack without parrying.
- *Quick Load*: Missile weapons with this Quality can be reloaded with a Half Action.
- *Reach*: Characters wielding weapons with this Quality can attack from the second line with a -20 penalty to their Attack Roll.
- *Unreliable*: When fumbled, weapons with this Quality inflict a Superficial Critical Strike of the same type as the Primary Critical Strike to their wielder in addition to the results of the fumble.

Notes: Special notes on the use, effects, and drawbacks of the weapon.

Description: A description of the weapon and its variants.

Weapon description

Arming Sword

A typical one-handed double-edged sword. The standard infantry weapon and knightly sidearm.

Armored Fist

A fist in a metal gauntlet or brass knuckles; a character wearing metal gauntlets as a protection is also considerered armed. The maximum result on the Attack Table depends on the size of the attacker - see the Unarmed Attack Statistic Table (Appendix p. 521) for details.

Ball & Chain

Also known as morning star or hand flail, it's a weapon consisting of a straight handle linked to a short chain attached to a metal spiked head. It can be spun achieving tremendous blunt force. However it's quite difficult to use and very tricky if fumbled!

Bardiche

Often called poleaxe, it consists of a 1.8 to 2m long shaft with a long bladed axe-head on top. Can deal devastating chopping blows and also be used to thrust with the axe's pointed head.

Battle Axe

A heavy axe with a single or double-edged blade, meant to be used with both one or two hands.

Club

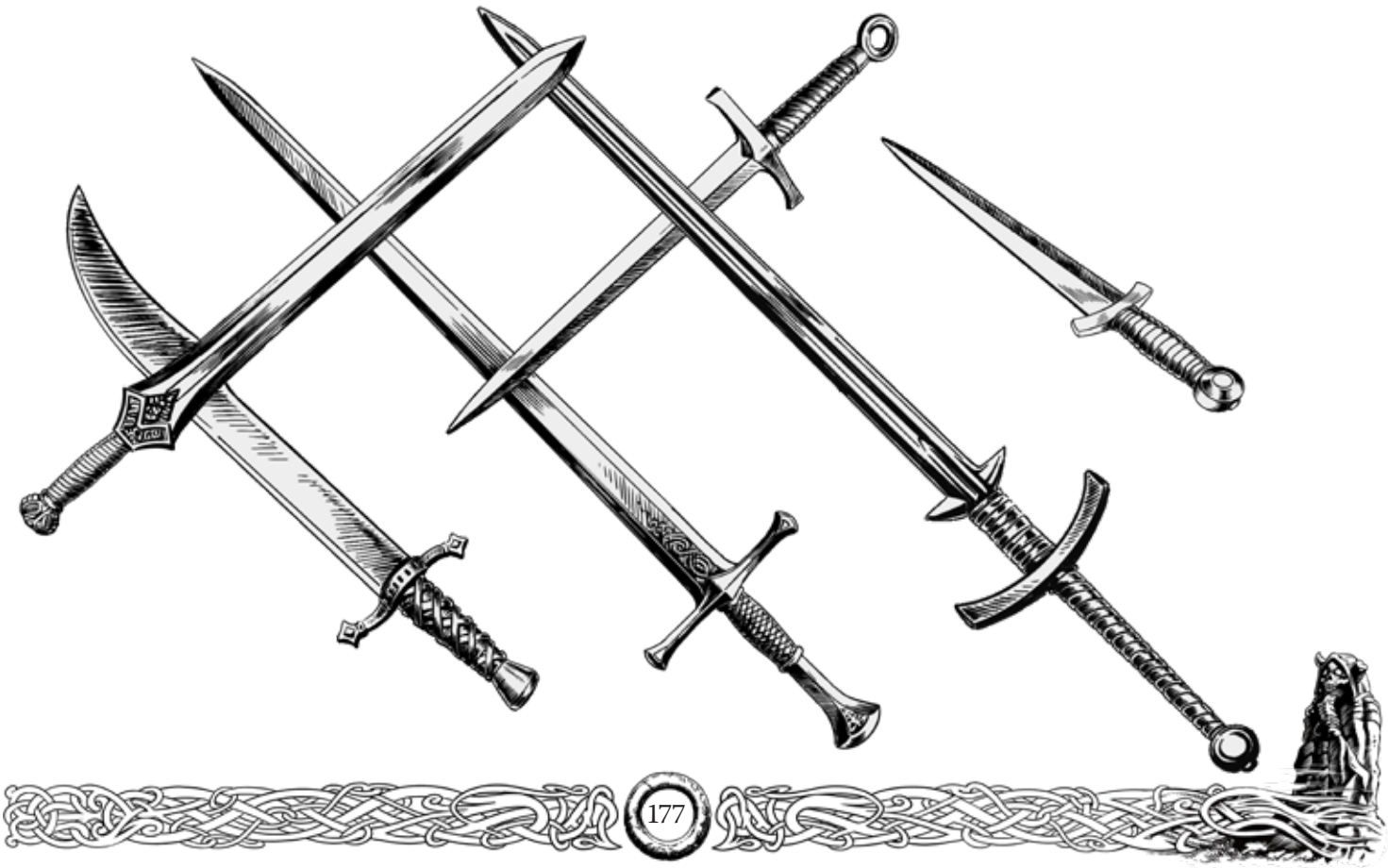
A simple, cheap weapon that can be obtained from a simple wooden stub.

Composite Bow

A type of bow not much bigger than a short bow but definitely more powerful. Arrows shot can be retrieved if the target's missed, but there's a 50% chance they will be ruined.

Dagger

Also known as dirk, poniard, main-gauche. The combat dagger is a small but deadly weapon. It has blunt edges and it's designed to stab, not cut.



Falchion

A heavy, single-edged blade with a blunt end designed to chop more than cut.

Flail

Longer and heavier version of the ball-and-chain, often attached to more than one striking heads. Powerful but tricky weapon, beware!

Footman's Mace

Basically a large, heavy two-handed mace.

Grappling

Bare-handed grappling or wrestling. The maximum result on the Attack Table depends on the size of the attacker - see the Unarmed Attack Statistic Table (Appendix p. 521) for details.

Greataxe

A single-edged or double-edged axe with a heavy, wide blade capable of delivering devastating chops.

Halberd

A polearm consisting of a 1.5 m shaft surmounted by a head with a axe blade, a rear beak, and a top spike. Very versatile. Can be used to attack from 2nd line (only Pierce Criticals) with -20 CMB.

Handaxe

Born as a tool, it developed to a short, light weapon with a pointed head. Can be used to cut against unarmored foes and crush through armors.

Heavy Crossbow

Heavier version of the crossbow. Incredibly powerful but also cumbersome to carry around and aim, and hard to reload. However, its shooting power is unparalleled by any other missile weapon. +20 CMB when attacking targets within 15 meters. Bolts shot can be retrieved if the target's missed, but there's a 50% chance they will be ruined.

Heavy Mace

Heavier mace, often with geometric bladed or spiked head. Can be a deadly weapon and very effective against armored foes.

Kick

Plainly put: a kick! The maximum result on the Attack Table depends on the size of the attacker - see the Unarmed Attack Statistic Table (Appendix p. 521) for details.

Lance

Jousting weapon, never really used in a melee or a battle. Use its stats for special reinforced longspear when used from horseback and charging. Can only be used while mounted.

Light Crossbow

Mechanical bow throwing weighted bolts. Devastating at shorter ranges and capable of penetrating even through plate. +10 CMB when attacking targets within 15 meters. Bolts shot can be retrieved if the target's missed, but there's a 50% chance they will be ruined.

Light Mace

Short, light mass weapon made of a wooden shaft and a heavy metal head. Often carried as a sidearm.

Longbow

The most powerful kind of non-mechanical bow, Can shoot the farthest distance of all. Arrows shot can be retrieved if the target's missed, but there's a 50% chance they will be ruined and rendered useless.

Long Spear

Very long (2 to 3 meters) version of spear, meant to be used in tight formations to keep enemies at bay and to slay cavalry. Can be set against charge for +20 CMB but no parry.

Longsword

Also known as hand-and-a-half sword, or knightly sword. It's an elegant, versatile weapon that's designed to be used with both hands at full potential but can also be used single-handedly.

Mattock

Often called bec-de-corbin or lucerne hammer, it is essentially a war hammer head mounted on a shaft. Heavy but powerful and versatile.

Punch

A bare-handed fist. The maximum result on the Attack Table depends on the size of the attacker - see the Unarmed Attack Statistic Table (Appendix p. 521) for details.

Quarterstaff

A hardened wooden staff with or without metal tips, swung with both hands. Its main advantage is its cheapness and the ability to be disguised as a walking cane or tool - but is in fact a dangerous weapon in skilled hands.

Rapier

A long and flexible bladed thrusting weapon. Lightining fast and deadly against unarmored opponents but quite ineffective against armored ones.

Scimitar

Light, curved-bladed weapon designed to cut unarmored foes. Less effective against heavier armors.

Short Bow

Shorter but rapid-firing hunting bow. Arrows shot can be retrieved if the target's missed, but there's a 50% chance they will be ruined.



Short Spear

A shafted weapon meant to be used either two-handed or one-handed. Can be thrown at short distances - see the Thrown Spear stats and description.

Short Sword

Short edged weapon used to thrust and cut. It's light, easy to use and carry, often used as a sidearm or secondary weapon.

Sling

A string of leather spun rapidly to throw a metal bullet. Can be used in conjunction with a shield. Can be used to throw found rocks at a -10 CMB. If fired in the first Round after being loaded, the attack has a maximum result of 110 and suffers a -20 penalty; if fired after two Rounds of spinning it, the attack gets a special +10 bonus and has a maximum result cap of 130.

Thrown Axe

A handaxe when thrown, or a throwing axe or tomahawk. Axes specifically designed to be thrown get +10 CMB but -20 CMB if used in melee. Thrown weapons that miss the target must be found and retrieved on the battlefield!

Thrown Dagger

A thrown dagger is specifically designed to be thrown. If used in melee, use the Dagger stats with -20 CMB. Conversely, a dirk or poniard can be thrown at a -20 CMB. Thrown weapons that miss the target must be found and retrieved on the battlefield!

Thrown Javelin

A hunting weapon, lighter version of a short spear. If used in melee, use the Short Spear stats with -20 CMB. Thrown weapons that miss the target must be found and retrieved on the battlefield!

Thrown Spear

A short spear when thrown. Thrown weapons that miss the target must be found and retrieved on the battlefield!

Two-Handed Sword

One of the most powerful melee weapons ever designed. "True" two-handed swords are very cumbersome to carry but surprisingly fast to be used on the battlefield and somehow versatile. Due to to the lack of defense capabilities, it's a weapon for true masters, aimed at attacking first and hard delivering a single, devastating blow.

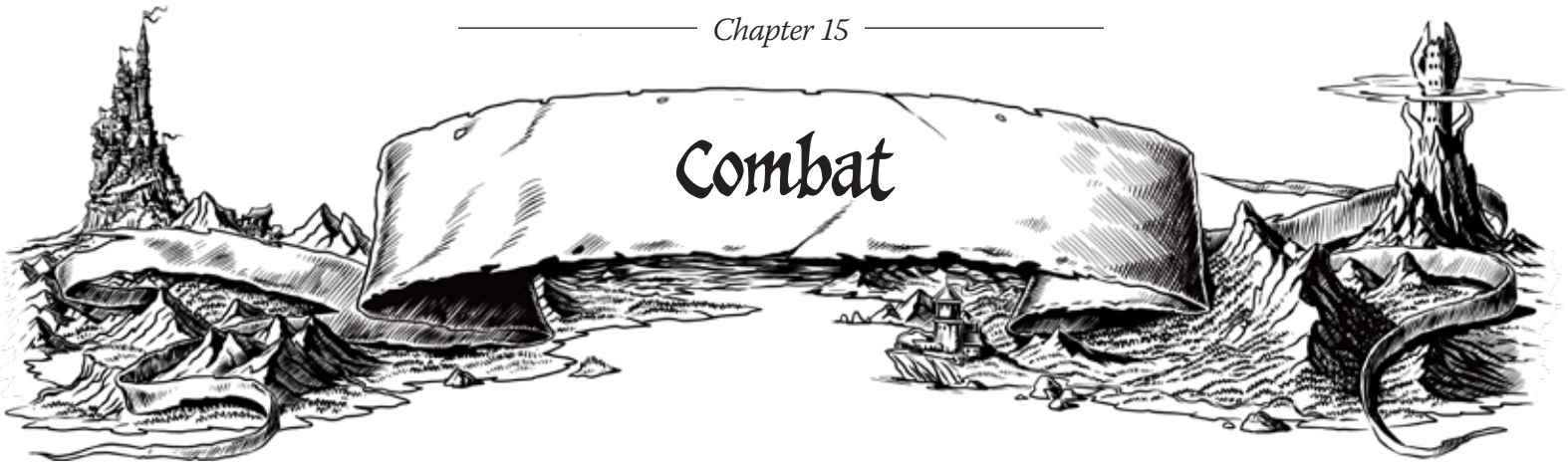
War Hammer

Short, light mass weapon. Often carried as a sidearm. It has a double head with a blunt end and a thrusting spike so it can be very effective against armored foes.

Whip

A very difficult weapon to master, developed from a tool. It can be used to either slash with its spiked tail or grapple an opponent. Becomes quite uneffective and then useless at shorter ranges. Can't be used at close range (less than 1.5 meters).


2015



Combat

Combat is a serious thing in *Against the Darkmaster*. While characters are assumed to be heroic, even the most skillful fighter must approach combat cautiously because of the high chance of being wounded or killed with a single blow even by less skilled opponents.

The Tactical Round

A "Round" in game terms is a convention to indicate a short time interval during which a series of tactical actions can take place, when it's important to determine which actions fit during this time frame and whoever gets to act first.

When time is not a relevant factor to consider, there's no real need to mark the passage of time other than for fictional purposes (i.e. registering the passage of in-game time). A single action can happen in minutes, hours, or even span across whole days and weeks. This can be true, for example, when the heroes are traveling overland (e.g. a single Wandering Roll may cover several days of travel) or researching complicated topics (e.g. a Songs & Tales Roll may well encompass even weeks of studying).

However, for frantic action, like melee combat, missile fire, spell casting and movement in a tactical situation, it's necessary to keep track of the passage of time by assuming a standard, countable time unit - and that's the **Tactical Round**, or simply **Round** (rnd).

How long is a Round?

We can assume that a standard Tactical Round lasts about ten seconds of game time. However, since when counting down Rounds there's no need to keep track of any other time unit, it's not really important how long a Round in the game world actually is. A Round lasts exactly the time it's needed for any character to act; after a Round finishes, another Round immediately starts. As you will see, there will be a lot of action taking place in such a short time frame.

Tactical Round Sequence

The **Tactical Round Sequence**, or **TRS**, is a quick reference list made of nine different Phases (Assessment, Action Declaration, Move, Spell A, Ranged A, Melee, Ranged B, Spell B, and Other Actions) and used to determine the order in which actions are resolved, and which characters get to act in what order during each Round.

Note that in some cases you can skip certain Phases (for example, if no one is attempting to cast a Spell). If there is nothing to resolve in a Phase, simply get to the next one. Common sense must always be used to judge the situation and determine if there's some specific event or condition that will eventually alter the normal flow of the Phases and Actions in the round (for example, interrupting a character's actions before they resolve).

We will discuss each of the above in depth. For now, let's take a look at how a typical TRS looks like.

Assessment Phase

The first Phase of every Round, called the Assessment Phase, is used to keep track of lasting effects, like the Duration of Spells or certain ongoing Conditions, such as Bleeding and Dying (see *Health and Healing* chapter for more about these Conditions). In this Phase characters that are confused, disoriented, or caught unaware will also get a chance to make a special Perception Skill Roll (called the Assessment Roll) as a Free Action (see Types of Action below), to assess their situation.

This Roll is only made when a specific effect (like the result of a Fumble) demands it, or if the GM deems it appropriate. Examples of situations that could require this Assessment Roll are:

- Being ambushed;
- Awakening from sleep or faint in the middle of the action;
- Falling, tumbling, or being knocked down;
- Being blinded by a bright flash or suddenly plunged into darkness.

If the Perception Roll fails, the character cannot declare new actions in the following Action Declaration Phase for that Round. They can still defend themselves by Parrying (see below) with half their maximum available Combat Bonus (CMB) or keep doing what they were doing in the previous Round.

Example: Mornien, Athelstane, and Gandrell have tracked down a small band of Orcs in service of the Darkmaster, and found them camped amid some ancient ruins.
The Orcs are currently unaware of the heroes' presence, so the GM makes an Assessment Roll for them to see if they notice the group. One of them succeeds, while the other two fail. Only the Orc who succeeded will be able to declare his actions for this Round.
The PCs, on the other hand, won't have to make any Assessment Roll, since they already know the Orcs are there.

Action Declaration Phase

During this Phase players get to declare their character's actions and their intended targets, if applicable, for the Round.

The GM always declares the NPCs' actions first, then players declare their characters' actions, in any order they wish. Once all actions have been declared, they're resolved in the order detailed in the following Phases.

Example (continued): The GM declares that the Orc who passed his Assessment Roll will shout to rouse the others, then rush toward the heroes, sword drawn.
The player controlling Mornien declares that she'll stand where she is and prepare a Spell. Gandrell's player says he'll be loading his bow and shooting one of oblivious Orcs. Finally, Athelstane is going to meet the charging Orc half-way and attack him with his axe.

Move Phase

During this Phase characters move across the battlefield and perform maneuvers involving movement and changing position (sprinting, tumbling, climbing to higher ground, etc.).
Movement is usually considered simultaneous for all characters. If it's necessary to determine who moves first, or if the movement of a character would be interrupted by another action, use the Conflicting Actions rules (see below).

Spell Phase A

In this Phase the first volley of Spells is resolved. These fall into two specific categories:

- **Spells** that were prepared at least during one of the previous Rounds and held until the current Round - In this case, the Spell gets the bonus for preparing Spells according to the number of Rounds it was prepared before casting, excluding the current Round.
- **Instant Spells** (marked with a * symbol)

If it's necessary to determine which spell goes off first, it is the one cast by the higher level caster. Ties are broken in the favor of the higher bonus on the Spell Casting Roll.

Ranged Phase A

In this Phase the first volley of missile weapons shoot. These fall in two specific categories:

- **Loaded and aimed missile weapons**: ranged weapons that have been reloaded for a full Round or more before the current one and are thus ready to shoot.
- **Readied thrown weapons**: a weapon the character already holds in their hands and is ready to be thrown.

If it will ever be necessary to determine which missile attack goes off first, compare the attackers' CMBs: the higher the CMB, the faster the arrow flies. In case of ties, consider the shots to be simultaneous.

Melee Phase

In this Phase combatants that have already closed in on each other and are at melee range engage in combat and exchange blows. The order in which attacks are resolved is determined by Length of the combatants' weapons.

There are four different weapons lengths:

- **Longest**: spears, polearms
- **Long**: longswords, two-handed weapons
- **Short**: maces, hammers, short swords, handaxes
- **Hand**: daggers, improvised weapons, wrawling

The longer the weapon, the sooner its turn to attack. Ties are broken in favour of the combatant with the higher CMB. In the case of identical CMB, the attacks are considered to occur simultaneously.

There are a few exceptions to the aforementioned rules: Positional Bonuses & Dashing Attacks.

Positional Bonus

A Positional Bonus is a circumstance in which one attacker has a positional advantage against their opponent. There are three basic circumstances that apply a Positional Bonus:

- Attacking from Higher Ground (or being horse-mounted);
- Flanking a foe;
- Attacking from the Rear of a foe.

An attacker with a Positional Bonus is considered as wielding a weapon one step longer than its actual length. Thus, a longsword becomes Longest and a handaxe becomes Long for the purpose of determining who gets to attack first in a melee.

Dashing Attack

A Dashing Attack is an audacious and daring attempt at lunging at the opponent trying to take them off with a single surprise blow. A Dashing Attack gets a special -30 CMB, but the attacker is considered as wielding a weapon one step longer than its actual Length for the purpose of determining which combatant gets to attack first in the melee. A character who decides to make a Dashing Attack cannot Parry in the same Round: they must commit all of their CMB to attack.

Ranged Phase B

In this Phase the second volley of missile weapons shoot. These will be all the missile and thrown weapons that hadn't already being fired in Ranged Phase A or missile weapons reloaded in the current Round.

Spell Phase B

All the unprepared Spells go off in this Phase.

Other Actions Phase

In this Phase the characters get their chance at using their other Skills which weren't involved in the previous Phases.

Actions in Combat

Characters can perform three different types of actions during the TRS: Full Actions, Half Actions, and Free Actions.

Full Actions are those requiring most of the character's attention to be carried out, leaving little space for anything else. Typical examples include:

- Making a melee or ranged attack;
- Casting a non-instantaneous Spell;
- Moving at full Move Rate.

A Full Action takes place in the appropriate TRS Phase. Normally, a character can perform a single Full Action per Round.

Half Actions are simple activities that are either part of a more complex set of actions or can be easily performed while doing something else. Examples of Half Actions include:

- Readying an item or drawing a weapon;
- Casting an instantaneous Spell;
- Taking a Half Movement to engage a foe in melee.

A Half Action may take place in the appropriate TRS Phase or in conjunction with another Half or Full Action. If combined with a Full Action, both actions (the Half Action and the Full Action) suffer a special -20 penalty to any roll involved. If combined with another Half Action, there's no associated penalty.

Free Actions are activities that basically require no effort by the character performing them, like:

- Talking, singing, or chanting;
- Making an Assessment Roll;
- Dropping a wielded weapon or item.

A Free Action can be taken anytime during the Round; however, only one Free Action per Round is allowed for each character; subsequent actions that would normally count as Free Actions in the same Round must be taken as Half Actions.

Combining Actions

Characters can declare and carry out multiple actions each Round, in one of the following combinations:

- One Full Action and a Free Action;
- One Full Action and a Half Action (both at a -20 penalty), plus a Free Action;
- Two Half Actions with no penalty and a Free Action.



Readied Actions

Readied Actions are those actions that a character voluntarily holds until a specific circumstance arises.

If a character declares they want to Ready an Action, that action does not take place according to the TRS, but can be delayed indefinitely until the character wants it to go off, regardless of the current Phase. If two or more characters have Readied Actions and want to let them off at the same time one against the other (e.g. in a shooting duel), then the Readied Action follow the Conflicting Action rules (see the *Resolving Actions* chapter).

Multi-Round Actions

Multi-Round Actions are actions that last more than a single Round, like reloading a heavy crossbow, scaling a wall, or holding a door shut.

Multi-Round Actions and their duration are normally adjudicated by the players and GM by common sense. There are some particular cases that may have a duration associated to them. If that's the case, the duration is indicated in brackets like "Load (2)".

Multi-Round Actions count to all effects as an uninterrupted series of Full Actions linked together: the character can not interrupt the sequence without losing the Full Action (i.e. they must start over again).

A Multi-Round Action cannot be combined with other actions (except for Free Actions).

Tactical Movement

Movement needs to be tracked with more attention during combat than in other situations, since both the heroes and their enemies will be constantly maneuvering through the battlefield.

The Battlefield

At the beginning of combat, the GM describes the area where the fight is taking place, including potential obstacles, lighting conditions, and terrain features that may influence the battle. The GM also sets the position of each combatant, according to the situation and listening to the players' opinion about their characters. We suggest you sketch a map of the battlefield, to give everyone at the table a good sense of the situation.

Abstract Positioning

Some groups find keeping track of the exact position of each combatant cumbersome or tedious.

Instead of measuring precisely how many meters a character moved in a given Round, this optional rule introduces the notion of Combat Areas.

Combat Areas

Each Combat Area represents a small, easily identifiable zone inside the location where the characters are fighting. Rooms, corridors, small clearings, ship decks or rooftops are all examples of possible Combat Areas.

There's no set dimension for a Combat Area. It could be as small as the inside of a tent, or as large as a townsquare. As a rule of thumb, a Combat Area is small enough to permit a character to reach any other character within in a single Round, and large enough to contain at least two characters.

Each battlefield should feature at least two or three Combat Areas, but rarely more than four, as otherwise some of the combatants may find themselves completely isolated from the others.

At the beginning of combat, Combat Areas are laid out and described by the GM, who also sets the position of each combatant inside them, according to the situation, and listening to the players opinion about their characters.

Features

As the GM presents the Combat Areas, they may also highlight one or more Features that can somehow influence the battle.

For example, large weapons may be unwieldy to use in a cramped room; a dark cavern could impose penalties to Perception Skill Rolls or Ranged Attacks; and a half-submerged field may be difficult to cross.

Not every Feature is inherently disadvantageous, though. A ruined battlement may be hard to reach, but could offer good protection against incoming volleys of arrows; a spike of rock can offer higher ground to attack from overhead; and darkness could help a character trying to sneak past some fearsome foe.

Players are encouraged to find ways to turn Features to their advantage, and the GM should always reward clever ideas and tactical thinking.

Movement

Characters within the same Combat Area at the beginning of combat are either Engaged or Within Reach of one another.

Engaged characters are capable of fighting one another in melee combat and cannot move away without Disengaging first if already Engaged (see Disengaging paragraph for more information).

Characters Within Reach are not in Melee yet, but can Engage (and be Engaged by) any other character in the same Combat Area with a single Move to Engage Action.

Characters in different Combat Areas cannot Engage one another without moving first but can freely attack each other with ranged weapons.

During the Move Phase, a character can spend a Full Action to move to an adjacent Combat Area or anywhere within the same Combat Area.

Characters can also use a Half Action to Move to Engage an enemy in the same Combat Area or to move at walking pace without leaving the Combat Area they started the Round in.



Movement Actions

The distance characters can cover during the Move Phase depends on their Move Rate (or the Move Rate of their mount or vehicle) and on the type of Action they take for movement.

Usually, there's no Skill Roll involved for movement unless the character is trying to cross treacherous terrain, attempting a difficult maneuver, or overcoming an obstacle. In these cases the GM may call for a Skill Roll of appropriate Difficulty to determine the outcome of the character's action.

Full Movement & Sprinting

Characters can spend a Full Action to cover a number of meters up to their Move Rate or Sprint up to twice their Move Rate in meters. Sprinting characters cannot Parry (see Parrying below) and cannot add their Shield bonus to their DEF.

Half Movement

Characters spending a Half Action will move up to half their Move Rate at a walking pace. Characters cannot Sprint and take a Half Movement in the same Round.

Arduous Terrain & Obstacles

In combat, Arduous Terrain includes all those areas that are either difficult to traverse, or put a combatant at a disadvantage, such as thick vegetation, knee-high waters, slippery, floors or debris-filled terrains. Each meter of Arduous Terrain requires two meters of a character's Move Rate to be crossed. For example, characters would have to use 6 meters of their Move Rate to cross 3 meters of Arduous Terrain.

Obstacles are terrain features that completely halt a combatant's movement, like walls, crevasses, or closed doors. Some Obstacles may offer Cover (see Cover below), obstruct a character's line of sight, or even deal damage or inflict a Condition to those coming in contact with them (like in the case of a bonfire or a pool of poisonous liquid). Characters must either find a way to overcome Obstacles or move around them.

Attacks

In each Combat Round, a character may get a chance to swing an attack against a target, either with a weapon, or a spell.

The Combat Bonus

The **Combat Bonus** (or **CMB**, for short) measures the overall effectiveness of a character's attacks with a given weapon, Spell or ability. In other words, the CMB is the number players add to their dice roll when their characters perform an attack.

A character's CMB is equal to their current bonus in the Skill used to attack.

The Attack Roll

To make an attack, a player makes an Open-Ended Roll and adds their Combat Bonus (or CMB) to the roll and any other applicable modifier. Then they must subtract the target's Defense (or DEF) from their Roll. This is called an Attack Roll.

The final result of the Attack Roll is then cross-referenced with the appropriate Attack Table for the weapon, spell or other forms of attack used, and the Armor Type of the target.

There are two important things to remember:

- An Attack is a Full Action that occurs in the appropriate Phase.
- For their Attacks to be effective, characters must have at least a +0 or higher CMB remaining. If any effect or modifiers lowers the CMB of a character below +0, that character's Attacks are considered ineffective for that Round. They can still take the Attack action, but their Attacks will automatically inflict no damage or Critical Strikes.

Nothing to Lose

The above rule about ineffective attacks is intended to reduce meaningless dice rolling at the table. If your group finds it too harsh, you may decide to allow characters with a negative CMB to make Attack Rolls as normal but doubling the Clumsy Range of their weapon (see Weapon Fumbles paragraph later in this chapter).

Reading the Attack Tables

The result on the Attack Table is read as instructed below.

- If the final modified Attack Roll result falls into the "up to 10" range, the attack automatically misses; and if the Unmodified Roll falls into the Clumsy Range for the weapon or spell used the attack also fumbles, causing the attacker to roll on the appropriate Fumble Table (see more at "Weapon Fumbles").
- If the modified Attack Roll result indicates a "-", then the attack misses its target and no harm is inflicted.
- If the modified Attack Roll result indicates a "0", the attack hits the target but deals no damage due to scant power or the target's armor deflecting the attack's force.
- If the result of the modified Attack Roll is a number different from "0" (for example "7"), that's the Base Damage of the attack, and that many points must be subtracted from the target's Current HPs (refer to the ***Health and Healing*** chapter for more).
- If the result of the modified Attack Roll is a number and an acronym, like "16 Mod", then the the number is read as the Base Damage of the attack, explained above, while the acronym indicates the severity of the Critical Strike inflicted to the target (read the Critical Strikes paragraph later in this chapter for more).

Max Result

Most attacks have a Max Result value, determining the maximum result characters using that particular attack can obtain on the appropriate Attack Table. This cap is always applied last when calculating the effects of an Attack Roll and overrides any other modifier.

The Max Result of each attack is given in its description.

Example: Due to an incredible series of Open-Ended Rolls Tobold manages to obtain a result of 428 on his Attack Roll while stabbing an evil Wraith with his dagger. Unfortunately, the dagger has a Max Result of 120, so the final result of Tobld's attack will be limited to 120.

Damage Types

Each attack inflicts a specific type of damage, according to its nature. For example, a sword inflicts Cut damage, while a mace deals Impact damage, and the scalding breath of a Fire Drake inflicts Fire damage.

The Damage Type of an attack determines on which table to roll, should the attack land a Critical Strike.

Some Spells and special abilities can make creatures particularly resistant or vulnerable to certain Damage Types. Refer to the text of the Spell or ability for more information.



Critical Strikes

A Critical Strike is a particularly skillful or lucky blow, that may result in serious damage like Bleeding, Stun, maiming or even instant death for the target. There are five degrees of Critical Strikes of increasing severity (and thus potentially inflicting increasingly serious damage to the target).

- **Superficial (or Sup)** - is the least damaging type of Critical Strike, often associated with minor scratches and bruises.
- **Light (or Lig)** - are seldom instantly fatal but can still result in crippling damage, and death may occur if the target is left untreated. Light Critical Strike Rolls are modified by +10.
- **Moderate (or Mod)** - Critical Strikes are a more serious matter. They can easily maim, stun, or inflict bleeding and put the target at a serious disadvantage, tearing it down very quickly. Moderate Critical Strike Rolls are modified by +20.
- **Grievous (or Gri)** - Critical Strikes are less than forgiving on the target. Grievous Critical Strikes rolls are modified by +30.
- **Lethal (or Let)** - are something you'd prefer to inflict on a target than suffer yourself. Lethal Critical Strike Rolls are modified by +50.

Critical Strikes are rolled on the appropriate Critical Strike Table based on the Damage Type inflicted by the attack. This is a non-Open-Ended Roll, modified by the severity of the Critical Strike inflicted.

Example: Gandrell is shooting an arrow at an Orc with his longbow, so he's using his Ranged Skill Bonus (+80) as CMB for this attack.

He rolls a 67, add his CMB and subtracts the Orc's Defense of 30, for a total result of 117. The Orc is wearing a chain mail, so Gandrell's player looks at the Medium Armor column of the Missile Weapons Attack Table, and sees that a roll of 117 indicates a result of "16 Lig", which means that the attack deals 16 points of damage and a Light Pierce Critical Strike.

So, Gandrell rolls again on the Pierce Critical Strike table, and gets a 73, plus 10 from the Light Critical means a total of 83: "Strike to lower leg under the knee. Tendons and muscle torn. +3 Hits, Stunned and -25 activities".

Critical Strikes Reduction

Some Spells and abilities may reduce the severity of suffered Critical Strikes by one or more degrees. This reduction is always applied before rolling on the appropriate table, simply turning the Critical Strike into a less dangerous one before determining its effects.

Critical Strikes reduced below the Superficial severity are completely cancelled by the reduction and ignored altogether.

Creatures listed as Heroic in the Bestiary are so big or unnaturally resilient that they automatically reduce any Critical Strike suffered by one degree.

Similarly, creatures listed as Epic automatically reduce any Critical Strike they suffer by two degrees.

Example: A Dragon is an Epic creature, meaning it reduces any Critical Strike they receive by two degrees. A Moderate Critical Strike would be turned into a meager Superficial Critical Strike, while Light and Superficial Critical Strikes would be ignored altogether.

Flavor Text & Effects

Each entry on a Critical Strike Table in comprised of two elements: flavor text and effects.

The first is a short, colorful example of how the Critical Strike may be described in game. The second is the actual mechanical effect: how much additional damage it deals and what Injuries or Conditions it inflicts.

Flavor text can (and often needs to) be changed to fit the situation and the characters' actions. For example, a strike to the face could be changed into a blow to the back or the side of the head, if the attacker's position would make hitting the face difficult or impossible.

Effects, on the other hand, always need to be applied as written, even if the flavor text is changed. So, if a Critical Strike says "+12 Hits. Target is Stunned and 6 Bleed and -40 activity", it will always inflict these effects on its target, regardless of how the attack is described.

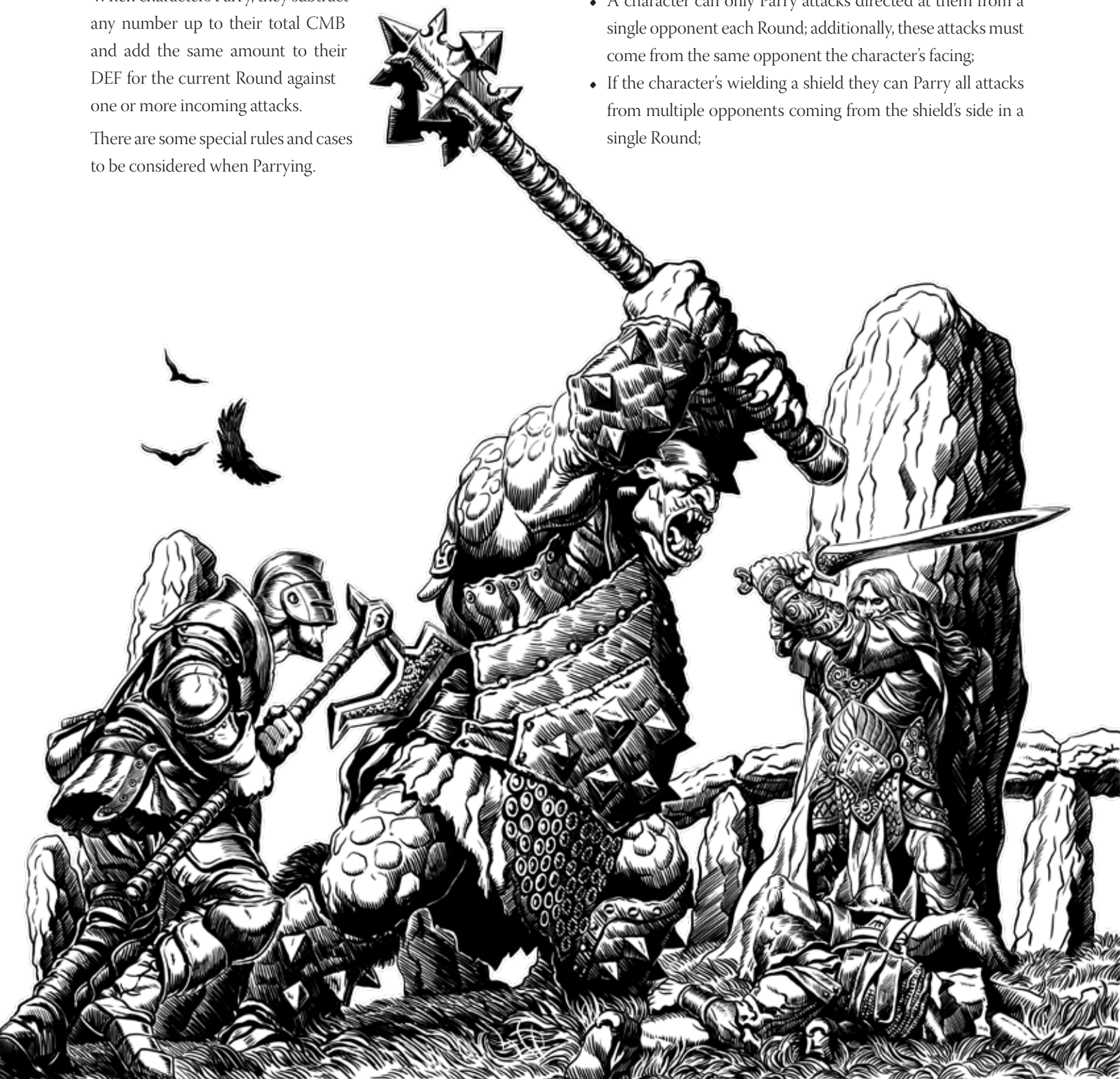
Parrying

Parrying means sacrificing one's offensive capabilities during combat to protect oneself. The word "Parry" here is used as a catch-all term for all conscious defensive attempts made by a character, such as shield blocks, dodges, or evasions.

When characters Parry, they subtract any number up to their total CMB and add the same amount to their DEF for the current Round against one or more incoming attacks.

There are some special rules and cases to be considered when Parrying.

- An unarmed character cannot Parry armed attacks but can still Parry unarmed and animal attacks;
- Characters wielding a missile weapon are considered to be unarmed for the purpose of Parrying;
- Ranged attacks from missile and thrown weapons or Spells cannot be Parried at all, unless the defending character is wielding a shield;
- A character can only Parry attacks directed at them from a single opponent each Round; additionally, these attacks must come from the same opponent the character's facing;
- If the character's wielding a shield they can Parry all attacks from multiple opponents coming from the shield's side in a single Round;



- Stunned characters can only Parry with up to half their CMB, regardless of the weapon they are using;
- Incapacitated, Held, or Surprised characters, or characters suffering any Condition negating them to subtract their DEF from incoming attacks can not Parry at all.

Example: Athelstane has a DEF of 15 and CMB of 85 with his battle axe. He decides to Parry the attacks of the Orc he's facing, shifting 15 points from his CMB to his DEF, and bringing it to 30 for the current Round. This bonus, however only counts against the attacks of the Orc Athelstane is facing. Should a second Orc attack him from another position, the GM will subtract Athelstan's normal DEF of 15 from his attacks.

Old School Parrying

Grognards and groups who prefer a little more detail in their parry rules can add the following conditions:

- *A character wielding a two-handed weapon can only use up to half their total CMB to Parry;*
- *A character wielding a one-handed weapon and no shield can only use up to half their total CMB to Parry a two-handed weapon attack;*

Cover

Objects and terrain features like trees, overturned tables, or low walls can be used by characters to gain Cover, making themselves harder to hit or damage by their enemies' attacks.

Hard objects (such as rocks or wooden barricades) covering about half of a character's body and soft objects (like tree branches or a giant spider's web) completely obscuring a character's body offer Partial Cover. Targets in Dim Light also benefit from the effects of Partial Cover. Characters who benefits from Partial Cover gain a +20 bonus to their DEF against all attacks blocked by their Cover.

Characters whose bodies are almost completely covered by a hard object or obstacle have Full Cover, and gain a +50 bonus against all attacks blocked by their Cover.

The two types of Cover do not stack; always use the Cover providing the higher bonus. It is possible to have different types of Cover against attacks coming from different directions, though.

Additionally, characters who benefits from any type of Cover can Parry ranged and two-handed weapons Attacks as if they were wielding a shield.

Diving for Cover

Characters aware of an incoming Attack can drop Prone (see Combat Conditions below) to the ground or behind any Cover within 1.5 meters at any time as a Free Action.

Melee Attacks

Melee sttacks are carried out against opponents that are either adjacent to the attackers or within the reach of their weapons.

Characters attacked by an opponent with a melee attack are considered to be Engaged with that opponent. Engaged characters cannot take Movement Actions, unless they Disengage or try to Run Away first.

Disengaging

Characters can opt to Disengage from melee by taking a Full Action. While Disengaging, they can use their CMB to Parry their opponent's attacks, but they cannot strike back. Characters who Disengage stop being Engaged at the end of the Other Actions Phase.

Running Away

Desperate characters may simply attempt to turn their tails to their attackers, Running Away as fast as possible.

Running Away is a Conflicting Action, resolved with an opposed Athletics Skill Roll:

- Any character scoring a Critical Failure trips and falls down Prone (see Conditions below).
- If the escaping characters win the conflict, they can immediately use a Full Action to move away from their attackers.
- If the attackers win, they can strike at the escaping characters (gaining the On Rear bonus) before they can get away. The escaping characters can then move away if they're still standing.
- If there's a draw, the attackers get to attack the escaping characters at half their normal CMB; then the escaping characters can move out of their reach.

Ranged Attacks

Ranged Attacks allow characters to hit targets from a distance. Attacks made with missile or thrown weapons, as well as those made with certain Spells, are all considered to be Ranged Attacks.

To be able to make a Ranged Attack characters must have a clear Line of Sight to their target. Additionally, the target must be within the Attack Range of their weapon or Spell.

Line of Sight

Characters have Line of Sight to a target if they can clearly see at least part of it. See the Cover paragraph for more information about partially hidden targets.

Attack Range

The distance from which missile and thrown weapons can make an attack against a target is determined by their Base Range value as shown in the Weapon Table.

This value is used to determine if the ranged attack suffers any penalty due to the target's distance, as explained below:

- Attacks made by a character against a target within the Base Range of their weapon suffer no modifier to the attacker's total CMB.
- Attacks against a target between a weapon's Base Range and double its Base Range, are considered to be Medium Range attacks, and incur a -25 penalty to the attacker's total CMB.
- If the target is between two and three times the weapon's Base Range, the attack is considered to be at Long Range, and imposes a -50 penalty to the attacker's total CMB.
- Targets between three and four times a weapon's Base Range are said to be at Extreme Range, and attacks against them incur a -75 penalty to the attacker's total CMB.
- Targets beyond the Extreme Range limit are simply too far away to be attacked.

Reloading

Missile weapons must be loaded and thrown weapons readied to be used to attack. Reloading a missile weapon is a Full Action or a Multi-Round Action. The exact number of Rounds required to Load each weapon is listed in the Weapon Table.

Some missile weapons have the Quick Load property, and can be reloaded as a Half Action, permitting their wielder to attack in Ranged Phase B of the same Round.

Readying a thrown weapon is always a Half Action.

Ranged Attack Spells

Bolt and Area Attack Spells (see *Magic* chapter) are considered to be Ranged Attacks but are still resolved in the appropriate Spell Phase of the TRS.



Weapon Fumbles

Whenever characters roll within the Clumsy Range of their weapon, the attack automatically misses its target and the attack Fumbles. Roll another 1d100, add the Weapon Fumbles Modifiers, and compare the result with the Melee and Ranged Fumbles table.

Weapon Fumbles Modifiers

Modifier	Melee or Thrown	Missile
+0	Brawl, hand weapons, short impact weapons, thrown daggers	Light crossbow
+10	Short edged weapons, long impact weapons, handed axes, javelins	Short bow, sling
+20	Long edged weapons	Heavy crossbow
+30	Two-handed weapons, chain weapons	Composite bow
+50	Polearms, net, whip	Longbow

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Melee and Ranged Fumbles

1d100	Melee and Thrown Weapons	Missile Weapons
01-75	The character must make an Assessment Roll during the next Assessment Phase.	The character must make an Assessment Roll during the next Assessment Phase.
76-100	The character must make an Assessment Roll during the next Assessment Phase, and gets to choose one: • Drops weapon. • Takes a Superficial Critical Strike of the appropriate type.	The character must make an Assessment Roll during the next Assessment Phase and gets to choose one: • Drops weapon. • Drops all ammunition. • Breaks the weapon's string (if applicable).
101-125	The character must make an Assessment Roll during the next Assessment Phase and gets to choose two: • Drops weapon. • Takes a Light Critical Strike of the appropriate type. • Inflicts a Superficial Critical Strike upon a nearby ally (if applicable).	The character must make an Assessment Roll during the next Assessment Phase and gets to choose two: • Drops weapon. • Drops all ammunition. • Breaks the weapon's string (if applicable). • Takes a Superficial Critical Strike of the appropriate type. • Inflicts a Superficial Critical Strike of the appropriate type on an ally within the weapon's range (if applicable).
126-150	The character is Stunned and gets to choose two: • Drops weapon. • Takes a Light Critical Strike of the appropriate type. • Inflicts a Light Critical Strike upon a nearby ally (if applicable). • The weapon breaks.	The character is Stunned and gets to choose two: • Breaks weapon. • Drops all ammunition. • Takes a Light Critical Strike of the appropriate type. • Inflicts a Light Critical Strike of the appropriate type on an ally within the weapon's range (if applicable).
151+	The character is Stunned and gets to choose two: • Drops weapon. • Takes a Moderate Critical Strike of the appropriate type. • Inflicts a Moderate Critical Strike upon a nearby ally (if applicable). • The weapon breaks.	The character is Stunned and gets to choose three: • Breaks weapon. • Drops all ammunition. • Takes a Light Critical Strike of the appropriate type. • Inflicts a Light Critical Strike of the appropriate type on an ally within the weapon's range.

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Conditions

Conditions are special effects that may influence characters during a fight or other parts of their adventures. Some of them are consequences of being struck or wounded, while others depend on positioning on the battlefield.

Unless specified otherwise, different Conditions can stack with each other, while multiple instances of the same Conditions never stack (i.e. a Prone character doesn't become "more Prone" by receiving that Condition a second time).

Dying

A Dying character will die in a given number of Rounds if this Condition is not removed.

Characters Dying from **HP** loss can be saved by simply bringing their Current **HPs** over the -50 threshold. Otherwise, the Dying condition will be removed as soon as its causes are healed (e.g.: a character Dying from blood loss will be saved by stopping the bleeding).

Engaged

Characters attacked by an opponent with a melee attack are considered to be Engaged with that opponent. Engaged characters cannot take Movement Actions unless they Disengage or try to Run Away first.

A character can be Engaged with multiple opponents at the same time.

Frightened

Some fear-inducing Spells or abilities may cause characters to become Frightened if they fail a **WSR**. Frightened creatures cannot attack the object of their fear (but can still Parry if attacked), and must attempt to flee from it, if possible. The duration of this Condition is specified in the description of the Spell or ability causing it.

Held

Held characters are restrained by some other creature or force and cannot move freely.

- Held characters cannot use their Actions to move and suffer a -30 penalty to both their CMB and DEF.
- Melee attacks against a Held character gain a special +30 bonus.
- Held characters can only use Hand or Short weapons.
- A Held character cannot use Ranged Weapons.

Note that, while unable to move, Held characters aren't completely paralyzed (paralyzed characters would be Incapacitated).

Incapacitated

Characters that are knocked out, sleeping, paralyzed, or otherwise unable to defend themselves are Incapacitated.

- Incapacitated characters cannot take Actions and cannot Parry.
- Melee attacks against Incapacitated characters always inflict maximum damage for the weapon (no Attack Roll is required), and the attacker can choose the Critical Strike result instead of rolling for it.

Prone

Characters that are knocked down or lying on the ground are Prone.

- Prone characters fighting from the ground suffer a -20 CMB penalty and cannot use two-handed weapons.
- Prone characters free to side roll get a +20 bonus to their DEF against Ranged Attacks.
- Standing characters attacking a Prone opponent gain a Higher Ground Positional Bonus.
- Standing characters attacking a Prone opponent they're Engaged with gain a +20 bonus to their Attack Roll.
- Standing up from Prone is a Full Action in the Move Phase that requires the character performing to be free to move (e.g. they cannot be Held or Incapacitated). While standing up the character can Parry and apply their DEF but they're still considered Prone.
- Prone characters can crawl as a Full Action with 1/10 of their Move Rate.

Stunned

Stunned characters are temporarily dazed, staggered, or disoriented.

- Stunned characters cannot take Full Actions but can still defend themselves using up to half their CMB to Parry.
- Attacks against Stunned characters gain a +20 bonus.

Characters suffering from the Stunned Condition stop being Stunned at the end of the Other Action Phase, unless they have been Stunned during the course of the same Round.

Example 1: Athelstane is engaged in melee with an orc. Since Athelstane's weapon is longer than the orc's, he strikes first and manages to Stun him. The orc won't be able to attack this Round, even if he already declared his actions. He'll stay Stunned until the end of the following Round's Other Actions Phase unless he's Stunned again before that!

Example 2: Tobold is Stunned by an orc's arrow in the Ranged Phase B. Luckily for him, he already acted this Round, but won't be able to take Full Actions in the next one.

Example 3: Gandrell and Tobold are both Stunned. During the course of the Round, Tobold receives a Critical Strike inflicting him the Stunned Condition again. Gandrell, on the other hand, manages to deflect the attacks of his enemies. At the end of the Other Action Phase, Gandrell will stop being Stunned, while Tobold will remain Stunned.

Surprised

A character is considered Surprised when they're attacked without being aware of it. Generally, the Surprised Condition only lasts one Round.

- Surprised characters cannot Attack and can only take Half or Free Actions.
- Surprised characters cannot Parry or apply any Shield bonus to their DEF.
- Attacks against a Surprised character get a special +20 bonus.
- Characters attacking a Surprised foe with a Hand Weapon gain a special +10 bonus to their Critical Strike Roll.

Flanking

Characters who are attacking an opponent from the side are considered to be Flanking.

- A Flanking attacker gets a +15 bonus to their attacks.
- Characters being flanked can only apply their Shield's DEF bonus against attacks coming from the Shield's side.

On Rear

Characters attacking their foes from behind are On Rear.

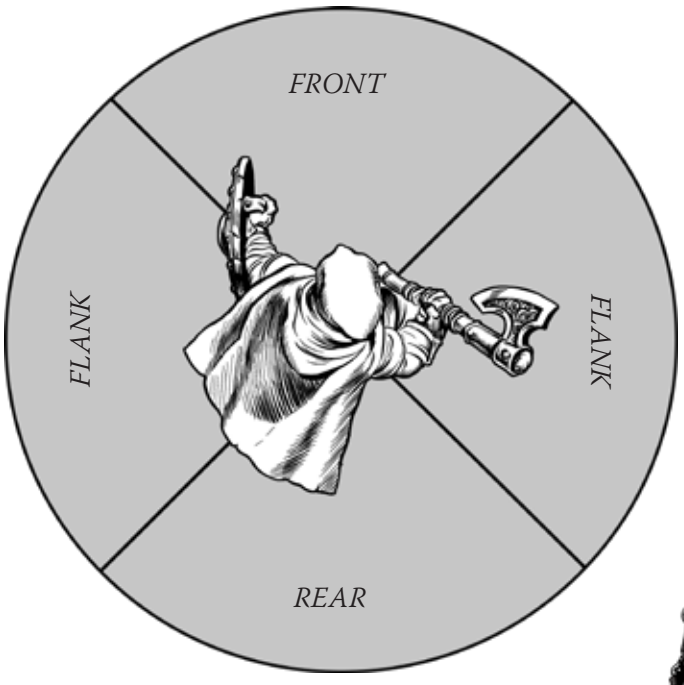
- Attackers On Rear gets a +30 bonus to their attacks.
- Characters cannot apply their Shield's DEF bonus against attacks from the rear.

Consider using the following diagram to determine if a character's Flanked or attacked On Rear.

Weary

Weary characters move at half their normal Move Rate, can take only one Action each Round, and cannot recover **HPs** or heal from Bleeding and Injuries until this Condition is removed.

The Weary Condition can be removed by resting for a least 8 hours in a safe environment.



Combat Options

Each of the following rules is entirely optional. They can add realism and dynamism to the game, but also bog down the gameplay a lot. Apply them at your group's discretion and feel free to use all of them, none, or just those that best suit your campaign and play style.

Combat is chaotic and unpredictable, and heroes will often find themselves fighting in uncommon situations or will attempt to do something that's not strictly covered by the rules. In this section we'll give some rulings and guidelines to help with handling those situations.

Aiming

Characters wielding a missile weapon can spend one or more Rounds to Aim at their target, increasing their chances to find their mark.

- Aiming is a Multi-Round Action;
- For each consecutive Round spent Aiming, characters get a special +10 bonus to their next Attack Roll with a missile weapon against the target they were Aiming at, up to a maximum of +40;
- Characters taking any other action, besides Aiming or attacking with their missile weapon, lose all the Aiming bonuses accrued so far;
- Characters attacking an Aiming combatant gain a special +20 bonus to their Attack Rolls.

Charge

Charging means heading up against an opponent at maximum speed, running through the battlefield to deliver the most powerful blow possible.

- A Charge is a Full Action, allowing characters to move half their Move Rate and attack an opponent in melee with a special +20 bonus to their Attack Roll;
- Charging characters must move to reach their target before attacking;
- Engaged characters cannot declare a Charge;
- Charging characters cannot Parry in the same Round they Charge.

Improvised Weapons

When caught in a pinch, heroes could be forced to defend themselves using work tools, rocks, pieces of furniture, or other improvised weapons.

Characters using an improvised weapon can attack using either their Brawl Skill Bonus or an appropriate Combat Skill (e.g. Blunt for a hammer or Polearms for a pitchfork), with a special -20 modifier to their Attack Roll.

To resolve the attack, use the stats of the weapon most similar to whatever the characters are wielding, raising their Clumsy Range by one.

Regardless of their shape and size, the maximum result for attacks from improvised weapons can never be greater than 140.



Mounted Fighting

Fighting while mounted can be tricky, but also provides a big advantage to the mounted combatant.

Mounted weapons

First of all, characters wanting to fight from horseback must wield a proper weapon.

Only Long or Longest one-handed melee weapons and ranged weapons like bows or crossbows can be used while mounted. Two-handed weapons, Hand and Short weapons, and longbows cannot be used from horseback.

Ride check

Characters wishing to fight while mounted must pass a Ride Skill Roll the first time they declare their intention to do so in a combat:

- If the roll ends up a Critical Failure, the character falls from the mount and suffers any consequence deemed appropriate (typically falling damage and becoming Prone).
- On a Failure the rider remains mounted, but must use a Half Action each Round to control the mount. Uncontrolled mounts will try to flee from the battle, unhorse their rider, or attack a random enemy, according to their nature and training. Characters suffer a -20 penalty to their DEF and cannot attack while riding an uncontrolled mount.
- On a Partial Success the character can control the mount as a Free Action (and is considered having the Higher Ground for attacks against enemies on foot) for this Round, but must repeat the Ride Skill Roll on the following Round.
- If the roll was a Success the rider controls the mount as a Free Action (and is considered having the Higher Ground for attacks against enemies on foot).
- If the Ride Skill Roll gets a Critical Success, the combatant also gets a +20 special bonus to their DEF for the whole combat while mounted.

The effects of this Skill Roll persist for the entire combat. Characters won't need to roll again, unless they're specifically instructed to do so (for example, because they rolled a Partial Success), their situation changes dramatically (their mount suddenly panic or they decide to get through an obstacle or a different type of terrain), or they receive a blow that might unmount them.

Only characters actually riding into battle need to roll; no Skill Roll is required for combatants on mounts that aren't moving.

Attacking the mount

Sometimes, a combatant will strike at the mount instead of the rider. This attack is resolved normally, but if the mount suffers a Critical Strike, its rider must pass another Ride Skill Roll, regardless of the results of the Critical Strike itself.

If the mount is killed or seriously injured, of course, there's no way for the rider to continue fighting on horseback, and the character must either dismount as quickly as possible, or fall to the ground.

Charging from horseback

Characters charging into melee from horseback and having succeeded their Ride check get an additional +20 bonus to their Attack Roll, on top of the standard bonus for Charging.

Ranged attacks in Melee

Normally, ranged attacks are directed against distant foes, but there are occasions in which characters may be forced to use a ranged weapon or Spell while Engaged in melee. In these cases, consider applying the following rules:

- Engaged characters suffer a -20 penalty to all their ranged Attack Rolls;
- Combatants may Parry non-magical ranged attacks made by characters Engaged with them as if they were wielding a shield;
- Readied thrown weapons do not suffer from the aforementioned -20 penalty to their Attack Roll.

Shooting into Melee

Characters Engaged in melee have Partial Cover (see the Cover paragraph above) against all ranged attacks aimed at them.

Furthermore, if a ranged attack against an Engaged character misses its intended target, the attacker must immediately make another Attack Roll with a +0 CMB (i.e. disregarding any modifiers) against a random combatant that's adjacent to the original target.

Fighting With Two Weapons

Characters desiring to fight wielding two weapons at once must keep in mind that this is often hardly practical. Skilled fighters attacking with two weapons simultaneously, however, can be very effective against lesser skilled opponents.

- Characters wielding a one-handed Hand or Short melee weapon in their "off hand" or two identical one-handed weapons (e.g. two arming swords) may strike with their second weapon as a Free Action when they attack with their primary weapon.
- Both attacks suffer a special -20 penalty to the Attack Roll.
- Both attacks must be directed against opponents in Front of the attacker.
- The Clumsy Range for both weapons is doubled, to a maximum of 1-10.
- The length of each weapon is reduced by one step (to a minimum of Hand).
- The amount of CMB used to Parry is subtracted from the total CMB of each attack: however, characters wielding two weapons can split their CMB in two pools, using each pool to Parry a different opponent.



Martial Moves

Martial Moves are special attacks or defenses that a combatant may want to use in certain situations. They include all those tactics, tricks, and feat of arms that characters may attempt to obtain particular effects not covered by a normal attack, like disarming their enemies or knocking them to the ground.

We couldn't possibly have listed every Martial Move heroes could attempt, but we've tried to cover those most commonly used and most likely to come up in your games. As all other combat options, Martial Moves are completely optionals and can be adopted, changed, or ignored as the group sees fit.

The specific Martial Moves listed here are provided as suggestions and examples. Players are encouraged to come up with their own tactics and Martial Moves.

Disarm

Characters can attempt to Disarm opponents they're Engaged with, removing the weapon they're holding from their grip, instead of attacking.

A Disarm attempt is a Full Action and is resolved in the Other Actions Phase; however, characters using this action may still use their CMB to Parry.

Characters attempting this move follow the rules for Conflicting Actions, using their CMB (minus the amount used for Parrying) against the full CMB of their opponent:

- Characters rolling a Critical Failure fumble their weapon and must roll on the Fumble Table.
- If there's a draw or the Disarming character loses, the Disarm attempts fails and nothing happens.
- If the Disarming character wins, the opponent is disarmed and their weapon drops to the ground.
- If the Disarming character wins with a Critical Success, the opponent is disarmed and their weapon drops to the ground, out of the opponent's reach. If the attacker has a free hand, they can choose to grab the weapon for themselves instead!
- If the defending character wins with a Critical Success, the attacker fumbles their weapon.

Feint

A Feint is a special maneuver used to trick the target into Parrying a false attack, followed up with a deadly strike.

Characters can use a Half Action during the Melee Phase to attempt a Feint against an opponent they're Engaged with.

This is resolved as a Conflicting Action, using the feinting character's Deceive against their opponent's Perception.

- Characters rolling a Critical Failure fumble their weapon.
- If the Feinting character wins the Roll, they get a special bonus equal to the difference between their roll and that of their opponent to all their Attack or Disarm Rolls against that character for the rest of the Round.
- If the defending character wins the Roll; they get a special bonus equal to the difference between their roll and that of their opponent to all their Attack or Disarm Rolls against the Feinting character for the rest of the Round.
- In the case of a tie neither the Feinting character, nor the defending character gain any bonus.

Example: Melaith wants to attempt a Feint against the Orc captain she's fighting. Rolling her Deceive Skill of 70 (-20, because she's using both a Full and a Half Action this round) against the Orc's Perception of 40, Melaith gets a total of 115, while the orc scores only a 78.

The Feint is successful, and Melaith will get a special +37 bonus to her Attack Roll against the Orc captain this Round (-20 penalty for taking a Half Action and a Full Action in the same Round).

Knock Down

A Knock Down is an attempt to make an opponent falls to the ground, either with brute force or clever footwork.

Knocking Down an enemy requires a Full Action, and is considered an attack, resolved in the Melee Phase.

Characters attempting a Knock Down must take a Conflicting Action against their target, pitching their Brawl Skill against their opponent's Brawl Skill (or against the CMB of the attack their enemy is using in the case of beasts and monstrous creatures).

- Characters rolling a Critical Failure fumble their attack.
- If the attacking character wins, the target is knocked Prone.
- If the defender wins, the attacker loses the action, is thrown off balance and must take an Assessment Roll at the beginning of the next Round.

Lock

Locking is a special maneuver used to prevent opponents from attacking or defending themselves by binding or trapping their weapon.

A Lock attempt is similar to a Disarm attempt, as it requires a Full Action, is resolved in the Other Actions Phase, and allows characters performing this move to use their CMB to Parry, should they wish so.

Characters attempting this move follow the rules for Conflicting Actions, using their CMB (minus the amount used for Parrying) against the full CMB of their opponent:

- Characters rolling a Critical Failure fumble their weapon.
- If the Locking character wins or the Roll results in a tie, both the attacker and the defender become Locked. As long as they're Locked, they cannot move, attack, or Parry. They must take another Conflicting Action at the beginning of each Other Actions Phase to see if the situation changes. Characters can also escape from a Lock by dropping their weapon.
- If the defending character wins, the attacker loses the action, and fumbles their weapon.

Shield Bash

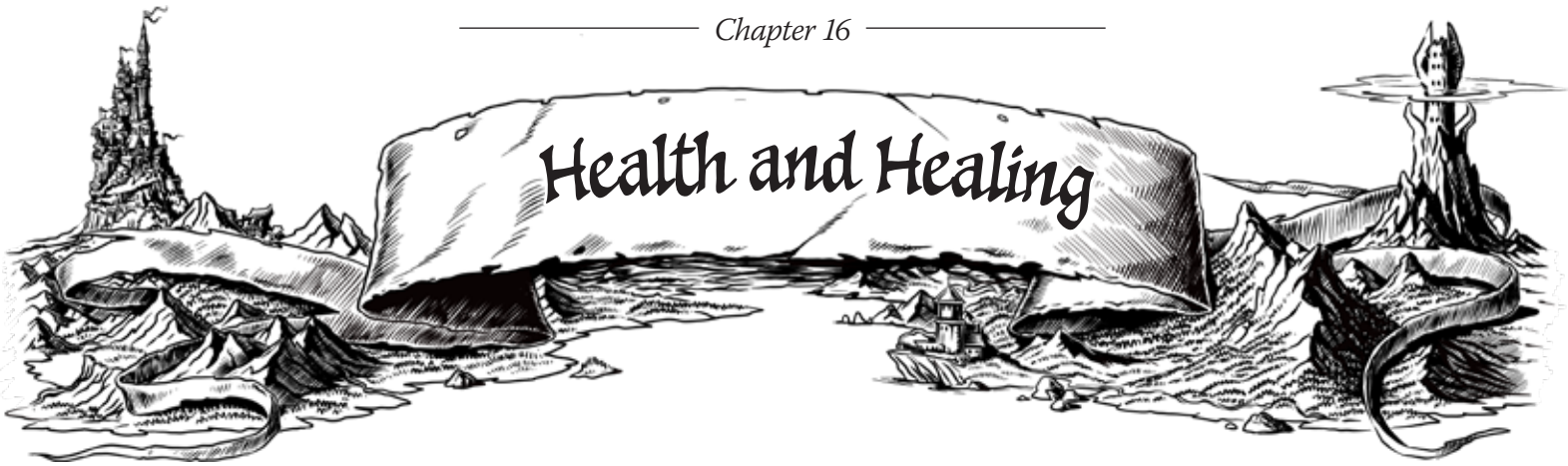
In the hands of a skilled fighter, a shield isn't only a defensive item, but can also turn into a dangerous weapon.

Characters wielding a shield can attempt a Shield Bash as a Full Action, attacking with either their Blunt or their Brawl Skill Bonus, with a special -20 penalty to their Attack Roll.

If a shield is used to attack, however, it can not be used to defend in the same Round, so its DEF bonus is not added to the DEF of the wielder.

A shield may be considered as a secondary weapon for the purpose of using the Fighting With Two Weapons rules.





Health and Healing

Adventures are by definition dangerous and characters are bound to get hurt sooner or later, whether by the hands of the Darkmaster's minions, by their own recklessness, or simply misfortune.

Heroes will have to learn how to deal with the consequences of wounds, bleeding, injuries and, ultimately, even the death of their companions.

Hit Points

Hit Points (**HPs**) are an abstract measure of the amount of punishment a character can take before passing out. Each character has a Total Hit Points value equal to their Body Skill Bonus. If this Skill Bonus changes for any reason, the character's Total HPs value also immediately changes accordingly.

A character's Current HPs value is equal to their Total HPs, minus any damage (see *Combat* chapter) received. Lost HPs can be recovered with rest and healing, but a character's Current HPs value can never be higher than their Total HPs, save for particular exceptions.

If a character's Current HPs drop to 0 or less, they pass out and become Incapacitated (see the Conditions paragraph in the *Combat* chapter). If their Current HPs fall to -50 or less, a character becomes Dying and dies in 6 rounds, unless they're healed somehow.

Bruised Value

A character's Bruised Value is equal to half their Total HPs. Should their Current HPs fall under their Bruised Value, they receive a -20 penalty to all their actions.

Resting

Characters recover one tenth of their Total HPs (rounded down) for every full hour of rest in a safe environment, although herbs or magical healing can increase the amount recovered.

Healing and Campaign Pacing

Healing rules can be unforgiving, particularly if the heroes are far from home, lost in the middle of the wilderness, or of a dangerous area. While the PCs can always resort to Camping or look for a Safe Haven, it's ultimately up to the GM deciding whether a location is safe and can be used to rest or not.

The GM should always keep this in mind and use it as a tool to pace the campaign. Making safe places rare will force the heroes to choose their battles and consider carefully how to spend their resources, while making them more common will let them assume a more relaxed attitude.

Bleeding

Bleeding represents a gradual weakening due to blood loss, pain, and general weariness.

A character suffering from Bleeding loses a certain number of HPs at the beginning of the Assessment Phase of each Round, until the Bleeding is stopped.

The amount of HPs lost due to Bleeding from different wounds is cumulative. For example, if a character is losing 2 HPs each



Round, receiving another wound Bleeding for 3 HPs will bring them to lose a total of 5 HPs each Round.

There are three severities of Bleeding, based on the total amount of HPs lost by the character each Round:

- A character losing 1 to 4 **HPs** each Round is suffering from **Light Bleeding**;
- Characters losing 5 to 10 **HPs** each Round are suffering from **Severe Bleeding**;
- Finally, those losing more than 10 **HPs** each round suffer from **Exsanguination**, and are considered to be **Dying** (see the Conditions paragraph in the *Combat* chapter) in a number of Rounds equal to 20 - their Bleeding value (down to a minimum of 1 Round).

Bleeding characters cannot recover HPs until their wound is treated and blood loss is healed.

Outside combat, Bleeding can be temporarily stopped simply by applying some bandages or a tourniquet. However, unless successfully treated, the Bleeding Condition will remain (preventing the character from recovering HPs), and the HPs loss will resume as soon as they enter combat again or perform any strenuous activity.

Treating Bleeding Wounds

Bleeding can be treated in a safe environment with a Healer Skill Roll and the right tools.

Characters suffering from Light Bleeding can be treated with a Standard (+0) Healer Roll and by spending some bandages. Light Bleeding is healed immediately once treated, leaving patients free to continue their adventure.

Severe Bleeding requires the use of a Healer's Kit and a Challenging (-10) Healer Roll. Treated characters must rest for a full day to recover completely. Their bleeding wounds won't reopen if they fight or engage in other adventuring activities, but won't fully recover either, preventing them to regain lost HPs until healed.

Characters suffering from Exsanguination can be treated with a Very Hard (-30) Healer Roll using a Healer's Kit. Like Severe Bleeding, Exsanguination needs a full day of rest after treatment for complete recovery.

A Partial Success on a Healer Skill Roll to treat Bleeding, means that the wound starts healing as described, but the GM can choose to have the character:

- spend an additional bandage or use of Healer's Kit;
- become Weary;
- or lower their current **HPs** to their Bruised Value.

A Failure means that the blood loss is temporarily stopped, but the wound isn't healed. The patient must either find another way to heal it or be treated by a more skilled healer.

A Critical Failure means the wound isn't healed and the GM can choose one of the Partial Success options.

Conditions

There's a number of Conditions that can negatively affect the characters during their adventures. Conditions are extensively described in the *Combat* chapter.

Injuries

Injuries are long-lasting wounds, like broken bones or torn muscles, that severely impede a character's activity.

They're represented by a penalty to all of the injured character's Skill and Attack Rolls.

Injuries are categorized into three severities, according to the penalty they impose a character.

- Injuries inflicting up to a -20 penalty are called Minor Injuries.
- Injuries imposing a penalty from -21 to -50 are considered Serious Injuries.
- All Injuries inflicting a penalty over -50 are called Crippling Injuries.

Each Injury must be recorded and healed separately, but the penalties they inflict stack.

Example: After a messy fight, Athelstane finds himself with a twisted ankle (a Minor Injury, inflicting a -10 penalty), some cracked ribs (a Serious Injury giving a -25 penalty), and a crushed knee (a Crippling Injury, which inflicts a -60 penalty). This means that he must apply a total penalty of -95 to all his Skill and Attack Rolls. Should his twisted ankle heal, the penalties would drop to -85.

Incapacitation from Injuries

Characters whose penalties from Injuries reach a total above -100 will become Incapacitated until their penalties are lowered to -100 or less.

Example: If Athelstane receives another Minor Injury inflicting a -20 penalty, the total penalties to his rolls from the Injuries he received would raise to -115. Poor Athelstane would then become Incapacitated, dropping unconscious until at least one of his Injuries is healed, bringing the penalties to a total of -100 or less.

Treating Injuries

Injuries need time, care, and rest to heal. Injured characters can travel at a slow pace or engage in similarly light activities, but fighting or exerting themselves will prevent any recovery for that day.

Minor Injuries will heal by themselves in three days of rest. No Roll is required for these injuries, but a Challenging (-10) Healer Skill Roll and the usage of a Healer's Kit will halve their recovery time.

Other Injuries require a Healer Skill Roll and the use of a Healer's Kit to start healing. Once the recovery process is started, as long as the patient keeps resting, Crippling and Serious Injuries will slowly turn into less severe Injuries, until they're fully healed.

A Serious Injury requires a Hard (-20) Healer Skill Roll, and will turn into a Minor Injury (imposing a -20 penalty) in 10 days of rest, after being treated.

Crippling Injuries start healing with a successful Extremely Hard (-40) Healer Skill Roll, and will become a Serious Injury (imposing a -50 penalty) after 20 days if treated. Once turned into Serious Injuries, Crippling Injuries will continue to heal without the need of any further treatment, as long as the character rests.

Example: Athelstane's twisted ankle will heal in three days if the warrior rests, but his other injuries will need proper treatment to start healing. With a successful Healer Roll, his cracked ribs will become a Minor Injury in 10 days (lowering their penalty from -25 to -20), and heal completely in another three days.

The crushed knee is more problematic, and will require even greater care. If the Healer Roll is successful, it will turn into a Serious Injury after 20 days (lowering the penalty it imposes from -60 to -50). Then, after another 10 days, it will become a Minor Injury (its penalty dropping from -50 to -20). Finally, three days later (after a total of 33 days), it will fully recover.

So if Athelstane's wounds are taken proper care of, their total penalties will drop from -95 to -85 after three days, then to -80 on day 10, -60 on day 13, -50 on the twentieth day, -20 after a month, and disappear completely after 33 days of rest.

A Partial Success on the Healer Skill Roll means that the Injury will become Lingering (see the Lingering Injuries paragraph below).

A Failure means that the doctor isn't able to treat that specific Injury.

On a Critical Failure, not only the so-called healer fails to treat the Injury, but their ineptitude also makes future treatment harder, turning the wound into a Lingering Injury.

Treating Multiple Injuries

Rolling several times to treat a character suffering from multiple injuries can be time consuming. To speed up the game, you may consider starting with the most severe Injury a character is suffering from. If the Roll to treat an Injury is successful, the player controlling the injured character may opt to apply the same result to any other untreated lesser Injury their character is suffering from.

Lingering Injuries

Lingering Injuries are particularly nasty wounds, taking more time and requiring greater care to heal than normal. Poisoned weapons, infection, and medical blunders can all hinder a wound's recovery, turning it into a Lingering Injury and it harder to deal with it.

Lingering Injuries takes one and a half the normal time to heal, rounded down.

This usually means that a Lingering Minor Injury will take four days to recover, while a Serious Lingering Injury will heal in 15 days, and a Crippling Lingering Injury in 30 days.

Certain Spell and healing herbs can be used to turn Lingering Injuries into normal ones. See the Healing Herbs paragraph below and the Grimoire for more information.

— Death and Dismemberment —

Characters will die if their Dying Condition is not removed in time, or if they suffer an effect (such as a result from a Critical Strike) that causes instant death.

Dead characters cannot be healed by normal means; only a miracle or the strongest of magic can bring them back into play.

Magical healing is also the only way to repair destroyed organs or severed limbs.

Characters missing an eye will suffer a -20 penalty to all their Perception Rolls which rely on the sense of sight, and a -20 penalty to all their ranged Attack Rolls.

Characters without a hand or arm won't be able to wield two-handed weapons and suffer a -20 penalty for tasks requiring the use of both hands.

Characters missing a foot or leg move at half their normal Move Rate, cannot add their Swiftness stat to their DEF, and suffer a -20 penalty to all Movement Actions.

Lastly, a character losing both eyes or more than one limb won't be able to adventure except in the most extraordinary circumstances.

Poison and Disease

The adventuring life is tough, and characters aren't endangered only by the blades of their enemies and evil spells. Malady and sickness can best even the greatest of heroes, and the most vile agents of the Darkmaster often use poison to dispose of their foes.

Poisons and diseases are described individually, each having its own Effects, Attack Level (against which a Toughness Save Roll must be made), and form of Transmission.

Curing Poisons and Diseases

A Hard (-20) Healer Skill Roll, and the use of a Healer's Kit permit poisoned or diseased characters to make a new Save Roll to recover. Should this additional Save Roll fail, the effects of the ailment will persist, but the patient will be allowed to make a new SR the next day. And so on, until the character is either dead or healed.

A Partial Success in curing a poison or disease still allows the patient to make a new Save Roll but inflicts a -10 penalty on it.

Antidotes, Spells and some healing herbs can also be used to counteract its effects or heal the patient.

Sample Poisons

Deathly Adder Venom

The venom of a poisonous snake, commonly found in many temperate regions.

Attack Level: 3
Transmission: Wound. Victims must make a Save Roll when the snake bites them or the first time an enemy with a sharp venom-coated weapon scores a Critical Strike against them.
Effects: Characters failing their Save Roll become Weary and start Dying in 1d10 minutes.

Deepwood Mandrake

A bitter yellowish-green juice, extracted from the roots of a plant.

Attack Level: 8
Transmission: Ingestion. The victims must swallow the Mandrake's extract for the poison to have effect.
Effects: Those drinking the poison are plagued by intense hallucinations for 3d10 minutes. During this period, they suffer a -50 penalty to all their Skill and Attack Rolls. Whenever they miss a foe or score a Partial Success, Failure, or Critical Failure, the GM may make them see, hear, and/or feel something that's not there, or make them perceive an object or creature as something completely different.

Doomspores

Certain rare subterranean fungi emit clouds of poisonous spores when disturbed. The dwergars force their redcap slaves to harvest these spores, collecting them in small sealed ceramic pots, which they employ in many of their devious traps.

Attack Level: 4
Transmission: Inhalation. Anyone breathing the spores must pass a Save Roll or suffer their effects.
Effects: Those failing their Save Roll become Stunned for one Round, then they fall asleep, becoming Incapacitated for 1d5 hours.

Giant Spider Poison

A potent paralytic poison, produced by Giant Spiders to immobilize their prey.

Attack Level: Same as the level of the spider producing it.
Transmission: Wound. Characters who suffer a Critical Strike from the Stinger attack of a Giant Spider must pass a SR or be affected by the poison.
Effects: Characters failing the SR become Held for 1d10 minutes. If they fail a SR against another dose of the same poison before its effects wear off, they become paralyzed, and thus Incapacitated, for 2d10 minutes.

Sample Diseases

Barrow Rot

A vicious disease that mostly plagues looters and tomb-robbers.

Attack Level: 4
Transmission: Direct contact. Characters bitten or scratched by some undead creatures must pass a Save Roll or suffer the effects

of the disease. Sometimes the disease can also be transmitted by Gorcrows' claws, or by being injured in undead-infested tombs or ruins.

Effects: Creatures suffering from this disease cannot recover lost HPs, and will take 1d10 damage at the end of every day, until their condition is healed. Moreover, as long as they're sick, all their Injuries become Lingering Injuries.

Bog Fever

Explorers traversing putrid swamps and foetid marshy areas particularly fear this debilitating fever, which can spell death even for the most prepared traveler.

Attack Level: 3

Transmission: Airborne. Simply travelling through an infected area is enough to trigger a Save Roll.

Effects: Characters contracting the disease become Weary and cannot remove this condition until they're healed. At the end of each day after the first, they must make another Toughness Save Roll against the disease. If they succeed, they recover from the Bog Fever. If they fail, they'll suffer a -20 Exhaustion penalty to all their Actions, as if they had gone without eating or drinking. Should this penalty ever reach the total of -100, the character will die.

Dark Plague

They say that this terrible plague was created centuries ago by the Darkmaster, during the long war against the High Man empire. It's believed to have been eradicated, but sometimes outbreaks of the deadly disease resurface in small, isolated settlements.

Attack Level: 7

Transmission: Contamination. Characters touching a sick creature or something that has been recently used or possessed by someone who has the Dark Plague must pass a **TSR** or suffer its effects.

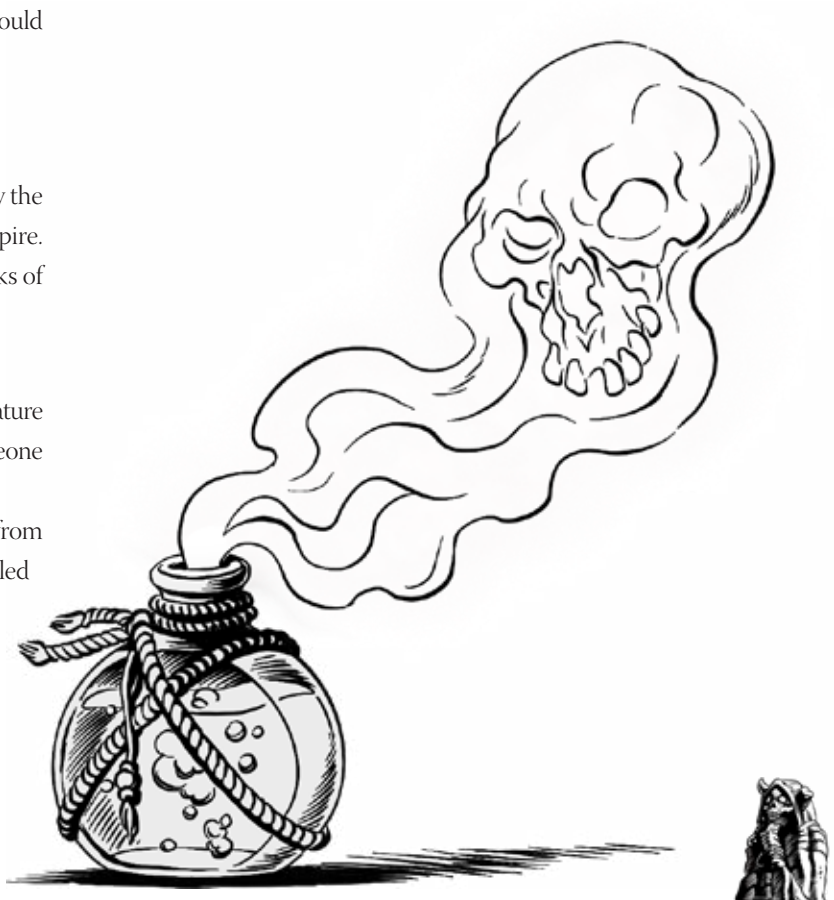
Effects: Sick characters become Weary and cannot recover from this condition or from any of their Injuries until they're healed from this disease. At the end of each day, they must pass a **TSR** against the disease or become Incapacitated and Dying in 1d10 days.

Creating New Poisons and Diseases

The GM is free to come up with other poisonous substances or diseases for their campaigns and game world. There isn't a procedure or a set of hard rules to follow, but the GM may use the examples given as guidelines for their creation.

As a rule of thumb, if the poison or disease is produced by a creature, its Attack Level will be the same as the level of the creature producing it (though small but very poisonous animals, like some scorpions or snakes, could carry a poison with an Attack Level much higher than their level). In other cases, save for rare circumstances, the easier it is for the disease or poison to trigger a Save Roll, the lower its Attack Level should be.

The GM should keep in mind that death by poison or disease, while dramatic, isn't very heroic. These kinds of threats are best used to make a situation more dangerous or difficult, or as a plot device to trigger an adventure, rather than as something that brings sudden death to a character.



Soul Damage

The darkest of magic and the touch of the accursed undead can scar the characters' own soul, draining the life out of them.

Heroes who are dealt Soul Damage will suffer a permanent penalty to their Body Skill equal to the amount of Soul Damage taken thus lowering their Total **HPs**.

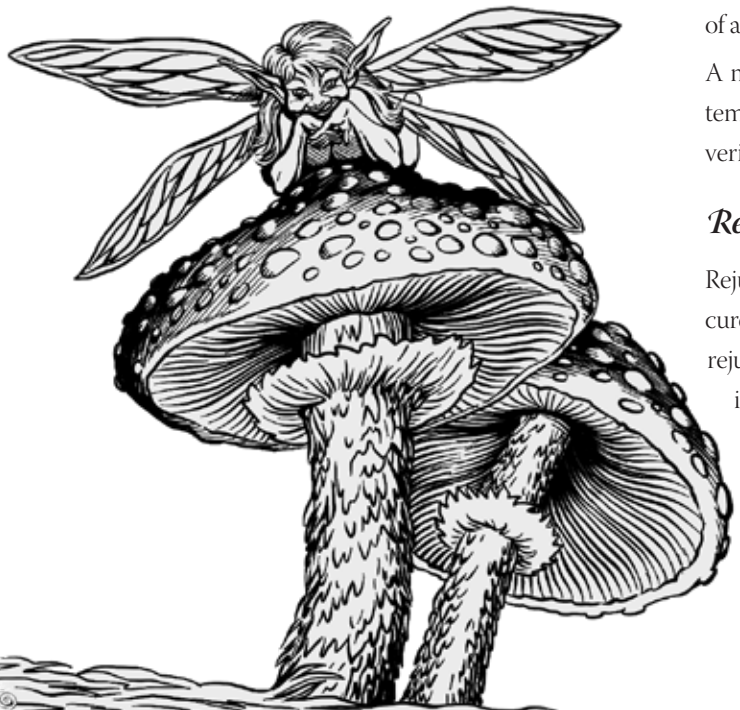
Example: Garnaith Bolg is struck by the life-draining attack of an undead warrior, which deals 5 points of Soul Damage to him. The hero will have to apply a -5 penalty to his Body Skill, thus lowering his Total Hit Points value by 5 until the Soul Damage is healed.

The bodies of characters whose Total Hit Points reduced to zero or less by Soul Damage becomes hollow lifeless husks. They're Incapacitated and start Dying in 6 Rounds.

Those who die to Soul Damage rise as undead 1d10 days later, unless proper precautions are taken.

Healing Damage to the Soul

Soul Damage cannot be healed by normal means. Only magic or special herbs can reverse its effects.



Healing Herbs

Skilled healers can use herbs and prepare poultices and ointments to treat wounds and speed the recovery of their patients.

There are hundreds of herbs, roots, and plants that can be used for healing purposes, and a good herbalist must know not only where they grow, but also which to use for each specific ailment.

For simplicity's sake, healing herbs have been grouped into five general categories, related to their use and purpose. These are: Clotting, Mending, Rejuvenating, Antitoxins, and Special.

Clotting Herbs

Clotting herbs help staunching wounds and stopping blood loss. They can be used to substitute a bandage, tourniquet, or a Healer's Kit in the treatment of Bleeding wounds. Alternatively, fresh clotting herbs can be applied on a treated Bleeding wound to have it immediately recover.

Lastly, conservable clotting herbs can be used to create a Healing Salve.

Mending Herbs

Mending herbs are used to quicken the recovery of Injuries. A dose of mending herbs can be applied to a treated Injury to count a day of activity as a day of rest, or double the effects of a day of rest.

A mending herb can also be spent to provide a character an attempt to turn a Lingering Injury into a normal one of the same severity by making a Challenging (-10) Healer Skill Roll.

Rejuvenating Herbs

Rejuvenating herbs are used to remove certain Conditions or to cure diseases and afflictions. A decoction made with conservable rejuvenating herbs can be used to craft a Reviving Cordial, or to instantly heal the Incapacitated condition in a patient. Alternatively, a bundle of Rejuvenating herbs can be prepared to cure an illness, granting a patient a second SR with a special +30 bonus to resist its effects.

Antitoxins

Antitoxins are used to craft antidotes to counteract the effects of a specific poison.

Antidotes can be administered to characters suffering from poisoning to grant them a second SR with a special +30 bonus to resist the poison's effects.

Special Herbs

Special herbs are incredibly rare plants with unique effects. They are normally used as plot devices, or to solve particular needs and unusual situations. For example, a special herb could allow a hero to breathe underwater for a period of time, while another could be the only thing that can hurt the invincible guardian of a mythic treasure.

Special herbs are never found searching the wilderness, like the other more common types. Each special herb grows only in a specific place, and only under very particular conditions.

Finding an herb of this type should be the focus of an adventure, maybe even of an entire campaign arc.

Searching for Herbs

A character can decide to scout an area in search of a specific kind of healing herb, either for future use or to aid a sick or wounded companion.

Doing so requires a Nature Skill Roll, modified by the amount of vegetation growing in the searched area, and by a few other additional factors.

A successful roll means the character finds enough herbs of the chosen type to treat a single ailment of one of their companions, or to prepare a single dose of herbal medicine.

With a Partial Success, the searchers still find the herb they were looking for, but also run into some kind of complication or trouble. For example, the herb could grow on a place that's difficult or dangerous to reach or the characters could be surprised by a group of enemies or an unforeseen event.

A Failure, on the other hand, means that no herb is found. The time spent is wasted, and the area will still count as "searched" for future attempts.

With a Critical Failure, characters will not only not find any herb, but will also incur some kind of complication.

Characters looking for herbs while travelling are considered to be Foraging, and must halve their movement for the day. A character cannot Forage for food and look for herbs simultaneously, and must declare what they're seeking before rolling the dice.

Foraging Herbs

Vegetation	Modifier	Examples
Lush	+10	Jungle, rainforest
Abundant	+0	Wood, forest, marsh
Normal	-10	Cultivated lands, weald, grassland
Scarce	-20	Scrubland, steppe, shoreline
Barren	-40	Glacier, desert, darkland
Other Factors	**Modifier**	**Notes**
Known Herb	+10	Characters get a special bonus to their Nature Rolls when looking for healing herbs already recorded in their Herbarium.
Area already searched	-50	Characters cannot search an area multiple times for the same type of herb, but they can look for different types of herbs.
Winter	-30	Or any similarly unfavourable season.
Conservable	-30	Apply when looking for herbs that are not going to be immediately used.

[2.43]

Using Healing Herbs

Herbs are prepared for use when harvested, no further roll is required.

Preserved conservable herbs last indefinitely, but the GM may have them lose their properties if a year or more of game time passes since their harvesting.

Creating a Herbarium

When characters find a healing herb, they may give it a name and add it to the Herbarium, a list of known healing herbs existing in their game world.

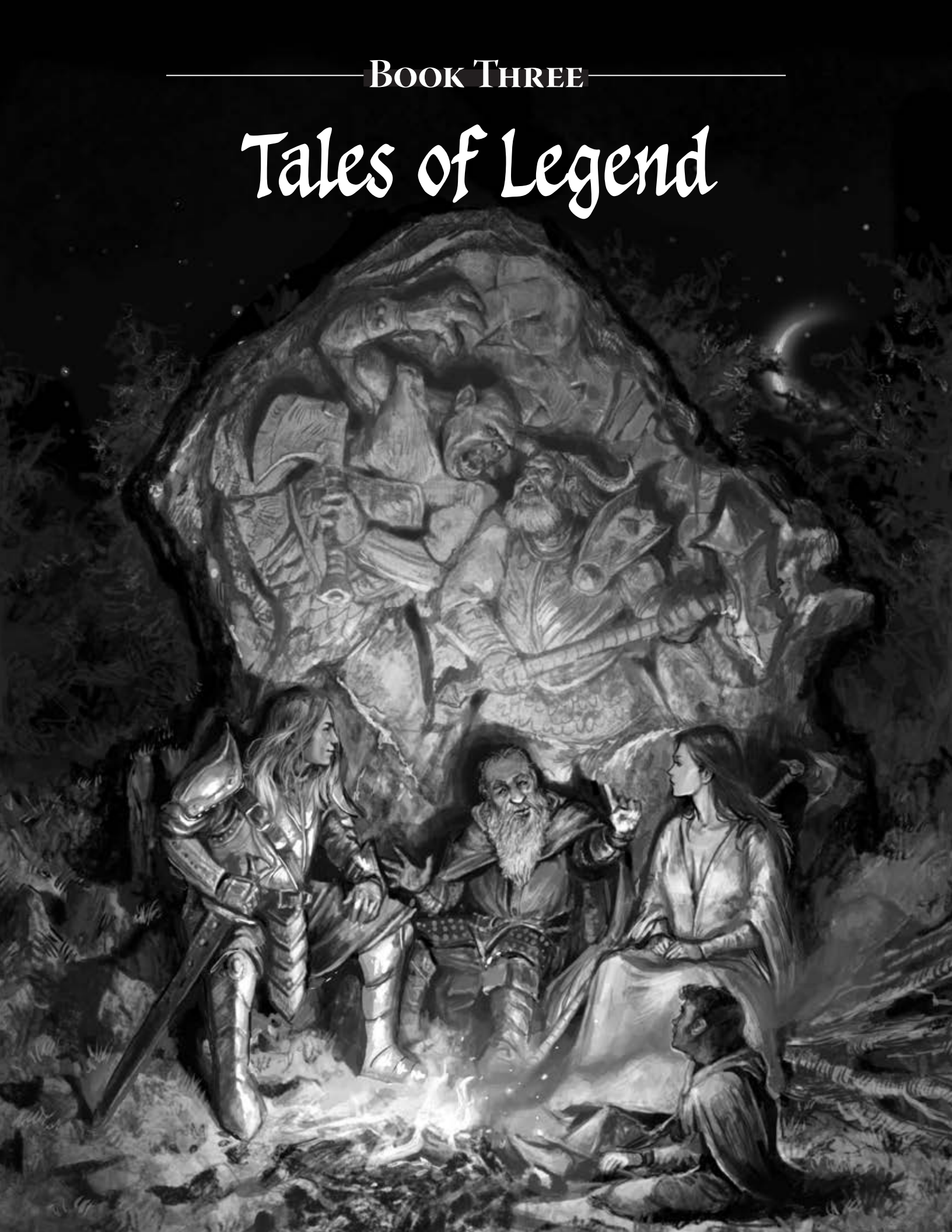
In addition to its name, characters adding an herb to the Herbarium must record its type, and the environment and season in which it was found.

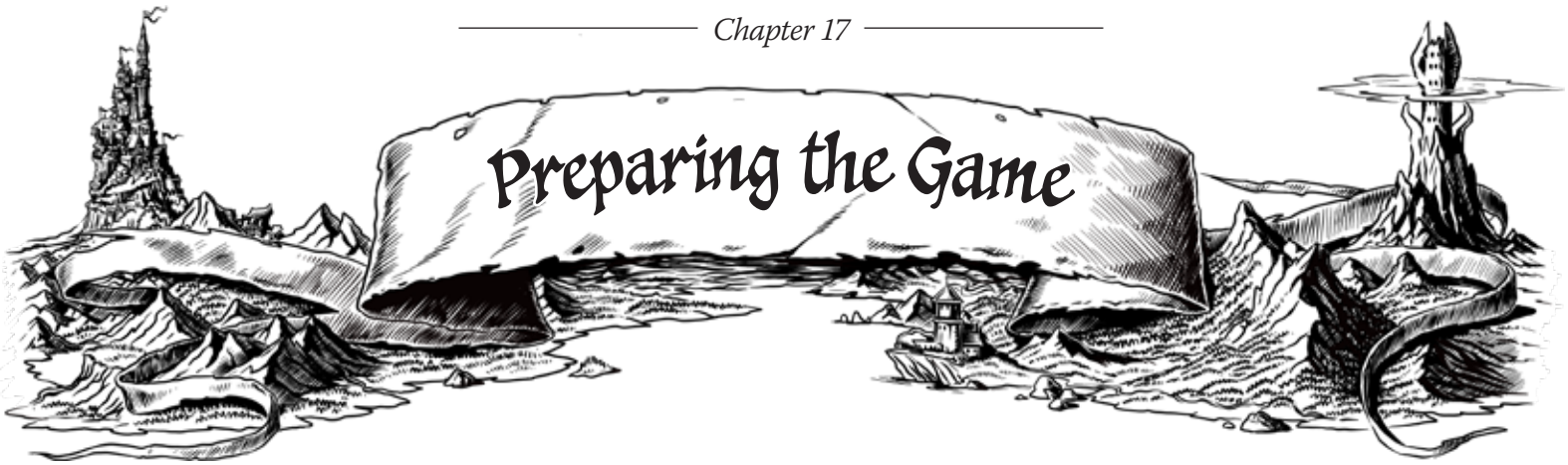
When looking for an herb which they added to the Herbarium, characters gets a special +10 bonus to their Nature Skill Roll, and can ignore vegetation and seasonal modifiers, as long as the search is conducted in the same environment and in the same season recorded in the Herbarium. However, they must treat every other season as "unfavourable", and each other environment as "barren" for that specific herb.



Book Three

Tales of Legend





Preparing the Game

As in many other RPGs, in *Against the Darkmaster* one of the players at the table must assume the role of Game Master. GMs have different powers and responsibilities than the other players during the game. They do not play as one of the heroes, but are in charge of describing the setting the PCs live in. They get to impersonate any character that isn't controlled by another player (called Non-Player Characters, or NPCs for short), and to decide the consequences of the heroes' actions and their impact on the world around them.

The GM is in charge of preparing the game for the other players, by setting up a starting situation and by challenging the heroes, putting hazards and obstacles on their path.

The GM also acts as a referee, helping the group to interpret and apply the rules impartially and preventing the game from getting stuck. For this reason, GMs always have the final word when it comes to handling rules disputes.

The first and foremost duty of the GM, however, is simply to enjoy the game, and make sure that everyone at the table is comfortable and having fun.

The Principles of Game Mastery

There are a few basic principles that a GM should keep in mind when running a game of *Against the Darkmaster*.

Describe a Living World

Always start by describing what's happening and asking the players what the heroes are going to do about it. Create scenes that spur the heroes into action, either by demanding an immediate reaction or by tickling their curiosity.

Without being verbose, try to make the world feel vibrant and interesting by presenting dynamic situations and adding small details to your descriptions.

When possible, use pictures, maps, and other props to help the players visualize the situation.

Challenge the Heroes

Heroes are born from adversity. To create an exciting and gripping adventure, you must put obstacles and challenges on the characters' path.

Whenever the PCs want to accomplish or obtain something, consider who might oppose them, or what kind of difficulty they may run into.

Have them meet NPCs who want the opposite of what they seek (or who want the same thing, but for different reasons). Put them before difficult choices. Threaten their resources (e.g. time, equipment, money, or Magic Points) or the things and people they care about.

Play by the Rules

Just because GMs can act as referees, it doesn't mean they're above the rules. Quite the contrary they should always try to stick to the rules and apply them impartially.

Never modify a rule on the fly, ignore or alter the result of a roll, particularly without the group's consent.

The temptation to do something like that "for the story's sake" can be strong, but keep in mind that "the story" is simply what emerges from the players' choices and the characters' actions in the game.

Spotlight Passions

Passions are a great tool for the GM, because they show clearly what the other players find interesting about their characters and the game world. By using them, you will be able to create challenges and scenarios the players will feel automatically invested in.

Whenever you are preparing a scenario, ask yourself "how is this relevant to the characters' Passions?". If nothing in the adventure seems to be touching any of the PCs' Passions, consider altering it to include at least some of them.

Much in the same way, if you're unsure about how to proceed during the game, a quick glance at the group's Passions can easily spark an idea about where to go next.

Let the Heroes Decide Their Fate

Never force the other players' decisions or steer them in a particular direction. Never offer them illusory choices or manipulate the events or the dice rolls to ensure or prevent a certain outcome.

The GM's job is to describe situations, control NPCs, and create challenges. Coming up with a solution to those challenges and deciding what to do about them is the players' job.

Make the Game Yours

Finally, GMs should alter the game rules to adapt them to the campaign and to the group's preferences. If you think a rule doesn't match your playstyle or the campaign's tone; or find that applying one in some situations wouldn't make sense or would make the game less fun, tell the group so and find a solution to the issue together ("you should get a -20 penalty to your Roll because you're Bruised, but since you're trying to convince them that you're harmless I don't think we should apply it, what do you say?").



Preparing for the Game

From one-shots to the years-long campaigns, every game starts with a simple idea, something that captures the interest and sparks the imagination of the players.

This idea doesn't have to be particularly complex or detailed at first. On the contrary, it's usually better if it can be explained in just one or two sentences. Something like "let's play an epic quest for an ancient artifact!" or "we should have an adventure about an Elven queen corrupted by the Darkmaster" is more than enough.

The Pitch

The second step is to develop this initial idea by adding a few details. You should come up with at least one or two major threats or issues the heroes will have to deal with in the scenario. Decide where most of the action will take place, selecting a few notable places and locations that the PCs will probably end up visiting.

Finally, think of some important NPCs or factions, and their connection with these issues and locations.

It's best to avoid developing these details too much just yet. You should end up with just a bunch of names and notes, or possibly something resembling the blurb on the back cover of a book, pitching the starting situation without giving away too much.

> *Example: We have an idea about something happening at a village's festival, which is kind of a trope in fantasy fiction. We know it will involve some iconic low-level enemies, like redcaps, and maybe some wolves, too. We'll set it during the winter, because we like the idea of having weather playing an important part in the adventure.*

Our pitch would be something like "Midwinter festival is usually a joyous occasion for the inhabitants of the village of Stillgrove, but this year something terrible is about to happen…".

Create the Characters

At this point the group should get together and create the PCs, using the notes prepared so far as inspiration.

Start by giving each character a reason to be there, something that makes him or her really part of the story. Work together to create an interesting cast of heroes, invested in the situation and willing to take action.

The character creation rules are designed to facilitate that. Passions, Background Options, and cultural equipment picks are tools the players should use to connect their characters to each other and to the unfolding events. Create friendships, rivalries, alliances; give the PCs similar or complementary goals and ideals. The heroes don't have to know each other when the adventure starts but should be pulled together by their actions and their Passions.

Even if you're using pre-generated characters, take some time to review their Passions, to make sure they're somehow connected to the scenario you've chosen to play.

Example (continued): In our case, some of the PCs could be villagers from Stillgrove, maybe returning home for the festivities after a long trip. Others could be friends of them; or strangers hunting their hated enemies, the Redcap, who reached the village following their tracks or rumors of their sightings.

—— Developing the Scenario ——

Now that you have the protagonists and some ideas about the setting and the situation, you can begin to flesh out the scenario.

The Tale

Start by bringing the elements you've gathered so far together. What's happening? Why? What is the main issue? What scenes would you like to see and what themes do you want to explore?

Try also to think about the scope of the scenario. Is this a one-off, or is it part of something bigger? Is it close and personal, or are we talking about world-shaking events?

When in doubt, leave your options open and throw in some clues about a possible connection to a greater threat. Maybe the bad guys all bear the same mark or have the same symbol painted on their shields. Or maybe they have means to communicate with a mysterious individual, of whom they seem to be terrified.

Remember, *Against the Darkmaster* is a game of Epic Fantasy, don't be afraid of bringing up epic threats!

Example (continued): In our case, the situation is quite straightforward. A group of Redcaps is about to attack an unsuspecting village. We'd definitely like to see some investigation and wilderness exploration scenes; and, of course, a heated battle between the Redcaps and our heroes.

Redcaps are violent, mean-spirited creatures, and could well attack a human settlement just for the pleasure of doing so, but we'd like the adventure to have a slightly larger scope. So we decide that they're acting under the orders of one of the Darkmaster's lieutenants. This gives us a hook to further develop this storyline in the future, should we decide to do so.

The NPCs

Next you'll have to define the main NPCs of the scenario: allies, enemies, and everything in between.

At this point, you should already know who the main villan (or villains) of the adventure will be. Give them a name, a villainous goal, and a quirk or two.

The *NPCs and Opponents* chapter has tips and suggestions that will help you build Opponents for your adventure.

You'll also need a few allies, NPCs who are friendly or sympathetic to the PCs' cause. Think of what they want and how they could help the heroes. Are they precious sources of information? Will they provide material help, or do they possess a particular ability the PCs might need? Will they offer the heroes shelter, or can they be convinced to join them on their adventure?

You don't have to name and describe every single NPC the heroes will meet, but only the most important and relevant to the situation. You can easily improvise minor NPCs during play.

Example (continued): Our main villain is going to be the leader of the Redcaps' gang, a Fear Dearg named Abhartach. We know he has been ordered to raid the village, but we want to give him another goal. Fear Dearg are known for hoarding magical trinkets, so that could be his ulterior motive. Abhartach knows there's an enchanted treasure hidden in the village's shrine, and he wants to keep it for himself.

Beside him we'll have Grak, his main underling. Grak isn't as smart as Abhartach, but he's physically stronger. He hates being ordered around by the Fear Dearg, and would love to

murder him and take his place, but hasn't figured out how to do it without being blamed for it, yet.

We'll leave the identity of the Darkmaster's lieutenant who sent them a mystery for now, as it isn't immediately relevant to the scenario.

To help the PCs we'll have Georg, a local huntsman who knows the local woods very well; and Ulrich, the druid tending to the village's shrine, who's a skilled healer and, of course, knows everything about the magical item hidden there.



Most of the inhabitants of Stillgrove will surely help the PCs somehow, if asked, but there's no need to detail all of them now. We can always come up with something for each villager during the game, should we need to.

The Land

Think about the scenario's setting, the area where the events of the adventure will unfold. Depending on the scenario it could be as big as a whole kingdom or as small as a single ruined tower, but you'll need to have at least a general idea of its layout and main features. To help you (and the players) visualize the area, you may sketch a map or grab one from the internet.

Select a few notable places in this area and write a few notes about them. As happened for the NPCs, you won't need to detail every single place in the setting, just the most relevant to the scenario.

What happened in these places? Why are they important? What dangers and resources will the heroes find there?

You can prepare a map of these places, too, if you think you'll need it. Otherwise, a short description of their key elements should suffice.

Example (continued): For our scenario we'll prepare a map of the village of Stillgrove and its immediate surroundings. We'll also write some notes about the village itself and the Midwinter festival, like what the celebrations are like and what the PCs can expect to find there. People will probably be cheerful and slightly intoxicated, but they could always provide some useful clue or insight about the situation.

We'll also write something about the shrine and the item it hides. We decide it's an ancient druidic Rod, capable of casting the Summon Animals Spell to call wolves from the nearby woods. Abhartach intends to use it to wreak havoc, but it could also be used in the village's favor, if the PCs manage to convince Ulrich they're worthy of wielding it.

We jot down some notes about Georg's hut in the woods, including how to get there and how the heroes can learn about the old hunter.

Finally, we need a place for the Redcaps to stay. We put them in some old ruins, deep in the woods, and draw a map of the place.

Wrapping It Up

Your scenario is almost complete, you only need to work out a few more details to make it playable.

Starting the Players

How does it start? How are the heroes going to get involved in all this? If you created the characters together, as suggested, you should already know why the heroes will be interested in the situation. However, you'll still need a starting scene to set the events in motion.

Use the elements you've created and the characters' Passions to craft a strong and compelling start.

Consequences

Set up a small chain of events that will happen if the PCs don't intervene. Think about what the villains are up to, and assume their plans will be successful unless the heroes do something to thwart them.

Don't try to anticipate the heroes' actions, or create contingency plans around them. You can have the villains react to the characters' intrusion during the game. Plus, your players will probably come up with something you wouldn't think of, so it would just be a waste of your time.

Simply set up a timeline with the main steps toward the villain's ultimate goal and run with it.

On the other hand, think of what the Player Characters will obtain if they succeed. Will they get some kind of reward? Gain the trust of somebody or make new allies? Or will victory be a reward unto itself?

Additional Obstacles

Lastly, create a small list of additional obstacles, hazards, and complications the heroes might encounter during the course of the adventure. These will come in handy later, when the players fail some rolls or do something unexpected.

Example (continued): To start the scenario we need to make the heroes aware that something isn't right, without directly revealing the full extent of the Redcaps' threat. We decide that the Redcaps have kidnapped two of the village children (who could be friends or relatives of some of the PCs) as they were playing in the woods, and dragged them to their hideout. Their mother thinks they're simply lost in the woods and will ask the heroes to find them.

The adventure will start just after dusk, when the villagers begin to gather at the center of Stillgrove to celebrate Midwinter.

Abhartach starts by questioning the children to see if they know something about the shrine (they don't) and by sending out a few Redcaps to scout the area. About three hours after dusk, the scouts will find the hunter's hut and murder Georg.

Around midnight, Abhartach will tire of the children and take the rest of the Redcaps to the village, leaving only a couple of guards behind.

The Redcaps will arrive at Stillgrove one hour after midnight, attacking from multiple directions.

While his troops ravage the village, Abhartach will make for the shrine, to retrieve the magic Rod. This is when Grak will strike, taking advantage of the confusion to eliminate his rival.

Should the heroes succeed, not only they'll gain the gratitude of the whole village, but, having proved their valor, they might also be rewarded by Ulrich with the druidic Rod.

Darkness, treacherous terrain, and adverse weather conditions will surely be some of the additional obstacles the PCs could face during the adventure. They could also encounter a pack of hungry wolves or a small band of Redcaps scouts while braving the winter woods around Stillgrove.



The Campaign

Campaigns are a series of interconnected adventures sharing the same setting, cast of characters, and themes. Their structure is very similar to that of a simple scenario, but their scope is much grander. In fact, scenarios could be seen as chapters forming the saga of the campaign.

Preparing a Campaign

Preparing a campaign is more about setting expectations and mood than deciding what will actually happen. By their nature, campaigns concern events and problems that are too big to be resolved with a single scenario. Don't try to tackle them all at once. Create a pitch for them, as you would do for an adventure, and use that as a starting point for your first scenario. In fact, it's often a great idea to run an introductory scenario first, and then worry about how to expand it into a full-fledged campaign.

This way you'll have more time to introduce all the elements you've come up with, and review ideas that sounded good at first, but turned out to be unsatisfactory.

Campaign Setting

The setting is the stage of the campaign, the world where its events will unfold. *Against the Darkmaster* doesn't have a predefined setting, leaving you free to play in the world created by your favorite fantasy author, pick up one of the many existing published world settings, or create your own.

The Tale of Years

The worlds of Epic Fantasy sagas usually have long histories full of great battles, tragic betrayals, and tales of heroism. If you're using a published setting or basing your campaign on a book series, you already have a rich, detailed chronicle of the history of the world. If you're creating your own setting, don't panic! You won't need to write hundreds of pages of historical events. Focus on what's important for your campaign, and write a few notes about that. You can always fill the gaps later, during the game. In any case, keep in mind that, while the world history can be a great source of inspiration, the deeds of the PCs should always take priority over the events of the past. After all, this is your tale, not history class! Even if you're using an existing setting, don't let the "canon" intimidate you. Feel free to ignore story elements that don't fit your idea or to change some details to adapt them to your game.

I Was There When It Was Written

Some groups may consider a more collaborative approach to worldbuilding. If you decide to use this option, players gain the power of establishing facts about the world's history during the game. These facts must concern something their characters could arguably know and cannot contradict what's already been established (either by other players or by the GM).

To do so, the players just have to state what their character knows and make a Songs & Tales Roll. If they succeed, their character remembers the facts correctly, and the piece of lore becomes part of the "canon" of the campaign. If they fail or are only partially successful, the information in the character's possession prove to be distorted, misleading, or just plain wrong.

For example, when the party encounters a Fomorian warband, the player interpreting Maedoc the Dwarf states: "Don't worry, Fomorians are terrified of Dwarves, because of the terrible defeat they suffered by our hands in the Battle of the Black Flame!", and rolls the dice. Unfortunately, Maedoc's player only scores a Partial Success, so the GM replies that, while true that Fomorians are afraid of Dwarves, this only means that they'll make sure of taking out them first!

Of Kins and Cultures

When we designed the Kins and Cultures described in the *Creating a Character* chapter, we tried to stay as true as possible to our main sources of inspiration. However, you may feel some of them don't reflect what's found in your game world. You aren't forced to use all the Kins and Cultures in the book in your campaigns. In fact, you shouldn't.

Generating New Cultures

Your group may wish to introduce a new Culture, or substitute those presented in this rulebook with others Cultures, specific to your campaign setting.

Creating a new Culture is a quite straightforward process, requiring only a few steps.

Culture Description

Start by describing the main characteristics of the new Culture. Where do characters belonging to this Culture typically live? How do they dress? What do they think about the world, or about other Cultures? Why would they choose to leave their people and go adventuring?

Cultural Skill Ranks

Distribute 21 ranks among the Skills to reflect the typical upbringing of characters belonging to the new Culture. Respect the following restrictions while distributing Skill ranks:

- *Each Culture should have at least one rank in Athletics and one rank in Perception;*
- *No more than 4 ranks can be assigned to a single Combat Skill;*
- *No more than 2 ranks can be assigned to Spell Lores;*
- *No more than 5 ranks can be assigned to any other Skill;*
- *A Culture can have a maximum of one Skill with 4 or more ranks assigned to it.*

Outfitting

Give the Culture three different picks for armor and clothing, three for weapons, and three for general gear. Think of what regular members of this Culture would carry with them, and make the choices more about flavor than usefulness or game balance.

Starting Wealth Level

Most Cultures will have a Starting Wealth Level of one. Give the Culture a Starting Wealth Level of zero if it has little or no commercial relationships with other Cultures, or if its economic practices are wildly different from those of the other Cultures.

A Starting Wealth Level of two should be used only for Cultures representing upper social classes or those with free access to considerable resources.

Peer Review

When you're finished, show it to the other players. If everyone agrees, the new Culture can be introduced in the campaign.



Perhaps, there are no Dwarves in your setting; or maybe in your world Trolls are gentle Pastoral giants, while Elves are beautiful but ferocious Marauders.

Discuss these issues with the group before character generation, and change Kins and Cultures as you see fit to adapt them to your campaign.

The Powers That Be

Who are the major political and military powers in your game world? What relations do they have one with another? Who rules the land in which your campaign is set? What are the hidden powers, moving strings in the background?

Asking yourself questions like these before the start of the campaign will not only help you maintain a sense of consistency during the game, but will also provide plenty of inspiration for both you and the players.

Once you've got a general idea of what the power structure of your setting is like, the group should try to understand where the heroes stand in all this.

It's good to know there's an emperor, but what's the lord of the PCs' village like? If some of them are nobles, what's the relationship between their families? Who are their allies, and who are their enemies?

You don't have to answer these questions all at once. Quite the contrary, you may take your time and uncover them as the tale of your heroes unfold. Bringing up elements like these once in a while will make your game more immersive, and give the players a chance to further develop their characters.

Magic and Faith

Magic and faith are bound to be important elements of any fantasy campaign setting.

In these rules we've been purposely vague about topics such as the source of magic and the role of those who wield it in the world, or about the forces that exist beyond the mortal realms and their influence upon creation.

There are a few basic assumptions upon which these rules were written.

Magic is supposed to be known, but rare and mysterious enough to be cause of wonderment among common folks. Supernatural entities such as deities exist and are surely revered by mortals but will rarely if ever intervene in their affairs.

When designing your campaign setting, however, you aren't forced to follow the same assumptions and should feel free to explore these topics in depth. This is particularly true if your party of heroes have one or more magic users in their ranks.

How do the Spirits the Animist calls upon look like and what's their interest in the mortal world? How do the villagers react to the Wizard conjuring scorching flames out of thin air? Will they take her for a wise woman or will they think she's in league with the Darkmaster?

Take a cue from the players' choices and their characters' actions to develop and add depth to your world.

NPCs and Opponents

The heroes are clearly the main characters of your tale, but they share the stage with several other characters. Many of them will appear only for a few scenes during the campaign, while others will soon become familiar enough to the players at the table.

Creating and managing such a vast cast of characters may seem impossible at first, but there are a few things GMs can keep in mind to ease their task.

Secondary NPCs

Most of the NPCs the heroes will encounter won't need lengthy descriptions. Simple travelers on the road, random soldiers, rowdy patrons at the local inn. All these Secondary NPCs can usually be improvised and dismissed with a few words, as the PCs probably won't spend much time interacting with them.

Keep a short list of common names at hand, and refer to the NPC Quirks Table below, should you need to add some details about them.

Secondary NPCs aren't confined to their background roles, and may grow in importance as your game progresses. With time, a Secondary NPC may even become one of the heroes' most trusted companions or an unexpected recurring villain in the campaign.

This is usually a gradual transformation, occurring over a length of time, as the relationship between the NPC and the heroes evolves. Use your initial notes and the event transpired in the game to generate the information needed to adapt the NPC to their new role.



Important NPCs

NPCs playing a crucial part in the scenario or with direct ties to the heroes will need a little more attention.

Start by thinking about their role in the events of the campaign, give them a name, and write a few sentences about their motives and personality. Keep it short at first, you'll have plenty of time to review and embellish their description as the campaign plays out.

Use the Kin and Culture descriptions to inspire you, and think about how the recent events transpired during the campaign could have affected them, and what they could think about them.

You can also give them a single Passion (a Motivation or an Allegiance), to be used as a guideline to help you interpret them during the game.

Don't be afraid of using clichè or making your NPCs similar to other famous fictional characters. Indeed, familiarity will make it easier for you to role-play them and for the players to visualize the characters. You won't need to write down the statistics of Important NPCs, unless you think they'll take an active part in some kind of conflict with the PCs. Most of the time, a note about their main talents and abilities (something like "expert huntsman" or "skilled herbalist") will suffice.

When this isn't enough, you can use the procedure described in the Opponents paragraph below to generate the statistics of any NPC.

Opponents

Monsters, villains, and other NPCs who are hostile, dangerous, or whose goals are antithetical to those of the PCs are called Opponents, and are divided into three types or categories: *Common*, *Elite*, and *Antagonists*.

Common Opponents form the largest part of the Darkmaster's hosts and will be those the heroes will face more frequently. They're generally weaker and have worse stats than a hero of the same level, and they usually have few or no special abilities at all. Their strength lies in numbers, and they are often encountered in large groups.

These opponents generally have no Stat bonuses, or a single Stat with a value of +5 or +10.

NPC Quirks

Roll	Quirk	Roll	Quirk
1-3	Speaks with a very strong local accent	**52-54**	Dresses in monochrome
4-6	Insists on calling the PCs m'lord or m'lady	**55-57**	Is very enthusiastic about something but very bad at it
7-9	Glances nervously around	**58-60**	Likes to quote their grandma/grandpa/ancestors
10-12	Constantly fidgets with a small object while speaking	**61-63**	Is never late or early, arrives precisely when they mean to
13-15	Very fussy about their clothes/appearance	**64-66**	Laughs at inappropriate times
16-18	Has a small pet who follows them everywhere	**67-69**	Loves to haggle
19-21	Talks VERY loudly	**70-72**	Uncanny resemblance to a PC or another NPC
22-24	Prominent scar	**73-75**	Thousand-yard stare
25-27	Tends to forget things around	**76-78**	Often tells they have a "bad feeling" about this
28-30	Has a bad limp	**79-81**	Fluent in several languages
31-33	Is very friendly with anyone	**82-84**	Refers to themselves in third person
34-36	Whistles to themselves while working	**85-87**	Always polite, impeccable manners
37-39	Misses some fingers or the whole hand	**88-90**	Haughty, Holier-than-thou attitude
40-42	Has a very easy-going, devil-may-care attitude	**91-93**	Daydreamer
43-45	Incredibly handsome/beautiful	**94-96**	Overly suspicious of strangers
46-48	Always swears by their lucky charm	**97-99**	Troublemaker, prone to practical jokes
49-51	Tugs their braids or beard when thinking	**00**	Roll twice

[3.1]

Look in the Bestiary for some basic Orc, Redcap, or Bandit and you'll have a good idea of what a Common Opponents should be for a 1st or 2nd level party.

Elite Opponents are rarer, and often found leading small groups or warbands of Common Opponents. They pose a greater threat to the PCs, fight more viciously than their lesser brethren, and may have different surprising abilities.

They can be encountered either alone or in small groups and have from 25 to 40 points to distribute among their Stats.

Look up the Bestiary for Wild Trolls, Dark Orc Chieftain, or Dire Bear for a quick benchmark of Elite Opponents for a 3rd or 4th level party.

Antagonists are the most dangerous and rarest of Opponents. They have between 50 and up to 75 points to distribute among their Stats, and their level can be twice to up to three times the average level of the PCs. Opponents of this type are generally the main villains of the campaign or at least of a significant story arc.

These NPCs should be carefully fleshed out and given abilities on par with those of a PC of the same level, Vocation and Background.

Find in the Bestiary the Greater Giant, Fire Drake, or Kraken and you'll have an idea of what an Antagonist could be for a 7th or 8th level party.

Generating Opponents

Opponents can be built just like heroes, using the rules for character creation. This, however, is a lengthy process that should be reserved only for major Antagonists. Most of the time, the GM can use the Quick Opponent Creation Table presented here to generate monsters and NPCs encountered by the heroes in their adventures.

Opponent Type: the type of Opponent the GM is going to create.

HPs - Base **HPs**: this value is added to the creature's Total **HPs**, and depends on its size, as shown in the table below.

Opponents Base Hps Table

Size	Base HPs
Small	**up to 10**
Medium	**up to 30**
Large	**up to 75**
Huge	**up to 100**
Colossal	**up to 250**

[3.2]

HPs - Ranks/Lvl: the number of ranks the creature has in the Body Skill.

Primary Attack - Base Ranks: the number of ranks the creature starts with in its primary Combat Skill.

Primary Attack - Ranks/Lvl: the number of ranks the creature gains each level in its primary Combat Skill.

Secondary Attacks - Base Ranks: the number of ranks the creature starts with in its backup Combat Skills.

Secondary Attacks - Ranks/Lvl: the number of ranks the creature gains each level in its backup Combat Skills.

Primary Skill - Ranks/Lvl: the number of ranks the creature has in its most important or used Skill Category.

Other Skills - Ranks/Lvl: the number of ranks the creature has in its other Skill Categories.

Adding together the Opponent's Stats with the bonuses based on its type and level will give the GM an initial idea of its capabilities.

They can then slightly adjust the totals by adding or subtracting up to a couple of ranks to some of the creature's skills, finishing off by giving it one or more Special Abilities.

Quick Opponent Creation Table

Opponent Type	HPs		Primary Attack		Secondary Attacks		Primary Skill	Other Skills
	Base HPs	Ranks/Lvl	Base Ranks	Ranks/Lvl	Base Ranks	Ranks/Lvl	Ranks/Lvl	Ranks/Lvl
Common	as per size	up to 1	up to 3	up to 2	0	1	up to 2	up to 1
Elite	as per size	up to 2	up to 4	up to 2	up to 2	up to 2	up to 2	up to 1
Antagonist	as per size	up to 3	up to 6	up to 3	up to 4	up to 2	up to 3	up to 2

[3.3]

Kin Bonuses and Opponents

When creating Opponents belonging to one of the playable Kins, the GM should consider applying the Kin bonuses to their Stats, particularly if they're Elite Opponents or Antagonists. The same holds true for Kin traits and other special abilities (such as the number of Background Options available, if the GM is building an Antagonist).

They shouldn't bother calculating Kin bonuses for Opponents not belonging to any Kin, such as beasts or monsters. For this reason, some of these Opponents will have slightly lower Stats, compared to a PC of the same level. This is intentional *Against the Darkmaster* is a very humanoid-centric game, revolving around the deeds of the heroes and their Kins. Monsters and beasts can be scary or awe-inspiring but should never overshadow the people inhabiting the campaign world.

If the GM feels that a monster should have some advantage in a particular field, they should give it a Special Ability to reflect its strong points.

Special Abilities

Special Abilities can be used to inject some flavor in new Opponents, reflect unusual capabilities, or represent particular strengths or weaknesses.

Sometimes adding a new Special Ability, or changing one of those normally possessed by a creature, is all it takes to create a whole new Opponent. For example, changing the type of damage dealt by a Dragon's Breath from Fire to Frost is a quick way to turn a Fire Drake into an Ice Wyrm.

Common Opponents usually have no Special Abilities (besides those granted by their Kin, such as Night Sight), but the GM can give them one, if they think it's particularly appropriate.

Elite Opponents have at least one and up to three Special Abilities, while Antagonists can basically have as many Special Abilities as the GM wishes.

When assigning Special Abilities, the GM can use Background Options, Kin Traits, and those of the creatures described in the Bestiary, or just make up their own.

Hordes of Mooks

When the Heroes are facing on the battlefield numerous ranks of low-worth, expendable foes, you can consider using the "Hordes of Mooks" rules presented here to speed up the game and convey a greater sense of heroism through the character's deeds.

To be qualified as "mooks", the foes the characters are facing must be of relatively low-level compared to the characters - up to one third of the characters' average level; and must be of Common type.

If all of the above match, then you can apply one or more of the following exceptions to the standard combat rules:

- *A character Engaged in melee against at least two mooks that kills any of them with a single strike can immediately make another melee attack against a nearby mook with a -20 penalty. If the new attack ends up an instant kill, another attack can be made with another cumulative -20 penalty, and so on.*
- *Two-handed weapons deal 1.5 normal Base Damage against mooks.*
- *The severity of any Critical Strike dealt against mooks by the PCs is raised by one to a maximum of Lethal.*
- *Bolt and Area Attack Spells deal 1.5 their normal Base Damage, and are considered Slayer (see Slayer Weapons in the Magic Items chapter).*

Keep in mind that using this option will substantially lower the threat posed by Common opponents, shifting the tone of the campaign to a more "heroic" one. Always discuss with your group before deciding to adopt an optional rule.

Opponents in Combat

Wild animals and most intelligent creatures will usually try to avoid fighting to the death, unless cornered or starving. Furthermore, unless they have a very valid reason to stay in combat and risk death or permanent injury, most Opponents will flee if they're injured or confronting an opposition far more powerful than them.

The entry for each creature in the Bestiary includes a short Combat Tactics section, describing the way they normally approach combat. Keep in mind, however, that these are only guidelines, and that you should always consider the situation at hand before choosing their actions.

For example, a group of Orcs will continue fighting even to the death if they fear their general, a cruel Dark Mage, will punish them if they flee. Better to die fighting than screaming in torture!

Common Opponents may be considered defeated if the penalties they're suffering from are equal to or greater than half their CMB or -50 (equivalent to a Serious Injury), whichever is higher; they're Bruised (wounded for more than half their **HPs**); or suffering from Severe Bleeding.

Furthermore, if a group of Common Opponents are facing the PCs, the GM may decide they'd try to flee, surrender, or whatever other means of avoiding combat if half their original number is disabled, killed, or defeated without significant losses for the opposing party.

Elite Opponents can be considered defeated if their accrued penalties equal half their CMB or -75, whichever is higher. Elite Opponents are generally better trained than Common Opponents and are more confident in their abilities. They will stay and fight even if outnumbered, wounded, Bruised, or Bleeding, provided they have a reasonable chance to win.

Antagonists that have a valid reason will fight to the death. The GM should dive into the NPC's motivations and personality. An ancient dragon, for example, probably won't fight to the death unless really angered, if it has any other choice - because it feels its life is more precious and important than pride most of the times. On the other hand, a Wight or another Undead creature will carry on until its own annihilation. Why fear Death when you've already returned from it once?

Opponents and Drive

Should Opponents benefit from Drive? The answer depends on the group preferences, and on the type of Opponent.

Common and Elite Opponents should never have any Drive, since they're meant to be minor obstacles on the heroes' path. Of course this could change if any of them evolve during the game, becoming the main threat of the story arc. In this case the GM should flesh out their personality, giving them Passions to fight for and a point of Drive or two.

Antagonists, on the other hand, could have some Drive to spend, depending on their background, motivations, and their role in the campaign.

Antagonists should have Drive only if they're intelligent and play an important part in the story.

There's no reason to give a wandering Greater Giant any Drive, since it probably has no real connection to the PCs. The Fire Drake guarding the artifact the heroes are seeking, on the other hand, should definitely have some.

In any case, Antagonists should have only a few points of Drive to spend: 1 to 3 will suffice in most cases. These points should be spent more to prevent an anticlimactic death (by repeating Save Rolls or forcing to re-roll Criticals) than on anything else.

An Antagonist's pool of Drive does not replenish in the same way as the PCs'. Antagonists recover their Drive only when a significant story arc reaches its conclusion, or when the heroes face them again after a long time.

The group should decide before the start of the campaign if Antagonists can use Drive or not in their game.

Some players may feel "cheated" if they land a killing blow on a hated Antagonist, only to see the GM spend a point Drive to save the NPC. Much in the same way, others could dislike the idea that the Vampire Queen could be defeated simply because she fumbled her Spell Casting Roll.

Discuss the matter together and try to find a compromise that satisfies everyone at the table.

Reaction Rolls

If you're unsure about how a particular NPC or group of NPCs will act upon meeting the heroes, or how they will react to their actions, you may resolve the situation with a Reaction Roll.

Make an Open-Ended Roll on the Reaction Rolls Table below to determine the NPC's Disposition towards the heroes. This is a simple d100 roll, with no Skill bonuses involved. However, you may want to add or subtract a small modifier if the situation demands it. For example, the characters might incur on a -10 penalty to the Reaction Roll if they aren't wearing appropriate clothing at an audience with the local lord. On the other hand, their roll might be modified by +10 if they come bringing gifts and offerings.

Use the Combat column if the characters are fighting, or if you must decide if the NPCs are ready to fight the heroes or not, and the Interaction column for negotiations and social encounters.

Note that Dispositions are simply guidelines to help you choose how an NPC will react. An NPC's attitude towards the PCs will surely be influenced by their first impressions but is bound to change over time according to their actions and the events of your campaign.

Reaction Rolls Table

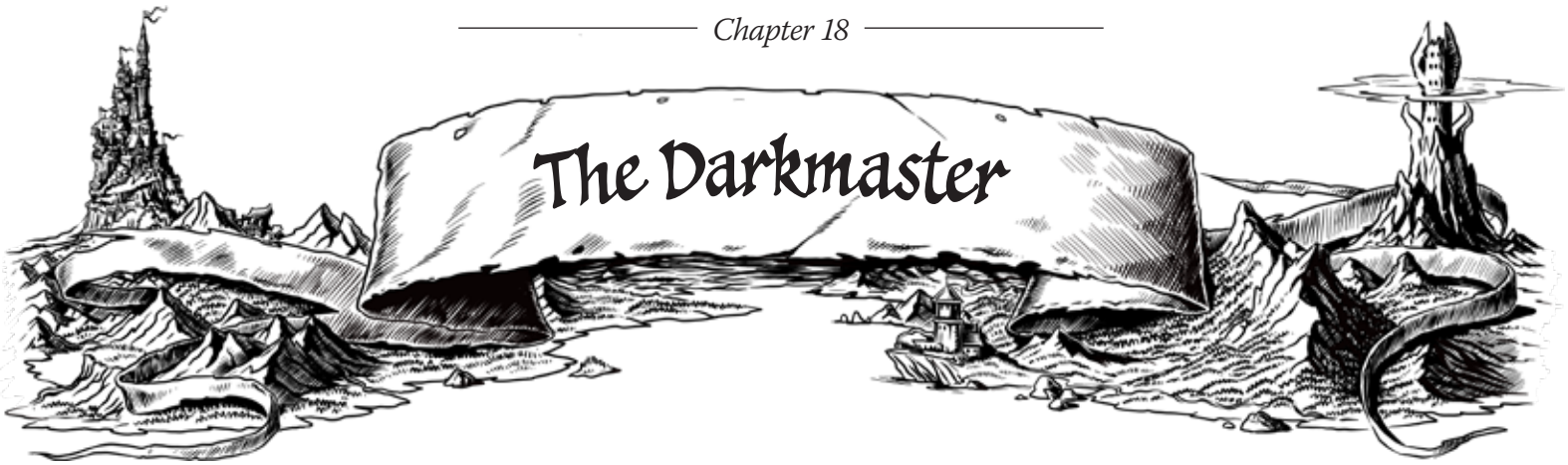
Roll	Disposition	Interaction	Combat
0 or less	Very Unfavourable	The NPCs seem to despise the heroes for some reason and won't even listen to their requests. If forced to do something, they'll either turn hostile and resort to violence or demand an outrageous price for it.	The NPCs are out for the heroes' blood. If they're already engaged in combat, they'll continue to fight viciously even if they're outnumbered or badly wounded. Otherwise, they'll immediately attack the PCs.
01-25	Unfavourable	The NPCs don't like the heroes and aren't likely to listen to their requests. If forced to do something, they'll do it reluctantly or will ask a higher than average price for it.	The NPCs are confident in their abilities. They'll keep aggressively fighting the heroes if they're already engaged in combat and will probably attack them even if they aren't.
26-75	Neutral	The NPCs aren't impressed by the heroes and will probably just keep going on with their business. They'll listen to the PCs' requests if they're polite and reasonable enough but won't run any risk for them and aren't likely to do anything without receiving something in return.	The NPCs are still gauging their opponents. They'll keep fighting if engaged in combat (possibly selecting the least threatening target in sight) but won't otherwise attack unless provoked.
76-100	Favourable	The NPCs are favourably impressed by the heroes and are likely to grant their requests if little or no costs are involved for them. They'll also be willing to run some small risk for the heroes, but will probably expect a reward of some kind afterwards.	The NPCs' confidence is shaken and they'll start fighting more defensively. They'll carefully retreat if allowed to and will consider surrender if offered fair conditions.
101 or more	Very Favourable	The NPCs are very impressed by the heroes. They'll listen to their words carefully and can be convinced to suffer small losses to grant their requests. If offered what they consider to be a fair reward, they'll loyally follow the heroes in spite of any danger.	The NPCs are terrified by the heroes' display of martial might and will surrender or flee for their lives.

[3.4]









The Darkmaster

No campaign preparation would be complete without some thoughts on the great shadow that threatens the world the heroes live in. The greatest enemy of the Free Kins: the Darkmaster Himself.

The Darkmaster isn't just a background feature, some generic "Big Bad" whose presence the players can easily ignore. It's a key element of the game, and the group should carefully consider His nature, since it will shape both the campaign setting and their tale.

Creating Your Darkmaster

Through the book, we speak of the Darkmaster as a singular, specific entity, but the truth is the identity of the Darkmaster is left entirely to the group and should always be adapted to the setting you're playing in.

In one campaign the heroes might battle the machinations of the Witch Queen, while in another the Darkmaster could be represented by the Blood Lord and his ravaging hordes.

In some settings you could have more than one Darkmaster or even an entire pantheon of Dark Gods, plotting to corrupt all creation with their ruinous powers.

Much in the same way, the influence and perception of the Darkmaster in the game world depends on the tale the group wants to tell and will vary with each campaign. In some games the Darkmaster will be an overt threat no sane man could deny, while in others it could be more subtle, acting only in secret or hiding behind a facade of righteousness.

Creating the Darkmaster, giving Him an epithet, and defining His powers, minions, and agenda is an involved process, requiring the cooperation of the whole group.

Epithet

Roll	The	Subject	Of/From
01-05	Alien	Angel	Annwn
06-10	Ancient	Archfey	Corruption
11-15	Black	Beast	Darkness
16-20	Blood	Champion/ Knight	Death
21-25	Crimson	Child/Son/ Daughter	Despair
26-30	Dark	Demon	Destruction/ Ruin
31-35	Elder	Dragon/Worm	Dread
36-40	Endless	Emperor/ Empress	Evil
41-45	Formless	Enemy	Fire/Ice/Storm
46-50	Foul	Flame	Hate
51-55	Great	God/Gods	Hell
56-60	Horned	King/Queen	Lies
61-65	Immortal	Lich	Might
66-70	Pale	Lord/Lady	Mists
71-75	Primeval	Scourge	Night
76-80	Supreme	Sorcerer/Sor- ceress	Plague
81-85	Timeless	Spawn	Shadow
86-90	Unborn	Spirit/Ghost	Unlife
91-95	Whispering	Titan/Colossus	Void
96-100	Witch/Warlock	Weaver	War

[3.5]

The identity of the Darkmaster can be decided right at the start of the campaign, even before sitting down to generate the PCs, or could take shape and be revealed as the game progresses and the world is explored.

In both cases, the heroes will soon learn to recognize the signs of the Darkmaster's presence, His favorite minions, the symbols of the forces of Darkness, and the horrible Taint left by His touch on the land and the very soul of those who accept His dark gifts.

Epithet

The Weaver of Lies, the Horned King, the Gods of Entropy, the Witch Queen. The Darkmaster is known by a different name and wears a different face in each world He besieges. Sometimes, with the passing of strange aeons, the form He wears changes, but usually in each world there's a single embodiment, or avatar, of the Darkmaster at any given time.

Since no one knows the Darkmaster's True Name, this avatar is often given an epithet that describes His transient state at that particular point of time and space.

When you name your Darkmaster, give Him an Epithet that echoes His most prominent traits. Try to make it eerie and suggestive, without revealing too much about the true nature of the Darkmaster's avatar.

If you prefer, you can also generate your Darkmaster's epithet by rolling on the table [3.5], or look at its entries for inspiration.

The Coveted Artifact

Roll	Item	Power & Drawback	Bane & Prophecy
01-10	Ring	The wearer of the Ring get some subtle power but is bound to the Will of the Darkmaster and will become one of His servants in due time.	Should the Ring be broken, the Darkmaster will be banished from the mortal world.
11-20	Sword	The Sword slays any foe but must take a life anytime it's drawn. In the end, it should take the life of its wielder, or someone they love.	The Sword will behead the Darkmaster, killing Him. However, the blade will be forever broken.
21-30	Crown	Who will wear it upon their head will become a great King - albeit a cruel and evil one.	The Evil King will slay the Darkmaster but only to become the new Darkmaster himself.
31-40	Crystal (or Gemstone)	The holder will get great magical powers, becoming the embodiment of an Ancient Sorcerer. However, the long-dead Sorcerer may still have his own agenda.	The Crystal will shatter in an explosion of magical power, killing both its wielder and the Darkmaster
41-50	Cauldron	The Cauldron spawns an unholy brood and brews powerful potions. However, the Cauldron-breed will side with the Darkmaster.	The Darkmaster is doomed to fall inside the Cauldron to His death.
51-60	Spear (or Arrow)	The Spear can be thrown at any foe in sight, slaying them. However, one champion will be able to catch it and throw it back at the owner, killing them.	The Spear will impale the heart of the Darkmaster, putting Him at rest. Should it ever be pulled off, He will come back to life.
61-70	Amulet	Bestows the bearer holy powers to heal and banish unlife, but they'll be fated to become a martyr.	If the Amulet is put upon the Darkmaster, it will strip away Him of His otherworldly powers, making Him mortal.
71-80	Sceptre	The Sceptre can bestow curses upon and perhaps slay anyone anywhere by sheer will of its owner. The souls of the victims will be stored in the Sceptre until they will exact revenge on the owner.	The Sceptre will take the soul of the Darkmaster, but it will be too much for it to bear, and it will shatter, putting all the souls inside to deserved rest - or loosing them upon the world.
81-90	Skull	The Skull of an ancient King or Champion who once defeated the Darkmaster. The Skull will bestow unearthly powers to its wielder but will doom them to seek and destroy the Darkmaster.	The Darkmaster will be eventually defeated by the bearer of the Skull, but both will be slain. The Skull of the new champion will replace the former.
91-100	Mirror (or Orb)	Those who look through the Mirror will be able to see the Past, Present, and Future. However, the Darkmaster will be able to look back at them.	The Mirror will shatter if the Darkmaster ever sees His image reflected, slaying Him at once.

[3.6]

Genesis

Where does the Darkmaster's avatar come from? How did He obtain His powers? The tale of the Darkmaster's origins will help you define His personality, motivations, and powers.

The Genesis of the Darkmaster may well be shrouded in mystery, the tales about it little more than - often contradictory - rumors. But each of these rumors will add a new layer of complexity and detail to your game world's history.

Start by jotting down some notes about it, and don't worry too much; you can always come back and flesh them out as you complete the other steps.

Appearance and Symbol

What does the avatar look like? Does He wear an appealing shape to entice His enemies and seduce them with poisoned promises? Is He terrible to behold, His visage so dreadful it could strike fear even in the heart of the mightiest of warriors? Or is He in truth without form, a shapeless shadow of pure malice?

What symbol is painted on the banners of His armies and on the shields of His warriors? Does He mark the flesh of His most devoted servants, or do all His servants carry tokens shaped in His likeness with them?

Goals

The Darkmaster is always working on some nefarious plan and will not rest until the whole creation is destroyed or enslaved to His will.

He may be searching for a coveted artifact, bound to Him by Fate - the key to both His perpetual triumph and His ultimate destruction. Or He might be intent on crushing the last few rebels who dare oppose His domain of terror or amassing the greatest army the world has ever seen to smash down the Light once and for all.

Think about the themes you'd like to explore in your campaign or world setting, and choose a goal that reinforces them. Make it grandiose and epic but remember to give the heroes a chance to fight against it!

Servants

Who are then the Darkmaster's servants, from His most powerful heralds to His most pitiful minions? From the lieges and chieftains of His elite troops to the lackeys, knaves, and slaves?

Look at the Bestiary and choose His Lieutenants from the most powerful creatures described there. Demons, Giants, Dragons, Undead Wraiths, and Dark Mages or Dark Knights are all good choices as Lieutenants of His hosts. They're all creatures of great power, who can easily serve as main villains for several scenarios or even whole campaigns.

The bulk of the Darkmaster's forces will be made up by low-level Minions. Creatures such as Undead Thralls, Fomorians, Dragonspawns, or even members of the Free Kins - Men, Elves or Dwarves - who for some reason embraced His cause.

Choose two or three different creatures and stick with them, to make the heroes' opponents more distinctive and to avoid falling into the "fantasy kitchen sink" trap.

The Darkmaster will also have Spies, messengers and informers. Choose creatures prone to stealth, or able to quickly cover great distances for this task. Murders of black-feathered Gorcrows, sneaky Redcaps, and scuttling Spiders make perfect Spies.

Servants

Roll	Lieutenants	Minions	Spies
01-10	Dark Knights	Ghouls	Bats
11-20	Dark Mages	Dragonspawn	Boggarts
21-30	Demons	Dwergars	Evil Men
31-40	Dragons	Evil Men	Gorcrows
41-50	Unseelie	Fomorians	Redcaps
51-60	Vampires	Orcs/Dark Orcs	Spiders
61-70	Werewolves	Trolls/Dark Trolls	Vermins
71-80	Wraiths	Undead Thralls	Wolves
81-90	Roll (or choose) twice from the above		
91-100	Roll (or choose) thrice from the above		

[3.7]

Dark Place

Where does the Darkmaster's hideout lies, and what does it look like?

The Dark Place where the Darkmaster resides is always a dramatic location, shaped by His presence and reflecting His twisted essence.

It could be a huge fortress, impregnable black ramparts raising up to the churning clouds, or a fire-topped mountain, spitting ashes and flames all around a barren, scorched land. It could be an

ice-covered island in the utmost North, bathed in perpetual twilight, or even an entire underground realm, a labyrinthine complex of tunnels, caves, and underground seas.

Dark Place

Roll	Quality	Subject	Of (the)
01-10	Black	Caves	Bones
11-20	Flying	City	Clouds
21-30	High	Forest	Dead
31-40	Lost	Fortress	Fire/Ice/Storm
41-50	Moving	Hulk	Granite
51-60	Ruined	Hut	Hell
61-70	Shining	Island	Mists
71-80	Sunken	Labyrinth	Obsidian
81-90	Unapproachable	Tower	Shadow
91-100	Underground	Volcano	Tears

[3.8]

Generally, this Dark Place is located somewhere to the farthest edge of the known world, or even beyond it. Simply reaching such an impervious place, traveling through the Dark and Blighted Lands that surround it, is a deed worth being sung in epic poems.

Think about your Darkmaster, His past, and what He represents, and give Him a suitable abode or use the entries in the table [3.8] as inspiration.

Powers

Surely the Darkmaster is a being of incommensurable might, but how do His Dark Powers manifest? How do they influence His subjects and what do they mean for your game setting?

Is He the most powerful Warlock in the world, weaving eldritch enchantments stretching whole continents and lasting for ages? A fierce Warlord, leading His legions of dark minions into battle with unsurpassed skill? Or a Master Manipulator, poisoning the Free Kingdoms from within with His lies?

The Darkmaster could well be all of the above, and even more. Deciding the nature, reach, and strength of the powers of the Darkmaster will help you envision the fantastic world you're exploring and set the mood of your campaign.

You can pick the most appropriate Darkmaster Powers from the examples below, choosing those that best fit your campaign, or use them as a basis to write your own.

The Darkmaster

This is the *Against the Darkmaster* "standard" play mode, in which the Darkmaster has no additional Powers, beside those already ingrained in the game rules. Unless specified otherwise, *Against the Darkmaster* official adventures and products will be written with this play mode in mind.

Use it if you're new to the game, don't want to introduce further complexity, or want your setting to have a more traditional fantasy feel.

Fear Save Rolls Table

Result	Description	Effect
-51 or less	Dead Scared	Your heart stops beating. You are literally scared to death.
Up to -25	Scared	Choose one: • You stand still, motionless, until you get struck by a Critical Strike or the source of your fear leaves your sight. • You swoon for the duration of the scene. • You run away scared from the source of fear in a random direction for the whole scene. If you can not run away (for example, if you are cornered), then you swoon.
Up to -1	Shaken	You suffer a -20 penalty to all actions while the source of your fear is in sight.
0 to 50	Brave	You resist the effects of fear.
51+	Fearless	You stand your ground, fearless. You can not be scared anymore in the same scene. Furthermore, all your allies seeing your bravery get to re-roll any failed SR against Fear in the same Round with a special +20 bonus.

[3.9]

Eldritch Horrors

The Darkmaster rules by fear, and His very existence threatens the stability of the heroes' minds. This ability is best suited for grim, perilous fantasy tales with a dark or gothic twist.

Each time the heroes meet one of the twisted abominations that serve the Darkmaster for the first time, or find themselves in a highly distressing situation, they must pass a **WSR** against fear. Additionally, characters must use the special Fear Save Rolls Table [3.9] when making Save Rolls against fear effects.

Devious Warmaster

The Darkmaster is a genius strategist of unsurpassed brilliance, commanding countless legions of extremely skilled warriors. War tales and campaigns with a strong military focus are the best suited for this ability.

The Menace Rating of each army (see the *Battle and War* chapter) the heroes will face is raised by one point. Additionally, Elite opponents and Antagonists will always declare their action after the PCs in combat.

Life Scourge

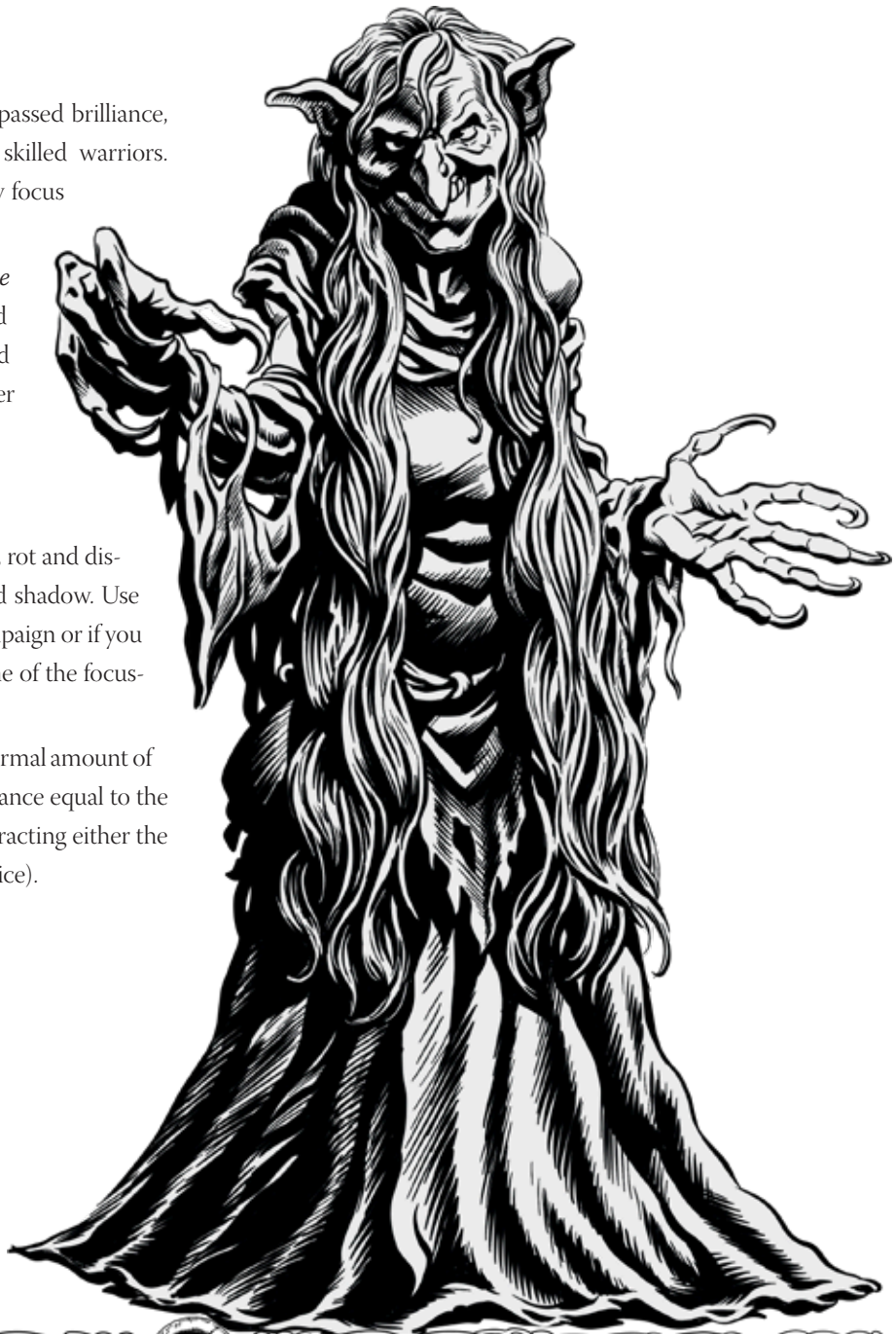
The Darkmaster is a herald of Death. Crops fail, rot and disease spread, and all life wither under His dread shadow. Use this ability to inject a sense of despair in the campaign or if you want to make careful resource management one of the focuses of the game.

Hunting and foraging Rolls only yield half the normal amount of food. Additionally, injured characters have a chance equal to the total penalties inflicted by their Injuries of contracting either the Barrow Rot or the Bog Fever disease (GM's choice).

Dark Temptation

The Darkmaster whispers sweet lies into the heart of the Free Kins, lulling them into complacency and tempting them with promises of power.

This ability works well in campaigns where the heroes will be often called to make difficult moral choices, and in tales of righteousness, integrity, and tragic betrayals.



Whenever the heroes find themselves in any kind of moral quandary, the GM is encouraged to suggest them the easiest way out (e.g. "you could always ignore the hostages: after all, it's not your fault they got themselves captured!").

Additionally, PCs can opt to turn any Skill Roll into an Outstanding Success or treat any roll on a Critical Strike table as if they rolled a 100 on their dice (even after they've rolled) by suffering Taint.

Fimbulvinter

The Darkmaster heralds an age of eternal winter, where cruel winds and raging snow storms threaten to turn the whole world into a desolate arctic landscape.

Select this ability to give the players a sense of urgency and make time their biggest enemy.

Normal Terrain becomes Rough Terrain and Rough Terrain becomes Arduous Terrain for the purpose of calculating distance covered when traveling. Crossing Arduous Terrain takes double the usual amount of time.

Additionally, the GM must keep track of the Darkmaster's Power Rating. This rating starts at zero and increases by one point at the end of each session and for each month passed in game. At the end of each session, the GM rolls 1d10. If the result is greater than the Power Rating, nothing happens. If it's equal or lower, however, the weather worsens as the Fimbulvinter spreads from the Darkmaster's fortress. Reset the Power Rating to zero and all Wandering rolls suffer a permanent -10 penalty from the effects of the Fimbulvinter.

Should the penalties from the Fimbulvinter ever reach a total of -100, the world will be covered in ice, and all life shall perish soon thereafter.

Sower of Discord

The Darkmaster revels in conflict and disharmony. Old grudges are rekindled and friends turn on friends as His power manifests in the world. This ability is best suited for campaigns focusing on mystery, intrigue, and dramatic reveals.

Reaction Rolls suffer a -20 penalty if the NPCs belong to a different Kin or Culture than the PCs. Additionally, each PC starts the game with a Secret, which works as an additional Passion known only to the player controlling the character and the GM. The Secret must be something that will have negative consequences on the character, should it be made public. Heroes discovering another character's Secret gain 1 Drive Point and 1 Experience Point.

Stranger Dreams

The Darkmaster sleeps in His prison beyond the world, waiting for the moment of His glorious return. His minions and cultists hide unseen within the ranks of the Free Kins, while His poisonous dreams spread fear and madness, plaguing mortal minds with visions of doom. This ability works well in campaigns with a Weird Fantasy feel, where the Darkmaster's threat is subtle yet pervasive.

Demons and other faithful minions of the Darkmaster gain the ability to cast the Disguise Spell (from the Illusions Spell Lore) once per day without spending **MP**s or having to make a Spell Casting Roll. Additionally, characters sleeping in the vicinity of a Darkmaster's symbol will suffer from strange dreams and visions. The GM can opt to play out these dreams, as if they were part of the events of the campaign, or simply describe them to the players. Upon awakening, dreamers are usually Weary. Sometimes they even find they bear the marks of injuries suffered in their dreams or hold in their hands items found in the dream-world.

Dark Magic

Dark mages, evil warlocks, and deranged cultists often wield forbidden magical powers. Dark Spell Lores, containing incantations so foul that the simple act of studying them is enough to twist the mind and taint the soul of even the strongest-willed magic practitioner.

Two Dark Spell Lores (*Necromancy* and *Dark Sorcery*) are described in the Dark Grimoire section of these rules. Note that these Spell Lores shouldn't normally be available to heroes, as they're meant to represent the foul powers of those who dedicate themselves to the Darkmaster.

Taint

Taint represents the mark of the Darkmaster on a character's soul. Those who accept His dark gifts, make themselves instruments of His will, or bend the knee to His rule slowly lose their individuality, turning into twisted reflections of their old selves, mere puppets under the Darkmaster's control.

Not every morally ambiguous, or even plainly evil character the heroes will encounter during their adventures will be Tainted. Ruthless mercenaries, savage marauders, power-hungry aristocrats, and sadistic tyrants are surely despicable, but aren't necessarily Tainted. Only those who choose to serve the Darkmaster or accept to become pawns in His schemes will suffer from Taint.

Much in the same way, heroes might be driven by less than noble purposes, or succumb to temptation from time to time, but this isn't enough to Taint their soul.

Characters will gain Taint only in the following cases:

- When they learn a Dark Spell Lore;
- The first time they use a Tainted Magic Item;
- When their Affinity score with a Tainted Item of Power increases enough to unlock a new power (refer to the *Magic Items* chapter for more information on Items of Power);
- If they make a pact with a demon or the Darkmaster himself.

Taint should always be the result of a conscious decision. The GM should always warn players beforehand if their characters are going to suffer from Taint because of their actions. Never force or trick characters into situations that leave them no choice but becoming Tainted.

Taint slowly erodes a character's free will, but always start with a choice. The Darkmaster has no power over those who don't accept Him in their heart first.

Dark Passions

Taint attacks a character's Passions, corrupting them and turning them into mockeries of what the character once held sacred.

When characters suffer Taint, they must change one of their available Passions into a Dark Passion. First their Motivation becomes an Obsession, then their Allegiance turns into a Dark Oath, and lastly their Nature turns into a Perversion and the character is removed from play.

To write an Obsession, take the hero's Motivation and bring it to an extreme, or write a new, possibly morally questionable, goal the character's hell-bent on achieving. Below you'll find some examples of good Obsessions:

- The Sword of the Tuatha is mine by right: I will kill anyone who dares to say otherwise.
- I will destroy every Orc and all those who ally with them, no matter the cost.
- I would do anything and sacrifice everything to reclaim the Crown of the Realm.



A Dark Oath represents the second step in the hero's path toward Darkness. The character isn't completely under the Darkmaster control yet, but is clearly bound to Him in some way. To write a Dark Oath, take the hero's Allegiance, and twist it to make it dependent on the Darkmaster, or write a short phrase describing the nature of the pact they made with Him. Some examples of Dark Oath would be:

- With the Darkmaster's help I can win back the favor of the King.
- Only by doing the Darkmaster's bidding I'll be able to save my family.
- Eoin is a fool; I'll show him the beauty of the Darkmaster's teachings.

Perversion is the final stage of a hero's downfall. There's no turning back now, the character abandoned Light and became a pawn of the Darkmaster. A character who suffers Taint for the third time becomes an NPC under the control of the GM.

The group should take a moment to play out the tragic scene of the character's ultimate corruption, and decide their fate. A fallen hero may well become a new, recurring villain for the campaign, and a particularly unpleasant one, given their ties with the other PCs! On the other hand, the players may feel uneasy confronting their former comrade and may prefer having the character dying or removed from play in some other way.

The character sheet is then passed to the GM, who must change their Nature into a vile mockery of the character's original Passion. Some examples of suitable Perversions are given below:

- The Laws of Nature mean nothing to me; I follow the path of Darkness.
- They're all traitors; I will kill them all.
- I'm a Holy Knight; whoever opposes me is clearly Evil and must be destroyed.

Dark Passions work very similarly to standard Passions, and heroes can follow them to gain Drive, as usual. However, characters cannot change their Dark Passions unless they redeem themselves (see the following paragraph for more information), and cannot spend their Milestones to trigger a Revelation if they have one or more Dark Passions.

Redemption

Characters suffering from Taint may attempt to redeem themselves, before falling completely over to the Dark side. A character completely foregoing what caused the Taint (for example, destroying or abandoning the Tainted Item, or openly disobeying the Darkmaster's orders) and accomplishing a valiant, heroic deed is considered redeemed. The character can then spend a Milestone at the first appropriate time to change one of their Dark Passions back into a standard Passion.

Be careful, however; the chance for redemption comes only once. Characters who succumb to the temptation of Darkness again won't be able to redeem themselves another time, and will have to stick to their Dark Passions until the bitter end.

— Defeating the Darkmaster —

So, the Darkmaster has countless minions, an unassailable fortress, is basically immortal and quite possibly the most powerful being in the whole world. How could ever the heroes hope to defeat Him?

In the Sword & Sorcery genre, the hero, after wading through hordes of minor enemies, would face the Darkmaster Himself in single combat. Using only his mighty thews against the Darkmaster's otherworldly powers, he would finally strike Him down with a single swing of his great sword of steel, claiming fame, gold, and glory for himself.

One of the pillars of the Epic Fantasy genre, however, is that the Darkmaster cannot be defeated by normal means. His fall is an epochal event, attainable only after enormous sacrifices.

It may require the fulfillment of a mysterious and seemingly impossible prophecy, or it could be connected to the Darkmaster's Coveted Artifact. In any case, the heroes rarely win by confronting the Darkmaster directly. When they do, it's only because they've completed their quest and learnt His only weakness, or because destiny guided their hands.

This is why the Darkmaster has no stats in the game. The heroes cannot fight Him or defeat Him with their weapons and spells, however mighty. Their only hope is doing exactly what the protagonists of epic sagas do: undergo a perilous quest and find a way to thwart His plans and free their world from His tyrannical grasp.





The Horned King of Annwn

It is said the Horned King once was the great and noble ruler of a vast empire. He was a skillful hunter, and legends say in His youth he killed a sacred deer, wearing its antlers as a trophy ever since. Over time, the King became wicked and cruel, His mind twisted by the treacherous enchantments of a coven of witches and their cursed magic Cauldron. Deceived by the witches, who wanted to punish Him for slaying the sacred deer, the King was ultimately sacrificed in the Cauldron. His mortal body was slain, but His soul, scorned and corrupted, was trapped in the Annwn - the Shadow Realm of Afterlife.

Many ages later the Horned King came back - some say through the power of the same Cauldron. He's still not capable of taking full physical form in the Mortal World; however, He can send over His minions through the portals that sometimes appear in hidden dark places, connecting the Mortal World with the Annwn, and through these same gates He can project His will and enchantments.

Appearance

The avatar of the Horned King (or perhaps His most powerful servants in the Mortal World, only pretending to be the Horned King) appears as a tall, otherworldly gaunt figure, draped in black robes. He wears a silver mask shaped like a carved human skull, topped by wide deer antlers. It's uncertain whether the skull face is a mask or the actual visage of the true Horned King.

The Horned King's apparition is often preceded by swirls of thick mists, dimming of lights, and the deepening of shadows.

Symbol

A human skull crowned with antlers.

Goals

The Horned King wants to get back to His true form, gaining back His whole powers, to step back into the Mortal World and reign forever in fear.

Dark Place

Unapproachable Island of Mists

It's uncertain whether the Island of Mists is the real hideout of the Horned King, or only a gate to the Annwn where the actual stronghold of the King - said to be an immensely high black tower - lies.

Also, it is said the Island might not just be a single place, but instead many different sites scattered across the world. One Island of Mists is rumored to be located in a small foothill lake hidden among the northern woods. Another some two weeks of sailing off the eastern reaches. Some swear to have once seen it in the middle of a vast underground sea.

Coveted Artifact

The Horned King stubbornly seeks - and at the same time highly fears - the Dark Cauldron. The Cauldron has the power to raise an invincible army of Undead, and its magic can be used to enhance the stretch and power of His spells. Finally, the Cauldron is whispered to have the power to incarnate Him again into a new immortal, invincible body to get back to the Mortal World and reign eternally. At the same time, the Cauldron already once banished the Horned King to the Annwn, and it still has the power to do so - and perhaps even to destroy Him completely.

Servants

Lieutenants: Wraiths, Demons.

Undead Wraiths slave to His will serve the Horned King throughout, bringing terror and despair. Ancient Demons of any shape - from Faceless to Shadowflame - shall answer His call.

Minions: Undead Thralls, Fomorians.

The armies of Undead - from ancient Skeletons to shambling corpses to the Barrow-Wights will march under His command. Bestial Fomorians shall gather from the darkest woods to side with Him.

Spies: Gorcrows, Wolves.

Black feathered wings, shiny evil eyes will spy from the shadow of the woods. Wolves shall hunt in the dread of night.



The Witch Queen of Despair

They say appearances can be deceiving, and, in the case of the Witch Queen of Despair, that's most certainly true. Her unearthly beauty is only a facade, a mask She can cast off at will, concealing Her wicked essence.

The Witch Queen of Despair claims to be the daughter of the very first queen and the primeval Spirit of the Night. As such, She sees Herself as the rightful ruler of both the mortal and the spirit-world.

In truth, however, She appears to be something else. A malicious entity of unknown origin, perhaps even coming from a completely different reality.

Unable to physically manifest in the mortal world, She exerts Her will to corrupt and slowly take over the mind of those foolish enough to listen to Her vain promises.

Appearance

No one witnessed the true form of the Witch Queen and survived to tell the tale. Sages speculate that no mortal mind is able to grasp such an infinite horror without losing any semblance of sanity, while Her servants claim that to behold Her supreme beauty is a sin punishable by death.

For unknown reasons, the Queen always chooses a young maiden as vessel for Her will. Among Her servants, being chosen as the Queen's next incarnation is considered to be the highest of honors, yet rarely She selects one of Her own as vessel, usually preferring to corrupt a soul unclaimed by Darkness.

Either way, Her vessels never last for long, as mere flesh is unfit to contain the Witch Queen's terrible power. Their bodies wither away over the course of a few years, and are left behind as hollowed husks, when the Queen's essence migrates to a new host.

Symbol

A dark crescent moon

Goals

The Witch Queen of Despair seeks a vessel strong enough to fully contain Her essence, so that She'll finally be able to extinguish all Light and remake the world in Her own image.

Dark Place

Black Forest of Tears

They say the Black Forest of Tears was a beautiful place once, full of life and songs. Now it holds only death and despair. All manners of horrors lurk amid the twisted branches of its dead trees, and at its center the Queen holds Her court.

Reaching the Forest is relatively simple, one only has to enter any forest at night, and follow certain signs that any servant of the Witch Queen will be able to identify. Surviving, or escaping the Forest, on the other hand, is a completely different matter...

Coveted Artifact

The Witch Queen's destiny is strangely intertwined with that of the Mirror of Fate, which is said to have unparalleled prophetic properties.

Through it the Witch Queen hopes to find Her final vessel; but should She ever look directly in the Mirror, She'll see Herself as She truly is, stripped from all the illusions She usually cloaks Herself in, and will be destroyed forever.

Servants

Lieutenants: Unseelie, Vampires, Werewolves.

Dark Elves and Vampires often hold the highest rank at the Witch Queen's court. Werewolves will answer Her call and lead Her armies with feral cunning and unrelenting fury.

Minions: Ghouls, Evil Men

Depraved Ghouls will creep out of their barrows to grovel at Her feet. Evil Men of all kinds will debase themselves to gain a sliver of Her attention.

Spies: Bats, Spiders

Swarms of Bats will fill the night sky, and Her enemies will find scuttling Spiders hiding in the darkness, peering at them with their cold, bulbous eyes.

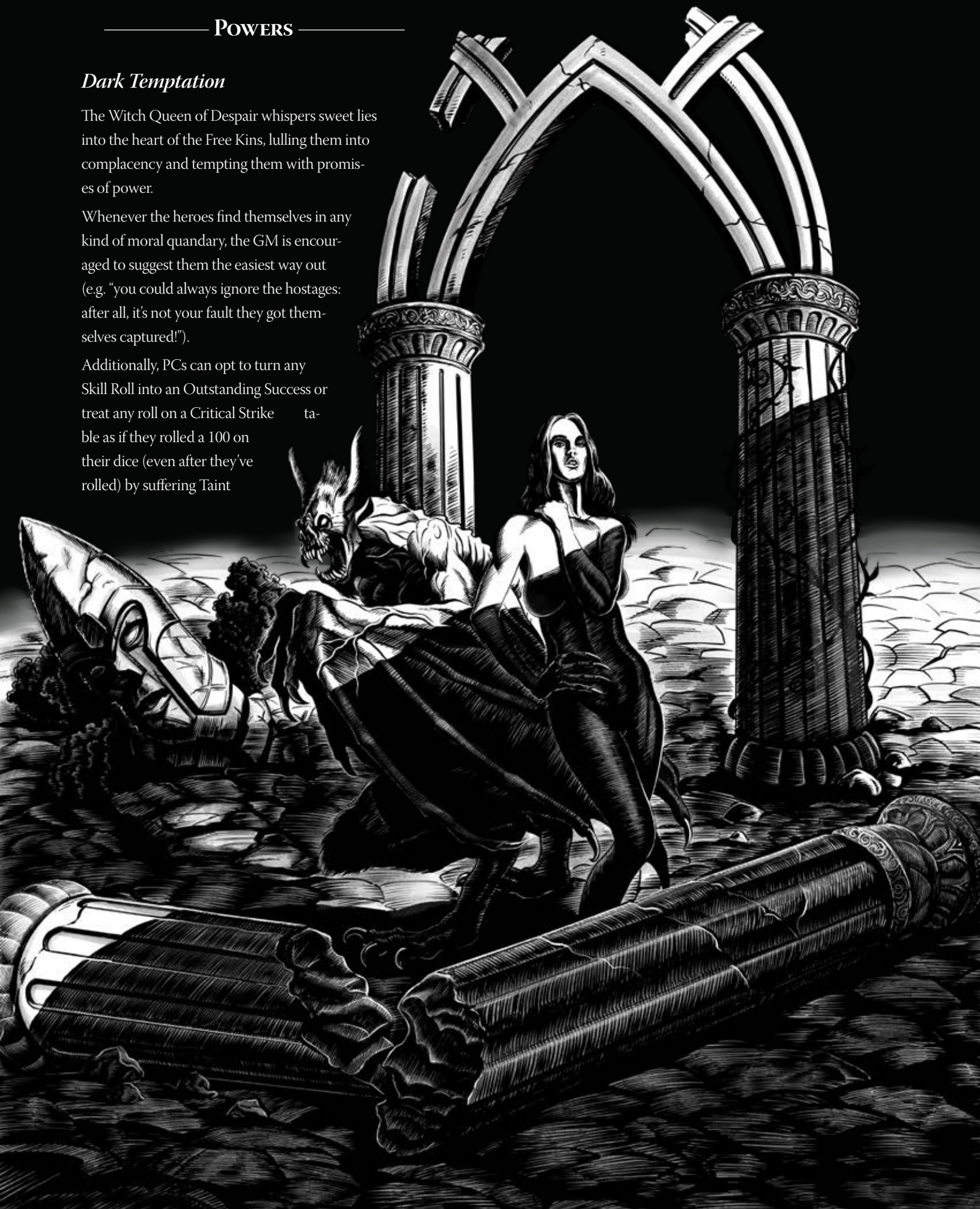
Powers

Dark Temptation

The Witch Queen of Despair whispers sweet lies into the heart of the Free Kins, lulling them into complacency and tempting them with promises of power.

Whenever the heroes find themselves in any kind of moral quandary, the GM is encouraged to suggest them the easiest way out (e.g. "you could always ignore the hostages: after all, it's not your fault they got themselves captured!").

Additionally, PCs can opt to turn any Skill Roll into an Outstanding Success or treat any roll on a Critical Strike table as if they rolled a 100 on their dice (even after they've rolled) by suffering Taint



The Blood Lord of War

From His High Fortress, the Blood Lord wages an eternal war against the world. He is the lord of all demons, a being of pure Chaos, said to travel from one world to the next in an attempt to subjugate all reality.

Appearance

The Blood Lord of War is a vision of absolute terror. A six armed giant, tall as a tower and clad in an impenetrable brass armor; His face is a snarling snout, distorted by hatred. He's said to be able to conjure a vast arsenal of weapons directly into His hands, but His favorite is a gargantuan axe of black steel, called Endbringer, capable of cleaving through the very fabric of reality.

He rarely leaves His throne, since he's bound to it by powerful spells, but when He does, cities fall and entire armies are annihilated in a matter of hours.

Symbol

Bloody axe and sword crossed over a broken shield.

Goals

The Blood Lord feeds on violence, rage, and hatred. He dreams of a world ravaged by eternal conflict. He offers no truce, no respite. He knows only war.

Dark Place

High Fortress of Bones

Deep underground, surrounded by rivers of molten lava and lakes of boiling blood, lies the great palace of the Blood Lord: the High Fortress of Bones, a titanic castle built with the bones of the foes fallen before Him. Some say it's buried under a desecrated cathedral of Light, its sanctity fouled by the mere proximity of such an unholy place. Others that it's hidden in the middle of the great Burning Desert, sealed under the tomb of a great wizard-king of the past. Others yet that its gates are in the depths of a noxious jungle, guarded by an ancient order of Champions sworn to protect the world from its corruption.

Coveted Artifact

Champions of the Blood Lord are known to take the skulls of any worthy opponent they defeat as offerings for their Master. Above all, they seek the Skull of the Golden King, the only mortal who was ever able to inflict a wound on the Blood Lord in combat. It is said that the Skull holds the knowledge necessary to defeat the Blood Lord, but also that it will doom its bearer to become His last victim.

Servants

Lieutenants: Shadowflame Demons, Dragons, Dark Trolls

The armies of the Blood Lord are led by seven generals, seven Shadowflame Demons of unmatched strength. Maimlords and Dragons are sometimes deployed as living siege engines, while Dark Troll Overseers keep discipline among the troops.

Minions: Dragonspawn, Dwergars

Rank upon rank of highly trained Dragonspawn warriors will march forth from the gates of His fortress, dragging Dwergar-forged devilish contraptions to lay siege to the mortal world.

Spies: Redcaps

Bloodthirsty Redcaps will sneak upon His enemies, shadowing their steps, luring them into deadly ambushes.

Powers

Devious Warmaster

The Blood Lord of War is a genius strategist of unsurpassed brilliance, commanding countless legions of extremely skilled warriors.

The Menace Rating of each army (see the *Battle and War* chapter) the heroes will face is raised by one point. Additionally, Elite opponents and Antagonists will always declare their action after the PCs in combat.





Dark Sorcery

Mastering formulas fatal to the flesh to visit vengeance upon one's hated enemies, summon foul entities from the realms below, or bend lesser minds to one's will.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Agony	20 m	1 target	-	Y
2nd	Dark Tongue	0 (self)	Caster	1 min/lvl	N
3rd	Dark Contact	0 (self)	Caster	-	N
4th	Hand of Doom	0 (touch)	1 target	-	N
5th	Summoning	3 m	1 demon	1 hr/lvl	Y
6th	Dark Bolt	30 m	1 target	-	N
7th	Venom	15 m	1 target	-	Y
8th	Demon's Breath	0 (self)	15 m × 6 m cone	-	N
9th	Bestow Curse	15 m	1 target	P	Y
10th	Endless Torment	15 m	1 target	C	N

Stat Bonus**: WIT**

1st Agony

Range*: 20 m*
Area of Effect*: 1 target*
Duration*: -*
Save*: Yes*

Target living creature is wrecked by pain, instantly suffering damage equal to 10% of their Total Hit Points.

+5 Weave*: the target suffers damage equal to their Bruised Value instead (cannot be chosen more than once).*

2nd Dark Tongue

Range*: 0 (self)*
Area of Effect*: caster*
Duration*: 1 minute per Level*
Save*: No*

The caster can speak with any servant of the Darkmaster or creature suffering from Taint for the Duration.

+2 Weave*: change Duration to 10 minutes per Level.*
+ 2 Weave*: the caster can speak with any sentient creature instead.*

+3 Weave*: each Round for the Duration, by Concentrating the caster can also choose one servant of the Darkmaster or creature suffering from Taint they can see and ask them a single question, to which they must answer truthfully, unless they pass a* **WSR** *(cannot be chosen more than once).*

3rd Dark Contact

Range*: 0 (self)*
Area of Effect*: caster*
Duration*: -*
Save*: No*

The caster asks the Darkmaster for guidance, receiving a vision about His grand plans. The caster chooses an item, creature, or location they're familiar with and asks the GM to reveal one of the following: what kind of danger the subject poses to the Darkmaster; how the subject can help the Darkmaster's cause; what the caster should do with the subject to please the Darkmaster; a secret the Darkmaster knows about the subject.

However, the Darkmaster can choose to reveal only part of what He knows, often withholding crucial information, as mortal minds cannot hope to fully comprehend His true plans.

4th Hand of Doom

Range: *0 (touch)*
Area of Effect: *1 target*
Duration: *-*
Save: *No*

Target creature suffers a Light Dark Magic Critical Strike.

+3 **Weave**: *increase Critical Strike severity by one degree (up to Lethal).*

5th Summoning

Range: *3 m*
Area of Effect: *1 demon*
Duration: *1 hour per Level*
Save: *Yes*

The caster summons a Faceless Demon, that appears in an unoccupied space within Range. As soon as it appears, the demon must pass a Save Roll. If it fails, it will carry out a task for the caster (usually trying to subvert their orders by following them to the letter, if given the chance). Otherwise, the demon is free to act as it pleases, remaining in the mortal world until destroyed, banished, or the Duration of this Spell expires.

The demon will disappear as soon as it finishes its task, or when the Duration expires, whichever comes first.

+3 **Weave**: *change Duration to 1 day per Level.*
+3 **Weave**: *the caster summons a Werewolf instead.*
+5 **Weave**: *the caster summons a Vampire instead.*

6th Dark Bolt

Range: *30 m*
Area of Effect: *1 target*
Duration: *-*
Save: *No*

The caster hurls a bolt of dark sorcerous energy against the target. This Attack Spell inflicts Dark Magic damage and is resolved on the Bolt Spells Attack Table, with a maximum result of 150.

+2 **Weave**: *increase Range by 10 meters.*

7th Venom

Range: *15 m*
Area of Effect: *1 target*
Duration: *-*
Save: *Yes*

The caster conjures a powerful, virulent venom inside target living creature's body, inflicting upon them one of the following effects: the target suffers a -50 penalty to all actions due to severe muscular contraptions; the target becomes deaf and mute; one of the target's limbs at random is paralyzed and unusable.

The effects persist until the poison is cured.

8th Demon's Breath

Range: *0 (self)*
Area of Effect: *15 m × 6 m cone*
Duration: *-*
Save: *No*

The caster exhales a thick, black caustic smoke that dissolves anything it touches.

This is an Attack Spell, affecting every creature in a cone originating from the caster, with a length of 15 meters and 6 meters wide at its furthest end.

The attack inflicts Dark Magic damage and is resolved on the Area Spells Attack Table, with a maximum result of 140.

+2 **Weave**: *increase cone length by 2 meters.*

9th Bestow Curse

Range: *15 m*
Area of Effect: *1 target*
Duration: *Permanent*
Save: *Yes*

The caster curses target creature, calling a terrible misfortune upon them.

Until the curse is dispelled, the target cannot spend Drive Points to re-roll failures or suffered Critical Strikes

10th Endless Torment

Range: *15 m*
Area of Effect: *1 target*
Duration: *Concentration*
Save: *No*

Target sentient creature is Held for the *Duration*, crushed by the terrible power of the caster's will. At the end of each Round, the target must either answer truthfully to a question asked by the caster or suffer a Grievous Dark Magic Critical Strike and try to pass a **WSR**. This Spell ends if the caster stops Concentrating or the target passes one of these Save Rolls.



Necromancy

Invoking the power of unlife to wreck the soul of the living and raise the dead from their rest, enslaving them to unholy will.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Séance	10 m	1 target	C	N
2nd	Danse Macabre	20 m	1 target	1 min/lvl	N
3rd	Dominate Undead	10 m	1 target	P	Y
4th	Speak with the Dead	3 m	1 target	-	N
5th	Animate Thrall	3 m	1 target	P	N
6th	Drain Life	20 m	1 target	C	Y
7th	Soulreaper	0 (touch)	1 weapon	1 rnd/lvl	N
8th	Gravelord's Call	10 m	1 target	1 hr/lvl	Y
9th	Spirit Possession	20 m	1 target	Special	Y
10th	Banishing	20 m	1 target	1 wk/10 fail	Y

Stat Bonus**: WSD**

1st Séance

Range*: 10 m*
Area of Effect*: 1 target*
Duration*: Concentration*
Save*: No*

The caster can communicate with target spirit or sentient undead within Range for the Duration. Note that this Spell merely enables communication it does not compel the target to answer nor will it protect the caster from hostile targets.

+**1 Weave***: add one target.*
+**2 Weave***: as long as this Spell is active, the target won't attack the caster, unless attacked first (it can still attack the caster's allies and followers).*
+**3 Weave***: change Duration to 1 minute per Level.*

2nd Danse Macabre

Range*: 20 m*
Area of Effect*: 1 target*
Duration*: 1 minute per Level*
Save*: No*

The caster animates target corpse of a Small or Medium creature, which has been dead for a number of days equal to the caster Level or less. The animated corpse has the same stats as a Small or Medium Undead Thrall, with a special -20 penalty to all its Skill Rolls (but not to its Attack Rolls). The caster can Concentrate to have the corpses animated by this Spell take a Full Action, otherwise they will stand still, without moving.

The corpse will return to its original status as soon as it's destroyed or the Spell ends.

+**1 Weave***: add one target.*
+**2 Weave***: the spell can also target corpses of Large creatures, creating a Large Undead Thrall from them.*

3rd Dominate Undead

Range: *10 m*
Area of Effect: *1 target*
Duration: *Permanent*
Save: *Yes*

The caster dominates target undead within Range. The creature will not attack the caster and will follow their orders to the best of its capabilities as long as this Spell is active. If the creature is not issued any order, it will simply follow the caster, defending itself if needed. The maximum number of undead the caster can dominate through this Spell is equal to their Level. If this number is reached, they cannot cast this Spell anymore, unless they release at least one of the undead under their dominion first.

A dominated undead is automatically released if it's more than 10 meters per Level of the caster away from the character dominating it.

+**2 Weave**: *add one target.*

4th Speak with the Dead

Range: *3 m*
Area of Effect: *1 target*
Duration: *-*
Save: *No*

The caster calls forth the shade of target dead humanoid creature within Range that has been dead for one year per Level of the caster or less, compelling it to answer a question. The caster can ask the shade to reveal one of the following facts: what killed them; what the last thing they saw was; who they are; what they were doing just before dying.

The shade must answer truthfully, but its knowledge is limited to what the creature knew in life. If the shade cannot answer the question (because the creature had no way of knowing the answer), it says so and the caster is allowed to ask it to reveal a different fact.

+**2 Weave**: *the caster can ask the shade to reveal one more fact.*
+**3 Weave**: *the caster can summon the shade of target dead creature within Range that has been dead for 10 years per Level of the caster instead.*

5th Animate Thrall

Range: *3 m*
Area of Effect: *1 target*
Duration: *Permanent*
Save: *No*

Target corpse of a Small or Medium creature raises as a Small or Medium Undead Thrall.

This Spell does not grant the caster any control over the actions of the Thrall, who will simply attack the nearest living being, unless prevented from doing so.

+**1 Weave**: *increase the Level of the Thrall created by this Spell by 1, granting it a permanent +5 bonus to its Total* **HP***s and CMB.*
+**2 Weave**: *add one target.*
+**2 Weave**: *the Spell can also target corpses of Large creatures, raising them as Large Undead Thralls.*

6th Drain Life

Range: *20 m*
Area of Effect: *1 target*
Duration: *Concentration*
Save: *Yes*

As long as the caster concentrates, target living creature must pass a **WSR** at the end of each Round or become ***Stunned*** and suffer damage equal to 10% of their Total **HP**s. The caster recovers a number of lost **HP**s equal to half the damage inflicted by this Spell.

This Spell ends immediately if the target dies, passes the Save Roll, or if the caster stops Concentrating.

+**2 Weave**: *add one target.*

7th Soulreaper

Range: *0 (touch)*
Area of Effect: *1 weapon*
Duration: *1 Round per Level*
Save: *No*

The caster imbues target melee weapon within Range with the dark power of Unlight. For the Duration, every living creature touched by the weapon (save for the caster and its wielder) must pass a **TSR** or suffer an amount of Soul Damage equal to 1d10 plus the caster's Level, in addition to the damage normally inflicted by the weapon.

8th Gravelord's Call

Range: *10 m*
Area of Effect: *1 target*
Duration: *1 hour per Level*
Save: *Yes*

The caster summons an undead spirit from the surrounding area, which will appear in an unoccupied space that the caster can see within Range. The caster can choose to summon a specific spirit that haunts the area by speaking its true name, or call a random spirit.

If a random spirit is called, roll on the following table to determine its type.

The spirit is under the complete control of the caster for the Duration, unless it passes a **WSR** (in that case the spirit still appears, but retains its free will).

9th Spirit Possession

Range: *20 m*
Area of Effect: *1 target*
Duration: *Special*
Save: *Yes*

This Spell transfers the caster's soul into target living creature's body while imprisoning the target's soul inside the caster's. As long as the caster's soul possesses the body of the target, the caster has complete control over its actions. The caster retains all of their mental faculties and abilities, but assumes the physical stats and capabilities of the target.

Meanwhile, the caster's body is *Incapacitated*, and the target imprisoned within it, completely unaware of what's happening around them.

The target can attempt a new **WSR** every 10 minutes. If it succeeds, both souls are forced back to their original bodies, and the caster takes 1d10+1 Soul Damage.

The caster can end the effects of this Spell at any moment as a Half Action, having both souls return to their original bodies without ill effects.

If one of the two bodies is slain while this Spell is active, the caster must pass a **TSR** with an Attack Level equal to the Level of the target.

If the caster passes this SR, the target dies, and the caster's soul is permanently transferred into the surviving body. Otherwise, the caster dies and the target's soul continues living inside the remaining body. Whoever survives takes 2d10+2 Soul Damage.

10th Banishing

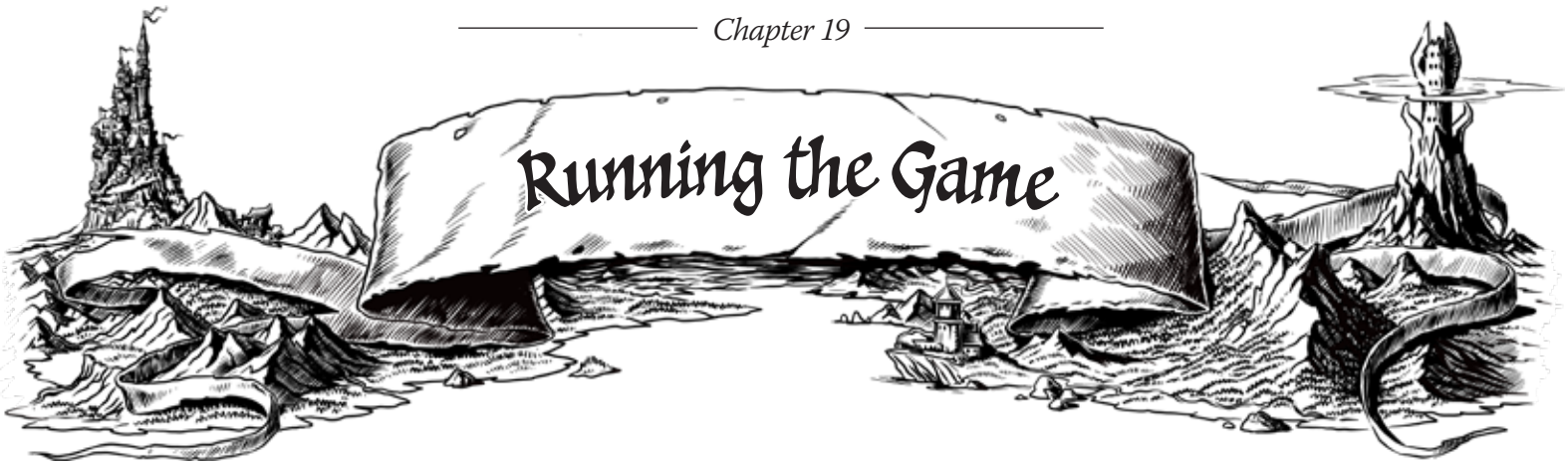
Range: *20 m*
Area of Effect: *1 target*
Duration: *1 week per 10 points of failure*
Save: *Yes*

This Spell exiles target living creature's soul from its body, banishing it to the nether realms. The target falls into a coma for one week for every 10 points of failure on their Save Roll and can't be awakened unless their soul is returned to them.

Undead Summoning

Type of Place	Roll Modifier	Roll	Type of Spirit
Darkland or Blighted Land	+30	0 or less	None
Burial place, ruins, site of battle	+10	1-30	Corpse Candle
Inhabited area	-20	31-75	Ghost
Wilderness	-30	76-99	Wight
Sacred Ground	Spell ineffective	100 or more	Wraith





Running the Game

Once everyone is gathered and comfortable, the game session may begin. Make sure that everyone has access to their character sheets, as well as pencils and erasers. You can print out and distribute copies of the Attack and Critical Strike tables to reduce page-flipping and speed up play. You should also have at least a copy of this rulebook readily available to both the GM and the players for consultation during the game.

Having snacks is nice, but make sure you have something to drink, particularly for the GM. You'll be chatting a lot during the game, and will get parched really fast without drinks!

If this is the first session, start by having the players introduce their PCs and read their Passions aloud to make everybody familiar with them.

Otherwise, start with a short recap of the events of the last session. You can choose one of the players to do it, but usually the best candidate is the GM, since they tend to have a more comprehensive view of what's going on. After that, spend a few minutes reviewing the PCs' Passions to see if some of them need to be changed or updated; and check if there are heroes with Injuries or other Conditions that need to be tended to.

This process shouldn't take more than 15-20 minutes unless your group is very numerous, then you can jump right into the adventure.

Handling Dice Rolls

If everything is going smoothly in the game, sooner or later someone will have to roll the dice for one reason or another. Dice rolls are a very important element of the game without them would turn into a simple conversation between the GM and the players.

Handling and adjudicating dice rolls is one of the main responsibilities of the GM, as well as one of the most powerful storytelling tools in their hands. For this reason, more than any other player, the GM should be familiar with the rules and procedures concerning every type of dice roll used in the game.

Establishing Skill Rolls Difficulty

When you are called to determine the Difficulty of a given task, always take into consideration that the characters are supposed to be heroes. If, given the situation and external circumstances, an action seems something that a trained individual would easily accomplish, no roll is needed.

If, on the other hand, you think there's reasonable room for error, then the action warrants a Skill Roll.

Always ask the players to describe how their characters intend to carry out the action they've chosen to perform, and refer to the *Skill Rolls Difficulty Table* below to establish its Difficulty.

Remember to take into account all the elements that could significantly influence the action's outcome in one way or another, such as time, terrain, and lighting or weather conditions.

You can also use Difficulties to pace the adventure or set the mood. Use slightly higher Difficulties at the beginning of the game, when the PCs are still fresh and can recover from an eventual setback. Or use them if you're looking for a darker, slower-paced game, where every action must be carefully planned.

Go with slightly lower Difficulties toward the climax of your adventure, when the PCs already used most of their resources and are close to a resolution, or if you want to give a lighter tone to your campaign.

Be careful when you do this, however, and always justify the different Difficulties with actual story elements. In other words, be consistent and don't change a Skill Roll Difficulty unless there's a reason to do it in the game.

Example: While exploring the Halls of the Mountain King, the heroes find their way blocked by an ancient iron gate and try to force their way through it. Since the gate is very heavy and quite solid, you decide this is a Heroic (-50) task.

Later on during the adventure, having already faced the King himself and looking for a way out, the party returns to the gate and finds that its structure has been partially damaged during the battle. Forcing it open now is merely a Hard (-20) task.

Difficulties and Conflicting Actions

Conflicting Actions can be assigned Difficulties, just like any regular Skill Roll. However, mind not to count the same factor twice when you do so. If you're making a guard's Perception Skill Roll harder because of the darkness, don't make the hero's Conflicting Stealth Roll easier for the same reason, or you'll be giving the character a double advantage over the guard!

Factors that equally affect all participants can instead be applied without problems. If two competing characters are trying to cross a suspended bridge, the wind rocking the bridge will certainly make the task harder for both of them.

Stat Rolls

"Pure" Stat Values are never used to resolve actions in *Against the Darkmaster*, but only as part of a Skill, Attack, or Save Roll. If you're about to call for a Stat Roll, consider using one of the options below instead:

- *Brawn:* Athletics or an Attack Roll;
- *Swiftness:* Acrobatics or Stealth;
- *Fortitude:* Athletics or Toughness Save Roll;
- *Wits:* Songs & Tales, Cultures, or Deceive;
- *Wisdom:* Willpower Save Roll, Songs & Tales, or Perception;
- *Bearing:* Charisma or Deceive Roll.

Rolls Modifiers

A Roll can be influenced by several different modifiers, both positive and negative, that are added to the number rolled to determine the final result. There are a few basic rules to keep in mind when calculating modifiers influencing a Roll:

- **Item Modifiers** never stack; only a single Item Modifier may be applied to a Roll at any given time. Usually the player controlling the character who's making the Roll chooses which Item Modifier to use, but in some occasions (like with Cursed Items) they are forced to choose a specific item.

Skill Rolls Difficulty Table

Difficulty	Modifier	Description	50/50*		
			Partial Success	Success	Outstanding Success
Standard	+0	A task that an averagely skilled character can accomplish without much trouble, unless in a hurry or stressed.	25	50	125
Challenging	-10	A task easily acoomplished by skilled characters; however it can be tricky for novice or unskilled characters.	35	60	135
Hard	-20	A task requiring dedication and effort even by skilled characters.	45	70	145
Very Hard	-30	That's a task challenging even for a skilled character and possibly requiring some luck to be accomplished.	55	80	155
Extremely Hard	-40	Possibly something out of reach for many characters except for highly trained professionals.	65	90	165
Heroic	-50	Something really tough to accomplish even by the most skilled masters without aid or greater luck.	75	100	175
Insane	-70	You should not even think about it to begin with!	95	120	195

[3.10]

- Each **Condition** only applies once to each character, and modifiers given by multiple instances of the same Condition never stack.
- Multiple instances of **Spells** and **Abilities** with the same name don't stack, unless their description specifically says otherwise.

— Failure and Complications —

When dice are rolled to resolve a task or a conflict, failure is always a possibility. In fact, whenever you call for a Skill or Save Roll, you should always presume it will fail. If you *don't* want it to fail, don't ask the players to roll the dice. Just let them succeed at whatever they're doing and carry on with the adventure; we're talking about heroes, after all.

Failure, however, is also part of what makes the game so interesting. If you think about your favorite Epic Fantasy saga, you'll notice that heroes in fiction are failing all the time. They're constantly falling into ambushes, being captured, or fleeing from enemies. Their failures and the hardships they suffer are what make these stories so intense. In some occasions, you could well say that the protagonists of these tales are heroes precisely because they keep fighting, no matter how many times they fail.

The same is true for the PCs in your campaign. In fact, if they never suffered any failure, their tale wouldn't be much of an adventure at all.

The key to handling failure is to make it interesting and keep the game flowing. Think of a few consequences failure could have before rolling the dice. How would failing the task make things worse for the PCs? What trouble could they run into?

Don't let failure turn into a roadblock, but use its effects to force the heroes to face a new problem.

If the heroes fail their roll to break out from the jail where they're imprisoned, it shouldn't mean they'll just lie there for the rest of their sorry lives. Maybe they'll attract an angry guard, who intends to beat them for their escape attempt. Or maybe they'll be dragged into court a few days later and will have to defend themselves before a stern judge.

Much in the same way, if they fail their Wandering Roll while crossing a forest, it shouldn't mean they just won't reach their destination, but that they've hopelessly lost their way and will possibly end up in a dangerous location.

This method will also help you in coming up with good complications in case of a Partial Success.

Troubles and complications from Partial Successes should feel about halfway between the consequences of a Failure and a complete Success. For example, if you know a guard is coming to check on the PCs in case of failure, with a Partial Success they may be able to get out of their cell but hear the steps of the guard approaching. This leaves them in a better situation than a failure, but also put them in a tight spot and forces them to come up with a solution.

In other cases, you may want to use Partial Successes to force a cost of some kind upon the heroes, and quickly pass on to more pressing or exciting matters. For example, in the Wandering Roll case, a Partial Success could mean the heroes will simply take more time traversing the forest, thus arriving late or Weary at their destination.

Failure in Combat

Combat in *Against the Darkmaster* is harsh and unpredictable. The tide of battle can turn really bad, really quickly. In one moment everything could seem under control, while the next Round half of the heroes could be lying on the floor Stunned and Bleeding.

Defeat in combat, as any other failure, should be seen as an opportunity to take the campaign in a new direction. When things start going south and one or more heroes are severely injured, remind the players that they don't have to fight to their death.

Have them spot an opening they could use to flee and fight another day. Or have the enemies demand their surrender, or take some of their companions as hostages.

This will leave you with an interesting situation that could potentially turn into a whole new chapter of your campaign or spawn a new recurring enemy that will torment the heroes again in the future.

Character Death

Death is a very real threat in *Against the Darkmaster*. Sure, the characters are heroes driven by an uncommon destiny, but sometimes luck turns against them, and a heroic death is the only fate awaiting them.

When a character dies, slow the game down to let the players digest what happened. The death of a hero should be a highly dramatic moment; take your time to role-play the scene and the reactions of the other characters.

Try to make the character's final moments as epic and meaningful as possible. Maybe the character's sacrifice inspires nearby allies, or buys the other heroes a few precious moments, allowing them to escape or to complete a delicate task.

Invite the player to describe their character's demise, and let them say a few last words or take one last action, if it makes sense within the narrative.

Keep the player of the dead character engaged in the session, either by letting them control some of the enemies, temporarily assume the role of an NPC, or taking care of everyone's Attack and Critical Strike Rolls.



Introducing New Characters

New heroes should always start at the same Level as the other members of the group, or at the same Level as the character with the lowest Level in the fellowship. Remember that, as per the Passing the Torch rules, new characters will start with half or all the Heroic Path marks of the deceased hero, and could even spend a few Milestones before starting to play.

Don't rush their introduction, and discuss their Passions and Background Options with the rest of the group to make sure they fit in the campaign.

Only Mostly Dead

Sometimes, in the heat of the moment, players end up making very, very bad decisions for their characters. Other times a player seems to be cursed with misfortune and simply can't get one dice roll right in the whole evening.

In other words, no matter how hard you try, there's really nothing you can do to paint some character deaths as heroic or even meaningful in any way.

While this uncertainty is part of the game, as no act can be truly called heroic if no risk is involved, some groups may prefer to reserve the risk of losing a character only for truly momentous scenes.

If you decide to use this option, when one or more characters would die for a reason the players don't find heroic enough, the whole group can declare them only Mostly Dead instead.

***Mostly Dead** characters don't die but are Incapacitated for as long as the GM decides and are considered to be suffering a Crippling Injury. Furthermore, they must permanently reduce a Stat of their choice by 5 points.*

Be careful when using this optional rule. It can be a powerful tool to help you shape the tale of your heroes when used correctly, but it could also cause some players to lose interest in the game. As with any other option, make sure the whole group agrees before implementing it.

Time

Outside combat, there's usually no need to constantly mark the passage of time, save for dramatic purposes. If nothing of interest is happening, you can skip hours, days, and even months or years simply by stating how much time has passed in the game world.

However, it's usually better to keep a calendar to track the general passing of time in the campaign. Doing so will make the game world feel more real, and will turn useful should you need to introduce some time-based event or complication.

There are a few time-related terms used throughout the book you should be familiar with.

Round

The *Round*, or Tactical Round, is a time unit used to track and regulate the passage of time during combat. See the *Combat* chapter for detailed information about Rounds, their length, and use in the game.

Scene

Scene is a broad term borrowed from filmmaking, to describe a series of continuous events happening in the same place without significant interruptions. In other words, a scene starts when the GM introduces something new (like a location, event, or challenge), and ends when there's a pause or the focus of the action shifts to something else.

A whole combat is a scene, and so is an audience with the king or a long journey. Scenes don't have a fixed duration but are normally used only to pace the campaign's narrative. Some special abilities or effects, however, may last for a scene.

Starting and ending scenes is a prerogative of the GM.

Session

A *session*, or game session, is whatever happens in the game from when the group starts playing, to when they decide to stop and continue another time. You may decide to set a duration for each session (like 3 or 4 hours) or just play until you feel inclined to do so. In any case, avoid ending a session in the middle of a Scene, particularly if it's a combat or a similarly complex situation. If

you're forced to do so, consider re-playing the Scene you've interrupted from the start at the beginning of the next session.

Some effects or special abilities last a whole session or can be used once a session. Be always mindful of the in-game situation when handling these abilities. For example, if several months pass in game time during a single session, the group may want to consider letting the characters use their "once a session" abilities again. War plays a central role in the Epic Fantasy genre. Many tales include at least one great battle, pitching the forces of Light against the forces of Darkness, often as the climax of the main characters' heroic quest.

Two Minutes to Midnight

When the PCs are acting under pressure or under the threat of an impending catastrophe, you may want to set a **Doom Clock** *to mark the passage of time.*

Put a ten-sided die in front of you, set it on the "0", and make sure it's visible to all players. Announce how often this "Doom Clock" is going to escalate (for example: every Round, or every scene, or each time a PC fails a Skill Roll), and what will happen if it triggers. You may be very explicit about it (e.g. "the alarm will sound and the guards will come") or as vague as you want (e.g."something bad will happen", or even "you really don't want to trigger this Doom Clock!").

Each time the Doom Clock escalates increase the face value of the die by one (from "0" to 1, then 2, and so on), then roll another ten-sided dice. If the result of this roll is equal to or under the value shown on the Doom Clock dice, it triggered and the planned event occurs.



Battle and War

In *Against the Darkmaster*, war can be integrated as part of a campaign or an adventure in several ways. It can serve as a recurring theme, as an obstacle on the heroes' path, or even become the main focus of an adventure, with the characters taking active part in the clash between armed forces.

In any case, *Against the Darkmaster* remains a character-driven game. No matter how important a conflict can be in a fantasy world where it takes place, it should never act as a distraction from the heroes' actions but only serve as a means to show the consequences of their choices and make the setting feel more alive and believable.

War as a Theme

One of the easiest ways of handling war in the game is to include it as one of the main themes of the campaign. If the heroes are often facing enemies wearing the uniform and insignia of the Darkmaster, crossing war-torn landscapes, and participating in councils and strategy meetings, the players will feel like protagonists of a war tale, even if their characters never take part in an actual battle.

Typical scenarios underlining this theme include messages or items of strategic importance (like a powerful magical item or a scroll describing the enemy's only weakness) to be retrieved, delivered, or protected from the enemy; infiltrating into hostile territory; diplomatic missions to convince a reluctant faction to join the heroes' side; small settlements or undermanned garrisons under the assault of a terrible foe; and small, isolated attacks turning out to be connected to a greater threat.

Players can reinforce this theme by tying the war into their characters' Passions and backgrounds. Maybe their respective homelands are being threatened by the same enemies, or they've sworn Allegiance to the same force or commander.

War as an Obstacle

War can also easily be introduced as an obstacle to the heroes' progresses. Crossing some areas may be dangerous or even impossible if they're being ravaged by moving armies or watched by an enemy. Different factions could try to recruit the PCs to their cause, or mistake them for spies of their enemies. Resources could become scarce, and roads once safe could become infested with looters and bandits.

The GM must count each war-ridden area as an obstacle and each fortress, outpost, or encampment in such territories as a notable location when calculating Hazards. This means that, as one would expect, warring regions will be much harder to cross for travelling heroes.

Heroic Battles

Sooner or later, however, the heroes may have to face a real battle. *Against the Darkmaster* is not meant to deal with the intricacies of mass combat and medieval warfare. Instead, much like the Epic Fantasy fiction that forms its main source of inspiration, it uses military conflict to put the heroes at the center of action.

Be it a small skirmish, a long and exhausting siege, or a great pitched battle, with huge armies clashing for the fate of the world, each conflict in *Against the Darkmaster* is resolved as a series of obstacles and problems for the characters to overcome.

It should be quite clear that the characters cannot win these conflicts all by themselves, but the players should always feel that their actions and decisions have a critical impact on the outcome of the battle.

As the characters become involved in a large-scale battle, the GM must describe the situation to the players, giving them a general idea of the enemy points of strength and possible weaknesses based on the intelligence the heroes gained so far.

Then the GM announces the Menace Rating of the enemy, which ranges from 1 to 10 and represents its relative strength and the advantage it has over the heroes' army:

- A Menace Rating between 1 and 3 means the enemy forces are roughly equal or perhaps hold only a slight advantage over those of the PCs.
- An enemy with a Menace Rating between 4 and 6 is considerably stronger than the PCs' army and will require brilliant planning and heroic deeds to be defeated.
- A Menace Rating of 7 or more means the characters are facing a truly desperate situation, one that they're bound to lose unless they manage to pull off something really epic.

The Menace Rating is strictly connected with the strength of the force the characters are aiding. A band of brigands could well be a Menace Rating 2 or 3 to the small hamlet they're terrifying, but wouldn't even be considered a problem for the King's army.



Before assigning a Menace Rating, the GM should also consider the role the battle is going to play in the campaign.

Conflicts involving armies with a Menace Rating of 5 or more could take more than one session to play out and have far-reaching consequences on the game world. You should use them only if you're prepared to deal with the impact they could have on your campaign.

After announcing the enemy Menace Rating, the GM should leave the PCs some time to prepare. Even if their characters are just about to ride into battle, the players should always have time to elaborate strategies and plan their actions.

Example: Our heroes are besieged by a large army of Orcs, Redcaps and Trolls at the fortress of Tor-Varn. In the past, the walls of Tor-Varn have never been breached, but now they are manned only by few fresh recruits, vastly outnumbered by their enemies, who also carry with them a strange hulking war-machine, never seen before. The GM sets the Menace Rating of the Orcish army at 6.

How much time do the heroes have?

As a rule of thumb, each character should be given the opportunity to carry out, or at least participate in a plan. The GM should consider the events happening in game to establish how many attempts the characters have at their disposal. For example, characters preparing for a siege would probably have the time to attempt longer and more elaborate plans than a group ambushed by a raiding party.

However, remember that the characters are heroes, and that these rules are meant to grant them the opportunity to change the course of the adventure, rather than to simulate an actual battle. So, if the heroes come up with one last, crazy plan that would allow them to save the day, go for it.

The Heroes at War

When the players are ready, the group should start carrying out and resolving the heroes' actions.

Each of the characters' plans has a chance of reducing the enemy's Menace Rating by one or more points.

- **Minor Victories** and actions causing small shifts in the power balance between the two armies, such as gaining a few recruits, erecting barricades, using a terrain feature against the enemy, or eliminating one of the enemies' minor advantages, will reduce the Menace Rating by **1 point**. These actions can usually be resolved by the PCs with one or two Skill Rolls or simply by dedicating enough time and resources to them.
- **Moderate Victories** and tactics bringing some major advantage to the heroes' side, such as routing one of the enemy's elite units, dragging the enemy into very unfavourable terrain, or exposing an enemy spy or assassin, will reduce the Menace Rating by **2 points**. This kind of achievements are harder to obtain, and will often put the characters in danger with a series of Skill Rolls, combat scenes, and hard decisions.
- Finally, **Epic Victories** and actions considerably tilting the balance in favor of the heroes' army, such as destroying one of the enemy's greatest assets, gaining a powerful ally, or eliminating one of the enemy's commanders, will reduce the Menace Rating by **3 points**. Feats like this often become adventures on their own and can take a whole session or more to be resolved.

The GM should judge the impact of the characters' plans fairly, and announce the amount by which each of them will reduce the Menace Rating (if successful) before they're carried out. The players then have a chance to reformulate their plans or clarify their intentions, if they were aiming for a better result, but the GM has the final say on the potential impact of each action.

Example (continued): After talking among themselves, the players announce their characters' plans for the siege. Maedoc and Athelstane will defend the weakest spot of the fortress walls, leading the recruits by example and inspiring them with their bravery. Tobold and Gandrell plan to sneak out of the fortress, aided by Mornien's magic, to infiltrate the enemy's camp and sabotage that strange war-machine. Finally, Deirdre wants to send a plea for help to the Woad tribes living not far from Tor-Varn.

The GM considers the potential consequences of each plan, then says that disabling the war machine will count as an Epic Victory, while defending the walls and calling for reinforcements will be Minor Victories. Deirdre's player says that she hoped to achieve something more, but the GM replies that a simple message isn't going to make that many Woad warriors join her cause. The Animist revises her plan, so that she will bring the message personally, to convince the tribes' elders of the need to intervene. The GM agrees that this would be much better and would certainly count as a Moderate Victory.

For each plan, the GM must identify the most important task or series of tasks needed for it to be carried out successfully. Each of these tasks must be resolved individually with a Skill Roll, either by the same character or by all the different heroes participating in the plan, in the order that makes more sense considering the situation at hand.



Using Skills in Battle

Having the characters fight every enemy they meet on the battlefield, or roll every time they attempt to scale the walls of a fortress would be incredibly tedious and would defeat the purpose of these rules.

Instead, in these situations the scope of each Skill should be slightly broadened to allow the characters to quickly solve a complex task with a single Skill Roll. For example, a Combat Skill Roll could be used to determine how well the characters fight alongside their unit; a Healer Roll could be used to gauge the effectiveness of a character in managing the influx of wounded soldiers in the castle's infirmary during a siege; or a Charisma Roll could allow a character to bolster the morale of the troops before the final charge against a fearsome foe.

Example (continued): To defend the walls, Athelstane and Maedoc will need to rally the soldiers with a Charisma Roll and then lead them into battle, using a Combat Skill of their choice. The players decide to have Athelstane (who has a higher Skill Bonus) use his Charisma to inspire the troops, while Maedoc will roll to fight alongside the recruits.

The Difficulty of these Skill Rolls should depend on the task attempted, but never be lower than the Base Difficulty given below for the degree of victory the characters are aiming for.

Battle Skills Base Difficulty

Victory	Difficulty
Minor	**Challenging (-10)**
Moderate	**Hard (-20)**
Epic	**Extremely Hard (-40)**

[3.11]

Magic can be handled in a similar manner. Instead of having the characters cast Spell after Spell for the duration of the battle, the GM should have the heroes make a single Spell Casting Roll, against the most difficult scenario or the greatest threat they are facing, using the result as a benchmark to judge the outcome of their actions.

Failures and Partial Successes within a series of tasks could force the characters to make another Skill Roll, suffer unpleasant consequences, or face a new, dangerous situation.

Example: Despite Mornien's magical aid, Gandrell and Tobold score only a Partial Success while infiltrating the enemy's camp. The GM decides that the two managed to get to the war-machine, only to find that the Orcs are about to activate it. Now they have to act twice as fast to stop them before they unleash its devastating power against the fortress.

When all tasks are resolved, the GM considers the outcome of the series of actions as a whole to determine if the plan was a success or a failure. Even if most of the tasks leading to it were a failure, a plan could still succeed if its most critical part is completed. On the other hand, the heroes could pass most of the Rolls required by the plan, only to fail in the final task.

Example: Even if Gandrell and Tobold haven't scored a Success in infiltrating the encampment, their plan should be considered a full success if they manage to stop the war-machine.

Complex plans, like those required for Moderate or Epic Victories, can also be partially successful, counting as Minor Victories and thus reducing the Menace Rating by one point.

Dawn of Victory

If the heroes bring the Menace Rating to zero or less with their plans, their side wins the battle. Thanks to them, the enemies are defeated, their army routed, their troops dispersed, their champions either taken prisoners or fallen in battle.

Depending on what happened during the conflict and on the outcome of the characters' plans, their side could have suffered heavy losses, or won with relatively few casualties. The GM and the players should take some time to go over the last events, and describe how the battle resolves together.

The Night Falls

If the characters aren't able to bring the enemy's Menace Rating to zero with their plans, their side loses. However, if the enemies lost at least some of their Menace Rating during the conflict, their victory won't be complete.

- If the enemy suffered **no Menace Rating** loss during the battle: their victory is complete, and the heroes' side is utterly defeated. The heroes are probably wounded and either forced to flee or taken prisoners.
- If the enemies lost less than half of their original Menace Rating: they still win but, thanks to the heroes' valiant efforts, they also suffer some kind of minor loss or setback.For example, the characters could escape, rescuing some important resource or NPC. Or maybe their stubborn resistance could delay the enemies' advance, giving time to other allies to gather the strength needed to stop them later on.
- If the enemies lost half or more of their original Menace Rating: their victory should feel even less rewarding, either because of the heavy toll inflicted on their forces, or because they failed to obtain an important objective. For example, a feared general may have fallen in battle, together with the elite unit he was leading. Or maybe the heavy losses suffered could leave the enemies' army weakened, preventing them from pursuing the heroes' allies and allowing many of them to escape and regroup.

The GM and the players should discuss and establish the outcome of the conflict together, using its consequences to set up the next part of their adventures.



Campaign Options

Here we present some options to allow you to further personalize your campaign, should you want to better explore certain themes or expand some areas of the game.

Remember to discuss with the whole group the options you're going to introduce in the game before the campaign starts, if you plan to use any of them.

Beyond Level 10

Rules in the *Character Advancement* chapter take characters from level one to ten, but that doesn't mean all campaigns should stop there. After all, Epic Fantasy sagas are known for their longevity, their plot usually developing over the course of multiple (often several hundreds of pages long) books.

Groups who wish to follow the tale of their heroes after the tenth level limit have a few options to consider.

Generational Play

If the PCs have just reached an important turning point or completed their main goal in the campaign, the group could create a "new generation" of level one characters. This is a very common trope in fantasy fiction: the old guard retires, and a group of younger heroes rises to face a new threat.

The new characters could be direct descendants or apprentices of the old PCs, or even former secondary villains or minor NPCs, "promoted" to the rank of Player Characters.

If you're taking this option, the group should use a game session to wrap up the old campaign and gather a few ideas for the new one. Players should take turns to honor the fallen, play a final scene to say goodbye to their characters, and decide what fate awaits them in the future.

Will they sail to the Immortal Lands to take a seat among the legendary heroes of the past, or will they return home to live happi-

Legendary Spells

No Spell over the Tenth Weave is described in this book, but spell casters of Level 11 or higher can still Warp their Spells, often with spectacular results.

Legends, however, say that the great Animists and Wizards of the past Ages were able to transcend the limits imposed by the Laws of Magic, uttering secret incantations that bent reality itself to their whims.

If the group decides to use this option, Animists and Wizards of Level 11 or higher can attempt to create epic magical effects by crafting their own Legendary Spell.

To create a Legendary Spell, the caster must first state its effects (for example: "I want to bring back my companion from the dead"; or "I want to create a wall of impenetrable fog all around the city").

The GM then sets a Weave for the Spell, based on how powerful the effect the PC wants is and on the wideness of its scope, and selects the most appropriate Spell Lore for it.

Normally, crafting a Spell like this also requires some kind of additional price, often symbolically connected to the effects of the Legendary Spell. This is also set by the GM and can range from an exceptionally long casting time, to the consumption of esoteric materials, to a real blood sacrifice.

Once everything has been decided and the price has been paid, the character can attempt to cast the Legendary Spell. The caster makes a Spell Casting Roll, using the appropriate Spell Lore Skill Bonus, with a special penalty of -10 for each Weave beyond the Tenth the Legendary Spell has.

Spell casters can craft only one Legendary Spell in their entire life.

Example: Naïmi is a 15th level Animist and decides to craft a Legendary Spell to bring her companion, poisoned by cowardly agents of the Darkmaster, back from the dead.

The GM decides that this is a 12th Weave spell belonging to the Cleansing Spell Lore, and that Naïmi also needs a leaf from the rare Moonthorn plant, that grows only in a distant hidden valley, for it to have an effect.

ly ever after? Do they leave any unfinished business? Do they become movers and shakers in the world politics or do they vanish in anonymity?

Once the players are satisfied with their old character's epilogue, the group can introduce the new ones.

Quickly calculate the average number of Milestones gained by the previous generation of heroes in their life of adventures. If they're fewer five, non-Elven, non-Firbolg characters of the new generation will start with **one extra Background Point**. If five or more, they'll start with **two extra Background Points** instead.

Conservative Progression

On the other hand, the heroes' tale could be far from over, and the group could decide to keep playing with them rather than switching to a new generation.

In this case, the "Conservative Progression" approach is the quickest route and the most similar to a standard *VsD* game.

Simply put, PCs stop gaining XPs after level ten. The only way they have to further increase their capabilities is through the Heroic Path.

This option is great for groups who want to keep the power level of their campaign relatively low or for those who aren't too concerned about their characters' advancement.

Continuous Progression

Alternatively, the group could ignore level limits and keep gaining XPs and new levels indefinitely.

This "Continuous Progression" option follows the same formula of regular advancement: after level 10 and up to level 15, characters will need 30 XPs to reach a new level, then 40 XPs from level 16 to 20, and so on.

There's no limit to the level heroes can obtain using this option, but players will find that significantly raising their Skill Bonuses will get harder and harder as they go on.

This makes the Continuous Progression option perfect for groups who want to play longer than average campaigns focusing on a group of exceptional individuals.

A Hero's Legacy

The best part about Generational Play is that it lets the group create a vibrant setting with a rich backstory with relatively little effort. Playing in a world where the great events of the past were shaped by the actions of your characters is very exciting and creates a whole new level of engagement!

Of course, the old characters can still appear now and then as mentors, relatives, or authority figures (provided that they're still alive) but should always be treated as NPCs and never take a prominent active role in the new campaign. They've already done their share and are now too old, too mixed up in the world's politics, or too busy to be following the new fellowship of heroes. The fate of the world rests in the hands of the younger generation now!

Keep in mind that, while the new PCs can inherit items, riches and special abilities from their predecessors, they're still bound to the character creation rules. They get no freebies (besides the extra BPs) and can't get anything they couldn't obtain through the regular options, even if it means that the legendary item that was handed over to them is significantly less powerful than what it used to be in the previous campaign.

This is intentional; new characters are supposed to discover the true potential of the abilities or items they've inherited during the course of the game if they're going to be an important element in their tale. Maybe the strange ring their uncle left them wasn't just an "ordinary" magic ring, after all!

Low Magic Campaigns

In a standard *VsD* campaign, heroes will wield Spells and magical items to battle the foul sorceries of the Darkmaster, meet supernatural creatures and explore enchanted places.

In some settings, however, magic could be subtler or rarer, and the group could decide to use the options described below to reflect that.

The Heroes are the Exception

Even if magic is scarce in a particular setting, it doesn't mean that the PCs should be automatically banned from using it. After all, they're extraordinary individuals, so it shouldn't come as a surprise that they can wield uncommon powers.

Maybe the heroes are some of the last remaining spell casters, in a world where magic is slowly fading. Or perhaps magic disappeared (or was banned) for a long time, and is being rediscovered just now, the PCs among the firsts able to wield its power in centuries.

The players should use their character's Passions and Background Options to emphasize the rarity of magic in the setting, and bind their unusual ability to the situation at hand. Passions like "I must prove to the world that the magic of the gods has returned" or "I'm the last survivor of the Order of the Sunlords" can easily spark epic, world-changing campaigns.

No Spell Casters

In some games, the group could decide to further restrict the use of magic by banning spell casting Vocations (Wizards, Animists, Dabblers, and Champions) altogether.

In this case the Sage Vocation presented below can be used by those who want to play a non-magical scholarly type character.

This option works particularly well in quasi-historical settings, where magic is so rare to be virtually non existent, or in settings where the use of magic is directly connected to the Darkmaster.

It could also be a good choice in games where all characters belong to Kins with the Superstitious Trait, like Dwarves, Orcs, or Halflings.



Sage

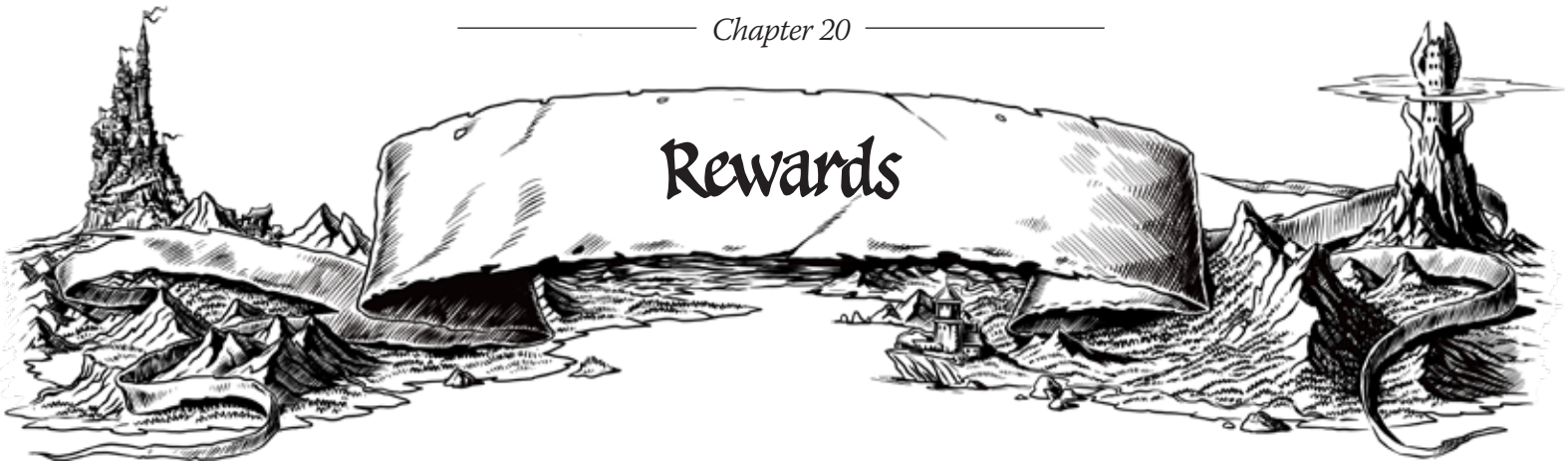
Sages are learned men and women, wise counselors and masters of lore. They possess great oratory skills and vast knowledge, encompassing subjects both esoteric and mundane. Even if they cannot hope to compete with Animists and Wizards, Sages are also somewhat versed in the magical arts, learning, and casting Common Spells with relative ease. Play a Sage if you want to be the brain or the face of the party, using wisdom, charisma, and knowledge to resolve or avoid difficult situations.

Sage Development Points & Vocational Bonuses

Armor	**DP:**	**0**
Combat	**DP:**	**2**
1st Skill Choice	Voc. Bonus:	
2nd Skill Choice	Voc. Bonus:	
3rd Skill Choice	Voc. Bonus:	
4th Skill Choice	Voc. Bonus:	
5th Skill Choice	Voc. Bonus:	
Adventuring	**DP:**	**2**
Athletics	Voc. Bonus:	
Ride	Voc. Bonus:	
Hunting	Voc. Bonus:	
Nature	Voc. Bonus:	+20
Wandering	Voc. Bonus:	
Roguery	**DP:**	**3**
Acrobatics	Voc. Bonus:	
Stealth	Voc. Bonus:	
Locks & Traps	Voc. Bonus:	
Perception	Voc. Bonus:	+20
Deceive	Voc. Bonus:	+10
Lore	**DP:**	**6**
Arcana	Voc. Bonus:	+20
Charisma	Voc. Bonus:	+20
Cultures	Voc. Bonus:	+20
Healer	Voc. Bonus:	+20
Songs & Tales	Voc. Bonus:	+20
Spells	**DP:**	**2**
Spell Lores	Voc. Bonus:	
Body	**DP:**	**0**
Body	Voc. Bonus:	
MP per Level		**1**

[3.12]





Rewards

Against the Darkmaster isn't a game about crawling in trap-filled caves and slaying their monstrous inhabitants to win treasure and gold. Heroes usually have better things to do than going around looting the bodies of their fallen enemies. Even when they are on a treasure hunt, they aren't motivated by the promise of wealth per se; they're reclaiming their ancestral homeland, or looking for a means to defeat the Darkmaster.

Of course, heroes do find the occasional pile of gold and will sometimes be offered a reward by those they help, even if they didn't ask for it. There are different forms these rewards can take, and while all of them are welcome, each of them is different and has its own uses and purpose.

Drive

Drive is a common but very important reward. It encourages roleplaying and fuels the PCs' heroic feats at the same time, which makes it a fantastic tool to set the pace and tone of a campaign.

Awarding Drive is a group decision, but the GM should try to make sure that each PC gets at least one chance to earn Drive each session. In fact, if the GM notices that a PC had trouble gaining Drive for more than a couple of sessions, they should talk with the player and check if the character's Passions are in need of a review.

The exact moment in which Drive is awarded is also to be taken into consideration. Awarding a point of Drive during the game, right when the characters take the action that earns it, tend to generate faster-paced sessions. Knowing that they can count on their freshly-gained Drive if things go wrong, players will take risks more freely.

Awarding them at the end of the session, on the other hand, makes Drive more precious, and players more cautious, which is perfect for campaigns with a darker tone.

Both options are perfectly fine, the important thing is being consistent and choosing the one that better fits the group's playstyle.

Experience

Experience Points mark the progression of the characters' Skills and capabilities. The Achievement List lets the group set the activities which will earn their characters XPs, but the GM can use Experience as an additional reward on some occasions.

The GM can award one or two extra XPs when the heroes achieve a particularly significant goal; carry out a very ingenious plan; or had some intense, character-defining moments of role-playing during the session.

Keep these awards rare. This way, players will truly feel to have accomplished something exceptional when they earn them.

Wealth

Wealth is possibly the least exciting reward in *Against the Darkmaster*, as its only effect is increasing a character's **WL**.

Sure, money is necessary to survive in the civilized world, and can be used to buy or repair pieces of equipment; but Wealth in itself is quite forgettable, unless it comes with a story.

A treasure in *VsD* is never just a pile of coins. It's a cache of hacksilver, bearing the runes of a fallen Dwarven kingdom; a delicate piece of Elven jewelry; riches from the barrow of a long-dead king; or a bag of blood-red gold, marked with the effigy of the Darkmaster.

When introducing a treasure in an adventure, the GM should always think of its tale first. Why is it there, and where does it come from? What were its owners going to do with it?

A treasure should always be seen as a chance of dropping some clues about the adventure, or to flesh out a bit of the game world's history. For example, the heroes could meet an Orc chieftain bearing a beautiful golden torc, like those worn by high-ranking hillfolk warriors. Later, they could learn that the hillfolk queen is mourning the loss of her brave son, victim of an Orcish night raid.

Also, consider that the world of *Against the Darkmaster*, despite the obvious fantastic elements, is loosely based on our early medieval period. People are often "paid" in goods, services, or food rather than with money.

Wealth is more about the land a person owns, how many people they can sustain, their bloodline, and the trust their peers have in them, than how much money they have in their pockets. Gold and jewelry are more a symbol of a person's status, and less valuables used to buy something.

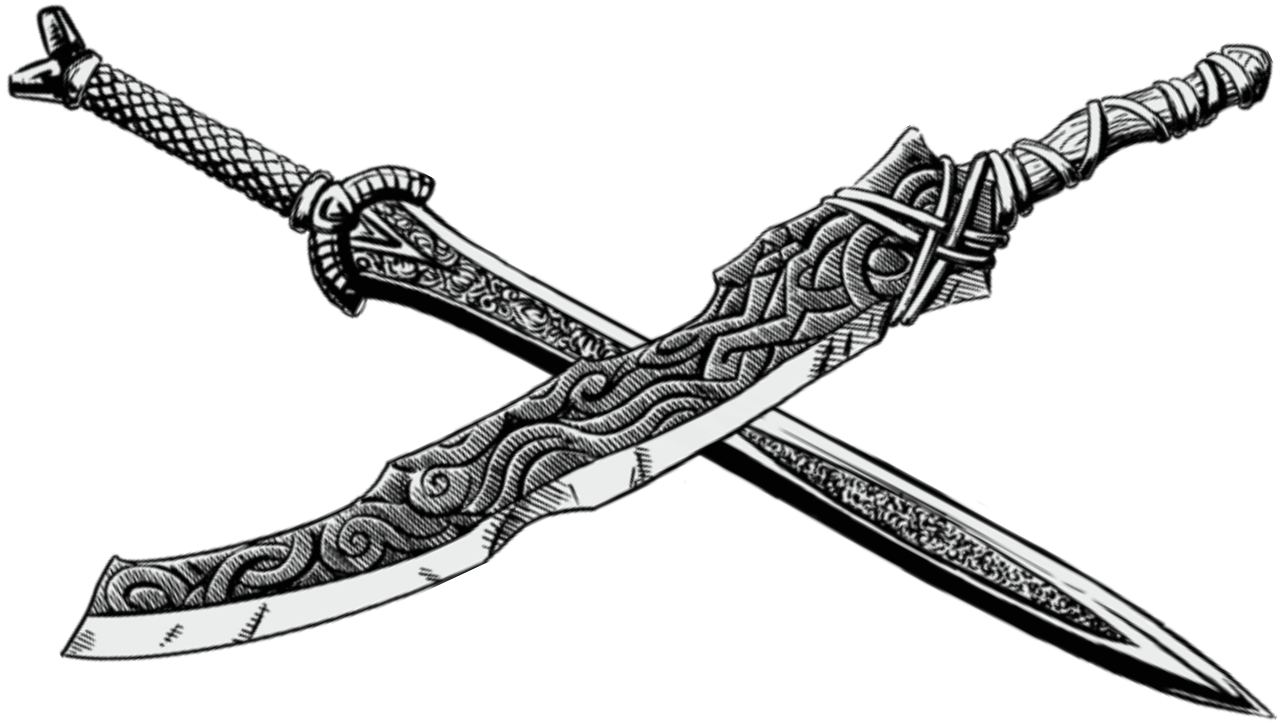
That said, *Against the Darkmaster* remains a Fantasy game, so some concessions have been made to maintain some of the most common genre tropes.

Alternative Rewards

Other kinds of rewards may include things the PCs need or desire, or even be intangible, taking the form of favors, information, and other services. A village of Dwarves could thank the characters with a barrel of their famous ale, along with enough rations for a journey of several weeks. The king of the horse-lords, on the other hand, could gift each of them with one of the noble steeds raised by his people.

A local Animist could provide healing, and a courtier could offer a secret, in exchange for a small service.

When enchanted or mythical beings are involved, rewards can also take the form of supernatural aid or blessings. A woodland spirit could teach the characters a rhyme that will summon it whenever they need its aid, as long as they're within the boundaries of its domain. A good witch could bless the heroes by temporarily (or even permanently!) raising one of their Stats or rid them of a curse. Almost anything that could potentially be useful to the PCs can be used as a reward, if the GM wishes.



Magic Items

Even more than treasure, magic items hold a special place in the heart of most RPG players. Cursed rings, enchanted swords, and magical stones are one of the key elements of fantasy fiction, and players will expect them to be part of the tale of their heroes.

One of the jobs of the GM is to make sure that these items play the right role in the game and to tie them to the story of the campaign. Each Magic Item, no matter its potency, should feel special and unique. Each should have a name and a backstory, even if it's just a couple of lines of vague rumors about its origins or its previous owners.

Magic items define a setting as much as its inhabitants do, so the GM should pay particular attention to those introduced in the campaign.

How Much is Too Much?

The frequency with which heroes will encounter magic items is entirely dependant on the campaign setting. In some worlds, each PC will own at least one minor magical trinket, while in others even finding a meager +10 magical sword will be regarded as a rare event.

In our published material, we assume magic items to be fairly uncommon. Heroes might stumble upon a couple of minor items during the course of an adventure, if they're lucky, but truly powerful ones appear only if they're in the focus of the story.

Types of Magic Items

For simplicity's sake, magic items are categorized into different Types, according to their powers and modes of use. Each type has its own capabilities, advantages, and limits. Refer to the paragraphs below for an in-depth description of each type of magic item.

Potions

Potions are simple, single use magic items. A character just needs to drink a vial of Potion to activate its effects, which are usually stated in the item's description.

Unfortunately, the effects of a Potion cannot be easily determined without drinking it, unless a character has magical means to discover its powers.

Bonus Items

As their name suggests, Bonus Items give a positive Item Modifier to a specific Skill or Stat. Usually they take the form of an item used as a tool for that particular Skill. A magical weapon guides the hand of its wielder, raising their Combat Bonus. An enchanted suit of armor will feel impossibly light, giving a bonus to its wearer's Armor Skill. A pair of Elven boots might muffle the sound of their wearer's steps, giving them a bonus to their Stealth Rolls.

No particular roll or action is needed to benefit from a Bonus Item, a character just needs to wield or wear it.

Bonuses coming from different Bonus Items do not stack. A character using multiple items affecting the same Skill must consider only one of them for the purpose of calculating their Total Skill Bonus.

Magical Focuses

Magical Focuses give their wielders a certain number of **MP**s, that they can use as their own to cast their Spells.

A character must *Attune* to a Magical Focus by making an Arcana Skill Roll to be able to obtain its benefits. Once Attuned, the Focus **MP**s are added directly to those of its wielder and are recovered normally with rest.

A character cannot be Attuned to more than one Magical Focus at the same time.

Activated Items

Activated Items permit their wielder to cast one or more Spells a certain number of times each day, or on certain conditions, without having to spend **MP**s or make a Spell Casting Roll.

A character needs to *Attune* to an Activated Item to know which Spells it contains and be able to use it.

Casting a Spell through an attuned Activated Item needs a Full Action but no Spell Casting Roll. Attack Spells cast from Activated Items never have any SR modifier. The Attack Level is always equal to the Weave of the Spell cast. Bolt and Area Spells cast from Activated Items use the wielder's Arcana Skill for their Attack Roll but never result in a Critical Spell Failure.

Constant Items

Constant Items are imbibed with a continuous Spell or magical effect. They're always active and usually do not require any kind of Attunement, simply affecting the surrounding environment or anyone who interacts with them.

Runes of Power

Runes of Power are special writing materials (usually stone tablets, deer antlers, or pieces of parchment) inscribed with runes, which let those who read them cast a particular Spell.

Runes of Power need to be deciphered with a Cultures Skill Roll for a character to identify the Spell they contain. Once deciphered, the Spell can be cast at any time by the character holding the Runes.

Characters casting Spells from a Rune of Power do not consume **MP**s, and use their Arcana Skill for the Spell Casting Roll.

As soon as the Spell contained in them is cast, Runes of Power crumble to dust.

Staves, Rods, and Wands

Staves, Rods, and Wands are similar to Activated Items, but instead of being limited by a certain number of uses per day, they permit their wielder to cast a Spell until they exhaust their power.

Wands can contain Spells up to the 2nd Weave, Rods Spells up to the 5th, and the Weave of Spells contained in Staves can be as high as the 10th.

A character must *Attune* to a Staff, Rod, or Wand to be able to use it. Casting a Spell through them follows the same rules as Activated Items, but each time a character uses a Staff, Rod or Wand to cast a Spell, they must roll 1d10. If the result of this roll is equal to or lower than the item's Exhaustion Number shown in the table below, then the item exhausted its powers and turns to a small pile of ashes as soon as the Spell is resolved.

Wand, Rods, and Staves

Item Type	Maximum Spell Weave	Exhaustion Number
Wands	**2nd**	**7**
Rods	**5th**	**5**
Staves	**10th**	**1**

[3.13]

Slayer Weapons

Certain weapons are enchanted with ruinous Spells woven with the sole purpose of bringing death and destruction to a particular foe. If a weapon with the "Slayer" ability scores a Critical Strike against its designated enemy, the Critical is always of Lethal Severity, independently of the result shown on the Attack Table (any Critical Strike reduction, such as those of Heroic and Epic creatures, is applied to this Severity).

For example, an Orc-slayer sword rolling a result of "10 Sup" on the Attack Table against an orc would inflict 10 damage and a Lethal Critical Strike in place of the Superficial shown on the table.

Attunement

Some Magical Items need **Attunement** before a character can use their powers.

Attunement requires more or less one hour of uninterrupted meditation, during which the character attempts to form a mystical bond with the enchanted item.

Once the meditation is complete, the character makes an Arcana Skill Roll. If the Roll is successful, the character is now Attuned to the item and can use it normally.

A Partial Success on an Attunement Roll could mean the character only learns to use some of the item's powers, that they wasted some of the item's magical reserve (raise the item's Exhaustion Number by one, or reduce the number of uses per day by one), or that their attempt attracted the Darkmaster's attention (make a Magical Resonance Roll with no modifiers).

On a Critical Failure, the item could be Cursed, or unleash one of its harmful powers against the attuning character.

Cursed Items

Not all treasures the heroes will find in their adventures are beneficial. Some of them are cursed, either by their own tragic history or because they've been tainted by the Darkmaster's shadow. These insidious items will bring ill luck to their bearers, often hindering them in the moment of greatest need and afflicting them with all sorts of misfortunes.

Cursed Items have a trigger, a condition or action that activates their curse. Such trigger is usually stated in their description, and

can be as simple as picking the item up or as complex as using the item against a particular foe or wielding it in a specific condition.

Breaking the Curse

Once triggered, the only way to get rid of the detrimental effects of a Cursed Item is breaking its curse.

Breaking a curse is never easy and requires either certain powerful Spells, or performing specific rituals or actions, defined in the Cursed Item's description. These actions are usually connected to (and often antithetical to, or made particularly difficult by) the nature of the curse itself. They can be as straightforward as using the cursed item to defeat a powerful foe or as complex as having it blessed by a particular person, in a specific place, at a specific time.

In other cases the curse can only be broken by overcoming its effects. For example, a character cursed by a miserliness-inducing jewel could be required to donate all their belongings to those in need to break the item's curse.

Anyway, the GM should always take care that the PCs actually have a way of breaking the curse, either on their own, or with the help of some NPC. Curses can be hard to break or force the heroes to undergo a difficult quest to find a way to lift them, but they should always be breakable somehow.

Examples of Curses

Hindering

The most straightforward of the Cursed Items simply give a penalty to one of the bearer's Skills or Derived Attributes (such as their Save Rolls or Defense). They basically work as an inverted version of Bonus Items, lowering the chances of success of those who use them, instead of raising them.

Items bearing this kind of curse will usually seem normal until they're actually needed. Weapons suddenly become slippery or unwieldy in the middle of a battle; armors become heavier, slowing their wearers down as they try to flee from an enemy.

As soon as they're used in some important task, they'll start inflicting their penalty, which will persist until their curse is lifted.

Discovering New Properties

In fantasy fiction, characters rarely toss away the sword of their father in favor of a new fancy magic sword they picked up in a random tomb. They're much more likely to find out that their father's weapon was magical all along.

To reflect this, the Heroic Path rules allow the PCs to add new magical properties to their items or to enhance those they already possess.

The GM may very well do the same, letting the heroes "discover" new properties of the items they carry instead of having them find a new one. This not only reinforces a classic fantasy trope but also makes magic items more mysterious and allows the characters to develop a stronger emotional bond with their items.

Discovering a new power should always be tied to a reason within the game's fiction, otherwise it risks destroying the campaign's internal consistency and breaking the player's immersion.

Some examples of events that could explain the discovery of new properties of an item could be:

- *Meeting a renowned sage, who could recognize the artifact, or know something about its history;*
- *Receiving a blessing from a supernatural being, in the form of the item's property itself;*
- *Using the item to defeat a powerful foe;*
- *Facing a danger the characters have never seen before.*

In any case, GMs should keep this kind of revelation rare. Don't let them happen more than once or twice in a single campaign to avoid robbing them of any strength and making them stale and predictable.

Maddening

These items influence their bearers' mind, subtly changing their personality and slowly driving them insane. Characters taking these Cursed Items gain a new special Passion, usually describing a ruinous or unhealthy behaviour, which they can erase only by breaking the item's Curse. Until they have this Passion, they cannot gain Drive from any other Passion.



Dark Beacon

Cursed Items of this kind are deeply connected with the Darkmaster. They give off a powerful malicious aura that resonates through the aether. Those who carry them are bound to attract the attention of the minions of Darkness.

Whenever these items are used in a task requiring a Skill Roll, if the player of the character using them rolls doubles on the dice, the GM must roll on the Magical Resonance Roll Table with a special modification of +30.

Ill-Fated

Ill-Fated items seal the fate of their wielders, dooming them to a tragic end. Characters bearing these items cannot spend Drive to re-roll Failures or suffered Critical Strikes.

Items with Multiple Properties

Characters may find rare, powerful items possessing more than one magical property. The wielder of such items simply benefits from all their properties and can use all of their abilities. If one or more of the item's abilities requires Attunement, its wielder must Attune with the item to be able to use these abilities.

It's also possible for a Magical Item to be Cursed and possess one or more magical properties at once, that can be used normally by its holder. Should the curse be lifted, the item will usually retain all its other magical properties, unless otherwise specified in its description.

Enchanted Materials

Enchanted Materials are sought-after substances or crafting components (like metals, gemstones, or types of wood or fabric) possessing inherent supernatural qualities. They're usually extremely rare and/or very difficult to obtain or to work, but items made with them are far superior to those made with more mundane materials. Moreover, items made with Enchanted Materials may be imbued with magical properties, further enhancing their usefulness.

Here we present some examples of Enchanted Materials, but the GMs are encouraged to create their own, according to the setting they're using for their adventures.

Runesilver

Runesilver is an incredibly rare metal, light and beautiful, glittering like silver, yet stronger and harder than steel. Items made with Runesilver are almost impossible to break without using sorcery. Weapons forged with this metal ignore any Critical Strike reduction imposed by their foes (like those from monsters' Heroic or Epic ability), while armors made of Runesilver halve their Move Actions and CMB penalties (rounding down).

Shadowsilk

Some Orcish clans harvest strands from the Great Spiders' web to craft this smooth, dark fabric that seems to be made of solid darkness. Clothes made with Shadowsilk grant a +20 bonus to the wearer's DEF and Stealth Rolls in Dim Light, and reduce any Pierce Critical Strike they suffer by one severity (e.g. from Moderate to Light).

Wyrdwood

It is said that, back when the world was young, Wildfolks were taught the secret of harvesting Wyrdwood from trees inhabited by powerful spirits of Nature. Unfortunately, the Wildfolk territories are slowly disappearing, threatened both by the advance of the Darkmaster's hordes and by the rise of the Mannish empires. The servants of the Darkmaster burn their ancient trees, while Men build cities and fortresses where their ancestral forests once grew. Soon the last Spirit Tree will be cut down, and the secret of Wyrdwood will be lost forever.

Wyrdwood is deeply connected to the Spirit World. Boats made of Wyrdwood are said to be able to sail on the sea between the mortal realm and the underworld. Wyrdwood shields grant their wielders a +20 bonus to their DEF and Save Rolls against attacks made by spirits and undead. Mindless undead struck by a Wyrdwood weapon must pass a **WSR** against their own Level or be turned to dust.

Items of Power

The most potent of magical artifacts are called **Items of Power**. They're legendary creations of gods, demigods, or other mythical beings, forged with a specific purpose and granting abilities far beyond those normally wielded by mortals.

The fate of entire kingdoms or even of the whole world could be forever changed by the discovery of a single Item of Power.

Purpose

Items of Power are much more than enchanted objects; they have a will of their own and an intelligence of some kind. Some of them can communicate with their wielders (either by telepathy or speech); others aren't talkative at all, but all have their own way of making their will known.

A pleased Item of Power will work in concert with its wielder, granting full access to its powers. A displeased one, on the other hand, will hinder or even attempt to betray its would-be master.

Each Item of Power has a single Passion, called **Purpose**, which describes the reason why the artifact was created or its ultimate goal. This is similar to a character's Motivation, save for the fact that the Item cannot decide to change it. It's part of its being and of what makes it so powerful.

The first thing a GM should do, when designing a new Item of Power, is writing its Purpose, either by picking one from the list below or by creating their own.

Item of Power's Purposes

Protect or Destroy a kingdom, land, Kin, Culture, or type of creature.
Bring its makers back to life or free them from their otherworldly prison.
Imprison creatures of Darkness or banish them from the mortal world.
Dominate all the living.
Defend and uphold a philosophy or an ideal.
Find some long-lost place, item, or creature.
Gather some kind of energy, power, or precious substance.
Fulfill a prophecy or prevent the events described in it from happening.

[3.14]

Affinity

An Item of Power's **Affinity** score is the measure of the item's disposition towards its wielder. A high Affinity score means the item is pleased with its owner and will gladly lend its powers to them while a low score indicates that the item isn't pleased, or is still suspicious of the character carrying it.

The Affinity score starts at 1 when the item is first picked up by a character, and changes during the game with the item wielder's actions.

At the end of each session, if the character carrying an Item of Power put themselves willingly into danger, a challenge, suffered hardship, or brought the story to a new, interesting direction following the Item of Power's Purpose, their Affinity score increases by one point, to a maximum of 10.

On the other hand, when the owner of an Item of Power acts in a way that goes against the item's Purpose, their Affinity score decreases by one point.

As the Affinity score raises, the item will grant its owner more access to its magical qualities and powers. The description of the item will contain a list of properties that are "unlocked" when the wielder reaches a certain Affinity score.

These powers are lost if the Affinity score drops below the required level, so the characters should be very careful about how they're going to use them.

Should the Affinity score ever drop below zero, the item will stop working for its current wielder, and will attempt to find a new bearer as soon as possible.

Depending on its nature, the item may simply become inert, falling to the ground as if it had lost all of its powers; mysteriously disappear when the bearer isn't paying attention to find its way into the hands of another character; or even betray its wielder, withdrawing its powers in the moment of greatest need.

Willing and Able

The GM should never forget that Items of Power are intelligent and have their own agenda. They should be considered more like powerful NPCs following the party than pieces of equipment.

Items of Power might not be able to move by themselves, but they have access to all their magical powers and might decide to use them if they think the situation demands it. The blade of an enchanted sword might suddenly burst into a holy flame (a power usually available only after reaching a high Affinity score) when its wielder faces the enemy the sword was forged to destroy, only to go back to its original state once the battle is over. A magic ring could ensorcell the mind of its own bearers to ensure they'll do anything to protect it.

They won't, however, squander their strengths on trivial matters. The GM should reserve these displays of power only for the most dramatic moments to enhance the feeling of mystery surrounding these relics.

Also, the abilities of an Item of Power should never be used by the GM as an excuse to force the PCs along a predetermined path. An Item of Power can play a key role in your campaign, but heroes should always be the protagonists.



Treasury

Magic items described here can be used as they are in any game, or as examples by GMs desiring to create enchanted objects for their own campaign.

General Items

Elixir of Might

The druids of old used to brew potions like this one to grant warriors of their clans victory in battle against those who threatened to conquer their ancestral homes.

Type: Potion

Powers: Characters drinking this potion increase their Brawn by 15 points for 1d5+1 Rounds.

Flame of Truth

A finely crafted lantern covered in mystical symbols.

Type: Constant

Powers: Once lit, this lantern will always shine, even in the deepest magical darkness, and will always point in the direction of the closest thing its bearer needs the most.



Hunter's Moon

A small bronze pendant in the form of a wolf's head howling at the moon.

Type: Bonus, Activated

Powers: +10 bonus to its wearer's Hunting and Stealth Skills. On a moonless night, the wearer can use the pendant to summon a Sacred Beast in the form of a great white wolf. The Sacred Beast will follow a single order; it will disappear once it has completed its task or as soon as the Sun rises.

Obsidian Mirror

A simple, very polished obsidian hand mirror.

Type: Constant

Powers: The mirror reflects only things that are cursed.

Potion of Cat's Eyes

A vial of thick, greenish liquid that exudes a strong smell of cheap alcohol. Originally created by an esoteric guild of Mannish monster-hunters, this potion has since spread among adventurers of all sorts.

Type: Potion

Powers: Allows the drinker to see in Dim Light as if it was day and up to 3 meters in Total Darkness. Characters drinking more than one dose of this potion in a single day must pass a **TSR** against an Attack Level equal to twice the number of doses drunk or be blinded for 1d5 hours.

Pot of Abundance

Adventurers and treasure-seekers of all kinds dream of finding this legendary pot that fills itself with gold at every sundown.

Type: Constant

Powers: The Wealth Level of characters possessing this item will never drop below **WL** 3, as long as they have access to it (and is raised to 3, should it be lower when they obtain the Pot).



Ring of the High King

This ornate ring of white gold belonged to the first king of the High Men and still holds a fragment of his power and authority.

Type: Activated, Bonus, Magical Focus

Powers: The ring acts as a +1 Magical Focus, increases the wearer's Bearing by 5 points, and allows to cast the Spell Order (from the *Commanding Presence* Spell Lore) once a week.

Silverpearl

A delicate silver brooch in the shape of a heron holding a white pearl in its beak. Once worn by a great Elven princess, it was handed down as a symbol of friendship to an ally who came to her aid in time of need.

Type: Bonus, Magical Focus

Powers: Grants a magical +20 bonus to Charisma Rolls against Silver Elves, who'll recognize the wearer as a friend of their Kin. Additionally, the brooch is a +3 Magical Focus, increasing its wearer's total **MP**s by 3 after Attunement.

Soup Stone

The story of this strange stone is told in several different Halfling legends. In these tales, the hero carrying it often uses it to befriend powerful beings or trick hungry Trolls into waiting until sunrise turns them to stone.

Type: Constant

Powers: If this stone is dropped into a pot of boiling water, it turns the liquid into a rich, flavorful broth that will feed up to two persons, relieving them of the Weary Condition or of one day's worth of Exhaustion penalties.

Weapons

Bow of the Woodland Prince

It is said that this beautiful bow was commissioned by a prince of the High Men to a Wildfolk Animist who lived at the edges of his principality. When the prince finally saw the weapon laid out before him, he was so impressed that he told the Animist to ask whatever she wanted as payment. The Animist replied that she wished only to plant a single tree, to repay Nature for what she had taken. The prince told her that she could plant a hundred, and from that moment on he was known as the Woodland Prince.

Type: Bonus, Enchanted Material

Powers: The Bow of the Woodland Prince is a +25 Wyrdwood longbow that never fumbles. Mindless undead struck by an arrow shot by this bow must pass a **WSR** against their own Level or be turned to dust.



Flawed Dagger

An ancient bronze dagger, with a razor-sharp edge and a very subtle flaw on its blade.

Type: Bonus, Cursed

Powers: Counts as a +10 magical dagger, but if its wielder rolls doubles (11, 22, 33, etc) on an Attack Roll, its blade will shatter, exploding in a million fragments and dealing a Superficial Cut Critical Strike to its wielder and any character Engaged with them.

Ivory Staff

A long, sturdy quarterstaff that appears to be made of pure ivory. Once the symbol of the First of the Druids, it mysteriously disappeared along with its wielder right before the end of the Starfall Wars.

Type: Bonus, Staff

Powers: Can be used as a magical +15 quarterstaff, or as a Staff to cast the *Purge Evil* or *Sanctuary* Spells. Additionally, Animists of level 5 or higher wielding the Ivory Staff also gain a +10 bonus to their DEF and their Charisma Rolls.

Magebane

Created by a ruthless order of mage-hunters during the Witchwars, this wicked flail still carries a deep hatred towards magic users and supernatural creatures.

Type: Bonus, Constant, Slayer

Powers: Magebane is +15 flail, glows of a soft red light when it touches a Wizard, and counts as a Slayer weapon against creatures with the *Otherworldly* Special Ability.

Wyrmspear

According to the legends, when the Darkmaster unleashed an army of dragons on the world, the spirits gifted Men and Dwarves a magical hammer and an enchanted anvil. The two Kins used these gifts to forge a set of beautiful Runesilver spears, which spelled the end for the Darkmaster's army.

The secret of making these weapons is now lost, but it is said that a few of these Wyrmspears still exist, perhaps hidden in the forgotten tombs of the ancient heroes who fought in those grim days.

Type: Bonus, Slayer, Enchanted Material

Powers: The bane of any dragon, a Wyrmspear is a +20 Runesilver Dragon-Slayer spear. As such, it's indestructible by normal means, ignores any Critical Strike reduction imposed by the enemy it strikes, and always inflicts Lethal Critical Strikes when used against dragons.

Armors and Shields

Blessed Plate

This battered breastplate has been worn by several great knights in the past. Despite its appearance, it confers a solemn aura of authority to those who wear it.

Type: Bonus, Constant

Powers: The Blessed Plate is a +10 breastplate (increasing its wearer's DEF by 10), that casts a constant *Chant of Courage* (from the Chanting Spell Lore) on its wearer when worn.

Dragonflame Shield

Forged by a Dragon's Breath, this Runesilver shield remains cool even under the most scorching flame.

Type: Bonus, Enchanted Material, Constant

Powers: This full shield grants its wielder a +20 bonus to DEF and SR against Fire attacks. Additionally, its wielder can spend a Half Action to Parry an additional opponent for one Round.



Runic Armor

An elaborate suit of armor, with runic inscriptions finely chiseled on its plates.

Type: Runes of Power

Powers: This full plate armor has 1d5 Runes of Powers inscribed on it, each carrying a different Spell. Once used, the Runes will disappear without damaging the armor.

Shield of the Underrealm

This great brass wall shield was probably crafted by the legendary Dwarven runesmith, Thraim Silvermallet, for his lord, Kazhrak Yellowbeard. It is said that later Kazhrak was corrupted by Darkness, becoming the first king of the Dwergar, and had Thraim executed when he refused to reveal to him the secret to the Eternal Forge.

Type: Bonus, Activated

Powers: The Shield of the Underrealm is a +20 wall shield that allows its bearer to cast the *Defender* spell from the Heroic Defense Spell Lore up to three times per day.

Items of Power

The Windblade

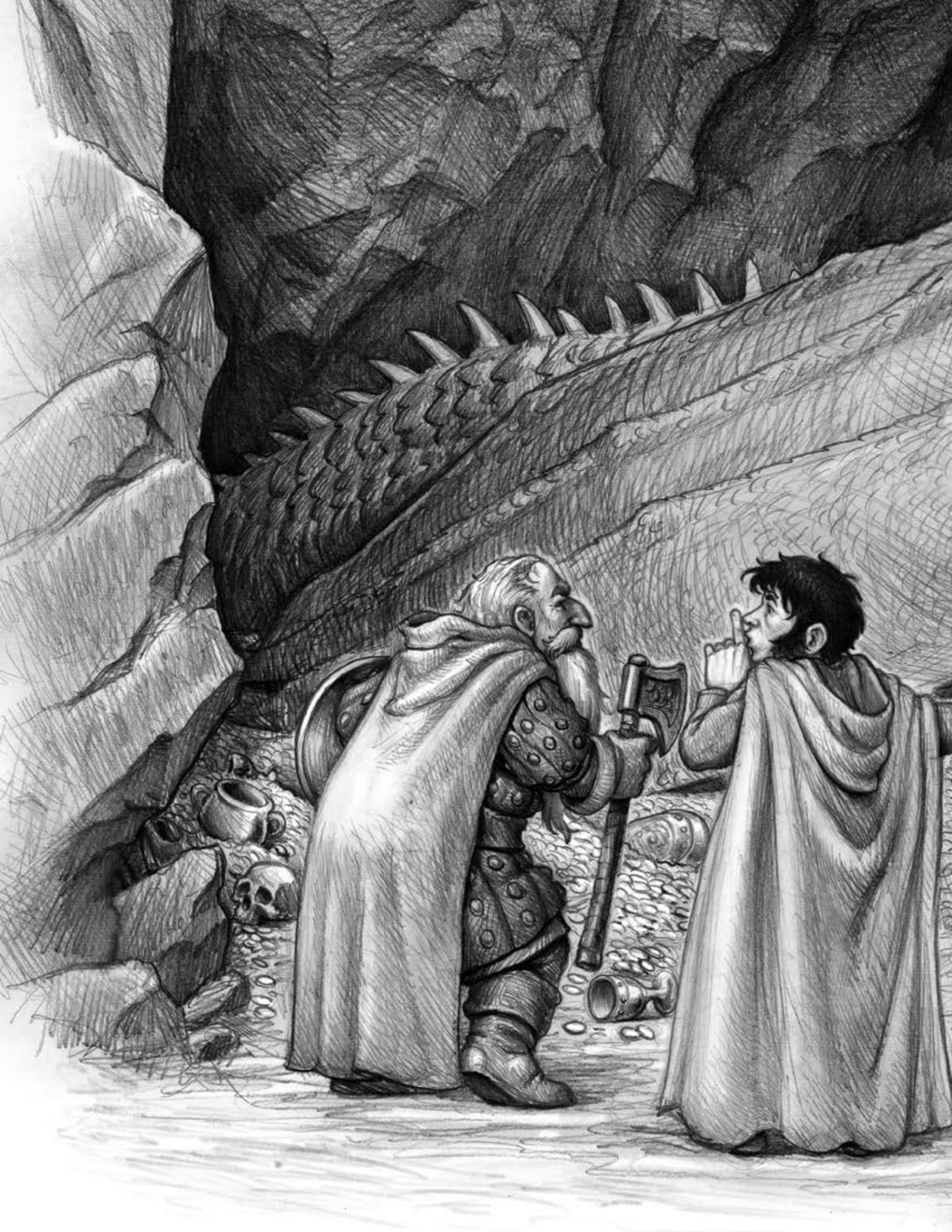
This longsword of Elven make has a graceful, leaf-shaped blade engraved by decorative patterns, a short guard, and a long handle topped by a large pommel. The blade's exceptionally well balanced and surprisingly light to swing when wielded.

Its name comes from the fact it's silent and swift as the wind blowing through the trees of the Elven Forest, yet deadly like the storm it can unleash.

Purpose: Reunite the Elvenkind under a single banner.

Powers: The Windblade attunes itself to an Elven wielder. In the hands of a non-Elven wielder, it only acts as mere +5 longsword and its Affinity Score can not be raised over 1. If wielded by an Elven character, however, its bonus equals +5 for each Affinity Level. Thanks to its perfect balance, the Windblade's clumsy range is only 01-02 instead of the normal 01-04 of a longsword. Finally, the sword allows wielders to cast the spell *Haste* on themselves once per day, with a duration in Rounds equal to the sword's Affinity score.



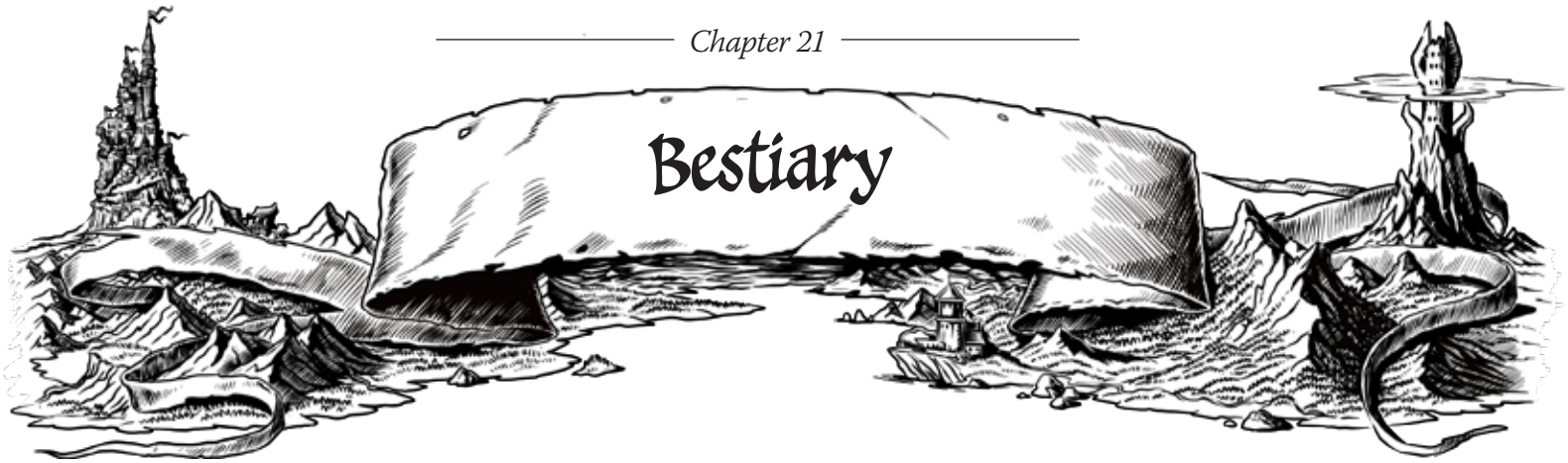






Book Four

Bestiary



Bestiary

The world of *Against the Darkmaster* is inhabited by a host of strange and wondrous creatures, from the diminutive and impish Redcaps, to the colossal Fire Drakes and the dreaded Maimlords. Some of them are friendly, or at least civilized, but many definitely aren't.

In game terms, monsters and creatures are treated much like the Player Characters, with their HPs, Combat Bonus, and other characteristics. However, since each of these creatures will often appear only for brief periods of time during the campaign, and since their statistics tend to really matter only during combat or action scenes, their stats usually don't need to be as detailed as those of the PCs.

Name & Description

Creatures are listed in alphabetical order, their name followed by a few sentences describing their appearance, characteristics, and, in some cases, origins and typical behavior.

If multiple variants of the same creature are present, their names will be written in bold and italics the first time they appear in the description.

Combat Stats

Level: The Level of the creature.

Move Rate: The Move Rate (in meters/Round) of the creature. The first value represents the primary, preferred means of movement of the creature. The second value indicates others types of movement possessed by the creature. Codes are: L = Land, F = Flight, S = Swim.

AT: Armor Type of the creature (either natural armor or typical armor worn): NA = No Armor, LA = Light Armor, ME = Medium Armor, HE = Heavy Armor. The lowercase "s" after the Armor Type acronym indicates the creature usually carries a shield (and it is already factored in the creature's DEF bonus).

DEF: DEF bonus of the creature. It already factors the creature's **SWI**, shield, magical or special bonuses.

TSR: Toughness Save Roll bonus.

WSR: Willpower Save Roll bonus.

HPs: The average number of Total Hit Points for the creature.

Attacks: Describes the type and bonus of the creature's most commonly used attacks:

1st Atk is the preferred (and often best) form of attack; 2nd Atk and 3rd Atk are backup attacks the creature may decide to use in special occasions or when their primary attack is unavailable. If the secondary attack is preceded by a * symbol, then the creature can perform this attack as a Free Action immediately after its primary attack scores a Critical Strike of any severity.

The number in the Attacks entry is the CMB of the attack, followed by its Size (if relevant) and by a description of the type of attack used (e.g.: Weapon, Claw, Bite, etc), indicating the Attack Table that should be used to resolve it.

A value between parentheses after the attack type indicates that the creature can use the attack that many times in a Round as part of the same action. For example, an attack followed by (x2) would mean that the creature can make up to two different Attack Rolls with the same action when using that attack.

Special: A summary of the most important special attacks or abilities possessed by the creature are listed here.

CT: Creature Type. First letter of the two-letter code indicates the tier of the creature to determine Critical Strike reduction: N = Normal (no reduction), H = Heroic (-1 severity to all Critical Strikes taken), E = Epic (-2 severity to all Critical Strikes taken).

The second letter indicates the type of the creature: H stands for Humanoid creature, B stands for Beast (or beast-like).

Skills: This is given as a reference for the average Skill Bonus the creature has when using any Skills from the corresponding Skill Category: Rog = Roguery, Adv = Adventuring, Lor = Lore.
Please note that the GM is free to both modify these values for a particularly skilled/unskilled specimen, or apply a bonus or penalty from the bonus listed to better reflect the creature's specific Skills. For example, Wolves have +50 Perception bonus, but their bonus to other Roguery Skills is much lower.

Monstrous Foes

If you prefer, you may use the Beast Critical Strikes Table to resolve non-magical attacks against creatures with the Beast Creature Type. This makes such opponents slightly harder to face using normal weapons, reflecting their unusual anatomy.

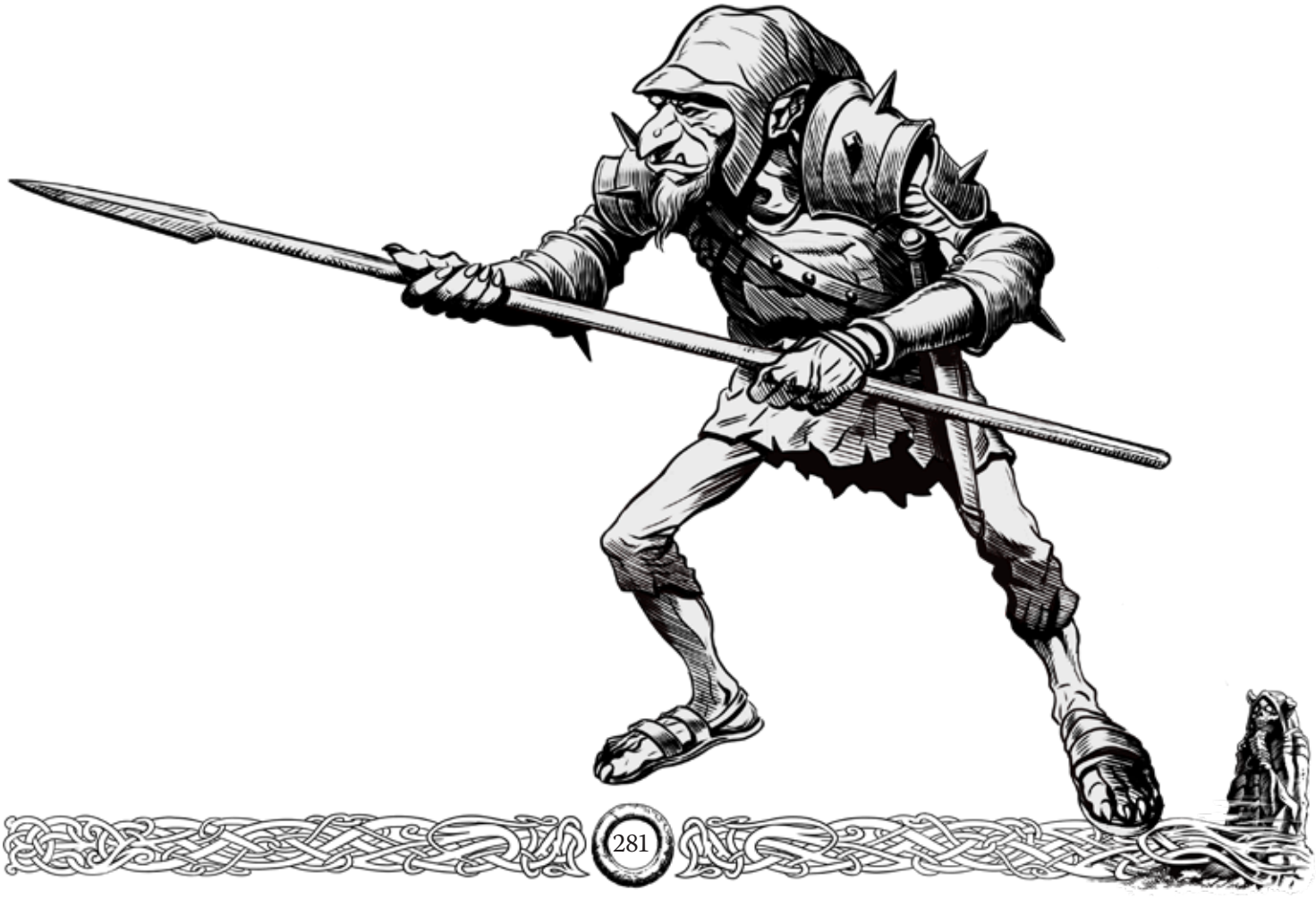
Combat Tactics

This section describes the creature's standard approach to combat, and how they're likely to use their abilities. Note that these are only suggestions, though, and are only meant to give the GM an idea of how those creatures behave in a fight. The GM and the players should always keep in mind that each creature is an individual, and that their tactics will vary depending on their personality and on the situation.

Special Abilities

Many creatures have special abilities, representing unusual skills, traits, or innate powers that can give them an edge (or put them at a disadvantage) in certain situations. Each special ability has a name (written in bold) and a short description of its effects.

First are listed special abilities common to all creatures of a given type. Abilities specific to a particular subtype are listed separately.



Awakened Tree

	Awakened Tree	Ænth
Level	10 Elite	20 Antagonist
MR	18L	18L
AT	LA	ME
DEF	+40	+50
TSR	+80	+100
WSR	+60	+90
HPs	250	350
1st Atk	+90 Large Grapple	+150 Large Grapple
2nd Atk	+90 Large Trample	+150 Large Trample
3rd Atk	-	-
Special	Varies	Varies
CT	EB	EB
Rog	+50	+75
Adv	+90	+120
Lor	+0	+90

An **Awakened Tree**, also known as Ænth in the old tongue, is a sentient, highly intelligent creature resembling an old, tall deciduous tree, with a human-like visage, branches for arms, and roots for legs. Ænths are ancient creatures and their origin is uncertain and disputed among scholars of all Kins. Some speculate they initially were more like humanoid beings living in communion with Nature, and then became progressively more similar to the trees they loved so much. Others believe they were cursed by a spell or willingly transformed themselves to tree-men. Elven scholars deem instead they were simple trees in the first place, and were given soul and intellect by the Spirits to become guardians and protectors of the forests. Whatever the truth may be, it is destined to remain a mystery since even the Ænths themselves either had forgotten their origin or keep it secret.

There is a really important distinction between what is commonly called an Awakened Tree and what a "true" Ænth is: the first being "only" a partially sentient animated tree, possibly created and controlled by the will of the latter. They may appear very similar on the surface - although the Awakened Tree is more "rough" and only vaguely humanoid -, but a true Ænth is a completely different matter: an ancient creature of great power and wisdom.

Normally, Ænths are extremely reclusive, calm, and peaceful creatures. They live most of their thousands-years spanning lives in solitary confinement in the depths of the oldest forests. There, they remain still most of the time, contemplating the perfect beauty of Nature and remembering ancient times when the world was younger. But don't be tricked by their usual kindness, for an Ænth's wrath is something no minion of the Darkmaster will ever want to behold - mainly because it would be the last thing they would ever see.

Sometimes, for reasons unknown, some Ænths go rogue. They lose their temperance and their intellect slowly fades away, while they regress to a more primitive state. They become cruel and grudging, to the point of becoming extremely dangerous to other living beings. The final step of their transformation is said to become normal, inanimate plants. Those "evil" Ænths are often referred to as Huorns.

Combat Tactics

Awakened Trees may be peaceful creatures under normal circumstances, but become fearsome foes if angered. Their favored way of disposing of their enemies is grappling and crushing them with their branch-like arms.

When confronted with multiple smaller foes, they often use their own mass to trample them, stomping and flattening any survivor with their powerful legs.

True Ænths employ more advanced tactics, and are also known for picking up huge boulders or fallen trees to attack their enemies from a distance.

Special Abilities

Resilience: Due to their huge size and incredible resilience, Awakened Trees and True Ænths are really impervious to mundane damage. These creatures are almost immune to Piercing weapons: all such weapons (and similar kinds of attacks) inflicts only half damage and Critical Strikes made with such weapons are penalized by another -2 levels of severity on top of the standard severity reduction due to the Epic resistance.

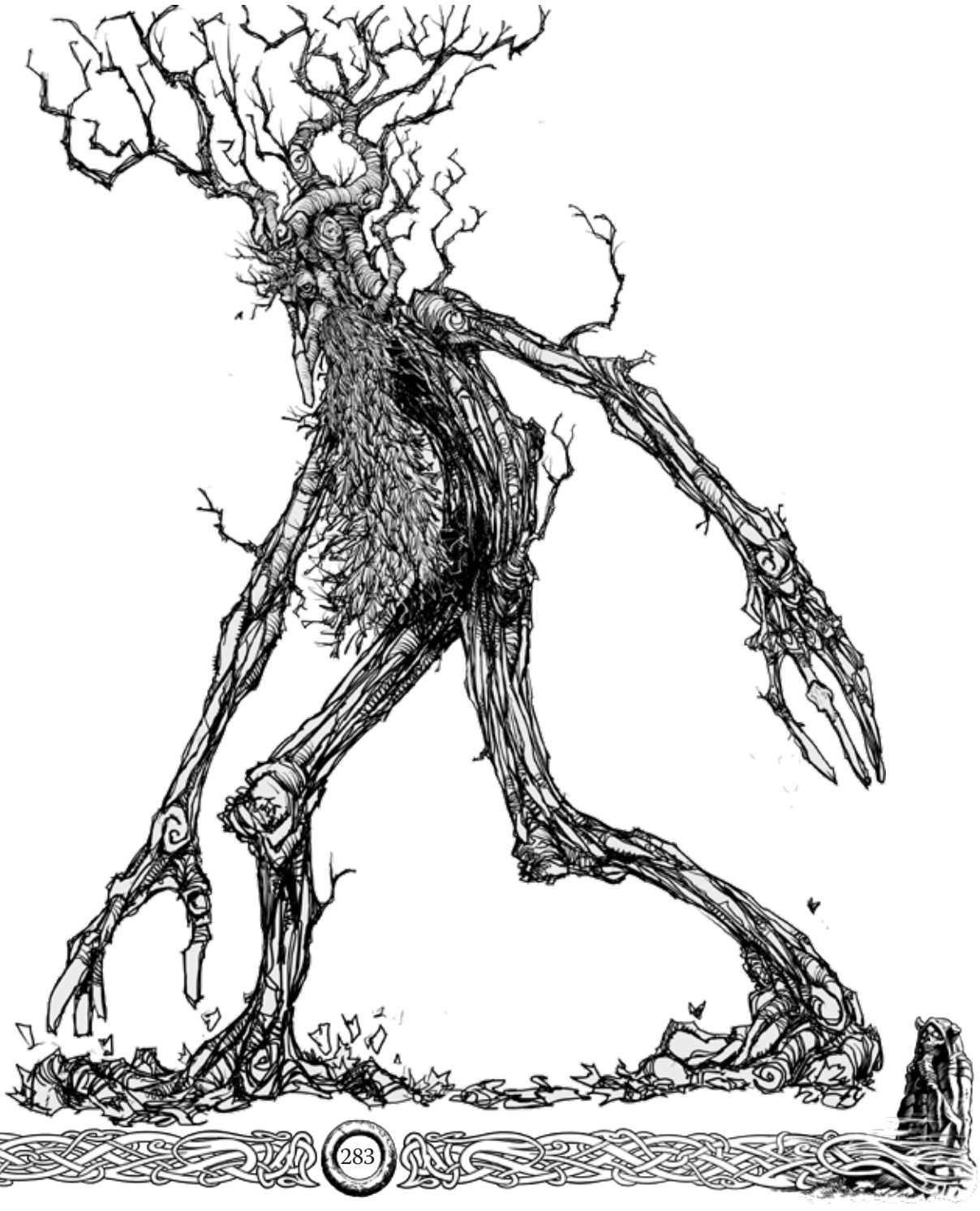
Crush: If an Awakened Tree or Ænth scores a Critical Strike with its Grappling attack the creature can decide to Crush the target on the following Round, gaining a special +30 CMB bonus to its next Grappling attack against the same creature.

Flammable: Awakened Trees and Ænths are, however, extremely vulnerable to fire of any kind, be it of mundane or magical nature. Any fire-based attack is considered Slayer and inflicts double Base Damage against them.

Overwhelming: Creatures of Medium Size or smaller can use only up to half of their CMB to Parry melee attacks from Awakened Trees and Ænths.

Ænth

Boulder: As long as they are on open ground (e.g. not in a forest), Ænths can throw boulders, fallen trunks, and similar objects against their enemies with great accuracy. This attack has a Base Range of 30 meters, a CMB equal to their Adventuring Skill Bonus, is rolled on the Beast Attack Table (with a maximum result of 150) and hits everyone in a 1.5 meters area.



Boggart

	Boggart	Boggle
Level	1 Common	3 Elite
MR	15L	15L
AT	NA	NA
DEF	+20	+20
TSR	+30	+30
WSR	+0	+0
HPs	40	50
1st Atk	+30 Weapon	+40 Small Bite
2nd Atk	+30 Small Bite	+30 Weapon
3rd Atk	-	-
Special	-	-
CT	NH	NH
Rog	+50	+70
Adv	+20	+30
Lor	+0	+0

Boggarts are corrupted, wretched, and malicious relatives of the Halflings, a grotesque mockery of this gentle Kin both in appearance and habits. Where the Halflings are known to be foodies, the Boggarts are ravenous, always craving for food - but instead of cooking delicious delicacies, they feed on rotten trash, crawling vermin, and scum. If the Halflings live in pretty little houses carved out from green hills, Boggarts dwell in filthy, damp tunnels under putrid marshes. Both Kins share the same obsession with hoarding, with the difference that while Halflings rack up household and craft items, Boggarts pile up worthless dirty rubbish. Strangely enough, the link between the two Kins seems still very tight, and this is further demonstrated by the fact that, often, the two peoples choose to establish their communities in places relatively close to each other. For example, one side of a hill declining to a sweet dale can be a perfect cradle for a Halfling hamlet, while the other side of the hill, bordering with a swampy marsh, could be inhabited by Boggarts - the latter often stealing from the former.



It is said that, sometimes, Boggarts turn against their distant cousins the Halflings and that they take up on abandoned Halfling hamlets - or perhaps this happens after they wiped out all remaining Halfling inhabitants. On the other hand, Halflings - that are usually known as a peaceful and serene folk - can't stand Boggarts and are said to have sometimes organized c missions to drive their unwanted neighbors away from their territories.

Boggarts are similar to Halflings in being short and stocky; however, if the Halflings are often pudgy, Boggarts have swollen bellies but scrawny limbs, with elongated feet and hands. They have big heads with flat noses and rough features. They are relatively hairless, except for beard and hair, which are often unkempt, tangled, and filthy. They have sharp teeth and greasy skin, with rashes, welts, and blisters. They take a hunched posture, often going four-limbed when they crawl into their holes. They wear rags, animal pelts, and filthy clothes often stolen from their cousins. Their tools tend to be rugged but serviceable.

Boggles are chiefs among the Boggarts. They are larger, stronger, and more voracious individuals. They are also crueler: while the standard Boggart is malicious and sneaky but basically coward, the Boggles are more inclined to violence and are said to indulge in cannibalistic habits.

Combat Tactics

Boggarts are a cowardly bunch; they'll flee if threatened or attacked, unless it's clear they have the advantage over their opponents. Boggles are more vicious, but even they prefer to wait until their foes are asleep, unarmed, or otherwise distracted before striking. They'll often play the part of the poor, wretched creature to lull their victims into a false sense of security and lure them into a trap or ambush.

— Special Abilities —

Boggle

Sadistic Impulse: Boggle gain a +10 bonus to their CMB when fighting against *Bruised* or *Injured* opponents.

Demon

	Faceless	Werewolf	Vampire	Shadowflame Demon
Level	8 Elite	10 Antagonist	15 Antagonist	30 Antagonist
MR	18L	40L	18L/50F	25L/30F
AT	ME	LA	NA	HE
DEF	+40	+40	+65	+90
TSR	+40	+65	+70	+150
WSR	+50	+75	+80	+150
HPs	120	250	150	400
1st Atk	+110 Huge Unarmed	120 Large Bite	100 Large Claw (x2)	+240 Weapon (x2)
2nd Atk	-	-	*100 Medium Bite	-
3rd Atk	-	-	-	-
Special	Varies	Varies	Varies	Varies
CT	HH	HH	HH	EH
Rog	+70	+145	+125	+110
Adv	+40	+70	+110	+160
Lor	+50	+80	+100	+110

Demons are elder Spirits who forsook Light and sided with Darkness. Cast into the Void with the Darkmaster when creation was still young, from time to time some of them find a way of sneaking back into the mortal world, either by chance or summoned by those foolish enough to attempt to bind them into their service.

Faceless demons are said to be mere fragments of the Darkmaster's will, given flesh to carry out His schemes in the mortal world. They appear as pale, muscular humanoids with no eyes. One of the easiest demons to summon, Faceless are often found in service of Dark Mages or other powerful servants of the Darkmaster, either as assassins or leading their minions into battle.

Werewolves were primal Spirits of the hunt who fell victim to their own rage, losing themselves to their bloodlust. Cursed by the forces of Light for their betrayal, Werewolves are bound to Darkness, unable to take physical form unless they possess the body of a living being.

Creatures possessed by a Werewolf assume a feral, distorted appearance, often displaying bestial traits such as sharp claws, fangs, or burning, cat-like eyes.

The least of the greater demons, **Vampires** must feed on the life force of mortal beings to sustain their physical bodies. Normally, they look like monstrous, hunched creatures with huge bat-like wings and fang-filled maws. By consuming the blood of mortals, however, they can cover themselves with an illusion of beauty, which they use to lure unsuspecting prey into their deadly embrace.

Vampires are driven by an unquenchable thirst for blood, as without its sustenance their bodies slowly decay, casting their spirit back into the Void.

Shadowflame Demons were some of the mightiest of the Darkmaster's allies, fallen greater Spirits of elemental fire. Once impossibly beautiful, now they're twisted figures of fire and darkness; vast man-like shapes, preceded by a dreadful aura of power and terror.

Few creatures can hope to challenge a Shadowflame Demon, except maybe the greatest of heroes and the most ancient dragons. Vain, despotic, and cruel, these creatures delight in inflicting torment and spreading destruction.

Luckily, Shadowflame Demons are thought to be all but vanquished from the world, even if it's said that a few managed to hide themselves in the depths of the earth.

Combat Tactics

Demons have a vast array of powers and special abilities they will use to gain the maximum advantage on their foes.

Faceless carefully plan their battles, either using their Commandeer ability to outnumber their foes or stealth and deceit to gain the element of surprise.

Werewolves often lay hidden in dark places in their *Formless*

state, waiting until a suitable victim approaches. In this state they're extremely paranoid and will immediately attempt to flee if discovered or faced by someone who's able to hurt them. While possessing a creature, on the other hand, they'll fight with bestial fury and utter disregard for their host's health.

While **Vampires** can be fearsome opponents, they tend to avoid direct confrontation, preferring to use clever tricks and their *Shapeshifting* ability to isolate their victims and strike when they least expect it.

Shadowflame Demons are brutal and unsubtle. They'll use their *Terrifying Presence* to bring chaos into the ranks of lesser enemies, then they'll try to overwhelm those who still stand in their way, unleashing their most powerful and destructive attacks in quick succession.

Despite their might, their arrogance can become their undoing, as they tend to underestimate their foes. There are many tales about demons tricked or even defeated by clever foes whom they didn't deem worthy of their attention. Yet, the veracity of such tales is often to be proved.

Special Abilities

Otherworldly: Demons do not age, sleep, eat or drink, and are immune to poisons and diseases. They do not *Bleed* and cannot be *Stunned*. Should they be "slain", they won't really die, but their spirit will be banished from the mortal world for a thousand years.

Darkvision: Demons can see in Dim Light and Total Darkness as if they were standing in Bright Light.

Faceless

Commandeer: Faceless Demons can impose their will on a group of lesser servant of Darkness, forcing them to obey their orders. Up to 10 creatures can be commandeered at once, as long as they have a lower Level than the Faceless and they are either Tainted or already a servant of the Darkmaster. Commandeered creatures are immune to fear and gain a +10 bonus to their **WSR** as long as the Faceless is within sight. They're also forced to obey any order issued by it until they remain under its influence. If the Faceless dies, any commandeered creature becomes *Stunned* and must pass a **TSR** with an Attack Level of 6 or die.

Eyeless Gaze: Faceless Demons can see perfectly under any lighting condition, despite their lack of eyes. As a Half Action, they can fix their gaze upon a sentient creature within 20 meters. As long as the Faceless maintains its gaze upon them, targets must pass a **WSR** at the beginning of each Assessment Phase or be *Held* for that Round.



Darkspawn: Faceless Demons gain a +20 bonus to their Stealth Rolls and their DEF as long as they stand in Dim Light or Total Darkness.

Martial Arts: Faceless Demons fight bare-handed, using ancient secret techniques turning their powerful, muscled bodies into deadly weapons. Faceless can Parry with their full CMB armed and ranged attacks, as if they were wielding a shield.

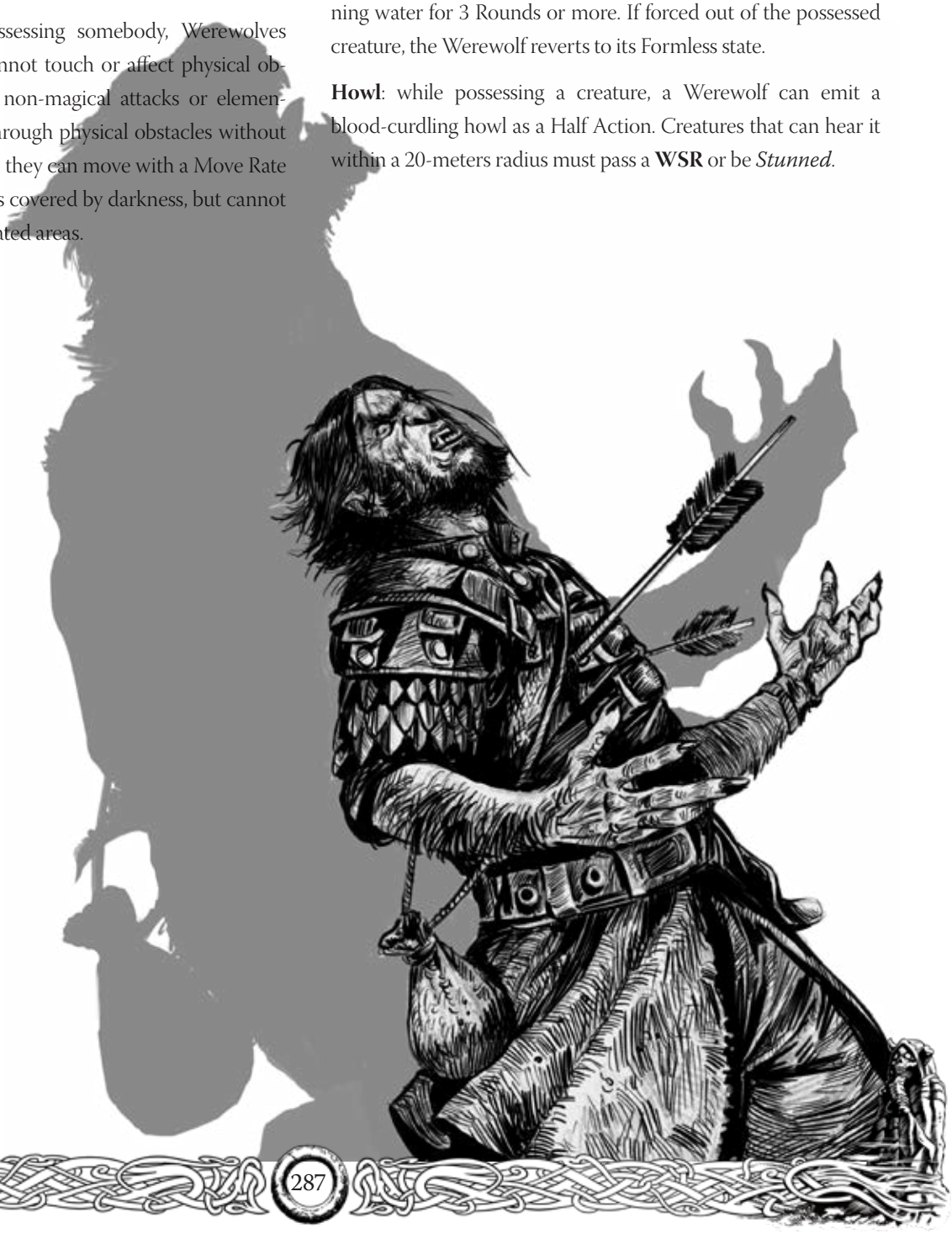
Werewolf

Formless: Unless they're possessing somebody, Werewolves have no physical form and cannot touch or affect physical objects. They aren't affected by non-magical attacks or elemental Spells, and they can pass through physical obstacles without slowing down. While formless, they can move with a Move Rate of 50 through shadows or areas covered by darkness, but cannot cross running water or illuminated areas.

Possession: Formless Werewolves can attempt to possess a sentient creature that's not standing under direct light within 5 meters of them as a Full Action. The creature makes a **WSR**, and if it fails, the Werewolf possesses it. The possessed creature takes the Werewolf's stats and falls completely under its control. Its teeth become sharp fangs, its eyes full of predatory malice, and its features slightly beastial. The Werewolf also gains full access to the creature's thoughts and memories.

The possession ends if the victim dies or if it is immersed in running water for 3 Rounds or more. If forced out of the possessed creature, the Werewolf reverts to its Formless state.

Howl: while possessing a creature, a Werewolf can emit a blood-curdling howl as a Half Action. Creatures that can hear it within a 20-meters radius must pass a **WSR** or be *Stunned*.



Vampire

Vampiric Embrace: Creatures that suffer a Critical Strike from a Vampire's Bite attack become *Held*, as the Vampire begins to drain their blood, feeding on their life force. Creatures *Held* this way suffer 1d10+1 Soul Damage at the beginning of each Round and can attempt to free themselves by making a Conflicting Athletics Roll against the Vampire. Vampires feeding on a victim heal a number of **HP**s equal to the Soul Damage they inflict but cannot take actions unless they release the creature they're feeding upon.

Shapeshifting: By completely consuming the life force of a living being, Vampires can take the form of a beautiful humanoid. The transformation lasts for a week or until they're exposed to direct sunlight. While in this form, they lose their Claw and Bite attacks but can revert to their original form as a Free Action.

Hypnotic Gaze: While transformed with their *Shapeshifting* ability, Vampires can attempt to hypnotize a sentient creature that can see their eyes within 20 meters of them as a Half Action. The creature must pass a **WSR**. If they fail they stand motionless, *Incapacitated* for 1 Round for each 10 points of failure or until they can see the Vampire.

Shadowflame Demon

Terrifying Presence: Non-demonic creatures seeing a Shadowflame Demon must pass a **WSR** or become *Frightened*. At the beginning of each Assessment Phase, *Frightened* creatures may repeat their **WSR** to end this effect.

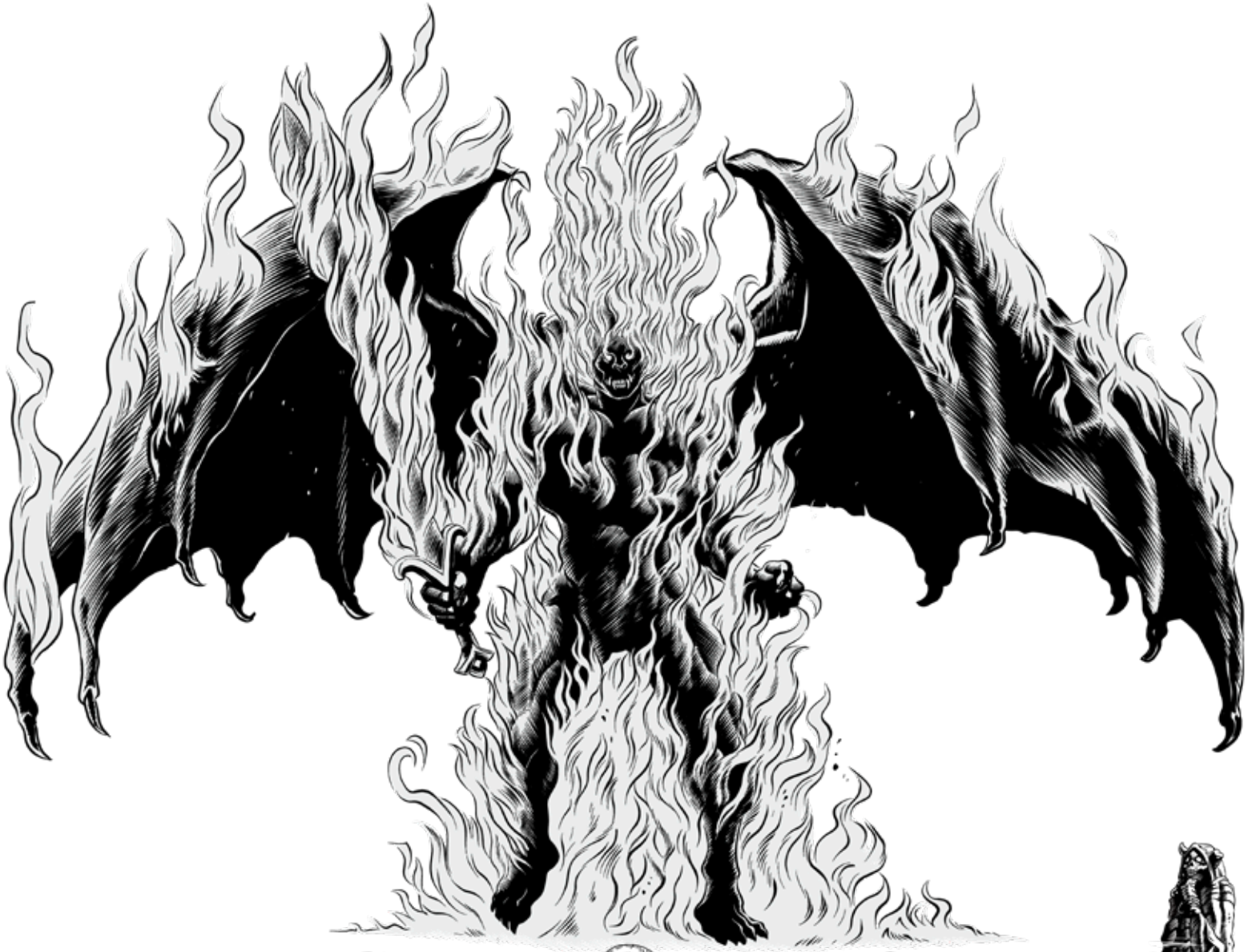


Immolation: Shadowflame Demons can immolate as a Half-Action, wreathing themselves with an aura of flames that lasts as long as the demon wishes. Creatures engaged with the demon take a Moderate Fire Critical Strike at the beginning of each Round as long as the Immolation lasts.

Spell Casting: Shadowflame Demons know the *Eldritch Fire, Detections, Mind Control,* and *Eldritch Wards* Spell Lores up to the 10th Weave. They can cast spells from these Spell Lores without spending **MP**s, using their Lore bonus as their Spell Casting Bonus.

Demon of Might: Medium-sized or smaller creatures do not gain Flanking or On Rear bonuses when attacking a Shadowflame Demon. Additionally, Shadowflame Demons double the Base Damage dealt by any weapon they wield, and their Parry applies to all Medium or smaller creatures engaged with them.

Fiery Arms: The Shadowflame Demon attacks with two two-handed weapons of Large size at once: a giant two-handed sword and a flaming whip. The attacks are resolved on the Edged and Blunt Weapons Attack Tables, respectively, with a maximum result of 175. When the Shadowflame Demon is Immolated, its weapon attacks also deal an additional Fire Critical Strike of one level of severity lower than the primary Critical Strike inflicted - for example, an attack inflicting a Lethal Critical Strike on the Attack Table also inflicts a Grievous Fire Critical Strike.



Dragon

	Lindworm	Fire Drake	Sea Drake
Level	18 Antagonist	25 Antagonist	20 Antagonist
MR	50L	55F/18L	30S/18L
AT	HE	HE	HE
DEF	+50	+40	+40
TSR	+115	+125	+120
WSR	+95	+125	+120
HPs	380	450	400
1st Atk	+160 Colossal Bite	+175 Colossal Bite	+170 Colossal Bite
2nd Atk	+130 Huge Horn	+150 Huge Claw	+125 Huge Claw (x2)
3rd Atk	*+150 Colossal Trample		
Special	Varies	Varies	Varies
CT	EB	EB	EB
Rog	+90	+120	+100
Adv	+110	+110	+110
Lor	+90	+100	+100

Dragons are the stuff of legend; few other creatures inspire the same level of awe and terror, and fewer still would even think of challenging one.

Their origins are shrouded in mystery; a mystery that puzzles sages and philosophers of all Kins to this day. Some say they are shards of the Primordial Chaos that somehow crept into the world at the beginning of time. Others that they were created by the Darkmaster as the ultimate weapon but quickly grew too proud and powerful even for Him and escaped His control. Others yet that they are magic incarnate given form by the deepest fears and the basest thoughts of all Kins.

One thing is certain: the number of Dragons is dwindling. Very few survive to this day, and even their power is much diminished compared to those who lived in the past Ages. This doesn't make them less fearsome, though. They may be weaklings compared to the Elder Dragons of legend, but even the smallest Dragon youngling is a formidable foe, capable of taking on a small army all by itself.

Lindworms, also called Cold Worms for their lack of fiery breath, are wingless Dragons who often claim underground caves or deep forests as their lairs. The smallest of their Kin, they're also by far the most active of Dragons. They greatly enjoy hunting and are less likely to be found asleep than Fire or Sea Drakes.

Their lairs, littered with half-eaten remains of their victims, often attracts Gorcrows, Ghouls, and other scavengers. Lindworms tolerate the presence of these intruders, as long as they have the sense of scuttling into hiding when they return home to rest.

Huge winged beasts, capable of incinerating their foes with their scalding fire breaths, **Fire Drakes** are what most people think about when they talk about Dragons. Known for their cunning, cruelty and, most of all, for their insatiable greed, Fire Drakes love to gather massive amounts of wealth; veritable mountains of gold, silver, and jewels, upon which they lie to slumber, even for years at times.

Countless fools, drawn by the promise of riches and fame, have tried to sneak into their den, only to find that, even in their sleep, Dragons are always vigilant. Most of the times, these poor souls meet a quick and fiery end. In some occasions, however, Fire Drakes amuse themselves by keeping them as prisoners or slaves, until they grow tired of their new toy and devour them.

The rarest of Dragons, or perhaps just the most elusive, is the **Sea Drake**, the terror of the deep. These Dragons have elongated, serpentine bodies and powerful caudal fins, allowing them to move at impressive speed underwater.

Sea Drakes seem to have little in common with the rest of their Kin. They don't hoard wealth like Fire Drakes, nor do they take particular pleasure in the hunt, like Lindworms.

Normally, they seem content to sleep under the waves, simply ignoring the world above. Once every hundred years or so, howev-

er, they explode in a burst of activity, bringing ruin to coastal settlements near their lairs and attacking every ship they see. After a few months of apparently senseless destruction, they return to their lair, sated, and disappear for another century.

Sailors often leave offerings and sacrifices in proximity of known Sea Drakes lairs in an attempt to appease them or delay their fury. The efficacy of these oblations is uncertain, but many seafarers prefer to waste a few coins on a dubious tradition rather than risking the Dragon's anger.

Combat Tactics

Dragons are one of the deadliest foes heroes can face. Capable of overpowering most opponents through their sheer might, Dragons can also count on the supernatural hardness of the scales covering their bodies and on a host of special abilities. In addition, most Dragons are highly intelligent and know their territory like the back of their claws.

To stand a chance against them, dragon hunters will have to exploit their quirks and weaknesses, using their vanity, greed, and bloodlust against them. They had better be sure of what they're doing, though. Angering a dragon is not a mistake that can be done twice.

Special Abilities

Terrifying Presence: Large or smaller creatures seeing a Dragon must pass a **WSR** or become *Frightened*. At the beginning of each Assessment Phase, *Frightened* creatures may repeat their **WSR** to end this effect.

Elemental Resistance: Dragons are immune to non-magical element-based damage and halve the damage they receive from magical element-based attacks.

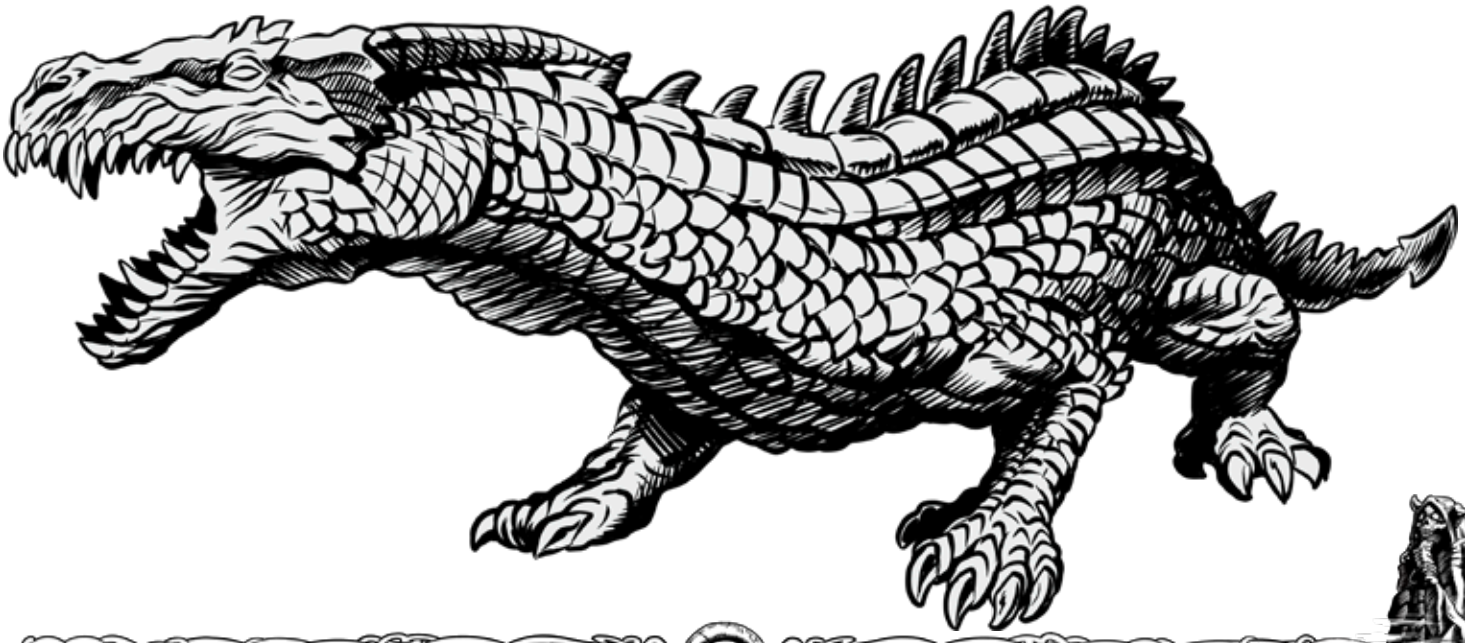
Draconic Might: Large or smaller creatures cannot Stun a Dragon. Additionally, Medium-sized or smaller creatures do not gain Flanking or On Rear bonuses when attacking a Dragon.

Heightened Senses: Dragons can see perfectly under any lighting condition and automatically detect the presence of invisible creatures (as an always active *Sense Invisible* Spell, without the need to Concentrate).

Ferocity: Dragons can use both their primary and secondary attacks as a single Full Action. They can concentrate these attacks on a single creature or split them among all opponents engaged with them with no penalties.

Overwhelming: Creatures of Medium Size or smaller can use only up to half of their CMB to Parry melee attacks from Dragons.

Unique Ability: Each Dragon has at least one unique special ability, determined by rolling on the Dragon Special Abilities table.



Lindworm

Burrowing: Lindworms can move burrowing through earth and stone with a Move Rate of 18.

Fire Drake

Dragon's Breath: Fire Drakes can exhale a 20-meters long and 20-meters wide cone of fire as a Full Action. This attack is resolved on the Area Spells Attack Table with a CMB equal to their Adventuring bonus and no maximum result, dealing Fire damage to all those caught in the area.

Sea Drake

Amphibious: Sea Drakes can breathe both air and water.
Dragon's Breath: Sea Drakes can exhale a 15-meters long and 15-meters wide cone of scalding steam as a Full Action. This attack is resolved on the Area Spells Attack Table, with a CMB of +90 and no maximum result, dealing Fire damage to all those caught in the area.



Dragon Special Abilities

Roll	Ability
01-10	Soft Spot: The Dragon has a soft spot in its armor. If learned, heroes can target it (attacking at a -30) to treat the Dragon's armor as No Armor.
11-20	Death Curse: If the Dragon is slain, it can lay a terrible curse on its slayer.
21-30	Acidic Blood: The Dragon's blood is corrosive, dealing a Light Fire Critical Strike to anyone who hits it in melee with an edged or puncturing weapon.
31-40	Eldritch Power: The Dragon knows 1d5 Spell Lores, and can cast Spells from them without using MPs (use its Lore bonus for the Spell Casting Roll).
41-50	Transfixing Gaze: The Dragon has the ability to paralyze with its gaze. It can target one creature each Round with its gaze as a Free Action. Targeted creatures must pass a WSR or be Held until the Dragon shifts its gaze to another target. Creatures who cannot see are immune to this effect.
51-60	Unusual Movement: The Dragon gains one of the following movements: winged flight (MR 55F), burrowing through earth (MR 18L), or swimming (MR 25S).
61-70	Invulnerable: The Dragon cannot be hurt by mundane or magical attacks, unless it has been hit by a specific Special Herb first.
71-80	Many-Headed: The Dragon has an additional head and can make two Bite attacks each Round. If it has a Breath attack, it can use it with one head while the other bites. Each head counts as a different target for mind-influencing Spells and effects and both heads must be Stunned for the Dragon to be Stunned.
81-90	Choose Two Abilities from this table.
91-00	Choose Three Abilities from this table.



Dragonspawn

	Dragonspawn	Dragonspawn Priest
Level	6 Elite	9 Elite
MR	15L	15L
AT	ME	HE
DEF	+30	+50
TSR	+50	+65
WSR	+35	+55
HPs	90	120
1st Atk	+95 Weapon	+120 Weapon
2nd Atk	+70 Ranged	+70 Ranged
3rd Atk	-	Dragon's Breath
Special	Varies	Spellcasting
CT	NH	NH
Rog	+40	+40
Adv	+60	+70
Lor	+25	+60

Born from one of the most successful Darkmaster's attempts to create the ultimate soldier for His armies, **Dragonspawn** are powerfully built humanoids with draconic features. While the chaotic sorcery that created them made each Dragonspawn wildly different in looks and capabilities from the others, they all share a cruel disposition and unquestioning loyalty to their master.

Dragonspawn Priests are ministers of the Dragon Cult and the leaders of the Dragonspawn society. They're more akin to their ancestry - the mighty Dragons - than the other Dragonspawn.

They are bigger, stronger, and generally better equipped than other Dragonspawn. They wear full plate armor on their scaly skin and carry flanged maces, hammers, spears, and axes into battle. This equipment is generally of superior make, giving a bonus ranging from +5 to +15.

Combat Tactics

Despite their ferocity, Dragonspawn are very disciplined in combat. They fight in formation, advancing and retreating on the orders of their commanders. Each Dragonspawn covers a precise role and position in its unit, usually determined by their experience and capabilities. Those capable of flight or of breathing fire are often employed as shock troops, charged with breaking the enemy's lines with sudden and brutal assaults, while those who wield magical abilities usually stand in the rearguard, giving support to their comrades.

Dragonspawn Priests are brilliant strategists, and normally take the role of leaders and commanders, though sometimes they were reported diving into battle riding a Dragon.



Special Abilities

Night Sight: Dragonspawn can see in moonlight or starlight as if it were day, and up to 30 meters in Dim Light (treating the first 15 meters as if they were standing in Bright Light). They can see up to 3 meters even in Total Darkness.

Dragon's Blood: Each Dragonspawn has at least one unique special ability, determined by rolling on the Dragonspawn Special Abilities table. Additionally, Dragonspawn gain a special +10 bonus to their **WSR** and CMB while in the presence of an allied Dragon.

Dragonspawn Priests

Dragon's Breath: All Dragonspawn Priests are able to use the Dragon's Breath ability described below, in addition to any other ability rolled on the Dragonspawn Special Abilities (re-roll any result of Dragon's Breath).

Spellcasting: Dragonspawn Priests know up to 5 Wizard or Animist Spell Lores up to the 5th Weave, and can cast Spells from them without using **MP**s (using their Lore bonus for the Spell Casting Roll).

Dragonspawn Special Abilities

Roll	Ability
01-10	Turn to Stone: The body of the Dragonspawn immediately turns to stone when the creature is slain, trapping the weapon that dealt the killing blow. The trapped weapon can be retrieved with a Very Hard (-30) Athletics Skill Roll. After 1d5+5 Rounds, the petrified body of the Dragonspawn crumbles to dust, automatically freeing any weapon still trapped within.
11-20	Dragon's Breath: Like the great true Dragons from which it descends, the Dragonspawn can spit a stream of fire. It gains a secondary Fiery Breath attack, affecting every creature in a cone with a length of 3 meters and 3 meters wide at its furthest end. The attack has a CMB equal to the Dragonspawn's Adventuring bonus, inflicts Fire damage, and is resolved on the Area Spells Attack Table with a maximum result of 130.
21-30	Acidic Blood: The Dragonspawn's blood is corrosive, dealing a Superficial Fire Critical Strike to anyone who hits it in melee with an edged or puncturing weapon.
31-40	Draconic Magic: The Dragonspawn knows a random Spell Lore, and can cast one Spell of a Weave no higher than its Level each Round without using MPs (use its Lore bonus for the Spell Casting Roll).
41-50	Death Throes: The elemental fire contained in the Dragonspawn's body is violently released when it's slain, causing a 1.5 m radius explosion. Every creature caught in the blast suffers a Fire attack with a CMB of +80 resolved on the Area Spells Attack Table with a maximum result of 130.
51-60	Winged Flight: The Dragonspawn has great, leathery wings, allowing it to fly with a Move Rate of 15.
61-70	Shapechanger: The Dragonspawn can cast the Spell Disguise (from the Illusions Spell Lore) on itself at will with a Full Action, without spending MPs and without having to make any Spell Casting Roll
71-80	Venomous: The Dragonspawn can secrete a powerful paralyzing poison. Any creature suffering a Critical Strike from the Dragonspawn's bite (or from a weapon the Dragonspawn licked) must pass a SR against an Attack Level 8 poison. If they fail, they're Held for 1d10+1 Rounds.
81-90	Death Frenzy: When the Dragonspawn drops to 0 HPs or less, or becomes Dying, it isn't Incapacitated, but enters a vicious battle frenzy instead. While frenzied, the Dragonspawn gains a special +10 bonus to its CMB and must attack or engage the nearest creature each Round. The frenzy lasts for three Rounds, or until there are no creatures within engagement distance of the Dragonspawn. The Dragonspawn dies as soon as the frenzy ends.
91-00	Choose Two Abilities from this table.

Dwergar

	Dwergar Warrior	Dwergar Berserker
Level	5 Common	8 Elite
MR	14L	15L
AT	ME	ME
DEF	+45	+20
TSR	+60	+75
WSR	+40	+55
HPs	85	150
1st Atk	+90 Weapon	+120 Weapon (2-handed)
2nd Atk	+60 Ranged	+90 Brawl/Small Bite
3rd Atk	-	-
Special	-	Berserkersgang
CT	NH	NH
Rog	+40	+40
Adv	+30	+40
Lor	+15	+0

Dwarves don't like to talk about their fallen brothers, the **Dwergar**, who were corrupted by their desire for vengeance and by the vain promises of gold and glory of the Darkmaster.

Dwergar are at war with the world. They believe to have been terribly wronged in the past, both by their brothers and by the other Free Kins, and won't rest until they see their former allies broken and enslaved.

In their blind quest for revenge, they foolishly sided with the forces of Darkness, and thus can be found fighting grudgingly side by side with Orcs, Trolls and Evil Men.

Dwergar are similar to Dwarves, averaging 1.2 to 1.5 meters in height, but weighing like a full grown Man because of their stocky and muscular build. They have rough, fierce features and greyish to pale skin. They are generally bald but often sport long beard. Their eyes have a very pale iris, seeming almost entirely white to the casual viewer.

The most feared amongst their ranks are the ferocious **Berserkers**, fanatical warriors who are said to be possessed by the furious spirits of their wronged ancestors.

Combat Tactics

Dwergar are extremely skilled and ruthless fighters. They will use any means, no matter how base, to gain an edge over their foes. One of their favorite tactics consists of forcing their prisoners or slaves to fight at the forefront, while they use ranged weapons and their wicked warmachines to wreak havoc on the enemy lines.

Berserkers fight alone, acting as spear-points of the Dwergar troops, often charging straight toward the most well-armed or strongest-seeming foe in sight.



Special Abilities

Night Sight: Dwergar can see in moonlight or starlight as if it were day, and up to 30 meters in Dim Light (treating the first 15 meters as if they were standing in Bright Light). They can see up to 3 meters even in Total Darkness.

Forgekin: Dwergar get a +30 bonus to their SRs and defenses against heat and cold attacks.

Dwergar Berserker

Berserkersgang: Dwergar Berserkers enter a state of battle-frenzy before going into melee, helped by drinking strange brews and eating underground mushrooms. Treat the Dwergar Berserker as having 20 ranks in the *Battle Frenzy* Specialty Skill.

Dwergar Contraptions

Dwergar share their brothers' skills for working metals and stones, but while Dwarves pour their souls into their works, Dwergar think only about efficiency.

This is particularly true when talking about weapons. Dwergar weaponsmiths are infamous for their ability to invent new ways to kill, maim, and spread destruction.

Dwergar often carry with them strange weapons and vicious contraptions, fruits of the crazed imagination of their weaponsmiths and engineers. A few examples of these weapons are given below, but many more are forged each day in the smoke-filled halls of the Dwergar fortresses. The secret of their construction are jealousy guarded, and Dwergar would rather die than see one of their contraptions taken by another Kin.

Arbalest

Arbalests are great metal crossbows with a complex mechanism attached to their handle, used to draw back their string. They count as heavy crossbows that can shoot every Round with no penalty when used by a trained Dwergar.

Earthshaker Orb

Earthshaker Orbs are strange bronze spheres the size of a human skull that explodes in a thunderous blast on impact.

The explosion is resolved as an Area Attack Spell (use the Dwergar's Ranged CMB) with a maximum result of 140, dealing Impact damage and affecting each creature in a 3-meter radius.

Flamespitter

Flamespitters resemble short metal spears, with a sharp point on one end and a hollow cavity on the other. The hollow end can be pointed towards a target to erupt in a cone of scorching flames. Treat it as an Area Attack Spell, affecting every creature in a cone originating from the Flamespitter, with a length of 3 meters and 3 meters wide at its furthest end. The attack deals Fire damage with a maximum result of 130 and uses the Dwergar's Ranged CMB. Once fired, the Flamespitter must be recharged by a Dwergar alchemist to be used again.

Evil Man

	Bandit	Dark Knight	Dark Mage
Level	4 Common	7 Elite	10 Antagonist
MR	15L	15L	15L
AT	LAs	HEs	LA
DEF	+25	+40	+10
TSR	+25	+40	+65
WSR	+20	+35	+70
HPs	70	115	65
1st Atk	+70 Weapon	+100 Weapon	+65 Weapon
2nd Atk	+50 Ranged	+70 Ranged	-
3rd Atk	-	-	-
Special	-	Dark Blessing	Spells
CT	NH	NH	NH
Rog	+20	+40	+50
Adv	+30	+70	+40
Lor	+0	+25	+100

Men can be valiant defenders of Light, but some of them easily fall under the sway of Darkness.

Bandits are infamous for preying upon the weak to satisfy their greed. The same stats can be also used to represent thugs, mercenaries, looters, or common soldiers.

Knights should be paragons of honor and virtues, but **Dark Knights** are the antithesis of that. Merciless, fanatical, and cruel, they are a perversion of all what a true knight should stand for. Some of them even pledge allegiance to the Darkmaster, betraying humanity for a sliver of His power.

Dark Mages are masters of forbidden arcane arts. Some of them are the power-hungry sorcerers that lead the Darkmaster's minions into battle or the high priests of His dark cults, corrupting the empires of man from within. Others are warlocks and witches, who deluded themselves into thinking they could bend the powers of Darkness to their will, only to become unwitting tools in the hands of the Darkmaster.

Combat Tactics

The tactis of Evil Men vary wildly, depending on their training and disposition. Some of them attack recklessly, others use elaborate stratagems or flee at the first sign of danger. Some even have their own self-imposed code of honor and could even be described as heroic, if only they had chosen Light over Darkness.

Special Abilities

Dark Knight

Dark Blessing: Occasionally, Dark Knights who chose to serve the Darkmaster will display one or more Dark Blessings, randomly chosen from the Dark Blessing table.

Dark Mage

Spells: Dark Mages know either the Necromancy or the Dark Sorcery Spell Lore, plus 1d5+3 Spell Lores of the GM's choosing up to the tenth Weave. They can cast Spells from them without using **MP**s (using their Lore bonus for the Spell Casting Roll).

Dark Blessings

Roll	Ability
1-10	Unearthly Strength: The Dark Knight is far stronger than any mortal man; increase their melee CMB by 10 points.
11-20	Dark Steed: Once per day, the Dark Knight can summon a Nightmare, who will appear in 1d10 Rounds before them. The summoned Nightmare obeys the Dark Knight's commands blindly.
21-30	Darkvision: The Dark Knight can see in Dim Light and Total Darkness as if they were standing in Bright Light.
31-40	Demonic Visage: The Dark Knight's face has been twisted by the powers of Darkness into a horrifying mask of fear. Medium or smaller creatures seeing it must pass a WSR or become Frightened. At the beginning of each Assessment Phase, Frightened creatures may repeat their WSR to end this effect.
41-50	Power of the Dark Side: The Dark Knight knows a random Spell Lore up to a Weave equal to their Level. They can cast Spells from them without using MPs (using their Lore bonus for the Spell Casting Roll).
51-60	Magic Resistance: The Dark Knight gains a permanent +10 bonus to their SR and DEF against magic.
61-70	Dark Armor: The Dark Knight's armor fuses with the warrior's body, becoming one with their skin. The Dark Knight becomes immune to Stun and is treated as a Heroic creature for the purpose of resolving Critical Strikes.
71-80	Regeneration: The Dark Knight's wounds heal unnaturally fast. The Dark Knight does not Bleed and recovers 1d5 HPs or lowers sustained Injuries by 5 points at the beginning of each Assessment Phase (GM chooses each Round). The Regeneration stops working if the Dark Knight (roll 1d10) 1-3: suffers Fire damage; 4-6: suffers Frost damage; 7-9: is immersed in running water; 0: is under direct sunlight.
81-90	Pale Horseman: The Dark Knight is the carrier of a lethal disease. Creatures suffering a Critical Strike from the Dark Knight's melee attacks must pass a TSR or contract the Dark Plague.
91-96	Choose Two Abilities from this table.
97-00	Choose Three Abilities from this table.



Fellwing

Fellwing	
Level	12 Elite
MR	50F/10L
AT	ME
DEF	+40
TSR	+75
WSR	+50
HPs	200
1st Atk	+100 Large Bite
2nd Atk	+70 Large Claw
3rd Atk	-
Special	Swoop Attack
CT	HB
Rog	+40
Adv	+60
Lor	+0

Fellwing are huge winged beasts that ruled the sky when the world was younger, with great leathery wings, long curved necks, and cruel, serrated beaks. Thought to be long extinct, they were recreated by the Darkmaster in His breeding pits to serve as mounts for His most trusted servants.

Combat Tactics

Fellwing aren't particularly intelligent, and their tactics resemble those of the great birds of prey.

They become far more dangerous when mounted, as a skilled rider can make them perform even complex maneuvers.

Special Abilities

Night Sight: Fellwings can see in moonlight or starlight as if it were day, and up to 30 meters in Dim Light (treating the first 15 meters as if they were standing in Bright Light). They can see up to 3 meters even in Total Darkness.

Swoop Attack: As long as they're airborne, if they charge a creature on the ground with their Claw attack, Fellwing can move 10 meters in the air right after attacking as part of the same action.



Fomorian

Fomorian	
Level	6 Common
MR	18L
AT	LA
DEF	+40
TSR	+55
WSR	+40
HPs	100
1st Atk	+100 Weapon
2nd Atk	+80 Medium Claw
3rd Atk	*+90 Medium Bite
Special	Varies
CT	NH
Rog	+40
Adv	+60
Lor	+0

Halfling mothers often scare their children with stories of the **Fomorians**, telling them the beast-men will snatch them, should they misbehave. Little do they know that their fairy tales hold fragments of truth, because deep in the heart of the woods the Fomorians still hunt.

One of the most sorrowful creations of the Darkmaster, Fomorians combine features of man and beast. They stand erect like men, but their bodies are covered by a thick fur; their hands end with long, sharp claws; and their mouths sport vicious fangs.

Driven insane by the magic ritual that created them, their minds are clouded by a barely contained rage and an insatiable bloodlust.

Luckily for the free Kins, Fomorians are far from organized. Most of them live in small herds, barely strong enough to waylay the occasional caravan or pillage isolated farmsteads. On a few occasions, however, an external will or a powerful war-leader manages to gather them in a huge horde that descends upon the civilized world, bringing chaos and destruction with them.

Combat Tactics

Even when they attack in large numbers, Fomorians fight as individuals, doing very little to coordinate their assault with other members of the herd. They fight each other along with their common opponents, striving to assert dominance with brutal displays of violence or by killing more enemies than their companions.

As a result, Fomorian attacks are unpredictable but relatively easily repelled by disciplined troops that can withstand their initial onslaught, dragging them to a battle of attrition.

Special Abilities

Night Sight: Fomorians can see in moonlight or starlight as if it were day, and up to 30 meters in Dim Light (treating the first 15 meters as if they were standing in Bright Light). They can see up to 3 meters even in Total Darkness.

Beastial Trait: Each Fomorian has at least one unique special ability, determined by rolling on the Fomorian Special Abilities table.

Fomorian Special Abilities

Roll	Ability
01-10	Blazing Speed: The Fomorian has powerful leg muscles, allowing it to move at an incredibly fast pace. Double its base Move Rate.
11-20	Keen Senses: The Fomorian has a very sharp sense of smell and hearing, gaining a +25 bonus to all Hunting and Perception Rolls relying on these senses.
21-30	Vicious Bite: The Fomorian has a grotesquely oversized maw. It cannot speak, but its Bite attack size is increased by one step.
31-40	Mighty Leap: The Fomorian has weirdly bent legs, which reduce its base MR by 3 but allow it to jump up to 15 meters horizontally or 6 meters vertically as a Full Action.
41-50	Amphibious: The Fomorian can breathe both air and water.
51-60	Winged Flight: The Fomorian has large, bat-like wings, allowing it to fly with a MR of 12.
61-70	Horns: The Fomorian gains a Medium Horns attack with a CMB +70, that deals double Base Damage when the Fomorian is charging.
71-80	Blind Sight: The Fomorian is blind but can perceive its surroundings through echolocation.
81-90	Clinging: The Fomorian can move at walking pace on any vertical or horizontal surface as if it were Normal Terrain.
91-95	Blood Frenzy: As long as there's a Bleeding creature within 10 meters, the Fomorian cannot Parry and makes and additional melee attack (either with its weapon or its natural attacks) at -20 each Round.
91-00	Choose Two Abilities from this table.

Ghoul

	Ghoul	Draugr
Level	4 Common	7 Elite
MR	17L	15L
AT	NA	ME
DEF	+35	+40
TSR	+40	+50
WSR	+10	+35
HPs	60	95
1st Atk	+80 Medium Claw	+90 Weapon
2nd Atk	-	+80 Large Claw
3rd Atk	-	-
Special	Infected	Stench of Decay, Tremendous Strength
CT	NH	HH
Rog	+40	+30
Adv	+30	+70
Lor	+0	+0

Those who fall prey to their basest desires, betraying their own kin out of envy, lust, or jealousy, are often condemned to rise as **Ghouls** after their death. Cursed with eternal hunger, these ravenous unliving predators stalk tombs, necropoli, and other burial sites in search of their next prey.

After centuries of this maddening existence, some of these creatures turn yet again on their ilk, attacking other Ghouls to consume their flesh. This blasphemous banquet turns them into **Draugr**, hideously grotesque undead with the strength of ten men.

Combat Tactics

Ghouls attack with feral cunning, preferring ambush over direct combat. Some of them are intelligent enough to speak a few words, and will sometimes attempt to lure their victims into a trap by feigning to be someone in need of help.

Draugr retain some of the Ghoul's predatory instinct, but their consuming hunger for flesh drives them to disregard much of the subtlety of their brethren, in favor of more direct approaches.



Special Abilities

Unliving: Ghouls and Draugr do not need to breathe, rest, or eat; are immune to Stun, poison, and diseases; and never Bleed.
Darkvision: Ghouls and Draugr can see in Dim Light and Total Darkness as if they were standing in Bright Light.

Ghoul

Infected: Living creatures who suffered one or more Critical Strikes from a Ghoul's Claw attack must pass an Attack Level 4 **TSR** or contract the Barrow Rot disease.

Draugr

Stench of Decay: Draugr carry with them a nauseating stench of decay. At the beginning of the Assessment Phase, living creatures within 3 meters of the Draugr must pass a **TSR** or suffer a -20 penalty to all their Attack and Skill Rolls for one hour for each 10 points of failure. Creatures who passed their Save Roll or those already under the influence of this ability do not need to repeat it for the rest of the scene.
Tremendous Strength: Draugr are far stronger than what their size and withered body would suggest. Their unarmed attacks are treated as if they were of Large size, and the Base Damage they inflict with any weapon is multiplied by 1.5.



Ghost

	Corpse Candle	Ghost	Specter
Level	2 Common	5 Elite	8 Elite
MR	18F	15F	15F
AT	NA	NA	NA
DEF	+30	+50	+60
TSR	+10	+30	+50
WSR	+15	+45	+70
HPs	40	70	100
1st Atk	Special	Special	Special
2nd Atk	-	-	-
3rd Atk	-	-	-
Special	Varies	Varies	Varies
CT	NH	HH	HH
Rog	+30	+75	+100
Adv	+5	+30	+30
Lor	+0	+40	+50

The spirits of those who are unable to accept their death sometimes return as incorporeal Ghosts to torment the living.

Corpse Candles (also called Corpse Lights or Will-o'-the-Wisps) are named so because they appear as small green-bluish lights hovering mid-air. They appear in places where great tragedies have occurred or many people died all together. They are little more than faint echoes of their former selves, fragments of lost souls without a real mind of their own.

Proper **Ghosts**, on the other hand, haunt the place where they died or some object they had a strong emotional connection to in life. Some of them don't even realize that they're dead but linger in the world of the living, oblivious to the passing of time and endlessly reenacting the events of their final hours. Others are at least partially conscious of their condition but are forced to carry on their shadowy existence by their curse, often losing their sanity as the years pass by.

Specters are vengeful spirits that hold a strong grudge against the living. In many ways they're similar to Ghosts, but they're extremely aggressive and will unleash their wrath against anyone unfortunate enough to enter their dominion.

Combat Tactics

Corpse Candles will try to lure living creatures within their reach with their Siren ability to feed on their life force. They prefer to feed on fascinated victims, but other than that their attacks are basically random.

Ghost tactics depend much on their past and on their current disposition and mental stability. Some of them can be reasoned with, while many will simply try to drive trespassers away from the focus of their obsession.

Specters and the most malicious Ghosts, on the other hand, actually enjoy using their abilities to torment the living.

Special Abilities

Unliving:: Corpse Candles, Ghosts, and Specters do not need to breathe, rest, or eat; are immune to Stun, poison, and diseases; and never Bleed.

Darkvision: Ghosts, Specters, and Corpse Candles can see in Dim Light and Total Darkness as if they were standing in Bright Light.

Incorporeal: Ghosts, Specters, and Corpse Candles cannot touch or affect physical objects, are immune to non-magical attacks or elemental Spells, and can pass through physical obstacles without slowing down.

Mindless: Ghosts, Specters, and Corpse Candles are immune to fear and others mind-influencing effects.

Corpse Candle

Unholy Drain: Corpse Candles can attempt to drain the life force of a living creature within 6 meters as a Full Action. The creature must pass a **TSR** or suffer 1d5 Soul Damage.

Siren: As a Full Action, Corpse Candles can attempt to fascinate a sentient creature within 20 meters, who can make a **WSR** to avoid being fascinated. Fascinated creatures can only attempt to reach the Corpse Candle or stand still before it if they've already reached it. This effect lasts for 1 Round for each 10 points of failure.

Ghost

Unholy Drain: Ghosts can attempt to drain the life force of a living creature within 6 meters as a Full Action. The creature must pass a **TSR** or suffer 1d10+1 Soul Damage.

The Haunting: Ghosts haunt a particular place or object and cannot leave that location or move further than 20 meters from the object.

If they're haunting a location, they can cast *Telekinesis* as a warped 6th Weave Spell as a Full Action, without spending **MP**s and using their Lore bonus for the Spell Casting Roll on any object within the location.

If they're haunting an object, they can touch and manipulate it as if they didn't have the Incorporeal ability. If the object is a weapon, they can use it to attack, using their Lore bonus as CMB.

Unseen Presence: Ghosts can turn invisible at will as a Half Action, but return visible if they attack.

Undying: Ghost cannot be truly slain. Even if they're defeated, they'll reform in 2d10 days. The only way to destroy them forever is to break or lift the curse that binds them to the mortal world.

Specter

Unholy Drain: Specters can attempt to drain the life force of a living creature within 6 meters as a Full Action. The creature must pass a **TSR** or suffer 2d10+2 Soul Damage.

The Haunting: Specters haunt a particular place or object and cannot leave that location or move further than 20 meters from the object.

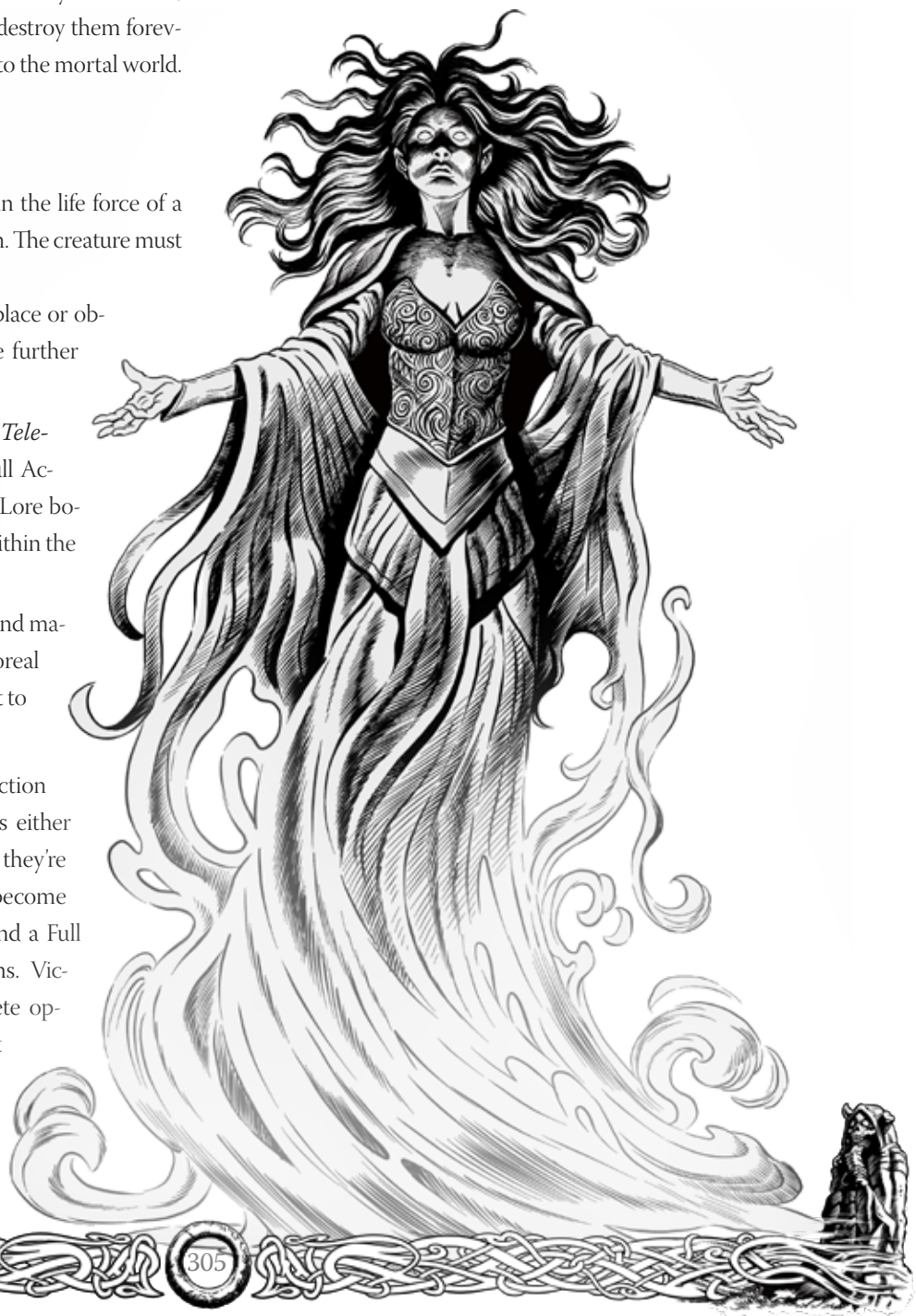
If they're haunting a location, they can cast *Telekinesis* as a warped 6th Weave Spell as a Full Action, without spending **MP**s and using their Lore bonus for the Spell Casting Roll on any object within the location.

If they're haunting an object, they can touch and manipulate it as if they didn't have the Incorporeal ability. If the object is a weapon, they can use it to attack, using their Lore bonus as CMB.

The Grudge: Specters can spend a Full Action to attempt to possess a living creature that's either touching the object or inside the location they're haunting. The victim must pass a **WSR** or become possessed by the Specter, that can then spend a Full Action each Round to control their actions. Victims compelled to do something in complete opposition with their Passions may repeat their SR to break free from the possession; otherwise, they stay under the Specter's control until they remain in contact with the object or inside the location the Specter's haunting. A Specter cannot possess more than one creature at a time.

Unseen Presence: Specters can turn invisible at will as a Half Action, but return visible if they attack.

Undying: Specters cannot be truly slain. Even if they're defeated, they'll reform in 1d10 days. The only way to destroy them forever is to break or lift the curse that binds them to the mortal world.



Giant

	Lesser Giant	Greater Giant
Level	9 Elite	18 Antagonist
MR	20L	25L
AT	LA	LA
DEF	+30	+40
TSR	+70	+95
WSR	+30	+60
HPs	190	350
1st Atk	+120 Large Trample	+180 Huge Trample
2nd Atk	+100 Ranged	+140 Weapon (x2)
3rd Atk	-	+150 Ranged
Special	Boulder, Special	Boulder, Special
CT	HH	EH
Rog	+0	+20
Adv	+60	+80
Lor	+15	+40

Giants claim to be the first Kin and to have ruled the world long before the Elves' awakening. The rare, colossal ruins that can be found scattered across the land seem to give some credit to the Giants' claims, even though no other tangible proof of their reign was ever found.

Nowadays, Giants are a dying Kin with very little in common with what could have been their past majesty. They live in remote places, as far from civilization as they can, and build nothing, preferring to dwell in caves and ruins.

Loners at heart, Giants rarely seek the company of other members of their own Kin, save for bickering over ancient grudges or territorial squabbles.

They aren't allies of the Darkmaster, but neither do they side with the Free Kins. In fact, they care very little about the fate of the world and even less of that of "those upstart youngsters" who inhabit it.

Lesser Giants are relatively small, averaging 3.5 meters in height, and tend to be quite active, roaming the wilderness and rarely settling down in one place for more than a few years.

Greater Giants can be up to 6 meters in height, and are more reclusive, usually leaving their abodes only to hunt once in a while.

Combat Tactics

Lesser Giants prefer close combat, where they can use their strength to beat their enemies to a pulp with their Trample attack. They use their Boulder attack only as a last resort to scare off enemies they cannot reach.

Giant Special Abilities

Roll	Ability
01-10	Misshapen: The Giant has a great hunch and twisted legs but possesses an incredible strength, even greater than that of other Giants. Reduce its MR to 18L, but increase the Size of its attacks by one.
11-20	Fear-Inducing: The Giant is so hideous, that characters seeing it for the first time must pass a WSR or become Frightened for 1 round for each 5 points of failure.
21-30	Fee-fi-fo-fum: The Giant has a superior sense of smell, which grants it a +25 bonus to its Hunt and Perception Rolls, and lets it detect the presence of invisible creatures.
31-40	Bestial: The Giant is covered by a thick fur, that renders it impervious to weapons (change its natural Armor Type to ME and increase its DEF by 10 points).
41-50	Two-Headed: The Giant has a second head. Each head counts as a different target for mind-influencing Spells and effects, and both heads must be Stunned for the Giant to be Stunned.
51-60	Pantagruel: The Giant is an insatiable glutton. It will never refuse the offer of a good meal.
61-70	Stealthy: The Giant can move surprisingly silently for its size. It gains a special +50 bonus to its Stealth Rolls.
71-80	Old One: The Giant is incredibly old and wise. Its total HPs are reduced by 50, but the Giant gets a permanent +40 bonus to its Lore Skills, and knows 1 Spell Lore. It can cast one Spell each Round, without spending MPs and using its Lore Skill Bonus for the Spell Casting Roll.
81-90	Baleful Eye: The Giant has a single, fiery eye. By taking a Full Action, it can fix its gaze on a target within sight. Targets under the Giant's gaze take a Moderate Fire Critical Strike at the end of each Round as long as the gaze remains fixed on them.
91-00	Choose Two Abilities from this table.

Greater Giants tactics are more sophisticated. Despite their size, they prefer to ambush their foes, often hitting them with a series of Boulder attacks before closing in. Some of them carry twin two-handed swords, battle axes, or flails, holding each of them in one hand and striking with both with equal skill.

Special Abilities

Boulder: Giants can throw boulders, fallen trunks and similar objects against their enemies with great accuracy. This attack has a Base Range of 30 meters, uses their Ranged CMB, rolling on the Beast Attack Table, with a maximum result of 150 and hitting everyone in a 1.5 meters radius area.

Overwhelming: Creatures of Medium Size or smaller can use only up to half of their CMB to Parry melee attacks from Giants.

Unique Ability: Each Giant has at least one unique special ability, determined by rolling on the Gian Special Abilities table.



Giant Eagle

	Giant Eagle	Wind Lord
Level	15 Antagonist	25 Antagonist
MR	60F/10L	90F/20L
AT	NA	LA
DEF	+40	+75
TSR	+100	+125
WSR	+80	+110
HPs	180	300
1st Atk	+110 Huge Claw	+170 Huge Claw
2nd Atk	+70Huge Beak	+120Huge Beak
3rd Atk	-	-
Special	Swoop Attack	Varies
CT	EB	EB
Rog	+80	+110
Adv	+100	+120
Lor	+60	+90

Giant Eagles nest only on the top of the highest mountains. These huge, majestic creatures are stern defenders of Light, and will attack all servants of the Darkmaster on sight, but carry a particular hatred toward Dragons and Fellwings.

They all bow to their king, the Wind Lord, by far the wisest and mightiest of them all.

Highly intelligent, Giant Eagles speak their own language, as well as those of Elves, Men, and Dwarves.

It is said that they once lived close to mankind, and that the kings of the High Men often sought their counsel on difficult matters. But when the High Men empire fell to the shadow, Giant Eagles flew to their lofty nests, far from civilization.

They now rarely make contact with Men or other Kins, but those who fight the Darkmaster can always count on their aid, if it means thwarting His foul plans.

Combat Tactics

When fighting against grounded opponents, Giant Eagles use their Swoop Attack to strike and retreat to safety before their enemies can hit back. Sometimes they'll snatch one of their victims and carry them high above ground, only to drop them to their death. They'll try to attack enemies armed with ranged weapons first, possibly using the Sun's glare to disrupt their aim.

Knowing that few creatures can beat them in flight, against airborne foes Giant Eagles will use their greater speed and maneuverability to gain the upper hand, weakening them with a series of quick attacks before moving in for the final strike.

Special Abilities

Swoop Attack: As long as they're airborne, if they charge a creature on the ground with their Claw attack, Giant Eagles can move 15 meters in the air right after attacking as part of the same action.
Overwhelming: Creatures of Medium Size or smaller can use only up to half of their CMB to Parry melee attacks from Giant Eagles.

Wind lord

Terrifying Screech: Wind Lords can emit a powerful war-cry as a Free Action. Large or smaller creatures hearing it must pass a **WSR** or become *Frightened*. At the beginning of each Assessment Phase, *Frightened* creatures may repeat their **WSR** to end this effect. Servants of the Darkmaster suffer a special -10 penalty to their **WSR**. Once a creature passes the **WSR**, it becomes immune to the effects of this ability for the rest of the fight.
Wind Mastery: Wind Lords can cast the following Spells from the *Eldritch Storm* Spell Lore without spending **MP**s (using their Lore bonus for the Spell Casting Roll): *Breeze, Stormwall, Becalm*, and *Wind Armor*.



Giant Spider

	Lesser Spider	Great Spider	Mother of Spiders
Level	5 Common	8 Elite	15 Antagonist
MR	18L	18L	25L
AT	LA	LA	ME
DEF	+40	+50	+70
TSR	+40	+55	+80
WSR	+30	+45	+80
HPs	70	100	175
1st Atk	+90 Large Bite	+100 Huge Bite	+150 Huge Bite
2nd Atk	-	-	-
3rd Atk	-	-	-
Special	Darkvision, Poison, Jump, Adherence	Darkvision, Poison, Web, Adherence	Darkvision, Poison, Web, Adherence, Jump
CT	NB	HB	HB
Rog	+60	+70	+110
Adv	+50	+60	+70
Lor	+10	+30	+40

Giant Spiders are ancient, wicked monstrosities infesting the dark corners of creation. Drawn to Darkness like moths to the flame, they make blighted forests, deep caves, and forgotten ruins their favorite hunting grounds.

The most commonly encountered are their young, the **Lesser Spiders**. About the size of a grown halfling, they usually form small clusters or hunting packs, not much because they like the company of their own Kin, but to protect themselves from older, larger spiders.

Fully grown, **Great Spiders** can be as big as a warhorse and are fiercely territorial, rarely tolerating the presence of other Giant Spiders.

Mothers of Spiders are the elder females of the Spider-Kin. They possess large, bloated bodies, powerful pinchers, and an evil cunning. They breed Lesser Spiders and nest them on their back until they're fully grown, simultaneously nurturing them and feeding on them.

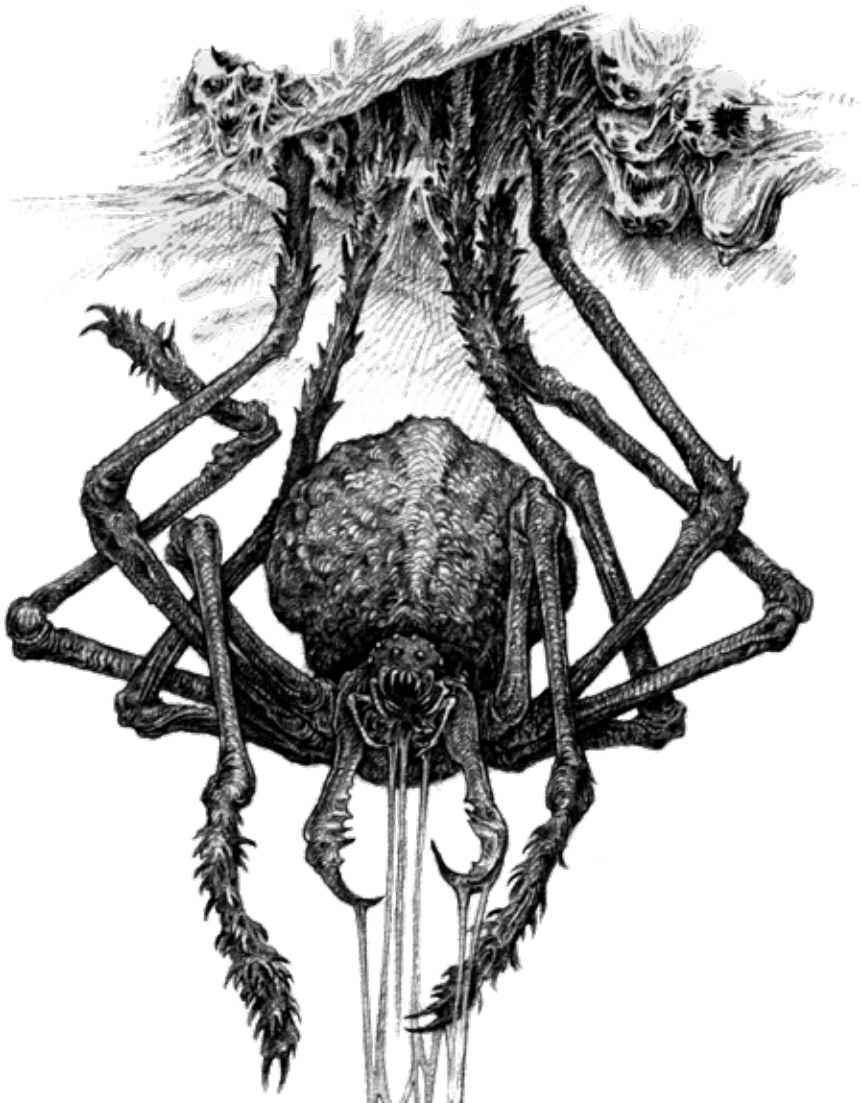
Mothers of Spiders only give birth to a single brood in their entire lifetime. After their spawn leave them, they seek hiding in dark, forsaken places. There they spin their enchanted webs and cast them upon unwary travellers, their malice and hatred swelling in centuries of isolation.

Combat Tactics

Lesser Spiders can't spin webs, but rely on their Adherence and Jump abilities to assault their opponents, ambushing them from unexpected angles.

Great Spiders and Mothers of Spiders prefer to wait until their prey is trapped by one of their webs, instead. They often stalk potential victims, quietly spinning thick webs all around their paths to cut off escape routes.





Special Abilities

Darkvision: Giant Spiders can see in Dim Light and Total Darkness as if they were standing in Bright Light.

Poison: Creatures who suffer a Critical Strike from the Bite attack of a Giant Spider must pass a **TSR** or become *Held* for 1d10 minutes. If they fail a SR against another dose of the same poison before its effects wear off, they'll be completely paralyzed, becoming *Incapacitated* for 2d10 minutes.

Web: If a Great Spider or a Mother of Spiders moves less than half its movement in a Round, it can place a 3 m radius web behind itself as a Free Action. The web counts as Arduous Terrain for anyone but spiders. Non-spider creatures entering a web must pass a Challenging (-10) Athletics Roll or become *Held* until the web is destroyed or they spend a Full Action and pass a Challenging (-10) Athletics Roll to free themselves.

Adherence: Giant Spiders can move on any solid surface with any inclination at their normal Move Rate.

Jump: Lesser Spiders and Mothers of Spiders can *Jump* (as per the *Eldritch Movement* Spell) as a Half Action. If it Jumps over an enemy, it gains a +20 special bonus to its Attack Rolls. Enemies that suffer a Critical Strike from a Jump attack must pass a **TSR** or be knocked Prone.

Gorcrow

	Gorcrow	Blackfeather
Level	1 Common	3 Elite
MR	21F/3L	30F/10L
AT	NA	NA
DEF	+50	+60
TSR	+0	+30
WSR	+0	+30
HPs	15	45
1st Atk	+25 Small Beak	+60 Small Beak
2nd Atk	-	-
3rd Atk	-	-
Special	-	Shadowflight
CT	NB	NB
Rog	+40	+75
Adv	+20	+30
Lor	+0	+40

Gorcrows are great, evil ravens, often employed as spies or messengers by the Darkmaster and His followers.

All Gorcrows have a natural affinity for darkness, but some are said to be able to travel through shadows, using them to escape capture or break into even the most guarded of fortresses without anyone noticing.

These ancient birds, called **Blackfeathers**, are a prized possession among the most loyal servants of the Darkmaster, as many believe them to be the eyes of their lord upon the world.

Combat Tactics

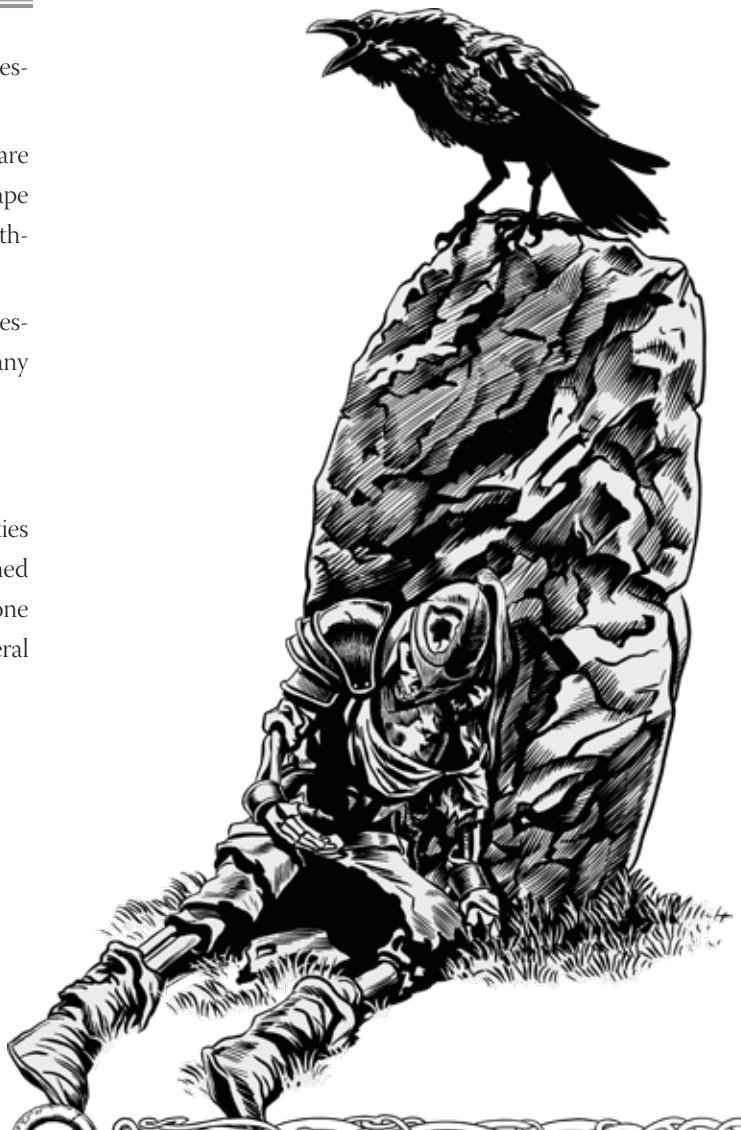
Gorcrows are clever opportunist. They won't attack large parties and will steer away from individuals in heavy armor or armed with ranged weapons. They will, however, attack and harass lone travellers and wounded combatants, often striking from several directions at once.

Special Abilities

Night Sight: Gorcrows can see in moonlight or starlight as if it were day, and up to 30 meters in Dim Light (treating the first 15 meters as if they were standing in Bright Light). They can see up to 3 meters even in Total Darkness.

Blackfeather

Shadowflight: Blackfeathers can use a Full Action to enter a shadow they can see within their Move Rate, and emerge from another shadow up to 50 meters away. They don't need to see or know the point of arrival but must pass a Very Hard (-30) Perception Roll on the next Assessment Phase or be *Stunned* if they choose a destination they cannot see.



Kraken

Kraken	
Level	15 Antagonist
MR	24S
AT	LA
DEF	+50
TSR	+90
WSR	+75
HPs	150
1st Atk	+75 Large Grapple (x6)
2nd Atk	-
3rd Atk	-
Special	Varies
CT	EB
Rog	+20
Adv	+70
Lor	+0

The lightless depths beneath the waves are home to countless lurking horrors. One of these is the **Kraken**, the sinker of ships, a colossal, tentacled beast that looks like something out of a sailor's fevered nightmare.

Krakens are usually encountered at sea but can live in virtually any body of water, be it a remote fjord, an underground river, or even an alpine lake, as long as it's large enough to host them.

They possess a cold intelligence, but they don't seem interested in communicating with other creatures. They have no allies, no servants, and no masters besides their own dark will.

Combat Tactics

Despite their strength and size, Krakens rely chiefly on surprise and on their Camouflage ability to catch their prey. They lash out suddenly out of hiding with their tentacles, grab an opponent and flee back underwater, dragging their victim with them. They try to avoid prolonged fight, quickly retreating if injured or if their prey fights back harder than what they anticipated. This doesn't mean they give up easily, though. Most of the times, they merely wait until their prey relaxes their guard, only to strike out again with a different tactic.

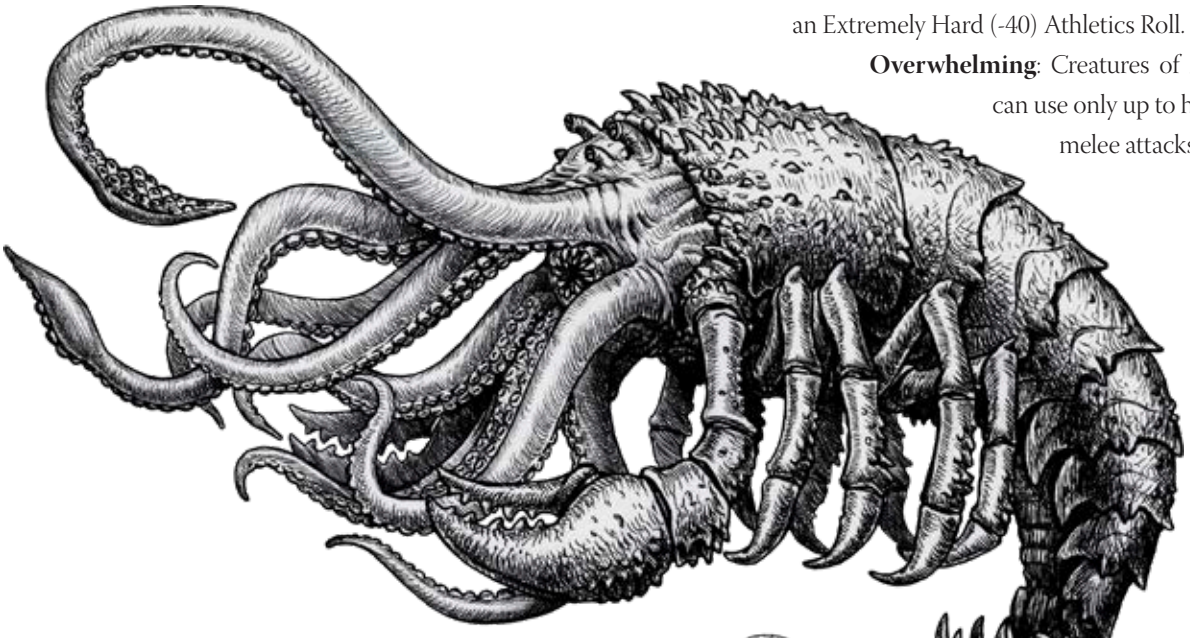
Special Abilities

Camouflage: Krakens are invisible as long as they're immersed in water and don't move. Once a creature spots them, they cannot use this ability again until that creature loses sight of them.

Writhing Tentacles: Each Round, during the Action Declaration Phase, Krakens can choose to sacrifice up to 5 of their 6 Grappling attacks for that Round. For each attack they choose not to make, all their other Grappling attacks gain a special +10 CMB bonus for that Round (up to a maximum of +50).

Coiling Arms: If a Kraken scores a Critical Strike with its Grappling attack, the targets of its attack become *Held* until it releases them or they manage to break free. A creature is automatically released at the end of the Action Declaration Phase if the Kraken did not target them with one of its Grappling attacks. Creatures *Held* by a Kraken can attempt to break free as a Full Action with an Extremely Hard (-40) Athletics Roll.

Overwhelming: Creatures of Medium Size or smaller can use only up to half of their CMB to Parry melee attacks from Krakens.



Merlock

Merlock	
Level	4 Elite
MR	15L
AT	NA
DEF	+35
TSR	+40
WSR	+40
HPs	60
1st Atk	+75 Medium Grapple
2nd Atk	+50 Weapon
3rd Atk	-
Special	Varies
CT	NH
Rog	+60
Adv	+20
Lor	+10

On rare occasions, when someone dies consumed by greed, with a heart full of treachery, their corpse rises as a **Merlock**, a twisted undead parody of what they were in life.

Merlocks are gaunt, hideous creatures with large webbed feet, red burning eyes, and sickly green, rubbery skin. Their clothes are ragged and rotten, but they often carry with them large sacks or chests of gold, either tied to their backs or dragged across the floor as they move around. Each Merlock also carries a single, small golden bell that turns to foul, black mud if its owner is slain.

Unable to bear sunlight and obsessed by gold and riches, they hide in dark, remote places, endlessly counting their coins. Those unfortunate enough to trespass on their lair, or unknowingly wander near its entrance, are seen by Merlocks as thieves, coming to plunder their riches, and immediately attacked.

Combat Tactics

Merlocks are sly and insidious opponents. They prefer to hide and ambush their prey, luring them into traps or to muddy ground, where they have the advantage. Their favourite tactic is sounding their bell from a hidden position, watching as their victims helplessly sink into some mud-covered hole they've dug.

Special Abilities

Unliving: Merlocks do not need to breathe, rest, or eat; are immune to Stun, poison, and diseases; and never Bleed.

Dark & Wet: Merlock's large, webbed feet let them cross mud and quicksand as if they were Normal Terrain. They can see perfectly well in Dim Light and Total Darkness but are blinded by sunlight and other bright lights (suffering a -80 penalty to all their Skill and Attack Rolls when exposed to a source of Bright Light).

Mesmerizing Bell: Merlocks can spend a Full Action to sound the small golden bell they carry, forcing any living creature within a 6-meter radius that can hear it to make a **WSR**. Those who fail are mesmerized by the bell sound and *Held* for 1 Round for every 5 points of failure of their Save Roll, or until they are shaken, prodded or harmed in any way.

Ambush: Skilled ambushers, Merlocks can add their Level to all their Critical Strike rolls they deal with their Grappling attack against a foe that is *Held* or unaware of their presence.

Gold Fever: Gold is Merlocks' main weakness, since their curse forces them to count all the riches they see. Tossing a handful of coins before a group of Merlocks will make them freeze for a Round, wasting their Actions to count them.





Nightmare

	Nightmare	Kelpie
Level	9 Elite	7 Elite
MR	50L	40S/40L
AT	LA	LA
DEF	+50	+40
TSR	+65	+50
WSR	+65	+50
HPs	210	180
1st Atk	+110 Large Trample	+100 Large Bite
2nd Atk	+90 Medium Bite	-
3rd Atk	-	-
Special	Cold Breath, Frightening	Water Spirit
CT	HB	NB
Rog	+45	+35
Adv	+70	+50
Lor	+0	+0

A **Nightmare**, known in Elven as làir oíche (Star Elven: làirëoidhchë), is a supernatural creature closely resembling a big, black horse with fierce glowing eyes. The origins of the creature are uncertain: it is said among Elves it is an ancient spirit of Night, wronged somehow, that takes physical form as a horse. Scholars of the Arcane Arts are instead convinced that the Nightmare is created when a horse becomes the host for a demon or evil spirit - which is actually a more prosaic interpretation of the Elven tradition.

A Nightmare is a solitary, predatory creature. It roams the wilderlands at night, galloping at supernatural speed, hunting for the souls of the unlucky travelers who did not find shelter for the night. It is said that simply staring right in the unearthly eyes of the beast can stop still the heart of the unwary beholder. It is uncertain whether the Nightmare actually feeds off the souls and fears of living beings or it is instead only a story to scare children not to go out at night.

Physically, a Nightmare appears as a tall, muscular horse with jet-black coat and mane. Apart from the size of the creature, slightly larger than any natural horse, it is from its eyes that is said a Nightmare can be discerned. Some say they are blood-red burning coal, some other describe them as glowing spheres of cold blue light. From under the big black hooves and between the sharp teeth of the beast, a dark or sometimes silvery mist exhales.

Kelpies are distant relatives of the Nightmare, appearing as bizarre crossbreeds between a horse and a crocodile. Their horse-like bodies are covered by soft scales and surmounted by a reptilian head, with a large gaping maw full of sharp teeth.

These flesh-eating monstrosities stalk remote coastlines, putrid fens, small lakes, and other isolated water sources in search of prey.

Unlike Nightmares, they sometimes form unstable alliances with Fomorians, Trolls, and other foul creatures, cooperating with them in exchange for a fresh supply of meat.

Combat Tactics

Nightmares love to terrorize their victims before eating them. They use their Frightening ability to force their enemies to flee, chasing them until they drop from exhaustion. If their opponents turn to face them or don't seem inclined to run, they use their Cold Breath to soften their defenses before beating them to a pulp with their mighty hooves.

Kelpies hide underwater, using their innate magical abilities to debilitate and confuse their prey. Only when they're certain their opponents are too weak to fight back do they emerge to finish them off.

Special Abilities

Nightmare

Darkvision: Nightmares can see in Dim Light and Total Darkness as if they were standing in Bright Light.
Cold Breath: Nightmares can exhale a 9-meter long and 3-meter wide cone of freezing vapors as a Full Action. This attack is resolved on the Area Spells Attack Table, with a CMB equal to the Nightmare's Adventuring bonus and a maximum result of 130, dealing Frost damage to all those caught in the area.
Frightening: Medium or smaller creatures seeing a Nightmare must pass a **WSR** or become *Frightened*. At the beginning of each Assessment Phase, *Frightened* creatures may repeat their **WSR** to end this effect.

Kelpie

Water Spirit: Kelpie can breathe both water and air. Additionally, they know the *Eldritch Tide* Spell Lore up to the 7th Weave and can cast Spells from it without using **MP**s, with a Skill Bonus of +70.



Orc

	Half-Orc Scout	Orc Soldier	Dark Orck Chieftan
Level	2 Common	3 Common	7 Elite
MR	15L	15L	15L
AT	LA	LAs	MEs
DEF	+15	+30	+40
TSR	+30	+40	+65
WSR	+0	+5	+35
HPs	50	60	100
1st Atk	+50 Ranged	+60 Weapon	+100 Weapon
2nd Atk	+40 Weapon	+45 Ranged	+75 Ranged
3rd Atk		-	-
Special	Night Sight, Fire-Hardened	Night Sight, Flame Hardened, Sun Sensitivity	Varies
CT	NH	NH	NH
Rog	+35	+30	+40
Adv	+10	+20	+40
Lor	+0	+0	+0



Even when not directly serving the Darkmaster, orcs are regarded as traditional enemies by many of the Free Kins.

Half-Orc Scouts excel as outriders and spies, since they aren't bothered by sunlight as full-blooded orcs and can disguise themselves as humans with relative ease, should the need arise.

Orc Soldiers make up the vast majority of any Orcish tribe or army. They tend to be encountered in large groups, whether they're serving the Darkmaster or fighting for their own clan.

Dark Orcs are a particular breed of Orcs, created centuries ago by the Darkmaster, who infused some of the Orcs He enslaved with Dark Magic to make them stronger, easier to control, and resistant to sunlight. Their **Chieftains** are powerfully built individuals, muscular even by dark orcs' standards.

Succession at the top of orcs society is never a peaceful affair. These Chieftains seized command from the grasp of their predecessors through acts of cunning and extreme violence. Their exploits and brutality are legendary among their people. Few dare to discuss their orders, unless they are ready to join the ever growing list of their Chieftain's victims.

Combat Tactics

Orcs are accustomed to violence and most of them are trained as warriors since birth. Often seen as brutish barbarians by the other Kins, they are in truth cunning and skilled fighters.

Traditionally they're known for relying more on the force of sheer numbers and on brutal assaults rather than subtlety, but on more than one occasion they've surprised their adversaries with unexpectedly elaborate strategies.



Special Abilities

Night Sight: Orcs can see in moonlight or starlight as if it were day, and up to 30 meters in Dim Light (treating the first 15 meters as if they were standing in Bright Light). They can see up to 3 meters even in Total Darkness.

Half-Orc Scout

Fire-Hardened: Half Orcs get a +15 bonus to their Save Rolls and Defense against heat and flame.

Orc Soldier

Flame-Hardened: Orcs get a +30 bonus to their Save Rollss and Defense against heat and flame.

Sun Sensitivity: Orcs loathe sunlight. They're almost blind in full daylight (suffering a -60 penalty to all their actions) and find difficult to get around even on cloudy days or during dusk and dawn (-20 to their activities in these cases).

Dark Orc Chieftain

Flame-Hardened: Dark Orcs get a +30 bonus to their Save Rollss and Defense against heat and flame.

Where There's a Whip: As long as the Chieftain is in sight and isn't *Bruised,* allied Orc Soldiers within a radius of 6 meters gain a +10 bonus to their SR against fear.

Great Name: True Chieftains have titles accompanying their names to celebrate their victories or indicating a particular quirk or trait that makes them unique. Roll on the Orc Chieftain Titles table to randomly choose the Chieftain's Title.

Orc Chieftain Titles

Roll	Ability
01-10	The Vengeful: This Chieftain becomes enraged the first time it becomes Bruised, or fails a Save Roll. While enraged, it gains +10 to its melee CMB, cannot Parry, and becomes immune to fear and effects that would calm it.
11-20	The Ambusher: This Chieftain is known for its sneakiness; it gains a +20 bonus to its Stealth Rolls and can add its level to the first Critical Strike it deals to a Surprised foe.
21-30	The Kinkiller: This Chieftain has a deep hatred for a particular Kin. It gains a +10 bonus to its CMB and DEF when fighting against such enemies (use the units digit of the roll to determine which): 1-2) Men; 3-5) Dwarves; 6-7) Elves; 8-9) High Men; 10) Halflings
31-40	Poisonfang: This Chieftain is fond of poisons and always carries at least one poisoned weapon.
41-50	The Lame: This Chieftain was maimed by a terrible injury in the past, but managed to survive and replaced the severed part (use the units digits of the roll to determine which 1-4: arm; 5-8: leg; 9-10: jaw) with a crude iron prosthesis, which can be used as a weapon. The Chieftain gains a second Melee attack (using the Chieftain's primary CMB), dealing either Impact or Pierce damage, rolled on the Unarmed Attack Table with a maximum result of 120.
51-60	The Hexer: This Chieftain apprenticed under the dark tutelage of a master sorcerer. Reduce the Chieftain's CMB by 20 points, and raise their Lore skill to 40. The Chieftain also knows either the Necromancy or the Dark Sorcery Spell Lore, up to a Weave equal to their Level. They can cast Spells from them without using MPs (using their Lore bonus for the Spell Casting Roll).
61-70	The Skinchanger: This Chieftain can change into a Grey Vargr (or back to an Orc) with a Full Action, and can speak with wolves and similar creatures.
71-80	The Flamebringer: This Chieftain is obsessed with fire and is always armed with an incendiary weapon of some sort (usually dealing an additional Light Fire Critical Strike if it scores a Critical Strike).
81-90	The Howler: This Chieftain is known for terrorizing the enemy with blood-curdling howls. The Chieftain can howl as a Half Action as long as they're not engaged in combat. Medium or smaller creatures hearing it must pass a WSR or become frightened. Frightened creatures cannot attack the Chieftain (but can still Parry if attacked), and must attempt to flee, if possible. At the beginning of each Assessment Phase, Frightened creatures may repeat their WSR to end this effect. Once a creature passes the WSR, it becomes immune to the effects of this ability for the rest of the fight.
91-00	The Great: Choose Two Abilities from this table.

Redcap

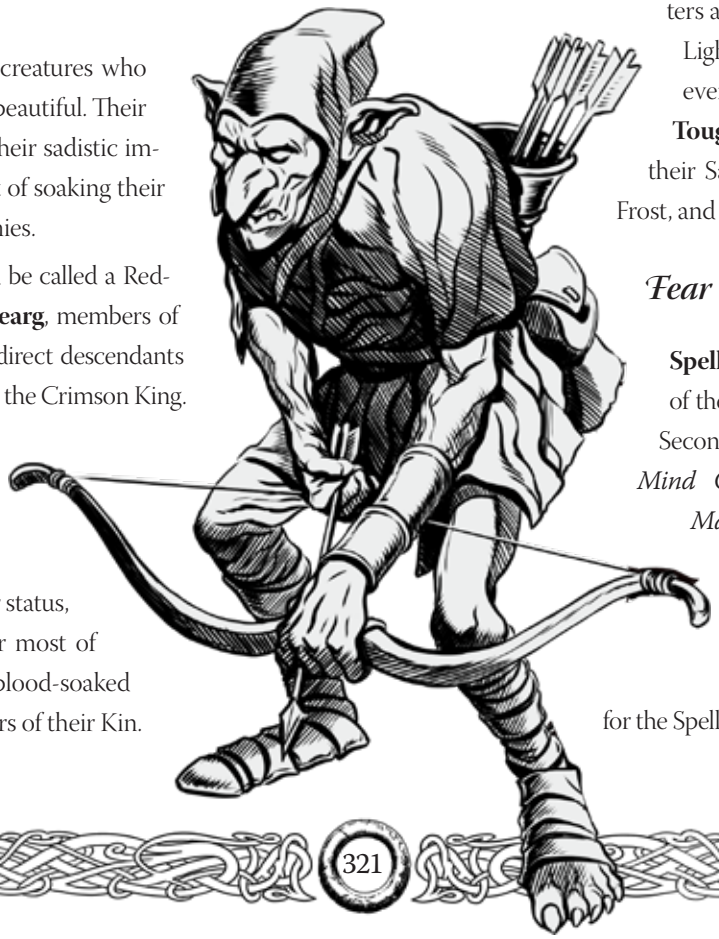
	Redcap	Fear Dearg
Level	1 Common	2 Elite
MR	17L	17L
AT	NA	NA
DEF	+25	+25
TSR	+30	+30
WSR	-5	+10
HPs	35	35
1st Atk	+35 Weapon	+35 Weapon
2nd Atk	-	-
3rd Atk	-	-
Special	-	Spells
CT	NH	NH
Rog	+25	+25
Adv	+10	+5
Lor	+0	+35

Redcaps are diminutive humanoids with ashen skin, yellow eyes, and pointy teeth, often found among the ranks of the Darkmaster's armies. They're relatively strong for creatures of their stature, and naturally resistant to both extreme temperatures and poisonous substances. They're often erroneously thought to belong to the same family as orcs, but are in fact completely unrelated to them.

Redcaps are petty, murderous creatures who love to fight and hate all that is beautiful. Their name is a grim testimonial to their sadistic impulses, coming from their habit of soaking their caps in the blood of fallen enemies.

The closest thing to what could be called a Redcap ruling class are the **Fear Dearg**, members of those families that claim to be direct descendants of a mythical ancestor known as the Crimson King.

Fear Dearg are virtually identical to the other Redcaps, save for the fact that they tend to have very long, pointed noses. As a sign of their status, they wear red coats that cover most of their bodies, together with the blood-soaked cap typical of the other members of their Kin.



All Fear Dearg are practitioners of magic and hoarders of all sorts of magical trinkets and mystical scrolls, of which they're very jealous. In fact, the practice of magic or possession of any enchanted item by any non-Fear Dearg is a crime punishable by death in Redcap society.

Combat Tactics

Redcaps know their strength lies in numbers, and they rarely engage an enemy they don't outnumber at least two to one. They're fond of ambushes and traps. They think only fools fight squarely, and will often use poison and cheap tricks to gain an edge on their enemies.

Some of them learn to tame wolves or tusked boars and ride them into battle with questionable efficiency.

Fear Dearg rarely enter the fray themselves, preferring to send other Redcaps to die in their place, but can fight as viciously as any of their brethren if forced to.

Special Abilities

Night Sight: Recaps can see in moonlight or starlight as if it were day, and up to 30 meters in Dim Light (treating the first 15 meters as if they were standing in Bright Light). They can see up to 3 meters even in Total Darkness.

Tough: Redcaps get a +10 bonus to their Save Rolls and DEF against Fire, Frost, and Poisons.

Fear Dearg

Spells: Each Fear Dearg knows 1d5 of the following Spell Lores up to the Second Weave: *Chanting, Illusions, Mind Control, Master of Animals, Master of Plants, Movements of Nature, Trickery*. They can cast Spells from Spell Lores they know without spending **MP**s, using their Lore bonus for the Spell Casting Roll.

Skeleton

	Skeleton	Curse-Born
Level	1 Common	5 Elite
MR	14L	14L
AT	NAs	MEs
DEF	+20	+30
TSR	+25	+40
WSR	-10	+25
HPs	25	80
1st Atk	+30 Weapon	+80 Weapon
2nd Atk	-	-
3rd Atk	-	-
Special	Undead, Mindless	Varies
CT	NH	HH
Rog	+0	+0
Adv	+0	+0
Lor	+0	+0



Animated **Skeletons** are the remains of long fallen warriors, forced to rise and fight again by some unholy power. All memories of their lives have vanished, replaced by a mindless rage and an intense hatred for all the living.

Curse-Born are similar to regular animated Skeletons in appearance but are far deadlier. The only telltales allowing to recognize Curse-Born from simple Skeletons are the aura of dread that surrounds them and the fickle red flames that burn in the hollow sockets of their eyes.

Curse-Born are created through a hideous ritual that strips them of their mortality. They are literally deathless, unable to die despite the punishment inflicted to their battered bones. The only way of truly defeating the Curse-Born is by undoing the accursed ritual that created them.

Combat Tactics

Skeletons are relentless. They march towards the nearest living being and attack it until either them or their target are destroyed.

Curse-Born are slightly smarter, or maybe they haven't lost all memories of their former existence. They seem to have some kind of understanding of basic strategy and are sometimes able to surprise their foes with an unexpected trick or maneuver.

Special Abilities

Unliving: Skeletons and Curse-Born do not need to breathe, rest, or eat; are immune to Stun, poison, and diseases; and never Bleed.
Darkvision: Skeletons and Curse-Born can see in Dim Light and Total Darkness as if they were standing in Bright Light.
Mindless: Skeletons and Curse-Born are immune to fear and other mind-influencing effects.

Curse-Born

Fear: The sight of a Curse-Born cause fear in living beings. Living creatures seeing a Curse-Born must pass a **WSR** or become *Frightened*. At the beginning of each Assessment Phase, *Frightened* creatures may repeat their **WSR** to end this effect.
Undying: Curse-Born cannot be truly slain. If they're reduced to 0 **HP**s, they'll rise again completely healed in 1d10 Rounds. Even if their bodies are completely destroyed, they'll reform in 2d10 days. The only way to destroy them forever is to break or lift the curse that binds them to the mortal world.



Spirit

	Sacred Beast	Shield-Maiden	Holy Guardian
Level	6 Elite	8 Antagonist	12 Antagonist
MR	Special	18L/18F	24L/24F
AT	LA	HEs	ME
DEF	+40	+60	+50
TSR	+50	+75	+90
WSR	+55	+75	+90
HPs	150	165	220
1st Atk	+90 Large Trample	+120 Weapon	Spells
2nd Atk	-	-	+110 Weapon
3rd Atk	-	-	-
Special	Varies	Varies	Varies
CT	HB	HH	EH
Rog	+40	+60	+50
Adv	+60	+80	+70
Lor	+50	+60	+100

Spirits are supernatural entities that dwell between the mortal world and the realms beyond. Most of them are invisible and incorporeal, their essence barely touching the material world. In fact, many sages speculate that everything from the tiniest insects to the Sun and Moon has a Spirit.

A few are able to manifest physically in this world, by their own volition or answering the call of a powerful Animist.

Sacred Beasts are Spirits of Nature that take the form of an animal of exceptional size and unearthly beauty. They can appear as a magnificent white deer, a gigantic boar, a huge she-wolf, or any other animal typical of the region they choose as their home. Mercurial and enigmatic, these Spirits are notoriously difficult to predict, as likely to help mortals running into them as they are to play some mischievous prank. The only thing sure about them is that they hate servants of Darkness and will attack them on sight.

Animists claim that **Shield-Maidens** guide the souls of fallen warriors to the afterlife, carrying the worthy to the Golden Halls and casting the wicked into the Void. When called into this world, they appear as beautiful armor-clad maidens of the same Kin as the Animist who summoned them. Shield-Maidens are stern defenders of Light. They'll help their summoners to the best of their abilities if their cause is worthy, but are quick to pass judgement on those who call them on trivial matters.

A **Holy Guardians** is the embodiment of the Spirit of a place, such as a forest, a river, or a mountain. All places have Spirits watching over them, but only the most ancient and powerful are able to manifest as Holy Guardians.

Even if they can assume basically any shape they wish, Holy Guardians typically prefer to wear fair, humanoid forms. Regardless of their appearance, there's always something of the place they embody in them. Forest Spirits may have flowers or acorns sprouting from their hair, whereas a River Spirit's clothes may seem to flow like water as they move about.

They rarely show themselves to mortals, unless their need is great or the place they embody is in grave danger, but will never back down from a confrontation against the forces of Evil.

Combat Tactics

Sacred Beasts are more likely to flee than fight, unless they feel cornered or are angered. They'll use their abilities to disappear into the natural environment, knowing that few hunters are skilled enough to catch them.

Shield-Maidens will do their best to fulfill their duties, giving their task precedence over anything else. This doesn't mean they won't plan ahead or single-mindedly charge into battle. Shield-Maidens know when the odds are against them and will retreat if it means they'll have a better chance of completing their mission at another occasion.

They'll also try to avoid inflicting serious injuries to non-evil creatures if they can, but won't hesitate to cut down fools who don't surrender when beaten.

Powerful spell casters, Holy Guardians use magic and guile to drive evil and hostile creatures entering their domain away, making them lose their way and plaguing them with a host of small incidents from afar. Only against truly dangerous enemies will they step out of hiding and confront their threat directly.

Special Abilities

Otherworldly: Spirits do not age, sleep, eat, or drink and are immune to poison and diseases. They do not Bleed and cannot be *Stunned*. Should they be "slain" they won't really die but will be banished from the mortal world for a thousand years.

Sacred Beast

Movement: Sacred Beasts have a Move Rate equal to that of the type of animal of their chosen form plus 5 (for example, a Sacred Beast in the form of a Tusked Boar will have a MR of 45L, as the Tusked Boar's Move Rate is 40L)

Lord of the Wild: Normal animals will never attack a Sacred Beast, unless forced to do so, and animals of the same type as their form will always obey their commands. Additionally, once per day Sacred Beasts can summon up to 15 Levels of animals as the same type of their chosen form from the surrounding area. The summoned animals will arrive before the Sacred Beast in 1d10 minutes.

Nature's Stride: As long as they move on natural terrain, Sacred Beasts leave no trace of their passage (imposing a magical -100 penalty to all Hunting Rolls made to follow their tracks) and treat Arduous Terrain as Normal Terrain.

Shield-Maiden

Spells: Shield Maidens know the following Spell Lores up to the Eighth Weave: *Channeling, Commanding Presence, Heroic Defense*, and *Weapon Mastery*. They can cast Spells from these Spell Lores without using **MP**s (using their Lore bonus for the Spell Casting Roll).

Chooser of the Slain: Shield Maidens' attacks ignore any Critical Strike reduction imposed by their enemies.

Holy Guardian

Master of Nature: Holy Guardians know all the Animist Vocational Spell Lores up to the Tenth Weave. They can cast Spells from them without using **MP**s (using their Lore bonus for the Spell Casting Roll).

Blood of the Earth: Holy Guardians are bound to the place they embody, their powers quickly diminishing the more they stray from it. They suffer a cumulative -20 penalties to all their Rolls for every 500 meters beyond the boundaries of their location, disappearing from the mortal world if these penalties reach the total of -100.

As long as they're within the boundaries of their place, Holy Guardians recover 5 **HP**s and lower sustained penalties from Injuries they've received by 5 points at the beginning of each Assessment Phase.



Stone Guardian

Stone Guardian	
Level	8 Elite
MR	12L
AT	HE
DEF	+40
TSR	+70
WSR	+50
HPs	180
1st Atk	+110 Large Trample
2nd Atk	-
3rd Atk	-
Special	Varies
CT	HH
Rog	+0
Adv	+0
Lor	+0

Stone Guardians are mystical constructs, carved figures animated by ancient rituals. Normally, they appear as large, crude stone statues with vaguely humanoid features, but there have been records of Stone Guardians carved in animal or even monstrous shapes.

When they aren't active, Stone Guardians stand perfectly still, completely indistinguishable from a normal statue. In some cases, the action of time and elements will severely damage their structure, breaking some of their parts or even reducing them to little more than a pile of rubble.

Once awakened, however, they act with unwavering determination, destroyed parts and shattered bodies held back together by the same magic animating them.

Upon their creation, Stone Guardians are given a task to perform, which becomes the reason of their existence. Usually they're told to guard a particular item or prevent access to a certain place, as they tend to follow orders to the letter and can have difficulties understanding more complex commands.

Given their nature and their resilience, Stone Guardians often survive their creators, quietly carrying on with their assigned task even after the memory of their existence has faded away.

Combat Tactics

Stone Guardians care nothing for tactics, they exist solely to carry out their task. They ignore anything that isn't strictly related to it and concentrate their efforts on whatever constitutes a threat to the completion of their task.

They never surrender or retreat, but they won't pursue their enemies either, unless instructed to do so.

Their strict adherence to their orders can sometimes be used against them. For example, a Stone Guardian set to defend the door of a tower would ignore people entering the building through a window.

Special Abilities

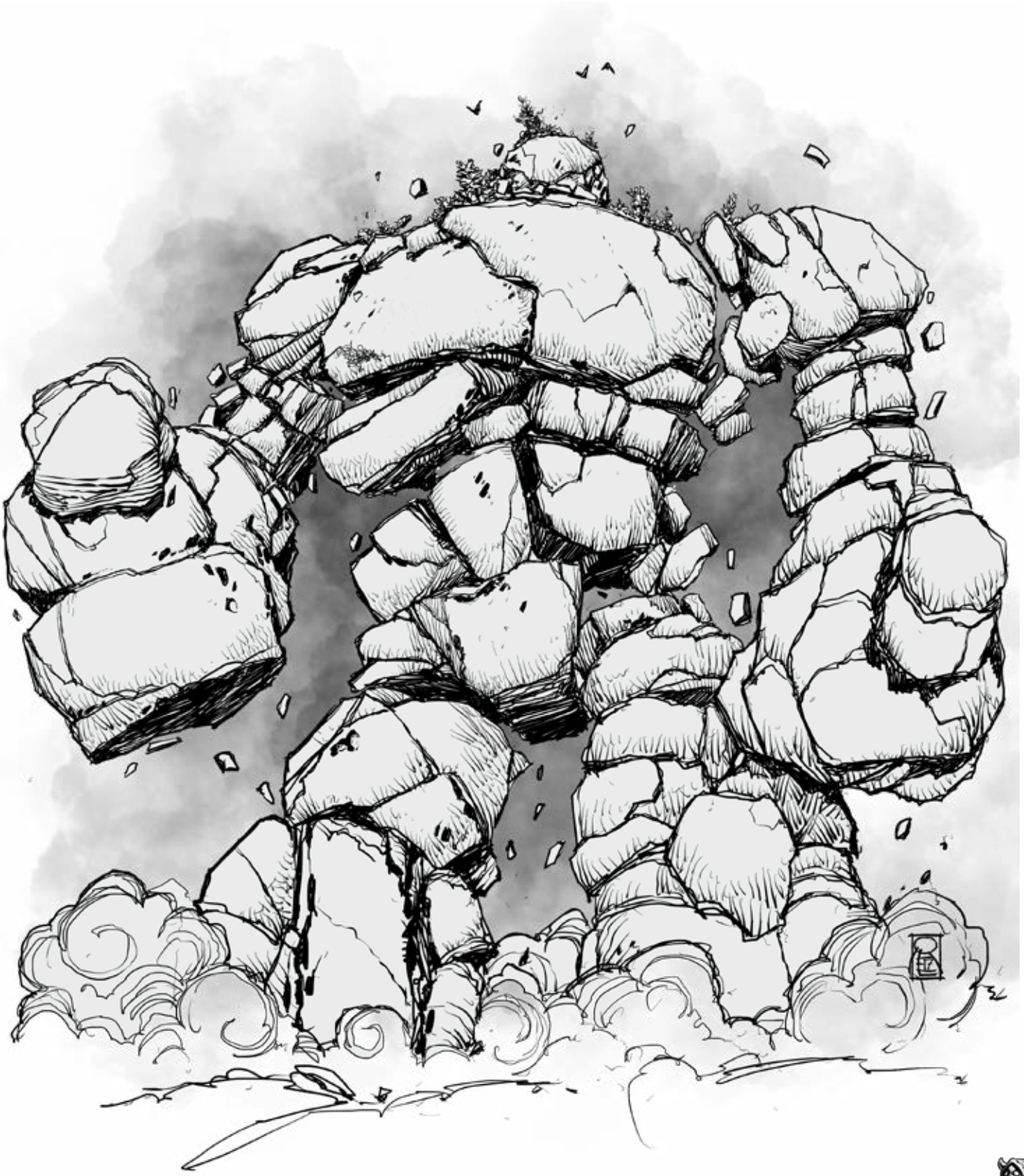
Mindless: Stone Guardians are immune to fear and others mind-influencing effects.

Unliving: Stone Guardians do not need to breathe, rest, or eat; are immune to Stun, poison, and diseases; and never Bleed.

Hardness: Stone Guardians receive half damage from Piercing and Cutting attacks, and reduce any Pierce or Cut Critical Strike they receive by one severity level (on top of their Heroic nature). Additionally, non-magical weapons striking a Stone Guardian break if their wielders Fumble their Attack Roll.

Overwhelming: Creatures of Medium Size or smaller can use only up to half of their CMB to Parry melee attacks from Stone Guardians.

Ageless Sentinel: Stone Guardians can detect the presence of living beings around them, as per a constant *Sense Life* Spell (from the *Lore of Nature* Spell Lore) which requires no Concentration. Additionally, they're never *Surprised*.



Troll

	Wild Troll	Dark Troll Overseer	Maimlord
Level	6 Elite	9 Elite	15 Antagonist
MR	15L	15L	15L
AT	LA	ME	HE
DEF	+10	+40	+50
TSR	+75	+90	+110
WSR	+15	+35	+70
HPs	150	250	280
1st Atk	+90 Large Claw	+130 Weapon	+140 Weapon (x2)
2nd Atk	+80 Weapon	+90 Large Claw	+110 Huge Claw (x2)
3rd Atk	-	-	-
Special	Varies	Varies	Varies
CT	HH	HH	EH
Rog	+30	+10	+10
Adv	+40	+50	+90
Lor	+0	+0	+0

Most Trolls have no fixed abode but wander from place to place in search of their next meal. These so-called **Wild Trolls**, hunt in remote regions, like deep forests and desolate moors, usually steering away from large settlements. They aren't inherently evil, but their perpetual hunger and propensity to violence make them extremely dangerous.

Wild Trolls mostly travel alone, though from time to time they gather in small groups, or join forces with bands of Orcs, Redcaps, or even Men. These alliances, however, never last very long, as Trolls aren't very sociable creatures, and quickly tire of their companions.

Dark Trolls stand to regular Trolls as Dark Orcs to normal Orcs. They've been bred with the aid of Dark Sorcery by the Darkmaster Himself to become some of the toughest and most feared of His minions. When the Darkmaster needs to make sure that His slaves and minions will work with utter dedication to their assigned tasks, He sends a **Dark Troll Overseer** to watch over them. Physically imposing even by Troll's standards, these gigantic brutes are in equal parts slavers, enforcers, and war leaders. They rule their underlings with an iron fist, taking particular pleasure in personally crushing any form of dissent or insubordination.

Maimlords are one of the latest horrors unleashed by the Darkmaster upon the world, emerging from the depths of His dark fortress during the course of the Last War. Horribly mutated Dark Trolls born from unspeakable experiments, Maimlords are massive, four-armed humanoids, with small porcine eyes and long tusks protruding from their ever-gaping maws. Their impossibly muscular bodies are covered by thick, leathery skin and black iron plates, fused directly to their flesh by foul sorcery.

Maimlords exist for a singular purpose: to kill and destroy everything in their path. Their blind rage cannot be controlled or contained, nor does it distinguish between allies and foes. For this reason, Maimlords are usually kept in chains or in sturdy iron cages and released only when their Master needs them. The task of freeing them is often assigned to those who somehow failed or displeased their superiors, since those who relieve them of their chains have a fairly high chance of becoming one of the Maimlord's first victims.

Combat Tactics

Trolls aren't known for their subtlety; in combat they usually just charge their opponents and beat them to death with their weapons or bare hands.

Maimlords are single-minded living engines of destruction. They'll always use their actions to attack the nearest creature they see or to move towards it if it's out of their reach. If no suitable victim is in sight, they'll vent their rage against a random inanimate target.

Special Abilities

Night Sight: Trolls can see in moonlight or starlight as if it were day, and up to 30 meters in Dim Light (treating the first 15 meters as if they were standing in Bright Light). They can see up to 3 meters even in Total Darkness.

Wild Troll

Hulking Brute: Wild Trolls ignore any Stun result when receiving a critical from a non-magical attack.
Feral Predator: Wild Trolls gain a special +20 bonus to their Stealth Rolls in any natural environment.
Sun Cursed: Wild Trolls are blinded by daylight (suffering a -30 penalty to their actions) and immediately turn to stone if exposed to direct sunlight. While in this state, they're essentially stone statues: they cannot take Actions and are oblivious to their surroundings; they don't need to breathe and are impervious to most attacks. They're treated as resting for healing purposes, doubling their **HP**s recovery rate. The effects of any form of Bleeding, poison, or disease from which they are suffering are temporarily halted. They revert to their original state once they're no longer exposed to sunlight.

Dark Troll Overseer

Hulking Brute: Dark Trolls ignore any Stun result when receiving a critical from a non-magical attack.
Hard to Kill: Dark Trolls never Bleed.
Fearless: Dark Trolls do not understand the concept of fear and are immune to natural and magical fear-based attacks.
Cruel Taskmaster: As long as the Overseer is in sight and isn't *Bruised*, allied Common Opponents within a radius of 10 meters gain a +20 bonus to their Save Rolls against fear and increase their MR by 2.

Maimlord

Dogs of War: Maimlords cannot be Stunned, never Bleed, never Fumble their weapons, and are immune to mind-influencing Spells and abilities.
Overkill: At the beginning of each Assessment Phase, as long as the Maimlord is wielding a weapon, creatures engaged with it suffer a Light Critical Strike of the type inflicted by that weapon.
Overwhelming: Creatures of Medium Size or smaller can use only up to half of their CMB to Parry melee attacks from Maimlords



Undead Thralls

	Small	Medium	Large
Level	1 Common	3 Common	8 Common
MR	12L	12L	12L
AT	NA	NA	NA
DEF	0	0	0
TSR	15	40	65
WSR	-10	-10	-10
HPs	25	55	100
1st Atk	30 Small Unarmed	40 Medium Unarmed	90Large Claw
2nd Atk	-	-	-
3rd Atk	-	-	-
Special	Varies	Varies	Varies
CT	NH	NH	NH
Rog	+0	+0	+0
Adv	+0	+0	+0
Lor	+0	+0	+0



Undead Thralls are corpses reanimated through vile sorcery. They are little more than puppets of flesh and bone bound to the whims of an evil necromancer.

Combat Tactics

Undead Thralls have no mind of their own and are incapable of elaborating any kind of strategy. They'll follow the orders of whoever's controlling them blindly; otherwise, they'll just attack the nearest living beings, taking the most direct route to reach them.

Special Abilities

Unliving: Undead Thralls do not need to breathe, rest, or eat; are immune to Stun, poison, and diseases; and never Bleed.

Darkvision: Undead Thralls can see in Dim Light and Total Darkness as if they were standing in Bright Light.

Mindless: Undead Thralls are immune to fear and others mind-influencing effects.

Unseelie

	Dark Elf	Feyblade	Banshee
Level	8 Elite	7 Elite	9 Antagonist
MR	15L	15L	15L
AT	LAs	ME	NA
DEF	+70	+40	+60
TSR	+50	+45	+55
WSR	+60	+40	+70
HPs	90	80	100
1st Atk	+100 Ranged	+110 Weapon (x2)	+100 Weapon
2nd Atk	+90 Weapon	-	-
3rd Atk	Spells	-	Spells
Special	Varies	Varies	Varies
CT	NH	NH	NH
Rog	+90	+80	+60
Adv	+50	+50	+40
Lor	+60	+50	+100

The immortality of the Elves may seem a boon to Men and other short-lived Kins, but in truth, it can easily turn into a curse. Those who envy their condition forget that Elves are constantly seeing the world's magic and beauty fade before them. Much as even the mightiest tree can be felled by thousands of small cuts; centuries of losses, pain, and sadness can prove too much for an Elf to endure.

Some of them lose their will to live, letting themselves die rather than carrying on a joyless existence. Others suffer an even crueler fate. They become Unseelie, dark reflections of their former selves, both feared and pitied by other Elves.

Even though Unseelie are almost identical to normal Elves, no one could ever mistake them for one, because where Elves are creatures of Light, Unseelie are dark and terrible in their cold beauty.

The most common of Unseelie, the **Dark Elves**, are those who fell victim to bitterness and resentment. Their visage distorted in a mask of hatred and spite, Dark Elves live to exact vengeance on the world for the wrongs they believe to have suffered.

Feyblades are Elves who lost themselves to anger and pride. They're often soldiers who fought one battle too many or master swordsmen who became too enamored with their own fighting skills. Addicted to the thrill of battle, they wander the battlefields in search of worthy opponents.

Elves succumbing to grief and despair, instead, become **Banshees**, sorrowful creatures who seem to emanate a veritable aura of hopelessness. Banshees prefer to hide from the world, retreating to forlorn, inaccessible places, usually connected with their tragic past. There they spend centuries mourning their fate, until pain utterly consumes their minds. They then become avatars of fury, set on drowning all creation in their sorrow.

Unseelie tend to be loners, though they sometimes gather in small groups with a common goal. Most of them have no qualms about using members of other Kins to further their interests, and that's why Men, Orcs, and Fomorians can be found working with them. Make no mistake, though, Unseelie care very little about these "allies" of their and they certainly don't see them as theirs equals, but rather as tools to be discarded after they've outlived their usefulness.

Combat Tactics

Banshees and Dark Elves use a combination of magical and martial abilities to overwhelm their enemies. They like to carefully plan their battles, often spying their foes from afar or sending some of their minions to test their strength before engaging them.

Feyblades, on the other hand, will rarely shy away from a fight. Extremely confident in their abilities, they toy with their opponents, goading them into attacking, only to parry and rebuff their blows with a contemptuous sneer. Should they find someone able to match their skills, their carefree facade quickly falls away, as they become mindless killing machines with a single purpose: destroying their opponents.



Special Abilities

Keen Senses: Unseelie's superior senses grant them a special +10 bonus to their Perception Skill. Additionally, they can see in moonlight or starlight as if it were day, and up to 30 meters in Dim Light (treating the first 15 meters as if they were standing in Bright Light).

Immortal: Unseelie do not age, are immune to disease, and are resistant to the effects of natural cold (gaining a +10 bonus against any Cold-based threat).

Dark Elf

Spells: Dark Elves know the *Elven Lore* and *Spell Songs*, plus 1d5+1 other Spell Lores of the GM's choosing up to the 8th Weave. They can cast Spells from these Spell Lores without using **MP**s (using their Lore bonus for the Spell Casting Roll).

Feyblade

Combat Superiority: Feyblades can split their attacks as they wish between up to two enemies engaged with them with no penalties, regardless of their position. Additionally, their Parry applies to any creature engaged with them.

Sword Flourish: If Feyblades are Parrying and a melee attack misses them, their attacker receives a Light Critical Strike of the same type dealt by the weapon the Feyblade is wielding.

Reckless Fury: The first time Feyblades are *Stunned* or become *Bruised* in a combat, they're possessed by a furious rage until they're killed or all their enemies are dead. While they're raging, they're immune to Stun and gain an additional attack, but cannot Parry and must attack or engage the nearest enemy they see each Round.

Banshee

Spells: Banshees know the *Elven Lore* and *Spell Songs*, plus 1d5 others Spell Lores of the GM's choosing up to the 9th Weave. They can cast Spells from these Spell Lores without using **MP**s (using their Lore bonus for the Spell Casting Roll).

Aura of Doom: Banshees are surrounded by a woeful aura of sorrow and hopelessness. Characters engaged with them cannot spend Drive Points to re-roll failed rolls or Critical Strikes they suffer.

Keening: Banshees can wail as a Half Action, forcing living creatures who can hear them within 6 meters to pass a **WSR** or become *Stunned.*

Harvest of Sorrow: Critical Strikes dealt by Banshees against *Stunned* creatures are always Lethal.



Vargr

Vargr	
Level	8 Elite
MR	40L
AT	NA
DEF	+55
TSR	+50
WSR	+40
HPs	150
1st Atk	+100 Large Bite
2nd Atk	-
3rd Atk	-
Special	Depends on Variant
CT	HB
Rog	+25
Adv	+70
Lor	+0

Evil spirits given physical form, **Vargr** resemble monstrously large dogs or wolves. They occasionally form packs of their own, but are more commonly found either alone or leading packs of common wolves. Moderately intelligent and able to speak a few words of the Dark Speech, Vargr often ally with tribes of Redcaps, Orcs, Fomorians, and other servants of the Darkmaster. Far from being loyal, they're quick to abandon their former allies, and even turn on them, should they find it convenient.

Combat Tactics

Vargr seek to exhaust their foes with hit and run tactics. They'll try to force them to flee, possibly leading them into a trap or to a location the Vargr know well.

Failing that, they'll concentrate their attacks on the weakest looking characters, trying to bring them down as quickly as possible and drag their remains away with them.

Special Abilities

Night Sight: Vargr can see in moonlight or starlight as if it were day, and up to 30 meters in Dim Light (treating the first 15 meters as if they were standing in Bright Light). They can see up to 3 meters even in Total Darkness.

Vargr Variants: There are six known different Vargr variants. Roll on the Vargr Variants table to determine to which each Vargr belongs.



Vargr Variants

Roll	Ability
1-50	Grey Vargr: Grey Vargr owe their name to their dark grey coat. They're the most common Vargr variant and have no special abilities, save those common to all Vargr.
51-60	Winter Vargr: Winter Vargr have silvery-white coat, are immune to Frost damage, and can breathe a 9-meter long and 3-meter wide cone of freezing mist as a Full Action. This attack is resolved on the Area Spells Attack Table, with a CMB equal to their Adventuring bonus and a maximum result of 130, dealing Frost damage to all those caught in the area.
61-70	Night Vargr: Night Vargr's fur is so black in colour that they seem to stand as one with darkness. They are invisible in Total Darkness, and gain a +30 bonus to their DEF and Stealth Rolls in Dim Light.
71-80	Hellhound: Hellhounds look like huge, hairless wolves with eyes like burning embers. They're immune to Fire damage, and can breathe a 9-meter long and 3-meter wide cone of flames as a Full Action. This attack is resolved on the Area Spells Attack Table, with a CMB equal to their Adventuring bonus and a maximum result of 140, dealing Fire damage to all those caught in the area.
81-90	Blighted Vargr: Despite their deceptively sickly look and mangy fur, Blighted Vargr are formidable opponents. Their saliva is a deadly poison and creatures who receive a Critical Strike from a Blighted Vargr's Bite must pass a TSR or become Weary and start Dying in 1d10+1 rounds.
91-00	Doom Vargr: Doom Vargr are the largest and fiercest of Vargrs, often serving as pets or mounts for some of the Darkmaster's favorite lieutenants. Bigger and swifter than a normal Vargr, they have 200 HPs and a MR of 50. Should their Bite attack score a Critical Strike, they can immediately perform a Large Bash attack with a CMB of +90 against the same target as a Free Action.



Wild Beast

	Dire Bear	Great Cat	Tusked Boar	Wolf
Level	7 Elite	4 Common	3 Common	3 Common
MR	24L	30L	24L	40L
AT	LA	NA	LA	NA
DEF	+40	+40	+30	+30
TSR	+60	+20	+20	+15
WSR	+35	+10	+5	+5
HPs	250	100	120	110
1st Atk	+95 Large Grapple	+60 Medium Claw	+50 Large Horns	+70 Medium Bite
2nd Atk	*+100 Large Bite	*+60 Medium Bite	*+40 Large Trample	-
3rd Atk	-	-	-	-
Special		Pounce	-	-
CT	HB	NB	NB	NB
Rog	+10	+50	+0	+30
Adv	+60	+40	+40	+50
Lor	+0	+0	+0	+0

	Adder	Mastodon	Warhorse	Swarm
Level	2 Common	8 Elite	5 Common	4 Common
MR	5L	25L	50L	20F or 20L
AT	NA	LA	NA	NA
DEF	+0	+20	+30	+40
TSR	+10	+70	+30	+20
WSR	+0	+40	+10	+20
HPs	20	350	150	80
1st Atk	+30 Small Bite	+100 Huge Trample	+70 Large Trample	+60 Small Stinger
2nd Atk	-	*+90 Large Horns	-	-
3rd Atk	-	-	-	-
Special	Poison	-	-	Hive Mind, Swarming
CT	NB	HB	NB	NB
Rog	+40	+0	+0	+30
Adv	+20	+80	+40	+25
Lor	+0	+0	+0	+0

Common animals can be as dangerous as any monster, here are some examples of beasts heroes might have to face on their adventures. The GM can easily use them also to represent other, similar animals by slightly adjusting their stats or giving them new special abilities.

Dire Bears are fiercely territorial predators. They can be encountered in any temperate forested or mountainous area, though some subspecies are known to stalk even jungles and arctic regions.

Great Cats include animals like mountain lions, tigers, leopards, jaguars, and similar felines.

Tusked Boars are known for their bad temper. They are slightly bigger than a common boar and, as their name suggests, adult males grow long, curved tusks, which can easily rip through light armor and, in some cases, even chainmail.

Wolves hunt in packs. Their stats can also be used for hunting hounds, wild dogs, and similar animals.

Venomous snakes, like **Adders**, can be found in virtually any part

of the world, outside of polar and subpolar regions.

Mastodons are hulking pachyderms, even bigger than their distant relative, the elephant. Incredibly rare, they live mostly in remote woodlands and forested areas. Thought temperamental, they can be trained and make for highly prized war-mounts.

As every soldier knows, a good **Warhorse** can be as deadly as its rider, and even more, in certain cases. These beasts are trained to ride into battle and aren't as easily scared as other horses.

Swarms are dense groups of small animals acting like single beings, like clouds of buzzings insects, murders of crows, or rat packs.



Combat Tactics

Animals are driven by instinct. Even the most vicious predator will rarely attack large groups, and they'll never fight to the death, unless cornered. Most animals will attempt to flee if severely wounded, but some of them (like the Dire Bear and the Tusked Boar) will sometimes become dangerously enraged instead, turning on their aggressors with blind fury.

Swarms are a special case, as their stats do not represent a single animal but the general cohesiveness of the group. A Swarm reduced to 0 **HP**s isn't exterminated but will disperse, its members scattering in different directions.

Special Abilities

Great Cat

Pounce: Great Cats can leap up to 6 meters horizontally and make a Claw attack as a single Full Action.

Adder

Poison: Characters that suffer damage from the attack of an Adder must pass an Attack Level 3 **TSR** or become *Weary* and start *Dying* in 1d10 minutes.

Mastodon

Overwhelming: Creatures of Medium Size or smaller can use only up to half of their CMB to Parry melee attacks from Mastodons.

Swarm

Hive Mind: Swarms cannot be *Stunned* and aren't affected by mind-influencing Spells or effects.

Swarming: Swarms cannot Parry and are immune to Critical Strikes. They suffer half damage from normal attacks and double damage from area attacks. Creatures do not gain Flanking or On Rear bonuses when attacking a Swarm. Finally, a Swarm's attack affects every creature they're Engaged with.

Wight

Wight	
Level	10 Elite
MR	15L
AT	NA
DEF	+50
TSR	+80
WSR	+90
HPs	100
1st Atk	+105 Weapon
2nd Atk	-
3rd Atk	-
Special	Varies
CT	HH
Rog	+40
Adv	+30
Lor	+40

Wights are the tortured spirits of great warriors who dared to oppose the Darkmaster but ultimately fell to the forces of Darkness. To punish them for their temerity, the Darkmaster turned them into vile undead abominations, trapping their consciousness in a perpetual nightmare from which they cannot awake.

They haunt blighted lands and old burial places, like barrows, mounds, or ancient necropoli; their madness and despair slowly poisoning the land around their grave, draining it of all life.

Combat Tactics

Wights combine martial prowess with a supernatural resilience, but what makes them truly terrifying is their ability to ensorcell the mind of the living. They'll always start the fight with their Call of the Grave ability, attempting to get as many opponents as possible before the actual combat begins.

Those who fall prey to their power are dragged to the Wight's tomb, to be used in foul rituals as sacrifices to the Darkmaster.

Special Abilities

Unliving: Wights do not need to breathe, rest, or eat; are immune to Stun, poison, and diseases; and never Bleed.

Darkvision: Wights can see in Dim Light and Total Darkness as if they were standing in Bright Light.

Sun Sensitivity: Wights loathe sunlight. They're almost blind in full daylight (suffering a -60 penalty to all their actions) and find difficult to get around even on cloudy days or during dusk and dawn (-20 to their activities in these cases).

Corrupting Presence: The Wight's burial and the area surrounding it is considered to be a Blighted Land. Wounds and Injuries will take double the normal amount of time to heal, and healing Spells or herbs will have only half their normal efficacy as long as the characters remain within it. The longer the Wight has been haunting a place, the larger the area affected by its Corrupting Presence will be.

Call of the Grave: Using dreadful spells and incantations, Wights can attempt to drag other living beings into the nightmare tormenting them. By spending a Full Action they can force a living creature they see to make a **WSR** or fall into a deep, troubled sleep for 1 hour for every 10 points of failure. Prodding or harming the sleeping characters will not awaken them, but the effects of this ability can be dispelled by magic or by exposing its victims to direct sunlight.

Creatures who pass the **WSR** become immune to the effects of this ability for the rest of the fight.

Unholy Drain: Creatures hit by a Wight's attack must pass a **TSR** or suffer also 1d10+1 Soul Damage.

Undying: Wights cannot be truly slain. If they're reduced to 0 **HP**s, they'll vanish, only to reform in 2d10 hours. The only way to prevent this is to find the item representing the focus of their nightmare and destroy it.



Wraith

Wraith	
Level	15 Antagonist
MR	15L
AT	ME
DEF	+75
TSR	+90
WSR	+80
HPs	200
1st Atk	+150 Weapon
2nd Atk	Spells
3rd Atk	-
Special	Varies
CT	EH
Rog	+80
Adv	+80
Lor	+110

Wraiths were once high kings and queens of the Mannish Kin who sold their souls in exchange for forbidden magical secrets. When the Darkmaster offered them immortality and a power surpassing that of any man, they foolishly accepted, without thinking about the price they would have to pay.

Because, while the Darkmaster kept part of His promise, bestowing them the strength to crush their enemies and a mastery of the arcane arts beyond what they could ever hope to achieve, He also cheated them of their humanity and forced them into an eternity of servitude.

Now they're shadows, beings of pure Unlight, completely under the dominion of the Darkmaster. They still retain memories of what they were and what they lost but are forced to follow their Lord's whims and commands.

Combat Tactics

Wraiths are formidable foes, highly intelligent and with a vast array of powers at their disposal. Fear is their main weapon and they know very well how to use it to cull the ranks of their foes. Very often, the mere sight of a Wraith is enough to rout an entire contingent of troops.

They enjoy tormenting those who dare resist them, standing between them and their prey. Wraiths will often toy with these foes, taunting them and testing their strengths, before finally closing in to cut them down.

Special Abilities

Unliving: Wraiths do not need to breathe, rest, or eat; are immune to Stun, poison, and diseases; and never Bleed.

Fear: The sight of a Wraith cause fear in living beings. Living creatures seeing a Wraith must pass a **WSR** or become *Frightened*. At the beginning of each Assessment phase, *Frightened* creatures may repeat their **WSR** to end this effect.

Unholy Aura: Living creatures engaged with a Wraith must pass a **TSR** at the beginning of each Assessment Phase or suffer 1d10+1 Soul Damage. Additionally, non-magical weapons that strike a Wraith shatter unless their wielder passes a **WSR**.

Spells: Wraiths know 1d10+2 Spell Lores up to the Tenth Weave. They can cast Spells from these Spell Lores without using **MP**s (using their Lore bonus for the Spell Casting Roll).

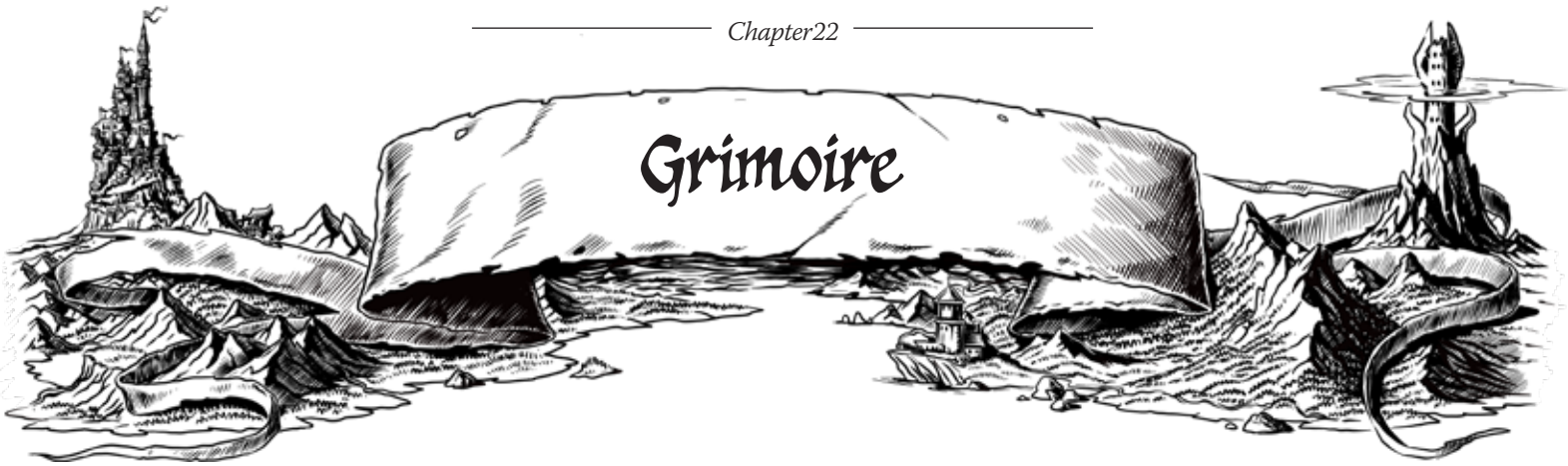
Those of the Unlight: Wraiths are creatures of Darkness, their bodies only vaguely humanoid shapes of pure shadow. They suffer only half damage from non-magical attacks and can see perfectly in Total Darkness or Dim Light, but Bright Light blinds them, and they cannot cast Spells when exposed to sunlight.

Undying: Wraiths cannot be truly slain. Even if their bodies are killed, they'll reform completely healed in 2d10 hours. The only way to destroy them forever is to fulfill the prophecy that spells their doom, which is different for each Wraith.






Book Five
Grimoire



Grimoire

Spell Lore Description

Spell Lores are here presented in alphabetical order, their name followed by a short description of the general effects their Spells produce.

As explained in the Magic and Spells chapter, Spell Lores are developed as Skills, and each of them is influenced by a different **Stat Value**, which is listed right after the Spell Lore description.

Spells Parameters

Individual Spells in each Spell Lore are described in order of Weave, from the First to the Tenth. Each Spell starts with a block of information, followed by a description of its effects.

Spell

The name of the Spell. If it's followed by an asterisk (*) the Spell is Instantaneous; it gains no benefit from Concentration, but only requires a Half Action to be cast, and can be Improvised without incurring the normal -10 penalty (see *Instantaneous Spells* paragraph, in the *Magic and Spells* chapter).

Range

This parameter indicates the maximum distance that can separate the caster and the subject of the Spell's effects.

If this distance is zero, it will be followed by either the *self* notation (meaning that the Spell's effects are applied to the caster) or the *touch* notation (meaning that the caster has to touch the target of the Spell).

Unless specified otherwise, Range is always limited by sight. In other words, casters must be able to see the target of their Spells to declare them as targets.

"Touch" Attacks

Casters trying to touch an unwilling target that's actively trying to avoid being touched by them must make an Unarmed attack before their Spell Casting Roll (this is considered part of the casting and requires no additional Action).

If this attack misses, the Spell has no effect and its target jumped out of reach.

If the attack hits, it deals no damage or Critical Strikes, but the caster manages to touch the target and the Spell resolves normally.

Area of Effect

The Area of Effect indicates the scope of a Spell's effects; what or who they influence.

It could be a single target (a specific object or creature) or even a whole zone. In the latter case, the shape and dimension of the affected area is given here.

Unless specified otherwise in the description, the center of the Area of Effect of the Spell must be within its Range.

Duration

This parameter indicates how long the effects of the Spell last.

A Duration of "-" means the Spell lasts only for an instant (though the consequences of its effects might be long-lasting, or even irreversible).

A Duration of "Concentration" means the Spell's effects persist as long as the caster Concentrates (see *Concentrating on a Spell* paragraph p. 131, in the *Magic and Spells* chapter) on them.

A Spell with a Permanent Duration lasts until dispelled.

Save

This simply states if the effects of the Spell can be resisted with a Save Roll. Unless specified otherwise, Spells granting a SR are always resisted using the **WSR** Bonus.

Warping Options

Available Warping Options (along with the number of additional Weaves required) are listed right after the Spell's description. Unless specified otherwise, each Warping Option can be selected multiple times.



Aspects of Nature

Blending into the natural environment, taking the form of beasts and plants, and invoking the blessings of various spirits of nature.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Changer of Hues	0 (self)	caster	1 min/lvl	N
2nd	Aspect of the Hound	0 (self)	caster	1 min/lvl	N
3rd	Aspect of the Owl	0 (self)	caster	1 min/lvl	N
4th	Tree Form	0 (self)	caster	1 min/lvl	N
5th	Aspect of the Fox	0 (self)	caster	1 min/lvl	N
6th	Claws of Fury*	0 (self)	caster	1 rnd/lvl	N
7th	Skinchanger	0 (self)	caster	1 min/lvl	N
8th	Aspect of the Bull	0 (self)	caster	1 min/lvl	N
9th	Aspect of the Boar	0 (self)	caster	1 min/lvl	N
10th	Master of Shapes	0 (self)	caster	1 min/lvl	N

Stat Value**: WSD**

1st • Changer of Hues

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster changes the color of their skin and carried equipment to match that of the surrounding vegetation. For the Duration, as long as the caster is at least partially hidden by grass, foliage, or other vegetation, they gain a +30 magical bonus to their Stealth Rolls.

*+**3 Weave**: change Duration to 10 minutes per Level.*

2nd • Aspect of the Hound

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster calls upon the spirit of the Hound, which grants them the skill to follow even the faintest tracks. For the Duration, the caster gains a +20 magical bonus to their Hunting Rolls.

*+**3 Weave**: change Duration to 10 minutes per Level.*

3rd • Aspect of the Owl

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster calls upon the spirit of the Owl, which blesses them with the ability to see in the darkest of nights. For the Duration, the caster can see up to 30 m in Dim Light (treating the first 15 meters as if they were standing in Bright Light); and up to 3 m in Total Darkness.

*+**3 Weave**: change Duration to 10 minutes per Level.*
*+**5 Weave**: the caster can see up to 30 m in Total Darkness as if they were standing in Bright Light instead.*

4th • Tree Form

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster is covered by an illusion that makes them look like a small tree of their choice as long as they don't move for the Duration. The illusion disappears if the caster moves, but reappears as soon as they stop moving again if this Spell is still active.

*+**3 Weave**: change Duration to 10 minutes per Level.*

5th • Aspect of the Fox

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster calls upon the spirit of the Fox, which blesses them with the unsurpassed cunning of the old trickster. For the Duration, the caster gains a +20 magical bonus to their Deceive Rolls and to all Skill Rolls made to prepare or avoid traps.

*+**3 Weave**: change Duration to 10 minutes per Level.*

6th • Claws of Fury*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 round per Level*
***Save**: No*

For the Duration, the caster's unarmed attacks are resolved on the Beast Attack Table, with a maximum result of 120, delivering Cut Critical Strikes.

*+**4 Weave**: change Duration to 1 minute per Level.*
*+**1 Weave**: increase the caster's unarmed attacks maximum result on the Beast Attack Table by 10, up to a maximum of 150.*

7th • Skinchanger

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster is covered by an illusion that makes them appear like a Small or Medium-sized animal of their choice for the Duration. The illusion seems real even to close inspection and fools the senses of sight, touch, and smell. Even the tracks left by the caster will appear as those of the chosen animal, as long as this Spell is active.

*+**3 Weave**: change Duration to 10 minutes per Level.*

8th • Aspect of the Bull

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster calls upon the spirit of the Bull, which grants them the power to endure even the mightiest of blows. For the Duration, the caster cannot be *Stunned* and their bare skin protects them as a Light Armor.

9th • Aspect of the Boar

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster calls upon the spirit of the Boar, which grants them the ferocity and the strength to fell even the greatest of foes. For the Duration, the caster gains a magical +20 bonus to all their melee Attack Rolls, and doubles the Base Damage they deal with their melee attacks when charging, but cannot Parry or use ranged attacks.

10th • Master of Shapes

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

For the Duration, the caster can take the form of a Small, Medium, or Large animal of their choice. While in this form, they lose the ability to speak and cast Spells, but retain all their other mental capabilities and gain the physical abilities of the chosen animal (including HPs, AT, and natural attacks and abilities). When called to make a Skill Roll, the caster can choose whether to use their own or the animal's standard Skill Bonus for that Roll.

The caster reverts to their original form when the Spell expires.

Channeling

Becoming a vessel for the Elder Spirits and divine beings, channeling their power to bring judgment on one's enemies.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Divine Grace	0 (self)	caster	1 min/lvl	N
2nd	Holy Aura	0 (self)	caster	1 min/lvl	N
3rd	Stunning Glare*	15 m	1 target	-	Y
4th	Holy Terror*	15 m	1 target	1 rnd/10 pnts failure	Y
5th	Transferral	0 (self)	20 m radius	1 rnd/lvl	N
6th	Weight of Conscience*	15 m	1 target	1 rnd/10 pnts failure	Y
7th	Spiritual Tether*	15 m	1 target	1 rnd/10 pnts failure	Y
8th	Spirit Wrack*	15 m	1 target	1 rnd/10 pnts failure	Y
9th	Holy Shout*	0 (self)	6 m radius	1 rnd	Y
10th	Punishment Divine	0 (self)	10 m radius	1 rnd/lvl	N

Stat Value**: BEA**

1st • Divine Grace

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster gains a magical +15 bonus to all Charisma Skill Rolls made to influence non-hostile characters for the Duration.

*+**2 Weave**: change Duration to 10 minutes/level.*

2nd • Holy Aura

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster gains a magical +10 bonus to their DEF for the Duration.

*+**2 Weave**: change Duration to 10 minutes per Level.*

3rd • Stunning Glare*

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: Yes*

Target creature within Range must pass a Save Roll or become *Stunned*.

4th • Holy Terror*

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round per 10 points of failure*
***Save**: Yes*

The caster utters a holy word, filling target undead or servant of the Darkmaster within Range with a profound sense of dread. The target is made *Frightened* of the caster for 1 Round for every 10 points of failure in their Save Roll. If the target is immune to fear, they'll suffer a -30 penalty to all Attack Rolls made against the caster for the Duration instead.

*+**4 Weave**: add one target.*

5th • Transferral

***Range**: 0 (self)*
***Area of Effect**: 20 m radius*
***Duration**: 1 Round per Level*
***Save**: No*

The next Spell cast by the caster within the Duration is transferred to a willing sentient creature within the Area of Effect that the caster can see. The transferred Spell resolves normally, but its point of origin is considered to be the selected creature rather than the caster.

*+4 **Weave**: as long as the caster knows the **exact** location of the selected creature, and the creature knows that the caster is transferring a spell to them, the selected creature doesn't have to be within the Area of Effect.*

6th • Weight of Conscience*

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round per 10 points of failure*
***Save**: Yes*

Target creature becomes *Weary* for 1 Round for every 10 points of failure in their Save Roll.

*+2 **Weave**: add one target.*

7th • Spiritual Tether*

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round per 10 points of failure*
***Save**: Yes*

Target creature is *Held* for 1 Round for every 10 points of failure in their Save Roll.

8th • Spirit Wrack*

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round per 10 points of failure*
***Save**: Yes*

Target creature is *Incapacitated* for 1 round for every 10 points of failure in their Save Roll, and cannot be awoken by normal means for the Duration.

9th • Holy Shout*

***Range**: 0 (self)*
***Area of Effect**: 6 m radius*
***Duration**: 1 Round*
***Save**: Yes*

The caster utters a holy word that rattles enemies and bolster allies. Creatures hostile to the caster within the Area of Effect must pass a Save Roll or be *Stunned*. Allies of the caster gain a magical +10 bonus to all their Attack and Skill Rolls for the current Round.

10th • Punishment Divine

***Range**: 0 (self)*
***Area of Effect**: 10 m radius*
***Duration**: 1 Round per Level*
***Save**: No*

Dark clouds gather in the sky over the caster, thundering with the rage of Nature. As soon as this Spell is cast, and at the beginning of the Assessment Phase of each following Round for the Duration, the caster selects a random enemy within the Area of Effect as a Free Action. A lightning bolt flashes from the sky, striking the selected creature down. The lightning bolt inflicts Lightning damage and is resolved as an Attack Spell (using the caster's Channeling Skill Bonus), rolled on the Bolt Spells Attack Table, with no maximum result. This Spell can only be cast outdoor.

Chanting

Invoking the protection of the Ancient Spirits and the Gods of Nature to protect oneself and own companions from adverse magic, curse and misfortune.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Chant of Courage	0 (self)	3 m radius	C	N
2nd	Endure the Elements	0 (touch)	1 target	1 min/lvl	N
3rd	Nature's Blessing	0 (touch)	1 target	1 min/lvl	N
4th	Suppress Curse	3 m	1 target	1 hr/lvl	Y
5th	Repel Magic	0 (self)	3 m radius	C	Y
6th	Sanctuary	0 (self)	3 m radius	C	Y
7th	Dispel Magic	20 m	1 target	P	Y
8th	Break Curse	3 m	1 target	P	Y
9th	Nature's Cradle	0 (touch)	1 camp	1 day	N
10th	Nature's Shield	0 (self)	caster	-	N

Stat Value**: WSD**

1st • Chant of Courage

***Range**: 0 (self)*
***Area of Effect**: 3 m radius*
***Duration**: Concentration*
***Save**: No*

The caster and their allies within the Area of Effect gain a special +10 bonus to their Save Rolls against fear. Additionally, at the end of each Assessment Phase, they can make a Save Roll to shake off the effects of any fear-inducing Spell or ability affecting them.

*+**3 Weave**: increase radius of the Area of Effect by 3m.*
*+**2 Weave**: change the duration to 1 round per Level of the caster.*

2nd • Endure the Elements

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

Target creature is protected from the effects of extreme natural hot and cold weather. Additionally, they gain a special +20 bonus to their Defense and Save Rolls against Fire and Frost magical attacks for the Duration.

*+**2 Weave**: change Duration to 10 minutes per Level.*

3rd • Nature's Blessing

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

The caster blesses target living creature, granting them a special +10 bonus to their Defense and Save Rolls for the Duration.

4th • Suppress Curse

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 hour per Level*
***Save**: Yes*

Target curse affecting a creature or item within Range must pass a **WSR**, using its Attack Level (or the Level of whoever placed it) as its Defender Level. If it fails, the effects of the curse are cancelled for the Duration. The curse will take effect again when the Spell ends.

5th • Repel Magic

***Range**: 0 (self)*
***Area of Effect**: 3 m radius*
***Duration**: Concentration*
***Save**: Yes*

The caster asks the spirits to protect them from adverse magic. For the Duration, whenever a Spell that would affect a target within the Area of Effect is cast, that Spell must pass a **WSR**, using its caster's Level (or its Weave, if no caster is present) as its Defender Level. If this SR fails, the Spell doesn't affect creatures within the Area of Effect (it still resolves normally for targets outside the Area of Effect).

*+**3 Weave**: increase radius of the Area of Effect by 3 meters.*
*+**2 Weave**: change the duration to 1 round per Level of the caster.*

6th • Sanctuary

***Range**: 0 (self)*
***Area of Effect**: 3m radius*
***Duration**: Concentration*
***Save**: Yes*

The caster and all their allies within the Area of Effect gain a special +10 bonus to their Defense and Save Rolls for the Duration. Additionally, evil creatures outside the Area of Effect cannot enter it without making a Save Roll (evil creatures already inside it are unaffected).

*+**3 Weave**: increase radius of the Area of Effect by 3 meters.*
*+**2 Weave**: change the duration to 1 round per Level of the caster.*

7th • Dispel Magic

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: Permanent*
***Save**: Yes*

Target active Spell or magical effect within Range must pass a **WSR**, using its caster's Level (or its Weave, if no caster is present) as its Defender Level. If it fails, the Spell is dispelled and its effects immediately end.

8th • Break Curse

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: Permanent*
***Save**: Yes*

Target curse affecting a creature or item within range must pass a **WSR** using its Attack Level (or the Level of whoever placed it) as its Defender Level. If it fails, the curse is broken and its effects are permanently cancelled.

9th • Nature's Cradle

***Range**: 0 (touch)*
***Area of Effect**: 1 camp*
***Duration**: 1 day*
***Save**: No*

The spirits watch over the caster and their allies, shielding them from danger and hiding them from the agents of the Darkmaster. The spot chosen for the caster's camp is considered to be Normal Terrain, and the caster's group size is halved for the purpose of calculating Camping Rolls Difficulty for the Duration.

10th • Nature's Shield*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: -*
***Save**: No*

This Spell protects the caster from a single non-magical attack, causing it to automatically miss.

Cleansing

Purging the body, foods, and drinks of noxious poisons, harmful diseases, and rot.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Cleanse Food & Water	3 m	1 m radius	-	N
2nd	Detect Poison	0 (self)	1 m radius	C	N
3rd	Resist Disease	0 (touch)	1 target	10 min/lvl	N
4th	Resist Poison	0 (touch)	1 target	10 min/lvl	N
5th	Cleanse Wound	0 (touch)	1 target	-	N
6th	Cure Disease	0 (touch)	1 target	-	N
7th	Cure Poision	0 (touch)	1 target	-	N
8th	Purge Evil	20 m	1 target	-	Y
9th	Cleanse the Soil	0 (self)	10 m radius/lvl	-	N
10th	Cleanse the Mind	0 (touch)	1 target	-	N

Stat Value**: WSD**

1st • Cleanse Food & Water

***Range**: 3 m*
***Area of Effect**: 1 m radius*
***Duration**: -*
***Save**: No*

Any food and drink in the Area of Effect is cleared of poison and disease.

2nd • Detect Poison

***Range**: 0 (self)*
***Area of Effect**: 1 m radius*
***Duration**: Concentration*
***Save**: No*

For the Duration, the caster can sense the presence of poison and poisonous material in the Area of Effect.

3rd • Resist Disease

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 10 minutes per Level*
***Save**: No*

For the Duration, the target gains a magical +20 bonus to all Save Rolls made to resist diseases.

4th • Resist Poison

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 10 minutes per Level*
***Save**: No*

For the Duration, the target gains a magical +20 bonus to all Save Rolls made to resist poison.

5th • Cleanse Wound

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

Target Lingering Injury becomes a normal Injury of the same severity.

*+3 **Weave**: add one target.*

6th • Cure Disease

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

Target living creature is cured of a single disease afflicting them. This Spell doesn't heal the damage already caused by the disease but allows the target to start recovering from it.

7th • Cure Poison

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

This Spell removes a single poison afflicting target living creature. This Spell doesn't heal the damage already caused by the poison but allows the target to start recovering from it.

8th • Purge Evil

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: Yes*

With a commanding gesture and a holy word, the caster purges target animated corpse of the festering evil corrupting it. Target corporeal undead must pass a **WSR** or be destroyed, its body returning to its natural state.

9th • Cleanse the Soil

***Range**: 0 (self)*
***Area of Effect**: 10 meters radius per Level*
***Duration**: -*
***Save**: No*

The caster calls upon the spirits of Nature to purify an entire area from pernicious influences. This Spell removes any poison, disease, blight, or rot affecting the soil in the Area of Effect. Spells and magical effects causing such conditions in the area are dispelled. Note that this Spell won't prevent noxious conditions from spreading again or re-forming in the area.

10th • Cleanse the Mind

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

Target living creature is healed from a single mental disease or affliction.

Commanding Presence

Issuing orders, intimidating foes, and inspiring and rallying allies with powerful battlecries.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Commander's Authority	0 (self)	Caster	1 min/lvl	N
2nd	Rallying Warcry*	0 (self)	6 m radius	-	N
3rd	Formation Fighting*	0 (self)	6 m radius	1 rnd/lvl	N
4th	Taunt*	20 m	1 target	1 rnd/5 fail	Y
5th	Intimidating Stance*	0 (self)	1,5 m radius	1 rnd/5 fail	Y
6th	Rapid Deployment*	6 m	1 target	-	N
7th	Invigorating Warcry*	0 (self)	6 m radius	1 rnd/lvl	N
8th	Order*	6 m	1 target	C	Y
9th	Call to Arms*	6 m	1 target	-	N
10th	Roaring Warcry*	0 (self)	6 m radius	1 rnd/lvl	N

Stat Value**: BEA**

— 1st • Commander's Authority —

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster gains a magical +10 bonus to their Charisma Skill Rolls for the Duration.

*+2 **Weave**: change Duration to 10 minutes per Level.*

—— 2nd • Rallying Warcry* ——

***Range**: 0 (self)*
***Area of Effect**: 6 m radius*
***Duration**: -*
***Save**: No*

The caster and every ally able to hear them in the Area of Effect can immediately make a SR to shake off the effects of any fear-inducing Spell or ability affecting them.

*+2 **Weave**: creatures affected by this Spell also gain a +10 bonus to the SR it grants.*

—— 3rd • Formation Fighting* ——

***Range**: 0 (self)*
***Area of Effect**: 6 m radius*
***Duration**: 1 Round per Level*
***Save**: No*

For the Duration, the caster and each ally in the Area of Effect gain a magical +5 bonus to their DEF and Attack Rolls as long as they're adjacent to at least one other ally.

*+2 **Weave**: increase bonus granted by +5.*

—— 4th • Taunt* ——

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round per 5 points of failure*
***Save**: Yes*

Target sentient creature suffers a magical -50 penalty to all their Attack Rolls that do not target the caster for the Duration.

5th • Intimidating Stance*

***Range**: 0 (self)*
***Area of Effect**: 1.5 m radius*
***Duration**: 1 Round per 5 points of failure*
***Save**: Yes*

Sentient creatures within the Area of Effect engaged with the caster in melee must pass a SR. If they fail, they're made afraid of the caster and must use at least half of their CMB to Parry the caster's attacks each Round for the Duration.

6th • Rapid Deployment*

***Range**: 6 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

Target sentient creature able to hear the caster can immediately move up to half their Move Rate as a Free Action. The target must be able to move to benefit from the effects of this Spell.

*+**2 Weave**: add one target.*

7th • Invigorating Warcry*

***Range**: 0 (self)*
***Area of Effect**: 6 m radius*
***Duration**: 1 Round per Level*
***Save**: No*

For the Duration, the caster and every ally able to hear them within the Area of Effect ignore the effects of the *Weary* Conditions and Exhaustion penalties.

8th • Order*

***Range**: 6 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: Yes*

Target sentient creature must pass a SR or follow a single order issued by the caster at the time of casting. This Spell ends immediately if the issued order is obviously self-harming or completely alien to the creature's nature, or if the caster attacks or harms the target in any way.

9th • Call to Arms*

***Range**: 6 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

Target sentient creature able to hear the caster can immediately make a non-magical attack with a wielded weapon as a Free Action, using the caster's Commanding Presence Skill Bonus as their CMB for that attack.

10th • Roaring Warcry*

***Range**: 0 (self)*
***Area of Effect**: 6 m radius*
***Duration**: 1 round per Level*
***Save**: No*

For the Duration, the caster and every ally able to hear them within the Area of Effect are immune to fear and to the effects of harmful mind-influencing Spells and abilities.

Communion

Speaking directly with the Gods or Elder Spirits to get insights of the Past, Present, and Future; asking for holy guidance in the form of dreams or prophecies.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Question Animal	0 (self)	6 m radius	C	N
2nd	Anticipate*	15m	1 target	1 rnd/lvl	N
3rd	Intuition	0 (self)	15 m radius	-	N
4th	Augury	0 (self)	caster	-	N
5th	Divine Vision	0 (self)	caster	4 hours	N
6th	Speak with the Dead	3 m	1 target	-	N
7th	Omen	15 m	1 target	1 min/lvl	N
8th	Divination	0 (self)	caster	4 hours	N
9th	Doom	20 m	1 target	1 rnd/lvl	Y
10th	Commune with the Spirits	0 (self)	caster	-	N

Stat Value**: WSD**

1st • Question Animal

***Range**: 0 (self)*
***Area of Effect**: 6 m radius*
***Duration**: Concentration*
***Save**: No*

The caster summons a small animal from the nearby area and mentally asks it a single question about an event that happened up to 1 hour per level of the caster in the past in the Area of Effect. The animal is compelled to answer the question truthfully (and the caster will understand what it's saying as long as this spell is active), but its response will be limited by the animal's nature and intellect. The animal will flee back to the wild as soon as it's finished answering the question.

*+**2 Weave**: until the caster Concentrates, they can keep asking the animal new questions.*

2nd • Anticipate*

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round per Level*
***Save**: No*

The Spirits protect the caster, warning them about the attacks of their enemy. For the Duration, as long as the caster is free to move, they gain a special +20 bonus to their DEF against the attacks made by the target.

3rd • Intuition

***Range**: 0 (self)*
***Area of Effect**: 15 m radius*
***Duration**: -*
***Save**: No*

The caster asks the Spirits for guidance, compelling them to reveal something about a subject. The caster chooses an item, location, or creature within the Area of Effect, and then asks the GM to reveal one of the following: what the chosen subject is hiding; what kind of danger the subject poses to the caster; what benefit the subject could bring to the caster; what the subject's disposition is towards the caster; or what's unusual about the subject.
The GM must answer truthfully; however, the Spirits are fickle, and often speak in riddles. The answer will either be vague or slightly misleading (caster's choosing).

*+**2 Weave**: the caster can ask the GM to reveal one more fact about the subject.*
*+**3 Weave**: the Spirit's answer is straightforward, without vagueness or misdirection.*

4th • Augury

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: -*
***Save**: No*

The caster receives a vision about the dangers lying on the path before them. When preparing for travel, the caster can cast this Spell to ask the GM to reveal the type of a hidden Hazard the travelling party

is going to face on a chosen path.

This Spell can only be cast once on a given travel.

*+3 **Weave**: the GM must also reveal a useful detail about the nature of the Hazard (cannot be chosen more than once).*

5th • Divine Vision

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 4 hours*
***Save**: No*

The caster is put into a deep trance for the Duration. During the trance, the caster is oblivious to anything happening around them, but receives a brief vision about the present of a specific item, person, or location. The caster must be able to name or personally know the subject of the vision. The vision shows either where the subject is at the moment; or a scene about what's happening around it in the present (caster's choice).

However, visions are often ambiguous or hard to interpret: the vision will either be vague; or won't show an important or dangerous detail (caster's choice).

*+3 **Weave**: the vision is clear, and will be interpreted without errors by the caster.*

6th • Speak with the Dead

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster calls forth the shade of target dead humanoid creature within Range that has been dead for one year per Level of the caster or less, compelling it to answer a question. The caster can ask the shade to reveal one of the following facts: what killed them; what was the last thing they saw; who they are; what they were doing just before dying.

The shade must answer truthfully, but its knowledge is limited to what the creature knew in life. If the shade cannot answer the question asked (because the creature had no way of knowing the answer), it says so and the caster is allowed to ask it to reveal a different fact.

*+2 **Weave**: the caster can ask the shade to reveal one more fact.*
*+3 **Weave**: the caster can summon the shade of target dead creature within Range that has been dead for 10 years per Level of the caster instead (cannot be chosen more than once).*

7th • Omen

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

The caster states a task target creature within Range is about to perform, then selects either Good Omen of Bad Omen.
If Good Omen was selected, the first Success scored by the target in performing the stated task within the Duration, is treated as an Outstanding Success.
If Bad Omen was selected, the first Failure scored by the target in performing the stated task within the Duration, is treated as a Critical Failure. If the stated task was an attack, the first miss result scored within the Duration is treated as a Fumble instead.

8th • Divination

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 4 hours*
***Save**: No*

The caster is put into a deep trance for the Duration. During the trance, the caster is oblivious to anything happening around them, but receives a brief vision about the future. The caster can have the vision reveal one of the following: a clue about something the caster is researching or investigating, and where to find it; the greatest danger the caster will face the following day, and its approximate timing or location; or the most precious ally the caster could meet the following day, and where to find it.
However, the future is uncertain, and visions about it are unreliable at best: the vision will either be vague or omit an important or dangerous detail (caster's choice).

9th • Doom

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round per Level*
***Save**: Yes*

The caster peers into the future of target creature and sees its doom. The first Critical Strike suffered by the target within the Duration will automatically be of Lethal Severity.

- 10th • Commune with the Spirits -

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: -*
***Save**: No*

The caster asks a single "yes or no" question about a subject, to which the GM must answer clearly. This Spell always causes Magical Resonance

Detections

Seeing the invisible, detecting magic and curses, reading the aura of living beings and magical places, beings, and things.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Detect Magic	0 (self)	15 m radius	C	N
2nd	Comprehend Languages	0 (self)	caster	C	N
3rd	Sense Darkness	20 m	1 target	-	N
4th	Sense Invisible	0 (self)	15 m radius	C	N
5th	Detect Traps	0 (self)	15 m radius	C	N
6th	Aura Reading	20 m	1 target	-	N
7th	Locate	30 m	1 target	C	N
8th	Pierce the Veil	0 (self)	15 m radius	C	N
9th	Precognition	0 (self)	caster	1 min/lvl	N
10th	Legendary Tales	0 (self)	caster	-	N

Stat Value**: WSD**

1st • Detect Magic

***Range**: 0 (self)*
***Area of Effect**: 15 m radius*
***Duration**: Concentration*
***Save**: No*

For the Duration, the caster is aware of the presence of magical items or active Spells in the Area of Effect.

*+**2 Weave**: the caster also learns the general position of all sources of magic detected (with an approximation of 1.5 meters).*
*+**3 Weave**: this Spell also detects passive or dormant Spells and magical effects.*
*+**2 Weave**: change the Duration to 1 minute per Level.*

2nd • Comprehend Languages

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: Concentration*
***Save**: No*

The caster can comprehend the basic concepts conveyed by a written text in a foreign or unknown language. This Spell only works with non-magical languages and cannot decipher codes or secret messages, giving only the literal meaning of any text analyzed.

*+**2 Weave**: the Spell also works on spoken languages for the Duration.*
*+**3 Weave**: the caster gains a full understanding of the analyzed text, as if it were written in their mother tongue.*

3rd • Sense Darkness

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster learns if a creature or item they can see is either a servant of the Darkmaster, cursed, or under the influence of an evil Spell.

*+**3 Weave**: the caster also learns the general nature of the curse or evil Spell afflicting the target.*
*+**1 Weave**: add one target.*

4th • Sense Invisible

***Range**: 0 (self)*
***Area of Effect**: 15 m radius*
***Duration**: Concentration*
***Save**: No*

For the Duration, the caster is aware of the presence and general position of any invisible creature or item in the Area of Effect. Attacks against creatures sensed this way suffer a special -50 penalty.

*+**2 Weave**: change the Duration to 1 minute per Level.*
*+**3 Weave**: the caster can see detected creatures as if they weren't invisible (and suffers no penalty to attacks made against them).*

5th • Detect Traps

***Range**: 0 (self)*
***Area of Effect**: 15 m radius*
***Duration**: Concentration*
***Save**: No*

For the Duration, the caster is aware of the presence and general position of all traps in the Area of Effect.

*+**2 Weave**: change the Duration to 1 minute per Level.*

6th • Aura Reading

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster perceives the target's spiritual aura, gaining a superficial knowledge of their true essence and learning either their Motivation, their Nature, or their Allegiance (if any).

*+**2 Weave**: the Spell reveals one additional Passion of the target.*

7th • Locate

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: No*

The caster becomes aware of the exact position and the shortest route to a specific item or location they're familiar with if it's within the spell's Range. If the target is outside the Range of this Spell, the caster will learn only its general direction.

*+**2 Weave**: change the Duration to 1 minute per Level.*
*+**1 Weave**: the caster doesn't need to be familiar with the target, as long as it's been described to them in detail.*
*+**1 Weave**: add 30 meters to Range.*

8th • Pierce the Veil

***Range**: 0 (self)*
***Area of Effect**: 15 m radius*
***Duration**: Concentration*
***Save**: No*

For the Duration, the caster sees through any illusion or magical disguise, darkness, or concealment within the Area of Effect.

*+**2 Weave**: change the Duration to 1 minute per Level.*

9th • Precognition

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

For the Duration of the Spell, the caster automatically succeeds at any Assessment Roll, cannot be Surprised, and always acts first in each phase of the TRS.

10th • Legendary Tales

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: -*
***Save**: No*

The caster learns any significant legend and tale relevant to the powers, origins, and history of any one item, place, creature, or person they choose at the time of casting. The caster must know at least a rumor about the topic, like having being told about it, or be in the presence of the object or place.

In most cases, the effect of this Spell may also result in a special bonus to any Songs & Tales Skill Roll variable from +50 to +100, depending on the situation. The GM must eventually give the caster's player any information about the topic, perhaps possibly in the form of the caster experiencing in first-person important events about the item, place, creature, or person researched.

Earth Mould

Manipulating elemental Earth and Stone to attack with boulders and rockslides, crack open the very earth and stone, and shockwave the ground with powerful earthquakes.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Weaken	3 m	1 target	1 rnd/lvl	N
2nd	Harrow	30 m	3m³	P	N
3rd	Power Crystal	0 (self)	1 crystal	24 hr	N
4th	Earthwall	30 m	3 m × 3 m × 15 cm	1 rnd/lvl	N
5th	Rock Shards	0 (self)	3 m cone	-	N
6th	Fissure	30 m	3 m × 3 m × 3 m	1 min/lvl	N
7th	Pulverize	30 m	3 m³	P	Y
8th	The Riven Earth	30 m	3 m radius	-	N
9th	Stone to Mud	30 m	3 m³	P	N
10th	Earthquake	30 m	10 m radius	1 rnd/lvl	N

Stat Value**: WIT**

1st • Weaken

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round per Level*
***Save**: No*

Target metal or stone item, weighing no more than 3 kg, becomes brittle and fragile for the Duration. Each Round of use, the item has a 10% chance of breaking. This Spell does not affect enchanted and magical items.

*+**1 Weave**: increase Range by 3 meters.*
*+**1 Weave**: increase the maximum weight of the item influenced by this Spell by 3 kg.*

2nd • Harrow

***Range**: 30 m*
***Area of Effect**: 3 cubic meters*
***Duration**: Permanent*
***Save**: No*

Up to 3 cubic meters of earth are loosened to the consistency of plowed ground. Creatures standing on the targeted area when this Spell is cast must pass a Standard (+0) Acrobatics Skill Roll or fall *Prone*.

3rd • Power Crystal

***Range**: 0 (self)*
***Area of Effect**: 1 crystal*
***Duration**: 24 hours*
***Save**: No*

The caster creates a small crystal of raw magical energy, which appears in their hand. The crystal "contains" 1 MP, which any character holding it can use as if it was part of their MPs reserve. The crystal dissolves into nothingness when the Duration expires or when all the MPs it contains are used up.

*+**3 Weave**: increase the **MP**s contained in the crystal created by this Spell by 1.*

4th • Earthwall

***Range**: 30 m*
***Area of Effect**: 3 m × 3 m × 15 cm*
***Duration**: 1 Round per Level*
***Save**: No*

This Spell creates a wall of packed earth on a solid surface within Range. Solid, inanimate objects in the Area of Effect are encased in the wall for the Duration. Creatures that are in the Area of Effect when this Spell is cast are pushed aside as the wall takes form (each creature can choose to which side of the wall they are pushed).

The wall is approximately 15 cm thick, and can be up to 3 meters long and high. A normal, man-sized creature, can dig through the wall in 10 Rounds.

*+**2 Weave**: the Spell creates a wall of solid stone instead.*
*+**3 Weave**: extend length of wall by 3 meters.*
*+**4 Weave**: change the Duration to Permanent.*

5th • Rock Shards

***Range**: 0 (self)*
***Area of Effect**: 3 m cone*
***Duration**: -*
***Save**: No*

The caster hurls a volley of sharp shards of stone against their enemies. This is an Attack Spell, affecting every creature in a cone originating from the caster, with a length of 3 meters and 3 meters wide at its furthest end.

The attack inflicts Piercing damage and is resolved on the Area Spells Attack Table, with a maximum result of 130.

*+**1 Weave**: increase cone's length by 2 meters.*

6th • Fissure

***Range**: 30 m*
***Area of Effect**: 3 m × 3 m × 3 m*
***Duration**: 1 minute per Level*
***Save**: No*

This Spell creates a 3-meter long, 3-meter high, and 3-meter deep pit in any horizontal surface made of earth within Range. Creatures standing on the targeted area when this Spell is cast must pass a Standard (+0) Acrobatics Skill Roll or fall into the pit. The pit slowly seals itself when the Duration expires. Any creature or object inside it is then gently pushed out, without suffering any damage.

*+**2 Weave**: increase pit's length by 3 meters.*
*+**4 Weave**: change the Duration to Permanent.*

7th • Pulverize

***Range**: 30 m*
***Area of Effect**: 3 cubic meters*
***Duration**: Permanent*
***Save**: Yes*

This Spell reduces up to 3 cubic meters of stone or earth to fine dust. Animated creatures made of stone may pass a Save Roll to avoid the effects of this Spell.

8th • Riven Earth

***Range**: 30 m*
***Area of Effect**: 3 m radius*
***Duration**: -*
***Save**: No*

The ground in the affected area erupts in a sudden explosion. This Attack Spell is resolved on the Area Spells Attack Table, with no maximum result, inflicting Impact damage and affecting anyone standing within the Area of Effect. Creatures that suffer damage from this Spell must also succeed at a Challenging (-10) Acrobatics Skill Roll or fall Prone.

9th • Stone to Mud

***Range**: 30 m*
***Area of Effect**: 3 cubic meters*
***Duration**: Permanent*
***Save**: No*

This Spell transforms up to 3 cubic meters of stone or earth into an equal volume of soft mud. Creatures standing on or passing through the targeted area must succeed at a Challenging (-10) Athletic Skill Roll or start sinking into the mud. Sinking characters are considered *Held* until they manage to free themselves.

10th • Earthquake

***Range**: 30 m*
***Area of Effect**: 10 m radius*
***Duration**: 1 Round per Level*
***Save**: No*

The ground in the chosen area begins to shake violently for the Duration. Creatures standing in the Area of Effect must pass a Hard (-20) Acrobatics Skill Roll at the beginning of each Assessment Phase or fall *Prone*. Small wooden structures and shoddy stone structures in the area will crumble and fall, causing a Grievous Impact Critical Strike to any creature caught by their fall. Sturdier structures will resist but will still be damaged by the Spell. Any creature inside or near one of these structures has a 30% chance each Round of being hit by falling debris, suffering a Moderate Impact Critical Strike.

Eldritch Fire

Manipulating elemental Fire to create devastating scorching attacks, erect flaming barriers, and heat organic and inorganic materials.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Ignite	0 (touch)	1 target	-	N
2nd	Cauterization	0 (touch)	1 wound	P	N
3rd	Incandescence	3 m	30 cm^3/lvl	C	N
4th	Wall of Fire	30 m	3 m × 3 m × 15 cm	1 rnd/lvl	N
5th	Flameshield	3 m	1 target	1 min/lvl	N
6th	Fire Bolt	30 m	1 target	-	N
7th	Flaming Weapon	0 (touch)	1 weapon	1 rnd/lvl	N
8th	Fireball	30 m	3 m radius	-	N
9th	Immolation	0 (self)	caster	1 rnd/lvl	N
10th	Firestorm	30 m	6 m radius	1 rnd/lvl	N

Stat Value**: WIT**

1st • Ignite

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster conjures a bright spark that ignites target flammable object within Range, which will then start to burn normally. If the target is a living being, it suffers a Superficial Fire Critical Strike instead.

*+**1 Weave**: increase Range by 2 meters.*
*+**1 Weave**: instead of its normal effect, the Spell will extinguish a fire (covering an area of up to 1.5 m of radius) within Range.*

2nd • Cauterization

***Range**: 0 (touch)*
***Area of Effect**: 1 wound*
***Duration**: Permanent*
***Save**: No*

A tiny flame erupts from the caster's fingertips, cauterizing a single Light Bleeding wound, but dealing 2 points of damage per point of Bleeding healed this way.

*+**3 Weave**: increase the severity of Bleeding healed by one step (from Light to Severe or from Severe to Exsanguination).*

3rd • Incandescence

***Range**: 3 m*
***Area of Effect**: 30 cubic cm per Level*
***Duration**: Concentration*
***Save**: No*

Target inanimate inorganic object (up to 30 cubic cm per Level of the caster) within Range becomes searing hot for the Duration of the Spell. Characters wearing or holding the object will suffer a Superficial Fire Critical Strike at the beginning of each Round until they drop or remove it.

*+**1 Weave**: change Duration to 1 Round per Level.*

4th • Wall of Fire

***Range**: 30 m*
***Area of Effect**: 3 m × 3 m × 15 cm*
***Duration**: 1 Round per Level*
***Save**: No*

This Spell creates a wall of fire on a solid surface within Range. The wall is approximately 15 cm thick, and can be up to 3 meters long and high. The Wall of Fire is opaque and cannot be seen through. Any creature passing through it suffers a Superficial Fire Critical Strike.

*+**3 Weave**: extend length of wall by 3 meters.*

5th • Flameshield

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

For the Duration, the target halves any damage suffered from fire-based attacks and reduces by one severity degree any Fire Critical Strike received (Critical Strikes reduced under the Superficial severity are completely negated by the Spell).

*+**2 Weave**: add one target to the Area of Effect.*

6th • Fire Bolt

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster hurls a bolt of fire against the target. This Attack Spell inflicts Fire damage and is resolved on the Bolt Spells Attack Table, with a maximum result of 150. If the target is wearing or bearing highly flammable items, there's a 1% chance per point of base damage inflicted that one of them will catch fire, dealing a Superficial Fire Critical Strike each Round until doused, removed, or destroyed.

*+**2 Weave**: increase chance of flammable items catching fire to 2% per point of base damage inflicted.*
*+**2 Weave**: increase Range by 10 meters*

7th • Flaming Weapon

***Range**: 0 (touch)*
***Area of Effect**: 1 weapon*
***Duration**: 1 Round per Level*
***Save**: No*

Target melee weapon within Range is enshrouded in magical flames. The flames will not affect the weapon, nor harm its wielder or the caster, but will inflict an additional Moderate Fire Critical Strike to any creature it hits.

*+**2 Weave**: increase the severity of the additional Critical Strike by 1 (up to Lethal).*

8th • Fireball

***Range**: 30 m*
***Area of Effect**: 3 m radius*
***Duration**: -*
***Save**: No*

The caster shoots a small sphere of flames, that explodes in a fiery conflagration upon reaching its target. This Attack Spell is resolved on the Area Spells Attack Table, with no maximum result, inflicting Fire damage and affecting anyone within the Area of Effect. If a creature hit by this Spell is wearing or bearing highly flammable items, there's a 1% chance per point of base damage inflicted that one of them will catch fire, dealing a Superficial Fire Critical Strike to its bearer each Round until doused, removed, or destroyed.

*+**2 Weave**: increase chance of flammable items catching fire to 2% per point of base damage inflicted.*
*+**2 Weave**: increase Range by 10 meters*

9th • Immolation

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round per Level*
***Save**: No*

The caster wreaths themselves in a fiery aura. For the Duration of the Spell, they take no damage from normal or magical fire, and inflict a Light Fire Critical Strike at the beginning of each Round to all creatures engaged in melee with them.

10th • Firestorm

***Range**: 30 m*
***Area of Effect**: 6 m radius*
***Duration**: 1 Round per Level*
***Save**: No*

The chosen area is covered by a roaring storm of 3-meter high flames. For the Duration of the Spell, any creature in the Area of Effect suffers a Fire Critical Strike of increasing severity at the beginning of each Round, starting from Superficial and up to Lethal.

Inside the Area of Effect of the Spell hearing and seeing are greatly hampered: all Perception Rolls are penalized by -30. Furthermore, each target beginning their Round inside the area of effect must pass a Perception Roll during the Assessment Phase or be Stunned; once the target passes the Roll, they need not roll again for the Duration of the Spell.

Eldritch Frost

Mastering elemental Ice to deliver chilling frostbite attacks, create ice and frost walls, and freeze any kind of material.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Freezing Touch	0 (touch)	1 target	-	N
2nd	Frostbite	30 m	1 target	1 rnd/5 fail	Y
3rd	Winter's Chill	30 m	3 m radius	1 min/lvl	N
4th	Frostwall	30 m	3 m × 3 m × 15 cm	1 rnd/lvl	N
5th	Winterheart	3 m	1 target	1 min/lvl	N
6th	Frost Bolt	30 m	1 target	-	N
7th	Cold Ball	30 m	6 m radius	-	N
8th	Ice Wall	30 m	3 m × 3 m × 15 cm	P	N
9th	Cone of Cold	0 (self)	15 m x 3 m cone	-	N
10th	Rage of the Winter	0 (self)	6 m radius	1 rnd/lvl	N

Stat Value**: WIT**

1st • Freezing Touch

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster's outstretched palm is enveloped by a silvery aura of frost. Any liquid touched by the caster (up to 30 cubic centimeters per Level) gradually freezes upon the course of one Round, while inanimate objects become extremely cold, and living creatures suffer a Superficial Frost Critical Strike.

*+**1 Weave**: increase Range by 2m*

2nd • Frostbite

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round per 5 points of failure*
***Save**: Yes*

A feeling of intense cold grips target living creature, leaving it numb and sluggish. The target suffers a -20 penalty to all Attacks and Skill Rolls for the Duration. Should the penalty from this spell reach a total of -100 (i.e. by using the Warping Option four times), the target is also *Incapacitated* for the duration.

*+**2 Weave**: increase penalty by -20 (up to a maximum of -100).*

3rd • Winter's Chill

***Range**: 30 m*
***Area of Effect**: 3 m radius*
***Duration**: 1 minute per Level*
***Save**: No*

The air in the Area of Effect suddenly grows unnaturally cold. Unprotected normal flames smaller than a bonfire in the area are snuffed out. The ground is covered in rime (making it Arduous Terrain to cross), and non-running water by a thin layer of ice. Fire-based attacks in the area suffer a -20 penalty to their Attack Rolls for the Duration. Temperature will rise again to its original level when this Spell expires.

*+**3 Weave**: extend Area of Effect by 3 meters.*
*+**3 Weave**: Frost-based attacks in the area gain a +20 bonus to their Attack Rolls for the Duration (cannot be chosen more than once).*

4th • Frostwall

***Range**: 30 m*
***Area of Effect**: 3 m × 3 m × 15 cm*
***Duration**: 1 Round per Level*
***Save**: No*

This Spell creates a shimmering wall of intense cold on a solid surface within Range. The wall is approximately 15 cm thick, and can be up to 3 meters long and high. The wall cannot be seen through, and any creature passing through it suffers a Superficial Frost Critical Strike.

*+**3 Weave**: extend length of wall by 3 meters.*

5th • Winterheart

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

For the Duration, the target ignores the effects of natural cold, halves any damage suffered from frost-based attacks, and reduces by one severity degree any Frost Critical Strike received (Critical Strikes reduced under the Superficial severity are completely negated by the Spell).

*+**2 Weave**: add one target to the Area of Effect.*

6th • Frost Bolt

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster hurls a bolt of silvery, freezing cold energy against the target. This Attack Spell inflicts Frost damage and is resolved on the Bolt Spells Attack Table, with a maximum result of 140. If the target isn't wearing furs, pelts, or similar protective gear, there's a 1% chance per point of base damage inflicted that they will also suffer a -20 Exhaustion penalty to their actions until properly treated.

*+**1 Weave**: the caster hurls a bolt of solid ice instead, dealing Impact damage to the target. Should the attack score a Moderate or better Critical Strike, it will also inflict a secondary Frost Critical Strike of two severity levels lower to the target.*
*+**2 Weave**: increase Range by 10 meters*

7th • Cold Ball

***Range**: 30 m*
***Area of Effect**: 6 m radius*
***Duration**: -*
***Save**: No*

The caster shoots a small sphere of pure cold that explodes in a freezing blast upon reaching its target. This Attack Spell is resolved on the Area Spells Attack Table, with a maximum result of 130, inflicting Frost damage and affecting anyone within the Area of Effect. If a creature hit by this Spell isn't wearing furs, pelts, or similar protective gear, there's a 1% chance per point of base damage inflicted that they will also suffer a -20 Exhaustion penalty to their actions until properly treated.

*+**2 Weave**: increase Range by 10 meters*

8th • Icewall

***Range**: 30 m*
***Area of Effect**: 3 m × 3 m × 15 cm*
***Duration**: Permanent*
***Save**: No*

This Spell creates a wall of ice on a solid surface within Range. Solid, inanimate objects in the Area of Effect are encased in the wall for the Duration. Creatures that are in the Area of Effect when this Spell is cast are pushed aside as the wall takes form (each creature can choose to which side of the wall they are pushed).

The wall is approximately 15 cm thick, and can be up to 3 meters long and high. It will slowly melt if the external temperature is hot enough, and can be destroyed by fire-based attacks dealing a total of 100 damage or more. A normal, man-sized creature, using appropriate working tools, can dig through the wall in 50 Rounds.

9th • Cone of Cold

***Range**: 0 (self)*
***Area of Effect**: 15 m x 3 m cone*
***Duration**: -*
***Save**: No*

A blast of unearthly cold erupts from the outstretched hands of the caster, freezing everything in its path.

This is an Attack Spell, affecting every creature in a cone originating from the caster, with a length of 15 meters and 3 meters wide at its furthest end.

The attack inflicts Frost damage and is resolved on the Area Spells Attack Table, with a maximum result of 140. If a creature hit by this Spell isn't wearing furs, pelts, or similar protective gear, there's a 1% chance per point of base damage inflicted that they will also suffer a -20 Exhaustion penalty to their actions until properly treated.

*+**1 Weave**: increase cone's length by 2 meters.*

10th • Rage of the Winter

***Range**: 0 (self)*
***Area of Effect**: 6 m radius*
***Duration**: 1 Round per Level*
***Save**: No*

The area around the caster is swept by a whirlwind of icy winds, carrying frozen crystals of ice.

Perception and ranged Attack Rolls within the Area of Effect suffer a -20 penalty, and creatures in the area suffer a Moderate Frost Critical Strike at the beginning of each Round.

Additionally, creatures entering or beginning their Round in the Area of Effect, must pass a Toughness Save Roll or be *Held* until the end of the Round, their bodies encrusted by a thick layer of hoarfrost and rime.

The whirlwind moves with the caster and does not harm or affect them in any way.

Eldritch Hand

Moving and affecting inert matter with the sheer power of the mind.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Poltergeist	30 m	1 target	1 min/lvl	Y
2nd	Magic Shield*	0 (self)	caster	1 min/lvl	N
3rd	Burden	30 m	1 target	1 min/lvl	Y
4th	Telekinesis	30 m	1 target	C	Y
5th	Deflect*	30 m	1 attack	-	N
6th	True Aim*	0 (touch)	1 attack	-	N
7th	Blade Ward*	30 m	1 attack	-	N
8th	Eldritch Push	20 m	1 target	-	Y
9th	Shatter	30 m	1 target	-	Y
10th	Crushing Force	30 m	1 target	1 rnd/lvl	Y

Stat Value**: WIT**

1st • Poltergeist

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: Yes*

Target inanimate item, weighing up to 2 kg, starts to shake weakly, as if tugged by an unseen hand. Very fragile objects have a 10% chance per minute of shattering. If the target is held by someone, its wielder must pass a **WSR** or drop it.

*+**2 Weave**: increase maximum weight of the target by 2 kg.*

2nd • Magic Shield*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

This Spell creates an invisible shield of magical force that protects the caster, giving them a +25 special bonus to their DEF against all melee and missile attacks coming from a chosen side of the character. The shield doesn't occupy a hand but cannot be combined with a normal shield. The caster can change the side protected by this Spell with a Free Action during the Assessment Phase.

3rd • Burden

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: Yes*

Increase the target's Encumbrance Level by one, up to Overencumbered.

*+**5 Weave**: increase Encumbrance by one more Level.*
*+**3 Weave**: add one target.*

4th • Telekinesis

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: Yes*

The caster can move target item or creature weighing up to 5 kg in any direction within Range. Creatures targeted by this Spell, or holding an item targeted by it, can make a **WSR** to resist its effects.

*+**2 Weave**: increase maximum weight of the target by 5 kg.*

5th • Deflect*

***Range**: 30 m*
***Area of Effect**: 1 attack*
***Duration**: -*
***Save**: No*

The caster deflects an arrow, dart, or other similar non-magical missile within Range, inflicting a -100 penalty to its Attack Roll.

*+3 **Weave**: add one target.*

6th • True Aim*

***Range**: 0 (touch)*
***Area of Effect**: 1 attack*
***Duration**: -*
***Save**: No*

The caster magically guides toward its target the next mundane missile attack made by the touched character this Round, granting a special +50 bonus to their Attack Roll.

7th • Blade Ward*

***Range**: 30 m*
***Area of Effect**: 1 attack*
***Duration**: -*
***Save**: No*

The caster deflects a single melee attack that they can see within range, imposing a special -100 penalty to its Attack Roll.

*+3 **Weave**: add one target.*

8th • Eldritch Push

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: Yes*

Target is hit by strong magical force. It suffers a Light Impact Critical Strike and is moved for 5 meters in any direction chosen by the caster on the horizontal axis. If it's a creature, it falls *Prone*. If it encounters an obstacle (including another creature) on its path, its movement ends immediately, and both the target and the obstacle suffer an additional Light Impact Critical Strike.

9th • Shatter

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: Yes*

Target inorganic, inanimate object weighing no more than 5 kg explodes in a cloud of fragments. Its wielder suffers a Moderate Impact Critical Strike, and any creature within a 3-meter radius suffers a Superficial Impact Critical Strike. Magical items are unaffected by this Spell, and characters wielding or bearing the targeted item may pass a **WSR** to negate its effects.

10th • Crushing Force

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round per Level*
***Save**: Yes*

The target is crushed by an overwhelming magical force. For the Duration of the Spell, the target is *Held* and suffers a Light Impact Critical Strike at the beginning of each Round. If it's a creature, it falls to the ground and becomes *Prone*. At the end of each Round, the target may make a **WSR** to end the effects of this Spell.

Eldritch Might

Channeling the power of magic to overcome the limits of the body, shielding it from harmful influences and allowing it to perform incredible tasks.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Sharp Ears	3 m	1 target	10 min/lvl	N
2nd	Adroitness	3 m	1 target	10 min/lvl	N
3rd	Dark Sight	3 m	1 target	10 min/lvl	N
4th	Haste	3 m	1 target	1 rnd	N
5th	Resist Pain*	3 m	1 target	1 min/lvl	N
6th	Mystical Breath	3 m	1 target	10 min/lvl	N
7th	Resist Poison	3 m	1 target	10 min/lvl	N
8th	Strength Within*	3 m	1 target	1 rnd	N
9th	Eldritch Armor	3 m	1 target	1 rnd/lvl	N
10th	Heart of Steel*	3 m	1 target	1 min/lvl	N

Stat Value**: BEA**

1st • Sharp Ears

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 10 minutes per Level*
***Save**: No*

Target creature's sense of hearing is greatly enhanced for the Duration, granting them a +30 magical bonus to all Perception Rolls where hearing is at least partially involved.

2nd • Adroitness

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 10 minutes per Level*
***Save**: No*

Target creature gains a supernatural sense of balance and catlike reflexes, granting tthem a +30 bonus to all Acrobatics Skill Rolls for the Duration.

3rd • Dark Sight

***Range**: 3m*
***Area of Effect**: 1 target*
***Duration**: 10 minutes per Level*
***Save**: No*

Target creature can see up to 30 m in Dim Light (treating the first 15 m as if they were standing in Bright Light) and up to 3 m in Total Darkness for the Duration.

*+**5 Weave**: target can see up to 30 m in Total Darkness as if they were standing in Bright Light instead.*

4th • Haste

***Range**: 3m*
***Area of Effect**: 1 target*
***Duration**: 1 Round*
***Save**: No*

For the Duration, target creature can take Full Round Actions as if they were Half Actions, and Half Actions as if they were Free Actions. When the Duration expires, the affected creature suffers a special -30 penalty to all Rolls for a number of Rounds equal to the amount of time spent under the effects of this Spell.

*+**2 Weave**: increase Duration by 1 Round.*
*+**3 Weave**: add one target.*
*+**3 Weave**: the target doesn't suffer any penalty when the Spell expires.*

5th • Resist Pain*

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

For the Duration, the target gains a number of temporary Hit Points equal to one quarter of their Total Hit Points. This Spell can temporarily bring the target's Current HPs to a value higher than their Total HPs value.

When this Spell expires, the target immediately loses a number of HPs equal to those gained with this Spell (note that this could bring their Current HPs below zero).

*+**5 Weave**: increase temporary* **HP***s by another quarter of the target's Total Hit Points.*

6th • Mystical Breath

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 10 minutes per Level*
***Save**: No*

Target creature doesn't need to breathe for the Duration.

7th • Resist Poison

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 10 minutes per Level*
***Save**: No*

Target creature becomes immune to the effects of poison for the duration. This doesn't eliminate poisons from the target's body, it merely suppresses their effects as long as this spell is active.

8th • Strength Within*

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round*
***Save**: No*

For the Duration, target creature gains a magical +30 bonus to their Brawn score, and doubles the Base Damage they inflict with their melee attacks.

*+**2 Weave**: increase Duration by 1 Round.*

9th • Eldritch Armor

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round per Level*
***Save**: No*

Target creature is surrounded by a radiant aura of eldritch light. For the duration, their bare skin protects them as a Light Armor with the Rigid Quality.

10th • Heart of Steel*

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

The effects of the first Critical Strike target creature receives (including additional damage, blood loss, injuries, and even instant death) are delayed for the Duration. The Critical Strike is rolled normally but its effects are applied only when this Spell expires. No more than one Heart of Steel Spell can be active on a target at the same time.

Eldritch Movements

Moving by any means of magical and wondrous movement: from climbing on sheer surfaces and flying like the wind, to travelling without moving.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Jump*	30 m	1 target	1 rnd	N
2nd	Slow Fall*	30 m	1 target	-	N
3rd	Clinging	30 m	1 target	1 min/lvl	N
4th	Levitate	3 m	1 target	1 min/lvl	N
5th	Blink	3 m	1 target	-	Y
6th	Swim	3 m	1 target	10 min/lvl	N
7th	Ride the Sky	3 m	1 target	1 min/lvl	N
8th	Eldritch Portal	0 (touch)	1 surface	1 rnd/lvl	N
9th	Mystical Step	0 (self)	30 m	-	N
10th	Journey Through the Dark	0 (self)	10 m radius	Special	N

Stat Value**: WIT**

1st • Jump*

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round*
***Save**: No*

This Spell allows target creature to jump up to 15 meters horizontally or 6 meters vertically as a Full Action this Round.

*+4 **Weave**: after landing, target can make an additional jump as part of the same action.*

2nd • Slow Fall*

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

This Spell slows the target's fall, allowing them to fall without hurting themselves for 6 meters per the caster's Level or to reduce a longer fall by the same distance before calculating falling damage.

*+3 **Weave**: add one target.*

3rd • Clinging

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

The target of this Spell can climb any wall, cliff, or other vertical surface without tiring and without the need of any Skill Roll, moving at half their normal Move Rate for the Duration.

*+3 **Weave**: change Duration to 10 minutes per Level.*

4th • Levitate

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

Target creature can levitate for the Duration, moving up and down vertically at a speed of 3 meters per Round.

*+3 **Weave**: change Duration to 10 minutes per Level.*

5th • Blink

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: Yes*

Target creature disappears, and immediately reappears in an unoccupied space chosen by the caster within 10 m. The caster must be able to see the point of arrival, which must rest on a solid surface, and there cannot be any physical obstacle (i.e. walls, closed doors, or other barriers) between the target and the chosen space.

*+3 **Weave**: increase arrival point distance by 10 meters.*

6th • Swim

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 10 minutes per Level*
***Save**: No*

Target creature can swim at its normal Move Rate, ignoring the effects of currents, without the need of any Skill roll for the duration. It also can move freely underwater, and treats all watery terrain as Normal terrain for the duration. Note that this spell does not grant the ability to breath underwater.

7th • Ride the Sky

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

Target can fly at a Move Rate of 20 meters per Round for the Duration.

*+**3 Weave**: increase the target's flying Move Rate by 20 meters per Round.*

8th • Eldritch Portal

***Range**: 0 (touch)*
***Area of Effect**: 1 surface*
***Duration**: 1 Round per Level*
***Save**: No*

This Spell creates a shimmering (2-meter high and 1-meter wide) portal on target solid surface that's 1 meter thick or less. The portal doesn't damage the surface integrity in any way, but creatures and objects can cross it (emerging on the other side of the surface) as if it were a normal door. The portal disappears as soon as the Spell ends.

9th • Mystical Step

***Range**: 0 (self)*
***Area of Effect**: 30 m*
***Duration**: -*
***Save**: No*

The caster vanishes, immediately reappearing in any space of their choosing within the Area of Effect. The caster doesn't need to see or know the point of arrival, but they must pass a Very Hard (-30) Perception Roll on the next Assessment Phase or be *Stunned* if they choose a destination they cannot see.

If the chosen space is occupied by another creature or object, the caster will reappear *Stunned* at their starting point, instead.

10th • Journey Through the Dark

***Range**: 0 (self)*
***Area of Effect**: 10 m radius*
***Duration**: Special*
***Save**: No*

The caster transports themselves and up to 1 willing companion per Level within the Area of Effect to the Dark, a mystical region beyond the mortal world. By travelling through the Dark, the caster and their companions will be transported to any place in the mortal world within 10 km per caster's Level from their starting point. Travel will appear to be instantaneous to those witnessing it from the mortal world; the characters will seem to simply disappear from one place to reappear in another. However, the flow of time in the Dark is different from that of the mortal world, and the characters journeying through it will often feel as if they travelled for hours, or even days.

Dark Travel Modifiers

Caster	Modifier
Has never seen the destination before	+50
Has been there at least once	+25
Has been there on several occasions	+10
Lived there for a prolonged time	+0

[5.1]

Moreover, the Dark itself isn't devoid of dangers, and travellers may well lose their way and find themselves stranded, or worse.

Each time the caster uses this spell, they must make an Open-Ended Roll on the Dark Travel Events Table, adding the Dark Travel Modifiers.

Dark Travel Events Table

Roll	Event
01-50	The Spell works correctly, the characters arrive safely at their destination.
51-99	The Spell works correctly but resonates through the Dark. The caster immediately makes a Magical Resonance Roll, with a special +10 modifier.
100-110	The journey through is particularly long and taxing. Characters arrive at their destination but become Weary. Those that were already Weary must pass a TSR against a Level 10 Attack, or suffer Exhaustion.
111-124	The path through the Dark is twisted and mazelike. The caster must either pass an Extremely Hard (-40) Arcana Roll, or use another method to find the right path through it. Should they fail, the characters will emerge in a location chosen by the GM within 10 km of their initial destination.
125-140	During their journey, the travellers find their path blocked by some unexpected foe, like an ancient Stone Guardian, a pack of Dark Trolls, or a group of vengeful Wights. They must either fight, or find a way around.
141-149	The characters are lost inside the Dark. If they manage to find a way out, they'll reappear at a point chosen by the GM within 10 km of their original destination.
150+	During their journey, the characters attract the attention of a powerful denizen of the Dark, such as a Shadowfire Demon, or a Maimlord, and must either confront it or flee for their lives.

Eldritch Secrets

Revealing what's hidden, obfuscating the truth, and mastering the mysteries of magic.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Sense Secrets	0 (self)	6 m radius	C	N
2nd	Secret Sign	0 (touch)	1 target	1 hour/lvl	N
3rd	Forgery*	20 m	1 target	10 min/lvl	N
4th	Hand of Glory	0 (self)	6 m radius	C	N
5th	Magehunter*	20 m	1 target	C	N
6th	Secrets of the Runes	0 (touch)	1 target	-	N
7th	Reveal Secret	30 m	1 target	C	N
8th	Secret Self	0 (self)	caster	10 min/lvl	N
9th	Past and Future Secrets	0 (touch)	1 target	-	Y
10th	Thousand Faces	0 (self)	caster	P	N

Stat Value**: WIT**

1st • Sense Secrets

***Range**: 0 (self)*
***Area of Effect**: 6 m radius*
***Duration**: Concentration*
***Save**: No*

As long as this Spell is active, the caster will know if something or someone is hidden somewhere within the Area of Effect. Note that this Spell only reveals the presence of hidden things and creatures, not their position, number, or nature.

*+**2 Weave**: change the Duration to 1 minute per Level.*
*+**4 Weave**: the caster will also be given a rough idea of the nature of what's hidden in the Area of Effect (for example, if it's a creature, a thing, or a secret passage).*

2nd • Secret Sign

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 1 hour per Level*
***Save**: No*

The caster traces a single word or a simple symbol on target fixed object or non-mobile surface. The word or symbol can only be seen by the caster and either by another creature the caster knows personally chosen at the time of casting, or by creatures belonging to a certain Kin. The symbol fades when this Spell's Duration expires.

*+**2 Weave**: change the Duration to 1 day per Level.*
*+**4 Weave**: change the Duration to 1 month per Level.*
*+**6 Weave**: change the Duration to 1 Permanent.*

3rd • Forgery*

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: 10 minutes per Level*
***Save**: No*

This Spell persuades target sentient creature that the caster is carrying or wearing an item (such as a signet ring, a letter, or a uniform) that identifies the caster as someone chosen at the time of casting. The illusory item exists only in the mind of the target, and no one else can perceive it.

This Spell doesn't change the caster's appearance, so it cannot be used to persuade the target that the caster is someone they know. For example, it cannot convince the target that the caster is the local Sheriff, if the target knows the Sheriff personally, but it can convince them that the caster is ***a*** Sheriff, or carrying the Sheriff's badge.

*+**1 Weave**: add one target.*

4th • Hand of Glory

***Range**: 0 (self)*
***Area of Effect**: 6 m radius*
***Duration**: Concentration*
***Save**: No*

For the Duration, Rolls made to find or locate objects and creatures hidden or concealed in the Area of Effect suffer a special -30 penalty. Additionally, Spells and magical effects that permit to read minds or reveal Passions won't work in the Area of Effect for the Duration.

*+2 **Weave**: change the Duration to 10 minutes per Level.*

5th • Magehunter*

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: No*

For the Duration, the caster is aware of the general direction and approximate distance of the creature who cast target Spell or created target magical effect within Range.

*+2 **Weave**: change the Duration to 1 minute/level.*
*+2 **Weave**: the caster knows the exact position of the creature.*

6th • Secrets of the Runes

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster learns the purpose of target magical or enchanted text. If the text is a magical scroll, they also learn what Spells it contains and get a special +20 bonus to their Arcana Roll to cast them from that scroll.

7th • Reveal Secret

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: No*

This caster knows the exact position and the shortest route to a specific hidden or concealed creature, object, or location within Range.

*+2 **Weave**: change the Duration to 1 minute per Level.*
*+1 **Weave**: add 30 meters to Range.*

8th • Secret Self

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 10 minutes per Level*
***Save**: No*

For the Duration, the caster cannot be detected by magic. Magical senses and scrying Spells will perceive the caster's presence only as a strange "absence", like a rip in the Weave, but won't be able to determine its nature, nor the caster's features or exact location.

This Spell ends immediately if the caster casts another Spell.

9th • Past and Future Secrets

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: Yes*

The caster receives a fleeting vision about the past or future of target creature or object. The caster can ask the GM to reveal one of the following: a clue about what the target is hiding; one of the target's Passions; how the target can help the caster achieve something; the target's main weakness.

If the target is a creature, they can pass a Save Roll to negate the effects of this Spell.

10th • Thousand Faces

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: Permanent*
***Save**: No*

This Spell changes the appearance of the caster, making them look and sound like someone else. This Spell can make the caster look slightly smaller or bigger (within 20% of its actual size) or appear as a member of a different Kin, but cannot radically change the caster's type of creature. It cannot, for example, change the appearance of a Man into that of a Wolf, but could change an Elf into a Dwarf.

The caster's stats and abilities are not changed by this Spell; the caster does not gain any of their new form's special abilities or innate capabilities.

The Spell changes the sound of the caster's voice, but doesn't grant the ability to speak a language they don't know.

Eldritch Storm

Conjuring the elemental Storm to attack with lighting and thunder, raise stormy winds, and call upon hurricanes.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Breeze	0 (self)	6 m cone	C	N
2nd	Thunderbolt	30 m	1 target	-	N
3rd	Stormwall	30 m	3 m × 3 m × 15 cm	1 rnd/lvl	N
4th	Thundercloud	30 m	1.5 m radius	C	N
5th	Becalm	30 m	3 m radius	C	N
6th	Wind Armor	3 m	1 target	1 min/lvl	N
7th	Stormbringer	0 (touch)	1 weapon	1 rnd/lvl	N
8th	Lightning Ball	30 m	3 m radius	-	N
9th	Hurricane	0 (self)	6 m radius	1 rnd/lvl	N
10th	Lightning Bolt	30 m	1 target	-	N

Stat Value**: WIT**

1st • Breeze

***Range**: 0 (self)*
***Area of Effect**: 6 m cone*
***Duration**: Concentration*
***Save**: No*

The caster conjures a strong breeze (about 30 km/h), that will blow in a chosen direction, in a cone 6 meters long, and 6 meters wide in its furthest end. The breeze is strong enough to raise dust, move small branches, and disperse gas and fog. Ranged attacks passing through the Area of Effect suffer a -30 penalty to their Attack Rolls.

*+**3 Weave**: increase length of cone by 3 meters.*

2nd • Thunderbolt

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster hurls a bolt of crackling energy against the target. This Attack Spell inflicts Lightning damage and is resolved on the Bolt Spells Attack Table, with a maximum result of 110.

*+**2 Weave**: increase Range by 10 meters*

3rd • Stormwall

***Range**: 30 m*
***Area of Effect**: 3 m × 3 m × 15 cm*
***Duration**: 1 Round per Level*
***Save**: No*

This Spell creates a transparent wall of swirling wind on a solid surface within Range. The wall is approximately 15 cm thick, and can be up to 3 meters long and high. Attacks passing through the wall suffer a -50 penalty to their Attack Rolls. Creatures attempting to cross it must pass a Hard (-20) Athletics Roll or be pushed back.

*+**3 Weave**: extend length of wall by 3 meters.*
*+**2 Weave**: creates a wall of electrically charged storm clouds instead. The wall cannot be seen through, and any creature passing through it suffers a Superficial Lightning Critical Strike.*

4th • Thundercloud

***Range**: 30 m*
***Area of Effect**: 1.5 m radius*
***Duration**: Concentration*
***Save**: No*

The Area of Effect is filled with hundreds of tiny lightning discharges. Creatures ending their Round within the Area of Effect suffer a Light Lightning Critical Strike.

*+**2 Weave**: extend Area of Effect radius by 1.5 meters.*
*+**2 Weave**: change Duration to 1 Round per Level.*
*+**3 Weave**: increase Critical Strike severity by one level (up to Lethal).*

5th • Becalm

***Range**: 30 m*
***Area of Effect**: 3 m radius*
***Duration**: Concentration*
***Save**: No*

An invisible bubble of air envelops the Area of Effect, stopping any wind blowing at 50 km/h or less, and cutting the speed of stronger winds by 50 km/h for the Duration.

*+**2 Weave**: change Duration to 1 Round per Level.*
*+**3 Weave**: extend Area of Effect radius by 3 meters.*

6th • Wind Armor

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

A protective whirlwind surrounds the target, shielding it from the enemy's blows and sustaining its movements. The target gets a +20 bonus to their Defense and Acrobatics Skill Rolls for the duration.

7th • Stormbringer

***Range**: 0 (touch)*
***Area of Effect**: 1 weapon*
***Duration**: 1 Round per Level*
***Save**: No*

Target melee weapon within Range begins to glow, as crackling sparks of energy envelop it. The sparks will not affect the weapon, nor harm its wielder or the caster, but will inflict an additional Moderate Lightning Critical Strike to any creature it hits.

*+**2 Weave**: increase the severity of the additional Critical Strike by one level (up to Lethal).*

8th • Lightning Ball

***Range**: 30 m*
***Area of Effect**: 3 m radius*
***Duration**: -*
***Save**: No*

The caster shoots a tiny spark of energy that explodes in a scintillating blast of light upon reaching its target. This Attack Spell is resolved on the Area Spells Attack Table, with a maximum result of 150, inflicting Lightning damage and affecting anyone within the Area of Effect. The attack deals double damage against targets wearing metal armor.

*+**2 Weave**: increase Range by 10 meters*

9th • Hurricane

***Range**: 0 (self)*
***Area of Effect**: 6 m radius*
***Duration**: 1 Round per Level*
***Save**: No*

A circular wall of hurricane-force winds surrounds the caster. The wall has a radius of 6 meters, it's 6 meters high and about 1.5 meters thick. Attacks passing through it suffer a -100 penalty to their Attack Rolls. Creatures attempting to cross it will suffer a Moderate Impact Critical Strike and must pass a Very Hard (-30) Athletics Skill Roll or be pushed back and knocked *Prone*. The wall is static and does not move with the caster.

10th • Lightning Bolt

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster hurls a bolt of lightning against the target. This Attack Spell inflicts Lightning damage and is resolved on the Bolt Spells Attack Table, with no maximum result. If the attack scores a Critical Strike of Moderate severity or higher, it will also inflict a secondary Impact Critical Strike of two severity levels lower. Additionally, if the first Critical Strike scored was of Lethal severity, the target will also suffer a Superficial Fire Critical Strike. The attack deals double damage against targets wearing metal armor.

Eldritch Tide

Calling upon the power of elemental Water to conjure fog, control the tides, crush your enemies with mighty waves, and unleash the fury of the sea.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Conjure Water	0 (touch)	10 lt/lvl	P	N
2nd	Fog	30 m	3 m/lvl radius	P	N
3rd	Waterwall	30 m	3 m × 3 m × 15 cm	1 rnd/lvl	N
4th	Water Blast	30 m	1 target	-	N
5th	Downpour	30 m	6 m radius	1 rnd/lvl	N
6th	Part Waters	3 m	30 m^3	C	N
7th	Rushing Wave	30 m	3 m × 3 m × 6 m	-	Y
8th	Whirpool	30 m	6 m radius	-	N
9th	Control Waters	0 (self)	10 m radius	C	N
10th	Tidal Wave	30 m	10 m × 10 m × 10 m	-	N

Stat Value**: WIT**

1st • Conjure Water

***Range**: 0 (touch)*
***Area of Effect**: 10 liters per Level*
***Duration**: Permanent*
***Save**: No*

A small stream of clear, potable water springs from the ground at the point touched by the caster. The stream produces 10 liters of water each minute, and runs until the caster concentrates or until it produces 10 liters of water per Level of the caster.

*+2 **Weave**: the water produced by the stream is incredibly refreshing and invigorating. Any creature drinking directly from it as it flows will be healed from the **Weary** Condition.*

2nd • Fog

***Range**: 30 m*
***Area of Effect**: 3 meters per Level radius*
***Duration**: Permanent*
***Save**: No*

A heavy fog covers the Area of Effect, obscuring anything within it. The fog inflicts a -50 penalty to any ranged Attack Roll made against targets within or behind it and to vision-based Perception Rolls made in the Area of Effect. The fog will disperse normally, according to local wind and meteorological conditions.

3rd • Waterwall

***Range**: 30 m*
***Area of Effect**: 3 m × 3 m × 15 cm*
***Duration**: 1 Round per Level*
***Save**: No*

This Spell creates a transparent wall of water on a solid surface or over a body of liquid (a stream, a lake, a water-filled moat, etc) within range. The wall is approximately 15 cm thick and can be up to 3 meters long and high. Attacks passing through the wall suffer a -80 penalty to their Attack Rolls. Incorporeal undead cannot cross the wall, and other creatures must spend a Full Action to pass through it.

*+3 **Weave**: extend length of wall by 3 meters.*

4th • Water Blast

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster shoots a blast of high-pressure water against the target. This Attack Spell inflicts Impact damage and is resolved on the Bolt Spells Attack Table, with a maximum result of 120.

*+2 **Weave**: if the attack scores a Critical Strike, the target must also pass a Hard (-20) Athletics Roll or fall Prone (cannot be chosen more than once).*
*+2 **Weave**: increase Range by 10 meters*

5th • Downpour

***Range**: 30 m*
***Area of Effect**: 6 m radius*
***Duration**: 1 Round per Level*
***Save**: No*

A torrential rain falls in the Area of Effect for the Duration. All fires in the Area of Effect are extinguished. Sandy or earthen terrain turns to mud, becoming Arduous Terrain. Ranged and fire-based attacks within the Area of Effect suffer a -20 penalty to their Attack Rolls for the Duration.

*+**1 Weave**: increase Area of Effect radius by 10 meters.*

6th • Part Waters

***Range**: 3 m*
***Area of Effect**: 30 cubic m*
***Duration**: Concentration*
***Save**: No*

This Spell causes water inside the Area of Effect to part, creating a corridor through it for the Duration. The water will return to its original state when the Spell expires.

*+**2 Weave**: increase Area of Effect by 10 cubic meters.*

7th • Rushing Wave

***Range**: 30 m*
***Area of Effect**: 3 m × 3 m × 6 m*
***Duration**: -*
***Save**: Yes*

A 3-meter tall and 3-meter wide wave of cold water suddenly rushes from target body of liquid within Range, moving for 6 meters in any direction and trampling everything in its path. Mundane fires in the Area of Effect are extinguished. Creatures failing a **TSR** are knocked *Prone* and pushed out of the Area of Effect (in a direction chosen by the caster).

*+**2 Weave**: increase wave length by 3 meters.*

8th • Whirpool

***Range**: 30 m*
***Area of Effect**: 6 m radius*
***Duration**: -*
***Save**: No*

A powerful vortex of water surges from the ground at a chosen point within Range. This Attack Spell is resolved on the Area Spells Attack Table, with a maximum result of 130, inflicting Impact damage and affecting anyone within the Area of Effect.

If there's a body of water within the Area of Effect of this Spell, creatures suffering a Critical Strike from this attack must pass a Hard (-20) Athletics Skill Roll or be *Stunned* and pulled for 1.5 meters towards the center of the Area of Effect and fall Prone.

*+**2 Weave**: increase Range by 10 meters*

9th • Control Waters

***Range**: 0 (self)*
***Area of Effect**: 10 m radius*
***Duration**: Concentration*
***Save**: No*

The caster can control any body of water within the Area of Effect for the Duration. They can decide the direction the water will flow (even making it move uphill or over walls and other obstacles) and rise or lower its level by 30 centimeters per Level of the caster. Water outside the Area of Effect is unaffected by this changes, and controlled water will return to its normal state and behavior when the Spell expires.

10th • Tidal Wave

***Range**: 30 m*
***Area of Effect**: 10 m × 10 m × 10 m*
***Duration**: -*
***Save**: No*

This Spell creates a massive (10-meter high, 10-meter wide) wave, originating from target body of water within Range and travelling for 10 meters in any direction in a straight line. The wave capsizes small vessels, quenches any fire, and sweeps away any unfixed object on its path. This Attack Spell is resolved on the Area Spells Attack Table, with no maximum result, inflicting Impact damage and affecting anyone within the Area of Effect. Creatures suffering a Critical Strike from this attack are also knocked *Prone* and must pass a Hard (-20) Athletics Skill Roll or be pushed out of the Area of Effect (in a direction chosen by the caster).

Eldritch Visions

Projecting oneself out of the body to perceive other living beings, speak with the power of the mind alone, and attune to other minds.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Beast Sight	30 m	1 target	C	N
2nd	Sense Thoughts*	0 (self)	6 m radius	C	N
3rd	Clairaudience	10 m	1 target	C	N
4th	Prescience*	30 m	1 attack	-	N
5th	Far Sight	10 m	1 target	C	N
6th	Mind Speech	30 m	1 target	C	N
7th	Scying	0 (self)	caster	C	N
8th	Mind Link	0 (touch)	1 target	P	Y
9th	Mindtraveller	0 (self)	caster	1 min/lvl	N
10th	Mind Reading	3 m	1 target	1 rnd/10 fail	Y

Stat Value**: BEA**

1st • Beast Sight

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: No*

For the Duration, the caster can see through the eyes of target animal, as long as it remains within Range. This Spell does not grant any type of control over the animal's actions.

*+**3 Weave**: increase Range by 30 meters.*

2nd • Sense Thoughts*

***Range**: 0 (self)*
***Area of Effect**: 6 m radius*
***Duration**: Concentration*
***Save**: No*

For the Duration, the caster knows exactly how many sentient beings are within the Area of Effect, and is given a rough idea about their position.

*+**1 Weave**: change Duration to 1 Round per Level.*
*+**2 Weave**: increase Area of Effect radius by 3 meters.*

3rd • Clairaudience

***Range**: 10 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: No*

The caster selects any point within Range. For the duration, they will be able to hear as if they were at the selected point.

*+**1 Weave**: increase Range by 3 meters.*

4th • Prescience*

***Range**: 30 m*
***Area of Effect**: 1 attack*
***Duration**: -*
***Save**: No*

The caster gains a glimpse of their enemy's intentions, allowing them to evade an attack they're aware of. They gain a special +50 bonus to their DEF against target attack coming from a sentient being.

5th • Far Sight

***Range**: 10 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: No*

The caster selects any point within Range. For the Duration, they will be able to see as if they were at the selected point.

*+**1 Weave**: increase Range by 3 meters.*

6th • Mind Speech

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: No*

The caster can mentally speak with target sentient creature for the Duration. The conversation is silent and isn't limited by the languages known by the target or the caster.

7th • Scrying

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: Concentration*
***Save**: No*

By gazing upon a reflective surface (such as a mirror, a pool of clear water, or a glass sphere), the caster has a vision about a specific individual, item, or place. The caster makes an Arcana Roll, with a Difficulty based on the caster's acquaintance with the object of their scrying:

On a Failure, the caster isn't able to locate the object and sees nothing.

On a Critical Failure, the caster sees nothing and becomes exposed to the Darkmaster's gaze. They must roll on the Magical Resonance table, with a special +30 modifier.

On a Partial Success, the caster sees what's happening to the scried object in the present for the Duration.

On a Success, the caster clearly sees the object for the Duration, and is also given a general idea about its distance and direction.

On an Outstanding Success, the caster also has a premonition about the object's future, gaining a magical +20 bonus to their next Roll concerning it.

This Arcana roll automatically fails if the scried object isn't within 1 km per Level of the caster.

Scrying Modifiers

Scried Object	Difficulty
Is known personally by the caster	Standard (+0)
Has been described in detail to the caster	Very Hard (-30)
Is only vaguely known by the caster	Insane (-70)

[5.2]

8th • Mind Link

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: Permanent*
***Save**: Yes*

The caster attunes their mind with that of target sentient creature or animal. The caster can ignore Range limitations of any other Spell from this Spell Lore with an Area of Effect of "1 target", when targeting the creature whose mind they're attuned with. Additionally, the caster can select the creature as a target for such Spells even if they don't know their current location. The caster cannot attune to multiple targets at the same time. When they cast this Spell, any previously cast Mind Link immediately expires.

9th • Mindtraveller

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster falls into a deep trance as their consciousness leaves their body. For the Duration, the caster can move their consciousness in any direction, at a speed of 30 meters per Round, passing through walls and other physical obstacles as if they weren't there. The caster perceives the world through their consciousness but cannot otherwise interact with it in any way. The consciousness is invisible and cannot be physically harmed. If the caster's consciousness is still out of their body when this Spell expires it immediately returns to it and the caster must pass an Attack Level 10 **WSR** or die.

10th • Mind Reading

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round per 10 points of failure*
***Save**: Yes*

The caster can read the thoughts of target sentient creature and can mentally communicate with them for the Duration. Additionally, each Round the caster can either choose to learn one of the target's Passions or mentally ask them a single Yes or No question, to which the target must answer truthfully to the best of their knowledge.

Eldritch Wards

Placing mystical wards to bar the way and protect people and places. Shielding oneself and others against magic, spells, and sorcery. Dispelling magical effects on people and things.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Alarm Ward	0 (touch)	3 m radius	1 hr/lvl	N
2nd	Magic Lock	0 (touch)	1 target	1 min/lvl	N
3rd	Suppress Magic*	20 m	1 spell	1 rnd	Y
4th	Counterspell*	20 m	1 spell	-	Y
5th	Dispel Magic	20 m	1 target	-	Y
6th	Spell Ward	3 m	1 target	1 min/lvl	N
7th	Suppress Curse	3 m	1 target	1 hr/lvl	Y
8th	Eldritch Wall	30 m	3 m × 3 m × 15 cm	1 rnd/lvl	N
9th	Glyph of Warding	0 (touch)	6 m radius	Varies	N
10th	Reverse Spell*	20 m	1 spell	-	Y

Stat Value**: WIT**

1st • Alarm Ward

***Range**: 0 (touch)*
***Area of Effect**: 3 m radius*
***Duration**: 1 hour per Level*
***Save**: No*

The caster draws a small arcane symbol on the floor or on an immovable object. For the Duration, the symbol will glow faintly whenever a sentient creature other than the caster enters the Area of Effect. The caster will instinctively be aware of each time this effect is triggered.

*+**1 Weave**: the caster can select up to one specific individual per Level who will not trigger the ward upon entering the Area of Effect.*

2nd • Magic Lock

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

Target door or container is magically locked and cannot be opened for the duration, except by breaking it down.

*+**3 Weave**: change Duration to 1 hour per Level.*
*+**5 Weave**: change Duration to 1 day per Level.*

3rd • Suppress Magic*

***Range**: 20 m*
***Area of Effect**: 1 Spell*
***Duration**: 1 Round*
***Save**: Yes*

Target active Spell or magical effect makes a **WSR**, using its caster's Level (or its Weave, if no caster is present) as its Defender Level. If the SR fails, its effects are cancelled for the Duration. The suppressed Spell will take effect again when the Duration expires (note that the elapsed time still counts against the targeted Spell's original Duration).

*+**3 Weave**: increase Duration by one Round.*

4th • Counterspell*

***Range**: 20 m*
***Area of Effect**: 1 Spell*
***Duration**: -*
***Save**: Yes*

The caster attempts to neutralize another Spell that has been cast in the same Phase, before its effects are resolved.

The caster of the targeted Spell must pass a **WSR**. If it fails, the Spell is neutralized and fails without producing any effect.

5th • Dispel Magic

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: Yes*

Target active Spell or magical effect within Range must pass a **WSR**, using its caster's Level (or its Weave, if no caster is present) as its Defender Level. If it fails, the Spell is dispelled and its effects immediately end.

6th • Spell Ward

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

For the Duration, the target gains a magical +20 bonus to all their Save Rolls against magic and to their DEF against Bolt and Area Spells.

7th • Suppress Curse

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 hour per Level*
***Save**: Yes*

Target curse affecting a creature or item within Range must pass a **WSR**, using its Attack Level (or the Level of whoever placed it) as its Defender Level. If it fails, the effects of the curse are cancelled for the Duration. The curse will take effect again when the Spell ends.

8th • Eldritch Wall

***Range**: 30 m*
***Area of Effect**: 3 m × 3 m × 15 cm*
***Duration**: 1 rnd/lvl*
***Save**: No*

This Spell creates a wall of shimmering light on a solid surface within Range. The wall cannot be seen through, is approximately 15 cm thick, and can be up to 3 meters long and high.

Undead and summoned creatures cannot cross it, and Spells or magical effects passing through it must pass a Save Roll (using their Weave as their Defender Level) or be cancelled. Other creatures and normal attacks can pass through the wall without encountering any resistance.

The wall has no effect on constant magical items, and it disappears after cancelling a total of 20 Weaves of Spells.

9th • Glyph of Warding

***Range**: 0 (touch)*
***Area of Effect**: 6 m radius*
***Duration**: varies*
***Save**: No*

The caster inscribes a warding glyph on target static surface and chooses one of the following triggering conditions: a creature entering or leaving the Area of Effect; a creature touching the glyph; a creature reading it; or the passage of a specific period of time. When the glyph is triggered, it disappears with a small explosion, causing a Light Impact Critical Strike to all creatures in the Area of Effect.

10th • Reverse Spell*

***Range**: 20 m*
***Area of Effect**: 1 Spell*
***Duration**: -*
***Save**: Yes*

The caster attempts to deflect another Spell with an Area of Effect of "1 target" that has been cast in the same Phase, turning it back on its caster.

The caster of the targeted Spell must pass a **WSR**. If it fails, the Spell will target its caster instead of the original target.

Elven Lore

Gathering the Wisdom of the Stars to recall upon the Lore of the Ancients about legendary people, places, artifacts, and magics.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Memory Palace	0 (self)	caster	-	N
2nd	Artificer's Lore	0 (touch)	1 target	-	N
3rd	Lore of Words	0 (touch)	1 target	-	N
4th	Mind's Knowledge	15 m	1 target	-	Y
5th	Dreams of Lore	0 (self)	caster	4 hours	N
6th	Secrets of the Runes	0 (touch)	1 target	-	N
7th	Dark Lore	20 m	1 target	-	N
8th	Hunter's Lore	20 m	1 target	-	N
9th	Mystical Lore*	20 m	1 target	-	N
10th	Lore of the Ancients	0 (self)	caster	4 hours	N

Stat Value**: BEA**

1st • Memory Palace

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: -*
***Save**: No*

The caster remembers perfectly a specific event they witnessed within 10 days per Level.

*+**2 Weave**: the event recalled could have happened up to 3 months per Level ago.*
*+**5 Weave**: the event recalled could have happened up to 10 years per Level ago.*

2nd • Artificer's Lore

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster assesses the value of target gem, jewel, or crafted item (learning its Treasure Value).

*+**1 Weave**: the caster also learns if the item is enchanted and is given a rough estimation of how powerful it is.*
*+**5 Weave**: the caster also learns if the item has any cultural or historical value, and is given a rough idea about its significance.*

3rd • Lore of Words

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster learns what language target text is written in and if it has any hidden meaning.

If the text's author is particularly noteworthy, the caster also learns their name and whether the text itself has any monetary value.

4th • Mind's Knowledge

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: Yes*

The caster learns if target sentient creature they can see has any knowledge about a specific topic. Additionally, if the target failed their SR, the caster can read their surface thoughts about the topic (how they feel about it; whether they deem the topic important; and whether it generates strong emotions within them).

*+**4 Weave**: the caster peers deeper into the target's mind. If the target failed their SR, they're able to mentally ask them a single question about the chosen topic, to which the target must answer truthfully.*

5th • Dreams of Lore

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 4 hours*
***Save**: No*

The caster falls into a deep trance for the Duration. During the trance, the caster is oblivious to anything happening around them, but receives a vision about a significant event in the past of an item or place they can see at the time of casting.

6th • Secrets of the Runes

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster learns the purpose of target magical or enchanted text. If the text is a magical scroll, they also learn what Spells it contains and get a special +20 bonus to their Arcana Roll to cast those Spells from that scroll.

7th • Dark Lore

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster knows if target creature, item, or place they can see within the Range of this Spell is cursed or connected with the Darkmaster. If the target is cursed, they also learn the origins of the curse afflicting it and gain a +10 to their eventual SRs to resist its effects.

8th • Hunter's Lore

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster identifies the nature of target creature they can see, learning what type of creature it is and its general origins. They also get an idea of the general capabilities usually possessed by creatures of that type, together with their most known weaknesses, vulnerabilities, or idiosyncrasies.

9th • Mystical Lore*

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster identifies target Spell, ritual, or magical effect, learning its name, origin, Weave, and general effects.

10th • Lore of the Ancients

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 4 hours*
***Save**: No*

The caster falls into a deep trance for the Duration, during which they enter in communion with the wise spirits of Nature. They're oblivious to anything happening around them for the Duration, but at the end of the trance they can ask a simple yes or no question about a specific subject, to which the GM must answer truthfully.

Enchantment

Mastering the secrets of the runes to enchant items, weapons and armors with magical qualities, or imprisoning a Spell in a rune until it's set to be released.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Wizard's Staff	0 (touch)	1 target	P	N
2nd	Rune of Warning	0 (touch)	10 m radius	10 min/lvl	N
3rd	Spell Storing	0 (self)	1 spell	varies	N
4th	Rune of Good Luck	0 (touch)	1 target	10 min/lvl	N
5th	Runes of Power	0 (touch)	1 target	varies	N
6th	Rune of Archery	0 (touch)	1 target	1 rnd/lvl	N
7th	Rune of Parrying	0 (touch)	1 target	1 rnd/lvl	N
8th	Rune of Awe	0 (touch)	1 target	1 rnd/lvl	N
9th	Thaumaturgy	0 (touch)	1 target	1 min/lvl	N
10th	Rune of Victory	0 (touch)	1 target	1 rnd/lvl	N

Stat Value**: WIT**

1st • Wizard's Staff

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: Permanent*
***Save**: No*

The caster inscribes their personal rune on target wooden staff, turning it into their Wizard's Staff. The staff is considered a magical weapon for the Duration. As long as the caster holds it, they gains a special +5 bonus to all their Spell Casting Rolls.

The caster can have only one active Wizard's Staff at any time. As long as this Spell is active, the caster cannot cast another Wizard's Staff Spell without dismissing it first.

*+**5 Weave**: increase Spell Casting Rolls bonus by +5.*

2nd • Rune of Warning

***Range**: 0 (touch)*
***Area of Effect**: 10 m radius*
***Duration**: 10 minutes per Level*
***Save**: No*

The caster inscribes the Rune of Warning on target object. The Rune will glow of a soft silver light if any creature of Darkness ever comes within the Area of Effect.

*+**2 Weave**: increase Area of Effect by 10 meters.*
*+**3 Weave**: change Duration to 1 hour per Level.*

3rd • Spell Storing

***Range**: 0 (self)*
***Area of Effect**: 1 Spell*
***Duration**: varies*
***Save**: No*

The next Spell cast by the caster within the next five Rounds is stored in their Wizard's Staff. The stored Spell has no immediate effect (other than of being stored), but the caster can then release it at any time with an Half Action. Released Spells are resolved as if they were just cast and are treated as an Instantaneous Spell. When released, a Spell stops being stored.
The caster cannot cast any other Spell while the Spell is stored.
This Spell has no effect if the caster doesn't have a Wizard's Staff or if doesn't cast another Spell within 5 Rounds.

4th • Rune of Good Luck

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 10 minutes per Level*
***Save**: No*

The caster enchants target object, inscribing a Rune of Good Luck on it. For the Duration, the item will grant a +10 magical bonus to a selected Skill to any character using it.

*+**3 Weave**: change Duration to 1 hour per Level.*
*+**3 Weave**: increase magical bonus granted to selected Skill by +5.*

5th • Runes of Power

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: varies*
***Save**: No*

The caster draws a series of enchanted runes on an appropriate material (such as a stone tablet, whale bone, deer antler, or parchment scroll), inscribing a First or Second Weave Spell they know on it. The enchanted item becomes a Rune of Power, which can be used to cast the inscribed Spell once, as described in the Magic Items section.

***+1 Weave**: increase the maximum Weave of the inscribed Spell by one.*

6th • Rune of Archery

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 1 Round per Level*
***Save**: No*

The caster enchants target bow, inscribing a Rune of Archery on it. For the Duration, the wielder of the enchanted bow can reload it as a Free Action.

7th • Rune of Parrying

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 1 Round per Level*
***Save**: No*

The caster enchants target weapon or shield, inscribing a Rune of Parrying on it. For the Duration, when a character Parries with the enchanted object, they can apply their Parry bonus to their DEF against all melee attacks made against them that Round, regardless of their facing.

***+2 Weave**: the Parry bonus from the enchanted item also applies against missile attacks.*

8th • Rune of Awe

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 1 Round per Level*
***Save**: No*

The caster enchants target helm or armor, inscribing a Rune of Awe on it. For the Duration, the wearer of the enchanted item is surrounded by an awe-inspiring aura of majesty, granting them a magical +15 bonus to their DEF and to all their Charisma Skill Rolls. Additionally, sentient creatures of Level 3 or lower cannot attack the wearer unless they pass a **WSR** against the wearer's Level or they are attacked first.

9th • Thaumaturgy

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

The caster bestows a temporary enchantment on target item, embedding a Spell they know in it. The embedded Spell must be of 4th Weave or lower, and must have a Range of 0 (self).

For the Duration, any character carrying the item will be affected by the embedded Spell as if they cast it themselves.

10th • Rune of Victory

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 1 Round per Level*
***Save**: No*

The caster enchants target melee weapon, inscribing the Rune of Victory on it. For the Duration, the enchanted weapon's Length is considered to be one step longer (up to a maximum of Longest), it never Fumbles, and Critical Strikes inflicted by it never suffer from Critical Reduction due to the type or size of the creature it strikes.

Healing

Miraculously healing wounds; clotting blood loss; mending broken bones and injured muscles and organs; restoring one's health and vigor.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Heal	0 (touch)	1 target	-	N
2nd	Clotting	0 (touch)	1 wound	-	N
3rd	Unstun*	6 m	1 target	-	N
4th	Mend Injuries	0 (touch)	1 injury	-	N
5th	Recover*	0 (touch)	1 target	C	N
6th	Clarity*	0 (touch)	1 target	-	N
7th	Rejoining	0 (touch)	1 injury	-	N
8th	Heal Injuries	0 (touch)	1 injury	-	N
9th	Suspended Animation	0 (touch)	1 target	1 day/lvl	N
10th	Regenerate	0 (touch)	1 injury	-	N

Stat Value**: WSD**

1st • Heal

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

Target living creature recovers up to 10% of their Total Hit Points over the course of the next minute, as if they rested for a full hour.

*+**1 Weave**: increase amount of* **HP***s recovered by another 10% and the recovery time by another minute.*
*+**2 Weave**:* **HP** *recovery is instantaneous instead.*

2nd • Clotting

***Range**: 0 (touch)*
***Area of Effect**: 1 wound*
***Duration**: -*
***Save**: No*

Reduce the HP loss of target Bleeding Wound by 1 HP per Round. If this brings Bleeding to zero, the wound is considered to be healed, as if treated with a successful Healer Roll.

*+**1 Weave**: reduce Bleeding by another 1* **HP** *per Round.*

3rd • Unstun*

***Range**: 6 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

Target creature immediately shakes off its *Stunned* Condition.

4th • Mend Injuries

***Range**: 0 (touch)*
***Area of Effect**: 1 Injury*
***Duration**: -*
***Save**: No*

Each day of rest will count as two days for the purposes of recovering from the effects of target Minor Injury (note that Injury must be treated for recovery to begin).

*+**2 Weave**: increase the severity of Injuries treated by this Spell by one step (from Minor to Serious, or from Serious to Crippling).*

5th • Recover*

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: No*

For the Duration, the target recovers 1 HP each Round. *Incapacitated* characters can cast this Spell on themselves and Concentrate on it as if they weren't *Incapacitated*.

*+**2 Weave**: target recovers 1 more* **HP** *each Round.*

6th • Clarity*

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

Target living creature immediately wakes from sleep or ceases to be *Stunned* or *Incapacitated*. This Spell doesn't work on characters with 0 HPs or less. Sleeping or *Incapacitated* characters can cast this Spell on themselves as if they were fully conscious.

7th • Rejoining

***Range**: 0 (touch)*
***Area of Effect**: 1 Injury*
***Duration**: -*
***Save**: No*

The caster can reattach target severed limb or body part to its original place. The target will not be immediately functioning but will be considered a Crippling Injury and will heal normally if treated.

8th • Heal Injuries

***Range**: 0 (touch)*
***Area of Effect**: 1 Injury*
***Duration**: -*
***Save**: No*

This Spell immediately reduces by one step the severity of an Injury the caster is treating (from Crippling to Serious, from Serious to Minor, or from Minor to completely healed). The penalty inflicted by the Injury is reduced to the standard maximum penalty for its new Severity (-50 for Serious Injuries or -20 for Minor Injuries). Note that this Spell does not remove the need of a Healer Roll, but affects its Difficulty and the Injury recovery time.

9th • Suspended Animation

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 1 day per Level*
***Save**: No*

The caster puts target living creature into a deep trance. While under the effect of this Spell, the target is *Incapacitated*, recovers 5 HPs each Round, and halves the recovery time for any Injury it's suffering from. Additionally, for the Duration Bleeding and the *Dying* condition are temporarily stopped, as are the effects of any disease or poison afflicting the character (they'll resume normally as soon as the Spell ends, unless healed).

This Spell ends immediately if the target recovers all their HPs and is healed of all Injuries or if they stop being *Incapacitated*.

10th • Regenerate

***Range**: 0 (touch)*
***Area of Effect**: 1 Injury*
***Duration**: -*
***Save**: No*

This Spell replaces target lost or destroyed limb, organ, or body part. The replaced part won't be immediately functioning, but will be considered a Crippling Injury and will heal normally if treated.

This Spell will prevent characters from dying from the healed wound, but it won't bring dead characters back to life.

Heroic Defense

Protecting oneself from harm, strengthening the body, and deflecting attacks.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Battle Awareness*	0 (self)	caster	1 rnd/lvl	N
2nd	Mystical Poise	0 (self)	caster	1 min/lvl	N
3rd	Stoneskin*	0 (self)	caster	1 rnd/lvl	N
4th	Impenetrable Defense*	0 (self)	caster	1 rnd/lvl	N
5th	Defender*	5 m	1 attack	-	N
6th	Unshakable*	0 (self)	caster	1 rnd/lvl	N
7th	Shield Block*	0 (self)	caster	1 rnd	N
8th	Unassailable*	0 (self)	caster	1 rnd/lvl	N
9th	Riposte*	0 (self)	caster	1 rnd	N
10th	Defiance*	0 (self)	caster	1 rnd/lvl	N

Stat Value**: BEA**

1st • Battle Awareness*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round per Level*
***Save**: No*

For the Duration, the caster gains a magical +20 bonus to all Assessment Rolls.

*+2 **Weave**: the caster also gains a magical +20 bonus to their DEF against surprise attacks (cannot be chosen more than once).*

2nd • Mystical Poise

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

For the Duration, the caster gains a magical +10 bonus to their Armor Skill.

*+1 **Weave**: increase bonus granted by +10.*
*+2 **Weave**: change duration to 10 minutes per Level.*

3rd • Stoneskin*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round per Level*
***Save**: No*

The caster chooses either the torso, the arms, the legs, or the head. For the Duration, the chosen area of their body is treated as armored for the purpose of resolving Critical Strikes.

*+2 **Weave**: the caster can choose an additional area.*

4th • Impenetrable Defense*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round per Level*
***Save**: No*

For the Duration, the caster gains a +25 bonus to their DEF as long as they parry with at least 50% of their CMB.

5th • Defender*

***Range**: 5 m*
***Area of Effect**: 1 attack*
***Duration**: -*
***Save**: No*

The caster moves to intercept an attack made against a creature within Range. The attack targets the caster instead of its original target, and the caster may Parry it if able to and if they haven't already Parried in this Round. This Spell automatically fails if the caster is *Held* or unable to move.

6th • Unshakable*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round per Level*
***Save**: No*

The caster cannot be *Stunned* for the duration.

7th • Shield Block*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round*
***Save**: No*

The first Critical Strike suffered by the caster during this Round is redirected to their shield arm. Change the Critical Strike result to the nearest result targeting the arms. If the Critical Strike would inflict an Injury, the caster may choose to ignore it. If they do, their shield is splintered by the attack instead.

8th • Unassailable*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round per Level*
***Save**: No*

For the Duration, if the caster is wielding a shield, attacks against them do not gain any positional bonus (including bonuses from the Prone, Flanking, or On Rear Conditions), and their Parry applies to all creatures Engaged with them.

9th • Riposte*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round*
***Save**: No*

For the rest of the Round, if the caster is wielding a shield, each time a melee attack misses them, they can immediately make a shield bash attack against the creature who attacked them as a Free Action. This attack is resolved on the Blunt Weapon Attack Table, with a maximum result of 140, using the caster's Heroic Defense Skill Bonus as its CMB.

10th • Defiance*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round per Level*
***Save**: No*

For the Duration, the caster doesn't Bleed (bleeding will start again as soon as this Spell ends); cannot be Stunned, Held, or knocked Prone; and ignores the effects of the *Weary* Condition and Exhaustion. This spell immediately ends if the caster moves more than half their Move Rate in a single Round.

Illusions

Creating fake illusory artifacts, from deceptive mirages to ghostly sounds, misleading the sight and senses of living beings into believing their existence.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Phantom Sound	30 m	3 m radius	10 min/lvl	N
2nd	Chameleon	3 m	1 target	24 hrs	N
3rd	Mirage	30 m	3 m radius	10 min/lvl	N
4th	Invisibility	3 m	1 target	24 hrs	N
5th	Decoy*	0 (self)	caster	1 rnd/lvl	N
6th	Disguise	3 m	1 target	1 hr/lvl	N
7th	Illusion	30 m	3 m radius	10 min/lvl	N
8th	Maddening Wail	0 (self)	15 m radius	1 rnd/lvl	Y
9th	Crippling Gaze	20 m	1 target	1 rnd/5 fail	Y
10th	Cloud Scrying	30 m	6 m radius	10 min/lvl	N

Stat Value**: WIT**

1st • Phantom Sound

***Range**: 30 m*
***Area of Effect**: 3 m radius*
***Duration**: 10 minutes per Level*
***Save**: No*

This Spell creates an illusory sound seemingly emanating from a point in the Area of Effect. It can be as low as a whisper or as loud as a normal conversation. If the sound is a voice, it must be in a language the caster knows.

*+**1 Weave**: the caster can Concentrate to move the point of origin of the sound within Range.*

2nd • Chameleon

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 24 hours*
***Save**: No*

This Spell masks the presence of target static object or creature, making it very difficult to see for the Duration.

Observers won't be able to see the target unless they're actively searching the area. In this case, they can make a **WSR** to resist the effects of this Spell.

This Spell immediately ends if the target moves.

*+**4 Weave**: add one target.*

3rd • Mirage

***Range**: 30 m*
***Area of Effect**: 3 m radius*
***Duration**: 10 minutes per Level*
***Save**: No*

This Spell creates an illusory static image or scene in the Area of Effect. The illusion is purely visual and doesn't cover sound, touch, or other senses. Objects and creatures can simply pass through it without encountering any resistance.

*+**3 Weave**: increase Area of Effect by 3 meters.*
*+**3 Weave**: increase Range by 30 meters.*
*+**3 Weave**: increase Duration by 10 minutes per Level.*

4th • Invisibility

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 24 hours*
***Save**: No*

Target creature and anything it carries or wields is made completely invisible for the Duration.

This Spell immediately ends if the target attacks, casts a Spell, or is struck by a physical attack.

*+**2 Weave**: the Spell doesn't end if the target casts a Spell (it will still end if they attack or are struck by a pshysical attack).*
*+**4 Weave**: add one target.*

5th • Decoy*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round per Level*
***Save**: No*

This Spell creates an illusory decoy that looks and sounds exactly like the caster. The decoy moves around the caster, mimicking their actions and echoing their words. Each attack directed against the caster has an equal chance of hitting them or a decoy. If a decoy is hit, it is destroyed and vanishes.

This Spell ends immediately when all decoys are destroyed.

*+**3 Weave**: the Spell creates one more decoy.*

6th • Disguise

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 hour per Level*
***Save**: No*

This Spell changes the appearance of target creature, making them look and sound like someone else. This spell can make the target look slightly smaller or bigger (within 20% of their actual size), or appearing as a member of a different Kin, but cannot radically change the target's type of creature. It cannot, for example, change the appearance of a Man into that of a Wolf, but could make a Horse appear as a Camel or an Elf look like a Dwarf.

The Spell changes the sound of the target's voice, but doesn't give them the ability to speak a language they don't know.

This illusion only affects the senses of sight and hearing, so creatures using other senses won't be fooled by it.

7th • Illusion

***Range**: 30 m*
***Area of Effect**: 3 m radius*
***Duration**: 10 minutes per Level*
***Save**: No*

This Spell creates an illusory image or scene in the Area of Effect. The illusion is very convincing, affecting the senses of sight, hearing, and smell. However, it's intangible and cannot damage creatures interacting with it.

The caster can move the illusion as they wish (as long as it remains within Range) by Concentrating. Otherwise, the illusion will remain static.

The sounds reproduced by the illusion can be as loud as a dragon's roar. If they're voices, they must be in a language known by the caster.

*+**3 Weave**: increase Area of Effect by 3 meters.*
*+**3 Weave**: increase Range by 30 meters.*
*+**3 Weave**: increase Duration by 10 minutes per Level.*

8th • Maddening Wail

***Range**: 0 (self)*
***Area of Effect**: 15 m radius*
***Duration**: 1 Round per Level*
***Save**: Yes*

The caster emits a disturbing, high pitched wail that rattles everyone near them. Creatures within the Area of Effect must pass a Save Roll at the beginning of each Assessment Phase or be *Stunned*. Animals that fail this Save Roll will instead flee from the caster at their maximum speed for the Duration. Deaf and mindless creatures aren't affected by this Spell.

9th • Crippling Gaze

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round per 5 points of failure*
***Save**: Yes*

The target believes they have been struck by an attack causing them a terrible injury. Roll a Grievous Critical Strike of a type chosen by the caster. Target will suffer its effects (damage, conditions, bleeding, penalties, etc) for 1 Round for every 5 points of failure in their **WSR**. Once the Duration expires, the target will realize they've been fooled and all damage caused by the Spell will vanish.

If the target "dies" as a result of the Critical Strike, they'll fall unconscious for the Duration instead.

10th • Cloud Scrying

***Range**: 30 m*
***Area of Effect**: 6 m radius*
***Duration**: 10 minutes per Level*
***Save**: No*

For the Duration of the Spell, the chosen area is made impervious against divination magic. Spells or magical effects that detect or reveal illusions and magic that enhances one's senses or let someone perceive from distance won't work within the Area of Effect.

Lore of Nature

Learning from the ancient Lore of Nature, from plant and animal and the whisper of the wind and the seething of the pond.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Sense Darkness	20 m	1 target	-	N
2nd	Sense Life	0 (self)	30 m radius	C	N
3rd	Read the Wind	0 (self)	caster	10 min/lvl	N
4th	Detect Magic	0 (self)	15 m radius	C	N
5th	Herb Lore	0 (self)	caster	1 hr/lvl	N
6th	Spirit Guide	3 m	1 spirit	24 hrs	N
7th	Hunter's Lore	20 m	1 target	-	N
8th	Rumors of the Earth	30 m	1 target	C	N
9th	Spirit Watcher	10 m	30 m radius	1 hr/lvl	N
10th	Wisdom of Yore	0 (self)	caster	-	N

Stat Value**: WSD**

1st • Sense Darkness

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster learns whether a creature or item they can see is a servant of the Darkmaster, cursed, or under the influence of an evil Spell.

*+**3 Weave**: the caster also learns the general nature of the curse or evil Spell afflicting the target.*
*+**1 Weave**: add one target.*

2nd • Sense Life

***Range**: 0 (self)*
***Area of Effect**: 30 m radius*
***Duration**: Concentration*
***Save**: No*

The caster can sense the presence of living beings (other than their own) in the Area of Effect. They can distinguish between plants and other living creatures; know exactly how many living creatures of Level 1 or higher are in the area, and are given a rough estimate of their proximity.

*+**2 Weave**: increase Area of Effect radius by 30 meters.*
*+**2 Weave**: change Duration to 1 minute per Level.*

3rd • Read the Wind

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 10 minutes per Level*
***Save**: No*

The wind whispers to the caster, blessing them with the ability to accurately predict weather changes for the Duration. This grants them a magical +25 bonus to all Skill Rolls made to avoid or overcome weather-based Hazards and obstacles.

4th • Detect Magic

***Range**: 0 (self)*
***Area of Effect**: 15 m radius*
***Duration**: Concentration*
***Save**: No*

For the Duration, the caster is aware of the presence of magical items or active Spells in the Area of Effect.

*+**2 Weave**: the caster also learns the general position of all sources of magic detected (with an approximation of 1.5 meters).*
*+**3 Weave**: this Spell also detects passive or dormant Spells and magical effects.*
*+**2 Weave**: change the Duration to 1 minute per Level.*

5th • Herb Lore

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 hour per Level*
***Save**: No*

For the Duration, the caster daily movement isn't halved when searching for healing herbs, and they gain a special +20 bonus to their Nature Rolls to find herbs.

6th • Spirit Guide

***Range**: 3 m*
***Area of Effect**: 1 spirit*
***Duration**: 24 hours*
***Save**: No*

The caster summons a small woodland spirit that appears before them in the form of an animal. The spirit will guide the caster to a specific known location, through the quickest possible route. It will circumvent natural obstacles and dangers (such as blocked paths or dangerous terrain) when possible, but cannot avoid encounters with other creatures or non-natural hazards (such as man-made traps) on its path. If the destination cannot be reached within the Duration, the spirit will guide the caster as near as possible to it.

The spirit will disappear once it reaches the destination, when the Spell expires, or if it's attacked in any way.

7th • Hunter's Lore

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster identifies the nature of target creature they can see, learning what type of creature it is and its general origins. They also get an idea of the general capabilities usually possessed by creatures of that type, together with their most known weaknesses, vulnerabilities, or idiosyncrasies.

8th • Rumors of the Earth

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: No*

The ground itself whispers to the caster's ears, pointing them in the direction of their quarry. The caster knows the exact position of target creature they're familiar with or they have seen the tracks of. If the target is outside the Range of this Spell, the caster will learn only its general direction.

***+2 Weave**: change the Duration to 1 minute per Level.*
***+1 Weave**: the caster doesn't need to be familiar with the target, as long as it's been described to them in detail.*
***+1 Weave**: add 30 meters to Range.*

9th • Spirit Watcher

***Range**: 10 m*
***Area of Effect**: 30 m radius*
***Duration**: 1 hour per Level*
***Save**: No*

The caster summons a small woodland spirit, which appears at a chosen point within Range in the form of an animal. For the Duration, the spirit will watch over the Area of Effect, mentally warning the caster of any movement within it. The spirit will ignore normal animals, unless they obviously pose a threat to the caster. It can also sense the presence of other spirits, undead, and creatures of Darkness, even if they're concealed or invisible.

The spirit will disappear when the Spell expires or if it's attacked in any way.

10th • Wisdom of Yore

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: -*
***Save**: No*

The caster learns any significant legend and tale relevant to the powers, origins and history of a natural location, spirit, curse, or blessed object chosen at the time of casting. The caster must know at least a rumor about the topic, like having being told about it, or be in the presence of the subject of this Spell.

In most cases, the effect of this Spell may also result in a special bonus to any Songs & Tales Skill roll variable from +50 to +100, depending on the situation. The GM must eventually give the caster's player any information about the topic, possibly in the form of the caster experiencing vivid visions of important events from the past of the item, creature, curse, or location.

Master of Animals

Gaining mastery of Animals to summon them at once, driving them away, calming their instincts, speaking their tongues.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Animal Sleep	30 m	1 animal	1 min/lvl	Y
2nd	Speak with Animals	0 (self)	caster	1 min/lvl	N
3rd	Animal Companion	3 m	1 target	P	N
4th	Summon Animals	30 m	1 animal	1 min	N
5th	Beast Mastery	30 m	1 animal	C	Y
6th	Hold Beasts	30 m	1 animal	1 rnd/5 fail	Y
7th	Eyes of the Forest	0 (self)	caster	1 hr/lvl	N
8th	Nature's Friend	0 (self)	15 m radius	C	N
9th	Animal Healing	0 (touch)	1 animal	-	N
10th	Plague of Insects	30 m	6 m radius	1 rnd/lvl	N

Stat Value**: WSD**

1st • Animal Sleep

***Range**: 30 m*
***Area of Effect**: 1 animal*
***Duration**: 1 minute per Level*
***Save**: Yes*

Target animal falls deeply asleep for the Duration. The target will immediately awake if it's shaken, prodded, or harmed in any way. Loud noises will grant it a Save Roll to end the effects of this Spell.

*+**2 Weave**: add one animal to the Area of Effect.*

2nd • Speak with Animals

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster can communicate with normal animals for the Duration.

*+**2 Weave**: change the Duration to 10 minutes per Level.*

3rd • Animal Companion

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: Permanent*
***Save**: No*

The caster establishes a special bond with target friendly animal within Range, swearing a sacred pact of mutual friendship. The animal will follow the caster and blindly obey their orders. Both will be able to communicate with each other at a basic level (conveying concepts such as fear, danger, hunger, enemies, and so on).

This Spell ends immediately if the caster betrays the animal's trust or if it's cast again on another animal.

4th • Summon Animals

***Range**: 30 m*
***Area of Effect**: 1 animal*
***Duration**: 1 minute*
***Save**: No*

The caster summons a random animal of Level 3 or lower from the surrounding area. When this Spell is cast, the caster can specify the general type of animal they intend to summon (e.g.: "a flying beast" or "a predator") but cannot choose a specific animal.

The summoned animal will appear at the end of the Round and will be friendly toward the caster, who can Concentrate to control its actions for the Duration.

When the Spell ends, the animal will flee back to the wild.

*+**2 Weave**: increase Duration by 1 minute.*
*+**2 Weave**: increase the maximum Level of the summoned creature by one.*
*+**3 Weave**: summon one more creature for the Duration.*

5th • Beast Mastery

***Range**: 30 m*
***Area of Effect**: 1 animal*
***Duration**: Concentration*
***Save**: Yes*

The caster can control the actions of target animal within Range for the Duration.

*+**3 Weave**: add one animal to the Area of Effect.*

6th • Hold Beasts

***Range**: 30 m*
***Area of Effect**: 1 animal*
***Duration**: 1 Round per 5 points of failure*
***Save**: Yes*

Target animal within Range is *Held* for 1 Round for every 5 points of failure in its Save Roll.

*+**3 Weave**: add one animal to the Area of Effect.*

7th • Eyes of the Forest

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 hour per Level*
***Save**: No*

Local animals will aid the caster, warning them of possible dangers ahead and steering them away from perilous paths.

The caster gains a special +20 bonus to their Wandering Skill Rolls while Pathfinding and a +30 bonus to all Rolls made to evade encounters for the Duration.

8th • Nature's Friend

***Range**: 0 (self)*
***Area of Effect**: 15 m radius*
***Duration**: Concentration*
***Save**: No*

Animals in the Area of Effect will be friendly towards the caster and their allies for the Duration. This Spell ends immediately if the caster or one of their allies attacks the animals in any way.

9th • Animal Healing

***Range**: 0 (touch)*
***Area of Effect**: 1 animal*
***Duration**: -*
***Save**: No*

Target animal miraculously recovers from any disease, wound, or injury in 1d10 days. This Spell can save *Dying* animals, but cannot bring dead animals back to life.

10th • Plague of Insects

***Range**: 30 m*
***Area of Effect**: 6 m radius*
***Duration**: 1 Round per Level*
***Save**: No*

A buzzing cloud of stinging insects attacks every creature in the chosen area. Creatures in the Area of Effect will lose 2d10 HPs at the end of each Round, unless they spend a Full Action swatting the insects covering them and protecting themselves from their bites.

The Area of Effect is also almost completely obscured by the insects, and all creatures inside it suffer a special -30 penalty to all their actions and attacks.

Each Round, the caster can Concentrate to move the cloud to another area within the Range of the Spell.

Master of Plants

Mastering all kinds of plants and trees to make them grow, move, help, hinder, or grapple and crush at the master's command.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Hinder	30 m	10 m radius	1 rnd/lvl	N
2nd	Speak with Plants	0 (self)	caster	1 min/lvl	N
3rd	Herbal Remedy	0 (touch)	1 herb	P	N
4th	Safe Passage	0 (self)	30m radius	1 hr/lvl	N
5th	Locate Plant	0 (self)	1.5 km radius	-	N
6th	Purify Plant	3 m	1 plant	-	N
7th	Nature's Bounty	0 (touch)	1.5 km radius	1 day	N
8th	Miraculous Growth	0 (touch)	1 target	-	N
9th	Defoliate	30 m	6 m radius	-	Y
10th	Awaken Tree	3 m	1 tree	1 min/lvl	N

Stat Value**: WSD**

1st • Hinder

***Range**: 30 m*
***Area of Effect**: 10 m radius*
***Duration**: 1 Round per Level*
***Save**: No*

Vegetation in the area seems to mysteriously hinder the passage of the enemies of the caster, who'll find themselves tripping over roots that weren't there a moment before or caught by unseen branches. The area is considered Arduous Terrain for all enemies of the caster for the Duration. This Spell works only in a natural environment.

*+**2 Weave**: increase the radius of the Area of Effect by 10 meters.*
*+**2 Weave**: change the Duration to 1 minute per Level.*

2nd • Speak with Plants

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

For the Duration, the caster can communicate with normal, monstrous, and awakened trees and plants.

*+**2 Weave**: change the Duration to 10 minutes per Level.*
*+**5 Weave**: target sentient plant chosen at the time of casting will also obey a single non-self-harming command of the caster for the Duration.*

3rd • Herbal Remedy

***Range**: 0 (touch)*
***Area of Effect**: 1 herb*
***Duration**: Permanent*
***Save**: No*

Increase the potency of target healing herb, doubling the effects of one of its doses. This Spell cannot be cast more than once on a single herb.

*+**5 Weave**: triple the effects of a dose of target herb instead.*

4th • Safe Passage

***Range**: 0 (self)*
***Area of Effect**: 30 m radius*
***Duration**: 1 hour per Level*
***Save**: No*

Vegetation seems to part for the caster and their allies within the Area of Effect, guiding them through the easiest route toward their destination and closing right after their passage. This Spell allows the caster and their allies to treat thick forests, bogs, swamps, and jungles as Rough Terrain; and woods or forested area as Normal Terrain for the Duration.

5th • Locate Plant

***Range**: 0 (self)*
***Area of Effect**: 1.5 km radius*
***Duration**: -*
***Save**: No*

The caster knows the exact position and the shortest route to a specific plant or healing herb within the Area of Effect. If no such plant grows in the area, this Spell will reveal the most similar plant (if any) in the Area of Effect.

*+2 **Weave**: increase the radius of Area of Effect by 1.5 kilometers.*

6th • Purify Plant

***Range**: 3 m*
***Area of Effect**: 1 plant*
***Duration**: -*
***Save**: No*

This Spell removes any poison, disease, or side effect from target plant or herb.

*+2 **Weave**: add one target.*
*+1 **Weave**: the Spell also dispels any harmful Spell or evil magical effect afflicting the target.*

7th • Nature's Bounty

***Range**: 0 (touch)*
***Area of Effect**: 1.5 km radius*
***Duration**: 1 day*
***Save**: No*

Plants in the Area of Effect are blessed with an overabundance of fruits. For the Duration, Nature Skill Rolls for foraging in the area gain a special +50 bonus, and foraging characters in the area will gather double the normal amount of food.

8th • Miraculous Growth

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

This Spell restores target dead plant back to life, or makes a fully grown herb sprout from target seed in 1d10 Rounds.

9th • Defoliate

***Range**: 30 m*
***Area of Effect**: 6 m radius*
***Duration**: -*
***Save**: Yes*

This Spell destroys all vegetation within the Area of Effect, turning it into a fine, fertile powder. Sentient and enchanted plants can make a **TSR** against the effects of this Spell.

10th • Awaken Tree

***Range**: 3 m*
***Area of Effect**: 1 tree*
***Duration**: 1 minute per Level*
***Save**: No*

The caster animates target tree, transforming it into an Awakened Tree (see Bestiary for stats and description) for the Duration.

Trees awakened with this Spell can communicate freely with the caster and obey their commands to the best of their capabilities. When the Spell ends, they revert to their original condition.

Mind Control

Controlling the mind of living, sentient beings to affect them with slumber, daze, and geas.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Sleep	30 m	3 m radius	1 min/lvl	Y
2nd	Charm	30 m	1 target	1 hr/lvl	Y
3rd	Fear	20 m	1 target	1 rnd/lvl	Y
4th	Daze	30 m	1 target	1 rnd/5 fail	Y
5th	Hostility	30 m	1 target	C	Y
6th	Suggestion	3 m	1 target	1 hr/lvl	Y
7th	Hold Kin	30 m	1 target	C	Y
8th	Domination	20 m	1 target	10 min/lvl	Y
9th	Charm Monsters	30 m	1 target	1 hr/lvl	Y
10th	Geas	3 m	1 target	1 day/lvl	Y

Stat Value**: BEA**

1st • Sleep

***Range**: 30 m*
***Area of Effect**: 3 m radius*
***Duration**: 1 minute per Level*
***Save**: Yes*

Up to 4 Levels of sentient humanoid creatures in the Area of Effect fall deeply asleep. The targets will immediately awake if they're shaken, prodded, or harmed in any way. Loud noises will grant them a Save Roll to end the effects of the Spell.

*+**2 Weave**: increase the number of Levels of creatures affected by three.*

2nd • Charm

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: 1 hour per Level*
***Save**: Yes*

Target sentient humanoid creature will recognize the caster as a long-forgotten friend and act accordingly. This Spell immediately ends if the caster or one of their allies attacks or harms the target.

3rd • Fear

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round per Level*
***Save**: Yes*

Target sentient creature within Range becomes *Frightened* of the caster for the Duration.

*+**3 Weave**: add one target.*

4th • Daze

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round per 5 points of failure*
***Save**: Yes*

Target sentient creature is befuddled and unable to take decisions or new actions for 1 Round for every 5 points of failure in their Save Roll. They can continue to do whatever they were doing when the Spell was cast, and will be able to Parry and defend themselves. However, they will automatically fail any Assessment Roll, and won't be able to initiate new actions for the Duration.

*+**4 Weave**: add one target.*

5th • Hostility

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: Yes*

Target sentient creature is overwhelmed by an uncontrollable rage and attacks the nearest living being they can see for the Duration. The target engages the victim of their fury in melee as quickly as possible, otherwise they will resort to ranged attacks. They will always use their best attack (i.e. the one with the highest Skill Bonus) for the situation, and won't use any part of their CMB to Parry while under the influence of this spell.

This Spell ends immediately if the target is unable to find or physically unable to attack their opponent.

6th • Suggestion

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1hour per Level*
***Save**: Yes*

The caster suggests an action to target creature able to understand them. The target will follow the suggestion at the best of their capabilities for the Duration, provided that the action isn't obviously harmful. The Spell will immediately end when the suggested task is completed.

*+**2 Weave**: the target won't remember who suggested the action once the Spell ends.*

7th • Hold Kin

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: Yes*

Target humanoid creature within Range is *Held* for the Duration.

*+**2 Weave**: change Duration to 1 Round per Level.*

8th • Domination

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: 10 minutes per Level*
***Save**: Yes*

Target humanoid creature within Range must obey the caster at the best of its capabilities for the Duration. This Spell ends immediately if the caster issues an obviously harmful command, attacks, or harms the target in any way.

9th • Charm Monsters

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: 1 hour per Level*
***Save**: Yes*

Target creature will recognize the caster as a long-forgotten friend and act accordingly. This Spell immediately ends if the caster or one of their allies attacks or harms the target.

10th • Geas

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 day per Level*
***Save**: Yes*

The caster gives target creature that is able to understand them a task to complete or prohibits it from performing a specific activity. For the Duration of the Spell, the target must obey the order received and carry out its task to the best of their capabilities. If they're prevented from doing so, they will become *Weary* and will suffer damage equal to 10% of their Total HPs each day, until they resume their task.

The target cannot be ordered to commit suicide or other obviously self-harming actions.

This Spell ends immediately once the task is completed.

Miracles

Creating items, food, and water out of thin air; mending what was broken; bending the laws of Nature to one's favor with the aid of the Spirits.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Fasting	0 (self)	caster	1 day	N
2nd	Sacred Branch	0 (touch)	1 target	P	N
3rd	Conjure Water	0 (touch)	10 lt/lvl	P	N
4th	Mending	0 (touch)	1 target	-	N
5th	Multiplication	0 (touch)	1 target	10 min/lvl	N
6th	Spirit Feast	0 (self)	caster	-	N
7th	Sacred Steel*	0 (touch)	1 target	1 rnd/lvl	N
8th	Shield-Maiden	3 m	1 spirit	1 hr/lvl	N
9th	Control Weather	0 (self)	10 km radius	1 hr/lvl	N
10th	True Believer	0 (self)	caster	1 Round	N

Stat Value**: WSD**

1st • Fasting

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 day*
***Save**: No*

The caster can go without eating and drinking for one day without suffering from Exhaustion. Note that this Spell doesn't remove existing penalties and Conditions, and does not prevent the caster from becoming *Weary*.

2nd • Sacred Branch

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: Permanent*
***Save**: No*

The caster blesses a small branch, turning it into their personal Sacred Branch. As long as the caster holds the branch, they gain a special +5 bonus to their DEF and to all their Save Rolls.

The caster may only have one active Sacred Branch at any time. As long as this Spell is active, the caster cannot cast another Sacred Branch Spell without dismissing the first.

***+5 Weave**: increase DEF and Save Rolls bonus by +5.*

3rd • Conjure Water

***Range**: 0 (touch)*
***Area of Effect**: 10 liters per Level*
***Duration**: Permanent*
***Save**: No*

A small stream of clear, potable water springs from the ground at the point touched by the caster. The stream produces 10 liters of water each minute, and runs until the caster concentrates or until it produces 10 liters of water per Level of the caster.

***+2 Weave**: the water produced by the stream is incredibly refreshing and invigorating. Any creature drinking directly from it as it flows will be healed from the Weary Condition.*

4th • Mending

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster can repair a single break in target non-magical, inanimate object weighing no more than 5 kg.

***+3 Weave**: increase maximum weight of the object by 2.5 kg.*

5th • Multiplication

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 10 minutes per Level*
***Save**: No*

A wooden duplicate of target inanimate object weighing no more than 5 kg appears right in front of the caster. The duplicate is perfectly identical to the target, save for the fact that it's made of wood and doesn't have any material or magical properties possessed by the target. The duplicate disappears if this spell is dispelled or when the Duration ends.

*+**3 Weave**: increase maximum weight of the object by 2.5 Kg.*
*+**2 Weave**: change the Duration to 1 hour per Level.*

6th • Spirit Feast

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: -*
***Save**: No*

The caster summons a host of small natural spirits, that appears before them in the form of several small animals. The spirits will bring enough fresh food (gathered from the surrounding area) to feed the caster and up to 3 other companions, then they disappear.

*+**1 Weave**: the spirits will bring food for an additional companion.*

7th • Sacred Steel*

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 1 Round per Level*
***Save**: No*

The caster's personal Sacred Branch is temporarily transformed into a melee weapon of the caster's choice, radiating spiritual energy. The Sacred Branch uses the Attack Table of the weapon it's transformed into, but deals either Fire or Lightning damage (chosen at the time of casting) instead of the damage type normally dealt by that weapon.

The caster can either use the appropriate Skill Bonus for the weapon or their Miracles Skill Bonus to calculate their CMB when they use the Sacred Branch to attack.

8th • Shield-Maiden

***Range**: 3 m*
***Area of Effect**: 1 spirit*
***Duration**: 1 hour per Level*
***Save**: No*

The caster summons a natural spirit that appears before them in an unoccupied space in the form of a valiant Shield-Maiden. The Shield-Maiden is friendly towards the caster, and will carry out a task specified at the time of casting at the best of her capabilities, unless it goes against her nature.

The spirit will disappear as soon as she finishes her task or when the Duration expires, whichever comes first.

9th • Control Weather

***Range**: 0 (self)*
***Area of Effect**: 10 km radius*
***Duration**: 1 hour per Level*
***Save**: No*

The caster gains a limited control over weather phenomena in the Area of Effect. The caster can either make a Hazard of the Weather category disappear for the Duration or create a Weather Hazard or light weather phenomenon (light rain or snow, fog, cloudy weather, etc), consistent with the local climate, that will persist for the Duration.

Changes in the weather will slowly occur over the course of one hour. This Spell can only be cast outdoors.

10th • True Believer

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round*
***Save**: No*

For the current Round, the caster is immune to damage and Critical Strikes.

Movements of Nature

Moving like the breeze through tree branches or the stream through the rock; flying like the Bird or tunneling like the Badger or running like the Wolf.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Wanderer's Stride	0 (self)	caster	10 min/lvl	N
2nd	Squirrel's Step	0 (self)	caster	1 min/lvl	N
3rd	Wolf's Speed	0 (self)	caster	10 min/lvl	N
4th	Otter's Breath	0 (self)	caster	1 min/lvl	N
5th	Water Walk	0 (self)	caster	1 min/lvl	N
6th	Burrowing	0 (self)	caster	1 min/lvl	N
7th	Spider Climb	0 (self)	caster	1 min/lvl	N
8th	One with Nature	0 (touch)	caster	1 rnd/lvl	N
9th	Hawk Flight	0 (self)	caster	1 min/lvl	N
10th	Ghostwalk	0 (self)	caster	1 min/lvl	N

Stat Value**: WSD**

1st • Wanderer's Stride

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 10 minutes per Level*
***Save**: No*

Natural Rough and Arduous Terrain count as Normal Terrain for the caster for the Duration.

2nd • Squirrel's Step

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster can walk (but not Sprint) on horizontal and semi-horizontal tree branches and limbs as if they were Normal Terrain for the Duration.

*+4 **Weave**: the caster can also Sprint for the duration.*

3rd • Wolf's Speed

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 10 minutes per Level*
***Save**: No*

The caster doubles their Move Rate and can Sprint without tiring for the Duration.

4th • Otter's Breath

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster can breathe underwater for the duration.

*+4 **Weave**: change Duration to 10 minutes per Level of the caster.*

5th • Water Walk

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster can walk (but not Sprint) on calm water as if it were Normal Terrain. Rough waters are treated as Arduous Terrain, and the caster can move on them by making an Athletics Skill Roll.

*+4 **Weave**: the caster can also Sprint for the Duration.*
*+2 **Weave**: rough waters are treated as Normal terrain and require no Skill Roll for the Duration.*

6th • Burrowing

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster can burrow through soft earth at half their normal walking Move Rate for the Duration.

7th • Spider Climb

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster can walk (but not Sprint) on any vertical or horizontal surface as if it were Normal Terrain for the Duration.

8th • One with Nature

***Range**: 0 (touch)*
***Area of Effect**: caster*
***Duration**: 1 Round per Level*
***Save**: No*

The caster's body is absorbed into target organic material (living or dead) within Range. The target must be big enough to at least cover all of the caster's body. Neither the caster, nor the target are damaged in any way by this Spell.

While their body is absorbed, the caster can perceive what happens around them, but cannot move or speak. They can emerge at any moment in any unoccupied point within 50 cm from their starting point.

The caster will automatically emerge if the Spell ends.

9th • Hawk Flight

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster can fly at their normal Move Rate for the Duration.

10th • Ghostwalk

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster can pass through wood, earth, and stone at their normal Move Rate for the Duration. Neither the material nor the caster are damaged in any way by this spell. Their body simply sinks inside the surface, without leaving any trace of its passage.

If the caster is still inside the material when this Spell ends, they're forcefully ejected at their starting point and suffer damage equal to their Bruised Value.

Nature's Path

Avoiding getting lost and always knowing the true direction in the wilderness. Tracking people and animals, finding shelter, and avoiding traps and natural hazards.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Pathsight	0 (touch)	1 path	-	N
2nd	Sense Traps	0 (self)	3 m radius	C	N
3rd	Huntmanship	0 (self)	caster	1 min/lvl	N
4th	Find the Path	0 (self)	caster	1 hr/lvl	N
5th	Blessed Path	0 (self)	caster	1 hr/lvl	N
6th	Find Shelter	0 (self)	caster	1 hr/lvl	N
7th	Pass Without Trace	3 m	1 target	1 min/lvl	N
8th	Sense Ambush	0 (self)	caster	1 min/lvl	N
9th	Eye of the Hunter	0 (touch)	15 m radius	-	N
10th	The Hidden Path	0 (self)	caster	1 day	N

Stat Value**: WSD**

1st • Pathsight

***Range**: 0 (touch)*
***Area of Effect**: 1 path*
***Duration**: -*
***Save**: No*

The caster gets a fleeting vision of the point of origin and destination of target path, way, or road.

2nd • Sense Traps

***Range**: 0 (self)*
***Area of Effect**: 3 m radius*
***Duration**: Concentration*
***Save**: No*

The caster is aware of the presence of traps in the Area of Effect (but not of their nature or position).

*+**3 Weave**: change Duration to 1 minute per Level.*

3rd • Huntmanship

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

For the Duration, the caster gains a +20 magical bonus to their Hunting Skill Rolls and to their ranged Attack Rolls against beasts and animals.

4th • Find the Path

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 hour per Level*
***Save**: No*

For the Duration, the caster's daily movement (and that of anyone following them) isn't halved when Pathfinding. Additionally, the caster gains a +20 magical bonus to their Wandering Skill Rolls for the Duration.

5th • Blessed Path

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 hour per Level*
***Save**: No*

For the Duration, the caster's daily movement isn't halved when Foraging, and they will be able to gather double the normal amount of food with a successful Hunting or Nature Skill Roll.

6th • Find Shelter

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 hour per Level*
***Save**: No*

The caster gains a magical +20 bonus to their Camping Rolls and to their Skill Rolls made to find shelter against weather-based Hazards

for the Duration.

7th • Pass Without Trace

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

Target creature can walk over natural terrain without leaving traces of their passing, imposing a magical -100 penalty to all Hunting Rolls made to follow their tracks.

***+1 Weave**: add another target to the Area of Effect.*

8th • Sense Ambush

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster cannot be Surprised by creatures for the Duration.

9th • Eyes of the Hunter

***Range**: 0 (touch)*
***Area of Effect**: 15 m radius*
***Duration**: -*
***Save**: No*

The caster gains a mental image of each creature that passed through the Area of Effect within 1 hour per Level of casting this Spell.

10th • The Hidden Path

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 day*
***Save**: No*

For the Duration, as long is the caster is travelling alone (or with other creatures under the effect of this Spell), they can automatically evade encounters with creatures and double their daily movement.

Skirmishing Mastery

Controlling the battlefield with astounding acrobatic maneuvers and deadly ranged attacks.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Swing*	0 (self)	caster	1 rnd	N
2nd	Marksmanship*	0 (self)	caster	1 rnd	N
3rd	Dead Eye	0 (self)	caster	1 rnd/lvl	N
4th	Pinning Shot*	0 (self)	caster	1 rnd	N
5th	Evasive Maneuver*	30 m	1 attack	1 rnd	N
6th	Ricochet*	0 (self)	caster	1 rnd	N
7th	Caltrops	0 (touch)	1.5m radius	P	N
8th	Blinding Shot*	0 (self)	caster	1 rnd	Y
9th	Sharpshooting*	0 (self)	caster	1 rnd	N
10th	Rain of Arrows	30 m	6 m radius	-	N

Stat Value**: BEA**

1st • Swing*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round*
***Save**: No*

This Spell allows the caster to perform an incredible feat of agility in the Round it's cast, permitting to jump 3 meters in any direction, grasp a fixed, inanimate object, swing from it, and safely land in an unoccupied spot within 6 meters of that object.

*+**3 Weave**: after a swing, instead of landing, the caster can choose to grasp another fixed, inanimate object and perform another swing.*

2nd • Marksmanship*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round*
***Save**: No*

The caster gains a +30 magical bonus to the next Ranged weapon Attack Roll made during this Round.

*+**2 Weave**: increase the bonus by +10.*

3rd • Dead Eye

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round per Level*
***Save**: No*

For the Duration, the caster treats Medium Range attacks as if they were within the Base Range of the weapon they wield, Long Range attacks as if they were in Medium Range, and Extreme Range attacks as if they were in Long Range.

4th • Pinning Shot*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round*
***Save**: Yes*

The creature hit by the caster's next ranged weapon attack this Round must pass a **WSR** or be unable to take move actions in the following Move Phase.

5th • Evasive Maneuver*

***Range**: 30 m*
***Area of Effect**: 1 attack*
***Duration**: -*
***Save**: No*

The caster gains a magical +50 bonus to their DEF against target non-magical attack within Range. After the attack is resolved, the caster jumps to any unoccupied space within 3 meters as a Free Action.

6th • Ricochet*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round*
***Save**: No*

The next ranged weapon attack made by the caster this Round cannot be Parried and ignores its target's shield and Partial Cover DEF bonuses.

7th • Caltrops

***Range**: 0 (touch)*
***Area of Effect**: 1.5 m radius*
***Duration**: Permanent*
***Save**: No*

The caster creates a magical trap, covering the Area of Effect and Very Hard (-30) to detect. The first creature other than the caster that enters or leaves the Area of Effect triggers the trap, suffering a Light Impact, Cut, ***or*** Pierce Critical Strike (the type is chosen by the caster at the time of casting).

*+**2 Weave**: the creature triggering the trap must also pass a* **TSR** *or fall Prone, immediately ending its movement.*

8th • Blinding Shot*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round*
***Save**: Yes*

The creature hit by the caster's next Ranged weapon attack this Round must pass a **TSR** or be blinded until the beginning of the next Assessment Phase.

9th • Sharpshooting*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round*
***Save**: No*

For the current Round, add a +5 magical bonus to all Critical Strike Rolls delivered by ranged weapon attacks made by the caster.

10th • Rain of Arrows

***Range**: 30 m*
***Area of Effect**: 6 m radius*
***Duration**: -*
***Save**: No*

The caster conjures hundreds of projectiles, falling like rain of death on their enemies. This Attack Spell is resolved on the Area Spells Attack Table, with a maximum result of 150, inflicting Pierce damage and affecting anyone within the Area of Effect.

Soul Soothing

Purging the soul of living beings of any negative influence, hatred, and fear. Inspiring them to perform heroic deeds.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Sustain Life	3 m	1 target	1 min/lvl	N
2nd	Tranquillity	30 m	1 target	1 min/lvl	Y
3rd	Dispel Fear	20 m	1 target	1 rnd/lvl	N
4th	Banish Fatigue	20 m	1 target	1 min/lvl	N
5th	Restoration	0 (touch)	1 target	-	N
6th	Inspire*	0 (self)	6 m radius	1 rnd/lvl	N
7th	Peace of Mind	3 m	1 target	-	Y
8th	Break Curse	3 m	1 target	-	Y
9th	Exorcism	20 m	1 target	1 day/10 fail	Y
10th	The Secret Flame	0 (self)	caster	1 rnd/lvl	N

Stat Value**: WSD**

1st • Sustain Life

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

The caster stabilizes target living creature suffering from the *Dying* Condition. For the Duration of this Spell, the *Dying* Condition is temporarily stopped. It will resume normally when this Spell expires if its causes are not healed.

*+**4 Weave**: change Duration to 1 hour per Level.*
*+**9 Weave**: change Duration to 1 day per Level.*

2nd • Tranquillity

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: Yes*

Target sentient creature is filled with a sense of calmness. It will react peacefully and will not attack or take aggressive action for the Duration (but it will still be able to Parry and defend itself). This Spell's effects end immediately if the target is attacked.

*+**2 Weave**: add one more target to the Area of Effect.*

3rd • Dispel Fear

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: 1 Round per Level*
***Save**: No*

Target is immune to fear and fear-based effects for the Duration.

*+**2 Weave**: add one more target to the Area of Effect.*

4th • Banish Fatigue

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

The target ignores the effects of the *Weary* Condition for the Duration.

*+**2 Weave**: add one more target to the Area of Effect.*
*+**4 Weave**: change Duration to 10 minutes per Level.*

5th • Restoration

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

Target's healed from up to 25 points of Soul Damage. This spell won't bring dead characters back to life but will prevent them from rising as undead.

*+**1 Weave**: increase amount of Soul Damage healed by 5 points.*

6th • Inspire*

***Range**: 0 (self)*
***Area of Effect**: 6 m radius*
***Duration**: 1 Round per Level*
***Save**: No*

The caster's presence inspires their allies, granting them a magical +15 bonus to all their Attack and Skill Rolls for the Duration.

*+**2 Weave**: increase the bonus granted by +5.*
*+**3 Weave**: increase radius of the Area of Effect by 3 m.*

7th • Peace of Mind

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: Yes*

The caster makes a Save Roll against the Attack Level of the most powerful mind-influencing Spell or magical effect affecting target creature within range, with a special bonus of +10 (if it's a Spell, its Attack Level is equal to its Weave). If it's successful, all mind-influencing Spells and magical effects affecting the target are dispelled.

8th • Break Curse

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: Yes*

Target curse affecting a creature or item within range must pass a **WSR** using its Attack Level (or the Level of whoever placed it) as its Defender Level. If it fails, the curse is broken and its effects are permanently cancelled.

9th • Exorcism

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: 1 day per 10 points of failure*
***Save**: Yes*

Target demonic or incorporeal entity must pass a **WSR** or be banished to the Dark, unable to return to the mortal world for 1 day for every 10 points of failure in their Save Roll.

10th • The Secret Flame

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round per Level*
***Save**: No*

The Secret Flame shines upon the caster's soul, unveiling their true power. For the Duration, the caster is immune to Soul Damage, fear, and mind-influencing magical effects; ignores the effects of the *Weary* Condition; and gains a magical +15 bonus to all their Attack and Save Rolls.

Servants of the Darkmaster seeing the caster must pass a **WSR** or flee in terror.

Sounds & Lights

Creating a beacon in the night and darkness where there's light, sounding clatter where there's hush, and dropping silence where there's clamor. Speaking unknown tongues.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Magic Light	0 (touch)	3 m radius	1 hr/lvl	N
2nd	Tongues	20 m	1 target	C	N
3rd	Control Sound	5 m	5 m radius	C	N
4th	Shroud of Darkness	3 m	1 target	10 min/lvl	N
5th	Enthralling Lights	30 m	6 m radius	1 rnd/lvl	Y
6th	Darkness	0 (touch)	5 m radius	10 min/lvl	N
7th	Deafening Sound	30 m	1 target	1 hour	Y
8th	Blinding Light	30 m	3 m radius	-	Y
9th	Silent Voice	0 (self)	Caster	1 rnd/lvl	N
10th	Starlight	10 m	6 m radius	10 min/lvl	N

Stat Value**: WIT**

1st • Magic Light

***Range**: 0 (touch)*
***Area of Effect**: 3 m radius*
***Duration**: 1 hour per Level*
***Save**: No*

This Spell creates a faint radiance, illuminating an area of about 3 meters around its point of origin.

*+2 **Weave**: if this Spell is cast upon a creature or a mobile object, the light will move with it.*
*+2 **Weave**: increase Area of Effect radius by 3 meters.*

2nd • Tongues

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: No*

For the Duration, the caster can speak (but not understand) the language of target sentient humanoid creature.

3rd • Control Sounds

***Range**: 5 m*
***Area of Effect**: 5 m radius*
***Duration**: Concentration*
***Save**: No*

The caster can control the intensity of any sound within the Area of Effect for the Duration. The intensity of each sound can be decreased until it's completely silenced or increased up to three times its original loudness. Stealth Rolls in the Area of Effect get a special +25 bonus or a -25 penalty, depending on if the caster is reducing or amplifying the sounds.

*+2 **Weave**: increase Area of Effect radius and Range by 5 meters.*

4th • Shroud of Darkness

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: 10 minutes per Level*
***Save**: No*

The target gains a shadowy appearance, making them extremely hard to see. The target is completely invisible in Total Darkness, and gains a +50 magical bonus to its Stealth rolls and a +20 bonus to its DEF in Dim Light. This Spell offers no bonuses to targets in Bright Light.

5th • Enthralling Lights

***Range**: 30 m*
***Area of Effect**: 6 m radius*
***Duration**: 1 Round per Level*
***Save**: Yes*

This Spell creates several swirling globes of colored light, dancing in the air. Sentient creatures able to see in the Area of Effect must pass a **WSR** or stop whatever they were doing to stare fascinated at the lights. Creatures engaged in combat are immune to this effect, and attacking one of the fascinated creatures immediately ends the effects of this Spell.

Fascinated creatures can attempt a new Save Roll during each Assessment Phase to snap out of their condition.

*+**2 Weave**: increase Area of Effect radius by 3 meters.*
*+**4 Weave**: change Duration to 1 minute per Level.*

6th • Darkness

***Range**: 0 (touch)*
***Area of Effect**: 5 m radius*
***Duration**: 10 minutes per Level*
***Save**: No*

This Spell creates an area of absolute darkness in the Area of Effect. No natural light can exist within this darkness (including light coming from torches, lanterns, and similar mundane light sources), and magical lights of a Weave lower than this Spell's are immediately dispelled.

*+**2 Weave**: increase Area of Effect radius by 5 meters.*

7th • Deafening Sound

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: 1 hour*
***Save**: Yes*

This Spell creates a very loud, screeching sound, that only the target can hear. The target must pass a **TSR** or be stricken deaf for the Duration.

8th • Blinding Light

***Range**: 30 m*
***Area of Effect**: 3 m radius*
***Duration**: -*
***Save**: Yes*

This Spell creates a burst of intense, blinding white light. Creatures in the Area of Effect that can see are blinded for one Round for every 10 points of failure in their Save Roll.

9th • Silent Voice

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round per Level*
***Save**: No*

For the Duration, the caster is able to cast Spells without having to speak.

10th • Starlight

***Range**: 10 m*
***Area of Effect**: 6 m radius*
***Duration**: 10 minutes per Level*
***Save**: No*

This Spell creates a bright silver light that illuminates everything in the Area of Effect. Servants of the Darkmaster treat this light as daylight, and any magical darkness in the Area of Effect is dispelled.

Spell Songs

Singing and playing enthralling magic Songs of ancient lore, awe, and ensorcellement; controlling the mind and soul of less ancient and wise living beings.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Song of Tranquillity	15 m	1 target	C	Y
2nd	Song of Courage	15 m	1 target	C	N
3rd	Haunting Melody	15 m	1 target	C	Y
4th	Enchanted Lullaby	15 m	1 target	C	Y
5th	Enthralling Song	15 m	1 target	C	Y
6th	Resounding Rhyme	0 (self)	3 m radius	1 rnd/lvl	N
7th	Fettering Song	15 m	1 target	C	Y
8th	Echoing Voice	0 (self)	caster	1 rnd/lvl	N
9th	Beguiling Song	15 m	1 target	C	Y
10th	Memory's Dirge	15 m	1 target	P	Y

Stat Value**: BEA**

1st • Song of Tranquillity

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: Yes*

Target sentient humanoid creature is filled with a sense of calm and peacefulness by this song. The target cannot engage in any aggressive activity for the Duration of the spell, as long as they remain within range and are able to hear the caster. If attacked, the target can defend themselves normally (by Parrying the attack or using other defensive capabilities) and can make another Save Roll to end the effects of this Spell.

*+**3 Weave**: increase Range by 15 m.*
*+**4 Weave**: add one target to the Area of Effect.*

2nd • Song of Courage

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: No*

This song strengthens the resolve of target living creature. Target is immune to fear for the Duration.

*+**3 Weave**: increase Range by 15 m.*
*+**4 Weave**: add one target to the Area of Effect.*

3rd • Haunting Melody

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: Yes*

This song shakes target sentient humanoid creature, making it inexplicably afraid of the caster. The target won't attack them for any reason (but can still Parry their attacks) and will attempt to flee from them, if able.

*+**3 Weave**: increase Range by 15 m.*
*+**4 Weave**: add one target to the Area of Effect.*

4th • Enchanted Lullaby

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: Yes*

Upon hearing this song, target sentient humanoid creature falls immediately asleep for the Duration. Shaking, prodding, or harming the target in any way, will grant them a Save Roll to end the effects of the Spell.

*+**3 Weave**: increase Range by 15 m.*
*+**4 Weave**: add one target to the Area of Effect.*

5th • Enthralling Song

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: Yes*

This song confounds target creature, instilling in it the belief that the caster is an old friend, and making it act accordingly. The effects of this Spell persist for 10 minutes after its Duration expires. This Spell and its effects immediately end if the caster or one of their allies attacks or harms the target.

*+**3 Weave**: increase Range by 15 m.*
*+**4 Weave**: add one target to the Area of Effect.*

6th • Resounding Rhyme

***Range**: 0 (self)*
***Area of Effect**: 3 m radius*
***Duration**: 1 Round per Level*
***Save**: No*

Any Spell from this Spell Lore, with an Area of Effect of "1 target", cast by the caster while this Spell is active, will change its Area of Effect to a 3-meter radius, centered on the caster.

7th • Fettering Song

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: Yes*

This song makes target sentient creature's limbs and body feel sluggish and difficult to move, as if they were restricted by heavy chains. Target is *Held* for the Duration.

*+**3 Weave**: add one target to the Area of Effect.*

8th • Echoing Voice

***Range**: 0 (self)*
***Area of Effect**: Caster*
***Duration**: 1 Round per Level*
***Save**: No*

The caster can Concentrate on Spells from this Spell Lore as a Free Action for the Duration of this spell, but cannot Concentrate on more than one Spell each Round.

9th • Beguiling Song

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: Yes*

This insidious song convinces target sentient creature, that anything the caster sings about is undeniably true for the Duration. This Spell automatically ends if the target is presented with hard evidence that what the caster's singing about is false.

10th • Memory's Dirge

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: Permanent*
***Save**: Yes*

This song will make target sentient creature forget about a specific event that happened within 1 day per caster's Level. Caster must Concentrate on this Spell for a time equal to the time erased from the target's memory. This Spell's effects are permanent, unless dispelled by magic.

Trickery

Befuddling the mind, bewildering the senses and misleading foes with cantrips, illusions and magic tricks.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Distraction	15 m	1 target	C	-
2nd	Prestidigitation	0 (touch)	1 target	1 min/lvl	N
3rd	Phantom Theft	15 m	1 target	-	N
4th	Face Shifting	0 (self)	caster	1 hr/lvl	N
5th	Escape*	0 (touch)	1 target	-	N
6th	Fumble	30 m	1 target	-	Y
7th	Ghostly Foes	30 m	1 target	C	Y
8th	Tongue of Honey	15 m	1 target	varies	Y
9th	Disappearance	0 (self)	caster	-	N
10th	Last Surprise*	10 m	1 target	-	Y

Stat Value**: BEA**

1st • Distraction

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: Yes*

Target sentient creature suffers a -20 penalty to all Attack and Skill Rolls for the Duration. Targets can make a new **WSR** at the end of each Assessment Phase to end the effects of this Spell.

*+**3 Weave**: add one target.*

2nd • Prestidigitation

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

Target inanimate object not bigger than a dagger is covered by an illusion which makes it appear as part of the caster's body for the Duration. The illusion is extremely convincing and fools the senses of sight, smell, and touch. This Spell ends immediately if the caster stops carrying the object.

*+**5 Weave**: increase the size of the item targeted up to that of a short sword.*

3rd • Phantom Theft

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

Target inanimate object weighing up to 3 kg disappears, reappearing in the hands of the caster a moment later. The caster must be able to see the item and there cannot be any physical obstacle (i.e. walls, closed doors, or other barriers) between the two.

If the item is being held or carried by a creature, the wielder may pass a **WSR** to negate the effects of this Spell.

*+**3 Weave**: increase maximum weight of the target by 3 kg.*

4th • Face Shifting

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 hour per Level*
***Save**: No*

The caster is covered by an illusion, making them appear and sound as someone else for the Duration. This spell can make the caster look slightly smaller or bigger (within 20% of their actual size) or appear as a member of a different humanoid Kin, but won't give them the ability to speak a language they don't know, and cannot mimic the appearance of a specific individual (i.e. it can make the caster appear like an Orc, but not like Gorzush, chieftain of the Skullbreakers clan).

This illusion only affects the senses of sight and hearing, so creatures using other senses won't be fooled by it.

*+**3 Weave**: the illusion can mimic the appearance of a specific individual (within 20% of the caster's actual size) whom the caster has seen within the last 24 hours.*

5th • Escape*

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

Opens target non-magical lock or unbind any non-magical rope holding the caster.

6th • Fumble

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: Yes*

Target creature fumbles the weapon they're wielding.

7th • Ghostly Foes

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: Yes*

This Spell causes target sentient creature to see a shadowy, menacing foe attacking them. This is actually a hallucination, existing only in the target's mind, but seems completely real to the target, who treats it as if it were a real foe. The hallucination cannot cause any real damage, but the target must Parry all of its attacks.

The target can pass a **WSR** at the end of each Assessment Phase to end the effects of this Spell.

8th • Tongue of Honey

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: varies*
***Save**: Yes*

For as long as the caster speaks, target sentient creature will believe that anything the caster says is undeniably true. The effects of this Spell last until the target is presented with evidence that what the caster was saying is false.

9th • Disappearance

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: -*
***Save**: No*

The caster disappears in a 3-meter wide cloud of heavy smoke that will linger in the area until it dissolves.

The caster will immediately reappear in a chosen unoccupied space within 10 m. The caster must be able to see the point of arrival, which must rest on a solid surface. There cannot be any physical obstacle (i.e. walls, closed doors, or other barriers) between the caster and the chosen space.

10th • Last Surprise*

***Range**: 10 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: Yes*

The next melee attack by the caster against the target in the current Round is treated as if the target was *Surprised*. Additionally, the caster can add the number of ranks in their Arcana Skill to all Critical Strike Rolls dealt to *Surprised* foes with Short or Hand weapons until the end of the Round.

Weapon Mastery

Becoming one thing with a chosen weapon to perform impossible martial feats and mighty deeds of arms.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Weapon Bond	0 (touch)	1 target	P	N
2nd	Bladelight	0 (touch)	1 target	1 hr/lvl	N
3rd	Dance of Steel	0 (self)	caster	1 rnd/lvl	N
4th	Throw*	0 (self)	caster	-	N
5th	Cleaving Strike	0 (touch)	1 target	-	N
6th	Lunging Attacks*	0 (self)	caster	1 rnd/lvl	N
7th	Rending Strikes	0 (self)	caster	1 rnd/lvl	N
8th	Multi-Attack*	0 (self)	caster	1 rnd	N
9th	Savage Strike*	0 (self)	caster	1 rnd	N
10th	Whirlwind of Steel	0 (self)	1.5m radius	-	N

Stat Value**: BEA**

1st • Weapon Bond

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: Permanent*
***Save**: No*

The caster inscribes their personal mark on target melee weapon, creating a special bond with it and turning it into their Personal Weapon. The weapon has its Clumsy Range halved (rounded down) in the hands of the caster.

The caster can have only one Personal Weapon at any time. As long as this Spell is active, the caster cannot cast another Weapon Bond Spell without dismissing the first.

2nd • Bladelight

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: 1 hour per Level*
***Save**: No*

Target Personal Weapon within Range starts glowing with a soft light, illuminating an area of about 3 meters around it for the Duration.

3rd • Dance of Steel

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round per Level*
***Save**: No*

The caster gains a +10 magical bonus to all their Attack Rolls made with their Personal Weapon for the Duration.

***+3 Weave**: increase the bonus by +5.*

4th • Throw*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: -*
***Save**: No*

The caster throws their Personal Weapon at an enemy within 10 meters, immediately making an Attack Roll, using their normal Skill Bonus and Attack Table for that weapon.

***+5 Weave**: the weapon will fly back to the caster's outstretched hand after striking the enemy, unless it is somehow restrained.*

5th • Cleaving Strike

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster strikes target inanimate non-magical object (weighing no more than 5 kg) with his Personal Weapon, breaking it cleanly in half without damaging the weapon in any way.

6th • Lunging Attacks*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round per Level*
***Save**: No*

The Length of the caster's Personal Weapon is considered to be one step longer (up to Longest) for the purpose of determining striking order for the Duration.

*+**2 Weave**: increase Weapon Length by one more step.*

7th • Rending Strikes

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round per Level*
***Save**: No*

For the Duration, if a Critical Strike delivered by the caster with their Personal Weapon inflicts Bleeding, increase the HP loss inflicted by 2 HP per Round.

8th • Multi-Attack*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round*
***Save**: No*

For the current Round, the caster can use their Personal Weapon to simultaneously attack two different enemies engaged with them. They make a single Attack Roll using half their normal CMB (rounded down) and apply the result against both opponents.

9th • Savage Strike*

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 Round*
***Save**: No*

For the current Round, add a +5 magical bonus to all Critical Strike Rolls delivered by the caster with their Personal Weapon.

10th • Whirlwind of Steel

***Range**: 0 (self)*
***Area of Effect**: 1.5 m radius*
***Duration**: -*
***Save**: No*

The caster spins their Personal Weapon around themselves in a deadly whirlwind, striking every enemy within reach. This Attack Spell is resolved on the Area Spells Attack Table, with no maximum result, inflicting the same type of damage as the caster's Personal Weapon and affecting anyone within the Area of Effect.



Dark Sorcery

Mastering formulas fatal to the flesh to visit vengeance upon one's hated enemies, summon foul entities from the realms below, or bend lesser minds to one's will.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Agony	20 m	1 target	-	Y
2nd	Dark Tongue	0 (self)	Caster	1 min/lvl	N
3rd	Dark Contact	0 (self)	Caster	-	N
4th	Hand of Doom	0 (touch)	1 target	-	N
5th	Summoning	3 m	1 demon	1 hr/lvl	Y
6th	Dark Bolt	30 m	1 target	-	N
7th	Venom	15 m	1 target	-	Y
8th	Demon's Breath	0 (self)	15 m × 6 m cone	-	N
9th	Bestow Curse	15 m	1 target	P	Y
10th	Endless Torment	15 m	1 target	C	N

Stat Bonus: **WIT**

1st • Agony

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: Yes*

Target living creature is wrecked by pain, instantly suffering damage equal to 10% of their Total Hit Points.

*+**5 Weave**: the target suffers damage equal to their Bruised Value instead (cannot be chosen more than once).*

2nd • Dark Tongue

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: 1 minute per Level*
***Save**: No*

The caster can speak with any servant of the Darkmaster or creature suffering from Taint for the Duration.

*+**2 Weave**: change Duration to 10 minutes per Level.*

*+ **2 Weave**: the caster can speak with any sentient creature instead.*
*+**3 Weave**: each Round for the Duration, by Concentrating the caster can also choose one servant of the Darkmaster or creature suffering from Taint they can see and ask them a single question, to which they must answer truthfully, unless they pass a* **WSR** *(cannot be chosen more than once).*

3rd • Dark Contact

***Range**: 0 (self)*
***Area of Effect**: caster*
***Duration**: -*
***Save**: No*

The caster asks the Darkmaster for guidance, receiving a vision about His grand plans. The caster chooses an item, creature, or location they're familiar with and asks the GM to reveal one of the following: what kind of danger the subject poses to the Darkmaster; how the subject can help the Darkmaster's cause; what the caster should do with the subject to please the Darkmaster; a secret the Darkmaster knows about the subject.

However, the Darkmaster can choose to reveal only part of what He knows, often withholding crucial information, as mortal minds cannot hope to fully comprehend His true plans.

4th • Hand of Doom

***Range**: 0 (touch)*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

Target creature suffers a Light Dark Magic Critical Strike.

*+**3 Weave**: increase Critical Strike severity by one degree (up to Lethal).*

5th • Summoning

***Range**: 3 m*
***Area of Effect**: 1 demon*
***Duration**: 1 hour per Level*
***Save**: Yes*

The caster summons a Faceless Demon, that appears in an unoccupied space within Range. As soon as it appears, the demon must pass a Save Roll. If it fails, it will carry out a task for the caster (usually trying to subvert their orders by following them to the letter, if given the chance). Otherwise, the demon is free to act as it pleases, remaining in the mortal world until destroyed, banished, or the Duration of this Spell expires.

The demon will disappear as soon as it finishes its task, or when the Duration expires, whichever comes first.

*+**3 Weave**: change Duration to 1 day per Level.*
*+**3 Weave**: the caster summons a Werewolf instead.*
*+**5 Weave**: the caster summons a Vampire instead.*

6th • Dark Bolt

***Range**: 30 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster hurls a bolt of dark sorcerous energy against the target. This Attack Spell inflicts Dark Magic damage and is resolved on the Bolt Spells Attack Table, with a maximum result of 150.

*+**2 Weave**: increase Range by 10 meters.*

7th • Venom

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: Yes*

The caster conjures a powerful, virulent venom inside target living creature's body, inflicting upon them one of the following effects: the target suffers a -50 penalty to all actions due to severe muscular contraptions; the target becomes deaf and mute; one of the target's limbs at random is paralyzed and unusable.

The effects persist until the poison is cured.

8th • Demon's Breath

***Range**: 0 (self)*
***Area of Effect**: 15 m × 6 m cone*
***Duration**: -*
***Save**: No*

The caster exhales a thick, black caustic smoke that dissolves anything it touches.

This is an Attack Spell, affecting every creature in a cone originating from the caster, with a length of 15 meters and 6 meters wide at its furthest end.

The attack inflicts Dark Magic damage and is resolved on the Area Spells Attack Table, with a maximum result of 140.

*+**2 Weave**: increase cone length by 2 meters.*

9th • Bestow Curse

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: Permanent*
***Save**: Yes*

The caster curses target creature, calling a terrible misfortune upon them.

Until the curse is dispelled, the target cannot spend Drive Points to re-roll failures or suffered Critical Strikes

10th • Endless Torment

***Range**: 15 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: No*

Target sentient creature is Held for the *Duration*, crushed by the terrible power of the caster's will. At the end of each Round, the target must either answer truthfully to a question asked by the caster or suffer a Grievous Dark Magic Critical Strike and try to pass a **WSR**. This Spell ends if the caster stops Concentrating or the target passes one of these Save Rolls.



Necromancy

Invoking the power of unlife to wreck the soul of the living and raise the dead from their rest, enslaving them to unholy will.

Weave	Spell	Range	Area of Effect	Duration	Save
1st	Séance	10 m	1 target	C	N
2nd	Danse Macabre	20 m	1 target	1 min/lvl	N
3rd	Dominate Undead	10 m	1 target	P	Y
4th	Speak with the Dead	3 m	1 target	-	N
5th	Animate Thrall	3 m	1 target	P	N
6th	Drain Life	20 m	1 target	C	Y
7th	Soulreaper	0 (touch)	1 weapon	1 rnd/lvl	N
8th	Gravelord's Call	10 m	1 target	1 hr/lvl	Y
9th	Spirit Possession	20 m	1 target	Special	Y
10th	Banishing	20 m	1 target	1 wk/10 fail	Y

Stat Bonus: **WSD**

1st • Séance

***Range**: 10 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: No*

The caster can communicate with target spirit or sentient undead within Range for the Duration. Note that this Spell merely enables communication, it does not compel the target to answer nor will it protect the caster from hostile targets.

*+**1 Weave**: add one target.*
*+**2 Weave**: as long as this Spell is active, the target won't attack the caster, unless attacked first (it can still attack the caster's allies and followers).*
*+**3 Weave**: change Duration to 1 minute per Level.*

2nd • Danse Macabre

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: 1 minute per Level*
***Save**: No*

The caster animates target corpse of a Small or Medium creature, which has been dead for a number of days equal to the caster Level or less. The animated corpse has the same stats as a Small or Medium Undead Thrall, with a special -20 penalty to all its Skill Rolls (but not to its Attack Rolls). The caster can Concentrate to have the corpses animated by this Spell take a Full Action, otherwise they will stand still without moving.

The corpse will return to its original status as soon as it's destroyed or the Spell ends.

*+**1 Weave**: add one target.*
*+**2 Weave**: the spell can also target corpses of Large creatures, creating a Large Undead Thrall from them.*

3rd • Dominate Undead

***Range**: 10 m*
***Area of Effect**: 1 target*
***Duration**: Permanent*
***Save**: Yes*

The caster dominates target undead within Range. The creature will not attack the caster and will follow their orders to the best of its capabilities as long as this Spell is active. If the creature is not issued any order, it will simply follow the caster, defending itself if needed. The maximum number of undead the caster can dominate through this Spell is equal to their Level. If this number is reached, they cannot cast this Spell anymore, unless they release at least one of the undead under their dominion first.

A dominated undead is automatically released if it's more than 10 meters per Level of the caster away from the character dominating it.

*+**2 Weave**: add one target.*

4th • Speak with the Dead

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: -*
***Save**: No*

The caster calls forth the shade of target dead humanoid creature within Range that has been dead for one year per Level of the caster or less, compelling it to answer a question. The caster can ask the shade to reveal one of the following facts: what killed them; what the last thing they saw was; who they are; what they were doing just before dying.

The shade must answer truthfully, but its knowledge is limited to what the creature knew in life. If the shade cannot answer the question (because the creature had no way of knowing the answer), it says so and the caster is allowed to ask it to reveal a different fact.

*+**2 Weave**: the caster can ask the shade to reveal one more fact.*
*+**3 Weave**: the caster can summon the shade of target dead creature within Range that has been dead for 10 years per Level of the caster instead.*

5th • Animate Thrall

***Range**: 3 m*
***Area of Effect**: 1 target*
***Duration**: Permanent*
***Save**: No*

Target corpse of a Small or Medium creature raises as a Small or Medium Undead Thrall.

This Spell does not grant the caster any control over the actions of the Thrall, who will simply attack the nearest living being, unless prevented from doing so.

*+**1 Weave**: increase the Level of the Thrall created by this Spell by 1, granting it a permanent +5 bonus to its Total **HP**s and CMB.*
*+**2 Weave**: add one target.*
*+**2 Weave**: the Spell can also target corpses of Large creatures, raising them as Large Undead Thralls.*

6th • Drain Life

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: Concentration*
***Save**: Yes*

As long as the caster concentrates, target living creature must pass a **WSR** at the end of each Round or become *Stunned* and suffer damage equal to 10% of their Total HPs. The caster recovers a number of lost HPs equal to half the damage inflicted by this Spell.

This Spell ends immediately if the target dies, passes the Save Roll, or if the caster stops Concentrating.

*+**2 Weave**: add one target.*

7th • Soulreaper

***Range**: 0 (touch)*
***Area of Effect**: 1 weapon*
***Duration**: 1 Round per Level*
***Save**: No*

The caster imbues target melee weapon within Range with the dark power of Unlight. For the Duration, every living creature touched by the weapon (save for the caster and its wielder) must pass a **TSR** or suffer an amount of Soul Damage equal to 1d10 plus the caster's Level, in addition to the damage normally inflicted by the weapon.

8th • Gravelord's Call

***Range**: 10 m*
***Area of Effect**: 1 target*
***Duration**: 1 hour per Level*
***Save**: Yes*

The caster summons an undead spirit from the surrounding area, which will appear in an unoccupied space that the caster can see within Range. The caster can choose to summon a specific spirit that haunts the area by speaking its true name, or call a random spirit.

If a random spirit is called, roll on the following table to determine its type.

The spirit is under the complete control of the caster for the Duration, unless it passes a **WSR** (in that case the spirit still appears, but retains its free will).

9th • Spirit Possession

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: Special*
***Save**: Yes*

This Spell transfers the caster's soul into target living creature's body while imprisoning the target's soul inside the caster's. As long as the caster's soul possesses the body of the target, the caster has complete control over its actions. The caster retains all of their mental faculties and abilities, but assumes the physical stats and capabilities of the target.

Meanwhile, the caster's body is *Incapacitated*, and the target imprisoned within it, completely unaware of what's happening around them.

The target can attempt a new **WSR** every 10 minutes. If it succeeds, both souls are forced back to their original bodies, and the caster takes 1d10+1 Soul Damage.

The caster can end the effects of this Spell at any moment as a Half Action, having both souls return to their original bodies without ill effects.

If one of the two bodies is slain while this Spell is active, the caster must pass a **TSR** with an Attack Level equal to the Level of the target.

If the caster passes this SR, the target dies, and the caster's soul is permanently transferred into the surviving body. Otherwise, the caster dies and the target's soul continues living inside the remaining body. Whoever survives takes 2d10+2 Soul Damage.

10th • Banishing

***Range**: 20 m*
***Area of Effect**: 1 target*
***Duration**: 1 week per 10 points of failure*
***Save**: Yes*

This Spell exiles target living creature's soul from its body, banishing it to the nether realms. The target falls into a coma for one week for every 10 points of failure on their Save Roll and can't be awakened unless their soul is returned to them.

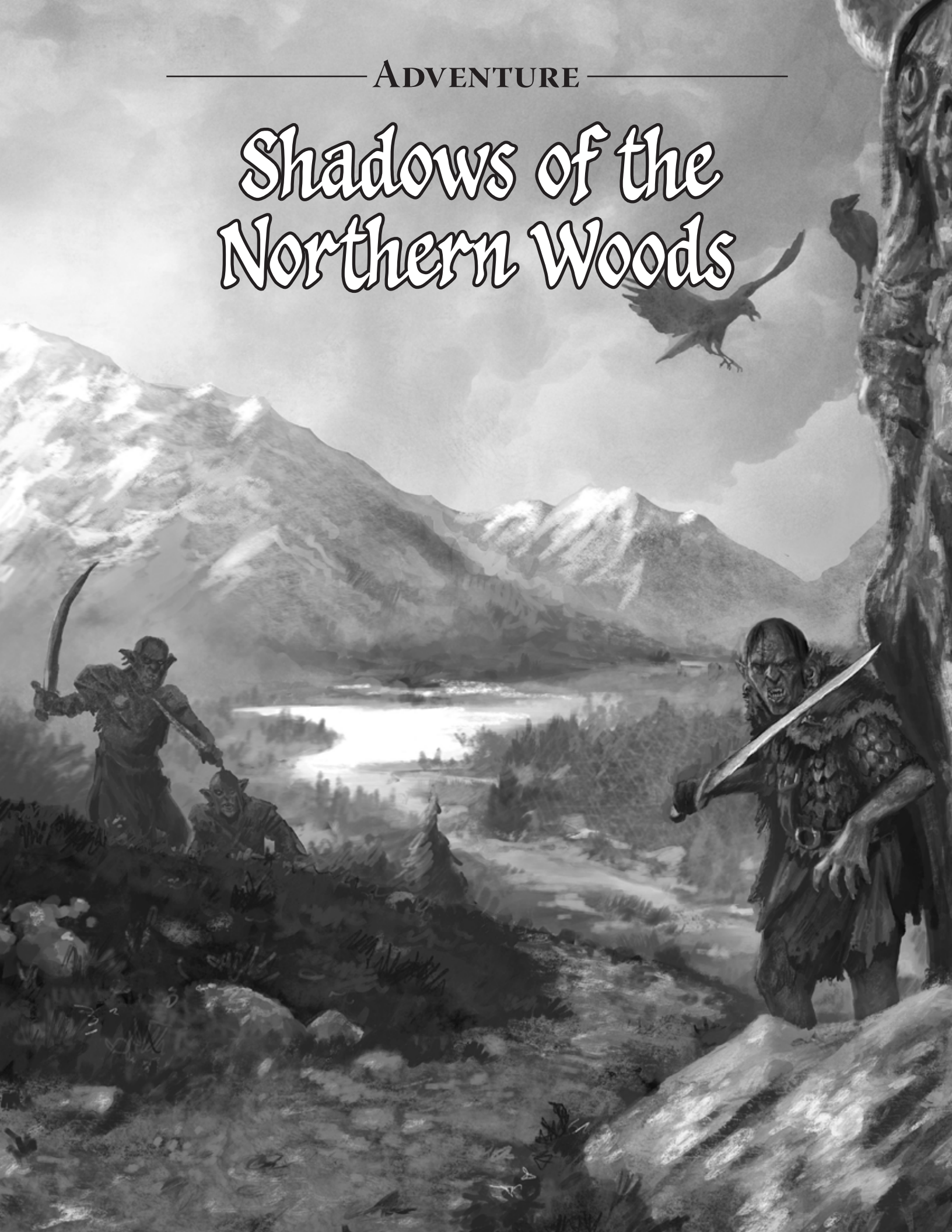
Undead Summoning

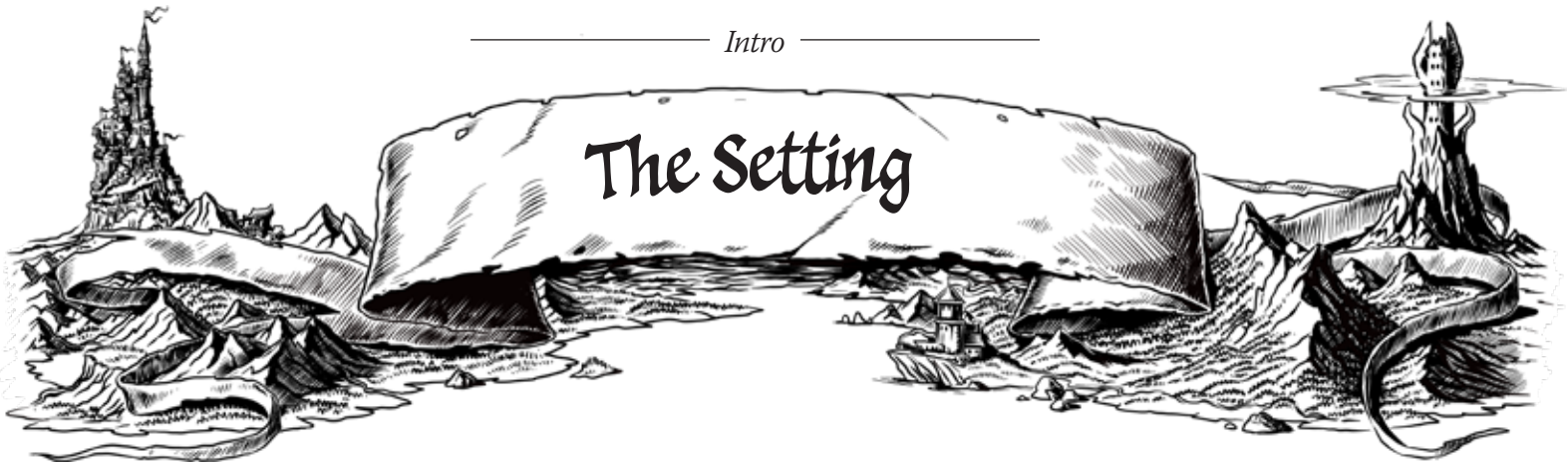
Type of Place	Roll Modifier	Roll	Type of Spirit
Darkland or Blighted Land	+30	0 or less	None
Burial place, ruins, site of battle	+10	1-30	Corpse Candle
Inhabited area	-20	31-75	Ghost
Wilderness	-30	76-99	Wight
Sacred Ground	Spell ineffective	100 or more	Wraith

[5.3]

Adventure

Shadows of the Northern Woods





The Setting

Shadows of the Northern Woods is an introductory campaign for *Against the Darkmaster*. It can be used as an example to what a short campaign of *Against the Darkmaster* may look like or as a way to familiarize yourself with the rules of the game.

It is designed for 4 to 6 starting characters, but it can be easily adapted to groups of different sizes, or characters of higher levels.

Campaign Structure

The campaign is divided into three separate adventures that share the same setting, a small town called Willow Lake and its immediate surroundings. The adventures are interlinked and can be played in succession, forming a campaign that will keep the heroes busy for several sessions. But each of them can also be played as a stand-alone adventure and will contain suggestions on how to adapt it for shorter games.

Adapting the Campaign to Your Table

You can run Shadows of the Northern Woods as it is, using the pre-generated characters in this book, or modify it to adapt the adventures to your preferences or the setting you're using.

We've placed Willow Lake on the northern border of a realm called the Nine Kingdoms, but we've left the details vague to allow you to set the adventures wherever you like.

If you decide to create your heroes, instead of using the pre-generated ones, remember to follow the procedures described in the "Preparing for the Game" chapter, in the GM section of the Core Book. Make sure that each PC has at least one Passion tying them to the situation in Willow Lake.

You can have the players pick one from the list below, or use those presented here as an example to write your own Passions.

- Motivation: I'll learn the true nature of the shadow threatening Willow Lake;
- Motivation: I'll solve the mystery of the Island of Mists;
- Motivation: I'll prove myself as a worthy Warden;
- Motivation: My visions led me here, I must discover their meaning;
- Allegiance: I'll do my best to help the good people of Willow Lake;
- Allegiance: Eamon (or Nevynn) is my friend, I must find out what happened to him;
- Allegiance: Wulfric is a good man, but clearly needs my help to solve the current problems;
- Allegiance: My friend (choose a Willow Lake inhabitant, like Archiebold, Eamon, Eileen, Mirabella, or Niall) seemed distressed in her/his letter; I must find out what happened.

If you choose to play only part of the campaign, the "Starting the Players" section in each adventure will give you some ideas on how to introduce the characters to it. While the first adventure (The Beast of Willow Lake) is written for Level 1 characters, the other parts of the campaign are designed for more experienced heroes. Winds of War works better if the characters have reached at least the second Level of experience, and The Islands of Mists assumes the heroes will start at least at Level 3 or 4.

Finally, remember that, no matter what, this is your adventure. Feel free to leave out or modify anything you don't like, or improvise some details to flesh out the parts your players seem to be interested in the most.

The Tale of Blaithnaid

Willow Lake is the name by which both a small village and the nearby lake are known among the people of the Three Lands. Hundreds of years ago, the lake of Willow Lake was not in fact a lake but a foothill dale - hence comes its name, from the ancient Elven name of the valley Ouiuùleigh or "Whispering Meadow". There are in fact quite no willows in Willow Lake, the trees of the nearby forest being mainly maples and oaks.

At the time when the Elves still lived in the dale of Ouiuùleigh, they were led by a fair warrior-wizard princess, Blàithnaid (Elven for "Crowned with Flowers"). Blàithnaid was wise, powerful, and proud, and yet gentle and loving for her people, the land where they lived, and all the things of Nature with which they lived in peace.

Then came the armies of the Darkmaster. He sought the Elvenstone of Blàithnaid, an amulet of great power, and wanted to subjugate -or plainly wipe out- all of the peoples of the vale. The Elves of Ouiuùleigh, led by Blàithnaid herself, aided by the Dwarves of the mountains and by the reclusive but mystical People of the Woods -the Woads- fought the hordes of the Darkmaster, counting Orcs, Redcaps, Trolls, Dwergars, and Vargr among their ranks. Despite the courage of the free Kins, the forces of the Darkmaster were too strong, and the last resistance was about to fall. Besieged in the ancient tower of Dùn Tùr, standing atop a rocky hill north of the vale of Ouiuùleigh, the Elves and Dwarves and Men prepared for their last stand.

It was then that Blàithnaid had an idea to break the siege. The night before the last battle, she used her sorcery to slip through the ranks of the besieging army and seduced their General, a Dark Mage known as Sabeorht. She promised him -whom she knew was infatuated of her- to surrender him the Elvenstone and become his betrothed, if he would have spared the lives of the people of Ouiuùleigh. Sabeorht pretended to accept the deal, meaning to betray the pact later - but he was tricked himself instead.

While he was magically asleep, the plan Blàithnaid had conceived set off. Thanks to the union of the powerful Elven magic and ritual incantations of the Woad animists, the ice of the mountains caps melted, and a ruinous avalanche of snow, ice, rocks, and cold water crashed upon the vale and onto the Darkmaster's hordes, wiping them away at once. Thanks to her magic, Blàithnaid had her life spared; unfortunately, though, the plan had been conceived too quickly and had crucial unintended consequences.

Everyone had underestimated the extent of the natural catastrophe that would have hit the valley. Millions of liters of chill, dark water submerged the vale of Ouiuùleigh, killing everyone in its path, whether Man, Elf, Dwarf, minion of the Darkmaster, or animal. Tens of thousands perished that night, just while they were asleep. The whole vale was no more. Instead, when the churning waters stopped and stood still, there was now a deep, dark, and cold lake at the center of the vale; and at the center of the lake only the hill with the Dùn Tùr tower on top stood still, encircled by water - now an island.

Therefore, Blàithnaid brought at the same time salvation and ruin to the valley of Ouiuùleigh and its inhabitants. For this reason, lost the love of her people and the trust of the Woad, Dwarves, and Men, she set herself alone, shut up in the ancient tower, driving away all those who still remained faithful and wanted to stay close to her, and in loneliness descended the steps towards the dungeons beneath the tower, never to be seen again. No one knows what happened to the beautiful Elven princess. Someone during the centuries that followed claimed to have seen her, on some dark night, standing atop the tower or on the shores of Willow Lake. Others told to have beheld eerie lights and whispering sounds from the lake, the island, and ultimately from inside the tower.

Those became the corpus of the legends told by the people of Willow Lake in the ages after the disappearance of Blàithnaid. As of now, the ruins of the tower of Dùn Tùr, the island, and the lake itself are considered cursed by the vast majority of people living in the village of Willow Lake and the surrounding lands and forest.

Following the disaster that destroyed the vale, relationships between the Elves, the Woads, and Men of the North changed a lot. The Woads disappeared to the forests south and began emerging from there more and more rarely - nowadays it is very difficult to see any of them among the other people. The Elves wanted to do the same, having grown disaffected. So they made a pact with the Men of the North, giving them the right to occupy the lands around the lake and the forest and call them their home; in exchange for their gift, they requested the Men to watch over the land.

They appointed Ælfwine, chief of the Men, with the title of Warden of the Vale, entrusting him with the task of watching over the Place of the Submerged Queen and warning in case the Darkness

should return. They gave him the Elven Medallion, which served as a key to access the Dùn Tùr tower in the middle of the lake. For this reason Ælfwine chose the hound as a heraldic animal of his house - ever watchful against enemies.

The title of Warden should have been passed from generation to generation among the chiefs of Men who had inhabited the valley. But, with the disappearance of the Elves in the forest, the short memory of Men quickly faded. The first Wardens still remembered the task of which they had been invested, but soon after a few generations the role of Warden of the Vale became nothing more than a hollow tradition. Still, the Darkmaster never attempted again to take over the vale of Willow Lake, and the people lived there in relative peace for centuries - and they still do. In more recent years, occasionally Dwarves from the Mountains and Halflings from the south came to live there alongside the descendants of those Men that helped the Elves and Woads against the Darkmaster.



Cast of Characters

Servants of Darkness

Crowspeaker Garmr

Level	MR	AT	DEF	TSR	WSR	HPs
3	17L	NA	25	35	15	35
Attacks			**CT**	**Rog**	**Adv**	**Lor**
+35 Wpn / Spells			NH	30	5	45

Fear Dearg, access to Illusions, Master of Animals and Mind Control Spell Lores up to the Third Weave. He wears a pair of magical boots, enchanted with a constant Wanderer's Stride Spell.

Garmr is an old and wrinkled Fear Dearg, a member of the Redcap "nobility" claiming to descend directly from the mythical Crimson King. He joined Mokurz's band only recently, just before they left the main force of the army. Mokurz didn't really like it, but Garmr came bearing orders from the high-ups, so the chieftain was forced to begrudgingly accept his presence.

Goals

Garmr's official role is that of an aide-de-camp, making sure the other Redcaps stay disciplined and using his magic to help handle the company's Wolves. His real mission, though, is securing powerful allies in the vale for his Master.

Unbeknown to all, he carries a foul Brood-Egg, taken from the dead husk of a Mother of Spiders. He keeps it in a locked iron chest inside his tent, cloaked in a Chameleon Spell he renews each day.

He intends to offer the Brood-Egg to the Woad Witches of the Wood if they pledge to serve his Master, knowing well that consuming it will turn one of them into a new Mother of Spiders.

If he succeeds

The Woad Witches will poison the river and spin their webs around the borders of Dryv Covert. Ultimately, one of them will take the egg, devour her sisters, and become a Mother of Spiders over the course of a few years, turning the Woods into her blighted domain.

Fear Dearg, access to Illusions, Master of Animals and Mind Control Spell Lores up to the Third Weave. He wears a pair of magical boots, enchanted with a constant Wanderer's Stride Spell.

Hakon

Level	MR	AT	DEF	TSR	WSR	HPs
5	15L	MEs	40	45	40	100
Attacks			**CT**	**Rog**	**Adv**	**Lor**
+100 Wpn / +60 Ran			NH	30	60	10

Human Marauding Warrior. Chief of Wulfric's mercenaries band. Ignores penalties for being Bruised. Wears chainmail and is armed with a dwergar-made Longsword (+10 bonus, already factored in his CMB) and a shield.

Hakon is the leader of Wulfric's mercenaries. He is a tall, muscular man in his late thirties, with a long rugged beard and a scar over his left eye.

Although Wulfric's mercenary band is composed mainly of violent men of questionable morality, Hakon is the only true servant of the Darkmaster among them, and the only one who knows something about the Thane's plans. He's aware that their Master is coming with a great army to invade the Nine Kingdoms, and knows that Wulfric is looking for "some sort of Elven trinket", but he doesn't really care much about the details of their plan.

He rules Wulfric's men with an iron fist, expecting unquestioning obedience and dealing harsh punishment to those who disappoint him. The other mercenaries aren't too happy with Wulfric's choice for their leader, but are too afraid of Hakon to speak up.

Goals

Wulfric promised Willow Lake to Hakon, and the mercenary captain already sees himself as the new local lord. He plans to open the gates and surrender the town to the Darkmaster's forces, but first he wants insurance that his men will be spared and he'll be put in charge of things here.

If he succeeds

The town will be spared, but under Hakon's rule its people will suffer as much as under any Orcish chief.



Mokurz the Vengeful

Level	MR	AT	DEF	TSR	WSR	HPs
6	15L	MEs	45	60	15	100
Attacks			**CT**	**Rog**	**Adv**	**Lor**
+110 Wpn / +75 Ran			NH	45	75	5

Dark Orc Warrior. Becomes enraged if he ever becomes Bruised, or fails a Save Roll. While enraged, he gains +10 to his melee CMB, cannot Parry, and becomes immune to fear and effects that would calm him.

As the hosts of the Darkmaster gather north of the Blue Mountains, preparing to descend on the Nine Kingdoms, Mokurz's warband was sent ahead as an advance force of the main army.

His orders are to recon the area, quickly crush any form of opposition, and avoid news of the coming invasion from spreading south too fast.

They're expected to encounter virtually no resistance, since the Darkmaster's agent in the area (Wulfric) should already have made all the preparations necessary to ensure their victory. This is also part of the reason why the warband is composed mainly of light, highly mobile troops.

Bloodthirsty and hotheaded, Mokurz likes to rush into battle even when the odds aren't exactly in his favor. He isn't stupid, though, and knows when to sound a retreat if his forces are on the losing side.

He particularly hates Dwarves, having lost two fingers in one of his first skirmishes against their Kin, and keeps several Dwarven beards tied to his belt as trophies. If there's one or more Dwarf characters among the heroes, Mokurz will most certainly concentrate his attacks on them, eager to expand his grim collection.

Goals

Mokurz sees this mission as an opportunity both to demonstrate his martial prowess and to grow his battle-hoard by pillaging the countryside before the other Orc chieftains can get here. He definitely doesn't want to share his war spoils with anyone else!

If he succeeds

Willow Lake will burn, its people will be enslaved, and the Darkmaster's army will soon establish the vale as a starting point for its invasion.

The Wolf Riders

Mokurz commands a force counting at least 20 Wolf-mounted Redcaps, 25 Redcap foot soldiers, and an elite guard of three Orc Soldiers. He also has his own personal mount, a highly trained Grey Vargr.

The warband will find a suitable place in the Woods to set up camp, but Mokurz will also send some warriors to watch over the paths leading out of the valley and intercept anyone trying to leave.

Wulfric, Thane of Willow Lake

Level	MR	AT	DEF	TSR	WSR	HPs
6	15L	LA	35	45	50	80
Attacks			**CT**	**Rog**	**Adv**	**Lor**
+90 Wpn / +80 Ran			CH	70	30	80

Human City Dabbler. Has a magical piece of reinforced Leather under his trench coat (negates any Move Actions or CMB penalties from armor). He carries a +10 arming sword and a silvered dagger (can attack with both at no penalties) and a short bow. He knows the following Spell Lores (use Lore bonus for Spell Casting Rolls) to 6th Weave: Illusions, Trickery, Sounds & Lights, and Dark Sorcery. He has 12 MPs

Wulfric is an athletic young man with magnetic eyes and a proud bearing. He's very sure of himself and obviously accustomed to giving orders.

He was seduced by the Darkmaster's promises of power years ago, and now he serves Him in secret. He's obsessed with the stories about Blàithnaid, and strongly believes that her tomb hides a powerful magical artifact, which he intends to retrieve. He tried to convince Eamon to help him in his task, promising to make him his right hand under the Darkmaster's rule in exchange. When the Warden refused and threatened to denounce his plans to the townspeople, he killed him and took his Medallion.

Wulfric is a very dangerous man. Ruthless and cunning, he's a moderately skilled fighter and was secretly trained in the ways of Dark Sorcery by his Master. He has the complete support of his men, who will blindly follow any of his orders.

When the campaign begins, Wulfric is quite frustrated, since he

finally got his hands on the Medallion that should open the way to the artifact he's seeking, but still hasn't found out how to use it. He feels closer than ever to his goal, yet victory still somehow eludes him.

He sees the PCs both as a nuisance and as a useful tool to keep the people of Willow Lake distracted while he finishes studying the Medallion.

He'll try to pass as a well-meaning but ultimately incompetent and powerless Thane. To keep everybody's attention focused on them, he'll put on a great show, begging them to help his town and naming them "the New Wardens of Willow Lake". At the same time, he'll feed them lies and false rumors, blaming the disappearances on the mysterious "Beast of Willow Lake" to make sure they stay well out of town until he's finished with his task.



Goals

Above all else, Wulfric wants to get his hands on Blàithnaid's Elvenstone. Retrieving it has become his obsession, and as the adventure progresses he'll take greater and greater risks to reach his goal.

If he succeeds

The Darkmaster will gain a powerful weapon, capable of overcoming most of the defenses the Free Kins may set up to stop His advance. No place in the Nine Kingdoms will be safe from His shadow.

Wulfric's Mercenaries

Level	MR	AT	DEF	TSR	WSR	HPs
3	15L	LAs	25	25	20	60
Attacks			**CT**	**Rog**	**Adv**	**Lor**
+70 Wpn / +55 Ran			NH	20	30	0

Human Mercenaries, wearing boiled leather armors and are armed with spears, shields and swords or handaxes. About half of them also carry short bows.

Wulfric brought a total of thirteen warriors with him. One of them, a man called Hakon (see above), serves the same Master he serves. The others are simple mercenaries they hired in some town up north.

They're utterly loyal to Wulfric, since the Thane treats them well and knows how to win people's hearts, but not very fond of Hakon. They're very afraid of him, though, and won't disobey him unless they suspect he's betraying Wulfric.

Inhabitants of Willow Lake

Archiebold Ravenlock

A very unlucky Halfling farmer. He stumbled upon a secret meeting between Wulfric and his men at the Hunter's Cabin while heading towards the Lake on a fishing trip. The Northmen murdered him, and dumped his body in the forest, near an ancient Cairn.

Betha and Ronan

A couple of elderly servants living in the Longhouse. They worked under the previous Thane, Adoryc the Second, and took care of the house after his death, so Wulfric decided to let them keep their job.

Betha's meat pies are famous in Willow Lake but have become a rarity lately, since feeding Wulfric and his men takes most of the poor old woman's time.

Quiet and reserved, they know a lot about the Longhouse and its history, including the presence of the hidden underground sanctuary (even if they've never been down there themselves). They take their job very seriously, though, and would never reveal its existence to strangers, unless they're certain it's for the greater good of Willow Lake and its people.

Goals

Bertha and Ronan like Wulfric but think he spends too much time studying in his chambers, and they can't stand Hakon and the other mercenaries. They'd like to see them gone and that Wulfric take a more active role in leading the town, as his predecessor did.



Eamon the Younger

Eamon was Willow Lake's last Warden, before the character's arrival. He was brutally murdered a couple of weeks ago by Wulfric, who wanted to get his hands on the Warden's Medallion. Willow Lake's residents believe he's been taken by whatever attacked their sheep recently. They searched the woods for clues about his whereabouts but never found him.

Eamon was a quiet man and, despite being very well-liked by the people of Willow Lake, had few close friends and no family left. No one knew the woods around Willow Lake like him, and many find disturbingly odd the fact that he disappeared without a trace.

Eileen the Herbwife

Level	MR	AT	DEF	TSR	WSR	HPs
2	12L	NA	10	10	25	30
	Attacks		**CT**	**Rog**	**Adv**	**Lor**
	+10 Wpn		NH	10	15	25

Human Weald Animist. 6 Magic Points. Knows the Healing and Master of Plants Spell Lores to the 2nd Weave (use Lore bonus for Spell Casting Rolls).

Eileen is a fierce-looking young woman, with short blonde hair and deep, green eyes. Her arms are covered by intricate, coiling tattoos, which she makes no effort to hide.

Eileen's mother was a local herbalist, but her father was a man from the Woad Woods. While she never knew her father, as she was raised alone by her mother in Willow Lake, she takes great pride in her Woad origins.

The adventurers will be pointed to her house, should they ever find themselves in need of healing herbs or any other kind of medical assistance.

Despite being quite beautiful, her mixed ancestry and independent spirit kept most of the local men away from her, and she never married. However, basically anyone at Willow Lake knows that Eileen and Eamon were lovers, though the two never made their relationship official.

Eileen may seem short-tempered, or even downright hostile from time to time, but is in truth kind-hearted, and will warm up quickly to the characters if she sees they're taking their job seriously.

She openly despises Wulfric, who she'll describe as an insufferable boor, and she'll accuse him of being partially responsible for Eamon's disappearance. If asked to elaborate, she'll tell the characters that Wulfric and Eamon had several arguments about the Warden's duties in the past, and that on one occasion the Thane even threatened to have him dismissed from his position. She believes that Wulfric overworked Eamon, forcing him to take unnecessary risks and ultimately leading him to his doom.

Goals

Eileen wants Wulfric to be blamed for Eamon's disappearance, even if she has no proof of the Thane's involvement.

She would also like to learn more about her Woad heritage and the customs of her father's people.

Mirabella "Bella" Ravenlock

A pudgy, dark-haired Halfling in her 40s, Bella is clearly very distressed by the disappearance of her husband, Archiebold. Pale and red eyed, she constantly clutches the big handkerchief she uses to dry her tears. After her initial moments of panic, she's managed to somehow pull herself together and she's trying to keep a calm demeanor.

She lives on a small farm, just outside town, but at the moment Niall lets her stay at his inn, at least "until this whole situation settles down" he says.

If asked about her husband, she'll be able to tell that he woke up very early to go fishing at the Lake, and never came back. She begs the characters to find her "Archie", or whatever has taken him.

Goals

Mirabella demands justice for her husband, Archiebold.



Nevynn the Wise

Level	MR	AT	DEF	TSR	WSR	HPs
5	15L	NA	0	25	55	45
	Attacks		**CT**	**Rog**	**Adv**	**Lor**
	+25 Wpn / Spells		NH	25	5	105

Human Noble Wizard. Access to Detections, Eldritch Visions, Eldritch Fire, Eldritch Wards, and Enchantment Spell Lores up to the 5th Weave; +70 Skill Bonus in each; 30 MPs.

Mornien's mentor has been studying the Willow Lake region for most of his life, fascinated by the secrets its ancient history seems to hold. He visited the town and the nearby woods on several occasions in the past years, and even bought an old tower as a residence there, though he never used it very much. Most of the people in Willow Lake think Nevyn is simply an old man from the big city who likes to visit the countryside from time to time. No one suspects that he's actually a wizard investigating the ancestral past of their vale. What recently brought him to town, however, were rumors of troubles brewing up in the northern woods. Voices about Orc and Redcap clans on the move, and of sightings of strange creatures at the edges of the Nine Kingdoms.

Once there, he found that much has changed since his last visit. A new Thane named Wulfric ruled over the town, staying in the great longhouse that was left abandoned after the last Thane died without heirs. This wasn't unusual per se, as the town, however remote, couldn't stay without a ruler for long, but Nevynn couldn't help but feel suspicious towards the man.

Speaking with his friend Eamon, he learned that Wulfric had brought with him a small company of mercenaries from the north, and that he asked a lot of questions about the role of the Warden and the past of Willow Lake.

In a short time he discovered Wulfric's real intentions, but before he could expose him or leave a message to warn his pupil, the Thane overpowered the wizard and locked him in a secret cell under his residence.

Nevynn is in a pretty bad shape. Wulfric tortured him to learn what he knew about the Elvenstone and his plans. When the old man refused to speak, he decided to let him rot in his cell without food for a few days.

Currently, Nevynn is Weary, Bruised, and suffers a -60 penalty to all actions due to the Crippling Lingering Injury he suffered.

Despite this, knowledge about Wulfric's plans and the Stone could prove critical to the PCs, should they rescue him.

Goals

Nevynn doesn't want the Stone to fall into the hands of the Darkmaster. He would like to either use it to save Willow Lake and halt the advance of the Darkmaster's army or, if that proves impossible, find a way to destroy it.

Niall the Innkeeper

The owner of the Dancing Trout Inn is a portly man with a thick beard and incredibly bushy eyebrows. Always in a hurry, he seems to have eyes everywhere and to know everything that happens both in his inn and around town.

He will gladly chat with the characters, and will often share with them news, rumors, and opinions, even when not solicited. Here's a list of the possible rumors the characters may learn from Niall (or any other Willow Lake inhabitant):

1. Padraig was Eamon's best friend, and often helped him patrol the woods. He has a pair of hunting dogs, Padraig. They look nasty, but are actually scared of their own shadow, or so I hear.
2. Last week a couple of weird fellows stopped by for a drink. Northerners, from the accent, I'd say. Never seen them before, but they seemed to know their way about town. There was something shady about them, but I can't really tell what it was. They didn't talk to anybody, just quaffed their ale and were off.
3. Padraig has always had a crush on Eileen, but he never made a move on her out of respect for his friend. Poor fellow, I think everyone in town but Eileen knows about it.
4. If you see some weird-looking stones in the forest, stay away from them. I don't know who placed them there, but they're cursed. A friend of my grandmother's uncle touched them on a dare once, and he died of dysentery that same year. Cursed, I tell you!
5. The title of Warden of Willow Lake has a very long history. I think it goes back to the first men who came here. You should

ask Thane Wulfric about it, he did a lot of research about the town's history.

6. You know about the beast in the Lake, right? My grandmother always told me stories about it. Back then they also made sacrifices to it, once a year or so. Not people, you fool, we're not savages! Just a lamb or something like that. Anyway, Eamon and that poor Halfling, they disappeared around the Lake, didn't they? I'm just saying, maybe, it's not a coincidence…
7. Thane Wulfric is a great man, I don't know what we would do without him around here. He's quite learned, you know? Last year the sawmill axle got stuck, and no one was able to do anything about it. We thought we'd have to replace the whole thing, which would have taken a lot of time and quite a bit of money. Then the Thane went in, and fixed it all by himself, just like that! I don't know how he did it!
8. Nevynn, you say? Oh, yeah I remember him well! An old fellow, very tall, long beard, right? He's been in town quite a few times in the past. I think he even bought the old tower, near the East Gate. Now that I think about it, the last time I saw him was about two weeks ago, just before Eamon disappeared.
9. Do you know the tale of the Woad Witches of the Woods? They say they were three beautiful witches of the Woad people, who made a deal with an Elven queen but then betrayed her, turning against her in the hour of need. So the Elven queen cursed them, turning them into great poisonous spiders and forcing them to hide forever in the depths of the woods. It's just an old tale, but maybe it's connected with all these disappearances, don't you think?
10. There's an ancient barrow down south. Some say it holds the treasure of a lord of old, but if I wouldn't go near it for all the gold in the world. That place gives me the creeps.

Goals

Niall wants things to get back to normal in Willow Lake, all this excitement is bad for business!

"One-Hand" Padraig

Level	MR	AT	DEF	TSR	WSR	HPs
1	15L	NA	10	10	20	45
Attacks			**CT**	**Rog**	**Adv**	**Lor**
+35 Wpn / +35 Ran			NH	30	30	0

Human Weald Rogue. Carries a dagger under his tunic, cannot use two-handed weapons.

A lean, red-haired man with a long moustache and a stump where his left hand should be, Padraig was Eamon's best friend. He often followed him around and helped him with some of his Warden's duties, like patrolling the woods, clearing the forest's paths, or delivering messages.

Padraig lost his left hand when he was very young, in a wood-cutting incident. On that occasion, Eamon saved his life, carrying him on his back to the nearest farm, where his wounds could be tended to. Since then, the two became inseparable friends.

Eamon's death left Padraig devastated. Since the Warden disappeared he's mostly been staying in his shack near the Old Sawmill with his dogs, Shadow and Lucky.

If asked about Eamon's disappearance, Padraig will say that he's the last man with whom the Warden spoke. That evening Eamon stopped by his cabin for a drink, but left very early, saying that he had something to check at the Lake. Padraig offered to help him, but Eamon insisted on going alone, saying that it was nothing to worry about.

Padraig never saw him again, but says that the same night he heard some weird noises in the woods just out of his cabin. Since then his dogs have been nervous, often barking at nothing and refusing to follow him into the forest.

The characters will find Padraig's knowledge of the woods very useful, if they manage to persuade him to follow them in their adventure. He isn't a fighter though, and won't be able to do much in combat. His dogs are terrified by the Troll's scent, and will be Very Hard (-30) to convince them to leave the safety of their owner's house.

Goals

Padraig wants to find out what happened to his friend and make a good impression on Eileen, though he would never dream of revealing his true feelings to her.

The Island of Mists

Blàithnaid, — the Flower-Crowned Queen —

Level	MR	AT	DEF	TSR	WSR	HPs
9	15L	NA	60	55	70	100
Attacks			**CT**	**Rog**	**Adv**	**Lor**
+100 Wpn / Spells			HH	60	40	100

Banshee, see Bestiary for special abilities. She knows the following Spell Lores up to the 9th Weave, and can cast Spells from them without spending MPs (use her Lore Skill for the Spell Casting Roll): Elven Lore, Spell Songs, Eldritch Hand, Illusions, Eldritch Tide.

Blàithnaid suffered countless losses in her long life. She saw the strength of her people fade over the centuries; their beautiful kingdoms reduced to a few, isolated cities scattered across the land. She's seen war and famine ravaging the realms, alliances broken, Kin turning upon Kin, and hallowed places corrupted by the foul touch of the Darkmaster.

In all this, she never gave up hope. Even when her mortal love was slain, and the armies of the Darkmaster besieged the walls of the tower, she stood up against them, using all her might to fight the coming shadow.

The tragedy of the Whispering Meadow, however, proved too much for her to bear. She had won the war, but the cost had been too high.

She quietly retired to her tower, leaving the world with its suffering behind. But despite her best intentions, she couldn't blind herself completely to what was happening around her. Even in her isolation she could perceive a baneful presence drawing near, one that she thought defeated long ago. She recognized the foul shadow of the Darkmaster and fell into despair.

Suddenly, all her sacrifices, all her suffering had been for naught. If the Darkmaster was coming back, the world was doomed, and she could do nothing to stop Him.

At the same time, she was too proud and stubborn to simply give up. She decided she would once again save her vale from the clutches of the Darkmaster, no matter the cost. She took her magical Stone and, summoning all her power and mastery of the Arcane arts, began a ritual to drag the entire vale into the Annwn for all eternity.

Blàithnaid is tall and incredibly beautiful but carries with her a sadness that makes her almost painful to look at. Once a proud warrior-queen, she's now a remorseful and pitiless Unseelie, cold fury burning in her eyes.

Goals

Blàithnaid wishes to exact revenge on the Darkmaster and His minions. She believes the world to be doomed and those who oppose the Darkmaster nothing but fools; and yet she wishes to spoil His victory as much as she can.

She cares nothing for the justness of her actions, or for whom she'll hurt with them. She only wants to see the Darkmaster suffer as much as possible.

If she succeeds

The entire vale surrounding Willow Lake will be dragged into the Annwn, leaving behind a huge rift that will slowly expand to claim more of the mortal world.

Drwnych

Level	MR	AT	DEF	TSR	WSR	HPs
20	-	ME	50	100	90	350
Attacks			**CT**	**Rog**	**Adv**	**Lor**
+150 LGr / +150 LTr			EB	75	120	90

Ancient Awakened Tree, Ænth special abilities

When their ritual brought ruin to the vale, the Woad Animists celebrating it were hit by a tremendous magical backlash. In a desperate attempt to save their lives, they bound their souls to the great trees that stood around them. Their bodies died that day, but their spirits lived on, coalesced in a single entity. A sentient mass of roots, bark, and branches with vaguely humanoid features called "Drwnych".

It survives to this day, watching over the island's wood and populating it with tiny spirits made with fragments of its own essence.

Drwnych cannot move about but can speak (albeit veeery slooowly) and sees anything happening in its grove. It's not normally aggressive (unless something threatens its grove, or the well-being of its Saplings), but, should the need arise, it can defend itself by crushing aggressors with its powerful branches.

The old tree often behaves a bit oddly. It mumbles to itself quite a lot and always refers to itself in the third person. It will suddenly change opinion on a subject without any apparent reason or will send out its Sapling on some urgent task, only to completely forget about it moments later.

On the other hand, it will always remember those who help it or take care of its Saplings.

If Drwynch learns that the PCs are looking for Blàithnaid, it will offer them a deal: it will give them a Silver Branch that will allow them to cross the darkness of the Rift and get into the Annwn safely, if they promise to bring the Stone of Annwn to it. The tree has no way to ensure the heroes will keep their word, so it'll offer the deal only if they seem reliable enough.

Goals

Drwnych seems to care only about its grove, unconcerned about the fate of the outside world. Even the ancient tree, however, longs for the Stone of Annwn. It knows the Stone has the power to free the souls of the Woad Animists trapped within it, granting them their well-deserved final rest.

Saplings

Level	MR	AT	DEF	TSR	WSR	HPs
3	15L	ME	20	20	15	30
	Attacks		**CT**	**Rog**	**Adv**	**Lor**
	+30 SGr		NB	35	20	5

Tiny Awakened Tree, reduce Piercing Critical Strikes received by one severity level, suffers double damage from Fire attacks.

To obviate its immobility, Drwnych creates Saplings, tiny entities similar to Awakened Trees the size of a toddler, sent around the island to scout or perform specific errands. They're made by infusing a living branch or root with part of Drwnych's own essence, which returns to the tree once the Sapling has completed its duty or is destroyed. No more than 24 Saplings can exist at any given time.

Sabeorht

Level	MR	AT	DEF	TSR	WSR	HPs
8	15F	NA	60	50	70	100
	Attacks		**CT**	**Rog**	**Adv**	**Lor**
	Special / +100 Wpn		HH	50	40	100

Undead, Specter special abilities and immunities, linked to Reaver, a +20 Elf-Slayer magic longsword.

Sabeorht was the general that led the Darkmaster's forces into the vale, a dark mage of great power and even greater malice. Tricked by the Elven queen's magic, he died long ago in the catastrophe that swept away both the Darkmaster's and the Elven armies.

Now his Specter haunts the Island of Mists, bound to the magic sword he carried in life, a fell blade named "Reaver".

His curse prevents him from leaving the place of his death on his own, but Sabeorht knows that he can circumvent this by possessing a living creature and having them carry his cursed sword for him.

He usually remains invisible but can also manifest as a dark-armored warrior, wearing an elaborate helm that conceals his features, and will use this form to interact with the heroes, should they choose to listen to his words.

Goals

Sabeorht deluded himself into thinking that his Master will bring him back to life, should he succeed in killing Blàithnaid and bringing Him the Stone of Annwn. He'll try to persuade the heroes (or any NPC he comes in contact with) that Blàithnaid is completely insane, and that only his sword can stop her. He'll then attempt to possess the first character that touches the sword and use them to carry out his plan.

If he succeeds

He'll have the possessed character bring Reaver into the Annwn, then he'll force them to use it to kill Blàithnaid and take the Stone.

Other Characters

Annis

Level	MR	AT	DEF	TSR	WSR	HPs
4	15L	NAs	40	25	20	70
Attacks			CT	Rog	Adv	Lor
+80 Wpn / +70 Ran			NH	25	40	15

Human Hill Warrior. Carries a superior quality spear (+5 bonus, already factored in her CMB), a handaxe and a shield.

Typical Hillman Warrior

Level	MR	AT	DEF	TSR	WSR	HPs
2	15L	NAs	25	10	10	50
Attacks			CT	Rog	Adv	Lor
+50 Wpn / +50 Ran			NH	15	15	0

Human Hill Warrior. Usually armed with swords, short spears, or javelins and carrying a shield.

The daughter of a hillman clan chief, Annis took over the leadership of the Bear Clan when her husband died some years ago. This stout, red-haired woman commands a great deal of respect among her people. None in the Hills can match her political acumen and, despite not being in her prime anymore, she can still teach a lesson or two to most of the hillfolk warriors.

Annis's people are currently involved in a blood feud with the Pike Clan, one of the other great families of the Hills.

The Bear Clan and the Pike Clan have fought one another for generations, but recently the woman succeeded where her predecessors always failed. She managed to put an end to the ancient enmity, forming an alliance with the Pike Clan.

To celebrate the peace and strengthen the bond between the two clans, her son Kendric was to marry Maeve, the daughter of the chief of the Pike Clan.

Unfortunately, the night before the marriage, a man of the Pike Clan was found murdered. Some of the Pike men screamed treason, and the hostilities between the two clans resumed, worse than ever.

Goals

Annis wants peace between her people and the Pike Clan. She worked hard for this alliance and doesn't want to see it thrown away, but she won't just stand and see her men murdered, either. She's ready to fight, but will do anything in her power to avoid bloodshed, if there's a chance.

Ivarr, Harald and Rolf

Level	MR	AT	DEF	TSR	WSR	HPs
4	16L	LAs	25	25	20	70
Attacks			CT	Rog	Adv	Lor
+70 Wpn / +50 Ran			NH	20	30	0

Human weald bandits. Weapon melee attacks are Clubs & Knives; Ranged attacks are Short Bow (Harald only). Read description for more information

Three mercenaries from the north, who came to bring a message to Wulfric from his Master. They're coarse, mean-spirited men, who respect only violence and gold. Ivarr, their chief, likes to picture himself as a brilliant strategist but is in truth far less clever than he thinks. Harald, a big, burly man, is a heavy drinker and a decently skilled hunter. Rolf talks a lot but only speaks the harsh dialect of their tribe, which makes him basically unintelligible by anyone save his companions. Characters listening to him can make a Challenging (-10) Cultures Roll to get the general gist of what he's saying, learning that he's worried about "the ugly ones" they met while travelling in the mountains.

They all wear very worn-out studded leather armor, covered by stained woolen tunics, and carry reinforced clubs and hunting knives. Ivarr also has a battered shield and a few silver coins in a small leather pouch. Harald always carries a short hunting bow and some arrows with him.

They don't know much about what's going on. If forced or persuaded to talk, they'll tell that they were paid to bring a letter here (they cannot read, so they have no idea about what was written in the message), with instructions on where and when to deliver it.

They met with Wulfric once to deliver the letter, but they don't know his name, and haven't seen his face clearly, since it was night.

Unfortunately, a Halfling interrupted their meeting, and Wulfric ordered them to kill him and dispose of his body. They've been promised more silver and are trying to lay low, awaiting further instructions.

Goals

Ivarr is starting to think that coming south wasn't such a great idea after all. He'd like to find an excuse to get back north without having to admit he was wrong in the first place.

Morcant the Old Troll

Level	MR	AT	DEF	TSR	WSR	HPs
6	10L	LA	10	85	20	150
Attacks			**CT**	**Rog**	**Adv**	**Lor**
+110 LCl / +100 Wpn			HH	60	70	0

Old Forest Troll Strider. Has a crippled leg (reduced land speed). +100 Wpn is a huge club (counts as a quarterstaff but max attack cap is 150). Has slightly better Rog and Adv Skills than a standard Troll. Immune to Stun from non magical attacks.

Morcant is a very old Stone Troll, with an extremely large, runny nose, and long moss-like hair covering most of his body. He came here from the mountains, in an attempt to escape the Darkmaster's hordes invasion of his homeland.

He's relatively bright for a Troll, but he's also quite a coward. He knows that members of the smaller Kins arm themselves with "nasty pointy metal things" and prefers to avoid fighting them, unless absolutely necessary or unless he's sure to win.

If cornered or attacked in his lair, Morcant will defend himself but will ask his attackers what wrong he did to them, hoping to confuse and throw them off guard.

If the characters accuse him of the recent disappearances, he'll claim to have nothing to do with them. He'll admit to have snatched a few sheep from the nearby farms (claiming that he didn't know that he wasn't supposed to), but he'll say that he never harmed anyone. "Morcant knows" he'll say "that tiny people send big heroes if he hurts them, so Morcant never hurts tiny people".

If reduced to his Bruised Value, or badly injured, the Troll will try to surrender, even offering the heroes part of his treasure in exchange for his life. He'll start with what is in his treasury, and only in the most dire of circumstances will part with his precious Elven pendant.

Anyway, given the chance, Morcant will try to escape as soon as possible. His favorite tricks are feigning to be wounded more severely than he actually is and tricking the characters into entering his Treasury, only to close the door behind them and flee, leaving them there.

Morcant's has a companion animal - an older female Wolf named Lefty. She is very loyal to Morcant and will fight to the death if commanded to do so. Although generally Morcant will try to avoid fighting to death himself, he will eventually leave Lefty to fight in his place while he tries to flee, if forced to!

Goals

Morcant mostly just wants to be left alone. He'd like to find a place where he can get plenty to eat without being hunted down or having to fight too much for it.

The Woad Witches of the Wood

Level	MR	AT	DEF	TSR	WSR	HPs
8	15L	NA	50	55	45	100
Attacks			**CT**	**Rog**	**Adv**	**Lor**
+100 HSt / +90 LPi			HB	70	60	30

Great Spiders. Poison: Creatures who suffer a Critical Strike from the Stinger attack of a Giant Spider must pass a TSR or become Held for 1d10 minutes. If they fail a SR against another dose of the same poison before its effects wear off, they'll be completely paralyzed, becoming Incapacitated for 2d10 minutes. Web: If one of them moves less than half its movement in a round, it can place a 3m radius web behind itself as a Free Action. The web counts as Arduous terrain for anyone but spiders. Non-spider creatures entering a web must pass a Challenging (-10) Athletics roll or become Held until the web is destroyed or they spend a Full Action and pass a Challenging (-10) Athletics roll to free themselves.

The so-called "Woad Witches" are in fact a trio of Giant Spiders who managed to escape the devastation caused by Blàithnaid's ritual and made their lair in the woods near Willow Lake. During the course of the centuries they spread lies and false rumors to

conceal their true nature, and became fat and bloated hiding in their small domain.

They're spiteful, deviously cunning creatures, who like to toy with their prey before finishing it. They know that drawing too much attention would probably bring Elven hunters from Dryv Covert upon them, so until now they've tried to keep a low profile.

If the characters enter their domain in the woods, the three will remain hidden at first, spying on them and trying to guess their intentions. Lone and lightly armed characters are likely to be seen as an easy prey and will be attacked, captured, and brought into their lair to be eaten. Large parties and well-armed travellers, on the other hand, will be treated with caution.

The Witches speak the Woad language fairly well and know a few words in Elven, too. If they choose to interact with the characters, they'll try to avoid being seen, posing as woodland spirits to gain their trust.

Goals

Each of the three spiders wants to grow bigger and stronger than their sisters. They live together and bear each other's presence out of necessity, but in truth each of them would love to get rid of her sisters and become the sole and only mistress of these woods.

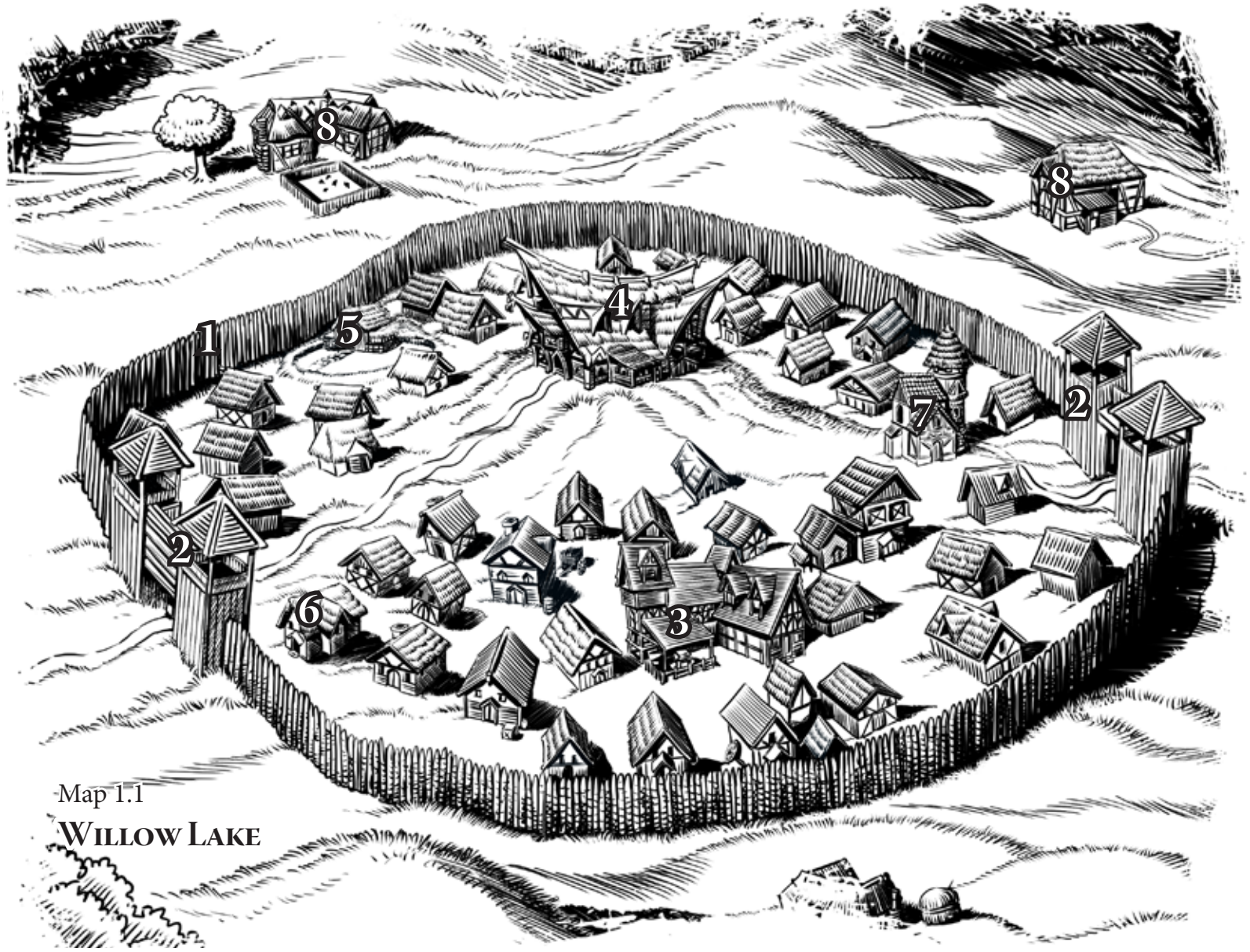
In the first part of this campaign, they'll also want Morcant gone. They see the Troll as a poacher, trespassing in their woods and stealing their prey without asking for their permission, but they are too afraid to directly confront him. They'll gladly direct the characters towards him, should they get the chance. They don't know the exact location of his lair, but they are aware that it's in the northern part of the woods.



The Land

Willow Lake Layout

1. **Walls**: A sturdy wooden palisade about 4 meters high, backed by lower, thick earthen walls.
2. **Town Gates**: Access to town is gained by one of these two heavy wooden gates, one at the east side, the other facing west. They're closed from sundown until morning, and guarded by a man from the local militia during the day.
3. **Dancing Trout Inn**: A large two-storey building with a small stable attached. Meals are served in the large hall on the first floor, which is used as a common sleeping room for the night. The upper floor is normally used by the innkeeper and his family as living quarters, but ***Niall*** can free a couple of rooms for wealthier patrons, should the need arise.
4. **Wulfric's Longhouse**: Erected on the top of the small hill around which the town was built, the Thane's house is easily the most imposing structure of Willow Lake. See Layout of Wulfric's Longhouse below for a description of its contents.
5. **Eileen's House**: The herbalist's house can be recognized by its green painted shutters, and by the small well-tended garden on the backside. Most of the time, ***Eileen*** can be found here, either tending her garden or brewing some herbal remedy.
6. **Warden's House**: Eamon lived in a simple house near the western gate of the town. The house is now obviously empty, but the characters can find it very easily by asking around. Any villager will also tell them that the house has already been searched unsuccessfully by Wulfric and his men for clues about the Warden's whereabouts (he was in truth look-



Map 1.1
Willow Lake

ing for clues about how to use his newly acquired Warden Medallion, but the townsfolk were easily convinced of his good intentions). If the PCs decide to investigate the house anyway, they'll find that the Thane has been very thorough in his search, and that the house interior has been basically turned upside down. Oddly enough, a ***lone pigeon***, apparently flown in from a tiny opening on the roof, rests quietly on one of the ceiling beams. Tied to one of its legs there's a ***small piece of parchment*** with the following message: "It's as we feared. Don't go. Wait for me. N." Mornien and Gandrell will immediately recognize Nevynn's handwriting, but in town no one remembers seeing the odd old man and the Warden ever exchanging more than a few words.

7. **Nevynn's Tower**: Initially used as a watchtower, this three-storey building was abandoned decades ago and fell in disrepair. Nevynn bought it some years ago, remodeling it to use it as a base for his journeys in the Willow Lake area. No one's home when the PCs arrive. The door is locked, Very Hard (-30) to pick, and all the shutters closed. There isn't much of interest in the first two floors of the tower, but ***the door to Nevynn's personal study*** on the third floor has been ***sealed with a 5th Weave Spell*** by the old mage. The door can be broken down but cannot otherwise be opened without using the proper key or without dispelling the Spell first. It will ***automatically open*** for Mornien and Gandrell (or other PCs sharing a similar bond with Nevynn).

   Climbing the tower walls and entering from the windows is possible, but will be frowned upon by the local residents, who'll try to stop the characters, unless they come up with a really good reason for breaking into an old man's house. Inside the study the PCs will find several maps of the Willow Lake area spread upon a large wooden table, and a small desk with ink and paper near the window. The desk has ***a concealed compartment***, Very Hard (-30) to find, hiding a small iron chest of golden coins (counts as a TV2 treasure). There are also ***a few books*** placed on a shelf on the wall (see the table [5.1]; each book takes 2d10 hours to be read).

8. **Farms**: Most of Willow Lake's inhabitants are loggers or lumbermen, but there are a few farms surrounding the town. Many of them have recently been the target of Morcant's attacks and lost at least a few sheep to the Troll. The farmers will be more than happy to show the characters the damage done to their barns and point them the ***tracks left by the Troll*** (see the Tracking Morcant section below). Some may also give them vague descriptions of the hulking figure that attacked their animals. However, since it was night, no one managed to see the sheep thief clearly, so each farmer will describe him slightly differently from the others.

Nevynn's Tower Library Table

Title	Language	Contents
Isignia of the Nine Kingdoms, part IV	High Mannish	Describes the coats of arms and isignia of the various noble houses of the Nine Kingdom. Grants a +10 bonus to heraldry-related Songs & Tales Rolls.
Canticle of the Flower Crowned Queen	Elvish	Tells the tale of Blàithnaid, up to right before the arrival of the Darkmaster's armies.
The Warden's Doom	Common Mannish	Tells how Ælfwine, first Thane of Willow Lake, was betrayed and murdered by his envious cousin but finally avenged by his sons. Contains directions to the Ruined Burial Mound southeast of Willow Lake.
The Tower in the Reeds	Star Elvish	A long poem, telling the story of a beautiful lady, trapped in a tower beneath a lake by the curse of a shunned lover.

[6.1]

Layout of Wulfric's Longhouse

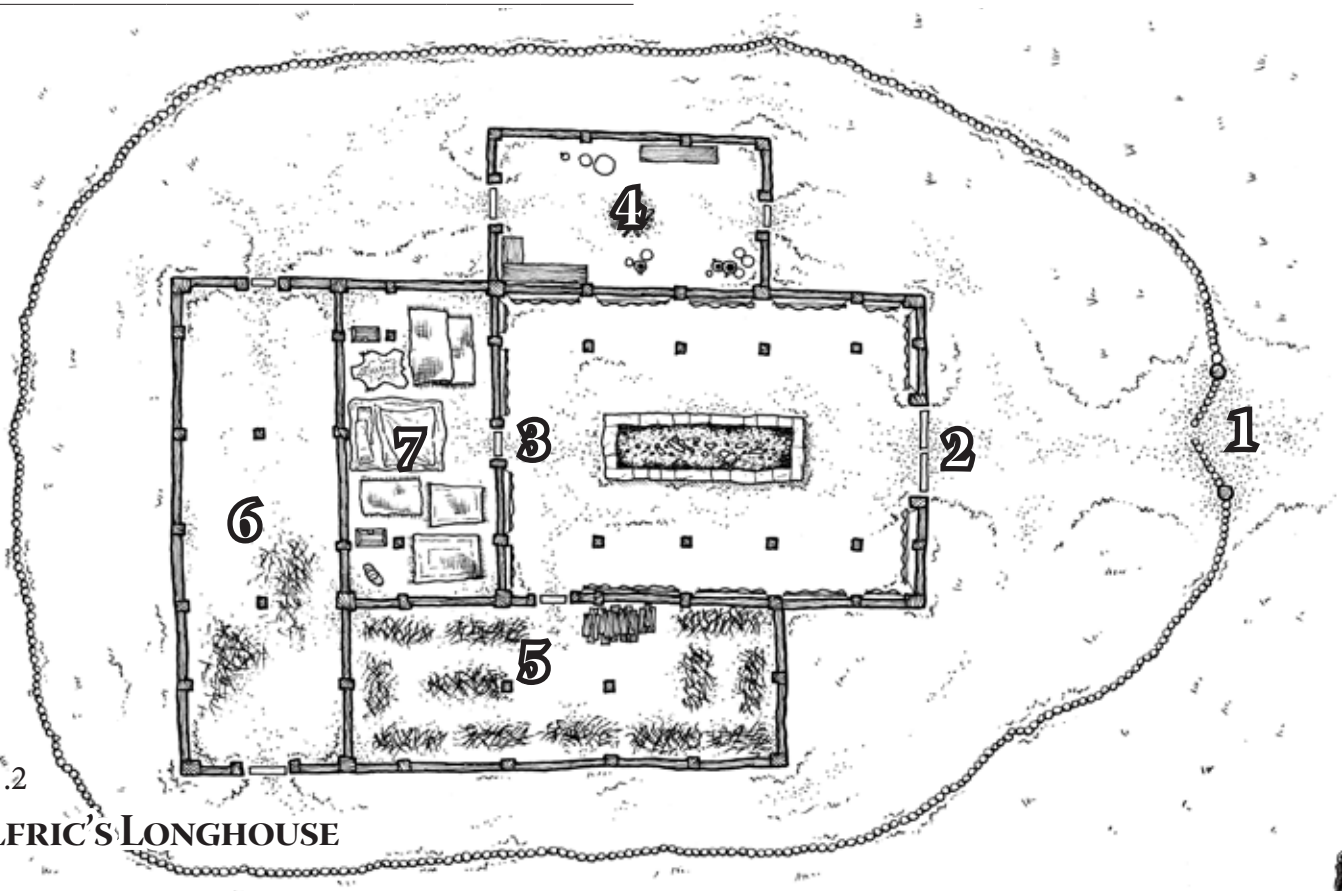
1. **Wooden Palisade**: A sturdy wooden stockade, about 1.5 meters high. It has a single entrance, guarded day and night by Wulfric's men.
2. **Courtyard**: Most of the ***mercenaries*** will be found here during the day, spending their free time sparring and wrestling among themselves, playing dice, drinking, or harassing Betha and Ronan.

Wulfric's Mercenaries

Level	MR	AT	DEF	TSR	WSR	HPs
3	15L	LAs	25	25	20	60
Attacks			**CT**	**Rog**	**Adv**	**Lor**
+70 Wpn / +55 Ran			NH	20	30	0

Human Mercenaries, wearing boiled leather armors and are armed with spears, shields and swords or handaxes. About half of them also carry short bows.

3. **Great Hall**: The Great Hall interior is decorated with ***large tapestries***, bearing the Thane's insignia (a rampant hound) and depicting his ancestors' deeds. A character examining these tapestries may make a Challenging (-10) Songs & Tales Roll to learn that Willow Lake's founding fathers were friends of the Elves, and that the first Thane was also the first Warden. Normally, only very important guests are received here, but once a month the Thane uses the Hall to administer his justice and grants audience to the populace, listening to the townspeople's pleas and petitions.
4. **Kitchens**: A cluttered room serving both as kitchen and as sleeping quarters for the two old servants living here, ***Betha and Ronan***.
5. **Barracks**: An old storeroom Wulfric had recently cleaned up to make room for his men. There are no windows, so the air is a bit stale here. A dozen straw mattresses are scattered on the floor, and there's a huge stack of wood piled up against the wall opposite the front door.



Map 1.2
Wulfric's Longhouse

6. **Stables**: The stables currently hold only Wulfric's horse (a piebald palfrey) and a cranky old mule Ronan sometimes uses to go shopping in town.

7. **Wulfric's Chamber**: Wulfric's living quarters are ***always guarded*** by at least two of his most loyal men. No one, apart from the Thane's personal servants, is ever allowed in here. Characters trying to break in will be immediately detained by guards. Access to Wulfric's personal chamber is gained through a ***heavy oaken door***, which is always kept locked -picking the lock is a Heroic (-50) task- when he's not inside.

   Inside, the characters will find a very sumptuous bed, two large chests (one sporting a heavy lock), and a stand with an old ceremonial suit of mail armor. Hanging on the wall in front of the bed, there's an ancient-looking spear and a round shield, painted with the hound insignia.

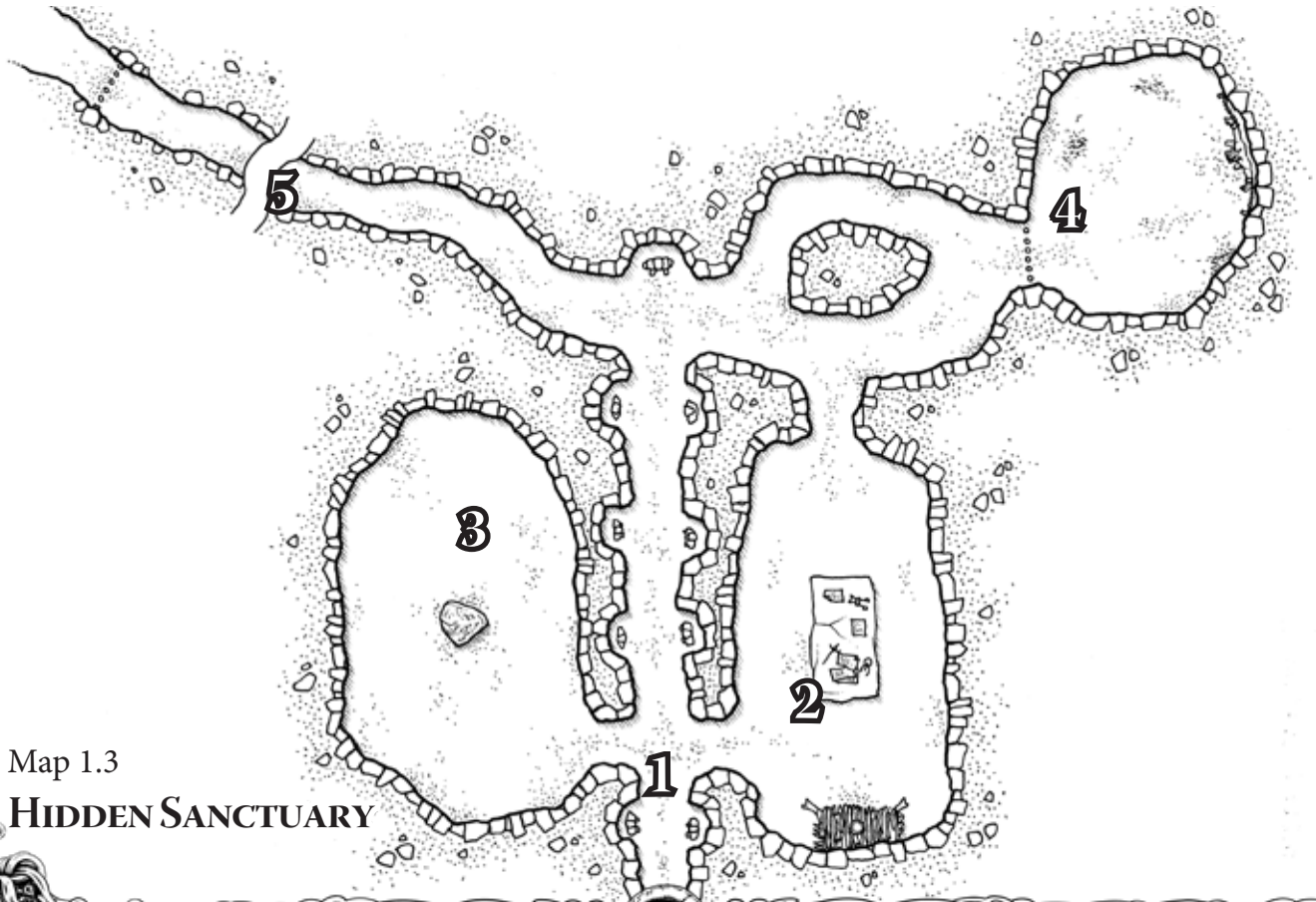
   The floor is covered by rugs, concealing the ***hidden trapdoor*** that leads to the Hidden Sanctuary below, making it Very Hard (-30) to spot. If the rugs are removed, finding the hidden trapdoor becomes a Standard (+0) Roll.

   Note that the trapdoor cannot be closed from the inside, so if Wulfric is in the Hidden Sanctuary (or has already escaped), the passage will be open and quite evident for anyone to see. The locked chest is Hard (-20) to open and contains the silver Wulfric uses to pay the mercenaries (TV3); the other is full with the Thane's clothes and personal belongings.

   Heroes examining the items hung on ***the wall*** will notice that the wall near the hooks sustaining the spear ***is scratched***, as if by frequent manipulation. ***Pulling the hooks*** will activate the mechanism that ***opens the passage*** leading to the Hidden Sanctuary.

Layout of the Hidden Sanctuary

1. **Passageway**: A dark and damp tunnel, barely wide enough for a grown man to walk in. Small niches carved on both sides of the corridor hold a series of crude ***stone sculptures***. Characters passing a Challenging (-10) Cultures Roll will understand they represent the past Wardens of Willow Lake.



Map 1.3
Hidden Sanctuary

2. **Wulfric's Secret Study**: Its original purpose lost to time, this room has been claimed by Wulfric as his personal study. Eldritch glyphs have been painted on the walls and floor. ***An obscene altar*** to the Darkmaster, made of animal and human bones, has been erected against the western wall. Upon it there's a ***tarnished silver bowl***, covered in grotesque symbols and filled with a dark liquid. A Standard (+0) Arcana Roll reveals that it has been used for some sort of divination ritual. Several bizarre implements and ***scrolls*** covered in scrawled notes are scattered on a great stone table in the center of the room, next to a ***leather-bound tome*** titled "The Stone of Annwn." The notes cover Wulfric's various attempts to unlock the secret of the Warden's Medallion, while the book is a monograph on the ancient artifact in the Mannish tongue (the GM should quickly summarize its story and presumed powers to the characters reading it). Inside the book, acting as an improvised bookmark, there's a ***letter in Dark Speech*** reading: "The time is near. Soon you'll be reached by the first servants of our Master. I'll be right behind them, with the rest of our forces. Have the Stone ready for my arrival. Don't fail me."

3. **Shrine of the Wardens**: Centuries ago, the Wardens used to take their oath in this hidden shrine. The ***ancient runestone*** upon which they swore still stands in the middle of the room, bearing the following inscription in Mannish, Elvish, and Dwarvish: "I swear to keep watch over the Whispering Meadow. Over the Tower and over the Gate. Over the living and the dead. Until the Queen returns, until our watch ends." Characters reading this aloud ***with a true heart*** will feel their spirits lifted and their strengths renewed. They'll gain one Drive Point and hear a warm, powerful voice saying: "Steel yourself, brave Warden; your greatest trial lies ahead. Find your light at the elf-friend rest."

4. **Nevynn's Cell**: A set of iron manacles are set into a wall of this foul-smelling chamber. A half-unconscious ***old man*** dangles from them, his mouth gagged by a strap of leather, his body covered with wounds. Heroes familiar with him will immediately recognize the man as ***Nevynn***. Nevynn will obviously be very grateful to his saviors, but as soon as he comes to his senses he'll warn them that Wulfric is working on a nefarious plot that could spell the end of Willow Lake, and perhaps of all the Nine Kingdoms. He'll also answer some of the questions the PCs may have, but keep in mind that the old wizard is exhausted and severely wounded. He currently doesn't have the strength to sustain a prolonged conversation with the heroes. Here are some examples of answers Nevynn may give if the PCs question him.

- What happened to you?

  I uncovered what Wulfric was planning, but I've underestimated the extent of his powers… and of his corruption. I was seized before I could warn anyone, and Wulfric has been torturing me since then.

- What is Wulfric planning?

  He seeks the Elvenstone of Annwn, and intends to deliver it to the Darkmaster! This cannot be, he must be stopped at all costs!

- What's the Elvenstone of Annwn?

  It's… a very ancient and powerful artifact. I can only imagine what the Darkmaster could do, should he seize the Stone for Himself.

- Where is it?

  They say it's hidden in the Isle of Mists, in the middle of Willow Lake, but it's protected by powerful spells. No one can reach it without the proper key.

- Why did Wulfric tortured you?

  He wanted to learn what I know about the Stone. I think he has found the key but still hasn't figured out how to use it. He hoped I could solve his riddle for him.

- Where is he now?

  I don't know for sure, but I think he's gone to a circle of standing stones, on the hills beyond the river. An old place of power. He was suddenly very scared by something, and I've heard him prepare for an arcane ritual of some sort. I think he intends to summon an ancient spirit to get the answer to his dilemma.

5. **Secret Exit**: This long, winding tunnel leads to a concealed exit outside town, near the edge of the forest. A few meters before the end of the tunnel, the way is blocked by an ancient ***iron portcullis***, which can be opened with a ***lever*** hidden on the nearby wall, Challenging (-10) to find.

Layout of the Woods

1. **Old Sawmill**: Everyone in town can give the characters directions to the Sawmill, but this large building can hardly be missed. Logs from the surrounding area are dragged here, where they are cut and prepared to be sent down the river. During the day, the old Sawmill is bustling with the activity of the men working here. At night, the characters will find only Padraig, sleeping in the attached cabin and watching over the facility with his dogs.

2. **Hunter's Cabin**: A simple wooden shack, originally built by the previous Thane as a base for his hunting trips. Even if it's slightly run-down, it's clear that someone has been living here recently. In fact, three Northmen mercenaries (Ivarr, Harald, and Rolf) are hiding here at the moment, spending most of the day drinking and quarreling among themselves.

   The first time the PCs arrive here, unless they've already met the three mercenaries somewhere else, the GM should ***roll percentile dice***: on a roll of 60 or less the Northmen are home; a roll of 61 to 90 indicates that one of them is missing (probably out hunting or fishing); and a roll of 91 or more means that no one's at home at the moment, but the three will return in 2d10 minutes, carrying a freshly killed roe deer. Harald set some ***simple traps*** all around the cabin: tripwires connected to rudimental alarms. Characters approaching the building carelessly will surely trigger one of them, attracting the attention of whoever is in the cabin at the moment. Those advancing with more caution can make a Standard (+0) Perception Roll to spot the tripwires.
   Besides the Northmen's meager possessions, the cabin holds little of interest, but desperate characters rummaging through it will be able to scrounge an old hunting trap and a healer's kit, hidden inside a bench.

3. **The Lake**: The lake from which the nearby town took its name covers an area of about one square kilometer. Its waters are clear and apparently calm, but the locals will warn that ***swimming in it can be dangerous***, due to strong undercurrents. Boats are also known to capsize unexpectedly and run into hidden obstacles in these waters, so they'll advise against sailing, too.
   Characters will find several confused tracks on the western and southwestern shores, and at least some of them seem to belong to a large creature, like the one who attacked the farms (see the Tracking Morcant section below).
   A thick, swirling mist rises from the lake after sundown. Characters staying here at night will see strange, flickering lights dancing in the fog, ever out of reach. People from Willow Lake call them "Fairy Lights", since according to a local legend they mark the site of an ancient battle fought by the Fair Folk. They appear almost every night, and are spooky but harmless. Unless one is such a fool as to try to catch them, that is.

4. **Island of the Mists**: The small tree-filled island in the middle of the Lake is called "Island of the Mists" by the locals, because its shores are often enshrouded in a low-hanging fog. Legends say that a fair maiden dressed in white can be seen walking among the trees during moonless nights, looking for her lover. The young women of Willow Lake toss small flower garlands in the lake before marrying, asking for the blessing of the Lady of the Island. See the third part of this campaign (The Island of Mists) for an in-depth description of this location.

5. **Cairn Glade**: A moss-covered cairn stands in the middle of this isolated glade since time immemorial. Locals avoid it, and will advise the PCs to stay away from the place, believing the cairn to be cursed and haunted by evil spirits. A murder of ***Gorcrows*** -huge, malicious ravens- nests here. They don't like intruders and will caw threateningly from their trees at trespassers. They'll even attack lone travellers who enter the glade, but rarely risk doing so against numerous parties or well-armed individuals.

   To the Gorcrows' delight, the Northmen chose this spot to dispose of ***Archiebold's body***. The poor Halfling's corpse has been savagely pecked by the evil birds, but it's still recogniz-

Gorcrows

Level	MR	AT	DEF	TSR	WSR	HPs
1	21F/3L	NA	50	0	0	15
	Attacks		**CT**	**Rog**	**Adv**	**Lor**
	+25 SmBe		NB	40	20	0


Map 1.4
Willow Lake and Surrondings
6
4
8
3
to the
Dryv Covert
(Elven Forest)
2
10
12
11
13
5
1
Willow Lake
9
7
to the
Woad Territories
to the
Southern Kingdoms

able by the small silver locket, with a painting of his wife, kept in the pocket of his bright yellow jacket.
Characters searching the glade for clues can make a Hard (-20) Hunting Roll to find a human-sized ***set of tracks,*** leading from here to the Hunter's Cabin.

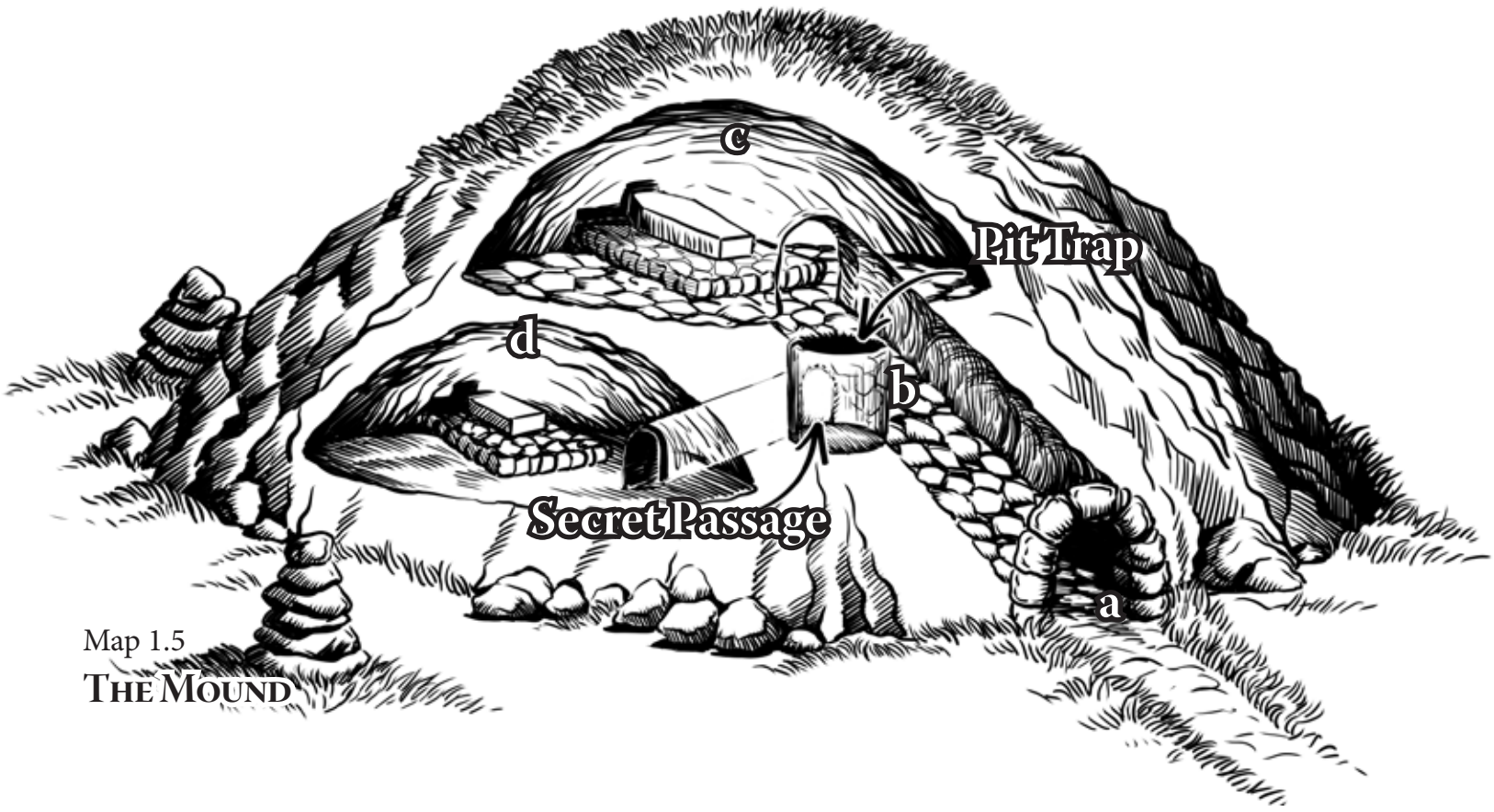
6. **Dwarven Ruins**: The crumbled half of a large stone arch is all that remains of the ancient gate that stood here. Characters can make a Standard (+0) Songs & Tales Roll to recognize these ruins as an old Dwarven border gate, destroyed long ago, during the last war against the Darkmaster (Dwarves need no Roll to identify the ruins, and will recognize this landmark immediately). Those examining the gate will notice large ***claw marks*** on the western side of the ruined stone arch. They were left by Morcant when he arrived in the Willow Lake region. Characters who lost the Troll's tracks can use them as a new starting point for their search.

7. **Ruined Burial Mound**: Easily mistaken for a low hill from a distance, the real nature of these overgrown ruins becomes more clear as one approaches them. The air here is damp and chilly, and strange shadows seem to loom over the area even in the brightest of days.

a. *Entrance*: Usually the mound is sealed by a thick ***stone door,*** Extremely Hard (-40) to open from the outside. However, from time to time, the evil spirits haunting it leave the door open, to lure curious and unwary travellers to their trap.

b. *Low Passage*: A stone-walled passage with a ***very low ceiling*** that'll force character higher than 160 cm to lower their heads to proceed. About halfway down there is ***a pit*** in the floor, about 3 meters long and 2 meters deep. Characters investigating the pit's bottom will notice that the ***stone slabs*** covering its walls are engraved with ***time-worn incisions***, each in the shape of a different animal: a lion to the north; a fish to the east; a hound to the south; and a bear to the west. Hidden behind the slab bearing the sign of the hound there's a ***hidden passage***, leading to the True Burial chamber.
The pit is uncovered, so it will be quite difficult for the characters to fall in it, unless they're particularly careless, or desperately fleeing from a pack of ravenous ghouls.

c. *Fake Burial*: A large round chamber with a vaulted ceiling. Several funerary recesses open on its stone walls, and a ***stone sarcophagus*** lies in the middle of the room.



Map 1.5
The Mound

Ghoul

Level	MR	AT	DEF	TSR	WSR	HPs
4	17L	NA	35	40	10	60
	Attacks		**CT**	**Rog**	**Adv**	**Lor**
	+80 MeCl		NH	40	30	0

A glint of silver sparkles from the sarcophagus's half-opened lid. ***Five ghouls*** lurk here; they remain hidden in the recesses until someone goes near the sarcophagus, then strike, trying to cut off their victims' only escape route. The sarcophagus appears to be holding a veritable silvery hoard, but in truth contains only worthless trash, covered by a ***powerful illusion***. Moreover, the first character (and only the first) looking inside it will have to make a **WSR** against an Attack Level 3, or suffer the effects of the Daze Spell (from the Mind Control Spell Lore). The light of the day will dispel the illusion on the sarcophagus's contents, revealing their true nature.

d. *True Burial*: Buried in this chamber are the ***remains of Ælfwine***, first Thane and first Warden of Willow Lake. The skeleton of the man, wearing an ancient bronze breastplate, lies inside a niche on the southernmost wall. Above it, written in Elvish runes are his name and titles (Elves will be able to read the inscription without problems, while other characters can make a Standard (+0) Cultures Roll to understand its meaning). His hands are crossed upon his chest, wielding a rusted bronze sword, and he wears a beautifully crafted ***silver bracelet***, shaped in the guise of a hound biting his tail (a gift from the Elves, permits wearer to cast Magic Shield, from the Eldritch Hand Spell Lore once a day without spending **MP**s or making a Spell Casting Roll). More importantly, around his neck is the ***true Warden's Medallion*** (of which the one currently in Wulfric's possession is but a copy). The significance of this item may escape the characters right now, but it will become clear later, as they progress in the adventure. Characters entering this tomb for ***selfish reasons*** (such as greed and lust for treasure) will be filled by an overwhelming ***sense of dread***. They must pass a **WSR** against an Attack Level 8 attack or be forced to flee and be unable to come back until they've gained at least a Level of experience.

8. **Troll's Lair**: This is the spot chosen by Morcant to hide his lair (see Layout of Morcant's Lair below).

9. **Tainted Trees**: The air hangs heavy among the twisted branches of the trees in this area. The vegetation here is very thick, but has a sickly grayish colour, as if stricken by some kind of blight. Several narrow paths wind among the ivy-strangled trees, leading the traveller toward the deepest, darkest heart of the woods. These are the hunting grounds of three very old Giant Spiders, known to the locals as the ***Woad Witches of the Wood***, who have plagued this part of the woods for centuries. Inside their nest, on the top of the dessicated remains of their countless victims, there's an ancient ***clay female figurine***, about 10 cm tall, that acts as a +2 **MP**s Focus (increasing the total **MP**s of its bearer by 2) for Animists only.

Layout of the Hills

10. **Ford**: This is the only point in which the river flowing from Willow Lake can be ***traversed on foot***, without using a boat or some other vessel. During the second part of this campaign, a ***lone Gorcrow*** watches over the ford, perched upon a nearby tree. It has been sent by Garmr to spy on whoever tries to leave the vale. If it spots the PCs, it will try to fly back to the Fear Dearg to warn him. Should it succeed, Garmr will send a small band of wolfriders to hunt the heroes down.

11. **Annis's Farmstead**: A low stone building with a thatched roof, surrounded by a shallow ditch and a palisade. Annis's is one of the many ***fortified farmsteads*** scattered throughout the Hills. The inhabitants are currently preparing for war (see NPC section for details), so armed parties of travelers passing nearby will be viewed with suspicion, and are likely to be ***stopped and questioned***.

12. **Ruined Wedding**: This pleasant spot, right on the border between the Bear Clan and the Pike Clan territories, was chosen to celebrate the wedding of Maeve and Kendric (see Annis's entry in NPC section). A few barrels of ale still lie here, among

the trampled circle of flowers and the other wedding decorations. ***Five men*** from the Pike Clan watch the place from a safe distance, ready to spring if someone approaches it. Characters examining the scene closely can make a Very Hard (-30) Hunting Roll to spot ***a trail*** leading to the hideout of the ***true culprits*** of the murder that happened on the wedding eve: two stray ***Redcap wolfriders***. The two were spotted by a man as he left the wedding site to relieve himself, and killed him before he could raise the alarm. One of them has a ***silver torc*** he stole from their victim before fleeing.

Typical Hillman Warrior

Level	MR	AT	DEF	TSR	WSR	HPs
2	15L	NAs	25	10	10	50
	Attacks		**CT**	**Rog**	**Adv**	**Lor**
	+50 Wpn / +50 Ran		NH	15	15	0

Human Hill Warrior. Usually armed with swords, short spears, or javelins and carrying a shield.

Wolf

Level	MR	AT	DEF	TSR	WSR	HPs
3	40L	NA	30	15	5	110
	Attacks		**CT**	**Rog**	**Adv**	**Lor**
	+70 MeB		NB	30	50	0

Redcap

Level	MR	AT	DEF	TSR	WSR	HPs
1	17L	NA	25	30	-5	35
	Attacks		**CT**	**Rog**	**Adv**	**Lor**
	+35Wpn		NH	25	10	0

13. **The Stones**: A steep, barren hill, topped by the ***ancient circle of standing stones*** that gives the place its name. Here the Mannish chieftains swore loyalty to Ælfwine before riding into battle to aid the Elves; and here Ælfwine's brothers betrayed and murdered him to claim rulership over the lands the Elves granted him. The traitors were later brought to justice by Ælfwine's sons (some say those who survived were condemned to keep eternal watch over his riches, without ever being able to touch them), but a shadow has since then fallen over the hill. ***Animists, Elves***, and characters similarly attuned to the Spirit world will feel a ***mild discomfort*** as they get closer to the hill.

    a. *Path*: A rocky path leads up to the top of the hill.

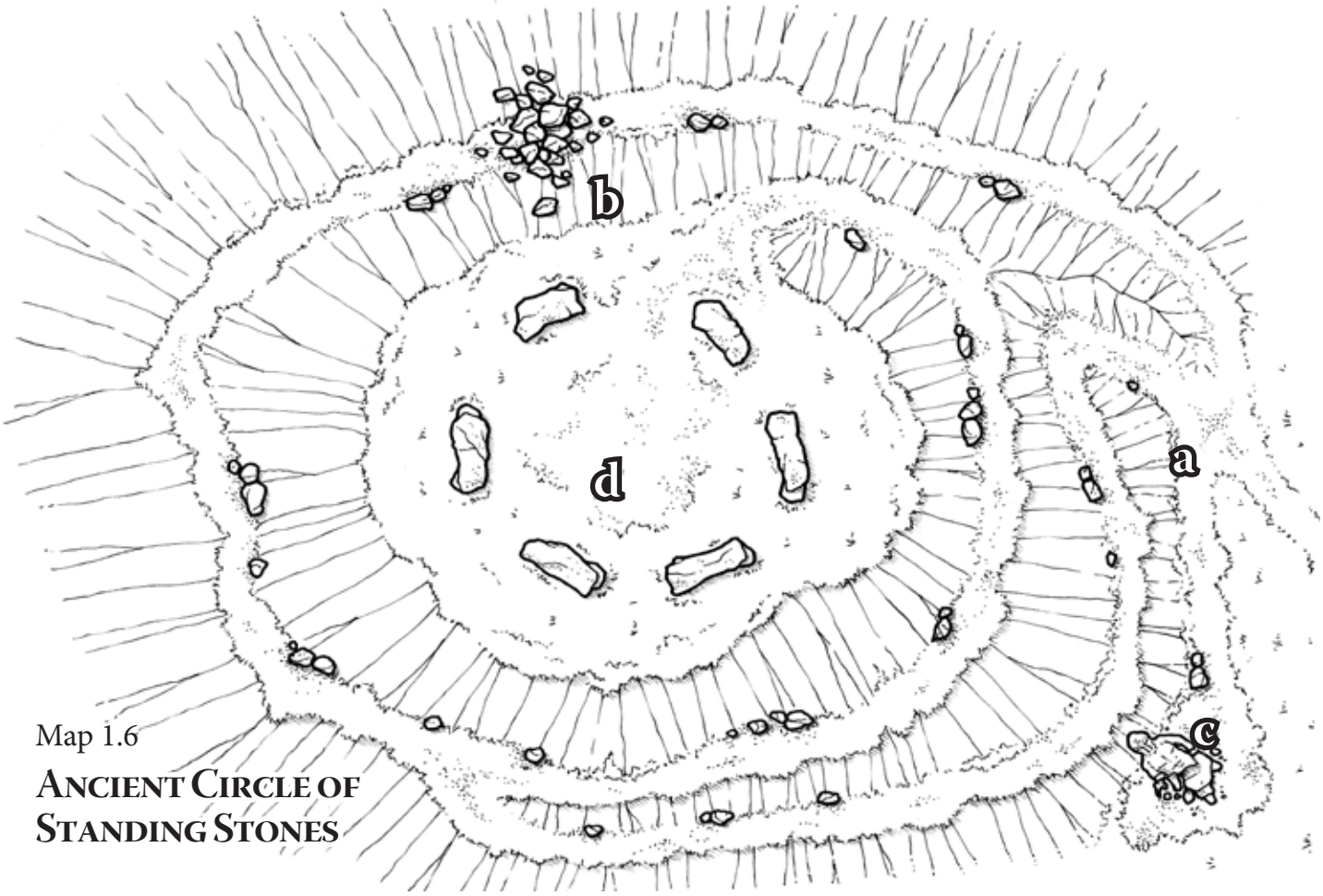
    b. *Rockslide*: Here the path has ***partially collapsed***, leaving a wide gap. Characters can attempt to cross it with a Standard (+0) Acrobatics Roll (assuming they're doing this by day, under normal weather conditions), but risk an 8-meter fall on the hard rocks below.

    c. *Toppled Statue*: A weather-ravished ***statue of a warrior,*** covered in strong grayish vines, lies toppled on the side of the hill. ***The vines*** make it relatively easy to climb the statue and reach the path directly above it, but they are ***poisonous***. A Standard (+0) Nature Roll identifies them as Greyroot, a plant commonly found in desolate places like this. Characters touching them unprotected must pass an Attack Level 1 **TSR** or develop a fastidious rash causing a -10 penalty to their Rolls (depending on the area of skin exposed, the actual penalty could be even worse) for 1d10 days or until cured.

    d. *Standing Stones*: A ring of ***six dolmens***, each as high as two men, stands on the top of the hill. The megaliths are obviously very ancient, but they seem to have been almost unaffected by the passage of time. If the heroes come here after Wulfric's ritual, one of the angry ***Ghosts*** he summoned will still be here and will attempt to drive away anyone from the top of the hill. It will rest only when a true Warden will grant it forgiveness for its treason.

Ghost

Level	MR	AT	DEF	TSR	WSR	HPs
5	15F	NA	50	30	45	70
	Attacks		**CT**	**Rog**	**Adv**	**Lor**
	Special		HH	75	30	40



Map 1.6
Ancient Circle of Standing Stones

—— Layout of Morcant's Lair ——

The Troll's tracks will bring the characters to this clearing, where the forest opens against the rugged face of a hill.

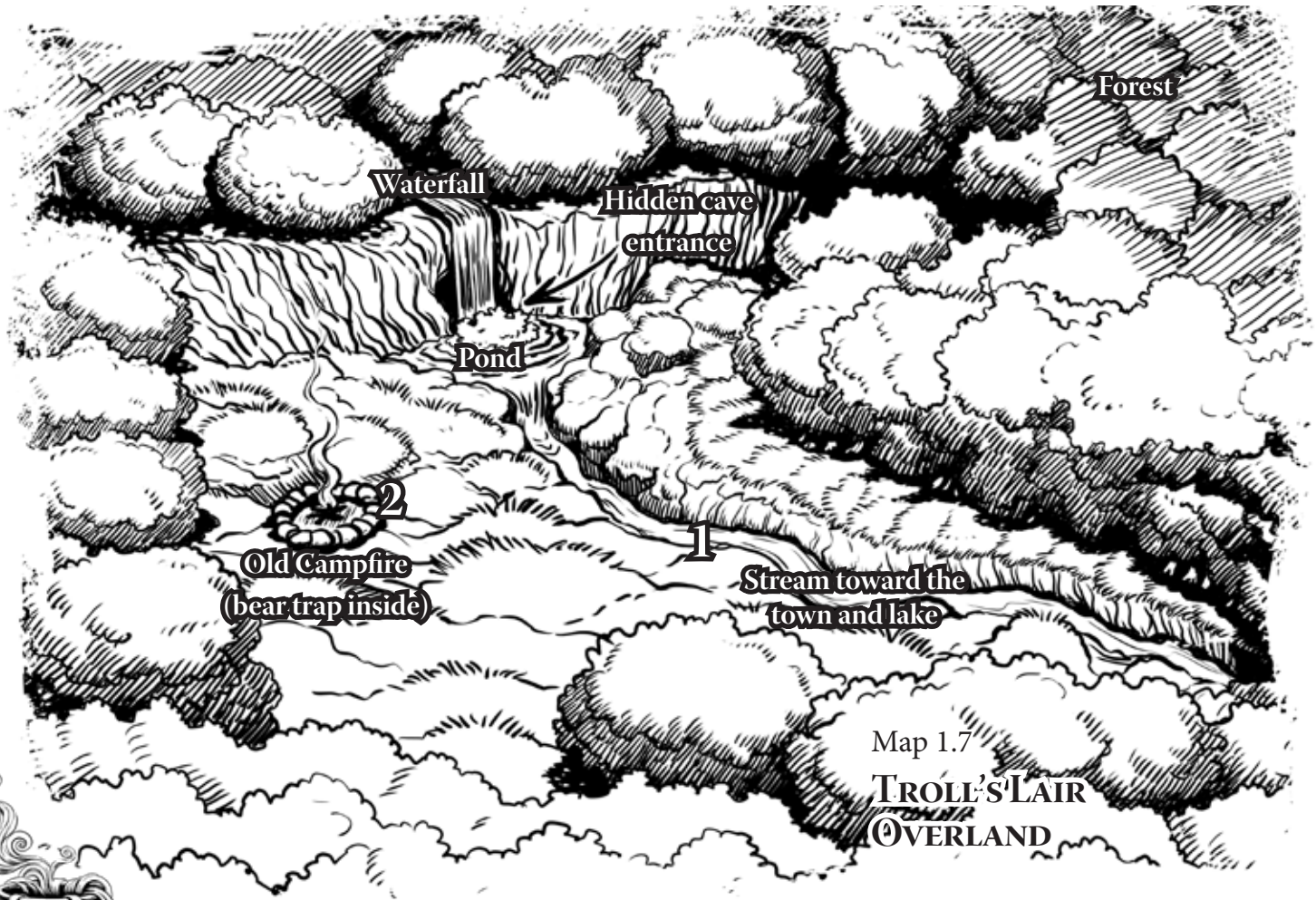
1. **Stream**: Morcant's trail ends in this shallow stream, running southeast, toward the Lake.
2. **Old campfire**: What remains of a large campfire. In its ashes, Morcant hid a rusty ***bear-trap*** he found in the forest. Characters searching the campfire have a chance of setting it off, receiving a Superficial Cut Critical.
3. **Waterfall/Main entrance**: The Troll found this natural cave complex hidden ***behind a waterfall*** some time ago, and decided to set up his lair here. The entrance is Hard (-20) to spot unless someone is right before the waterfall. Small characters will have some trouble passing through it, and must make a Standard (+0) Athletics Roll or fall, receiving no damage but breaking a random fragile object they're carrying.
4. **Chimney**: A tight vertical shaft, connecting the ***Larder*** to the outside. Morcant isn't aware of its existence, as it's too small for him to pass through. Small (halfling-size), unencumbered characters can easily climb down the chimney with the aid of a rope or with an Athletics roll. Squeezing through the passage will be trickier for bigger characters -requiring a Challenging (-10) Acrobatics Roll- and flat out impossible for those wearing heavy armor or carrying cumbersome equipment.
5. **Slippery passage**: A damp limestone tunnel, slightly bent downward. The floor is muddy, and ***very slippery***. Characters passing here must make a Challenging (-10) Acrobatics Roll to avoid falling down, directly in the Wolf's pit below!

6. **Wolf's pit**: Morcant keeps his pet ***female Wolf*** (named Lefty) on the bottom of this pit. He found her wounded on his wanderings in the mountains, and decided to keep her for company, and because he thought she could be useful to chase his enemies away. He feeds her scraps from the hole in the Main room (Lefty cannot reach it, but characters can attempt to climb it with a Standard (+0) Athletics Roll, ending up in the Main room). The beast is always hungry and half mad from its confinement, but very loyal to Morcant. She will snap at anyone who looks down its pit, growling and snarling and trying to jump at them. Luckily the pit is too high for the Wolf to jump out, but the noise is likely to attract Morcant's attention. Characters falling in the pit, however, can obviously be attacked freely by her.

7. **Flooded cave**: This cave is almost completely occupied by a ***wide pool*** of very cold water. Four ***flat stones*** emerge from it, offering what seems to be an easy crossing. The water is not very deep (it's knee-high in its deepest point), but it's murky, so it's difficult to guess its depth without entering the pool. The stones were placed here by Morcant as a trap, and are actually ***quite unstable***. Characters using them to cross the pool will fall in the water unless they make a Very Hard (-30) Acrobatics Roll. This causes no damage, but the noise will warn Morcant of the presence of intruders in his lair.

Lefty

Level	MR	AT	DEF	TSR	WSR	HPs
3	40L	NA	30	15	5	110
	Attacks		**CT**	**Rog**	**Adv**	**Lor**
	+70 MeB		NB	30	50	0

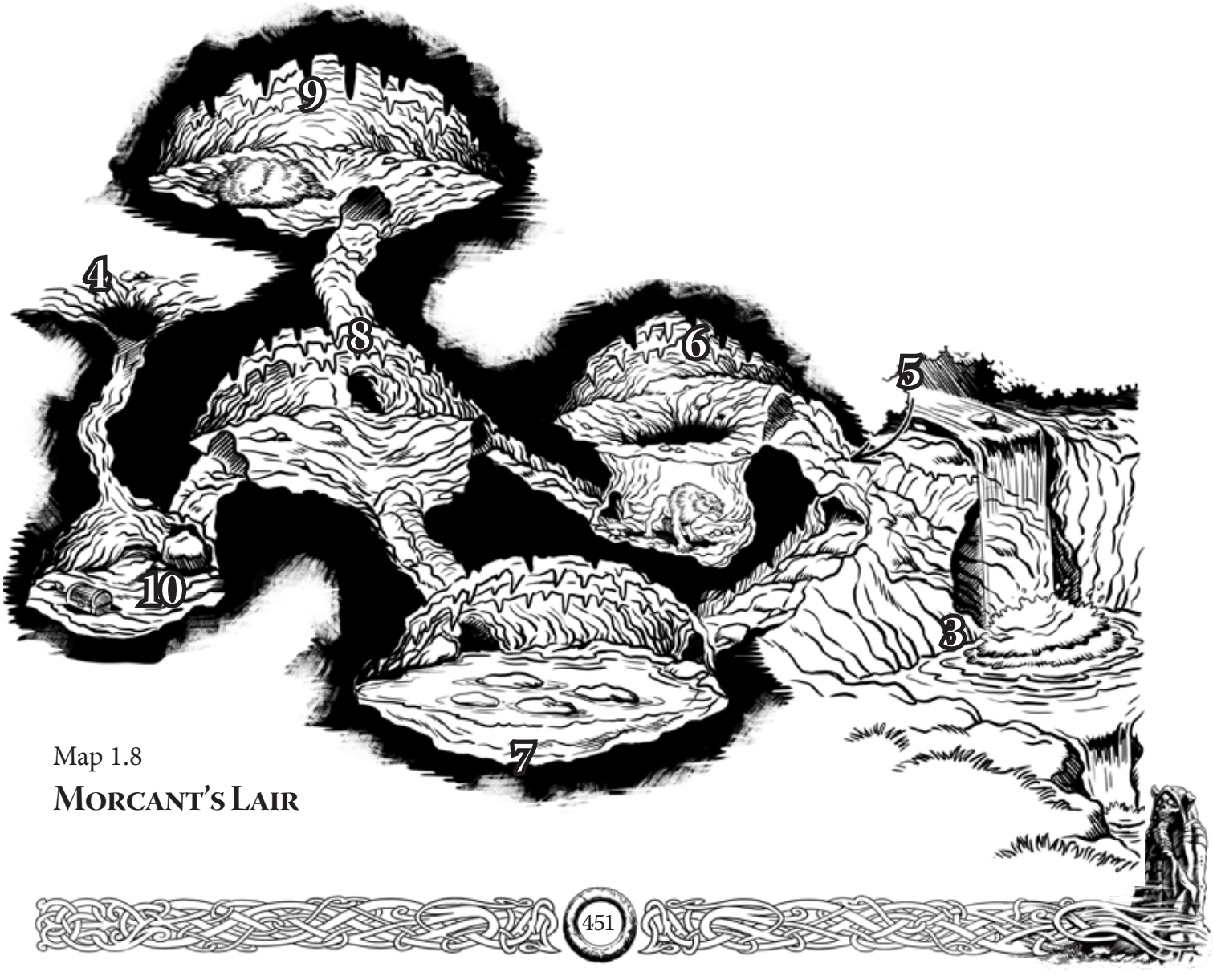


Map 1.7
Troll's Lair Overland

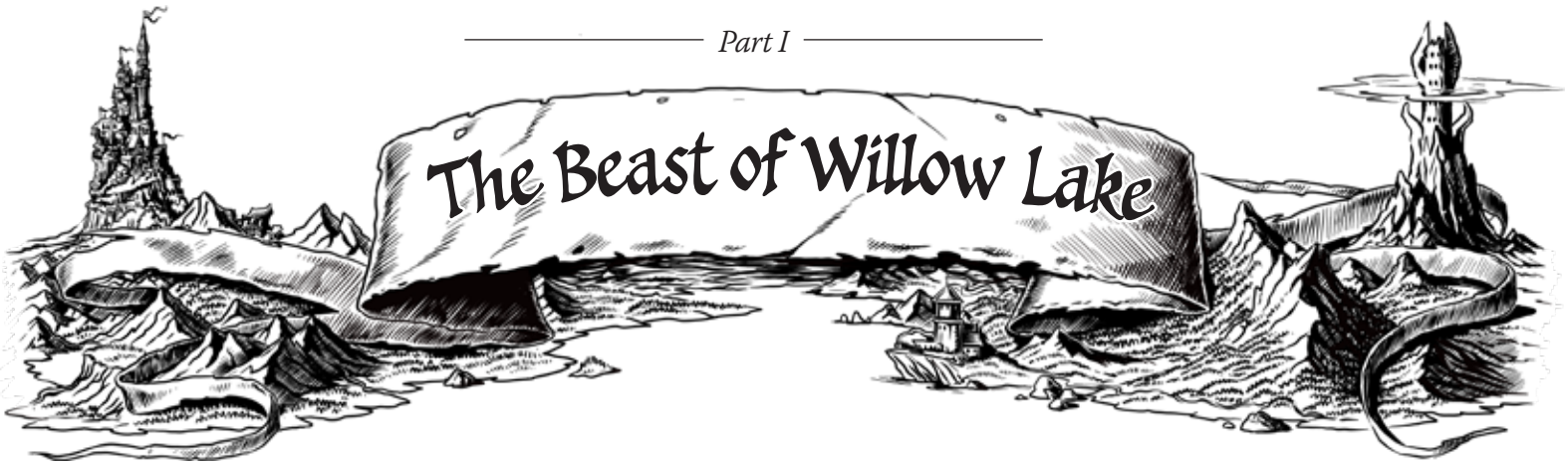
8. **Main room**: This room's floor is cluttered with filth and with several half-eaten sheep carcasses. A huge cleaver (treat as a -10 battle axe) leans against the western wall. A ***stinking pit*** opens on the floor in a corner of the cave, leading to the Wolf's pit. During the day, there's a ***20% chance*** that Morcant will be here, gnawing on an old bone.

9. **Sleeping room**: Most of the time (80% chance), Morcant will be here during the day. Hidden under the smelly bear skin he uses as bedroll there is his most prized possession: a ***small silver pendant*** with a tear-shaped green stone. The item is clearly of Elven design, and moderately enchanted. The stone will shine faintly in darkness and grants a magical +10 bonus to the wearer's **WSR**. If worn openly, the pendant will also grant a +10 bonus to the wearer's Charisma Rolls when dealing with enemies of the Darkmaster.

10. **Larder/Treasury**: This is where Morcant keeps most of his stuff. He blocked the entrance by placing a ***large boulder*** in front of it. The boulder can be pushed aside with a Very Hard (-30) Athletics Roll. Inside the PCs can find: the remains of several butchered sheeps; a couple of swords in their scabbards; a metal helmet, engraved with the motif of a horse; a half-empty cask of Dwarven mead; and a small wooden box with several silver coins (count as a TV2 value treasure).



Map 1.8
Morcant's Lair



The Beast of Willow Lake

The Beast of Willow Lake will pit the Player Characters against a treacherous plot of murder and mislead. They will possibly be tricked into thinking that a wild beast -later revealed as an old troll -is responsible for the disappearance of some livestock and two people: Eamon the Warden and Archiebold the Halfling. Actually, the Troll was responsible for livestock theft, but not any of the two murders. Instead, both were somehow ordered by Wulfric, Willow Lake's Thane - one actually committed by himself, the other by his henchmen, a group of Northmen mercenaries hiding in the woods.

The characters will face both the Northmen, the hazards of the woods around Willow Lake (including a burial mound crawling with nasty things), and possibly the old Troll Morcant and his pet Wolf companion.

The Tale

Some years ago a man came to Willow Lake, pretending to be a direct descendant of Ælfwine, the very first Warden of the vale. His name was Wulfric, he had a keen mind, was educated on the stories of the Past Ages, and had great charisma. He knew secrets about the past of the family of Ælfwine and the ancient traditions of the Wardens, so he could easily prove he was the man he was saying.

Whether his descent was true or not, he had secretly studied the Ways of Magic and was brought to the valley by the tale of a powerful artifact of ages past, hidden inside the depths of a ruined tower at the center of Willow Lake. His soul and mind had been for a long time already tainted by the soothing, twisted whispers of the Darkmaster, yet Wulfric had not come to realize it wholly, believing instead of acting on his free will.

Thanks to his personality, Wulfric soon became a prominent figure among the inhabitants of Willow Lake: willingly they gave him the title of Thane with all related powers. Wulfric took residence in the old Thane longhouse, and arranged a small court of town guards, both from locals and from foreign people he brought from outside the valley: highly trained soldiers and mercenaries from the north.

Then he turned his attention to his true goal: the Elvenstone buried somewhere under the ruins of the tower of Dùn Tùr. He knew that the key to the ruins -and thus to the Elvenstone- was the Elven amulet of the Town Warden. Therefore he tried to befriend Eamon, the last Warden in charge, hoping to convince him of handing him the medallion, promising great rewards and gratitude from his "Master".

Eamon, although a simple man, was not a fool at all and denied his help to Wulfric, threatening to openly denounce his attempt to bribe him. Disappointed, Wulfric killed Eamon by his own hands, took the amulet from him, and sunk his body in the lake. He then fabricated false evidence, suggesting that the Warden has gone wandering the countryside, got lost in the woods, and had perhaps fallen prey to some wild beasts.

Having known that recently a wild old Troll named Morcant had come to establish himself in the woods near Willow Lake, Wulfric began spreading rumors of "The Beast of Willow Lake". This way, he intended to both mislead any investigation on Eamon's disappearance, and instill fear in the villagers, to make them more controllable, in preparation for the final phase of his machinations.

The Task

The main objective of this adventure is to search the woods and discover who's behind the recent thefts and disappearances.

If the characters manage to track down Morcant, finding out his role in the incidents troubling Willow Lake, the task can be considered complete, and you can proceed to the second part of the adventure.

The adventure also ends after four days from its start. If the PCs are still investigating at sundown on the fourth day, you can still proceed to the second part, but must consider their task failed.

Starting the Players

It is suggested that the characters start already in Willow Lake at the beginning of the adventure, possibly sitting at the Dancing Trout Inn, or simply minding their own business about town.

The adventure starts with Bella Ravenlock running into town from her farm in tears, announcing the disappearance of her husband and crying for help.

Wulfric will grab the chance to offer a big reward (which he obviously has no intention of paying) to anyone who'll bring him the head of the vicious beast who stalks the woods, which he publicly blames for all recent troubles.

Heroes volunteering to help will be cheered by the bystanding crowd, and offered a free room at the Dancing Trout Inn for the duration of their hunt.

If the players are using the pregenerated characters, they'll find plenty of reasons to be interested in the adventure in their Passions and background. If, on the other hand, you're using your own characters, it is suggested that each of them ties at least one of his Passions to the situation at hand.

Aids

Niall the innkeeper will offer the characters a free stay at his inn, and will provide them with rations at a reasonably discounted price (business is business, after all). Other than that, the inhabitants of Willow Lake will gladly give the characters any information they have about the disappearances, the lay of the land, and the sightings of the beast of the woods.

Most of them are, however, too scared to follow them in their adventure, and none will risk entering the Troll's lair or traversing the woods at night.

Obstacles

Following the Troll's tracks and finding his lair won't be easy. He's a cunning and expert bushwhacker, and the years have made him a tad paranoid, so he's as careful as a Troll can be when leaving his hideout.

Moreover, the PCs will have to deal with the forest's natural hazards and treacherous terrain, and may even be ambushed by Wulfric's men or by a wild animal.

However, the characters' greatest enemy in this adventure will be time. The heroes cannot know it yet, but the hordes of the Darkmaster are marching toward Willow Lake. They only have a few days to solve the mystery before they arrive.

Rewards

While Wulfric promises to pay a hefty fee for a solution to the town's problems, the real reward for this adventure will be the eternal gratitude of the inhabitants of Willow Lake.

Morcant will also offer part of his treasure (which the characters are of course free to plunder, if they manage to defeat him) in exchange for his life.

Hazards & Encounters

Tracking Morcant

Characters can follow Morcant's tracks either from one of the attacked farms just out of town, or from the shores of the lake. However, the old Troll knows well that stealing from humans is bound to attract the attention of would be Troll-hunters, so he took some precautions to avoid being followed to his lair.

He made several false trails to lead eventual pursuers astray in the forest. Clueless hunters following these trails will find themselves walking in circles or even led to the den of some dangerous beast.



Tracking the Troll requires a Very Hard (-30) Hunting Roll. Remember that characters can cooperate to improve their chances of success, using the Helping rules. Should they manage to bring Padraig's dogs with them, the roll Difficulty drops to Challenging (-10).

In case of Failure or Partial Success, the GM can use any of the hazards presented below as a complication, but the most appropriate would probably be an encounter with Wild Beasts, some Natural Obstacles, or Perils from the Ancient World.



Baiting the Troll

Ingenious characters may think of baiting the Troll with food to lure him into a trap, instead of following him to his lair.

Willow Lake residents will tell them that they've already tried a similar solution without success but won't discourage this approach.

To lure Morcant the PCs will need a bait (hopefully a sheep or some other animal!) and a Hard (-20) Hunting Roll.

Keep in mind that the Troll will be extremely wary, and would rather flee than fight in an open field, particularly if outnumbered.

A failed roll could mean the characters lured a completely different kind of predator (like a bear or a pack of wolves) or that Morcant manages to snatch the bait right under their noses, avoiding their trap altogether.

—— Navigating the Forest ——

Moving around the town of Willow Lake (to the Lake, or the Old Sawmill, for example) is quite easy, as long as the characters stay on the path.

However, navigating through the forest without a guide can be more problematic, and requires a Standard (+0) Wandering Roll. In case of Failure or Partial Success, the GM can use any of the Hazards presented below as a complication for the characters to face.

- Example of Hazards -

Weather

Characters could be caught in a sudden storm, soaking them to the bone and making them Weary unless they find shelter.

Alternatively, a thick mist could rise, enveloping them and making them lose their way. If this happens, the GM should simply select a random location from the map in secret, and have the PCs find their way out from there.

Natural Obstacles

The most common obstacle in the woods would be a large boulder or the fallen trunk of a tree, blocking the path and forcing the characters to either find a way around it (with a Wandering Roll), or some other means to pass it.

Wild Beasts

A small pack (4 to 6) of hungry Wolves could start following the PCs from distance while they're travelling in the forest, harassing them with quick hit and run assaults until chased off.

Lone or wounded characters could instead be attacked by some of the Gorcrows from the Cairn, seeing them as an easy prey.

Around the Lake, the character could encounter one of the local Tusked Boars, infamous for their territoriality and bad temper.

Particularly unlucky characters, or those wandering too far north, near the mountain, could end up encountering a Dire Bear, which could prove an opponent even deadlier than the forest Troll.

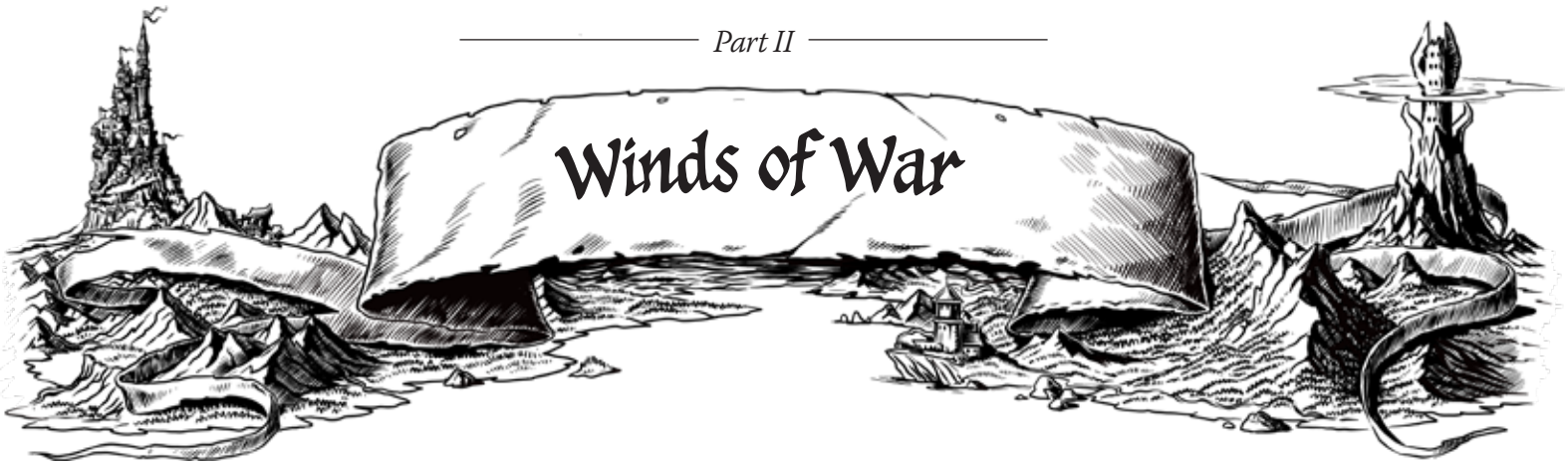
Minions of Darkness

Characters exploring the northernmost side of the map can also meet small bands (3-5) of evil Northmen of the same tribe as Ivarr and his companions. Better equipped than the men staying at the Hunter's Cabin, they all carry wicked arming swords of black iron, shields, and short bows. They're scouting the area to pave the way for the Darkmaster's forces, and will try to kill anyone who spots them.

Perils from the Ancient World

Travellers in the forest sometimes find themselves following a path that leads them in front of the Ruined Burial Mound, its stone door mysteriously open, as if to invite them to enter the ancient tomb…

Alternatively, one wrong turn could bring the characters to the spiders' hunting ground in the Tainted Trees.



Winds of War

In Winds of War, the heroes will have to choose between running after Wulfric, the evil Thane of Willow Lake or saving the town from a Redcap incursion. Surrounded by enemies on all sides, they'll have to carefully consider their moves, and will soon realize that their actions could determine the fate of the Nine Kingdoms.

The tale

While the heroes were busy investigating the mystery surrounding The Beast of Willow Lake, a Redcap warband, led by a vicious Dark Orc known as Morkurz the Vengeful, sneaked into the valley. They're the advance force of a much larger army, the largest the Nine Kingdoms have seen in centuries, assembled by the Darkmaster with a single purpose: to crush the Free Kins once and for all.

Meanwhile, Wulfric's time is running short. Having failed to uncover the secret of the Warden's Medallion, and afraid of disappointing his unforgiving Master, the self-proclaimed Thane of Willow Lake decides to attempt a desperate gambit. Aided by magic, he sneaks out of town to perform a terrible necromantic ritual; one that will finally grant him what he's looking for.

The Task

The heroes will have to face several different problems in this adventure. They'll have to deal with Hakon and his mercenaries, find a way to stop Mokurz's warband, save Nevynn, and unveil Wulfric's diabolical plan, among other things.

The main goals of this part of the campaign, however, are to save Willow Lake from the Redcaps and learn of the huge army that's about to invade the Nine Kingdoms.

Proceed to the third part of the adventure if the heroes defeat all the present threats, or if they decide to head to the island in the middle of the lake.

Starting the Players

This adventure starts right where The Beast of Willow Lake ended. By now, the PCs should already be familiar with the town of Willow Lake, its inhabitants, and the woods surrounding it. They'll probably have solved the mystery of the disappearances, or at least realized that there's something wrong going on here, something far worse than a few missing sheep.

Depending on how the previous part of the campaign ended, you could start with the heroes coming back to town, only to find that Wulfric is "ill" and won't receive them (see "Dealing with Hakon" below), or by having them run into a group of Redcap wolfriders (see "Battle for Willow Lake").

If you haven't played The Beast of Willow Lake, start with the Redcaps attacking the windmill; it will immediately give them something to do, and will set all the other events in motion.

Aids

Once they realise that the heroes are their only hope of surviving the coming onslaught, the people of Willow Lake will help them to the best of their capabilities. If freed, Nevynn will prove an invaluable source of information, despite his poor health conditions.

Obstacles

The heroes risk being overwhelmed by the sheer number of threats they'll be called to face. If the players use their head and tackle one problem at a time, they will have a chance of solving them and achieving their goals. However, if they waste their time or underestimate their opponents, they'll find themselves attacked from multiple sides, and the situation could quickly escape their control.

Rewards

The risks are great, but there's also much to be gained from this adventure. Not just in terms of monetary treasure, but also in the form of allies and personal status. If the character play their cards well, they're bound to become some of the most influential personalities in the area.



Hazards & Encounters

There's much going on in this adventure, so we've decided to break down the major events here to aid the GM to keep track of what the villains are up to. However, keep in mind that this is not a script to be followed but simply a series of guidelines describing the villains' intentions.

The events portrayed here are bound to change once the heroes get involved. There's not a single "solution" to this adventure. Different groups could approach it in wildly different ways and get very different results.

GMs should be ready to improvise and adapt the material presented in this module to the choices of their groups.

Battle for Willow Lake

The conflict against Mokurz and his band of Redcaps will probably be the most pressing problem the heroes are going to face in this adventure. Without the characters' help, the people of Willow Lake are doomed. They simply have neither the strength, nor the training to face a full assault from the Redcaps.

Use the Battle and War rules, treating Mokurz's warband as an enemy with a Menace Rating of 5 .

Have the Redcaps start with a quick raid (6 to 8 Redcaps, depending on the size of the group, half of them wolfriders) against a minor location near town, like a farm or the windmill, to make the PCs aware of the coming danger. Make it clear that this isn't a random attack. The Redcaps could taunt the characters as they fight, saying that the great Mokurz has come and that their little town is doomed. Or they could spot more wolfriders watching them from a safe distance, running back into the woods if their companions are defeated.

Give the heroes some time to think and carry out their strategies before proceeding to the proper battle.

This could play out in a lot of different ways, but here's a few examples of plans the players could come up with, and their relative Menace Rating value:

- Arming and training the people of Willow Lake (Seven Samurai style), counts as a Minor Victory, reducing the enemy's Menace Rating by one point. It will keep at least one character busy for the whole duration of the training, and will require a Challenging (-10) Charisma Roll.
- Placing a series of traps around the town perimeter, digging trenches, or preparing similar tricks counts as Minor Victory. It'll require resources, the help of part of the villagers, and at least a successful Challenging (-10) Hunting or Locks & Traps Roll.
- Convincing the mercenaries to help defend Willow Lake also counts as a Minor Victory, but only if Hakon has been dealt with.
- Assassinating Mokurz counts as a Moderate Victory, reducing the Redcaps' Menace Rating by two points.
- Killing Garmr awards no victory, but prevents him from carrying out his scheme.
- Recruiting Annis and her clansmen to the town's cause awards a Moderate Victory.

The outcome of this battle will have a huge influence on the rest of the campaign. Winning will obviously make things much easier for the heroes, but, even if they lose, they'll still be able to carry on with the adventure and get a chance to save the town later on.



Wulfric's Plan

Wulfric knows he has no time to lose. He has to fetch the Stone before his Master arrives. As a last resort, he decides to attempt a forbidden necromantic ritual and wrest the secrets of the Medallion in his possession from the dead. It's a risky move, because, once summoned, the spirits of the dead aren't easily put to rest, but the Thane is quickly running out of options.

He'll sneak out of Willow Lake through the secret passage under his Longhouse, leaving the town under the care of Hakon, his accomplice, and head toward the Hills. There, at the ancient circle of Standing Stones, he'll carry out his ritual.

From the hidden exit under the Longhouse, characters can follow his tracks with a Challenging (-10) Hunting Roll (or listen to Nevynn and head to the Standing Stones). Keep in mind that Wulfric is taking great precautions to ensure he's not being followed, and that he might well be invisible for the first 24 hours.

The Ritual

The ritual will start at dusk and take several hours, culminating around midnight. Icy winds will begin to blow, gathering dark thunderous clouds above the hill, as it progresses. When Wulfric will utter the final words of the necromantic formula, a terrible storm will break out, sweeping across the whole region. Characters with at least one rank in the Arcana Skill will understand the storm has no natural causes, and can make a Hard (-20) Roll to locate its epicenter over the Standing Stones.

If Wulfric isn't disturbed, the ritual will be successful. He'll learn that the medallion he got from Eamon is a fake and where to find the real one.



If the heroes interrupt Wulfric, he'll lose control of the ritual, releasing a bunch (1d5+1) of angry Ghosts in the circle of stones. They'll attack any living being within the circle of stones indiscriminately. Meanwhile, bolts of lightning will fall from the sky on the top of the hill (10% each Round of hitting a random character, treat as a +60 Bolt Spells Attack dealing Lightning damage, with no maximum result), in what will be remembered as the worst storm of the century.

Wulfric will try to use the ruckus to disappear (using his Invisibility Spell) and fall back, but he'll keep following the party from a distance, waiting for a chance to strike them down.

If the Ritual Succeeds

Wulfric will hurry back to the Woods. He'll first stop at the cabin and persuade Ivarr, Harald, and Rolf to follow him (if they aren't there, he'll be forced to proceed alone, but will carry on with his plan nonetheless), then he'll head for the burial mound.

With the true medallion in his hands, unless the characters stop him, he'll make his way to the lake and sail to the Island of Mists with a small rowboat.

If the heroes get to the mound before him, the GM can have Wulfric appear later in the adventure for a final showdown.

—— Dealing with Hakon ——

Before leaving town, Wulfric told Hakon that their Master was coming and left him in charge of business in his absence.

The mercenary captain isn't as subtle as Wulfric but will nevertheless attempt to hide the fact that the Thane is missing at first.

He'll announce that Wulfric is ill, saying that he can't leave his room and won't see anyone until he gets better. He'll also add, very matter-of-factly, that since he's Wulfric's second-in-command, he'll be taking on the leadership of the town until the Thane gets better.

If the PCs confront him, demand to see the Thane, or make a nuisance of themselves in any other way, he'll order his men to seize them and lock them in the barracks until he figures out what to do with them.

Hakon will become a real problem if he's still around when the Redcaps attack. He'll try to sabotage any plans the heroes may come up with, either directly or by feeding them false information. He'll also attempt to persuade the other mercenaries that resisting the assault is pointless, and that they would be better off by joining forces with the Orc chieftain.

Garmr and the Witches

It will take Garmr a few days to locate the Witches' lair, and by then he'll be prepared to make his move. The spiders will pretend to consider his offer, but in the end they'll accept. The Brood-Egg is just too tempting, and they know that should they refuse, one of their sisters would find a way of striking a deal with Garmr without them.

The dark alliance between Garmr and the Witches will set in motion a chain of events that will resolve in the following days.

One day later

Heroes traveling through the Woods will discover the dessicated remains of a local animal, such as a deer, a tusked boar, or a wolf.

It shouldn't take long for characters examining the corpse to understand that the animal was attacked by a Giant Spider. A Hard (-20) Nature Roll will reveal that Giant Spiders usually drag their prey into their lair before consuming them. Finding one abandoned like this would suggest that the spider who killed it was either starving, in a great hurry, or both.

Three days later

Travelers in the Woods will find huge cobwebs blocking their path (treat them as an additional Hazard all characters passing in the forested area must face). The webs are Challenging (-10) to spot, and strong enough to trap even a grown man. Cutting them down is a Very Hard (-30) task, but they burn pretty well (dealing a Light Fire Critical Strike to whoever is trapped inside them). Characters trapped in the webs can also attempt to free themselves with a Challenging (-10) Athletics Roll.

Tampering with the webs in any way will attract one of the Witches, who'll quietly arrive 1d10 Rounds later. Depending on the situation, the spider could attack the heroes, or attempt to use them to cheat her sisters and steal the Brood-Egg from Garmr.

She'll point them toward the Redcaps' camp, telling them that one of them stole her egg and threatens to smash it if she doesn't do as he says.

Five days later

The Witches will poison one of the streams flowing from the Woods into the Rushing River. People in Willow Lake will start getting sick from drinking the tainted water (characters drinking water from the river must pass a **TSR** against an Attack Level 3 poison or be seized by terrible cramps lasting 1d5 hours and inflicting a -30 penalty to all Rolls; poisoned characters who drink more water will start Dying in 1d10 hours).

A Standard (+0) Healing Roll is enough to identify the source of this new sickness spreading through town, but it's quite obvious that Willow Lake can't resist for long without water.

Examples of Hazards

Weather

Unseasonably freezing winds from the north could bring a sudden cold snap with them, threatening unprepared heroes with Exhaustion.

After the storm caused by Wulfric's ritual, a persistent rain could plague the area, increasing the Difficulty of all Hunting and Wandering Rolls by one step.

Natural Obstacles

The Hills are riddled with gullies, ravines, and tortuous passages. Without a guide, the heroes could easily become lost, or waste precious time following a path that leads to a dead end.

Wide patches of a poisonous plant known as Greyroot also grow in the area. Careless characters and those unfamiliar with the local flora could fail to recognize these dangerous plants and walk or lead their mount straight into them.

Wild Beasts

The eastern Hills are also the hunting grounds of the Great Spotted Lynx (use Great Cat stats). These animals aren't afraid of man, and will be particularly drawn to parties with horses, mules, or similar riding beasts.

Free People

Characters wandering through the Hills are likely to run into a group of local clansmen (2-6 individuals). There's a small chance (20%) that they'll be warriors belonging to the Viper Clan, who live further east in the Hills and are hostile to all outsiders. Otherwise, they'll be either from the Pike Clan (40%) or from the Bear Clan (40%), and will want to question the heroes to see if they're involved with their recent troubles.

Perils from the Ancient World

Some of the Hills are haunted by dark presences and echoes of tragedies long past. Locals avoid them and animals may refuse to step in their shadow, or suddenly bolt away frightened if they get too close to one of these places.



The Island of Mist

In this final part of the Shadows of the Northern Woods campaign, the heroes will travel to a mysterious island, face the wrath of a long-forgotten Elven queen, and save the vale from the powers of the legendary Stone of Annwn!

The tale

Swallowed each night by an eerie fog, the island at the center of Willow Lake has always been a place shrouded in mystery and legend. Some say it hides the tomb of a proud Elven queen, others that its mists are a door to the underworld.

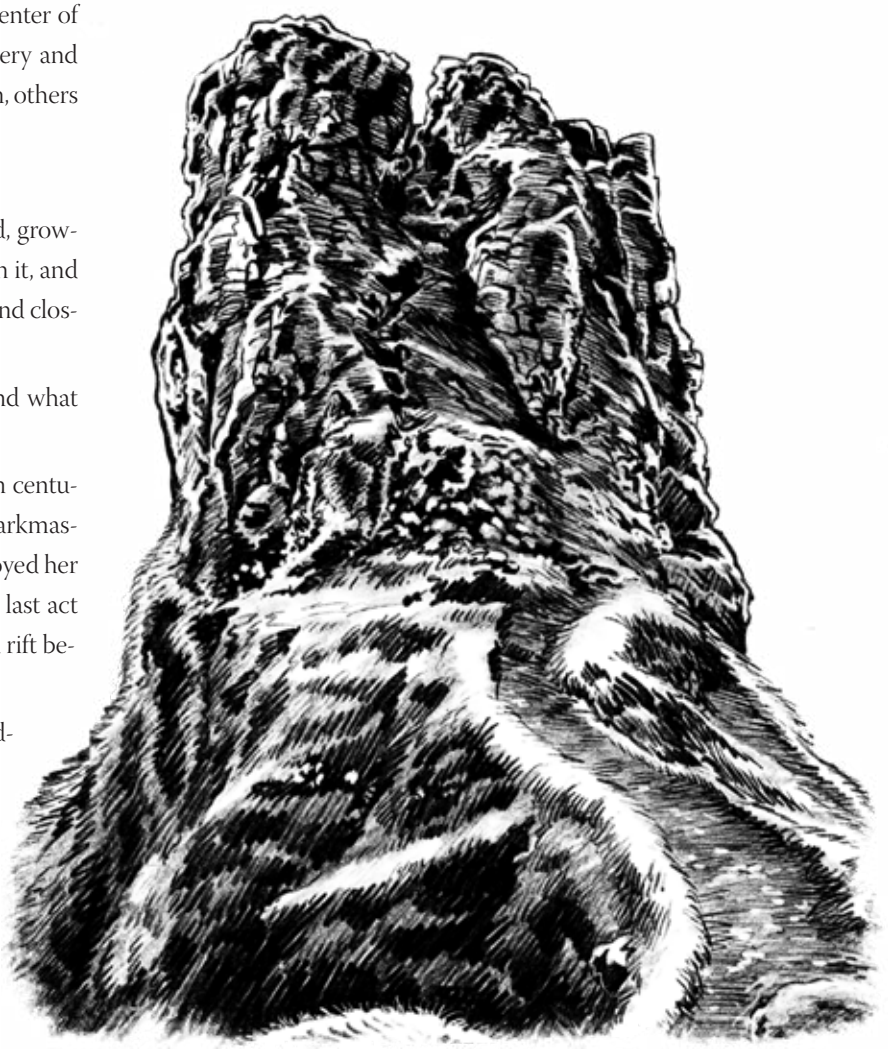
Usually the mists dissolve at dawn, but today they didn't.

A thick, swirling curtain of grey fog surrounds the island, growing visibly larger by the hour. Strange shapes move within it, and the distant baying of hunting hounds seem to get closer and closer as the mists spread.

What's the meaning of this unsettling phenomenon? And what will happen if the fog reaches the town of Willow Lake?

On the Island of Mists, Queen Blàithnaid has risen from centuries of self-imposed isolation. Sensing the armies of the Darkmaster approaching, and fearing a war like the one that destroyed her realm, she's fallen into despair and turned Unseelie. In a last act of defiance, she's decided to use her Elvenstone to open a rift between worlds and drag the entire vale into the Annwn.

If her plan succeeds, Willow Lake and all its surroundings will disappear forever, swallowed by the enchanted Mists of Annwn.



The Stone of Annwn

The Stone of Annwn (also known as the Tear of Annwn or the Elvenstone of Blàithnaid) is a relic of a forgotten age, a talisman of incredible power. It appears as a perfectly round jewel the size of a human fist, always uncomfortably cold to the touch.

The legends say it's the frozen tear of the True Lord of Annwn. The only tear known to have ever left his eye, cried when he heard Queen Blàithnaid's lament for the passing of her mortal beloved.

The Stone is rumored to possess a multitude of powers, from granting eternal youth and prosperity, to bringing the dead back to life. In truth, however, the Stone is a key to Annwn, the realm between the mortal world and the land of the dead.

It allows its wielder to open a gate and travel through this timeless realm, disappearing without leaving a trace, or covering even hundreds of kilometers in the mortal world in the blink of an eye.

The more skilled and powerful the wielder is, the larger the gate created by the Stone, the longer their permanence in the Annwn, and the more they can carry with them. An initiate of the mystical arts could use the Stone to vanish for a short time, while a master enchanter could take a whole contingent of soldiers with them and deploy them right in the middle of an enemy kingdom.

Powers

The Stone's primary power is that of opening small passages through the Annwn, allowing its wielder to travel at almost instant speed to virtually any location in the mortal world.

Characters wishing to use the Stone must concentrate on their desired destination for a few minutes while holding it in their hands and make an Arcana Roll with a Difficulty based on how many people they wish to bring with them.

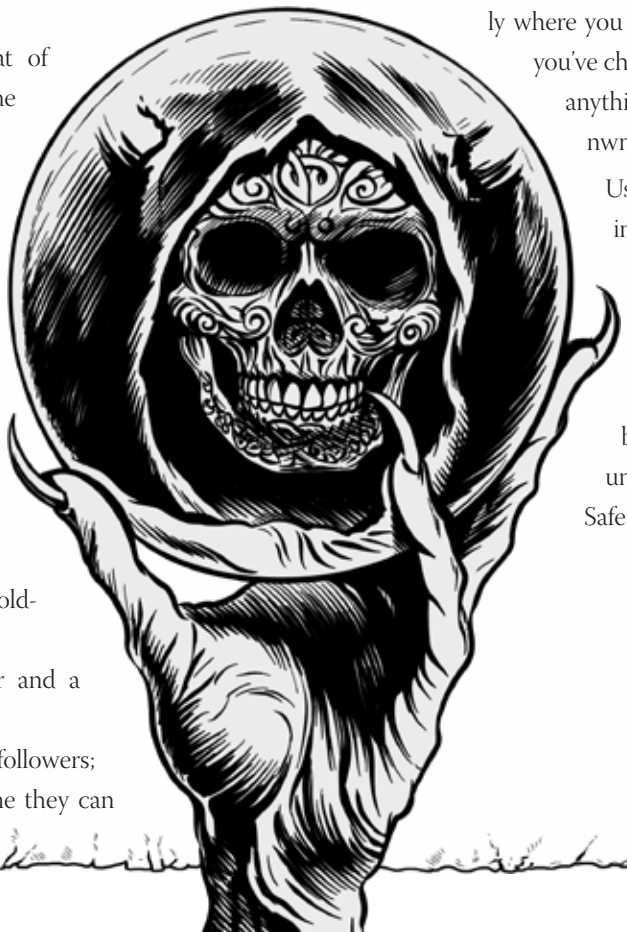
Very Hard (-30): just the character holding the Stone;
Extremely Hard (-40): the holder and a handful of nearby allies;
Heroic (-50): the holder and tens of followers;
Insane (-70): the holder and anyone they can see.

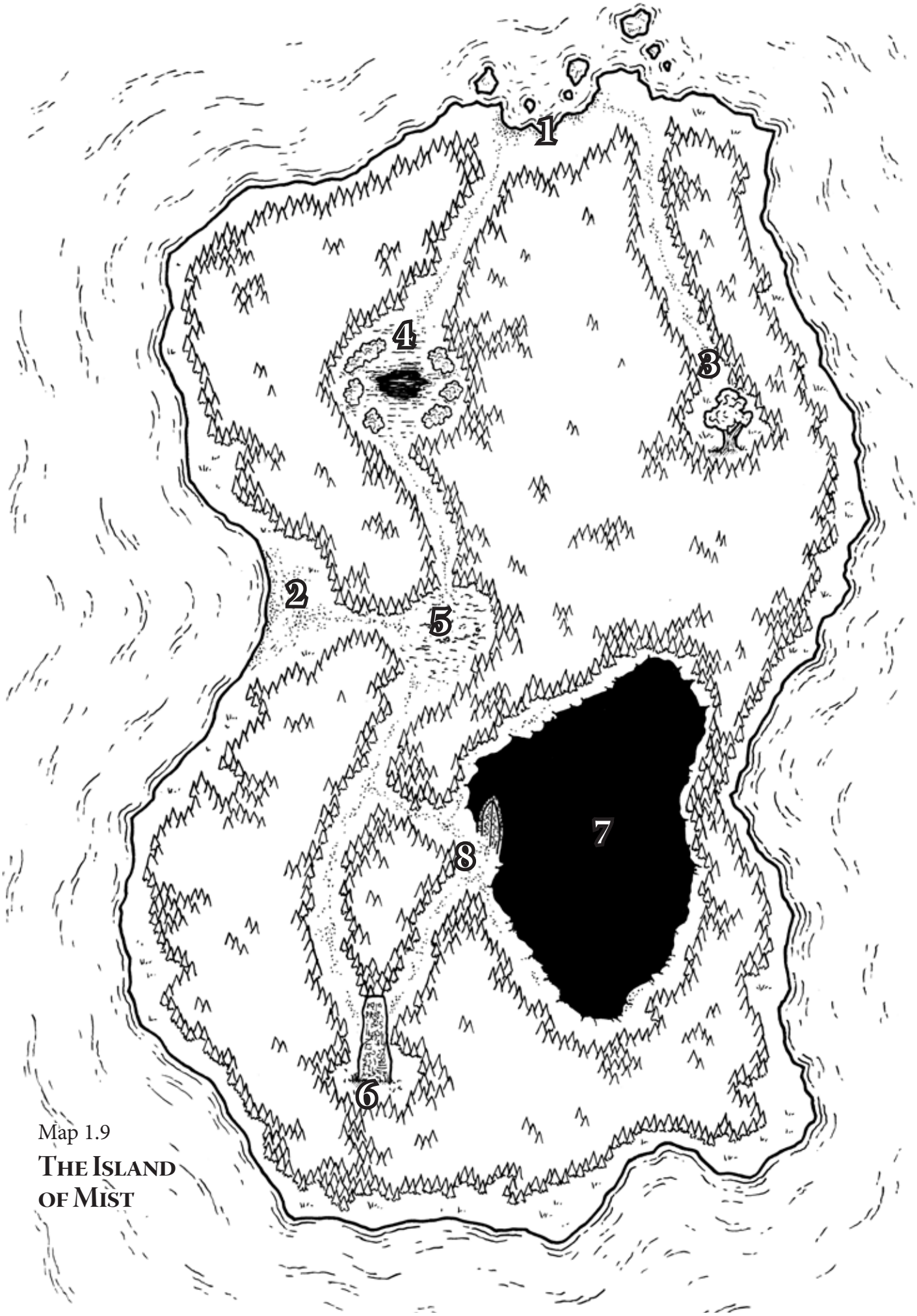
The result of this Roll determines what happens next:

Critical Failure: Disaster! You lose your grip on the Stone as you're traveling through the Annwn. You're thrown into a location chosen by the GM and the Stone is nowhere to be seen.
Failure: Your will isn't focused enough to channel the energy necessary to activate the Stone. Nothing happens, but you're made Weary by the effort.
Partial Success: You manage to activate the Stone, but something goes wrong during the travel through the Annwn. Choose one of the following options: you arrive exactly where you were planning to; the companions you've chosen travel with you; you don't lose anything in your passage through the Annwn; you are not Weary.
Success: You activate the Stone and travel through the Annwn suffering little consequences. Choose two of the following options: you arrive exactly where you were planning to; the companions you've chosen travel with you; you don't lose anything in your passage through the Annwn; you are not Weary.
Outstanding Success: Your mastery of the Stone's powers allows you to easily activate it and travel safely through the Annwn. Choose three of the following options: you arrive exactly where you were planning to; the companions you've chosen travel with you; you don't lose anything in your passage through the Annwn; you are not Weary.

Using the Stone of Annwn is exhausting. Attempts to channel its powers more than once in a day suffer a cumulative -20 penalties.

The artifact may well have other uses (as clearly demonstrated by Blàithnaid), and its possessor may undergo a Solo Adventure while in a Safe Haven to unearth them.





Map 1.9

The Island of Mist

Layout of the Island

1. **Rocky Shore**: Jagged rock formations jutting out of water makes this spot less than ideal for anchoring. Two small ***pebbly paths*** depart from the shore, diving into the trees.

2. **Desolate Lake Bank**: This small muddy beach is carpeted with hundreds of ***rotten flower crowns***. The sweet stench of their decay fills the air, and a strange melancholy hangs over the place. Characters will receive ***no benefits from resting here***.

3. **Ancient Grove**: ***Drwnych*** sits at the heart of the thick grove of ancient, mossy trees covering most of the island.

   Roll on the ***Drwnych Disposition Table*** each time the heroes enter this area, to determine what Drwnych's doing and its general disposition.

4. **Blighted Gardens**: The catastrophe turned these once beautiful gardens into a ***putrid bog***. A stream of dark, fetid water crosses it, cutting it virtually in half and diving into a ***black pool*** that occupies the deepest point of the bog. Prolonged contact with its water will make characters sick (Attack Level 5 **TSR** or -30 to all Rolls for 1d10 hours), but the greatest danger here is the ***Kelpie*** that claimed the gardens as its domain. It never strays too far from its lair in the pool, but it's perpetually hungry and has a twisted sense of humor. Drwnych hates it, because it kills its Saplings whenever it can, and will be greatly pleased if someone brings it proof of the Kelpie's demise. On the other hand, the Kelpie is a creature of the Annwn and can use the black stream to cross the Rift and return to its home. It could be convinced to transport the PCs into the Annwn, should they find a way to reason with it or offer it a suitable reward (fresh meat, particularly from sentient creatures, is greatly appreciated).

Kelpie

Level	MR	AT	DEF	TSR	WSR	HPs
7	40S/L	LA	40	50	50	180
	Attacks		**CT**	**Rog**	**Adv**	**Lor**
	+100LaBi		NB	35	50	0

Drwnych Disposition Table

Roll	Event
1-2	Drwnych is slumbering. It's almost indistinguishable from a normal tree in this state, save for the occasional moving branch or groaning noise. It will sleep for 2d5+2 hours, but can be awakened by prodding, loud noises, or similar interactions.
3	Pollen saturates the air around Drwnych, filling it with a sweet flowery scent. Dwarves and Trolls will keep sneezing (-20 to all activities while they're here and for 1d10 Rounds after they leave). Elves and Wildfolk will find it inebriating (will be unable to take Full Actions until they leave). Members of other Kins will suffer no ill effect from the pollen.
4	Drwynch is in a joyful and amicable mood. Heroes will find travel through the grove swift and pleasant, the very air within the trees somehow refreshing and invigorating (any Weary character will be healed of their Weary Condition).
5-6	2d10 Saplings are gathered around Drwnych, quietly listening to the tree's whispers. As long as they're here, they'll strongly oppose anyone entering the grove, resorting to violence if necessary. If they're not disturbed, the Saplings will leave about one hour later.
7	Drwynych is having an argument with itself about a complex, but ultimately pointless, philosophical matter (such as exactly how many different spirits could sit upon a single blade of grass; or if Saplings are to be considered individual manifestations of its own essence, or essential manifestation of its own individuality). It will go on muttering to itself for hours, growing increasingly frustrated. Characters can attempt to join the debate in order to gain Drwnych's favor. Use role-playing and a series of Conflicting Actions with relevant Skills (Arcana, Deceive, and Charisma are good candidates) to play this out.
8	Drwnych doesn't want to be disturbed and will rearrange all paths in the grove so that they'll lead those following them back from whence they came.
9-10	Drwnych is suspicious, and wants proof that the PCs aren't servants of the Darkmaster (it won't recall any previous meeting with the PCs). It will either silently observe their actions as long as they stay in the grove or demand they pass some kind of test to prove themselves.

[6.2]

5. **Ancient Battlefield**: This is where Sabeorht's army made its camp and laid siege to the Tower's walls. Most of it was washed away when the glacier melted, or has been reclaimed by nature with the passing of centuries, but characters crossing the area can still see the signs of the great battle that was fought here, bones and pieces of weapons or armor littering the ground.

   A ***huge chunk of black ice*** lies in the middle of the area, the shining handle of a ***silver spear*** sticking out of it, immaculate as if someone planted it just the day before the PCs' arrival. The air is ***unnaturally cold*** in the proximity of this bizarre ice formation, and living beings touching it will suffer a Light Frost Critical Strike.

   Trapped within the ice, are the remains of the great Fellwing Sabeorht used to ride into battle. Characters examining it up close will be able to make out its shape, barely.

   The spear can be pulled out with a Heroic (-50) Athletic Roll, but doing so will also free the beast, who'll attack any living creature nearby (treat it as a ***Large Undead Thrall***, dealing an extra Frost Critical Strike with its Claw attack). The spear is called Moonsliver, it's a +20 magical weapon that will never rust or break, and once a day will inflict an additional Moderate Frost Critical Strike when thrown against a servant of the Darkmaster.

Large Undead Thrall

Level	MR	AT	DEF	TSR	WSR	HPs
8	12L	NA	0	65	-10	100
	Attacks		**CT**	**Rog**	**Adv**	**Lor**
	90LaCl		NB	0	0	0

6. **The Stele**: An ancient ***alabaster stele***, carved with complex geometric and floral patterns, mud-splattered and half-sunk into the ground. Scholars well-versed in Elven arts (Extremely Hard Culture Roll) will recognize it as a cenotaph, probably left by Blàithnaid in memory of her deceased lover. Sabeorht and the Elven queen met before it the night of the ritual, and his ***Specter*** still haunts the place, bound to it by dark magic and a burning desire for revenge. He'll attempt to deceive the heroes, feigning to be a benevolent ghost, and offering them his sword to help them in the fight against Blàithnaid. Should a character be so foolish to accept his offer, he'll immediately attempt to possess them.



Sabeorth

Level	MR	AT	DEF	TSR	WSR	HPs
8	15F	NA	60	50	70	100
	Attacks		**CT**	**Rog**	**Adv**	**Lor**
	Special / +100 Wpn		HH	50	40	100

Undead, Specter special abilities and immunities, linked to Reaver, a +20 Elf-Slayer magic longsword.

7. **The Rift**: Dùn Tùr, the ancient Eventide Tower that once held Blàithnaid's court vanished, leaving behind a ***great black hole*** in the ground, a rift between worlds, out of which the Mists of Annwn flow. The darkness of the pit is absolute and will give any character looking into it a sense of uneasiness, loss, and despair. It has no bottom, and no living creature can hope to cross it. Characters attempting to descend by normal means will ***disappear into the darkness***, never to be seen again (though a magnanimous GM may have them be swallowed by the Mists and reappear into a different mist-claimed area instead).

8. **The Gate**: There's an imposing ***gate of tarnished silver*** at the edge of the abyss, standing against the darkness despite the lack of any support. The gate is shut and is carved with intertwined hound motifs. Upon closer inspection, the characters will notice a ***small depression*** on the Gate, where one of the carved dogs is missing. If they have the true Warden Medallion, they'll see it fits perfectly in it.

   If the Medallion is placed in the slot, the Gate will vanish, leaving in its place a ***bridge of solid mist*** that will lead the heroes across the Rift and into the Annwn.

Into the Annwn

There are several ways the heroes can cross the Rift and get into the Annwn. Some of them (the Gate, the Black Stream, the Silver Branch, and the Golden Apple) are detailed in this adventure, while others are left to the ingenuity of the players and the GM.

Regardless of the chosen method, the Rift will transport the characters to a specific location: a beautiful silver tower surrounded by a sea of mist.

Exploring the area surrounding the tower will yield little results, and characters wandering too far away from it risk losing themselves in the vast, formless realm of the Annwn.

Inside the tower, Blàithnaid awaits the completion of her ritual. If she's aware of the heroes' approach, she'll use her magic to test them and gauge their intentions (starting with some illusions to conceal her presence and study their attitude, but switching quickly to more aggressive Spells should they prove dangerous).

If they seem reasonable, she'll reveal herself and kindly ask them to leave her to her sorrow.

Appeals to higher ideals and pleads to join the fight against the Darkmaster will be met with derision and scorn, but Blàithnaid can be convinced to renounce her plan if the characters prove her that their way will cause the Darkmaster more harm.

Blàithnaid

Level	MR	AT	DEF	TSR	WSR	HPs
9	15L	NA	60	55	70	100
Attacks			**CT**	**Rog**	**Adv**	**Lor**
+100 Wpn / Spells			HH	60	40	100

Banshee, see Bestiary for special abilities. She knows the following Spell Lores up to the 9th Weave, and can cast Spells from them without spending MPs (use her Lore Skill for the Spell Casting Roll): Elven Lore, Spell Songs, Eldritch Hand, Illusions, Eldritch Tide.



The Task

The goal of this adventure is quite straightforward: the heroes must find the source of the Mists and stop them from spreading before it's too late.

If the Mists cover the entire vale, their quest will fail; but that'll be the least of their concerns, as it'll probably mean that they'll be trapped in the Annwn without a clear way out.

Starting the Players

This adventure can take place right after the events of Winds of War, or as soon as the PCs get the true Warden's Medallion, or decide to head to the Island of Mists in the middle of the Lake (see "Reaching the Island" below).

If you're playing this as a stand-alone scenario, good ways of involving the characters are making them residents of Willow Lake or giving them personal reasons to search for the Stone of Annwn.

Aids

If Nevynn is still alive, he'll help the party as much as he can. He'll probably be still too weak to follow them to the Island but can provide them with a couple of low-level Runes of Power, should they need them. He's most useful as a source of information, though. Having studied the subject for a long time, he'll be able to give the PCs some clues on Blàithnaid and the perils of the Annwn.

Injured characters will be assisted by Eileen, who'll dig into her healing herbs reserve to help them recover as quickly as possible.

Obstacles

To reach the Island, the characters will have to navigate the fog-covered areas and deal with the spirits of the Lake. Once there, they'll have to find a way of getting into the Annwn and stop Blàithnaid.

If Wulfric is still around, he may make another appearance before the end of the adventure for a final showdown with the heroes.

Rewards

Heroes completing this adventure will have thoroughly proven themselves as true Wardens of Willow Lake, and may even be recognized as the new Thanes, should they wish to fill the vacant place and claim the title.

Moreover, they could come in possession of the fabled Stone of Annwn, an Elven artifact of wondrous power.

Mist Progress Table

Day	Area Covered
1	Lake
2	Woods around Morcant's Lair and Hunter's Cabin
3	The Hills
4	Cairn and Old Sawmill
5	Tainted Trees and the Mound
6	Willow Lake

[6.3]

Hazards & Encounters

The Mists

The fog spreading from the island in the middle of the Lake is a manifestation of the Mists of Annwn, leaking out from the rift created by Blàithnaid with the Elvenstone. As the rift expands, the Mists advance, claiming more and more of the mortal world.

The Mists will creep out of the Island, slowly encircling Willow Lake. For each day since the start of the adventure check on the Mists Progress table to see which areas of the map get covered by the Mists. If they reach Willow Lake, the whole area will be dragged into the Annwn and the adventure should be considered a failure.

Within the Mists, visibility is reduced to 1d5 meters for all, save those wearing a true Warden's Medallion, who'll be able to see up to about 20 meters.

Whenever the party crosses an area claimed by the Mists, the GM should have them face an additional special Hazard, picked or chosen randomly from the table below.

Some of these Hazards (marked by a *) are not-repeatable and can happen only once. Cross them off the list when the heroes face them, ignoring them if they're rolled again.

Hazards Table

Roll	Hazards
1*	A Great White Stag (treat it as a Sacred Beast) suddenly jumps right in front of the heroes. It will look straight at them for a moment, then run away. If they ignore it, they'll find its mangled carcass lying on their path a few hours later. A very bad omen. Unless a proper burial rite is performed, the heroes will be cursed to fail the first Save Roll they're called to make in the next 24 hours. Following it in its mad run, on the other hand, is an Extremely Hard (-40) task. Should the PCs succeed, before disappearing the White Stag will (roll 1d10) 1-3: Bless them, allowing them to automatically pass the first Save Roll they're called to make in the next 24 hours; 4-6: Truthfully answer a single "yes or no" question, as per Commune with the Spirits Spell, without Magical Resonance; 7-9: Gift them a single Golden Apple, miraculously growing from its antlers. The hero who'll eat the Golden Apple (and only that character) will be able to cross the Rift into the Annwn without any help.; 0: All of the above.
2	1d5+2 Spectral Hounds (use Wolf stats, save that they're considered to be spirits rather than beasts and have the Otherworldly Special Ability) with a white coat and blood-red ears emerge from the Mists and attack savagely, unless one of the heroes is wearing the true Warden's Medallion. In that case, the Hounds simply watch the group from a safe distance, following them in complete silence for a while, before disappearing again into the Mists.
3	As the heroes advance, part of the Mists in front of them turns into a wall greenish, Foul-Smelling Vapors, blocking their path. The vapors are poisonous: animals will refuse to enter them, and vegetation in proximity of the wall gets sickly and quickly dies unless the fog is somehow dispersed. Characters breathing the vapors must pass an Attack Level 6 TSR or have their Total HPs reduced by 20% until cured. Avoiding the wall by going around it is possible, but will mean taking a long detour and losing several hours.
4	The PCs encounter a group of Orc Soldiers (2d5), coming from the mountains, who've been wandering in the Mists since they set foot in the vale. They're completely lost, and superstitious fear is slowly eroding their nerves.
5	The heroes are transported to another Random Location claimed by the Mists, regardless of the direction they were traveling to.
6	A deep, sudden Cold descends upon the area, covering everything in a thick layer of frost, as after a winter storm, and exposing unprotected characters to the dangers of frostbite and extreme weather.
7*	1d5 Northmen in blackened armors are fighting 2d5+1 Spectral Hounds. The Northmen are clearly losing, several of their companions already dead or dying on the ground. None of them speaks the local language.
8	The characters hear the Voice of someone they know in the Mists, pleading for help. It's just an illusion, and those following it are drawn deeper and deeper into the fog, until they're completely lost.
9	The area is mysteriously covered with knee-deep Dark Water, regardless of its position or closeness to a water source.
10*	A random NPC from Willow Lake, looking disheveled and confused. They say they were dreaming of being chased by hounds, and have no memory of how they've got wherever they are.

[6.4]

Reaching the Island

Reaching the Island of Mists is no simple matter. The Lake's waters aren't just turbulent, they're hostile. The spirits of the Lake resent Elves and mortals alike for the disaster they caused, and will actively oppose anyone trying to swim or sail across it.

Characters crossing the Lake will soon feel a malicious presence closing in on them; unseen, but with a clear murderous purpose. At the same time, they'll be beleaguered by a series of accidents and water-related obstacles, from strong opposing currents and whirlpools trying to suck them in, to hidden roots and branches entangling their feet underwater.

Treat the trip to the Island as a Chase (see the Movement and Traveling section of the Core Rules): the PCs against the water-spirits of the Lake.

Starting Distance is 1 for swimming characters and 3 for those on a boat. The water-spirits have a +80 general Adventuring bonus (used to oppose the characters with brute strength or test their endurance, for example by sending a powerful current against them) and a +70 Roguery bonus (used to play mischievous tricks, like suddenly snatching the oars from their hands).

Characters can try to identify their aggressor by making a Standard (+0) Arcana Skill Roll, which will confirm its supernatural nature and suggest it could be temporarily placated by a small sacrifice or offering.

An offering of fresh flowers counts as a single automatic Success in the Chase. A blood sacrifice (e.g. a lamb) counts as two Successes. Each of them has an effect only the first time it's made; additional offerings won't influence the Chase any further.

If the PCs lose the Chase, the water-spirits reach them and drag them underwater. They'll awaken Weary 1d10 hours later at the base of the Rocky Shore (Location 1), their boat gone (if they had one), and any non-waterproof piece of equipment they were carrying ruined.

If they win, the spirits will leave them be for the time being, and they'll be free to approach the Island however they want.

Epilogue

The end of this introductory campaign has been left intentionally open in order to allow the players and the GM to develop it as they see fit, in accordance with what happened during the game.

What they'll do with the Stone of Annwn and what happens next is completely up to them. If they managed to complete all three parts successfully, they'll have brought peace back to the vale (albeit temporarily) and should get a true heroes' welcome when they return to Willow Lake.

If, on the other hand, they've missed some of the objectives or failed to complete one or more adventures, the situation may be quite different, and the heroes may wish to solve unfinished business before moving on.

Further Developments

While Blàithnaid's threat may be over, and Wulfric's nefarious plans thwarted, there are still some questions left without a clear answer.

Who sent the letter in Dark Speech to Wulfric? How strong is the Darkmaster's army, and how can the Nine Kingdoms hope to survive its attack? What will the Elves of Dryv Covert do, now that the fate of their former Queen has been revealed? What will happen to the good people of Willow Lake?

You can use these questions (or other issues that came up during the game) as a starting point for your next adventures, either using the same characters who played Shadows of the Northern Woods or creating new heroes to explore different viewpoints.

NPCs Stats

	Level	MR	AT	DEF	TSR	WSR	HPs	Attacks	CT	Rog	Adv	Lor
Annis	4	15L	NAs	40	25	20	70	+80 Wpn / +70 Ran	NH	25	40	15
Blàithnaid	9	15L	NA	60	55	70	100	+100 Wpn / Spells	HH	60	40	100
Crowspeaker Garmr	3	17L	NA	25	35	15	35	+35 Wpn / Spells	NH	30	5	45
Drwnych	20	-	ME	50	100	90	350	+150 LGr / +150 LTr	EB	75	120	90
Eileen the Herbwife	2	12L	NA	10	10	25	30	+10 Wpn / -	NH	10	15	25
Hakon	5	15L	MEs	40	45	40	100	+110 Wpn / +60 Ran	NH	30	60	10
Ivarr, Harald and Rolf	4	16L	LAs	25	25	20	70	+70 Wpn / +50 Ran	NH	20	30	0
Mokurz the Vengeful	6	15L	MEs	45	60	15	100	+110 Wpn / +75 Ran	NH	45	75	5
Morcant the Old Troll	6	10L	LA	10	85	20	150	+110 LCl / +100 Wpn	HH	60	70	0
Nevynn the Wise	5	15L	NA	0	25	55	45	+25 Wpn / Spells	NH	25	5	105
One-Hand" Padraig	1	15L	NA	10	10	20	45	+35 Wpn / +35 Ran	NH	30	30	0
Sabeorht	8	15F	NA	60	50	70	100	Special / +100 Wpn	HH	50	40	100
Sapling	3	15L	ME	20	20	15	30	+30SGr / -	NB	35	20	5
The Woad Witches of the Wood	8	15L	NA	50	55	45	100	+100 HSt / +90 LPi	HB	70	60	30
Typical Hillman Warrior	2	15L	NAs	25	10	10	50	+50 Wpn / +50 Ran	NH	15	15	0
Typical Mercenary	3	15L	LAs	25	25	20	60	+70Wpn / +55 Ran	NH	20	30	0
Wulfric	6	15L	LA	35	45	50	80	+90 Wpn / +80 Ran	CH	70	30	80

Athelstane the Black

Athelstane was born behind the walled defense of Castle Karthmere on the rocky cliffs of the Southern Reach of the Nine Kingdoms, cadet son to Lord Aethelred of House Crownsworth and Lady Eudelme of House Nanscaster.

Since he was born he was destined to assist his elder brother, Aethelbert, destined to rule over the joined lands of the two houses. He would have made for a great Guard Chieftain or Lord's Squire. With his father and brother's assent, he should have married a fair lady of a noble minor house, in order to to annex their lands and possessions to his House.

But this was not what Athelstane had in mind for himself. Considering himself far superior in physical qualities to his elder brother, Athelstane was convinced that he himself should have been the true heir of the House. His father advised him to tame his pride because not only strength and skill at arms does a ruler need to lead the household, but calmness, wisdom, and disposition; those last gifts his elder brother had instead inherited.

Yet Athelstane grew a deep resentment against his brother and father, because he felt wronged and underestimated. He refused all the official roles they offered him, considering them debasing for a man of his qualities. One evening during a banquet an altercation arose between him and a Knight from House Inverdean. Athelstane claimed his right to avenge the wrong in a duel. Vain were the attempts to solve the situation with diplomacy: Athelstane refused to withdraw his challenge, determined to prove his prowess and honor in the end.

So Redwald of Inverdean and Athelstane fought in a duel. The Knight was a veteran of many campaigns and quickly bested Athelstane. He was really angered by the young Lord's arrogance, determined to grant no mercy. Before he was able to land the killing strike, however, Aethelbert stepped into the battle himself and killed the Knight, saving his brother's life. This cost a strife between the two Houses that still rages on today. Athelstane was immediately exiled from his House's lands. From that day he dressed black and thus gained his epithet.

He moved to the capital of the Nine Kingdoms, the City of the White Walls. There he became one of the City Guard, trying to teach himself temperance and allegiance. He befriended (and soon fell in love with - apparently unpaid) a fair maiden: Mornien, an apprentice wizard.

One day Mornien received a message from her former mentor, the wizard Nevynn, summoning her for some unknown reason to a remote village to the northern border, Willow Lake. Athelstane decided to follow, to protect the lady and challenge danger.



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Athelstane the Black	1	10	20
Character Name	Lvl	XP	Next Lvl

High Man	Noble	Warrior
Kin	Culture	Vocation

Passions

Motivation: *I'll clear my name and make my father proud of me once again*

Nature: *I can't stand to see injustice to pass*

Allegiance: *I'll prove Mornien my valor*

Drive Points

◇ ◇ ◇ ◇ ◇

Heroic Path

□□□□□□□□□ 10 □□□□□□□□□ 20
□□□□□□□□□ 30 □□□□□□□□□ 40
□□□□□□□□□ 50 □□□□□□□□□ 60
□□□□□□□□□ 70 □□□□□□□□□ 80
□□□□□□□□□ 90 □□□□□□□□□ 100

Stats

Stats	Base	Kin	Spec	TOT
Brawn (BRN)	20	10		30
Swiftness (SWI)	15			15
Fortitude (FOR)	10	10		10
Wits (WIT)				0
Wisdom (WSD)				0
Bearing (BEA)	5	5		10

Save Rolls

Save Rolls	Lvl	Kin	Spec	TOT
Toughness (FOR)	5	5		30
Willpower (WSD)	5			5

Special Traits

Imposing

Background

Heroic Bloodline (Minor)

Exceptional Training (Major)

Unbreakable Bond - Mornien (Minor)

Skills

Skills	Stat	#Ranks	Bonus	Voc	Kin	Spec	Item	TOT
Armor								Development Points Per Level: 2
Armor (no stat)	-	4	20					20
Combat								Development Points Per Level: 5
Blunt (BRN)	30	0	0	20				50
Blades (BRN)	30	3	15	20				65
Ranged (SWI)	15	3	15	20				50
Polearms (BRN)	30	5	25	20			10	85
Brawl (BRN)	30	1	5	20				55
Adventuring								Development Points Per Level: 4
Athletics (BRN)	30	3	15	10			-20	35
Ride (SWI)	15	2	10	10			-20	15
Hunting (WIT)	0	2	10	5				15
Nature (WSD)	0	0	0	5				5
Wandering (WSD)	0	0	0	5				5
Roguery								Development Points Per Level: 2
Acrobatics (SWI)	15	0	0				-20	-5
Stealth (SWI)	15	0	0				-20	-5
Locks & Traps (WIT)	0	0	0					0
Perception (WSD)	0	3	15					15
Deceive (WIT)	0	1	5					5
Lore								Development Points Per Level: 0
Arcana (WIT)	0	0	0					0
Charisma (BEA)	10	3	15		15			40
Cultures (WIT)	0	2	10					10
Healer (WSD)	0	1	5					5
Songs & Tales (BEA)	10	1	5					15
Body								Development Points Per Level: 2
Body (FOR)	20	3	15	15	35			85

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Hit Points	85	
	Total	Current

Movement	Lightly Encumbered	15
	Encumbrance Level	Move Rate

Wounds

Bleed _____ Stun ☐ Penalties _____

Conditions _____

Wealth	3	Gentry
	Wealth Level	Status

Defense

SWI Bonus 15 Shield Bonus _____

Item Bonus _____ Spec Bonus _____

Melee Defense 15 **Ranged Defense** 15

Armor and Shield

Armor / Shield	Type	Zones Protected	Max SWI to DEF	Move Penalty	CMB Penalty	Perception Penalty	Ranged Bonus	Melee Bonus	Qualities
Breastplate	*Medium*	*Torso*	*+30*	*-40*					*Metal Rigid*

Weapons & Attack

Weapons / Attacks	Hands	Length	Skill(s) Used	CR	Attack Table	Maximum Result	Primary Critical	Alternate Critical	Base Range	Qualities
Greataxe	*2h*	*Long*	*Polearms*	*6*	*Edged*	*175*	*Cut*	*Impact*		*Heavy, Mighty*
Composite Bow	*2h*		*Ranged*	*5*	*Missile*	*150*	*Pierce*		*25*	*Load (1), Quick*

Equipment

Item & Description	Location	Item & Description	Location
Enameled Breastplate	*Worn*	*Greataxe +10 (Undamarth)*	*Hand*
Composite Bow, Quiver and Arrows	*Back*		
Horse (Orostar)	*-*		
Arming Sword	*Side*		
Black Velvet Cloak with Fur	*Worn*		

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Magic Points

	Kin	Stat	Spec	Stat Gain/Lvl	Voc Gain/Lvl	TOT	Spent
	1	BEA		1		2	

Spell Lores

Development Points Per Level

	Stat	#Ranks	Bonus	Voc	Kin	Spec	Item	TOT
Healing	0	1	5				-20	-15

Companion Animal

Name		Animal Type
Move		Attack Type
HP	CMB	DEF

Riding Animal

Orostar		*Rouncery (Riding Horse)*
Name		Animal Type
+0	*50*	*Large Trample*
Ride Bonus	Move	Attack Type
120	*+50*	*15*
HP	CMB	DEF

Experience Points Tracking

- ❍ You travelled to or explored a location you've never seen before.
- ❍ You faced dangerous foes and/or difficult situations.
- ❍ You completed a mission or quest, or ended a significant story arc.
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____

Deirdre

Born under an auspicious moon, Deirdre has always shown an affinity with the spirits of Nature. During her early childhood, she was revealed to be a blessed Shapechanger, favored by the spirit of the fierce Mountain Lion, who protected her clan. She was separated from her family and became the pupil of the wise women of her village. With them, she learned to control her gifts, to ride the beast within her without losing herself in its rage and to call upon its strength to help her in time of need.

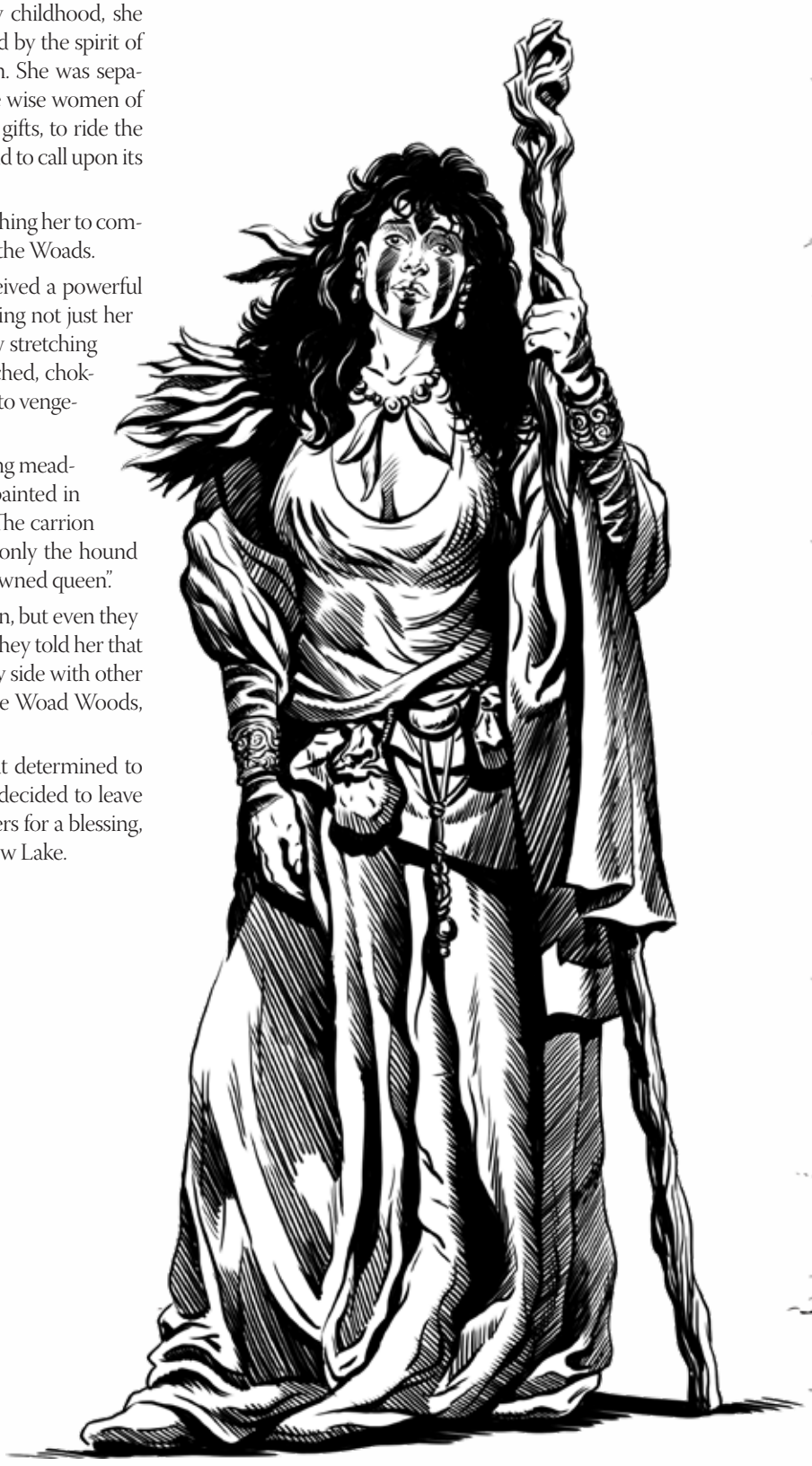
They also schooled her in the way of Animism, teaching her to commune with the spirits and the healing traditions of the Woads.

During her coming of age ceremony, Deirdre received a powerful vision, warning her about a grave danger, threatening not just her people but the whole land. She saw a dark shadow stretching over the woods and corrupting everything it touched, choking the life out of the trees and turning the spirits into vengeful ghosts.

Then a mighty voice spoke to her: "In the whispering meadow where the painted joined the ranks of the unpainted in battle, allies you'll find against the coming storm. The carrion crows gather where the starving wolf howls, but only the hound will guide you to the resting place of the flower-crowned queen."

She questioned her elderly teachers about her vision, but even they could not fully understand its meaning. However, they told her that the only place where the Woad once fought side by side with other "unpainted" people they knew was northeast of the Woad Woods, near a town named Willow Lake.

Still uncertain about the vision's true meaning, but determined to prevent the disaster she witnessed there, Deirdre decided to leave her home. She packed her things, asked her teachers for a blessing, and set out on her quest towards the town of Willow Lake.



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Deirdre	1	10	20
Character Name	Lvl	XP	Next Lvl

Man	Woad	Animist
Kin	Culture	Vocation

Passions

Motivation: *I must discover what hidden evil plagues this lands.*
Nature: *All children of Nature are my children.*
Allegiance: *I will protect these forests at any cost*

Drive Points

◇ ◇ ◇ ◇ ◇

Heroic Path

□□□□□□□□□ 10 □□□□□□□□□ 20
□□□□□□□□□ 30 □□□□□□□□□ 40
□□□□□□□□□ 50 □□□□□□□□□ 60
□□□□□□□□□ 70 □□□□□□□□□ 80
□□□□□□□□□ 90 □□□□□□□□□ 100

Stats

	Base	Kin	Spec	TOT
Brawn (BRN)		5		5
Swiftness (SWI)				0
Fortitude (FOR)	15			15
Wits (WIT)	15			15
Wisdom (WSD)	20			20
Bearing (BEA)				0

Save Rolls

	Lvl	Kin	Spec	TOT
Toughness (FOR)	5			20
Willpower (WSD)	5			25

Special Traits

Specialization (Nature)

Background

Shapechanger (Major)
Exceptional Training (Minor)
Healer's Hands (Minor)

Skills

	Stat	#Ranks	Bonus	Voc	Kin	Spec	Item	TOT
Armor							Development Points Per Level	0
Armor (no stat)	-	0	0					0
Combat							Development Points Per Level	1
Blunt (BRN)	5	0	0					5
Blades (BRN)	5	0	0					5
Ranged (SWI)	0	1	5					5
Polearms (BRN)	5	1	5					10
Brawl (BRN)	5	2	10					15
Adventuring							Development Points Per Level	2
Athletics (BRN)	5	2	10					15
Ride (SWI)	0	0	0					0
Hunting (WIT)	15	2	10	5				30
Nature (WSD)	20	4	20	15	10			65
Wandering (WSD)	20	3	15	5				40
Roguery							Development Points Per Level	1
Acrobatics (SWI)	0	2	10					10
Stealth (SWI)	0	2	10					10
Locks & Traps (WIT)	15	0	0					15
Perception (WSD)	20	2	10	5				35
Deceive (WIT)	15	0	0					15
Lore							Development Points Per Level	4
Arcana (WIT)	15	2	10	10				35
Charisma (BEA)	0	0	0	5				5
Cultures (WIT)	15	0	0	5				20
Healer (WSD)	20	5	25	20		10		75
Songs & Tales (BEA)	0	1	5	5				10
Body							Development Points Per Level	0
Body (FOR)	15	2	10		30			55

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Hit Points	55	
	Total	Current

Movement	Unencumbered	15
	Encumbrance Level	Move Rate

Wounds

Bleed _____ Stun ☐ Penalties _____

Conditions _____

Wealth	0	Outcast
	Wealth Level	Status

Defense

SWI Bonus 0 Shield Bonus _____

Item Bonus _____ Spec Bonus _____

Melee Defense 0 **Ranged Defense** 0

Armor and Shield

Armor / Shield	Type	Zones Protected	Max SWI to DEF	Move Penalty	CMB Penalty	Perception Penalty	Ranged Bonus	Melee Bonus	Qualities

Weapons & Attack

Weapons / Attacks	Hands	Length	Skill(s) Used	CR	Attack Table	Maximum Result	Primary Critical	Alternate Critical	Base Range	Qualities
Quarterstaff	*2h*	*Long*	*Polearms*	*6*	*Blunt*	*130*	*Impact*			
Dagger	*1h*	*Hand*	*Brawl*	*1*	*Edged*	*120*	*Pierce*			*Backstab*

Equipment

Item & Description	Location	Item & Description	Location
Swirling Tattoos	*Body*		
Simple Tunic	*Worn*		
Quarterstaff	*Hand*		
Bundle of Healing Herbs	*Pouch*		
Dagger	*Belt*		

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Magic Points

	Kin	Stat	Spec	Stat Gain/Lvl	Voc Gain/Lvl	TOT	Spent
		WSD		2	2	4	

Spell Lores

Development Points Per Level: 5

	Stat	#Ranks	Bonus	Voc	Kin	Spec	Item	TOT
Healing	20	1	5	10				35
Master of Plants	20	1	5	10				35
Master of Animals	20	1	5	10				35
Chanting	20	1	5	10				35
Movements of Nature	20	1	5	10				35

Companion Animal

Name _____ Animal Type _____

Move _____ Attack Type _____

HP _____ CMB _____ DEF _____

Riding Animal

Name _____ Animal Type _____

Ride Bonus _____ Move _____ Attack Type _____

HP _____ CMB _____ DEF _____

Experience Points Tracking

- ❍ You travelled to or explored a location you've never seen before.
- ❍ You faced dangerous foes and/or difficult situations.
- ❍ You completed a mission or quest, or ended a significant story arc.
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____

Maedoc the Cunning

Maedoc is a Rover, one of the irregulars who patrol the borders of the Dwarven Kingdom, keeping the roads safe from bandits and wild animals, and watching out for enemies and other dangers.

As such, he often traveled to the Mannish lands, together with his master Feargus Stoutbeard, either to escort a merchant's caravan or hunt some troublesome beast.

It was on one of these travels that he met Eamon the Warden. He was pursuing the leader of a gang of bandits, who escaped capture in the mountains and was trying to hide in the woods around Willow Lake.

When Feargus recruited the young Eamon to help them catch the fugitive, Maedoc was initially skeptical, doubting that a short-bearded Man could succeed where Dwarves had failed. However, when Eamon's knowledge of the territory led to the swift capture of the bandit, Maedoc had to change his mind about the man's capabilities.

Since that episode, the two ended up helping each other on multiple occasions and soon became very close friends.

Having completed his apprenticeship years with Feargus, now Maedoc works mostly alone. A few days ago, returning from a long scouting trip in the mountains, he found a carrier pigeon waiting for him, bearing a short message: "Dear friend, please come to Willow Lake as soon as you can; there's something I need to show you. Eamon".

Wondering why his friend couldn't be more specific, and troubled by the urgent tone of the message, Maedoc decided to leave immediately, heading towards Willow Lake.



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Character Name	Lvl	XP	Next Lvl
Maedoc the Cunning	*1*	*10*	*20*

Kin	Culture	Vocation
Dwarf	*Weald*	*Rogue*

Passions

Motivation: *I wander the land to protect my clan and Kin*

Nature: *My word is my bond*

Allegiance: *I'll help Eamon to solve Willow Lake's troubles*

Drive Points

◇ ◇ ◇ ◇ ◇

Heroic Path

□□□□□□□□□ 10 □□□□□□□□□ 20
□□□□□□□□□ 30 □□□□□□□□□ 40
□□□□□□□□□ 50 □□□□□□□□□ 60
□□□□□□□□□ 70 □□□□□□□□□ 80
□□□□□□□□□ 90 □□□□□□□□□ 100

Stats

	Base	Kin	Spec	TOT
Brawn (BRN)	*10*	*5*		*15*
Swiftness (SWI)	*20*	*-5*	*5*	*20*
Fortitude (FOR)		*15*		*15*
Wits (WIT)	*20*			*20*
Wisdom (WSD)		*5*		*5*
Bearing (BEA)		*-5*		*-5*

Save Rolls

	Lvl	Kin	Spec	TOT
Toughness (FOR)	*5*	*20*		*40*
Willpower (WSD)	*5*	*20*		*45*

Special Traits

Dark Sight
Forgekin
Stoneborn
Superstitious

Background

Gifted (Miuor)
Exceptional Training (Major)
Strider (Minor)

Skills

	Stat	#Ranks	Bonus	Voc	Kin	Spec	Item	TOT
Armor								Development Points Per Level: *1*
Armor (no stat)	-	*2*	*10*					*10*
Combat								Development Points Per Level: *3*
Blunt (BRN)	*15*	*4*	*20*	*10*			*-5*	*50*
Blades (BRN)	*15*	*0*	*0*				*-5*	*10*
Ranged (SWI)	*20*	*2*	*10*	*5*			*-5*	*30*
Polearms (BRN)	*15*	*1*	*5*				*-5*	*15*
Brawl (BRN)	*15*	*1*	*5*	*5*			*-5*	*20*
Adventuring								Development Points Per Level: *4*
Athletics (BRN)	*15*	*2*	*10*	*5*			*-10*	*20*
Ride (SWI)	*20*	*0*	*0*	*5*			*-10*	*15*
Hunting (WIT)	*20*	*5*	*25*	*5*				*50*
Nature (WSD)	*5*	*2*	*10*	*5*				*20*
Wandering (WSD)	*5*	*4*	*20*	*5*				*30*
Roguery								Development Points Per Level: *5*
Acrobatics (SWI)	*20*	*0*	*0*	*20*			*-10*	*30*
Stealth (SWI)	*20*	*4*	*20*	*20*			*-10*	*50*
Locks & Traps (WIT)	*20*	*2*	*10*	*20*				*50*
Perception (WSD)	*5*	*1*	*5*	*20*				*30*
Deceive (WIT)	*20*	*1*	*5*	*20*				*45*
Lore								Development Points Per Level: *1*
Arcana (WIT)	*20*	*0*	*0*					*20*
Charisma (BEA)	*-5*	*0*	*0*					*-5*
Cultures (WIT)	*20*	*3*	*15*					*35*
Healer (WSD)	*5*	*0*	*0*					*5*
Songs & Tales (BEA)	*-5*	*0*	*0*					*-5*
Body								Development Points Per Level: *1*
Body (FOR)	*15*	*3*	*15*	*5*	*40*			*75*

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Hit Points	75	
	Total	Current

Movement	Lightly Encumbered	15
	Encumbrance Level	Move Rate

Wounds

Bleed _____ Stun ☐ Penalties _____

Conditions _____

Wealth	2	Commoner
	Wealth Level	Status

Defense

SWI Bonus 20 Shield Bonus 15/5

Item Bonus _____ Spec Bonus _____

Melee Defense 35 **Ranged Defense** 25

Armor and Shield

Armor / Shield	Type	Zones Protected	Max SWI to DEF	Move Penalty	CMB Penalty	Perception Penalty	Ranged Bonus	Melee Bonus	Qualities
Leather Armor	*Light*	*Torso, Arms, Legs*	*30*	*-20*	*-5*				
Target Shield	*Shield*	*Shield arm*							*Rigid*

Weapons & Attack

Weapons / Attacks	Hands	Length	Skill(s) Used	CR	Attack Table	Maximum Result	Primary Critical	Alternate Critical	Base Range	Qualities
Handaxe	*1*	*Hand*	*Blunt*	*2*	*Blunt*	*130*	*Cut*	*Impact*		
Thrown Axe	*1*		*Ranged*	*4*	*Missile*	*120*	*Cut*		*3*	

Equipment

Item & Description	Location	Item & Description	Location
Leather Armor	*Worn*	*Backpack*	*Shoulders*
Handaxe +10	*Hand*		
Target Shield	*Hand*		
Wineskin	*Backpack*		
Twice-Baked Cakes	*Backpack*		

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Magic Points

Kin	Stat	Spec	Stat Gain/Lvl	Voc Gain/Lvl	TOT	Spent
___	BEA	___	0	___	0	

Spell Lores

	Stat	#Ranks	Bonus	Voc	Kin	Spec	Item	TOT

Development Points Per Level

Companion Animal

Name _____ Animal Type _____

Move _____ Attack Type _____

HP _____ CMB _____ DEF _____

Riding Animal

Name _____ Animal Type _____

Ride Bonus _____ Move _____ Attack Type _____

HP _____ CMB _____ DEF _____

Experience Points Tracking

- ❍ You travelled to or explored a location you've never seen before.
- ❍ You faced dangerous foes and/or difficult situations.
- ❍ You completed a mission or quest, or ended a significant story arc.
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____

Gandrell Windblade

Gandrell Windblade was born in the secluded Elven village of Dàr Entheas. Despite being the son of an important academic figure, and having his life path open toward an eternity of research and lectures, Gandrell started to show a strong inclination toward the art of war since his early adolescence. It was with resignation that Adamar, his father, let him join the rangers that were in charge of patrolling the Elven Forest also known as Dryv Covert, keeping intruders out and escorting visitors safely to their destination.

Among those few welcomed visitors there was Nevynn, an old wizard who used to visit Gandrell's father to discuss the ancient legends and history of the Elven people.

It was during Nevynn's frequent visits that Grandell not only grew fond of the old man, laying the foundation of a long friendship, but also learned about the legends surrounding the nearby human town of Willow Lake. According to the old man, Willow Lake was once an Elven settlement, but Adamar strongly rejected the notion, calling it a baseless rumor and refusing to discuss it.

Gandrell found his father's behavior quite strange, and became fascinated by Nevynn's stories about the small town and its mysteries. In the following years, he began to wander closer and closer to the Mannish territories, meeting with Nevynn from time to time, to listen to his stories about the land beyond Dryv Covert. He also became acquainted with Nevynn's niece, Mornien, a funny little girl who followed him on his travels.

The years passed quickly, and Nevynn's visits became less frequent, but Gandrell never forgot the old man and his stories. One day Gandrell was out hunting alone, when a great white owl swooshed down from a tree, dropping a small roll of parchment right in front of him. Picking it up, with great surprise he discovered that it was a letter from Nevynn:

"My dear friend Gandrell,

Pardon me if I haven't contacted you in a while, but unfortunately I've been very busy. There's something I'd like to show you; please come to Willow Lake as soon as you receive this letter, I'm sure you'll find it very interesting. I'll be staying at the old tower. If I'm not there, ask Eamon, the local Warden. He's a friend of mine and will surely know where to find me.

Mornien, my niece, will be there, too. I've already reserved her a room at the Dancing Trout inn. You'll find that she's grown up quite a bit since the last time you saw her.

Thank you,
Your old friend
Nevynn"



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Gandrell Windblade	1	10	20
Character Name	Lvl	XP	Next Lvl

Dusk Elf	Fey	Warrior
Kin	Culture	Vocation

Passions

Motivation: *I'll find out the truth about Willow Lake.*

Nature: *The laws of men do not apply to me, only the rules of Nature bind me.*

Allegiance: *Mornien is my friend's pupil, I must see that no harm comes to her.*

Drive Points

◇ ◇ ◇ ◇ ◇

Heroic Path

□□□□□□□□□ 10 □□□□□□□□□ 20
□□□□□□□□□ 30 □□□□□□□□□ 40
□□□□□□□□□ 50 □□□□□□□□□ 60
□□□□□□□□□ 70 □□□□□□□□□ 80
□□□□□□□□□ 90 □□□□□□□□□ 100

Stats

	Base	Kin	Spec	TOT
Brawn (BRN)				0
Swiftness (SWI)	20	10		30
Fortitude (FOR)	15			15
Wits (WIT)		5		5
Wisdom (WSD)				0
Bearing (BEA)	15	5		20

Save Rolls

	Lvl	Kin	Spec	TOT
Toughness (FOR)	5	10		30
Willpower (WSD)	5			5

Special Traits

Keen Senses
Immortal
Light-Footed
Sure-Shot
Lithe and Graceful

Background

Elven Training (Major)

Skills

	Stat	#Ranks	Bonus	Voc	Kin	Spec	Item	TOT
Armor								Development Points Per Level: 2
Armor (no stat)	-	2	10					10
Combat								Development Points Per Level: 5
Blunt (BRN)	0	0	0	20				20
Blades (BRN)	30*	3	15	20				65
Ranged (SWI)	30	4	20	20	10			80
Polearms (BRN)	0	0	0	20				20
Brawl (BRN)	0	1	5	20				25
Adventuring								Development Points Per Level: 4
Athletics (BRN)	0	2	10	10				20
Ride (SWI)	30	1	5	10				45
Hunting (WIT)	5	2	10	5				20
Nature (WSD)	0	2	10	5				15
Wandering (WSD)	0	0	0	5				5
Roguery								Development Points Per Level: 2
Acrobatics (SWI)	30	1	5		10			45
Stealth (SWI)	30	4	20					50
Locks & Traps (WIT)	5	0	0					5
Perception (WSD)	0	1	5		10			15
Deceive (WIT)	5	1	5					10
Lore								Development Points Per Level: 0
Arcana (WIT)	5	3	15					20
Charisma (BEA)	20	1	5					25
Cultures (WIT)	5	1	5					10
Healer (WSD)	0	1	5					5
Songs & Tales (BEA)	20	2	10					30
Body								Development Points Per Level: 2
Body (FOR)	15	2	10	15	25			65

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Hit Points	65	
	Total	Current

Movement	Lightly Encumbered	15
	Encumbrance Level	Move Rate

Wounds

Bleed _____ Stun ☐ Penalties _____

Conditions _____

Wealth	3	Gentry
	Wealth Level	Status

Defense

SWI Bonus 30 Shield Bonus _____

Item Bonus _____ Spec Bonus _____

Melee Defense 30 **Ranged Defense** 30

Armor and Shield

Armor / Shield	Type	Zones Protected	Max SWI to DEF	Move Penalty	CMB Penalty	Perception Penalty	Ranged Bonus	Melee Bonus	Qualities
Leather Jerkin	*Light*	*Torso*	-	*-10*					

Weapons & Attack

Weapons / Attacks	Hands	Length	Skill(s) Used	CR	Attack Table	Maximum Result	Primary Critical	Alternate Critical	Base Range	Qualities
Longsword	*1h*	*Long*	*Blades*	*4*	*Edged*	*150*	*Cut*	*Pierce*		*Hand and a*
Long Bow	*2h*		*Ranged*	*6*	*Missile*	*175*	*Pierce*		*35*	*Load (1)*

Equipment

Item & Description	Location	Item & Description	Location
Short Tunic and Flowing Cape	*Worn*		
Long Bow, Quiver and Arrows	*Back*		
Reviving Cordial	*Pouch*		
Leather Jerkin	*Worn*		
Longsword	*Belt*		

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Magic Points

Kin	Stat	Spec	Stat Gain/Lvl	Voc Gain/Lvl	TOT	Spent
3	BEA		2		5	

Spell Lores

Development Points Per Level

	Stat	#Ranks	Bonus	Voc	Kin	Spec	Item	TOT
Detections	0	2	10					10
Spell Songs	20	1	5					25
Elven Lore	20	1	5					25

Companion Animal

Name _____ Animal Type _____

Move _____ Attack Type _____

HP _____ CMB _____ DEF _____

Riding Animal

Name _____ Animal Type _____

Ride Bonus _____ Move _____ Attack Type _____

HP _____ CMB _____ DEF _____

Experience Points Tracking

- ❍ You travelled to or explored a location you've never seen before.
- ❍ You faced dangerous foes and/or difficult situations.
- ❍ You completed a mission or quest, or ended a significant story arc.
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____

Mornien the Fair

Mornien was born in the City of the White Walls in the Southern Realm of the Nine Kingdoms. Since the day she was born her life has not been easy. She was the illegitimate child of a secret relationship between a high ranked city nobleman and Lyriel, one of his courtesans. Rumors about the unwanted pregnancy started to spread quickly, leaving the nobleman the only choice of ousting the pregnant courtesan from the court. Condemned to starve, Lyriel was sheltered by the nobleman's unconventional uncle Nevynn, an unmarried scholar who shunned the nobilities' fanfares, and took her and her daughter with him on his long journeys across the land. The old man soon grew fond of the young and quick Mornien. After the premature departure of the child's mother, Nevynn and Mornien became inseparable, and he always introduced her as his niece.

Around the age of 14 Mornien started to show a natural attitude toward the arcane arts. In order to teach her how to dominate her nature, Nevynn decided to bring her back to the City of the White Walls, so that she could completely channel her energy toward the study of the arcane arts. While Mornien was successfully enhancing her skills as an apprentice, Nevynn continued to travel. In the beginning, his journeys would not last more than a few weeks, but with time they started to become longer and longer. Mornien often found herself alone, growing into a strong-willed, fiercely independent woman. Her strong personality, together with the very little free time due to her studies, led Mornien to conduct a very poor social life, made of many acquaintances but very few friends. Among these very few friends there is Athelstane the Black, a City Guard. She started to grow fond of the young man after he started to help her with the heaviest housework. Quickly he became her confidant and whenever they get a chance they enjoy their friendship with long walks and meaningful chats.

Nevynn's most recent journey was ongoing for more than a year and a half when, one morning, Mornien received a letter from him. To her great joy, in the letter her uncle told her that he missed his niece, and was eager to see how much she's learned. He then asked her to reach him in Willow Lake, a small town on the northern border, leaving her a long list of directions on how to get there.

Having to leave the city in a great rush, Mornien stopped by Athelstane for the farewells, but to her great surprise and pleasure, the young city guard decided to quit his job and swore to protect her during her perilous journey to Willow Lake.



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Character Name	Lvl	XP	Next Lvl
Mornien the Fair	*1*	*10*	*20*

Kin	Culture	Vocation
Man	*City*	*Wizard*

Passions

Motivation: *I will conquer the secrets of the Ancients*

Nature: *I need no help, I can manage myself*

Allegiance: *I'll show Nevynn what I've learned during these years*

Drive Points

◇ ◇ ◇ ◇ ◇

Heroic Path

□□□□□□□□□ 10 □□□□□□□□□ 20
□□□□□□□□□ 30 □□□□□□□□□ 40
□□□□□□□□□ 50 □□□□□□□□□ 60
□□□□□□□□□ 70 □□□□□□□□□ 80
□□□□□□□□□ 90 □□□□□□□□□ 100

Stats

	Base	Kin	Spec	TOT
Brawn (BRN)		*5*		*5*
Swiftness (SWI)				*0*
Fortitude (FOR)				*0*
Wits (WIT)	*20*			*20*
Wisdom (WSD)	*15*		*5*	*20*
Bearing (BEA)	*15*		*5*	*20*

Save Rolls

	Lvl	Kin	Spec	TOT
Toughness (FOR)	*5*			*5*
Willpower (WSD)	*5*			*25*

Special Traits

Specialization (Songs & Tales)

Background

Gifted (Major)

Exceptional Training (Major)

Magical Affinity - Eldritch Fire (Minor)

Skills

	Stat	#Ranks	Bonus	Voc	Kin	Spec	Item	TOT
Armor								Development Points Per Level:
Armor (no stat)	-	*1*	*5*					*5*
Combat								Development Points Per Level:
Blunt (BRN)	*5*	*0*	*0*					*5*
Blades (BRN)	*5*	*1*	*5*					*10*
Ranged (SWI)	*0*	*1*	*5*					*5*
Polearms (BRN)	*5*	*1*	*5*					*10*
Brawl (BRN)	*5*	*1*	*5*					*10*
Adventuring								Development Points Per Level: *1*
Athletics (BRN)	*5*	*2*	*10*					*15*
Ride (SWI)	*0*	*0*	*0*					*0*
Hunting (WIT)	*20*	*0*	*0*					*20*
Nature (WSD)	*20*	*0*	*0*					*20*
Wandering (WSD)	*20*	*0*	*0*					*20*
Roguery								Development Points Per Level: *1*
Acrobatics (SWI)	*0*	*1*	*5*					*5*
Stealth (SWI)	*0*	*1*	*5*					*5*
Locks & Traps (WIT)	*20*	*1*	*5*					*25*
Perception (WSD)	*20*	*1*	*5*					*25*
Deceive (WIT)	*20*	*3*	*15*	*5*				*40*
Lore								Development Points Per Level: *5*
Arcana (WIT)	*20*	*4*	*20*	*15*			*10*	*65*
Charisma (BEA)	*20*	*4*	*20*	*10*				*50*
Cultures (WIT)	*20*	*4*	*20*	*15*				*55*
Healer (WSD)	*20*	*1*	*5*	*5*				*30*
Songs & Tales (BEA)	*20*	*3*	*15*	*10*	*10*			*55*
Body								Development Points Per Level:
Body (FOR)	*0*	*0*	*0*		*30*			*30*

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Hit Points	30	
	Total	Current

Movement	Unencumbered	15
	Encumbrance Level	Move Rate

Wounds

Bleed _____ Stun ☐ Penalties _____

Conditions _____

Wealth	1	Struggling
	Wealth Level	Status

Defense

SWI Bonus 0 Shield Bonus _____

Item Bonus _____ Spec Bonus _____

Melee Defense 0 **Ranged Defense** 0

Armor and Shield

Armor / Shield	Type	Zones Protected	Max SWI to DEF	Move Penalty	CMB Penalty	Perception Penalty	Ranged Bonus	Melee Bonus	Qualities

Weapons & Attack

Weapons / Attacks	Hands	Length	Skill(s) Used	CR	Attack Table	Maximum Result	Primary Critical	Alternate Critical	Base Range	Qualities
Short Sword	*1h*	*Short*	*Blades*	*2*	*Edged*	*130*	*Cut*	*Pierce*		*Backstab*

Equipment

Item & Description	Location	Item & Description	Location
Plain Clothing	*Worn*		
Short Sword	*Side*		
Lantern and Oil	*Backpack*		
Small Backpack	*Shoulder*		
Nevynn's Notes (+10 to Arcana)	*Backpack*		

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Magic Points

Kin	Stat	Spec	Stat Gain/Lvl	Voc Gain/Lvl	TOT	Spent
	WIT		2	3	5	

Spell Lores

Development Points Per Level

	Stat	#Ranks	Bonus	Voc	Kin	Spec	Item	TOT
Eldritch Fire	20	1	5	15		10		50
Detections	20	1	5	15				40
Eldritch Hand	20	1	5	15				40
Mind Control	20	1	5	15				40
Illusions	20	1	5	15				40

Companion Animal

Name _____ Animal Type _____

Move _____ Attack Type _____

HP _____ CMB _____ DEF _____

Riding Animal

Name _____ Animal Type _____

Ride Bonus _____ Move _____ Attack Type _____

HP _____ CMB _____ DEF _____

Experience Points Tracking

- ❍ You travelled to or explored a location you've never seen before.
- ❍ You faced dangerous foes and/or difficult situations.
- ❍ You completed a mission or quest, or ended a significant story arc.
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____

Tobold "The Ferret" Mistletoe

Tobold was born in the pleasant town of Grassy Hills in the Bailiwick, home to the Halfling people. His family was a wealthy and well renowned one, having contributed to the community a long series of Bailiffs and Sheriffs. Since Tobold was a child, he always was the smartest and quickest guy around: he was incomparably deft at purloining cookies, cakes, and fruits; hiding any traces of his passage; or diverting the blame on some of the other brats in his gang. Soon enough his presence became synonymous with mischief among the good people of Grassy Hills. They started to call him "Ferret", as he was shifty and mischievous as a little animal.

Being the local Sheriff, his father was doubly exasperated by Tobold's behavior. So, one day, he decided to bring his son with him whenever he went to work. "This way, if you're gonna cause trouble" he said "at least I'll be there to stop your nonsense".

At first, Tobold was cast down by his father's decision, but soon discovered that the Sheriff's job was far more interesting than running around with the other kids. Solving other people's problems and finding out where something disappeared or who committed a theft or other misdeed became a game to him. After a few weeks, he was already better than most of the Bailiwick's Sheriffs at their job.

Proud of his son's turnaround, his father encouraged him, teaching him not only the secrets of his trade, but also what it meant to be a Sheriff.

Finally, when Tobold gained the rank of Undersheriff, his parents threw a great party, and jokingly gifted him a pet ferret, as a reminder of his troublesome childhood. Tobold named her Raffles, and the two became inseparable friends.

People still called him "Ferret", but now it had an affectionate meaning. If something was missing or stolen in the Bailiwick, "The Ferret" could find it.

A couple of weeks ago, Tobold received a letter from his dearest cousin Mirabella, who followed her husband to settle in the Mannish realms, in the distant town of Willow Lake. Mirabella asked for his help, explaining that her sheep have been stolen, and that the local town guards weren't able to find neither the animals nor the culprit. Shocked by the incompetence of the Mannish guards, and intrigued by the perspective of a short vacation abroad, Tobold decided to pay his cousin a visit. He prepared his luggage, picked up Raffles, and jumped on the first coach headed out of the Bailiwick.



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Tobold "the Ferret" Mistletoe	1	10	20
Character Name	Lvl	XP	Next Lvl

Halfling	Pastoral	Rogue
Kin	Culture	Vocation

Passions

Motivation: *I'll become the greatest Sheriff the Bailiwick ever had*

Nature: *I think better on a full stomach*

Allegiance: *I'll do my best to help my cousin Mirabella and the people of Willow Lake*

Drive Points

◇ ◇ ◇ ◇ ◇

Heroic Path

□□□□□□□□□ 10 □□□□□□□□□ 20
□□□□□□□□□ 30 □□□□□□□□□ 40
□□□□□□□□□ 50 □□□□□□□□□ 60
□□□□□□□□□ 70 □□□□□□□□□ 80
□□□□□□□□□ 90 □□□□□□□□□ 100

Stats

	Base	Kin	Spec	TOT
Brawn (BRN)		-20		-20
Swiftness (SWI)	25	15		40
Fortitude (FOR)		10		10
Wits (WIT)	15	0	5	20
Wisdom (WSD)	5	5		10
Bearing (BEA)	5			5

Save Rolls

	Lvl	Kin	Spec	TOT
Toughness (FOR)	5	10		25
Willpower (WSD)	5	35		50

Special Traits

Diminutive
Nimble
Sure-Shot
Second Breakfast
Superstitious

Background

Lovable Rogue (Major)
Exceptional Training (Minor)
Loyal Companion (Minor)

Skills

	Stat	#Ranks	Bonus	Voc	Kin	Spec	Item	TOT
Armor							Development Points Per Level	1
Armor (no stat)	-	1	1					5
Combat							Development Points Per Level	3
Blunt (BRN)	-20	0	0					-20
Blades (BRN)	-20	0	0	5				-15
Ranged (SWI)	40	3	15	10	10			75
Polearms (BRN)	-20	0	0					-10
Brawl (BRN)	-20	2	10	5				-5
Adventuring							Development Points Per Level	4
Athletics (BRN)	-20	4	20	5				5
Ride (SWI)	40	1	5	5				50
Hunting (WIT)	20	2	10	5				35
Nature (WSD)	10	3	15	5				30
Wandering (WSD)	10	1	5	5				20
Roguery							Development Points Per Level	5
Acrobatics (SWI)	40	1	5	20	20			85
Stealth (SWI)	40	2	10	20	20			90
Locks & Traps (WIT)	20	1	5	20				45
Perception (WSD)	10	5	25	20				55
Deceive (WIT)	20	3	15	20				55
Lore							Development Points Per Level	1
Arcana (WIT)	20	0	0					20
Charisma (BEA)	5	2	10					15
Cultures (WIT)	20	1	5					25
Healer (WSD)	10	2	10					20
Songs & Tales (BEA)	5	2	10					15
Body							Development Points Per Level	1
Body (FOR)	10	2	10	5	20			45

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Hit Points	45	
	Total	Current

Movement	Lightly Encumbered	15
	Encumbrance Level	Move Rate

Wounds

Bleed _____ Stun ☐ Penalties _____

Conditions _____

Wealth		
	Wealth Level	Status

Defense

SWI Bonus 40 Shield Bonus _____

Item Bonus _____ Spec Bonus _____

Melee Defense 40 **Ranged Defense** 40

Armor and Shield

Armor / Shield	Type	Zones Protected	Max SWI to DEF	Move Penalty	CMB Penalty	Perception Penalty	Ranged Bonus	Melee Bonus	Qualities

Weapons & Attack

Weapons / Attacks	Hands	Length	Skill(s) Used	CR	Attack Table	Maximum Result	Primary Critical	Alternate Critical	Base Range	Qualities
Sling	*1h*		*Ranged*	*7*	*Missile*	*110/130*	*Impact*		*15*	*Load (1)*
Dagger	*1h*	*Hand*	*Brawl Blades*	*1*	*Edged*	*120*	*Pierce*			*Backstab*

Equipment

Item & Description	Location	Item & Description	Location
Traveling Clothes	*Worn*		
Shepherd's Sling	*Pocket*		
Pipe, tobacco and Bagful of Food	*Backpack*		
Dagger	*Belt*		
Backpack	*Shoulders*		

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Magic Points

Kin	Stat	Spec	Stat Gain/Lvl	Voc Gain/Lvl	TOT	Spent
	BEA		*0*		*0*	

Spell Lores

Development Points Per Level

	Stat	#Ranks	Bonus	Voc	Kin	Spec	Item	TOT

Companion Animal

Raffles		*Ferret*
Name		Animal Type
15		*Small Bite*
Move		Attack Type
10	*10*	*40*
HP	CMB	DEF

Riding Animal

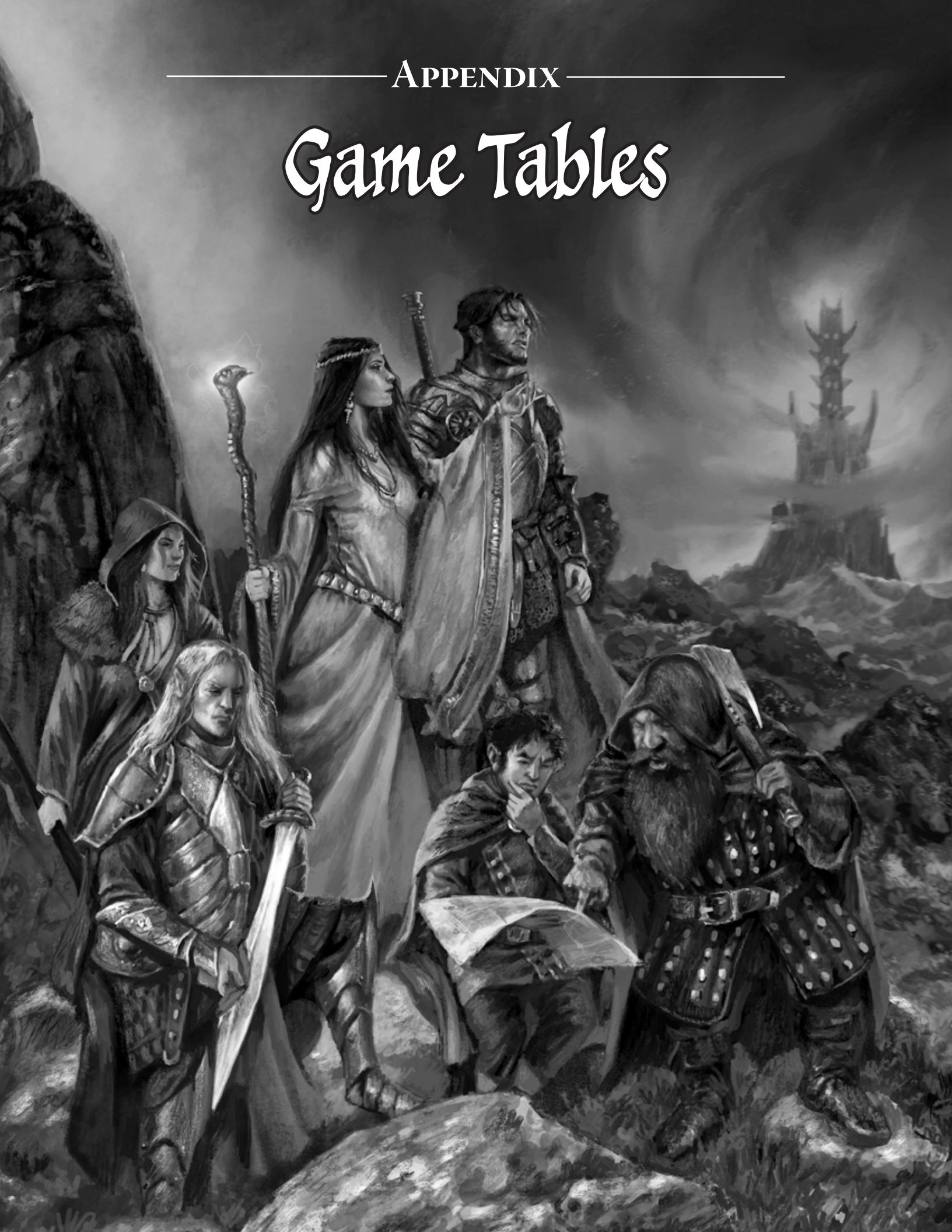
Name		Animal Type
Ride Bonus	Move	Attack Type
HP	CMB	DEF

Experience Points Tracking

- ❍ You travelled to or explored a location you've never seen before.
- ❍ You faced dangerous foes and/or difficult situations.
- ❍ You completed a mission or quest, or ended a significant story arc.
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____

Appendix

Game Tables



Edged Attack Table

Roll	NA	LA	MA	HA	Roll
Up to 10	*Attack automatically misses & there's a chance of being clumsy*				Up to 10
11-35	-	-	-	-	11-35
36-40	-	-	-	0	36-40
41-45	-	-	0	0	41-45
46-50	-	0	0	1	46-50
51-55	0	0	0	1	51-55
56-60	0	0	1	2	56-60
61-65	0	0	2	2	61-65
66-70	0	2	3	3	66-70
71-75	0	3	4	3	71-75
76-80	7 Sup	5	5	4	76-80
81-85	9 Sup	6	6	5	81-85
86-90	10 Lig	7	7	5	86-90
91-95	11 Lig	9 Sup	8	6	91-95
96-100	13 Mod	10 Sup	9	6	96-100
101-105	15 Mod	11 Sup	10 Sup	7	101-105
106-110	17 Gri	12 Lig	11 Sup	8	106-110
111-115	19 Gri	13 Lig	12 Lig	8 Sup	111-115
116-120	20 Gri	15 Mod	13 Lig	9 Sup	116-120
121-125	21 Let	16 Mod	13 Mod	10 Sup	121-125
126-130	23 Let	17 Gri	14 Mod	10 Lig	126-130
131-135	25 Let	18 Gri	15 Mod	10 Lig	131-135
136-140	27 Let	20 Gri	16 Gri	11 Mod	136-140
141-145	28 Let	21 Let	17 Gri	11 Gri	141-145
146-150	30 Let	22 Let	18 Let	12 Gri	146-150
151-155	34 Let	26 Let	21 Let	14 Gri	151-155
156-160	38 Let	30 Let	24 Let	16 Let	156-160
161-165	42 Let	34 Let	27 Let	18 Let	161-165
166-170	46 Let	37 Let	30 Let	20 Let	166-170
171-175	50 Let	40 Let	33 Let	22 Let	171-175

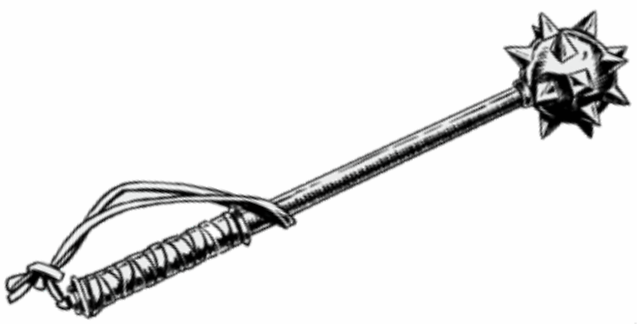
[7.1]



Blunt Attack Table

Roll	NA	LA	MA	HA	Roll
Up to 10	*Attack automatically misses & there's a chance of being clumsy*				Up to 10
11-35	-	-	-	-	11-35
36-40	-	-	-	0	36-40
41-45	-	-	1	1	41-45
46-50	-	2	2	2	46-50
51-55	0	3	3	3	51-55
56-60	0	3	4	3	56-60
61-65	0	4	5	4	61-65
66-70	0	5	6	5	66-70
71-75	0	5	7	5	71-75
76-80	0	6	8	6	76-80
81-85	6	7	9	7	81-85
86-90	8	8	10	7	86-90
91-95	9 Sup	8 Sup	11	8	91-95
96-100	10 Lig	9 Sup	12 Sup	9	96-100
101-105	12 Mod	10 Lig	13 Sup	10	101-105
106-110	13 Mod	11 Lig	14 Lig	10 Sup	106-110
111-115	14 Gri	12 Mod	15 Lig	11 Sup	111-115
116-120	15 Gri	13 Mod	16 Mod	12 Lig	116-120
121-125	17 Gri	15 Mod	17 Mod	13 Lig	121-125
126-130	18 Let	16 Gri	18 Mod	13 Mod	126-130
131-135	19 Let	17 Gri	19 Gri	14 Mod	131-135
136-140	21 Let	18 Gri	20 Gri	15 Gri	136-140
141-145	22 Let	19 Let	21 Gri	16 Gri	141-145
146-150	23 Let	20 Let	22 Let	16 Gri	146-150
151-155	26 Let	22 Let	23 Let	17 Let	151-155
156-160	29 Let	24 Let	24 Let	17 Let	156-160
161-165	32 Let	26 Let	25 Let	18 Let	161-165
166-170	34 Let	28 Let	26 Let	18 Let	166-170
171-175	36 Let	30 Let	28 Let	19 Let	171-175

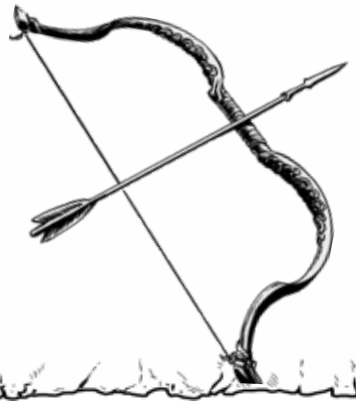
[7.2]



Missile Attack Table

Roll	NA	LA	MA	HA	Roll
Up to 10	*Attack automatically misses & there's a chance of being clumsy*				Up to 10
11-35	-	-	-	-	11-35
36-40	-	-	-	-	36-40
41-45	-	-	-	-	41-45
46-50	-	-	-	-	46-50
51-55	-	-	-	0	51-55
56-60	-	-	-	0	56-60
61-65	-	-	0	0	61-65
66-70	-	-	0	0	66-70
71-75	-	0	0	1	71-75
76-80	-	0	2	2	76-80
81-85	-	3	4	3	81-85
86-90	-	5	6	4	86-90
91-95	8 Sup	7 Sup	7	5	91-95
96-100	10 Lig	9 Sup	8 Sup	6	96-100
101-105	11 Mod	10 Lig	10 Sup	7	101-105
106-110	13 Mod	12 Lig	13 Lig	8 Sup	106-110
111-115	15 Mod	13 Lig	14 Lig	9 Sup	111-115
116-120	16 Gri	15 Mod	16 Lig	10 Sup	116-120
121-125	18 Gri	17 Mod	17 Mod	10 Lig	121-125
126-130	20 Gri	19 Gri	19 Mod	11 Lig	126-130
131-135	21 Let	21 Gri	20 Gri	12 Mod	131-135
136-140	23 Let	23 Gri	22 Gri	13 Mod	136-140
141-145	25 Let	25 Let	23 Let	14 Gri	141-145
146-150	27 Let	26 Let	25 Let	15 Let	146-150
151-155	29 Let	28 Let	26 Let	16 Let	151-155
156-160	31 Let	30 Let	27 Let	17 Let	156-160
161-165	33 Let	32 Let	28 Let	18 Let	161-165
166-170	35 Let	33 Let	29 Let	19 Let	166-170
171-175	37 Let	34 Let	30 Let	20 Let	171-175

[7.3]



Unarmed/Grappling Attack Table

Roll	NA	LA	MA	HA	Roll
Up to 10	*Attack automatically misses & there's a chance of being clumsy*				Up to 10
11-35	-	-	-	-	11-35
36-40	0	0	0	0	36-40
41-45	0	0	0	0	41-45
46-50	0	0	0	0	46-50
51-55	1	0	0	0	51-55
56-60	1	0	0	0	56-60
61-65	2	0	0	0	61-65
66-70	2	0	0	0	66-70
71-75	3	0	0	0	71-75
76-80	4	1	0	0	76-80
81-85	5	2	0	0	81-85
86-90	6	3	1	0	86-90
91-95	7	4	2	0	91-95
96-100	8	5	3	1	96-100
101-105	9 Sup	6	4	2	101-105
106-110	10 Sup	7 Sup	5	3	106-110
111-115	11 Sup	8 Sup	6	4	111-115
116-120	12 Lig	9 Sup	7 Sup	5	116-120
121-125	14 Lig	10 Lig	8 Sup	6	121-125
126-130	15 Lig	11 Lig	9 Sup	7 Sup	126-130
131-135	16 Mod	12 Lig	10 Lig	8 Sup	131-135
136-140	17 Mod	13 Mod	11 Lig	9 Sup	136-140
141-145	18 Mod	14 Mod	12 Lig	10 Lig	141-145
146-150	19 Gri	15 Mod	13 Mod	11 Lig	146-150
151-155	20 Gri	16 Gri	14 Mod	12 Lig	151-155
156-160	22 Gri	18 Gri	15 Mod	13 Mod	156-160
161-165	24 Let	20 Gri	16 Gri	14 Mod	161-165
166-170	26 Let	22 Let	18 Gri	15 Mod	166-170
171-175	28 Let	24 Let	20 Let	16 Gri	171-175

[7.4]



Area Spells Attack Table

Roll	NA	LA	MA	HA	Roll
Up to 10	*Attack automatically misses & caster rolls on the Spell Failures Table*				Up to 10
11-35	0	0	0	0	11-35
36-40	0	0	0	0	36-40
41-45	0	0	0	0	41-45
46-50	0	0	0	0	46-50
51-55	0	0	0	0	51-55
56-60	1	0	0	0	56-60
61-65	2	0	0	0	61-65
66-70	3	0	0	0	66-70
71-75	4	0	0	0	71-75
76-80	5	0	0	0	76-80
81-85	6	0	0	0	81-85
86-90	7 Sup	1	1	1	86-90
91-95	8 Sup	2	2	2	91-95
96-100	9 Sup	3	3	3	96-100
101-105	10 Sup	4 Sup	4	4	101-105
106-110	11 Sup	5 Sup	5 Sup	5	106-110
111-115	12 Lig	6 Sup	6 Sup	5 Sup	111-115
116-120	13 Lig	7 Sup	7 Sup	6 Sup	116-120
121-125	14 Lig	8 Sup	8 Sup	7 Sup	121-125
126-130	15 Lig	10 Lig	8 Lig	7 Sup	126-130
131-135	16 Mod	12 Lig	9 Lig	7 Lig	131-135
136-140	18 Mod	13 Lig	10 Lig	8 Lig	136-140
141-145	20 Mod	14 Mod	10 Mod	9 Lig	141-145
146-150	21 Mod	16 Mod	12 Mod	9 Mod	146-150
151-155	22 Mod	18 Mod	14 Mod	10 Mod	151-155
156-160	24 Gri	20 Mod	15 Mod	12 Mod	156-160
161-165	26 Gri	22 Gri	16 Gri	14 Gri	161-165
166-170	28 Gri	24 Gri	18 Gri	16 Gri	166-170
171-175	34 Let	26 Let	20 Let	18 Let	171-175

[7.5]

Bolt Spells Attack Table

Roll	NA	LA	MA	HA	Roll
Up to 10	*Attack automatically misses & caster rolls on the Spell Failures Table*				Up to 10
11-35	-	-	-	-	11-35
36-40	-	-	-	-	36-40
41-45	-	-	-	-	41-45
46-50	-	-	-	0	46-50
51-55	-	-	-	0	51-55
56-60	-	-	0	0	56-60
61-65	-	-	0	0	61-65
66-70	-	0	1	1	66-70
71-75	-	0	1	1	71-75
76-80	0	0	1	2	76-80
81-85	0	1	2	2	81-85
86-90	0	2	3	3	86-90
91-95	8 Sup	3	4	3	91-95
96-100	10 Sup	4	5 Sup	4 Sup	96-100
101-105	11 Sup	5 Sup	6 Sup	5 Sup	101-105
106-110	12 Lig	6 Sup	7 Sup	6 Sup	106-110
111-115	14 Lig	8 Sup	8 Sup	7 Sup	111-115
116-120	16 Lig	10 Lig	10 Lig	8 Sup	116-120
121-125	18 Mod	12 Lig	12 Lig	12 Lig	121-125
126-130	21 Mod	14 Lig	14 Lig	13 Lig	126-130
131-135	24 Mod	16 Mod	15 Lig	14 Lig	131-135
136-140	27 Gri	17 Mod	16 Mod	15 Lig	136-140
141-145	30 Gri	18 Mod	17 Mod	16 Mod	141-145
146-150	32 Gri	19 Gri	18 Mod	17 Mod	146-150
151-155	34 Let	20 Gri	20 Mod	20 Mod	151-155
156-160	36 Let	22 Gri	22 Gri	22 Gri	156-160
161-165	38 Let	25 Let	24 Gri	24 Gri	161-165
166-170	40 Let	28 Let	26 Let	26 Gri	166-170
171-175	42 Let	31 Let	28 Let	26 Let	171-175

[7.6]



Beast Attack Table

Roll	NA	LA	MA	HA	Roll
Up to 10	*Attack automatically misses & there's a chance of being clumsy*				**Up to 10**
11-35	-	-	-	-	**11-35**
36-40	-	-	-	-	**36-40**
41-45	0	0	0	0	**41-45**
46-50	1	0	0	0	**46-50**
51-55	2	0	0	0	**51-55**
56-60	4	0	0	1	**56-60**
61-65	5	1	1	1	**61-65**
66-70	6	2	2	2	**66-70**
71-75	8	3	3	3	**71-75**
76-80	9 Sup	5	4	4	**76-80**
81-85	10 Sup	7	5	5	**81-85**
86-90	12 Sup	8	6	6	**86-90**
91-95	13 Lig	9 Sup	7	6	**91-95**
96-100	14 Lig	10 Sup	8 Sup	7	**96-100**
101-105	15 Lig	11 Sup	9 Sup	7 Sup	**101-105**
106-110	17 Mod	12 Lig	10 Sup	8 Sup	**106-110**
111-115	19 Mod	13 Lig	11 Lig	9 Sup	**111-115**
116-120	23 Gri	14 Mod	12 Lig	10 Lig	**116-120**
121-125	26 Gri	16 Mod	14 Lig	12 Lig	**121-125**
126-130	28 Let	18 Mod	16 Mod	14 Lig	**126-130**
131-135	30 Let	20 Gri	18 Mod	16 Mod	**131-135**
136-140	32 Let	22 Gri	20 Gri	18 Mod	**136-140**
141-145	34 Let	24 Let	22 Gri	20 Mod	**141-145**
146-150	36 Let	26 Let	24 Gri	22 Gri	**146-150**
151-155	38 Let	28 Let	26 Let	24 Gri	**151-155**
156-160	40 Let	30 Let	28 Let	26 Gri	**156-160**
161-165	42 Let	32 Let	30 Let	28 Let	**161-165**
166-170	44 Let	34 Let	32 Let	30 Let	**166-170**
171-175	46 Let	36 Let	34 Let	32 Let	**171-175**

[7.7]







Beast Critical Strikes

up to 5	Powerful but flat strike. +10 Damage, you fumble your weapon - roll on the appropriate table.
06-20	Glancing strike to the foe's side. +6 Damage.
21-35	A solid blow. +10 Damage.
36-50	The foe definitely felt that. +13 Damage.
51-65	Staggered by the strong strike. +12 Damage, -10 activities. Foe is Stunned.
66-79	Light wound. +10 Damage, and 3 Bleed. Foe is Stunned.
80-89	Hard blow to upper limbs. +15 Damage and 3 Bleed due to flesh wounds and bruises. -10 to all actions and Stunned.
90-99	Fine strike to the lower limbs. +16 Damage, 5 Bleed. -20 to all actions and target's Stunned. If the target has four legs or more, only -10 to all actions.
100	A strike to the neck severs major blood vessels. +15 Damage, target's Stunned. Dies in 6 Rounds, but can act meanwhile. If the target has no neck or blood vessels, then +15 Damage, Stunned, and -20 to all actions.
	Maximum Result for Superficial Critical Strikes
101-106	Flat strike to the head. Target is knocked unconscious and +15 Damage. If the target doesn't have a distinguishable head or has head armor, +15 Damage and Stunned.
107-109	Strike crushes foot. Target is Prone, Stunned, takes +15 Damage and -40 to all actions. If the target has more than two feet or doesn't need any, then only -10 penalty.
110	Strike to the groin. Target is doubled over in pain: +20 Damage and Stunned, -30 to all actions. Target is sterilized. If the target does not have a mammal reproductive system, then +20 Damage.
	Maximum Result for Light Critical Strikes
111-116	Strike across the eyes temporarily blinds target. Stunned and blinded for 6 Rounds, then is at -30 to all actions. If the target doesn't have or does not need eyes, only +20 Damage.
117-119	Strike severs an artery in lower limb. Target takes 8 Bleed and -20 to all actions. If the target does not have a circulatory system, then +20 Damage and Stunned.
120	Strike to the chest. If the target's not armored: heart destroyed, instant death, weapon stuck or trapped under the body for 3 Rounds. If the target's armored or does not have a chest: +30 Damage, Stunned, and the attacker fumbles their weapon.
	Maximum Result for Moderate Critical Strikes
121-126	Strike to upper limb. Limb is severed, +15 Damage, 6 Bleed, and Stunned, limb useless. If the target does not have limbs, then +25 Damage.
127-129	Direct strike to the head fractures skull. Target takes +20 Damage and is Incapacitated. It he target does not have a skull or has rigid armor: +30 Damage, Stunned, and attacker fumbles their weapon.
130	Strike to the mouth. Target dies immediately, but the weapon is stuck in the bone for 3 Rounds. If the target does not have a mouth: +40 Damage, Stunned, and the attacker fumbles their weapon.
	Maximum Result for Grievous Critical Strikes
131-136	Powerful strike to the back, broken spine. Target is knocked Prone and paralyzed from the waist down. If the target doesn't have a spine, then is cut in half and dies instantly.
137-140	Strike to the abdomen eviscerates target. Target is Stunned and dies in 6 Rounds, during which can act at -40. Attacker covered in bodily fluids.
141-146	Vicious strike to the skull. Jaw shattered and target's knocked out, suffers +30 Damage and is in a coma. If the target does not have a distinguishable head, then +50 Damage.
147-149	Strike through the eye. Target dies instantly and falls over the attacker, who's pinned underneath it for 1 Round. If the target was notably larger than the attacker, then the attacker takes 20 Damage and is pinned 5 Rounds.
150	Brutal strike destroys a vital organ. Target dies instantly; the attacker gets a +20 bonus to intimidate any nearby foes next Round.
	Maximum Result for Lethal Critical Strikes

[7.8]

Impact Critical Strikes

up to 5	Flat but soft strike, no extra damage.
06-20	Graze to shoulder. +5 Damage.
21-35	Blow to the upper leg, painful bruise. +5 Damage and -10 activities.
36-50	Beat to forearm. Drops weapon or shield. If they aren't holding one, target Stunned.
51-65	Blow to side: broken breath. +4 Damage, target Stunned and at -40 for 1 Round.
66-79	Side strike. Target is Stunned and +6 Damage. If no rigid armor: 1d5 broken ribs, -5 penalty for each broken rib.
80-89	Blow smashes weapon hand. Hand broken, +8 Damage, target's Stunned and drops weapon, -20 to all actions.
90-99	Abdomen strike. Target is doubled over in pain: Stunned and +12 Damage. If no rigid armor: bruised muscles, +15 Damage and -40 to all actions.
100	Flat strike to the head. If the target's wearing a helm: +10 Damage, Stunned, and eardrum broken, -20 to all actions and -40 hearing Perception. If not: all of the above plus fractured skull, +30 Damage and target is in a coma for 4 weeks.
	Maximum Result for Superficial Critical Strikes
101-106	Blow to thigh. +12 Damage, Stunned and -20 activities. If no leg armor: cracked thighbone, +15 Damage, Stunned and -40 activities instead.
107-109	Blow to the knee. Target is knocked Prone, +8 Damage and -30 to all actions for a dislocation. If no leg armor: crushed knee, +20 Damage and -60 to all actions.
110	Vicious strike to lower back. Target's knocked Prone, Stunned and takes +10 Damage and -20 to all actions. If the target is not wearing waist protection: cracked vertebra, -50 to all actions and risk of being paralyzed from the waist down if not treated.
	Maximum Result for Light Critical Strikes
111-116	Mighty blow to chest. Target's knocked Prone and drops any weapons, takes +10 Damage, and is Stunned. If no rigid chest armor: broken sternum, -40 to all actions and +20 Damage.
117-119	Blow to forearm (50R/50L), fractured bones. If the shield is struck: shield useless and target's Stunned. If not: target drops whatever they're holding, takes +10 Damage, is Stunned, and at -30 to all actions.
120	Neck strike. If the target's wearing rigid protection in the neck area: +12 Damage, Stunned, -20 to all actions, and unable to speak or eat solid food until healed. If not, crushed windpipe: target's Stunned and dies in 12 Rounds.
	Maximum Result for Moderate Critical Strikes
121-126	Blow breaks shinbone. Target is Prone, Stunned, and at -40 to all actions; +15 Damage.
127-129	Blow to shoulder and upper arm. Arm broken and useless: +15 Damage, target's Stunned and at -40 activity.
130	Powerful blow to the jaw. If the target's wearing full helm: jaw shattered, +20 Damage, Stunned, and -30 to all actions, can not speak or eat until repaired. If not, jaw driven into brain, instant death.
	Maximum Result for Grievous Critical Strikes
131-136	Blow shatters elbow in weapon arm. Arm useless and -40 to all actions. Target's Stunned and takes +20 Damage.
137-140	Blow to hip crushes bones. +35 Damage, Stunned, and -75 to all actions. Target's knocked Prone.
141-146	Powerful blow to lower abdomen crushes a variety of innards. If the target's wearing rigid armor: +12 Damage, Stunned, -20 to all actions. If not: internal bleeding, +20 Damage, Stunned, 12 Bleed, -40 to all actions.
147-149	Blow to the side crushes ribcage and destroys a variety of internal organs. Target drops unconscious and dies in 6 Rounds.
150	Inexorable blow to the head shatters skull and destroys brain. Instant death.
	Maximum Result for Lethal Critical Strikes

[7.9]

Cut Critical Strikes

up to 5	Weak strike doesn't cut through. No extra damage.
06-20	Minor calf wound. 1 Bleed.
21-35	Graze to shoulder. +2 Damage and 1 Bleed.
36-50	Minor chest wound. +3 Damage, 1 Bleed, -5 to all actions.
51-65	Minor forearm cut. +4 Damage, 1 Bleed, and Stunned.
66-79	Slice through side. If the target's wearing armor: +5 Damage, Stunned. If the target's unarmored: +10 Damage, 2 Bleed, Stunned, and -10 to all actions.
80-89	Deeper cut to thigh. If the target's wearing leg armor: +3 Damage. If not, +6 Damage, 3 Bleed, Stunned, and -20 to all actions.
90-99	Slash through abdomen, +10 Damage and target's Stunned. If target's wearing armor, 3 Bleed. If target's unarmored, 6 Bleed and -30 to all actions.
100	Slash to the side of the head. If target is not wearing full metal helm, ear is cut off: +10 Damage, 3 Bleed, Stunned, and -20 to all actions. If the target is wearing full helm, +4 Damage and Stunned.
	Maximum Result for Superficial Critical Strikes
101-106	Swing to the hand (50R/50L). If the shield is struck: +4 Damage, Stunned, shield unusable. If not: 1d5 fingers severed; 1 Bleed, -10 to all actions for each finger severed, and Stunned.
107-109	Deep cut to the inside of the leg. Severs tendon and muscles: +12 Damage, Stunned, 6 Bleed, and -40 to all actions.
110	Deep cut to the lower abdomen. If the target's wearing armor: +10 Damage, Stunned, 6 Bleed, and -30 to all actions. If the target is unarmored, they're gutted: dies in 12 inactive Rounds.
	Maximum Result for Light Critical Strikes
111-116	Powerful strike to the chest. Target is Prone, Stunned, takes +12 Damage, and -30 to all actions. If the target's not wearing metal armor: 10 Bleed.
117-119	Vicious strike to the weapon's forearm. Target's disarmed, Stunned, and takes +10 Damage. If target's not wearing arm amor: arm severed, 10 bleed and -40 to all actions.
120	Strike to the neck. If the target is wearing neck protection, it is destroyed and the target takes +10 Damage, Stunned, and 6 Bleed. If not: throat cut open, target dies in 8 Rounds while Stunned.
	Maximum Result for Moderate Critical Strikes
121-126	Swing to the shoulder. Deep cut. If the target has rigid armor: +10 Damage, Stunned, 4 Bleed, and -30 to all actions. If not, arm almost severed: +15 Damage, Stunned and 10 Bleed; arm useless and -50 to all actions.
127-129	Strike severs target's foot. Prone, Stunned, 8 Bleed, and -50 to all actions.
130	Strike to the face. If the target's wearing helm: helm, nose, and teeth destroyed, +12 Damage, Stunned, 4 Bleed, -40 to all actions, and permanent scar (-10 BEA). If the target has no helm: face split in half, instant death.
	Maximum Result for Grievous Critical Strikes
131-136	Powerful strike severs weapon arm from the elbow, +12 Damage, Stunned, and 12 Bleed. Arm useless and -40 all other activities.
137-140	Strike severs lower leg from above the knee: +15 Damage, Prone, Stunned, and 15 Bleed. Can not walk and -60 all other actions.
141-146	Powerful slash accross the chest. If the target is wearing metal armor: +12 Damage, Stunned, 8 Bleed, and -40 to all actions. If not: lungs destroyed and immediate heart failure - drops and dies in 6 Rounds.
147-149	Strike through the side severs target's spine. Drops immediately and is paralyzed from the chest down and at -80 all other actions.
150	Target is beheaded. Instant death.
	Maximum Result for Lethal Critical Strikes

[7.10]

Pierce Critical Strikes

up to 5	Swoosh! That was close! No extra damage.
06-20	Graze to the shoulder. +3 Damage.
21-35	Thigh strike, +3 Damage. If the target's not wearing leg protection, the blow lunges deeper: 3 Bleed.
36-50	Minor scratch to the forearm: +2 Damage. If the target's unarmored on the forearm, they're also Stunned.
51-65	Strike grazes target's side: 1 Bleed and Stunned.
66-79	Direct shot the chest. If the target's unarmored, the strike pierces deep: +8 Damage, 4 Bleed, and Stunned. If the target's wearing armor: +4 Damage and 2 Bleed.
80-89	Strike to lower leg under the knee. Tendons and muscle torn. +3 Damage, Stunned, and -25 to all actions.
90-99	Major abdominal wound. If the target's armored: +4 Damage, 3 Bleed. If not: +10 Damage, 6 Bleed, -20 to all actions, and Stunned.
100	Strike to the ear. If the target's wearing a helm: +5 Damage and Stunned. If the target's unarmored: ear and skull pierced through; target is in a coma and takes 5 Bleed.
	Maximum Result for Superficial Critical Strikes
101-106	Thigh strike. If the target's wearing armor: +5 Damage and 2 Bleed. If not, very deep pierce: +7 Damage, 5 Bleed, Stunned, and -30 to all actions.
107-109	Strike to lower leg. If the target's armored, torn muscle: +4 Damage, -20 to all actions. If not, severed muscle: +6 Damage, -40 activity, Stunned.
110	Strike to the groin. If the target's wearing armor: +12 Damage, Stunned, and -20 to all actions. If not: +18 Damage, 5 Bleed, -30 to all actions, Stunned; the character's permanently infertile.
	Maximum Result for Light Critical Strikes
111-116	Piercing strike to the chest. If the target's wearing rigid armor: +5 Damage, 4 Bleed, Stunned, and -20 to all actions for a deep side cut. If not: lung pierced, +15 Damage, Stunned, and -50 activity, dies in 6 hours.
117-119	Strike through the upper weapon arm severs tendons and muscle. +4 Damage, 4 Bleed, -20 to all actions, arm is useless.
120	Strike to the neck. If the target's wearing rigid neck protection: +5 Damage, 4 Bleed, Stunned. If not, artery punctured: +10 Damage, 15 Bleed, and Stunned.
	Maximum Result for Moderate Critical Strikes
121-126	Strike to the rear punctures the glute deep. +8 Damage, Stunned, and -40 to all actions.
127-129	Strike through the armpit breaks shoulder's ligaments. +10 Damage, 6 Bleed, Stunned, -30 to all actions, and arm useless.
130	Strike to the forehead. If the target's wearing helm: +8 Damage, knocked unconscious for 30 minutes. If not: skull fractured, target unconscious and dies in 10 minutes.
	Maximum Result for Grievous Critical Strikes
131-136	Strike to the rear of the knee tears ligaments and damages muscle. Target's Prone, -60 activity, +8 Damage, 3 Bleed, and Stunned.
137-140	Strike through leg severs an artery. Target falls unconscious and Bleeds for 15 to death.
141-146	Strike through kidneys. +10 Damage. Target is knocked over and dies in 6 Rounds of agony.
147-149	Direct shot to the heart. If the target's wearing rigid armor: +20 Damage, Stunned, 8 Bleed, and -30 to all actions for deep cut. If not, target dies instantly.
150	Strike through the eye into the brain. Instant death.
	Maximum Result for Lethal Critical Strikes

[7.11]

Grapple Critical Strikes

up to 5	Target grasped, but not held: no additional damage.
06-20	Light hold, target breaks free: +2 Damage.
21-35	Arm grapple, but target manages to break free. If the target's wearing loose sleeves: Stunned and +3 Damage.
36-50	Leg grapple. Target is spun around but breaks free; however is Stunned and takes +3 Damage.
51-65	Shield arm grapple. If the target has a shield: -50 To all actions until drops shield or breaks free. It the target does not have a shield: Stunned, -30 To all actions while held.
66-79	Weapon arm grapple. Target is disarmed and a sprained wrist gives -20 To all actions. Stunned and +4 Damage.
80-89	Chest grasp: Target is Stunned. If the target's not wearing rigid chest armor: 1d10 cracked ribs. +2 Damage and -5 To all actions for each broken rib.
90-99	Leg entagled. Target dragged Prone and Held, takes +3 Damage and -30 to all actions.
100	Both legs held, target falls down. +9 Damage, knocked Prone, and Held. Can't stand up and -40 to all actions until gets free.
	Maximum Result for Superficial Critical Strikes
101-106	Grapple to weapon arm: torn ligaments. Target's Held, disarmed, Stunned, and at -30 to all actions. If the attacker continues the hold: 5 Damage/Round.
107-109	Neck and shoulder grasp. Both attacker and defender locked: -50 to all actions and are considered Held. The attacker can end the hold anytime.
110	Target is completely immobilized to the ground, yet still conscious. Can try to break free at -60. If the attacker maintains the hold: 8 Damage/Round.
	Maximum Result for Light Critical Strikes
111-116	Powerful body lock unbalances foe. If target wears rigid armor: +8 Damage, Stunned, Held, Prone and takes 4 Damage/Round until attacker maintains the hold. Otherwise, +16 Damage, Stunned, Held, Prone, -30 to activities due to cracked ribs, and takes 4 Damage/Round until attacker maintains the hold.
117-119	Grapple to weapon arm cleanly breaks wrist. +10 Damage, target is disarmed, Stunned, and -50 to all actions. It the attacker maintains the hold: +4 Damage/Round.
120	Grapple to the neck. If target wears rigid armor around the neck: -60 to all actions until breaks free and Stunned. If not: crushed windpipe, Dying in 6 Rounds
	Maximum Result for Moderate Critical Strikes
121-126	Vicious lock disjoints arm and throws foe to the ground. +12 Damage, target is Stunned and Prone, arm is useless, target drops anything they were holding. If the attacker maintains the hold: 8 Damage/Round.
127-129	Target neck grappled from rear: Stunned and 5 Damage. If the attacker maintains the hold, target is at -40 and takes 5 Damage/Round.
130	Solid hold to the neck. Target is knocked down and at -60 to all actions. If the target does not manage to break free in 6 Rounds, passes out due to chocking.
	Maximum Result for Grievous Critical Strikes
131-136	Foot entangled. Target stumbles, falls and breaks weapon and both arms. -50 To all actions, Stunned, and 12 Damage.
137-140	Target's grappled to midsection and sent flying over; falls on its head. If the target's wearing head armor: Stunned, +12 Damage, and -30 to all actions for sprained neck. If not: skull crushed and a broken neck, instant death.
141-146	Target's legs wrapped up and target falls down. Incapacitated and -80 to all actions when wakes up due to both legs badly broken.
147-149	Target's completely entangled and harmless, at the attacker's mercy.
150	Headlock crushes skull. If the target wears a helm: target is put in coma. If not: instant death.
	Maximum Result for Lethal Critical Strikes

Maintaining a hold: attacker may maintain their hold by spending a Full Action or by hitting the target with another successful Grappling attack. [7.12]

Breaking free: a character may attempt to break free by spending a Full Action and succeeding in a Conflicting Action, using their Acrobatics or Brawling Skill against the CMB of their opponent. A character automatically breaks free if their opponent stops maintaining their hold.

Fire Critical Strikes

up to 5	The air around the target warms up. +0 Damage.
06-20	Intense heat, the target sweats heavy, but little extra effect. +3 Damage.
21-35	Minor superficial burns. +8 Damage and 1 Bleed.
36-50	Target's blinded for 1 Round by hot smokes +12 Damage Stunned
51-65	Target's clothes catch fire. It takes 2 Full Actions to extinguish fire. Target takes 8 Damage per Round aflame until the fire's extinguished. After 10 rounds, all clothing's destroyed anyway.
66-79	Target is knocked Prone by a roaring flame blast. Stunned and +12 Damage. Any flammable piece of armor or clothing covering their feet and lower legs is destroyed.
80-89	Fire engulfs target's weapon arm. +10 Damage, 4 Bleed, Stunned. Drops any item and -30 to all actions for deep burns.
90-99	Fiery blast to the chest spins target around. Disarmed, Stunned, and +12 Damage. Target must Assess at the beginning of next Round with a special -40 penalty.
100	Blast to the face. If the target's wearing some sort of head protection: Stunned, Blinded for 3 Rounds, +15 Damage, and 3 Bleed. If not: knocked unconscious, 6 Bleed, and a horrible scar (-10 BEA).
	Maximum Result for Superficial Critical Strikes
101-106	Fire engulf target's back. All items or clothing carried on the back is destroyed or useless. Target is knocked Prone, Stunned, and takes +12 Damage.
107-109	Burn to the upper leg. Leg useless due to deep burn and tissue loss. 15 Damage, 5 Bleed, and Stunned, -60 to all actions.
110	Blast to the neck. If the target is wearing protection: +12 Damage, Stunned, and 4 Bleed. If not: target unconscious and Dying in 12 Rounds.
	Maximum Result for Light Critical Strikes
111-116	Shield arm blast. Shield destroyed along with the hand that wields it. Stunned, 3 Bleed, -20 to all actions. If no shield: arm burned to the bone and usesless, +12 Damage, Stunned, 6 Bleed, and -30 to all actions.
117-119	Target inhales scalding vapors. +12 Damage, 6 Bleed, target is Prone and incapable of taking any action while coughing for 6 Rounds, then is Stunned.
120	Strike to midsection bathes target in flames. If the target's wearing protection, they're knocked Prone, Stunned, takes 8 Bleed, and -60 to all actions for widespread burns. If not: legs destroyed, target dies after 6 Rounds of unconsciousness.
	Maximum Result for Moderate Critical Strikes
121-126	Powerful fiery blast. Target's knocked off their feet and sent flying through the air falling from 3 meters high. Target is disarmed, takes +15 Damage and is Stunned; furthermore, the target takes a Moderate Impact Critical Strike from the fall.
127-129	Fiery blaze pulverizes target's weapon arm. Arm useless, +12 Damage, 8 Bleed, Stunned, and -40 to all actions.
130	Fire engulfs target's head. If the target is wearing metal armor: armor fuses on the head and the target dies in 5 Rounds. If the target's wearing non-metal armor: armor destroyed, +12 Damage, 4 Bleed, Stunned, and -20 to all actions. If the target's unarmored: knocked over and dies in 10 minutes due to extensive burns.
	Maximum Result for Grievous Critical Strikes
131-136	Target is bathed in flames. Extreme heat shock deals +50 Damage. Target falls into a 3-month coma.
137-140	Strike to the head. If the target's wearing helm, blinded for 2 weeks, +15 Damage. If not, dies in 6 Rounds due to massive shock.
141-146	Blast to the chest. If the target's wearing chest armor: armor destroyed, +12 Damage, 6 Bleed, and Stunned. If not: +20 Damage, 12 Bleed, and target is Incapacitated.
147-149	Target is totally engulfed in roaring flame. All organic material on target is destroyed, and metal melts. Target dies in 6 horrible, screaming Rounds.
150	All that remains of the target is a smoking pile of charred teeth and bones.
	Maximum Result for Lethal Critical Strikes

[7.13]

Lightning Critical Strikes

up to 5	Hair stands up because of static. +0 Damage
06-20	Mild jolt shakes foe: +3 Damage. If the target's wearing metal armor, they're also Stunned.
21-35	Shock numbs foe's arms: target's Stunned. If target's holding a metal weapon, they drop it.
36-50	Lightning discharge runs through target's body: +6 Damage and -5 to all actions. If target's wearing a metal armor, they're also Stunned.
51-65	Strike to the side propagates to the rest of the target's body, causing light muscle damage: +9 Damage, -10 to all actions, Stunned. Target drops any metal object they were holding.
66-79	Heavy charge Damage foe's shield arm: +12 Damage, -20 to all actions. Target drops any metal shield they're holding. If target is wearing metal armor, they're also Stunned.
80-89	Blast to chest stops foe's heart for a moment: +10 Damage, Prone, Stunned, and target drops any metal object they're wielding.
90-99	Strike to the hip causes severe burns: +12 Damage, 4 Bleed, -30 to all actions. Any organic leg covering the target's wearing catches fire and is destroyed.
100	Strike overloads target's nervous system: target is knocked Prone and unconscious. If target's wearing metal armor, they also fall in coma for one month.
	Maximum Result for Superficial Critical Strikes
101-106	Shock arcs into target's back, magnetizing any metal item carried: +10 Damage, Stunned, -20 to all actions. If target's wearing metal armor: also Held for one Round.
107-109	Lightning coils around target's legs, searing flesh and muscles: +15 Damage, 5 Bleed, -40 to to all actions, and target's knocked Prone.
110	Blast to the face illuminates foe's head from within: +15 Damage, blinded for 1d5 rounds, -20 to all actions. If target's wearing a metal helmet: brain damaged, knocked out and Dying in 6 Rounds.
	Maximum Result for Light Critical Strikes
111-116	Violent strike to weapon arm. If target's wearing organic armor: Stunned, 2 Bleed, -20 to all actions, and drops any metal item wielded. Otherwise, arm's nerves and muscles suffer heavy damage: Stunned, 4 Bleed, arm useless, drops any carried item.
117-119	Strike reverberates through target's abdomen. If target's wearing armor: +10 Damage, Stunned, -20 to all actions. Otherwise: +10 Damage, Stunned, 2 Bleed, and -40 to all actions.
120	Electricty runs through foe's body, causing massive burns: knocked Prone, +10 Damage, Stunned, 5 Bleed. If target's wearing metal armor: armor fused and target's Held until armor is someway removed.
	Maximum Result for Moderate Critical Strikes
121-126	Target's body seems to conduct electrical energy particularly well: +15 Damage, Stunned, and target suffers another Superficial Lightning Critical Strike at the beginning of the next Round. If target's wearing metal armor, they'll suffer a Light Lightning Critical Strike at the beginning of the next Round instead.
127-129	Savage chest strike sends foe into a fit of convulsions. If foe's wearing armor: +12 Damage, Stunned, Prone, 2 Bleed, -20 to all actions. If not: lung failure, Dying in 6 rounds.
130	Target's head's turned into a charred stump: only teeth are intact. Instant death.
	Maximum Result for Grievous Critical Strikes
131-136	Blast electrifies target, then jumps to another victim: +25 Damage, Stunned, Prone, and another random creature within 2 meters from target suffers a Light Lightning Critical Strike.
137-140	Thunderous deflagration rips target's leg away: +20 Damage, Prone, Stunned, 12 Bleed, cannot walk and -50 to to all actions.
141-146	Strike destroys target's nervous system: Prone, knocked out, -100 to all actions.
147-149	Vicious strike devastates target's midsection. If target's wearing armor: drops Prone, Stunned, and Dying in 8 Rounds. If not: cut in half, instant death.
150	Brutal charge disrupts cell structure. Entire body turns to dust, swiped away by a gentle breeze.
	Maximum Result for Lethal Critical Strikes

[7.14]

Frost Critical Strikes

up to 5	Just a cool breeze. +0 Damage.
06-20	Cold blast: +3 Damage. If the target's not wearing a cloak or heavy clothing: +6 Damage and Stunned.
21-35	Frostbite burn. +7 Damage, 1 Bleed.
36-50	Frost strike to the upper torso, +5 Damage. If the target's not wearing heavy clothes, also 2 Bleed and -10 to all actions.
51-65	Back strike. +9 Damage, Stunned. Wood items carried on the back are now frozen and brittle, useless.
66-79	Frostbite to the pelvis. If the target's wearing armor of heavy clothing: +3 Damage. Otherwise: frozen groin; +12 Damage, Stunned, and target's sterilised.
80-89	Frost strike to the back. Target is thrown to the ground, disarmed. Stunned and +10 Damage.
90-99	Blast to the hands (1d10: 1-4 left, 5-8 right, 9-10 both). If the target's wearing gloves: disarmed and +8 Damage. Otherwise: hand(s) frozen, loses 1d5 (or 1d10) fingers: -5 to all actions for each finger lost.
100	Icy blast to the head. If the character's wearing furs or heavy head clothing: Stunned, +10 Damage. If not, target falls into a month-long coma and loses nose as a result of severe frostbite.
	Maximum Result for Superficial Critical Strikes
101-106	Leg blast +10 Damage Target's knocked Prone and Stunned. If no leg armor or heavy clothing: frostbite makes leg useless; -40 to all actions.
107-109	Blast to the side of the head. If the target's wearing heavy clothing or amor: Stunned, +8 Damage, -10 to all actions. Otherwise: ear frozen, +12 Damage, target is at a permanent -50 to hearing Perception and -20 all other Perception Rolls.
110	Blast to the rear of the head and neck. If the target's neck is covered by heavy clothing: Stunned, +8 Damage and 2 Bleed. If not: target is in coma for 3 weeks and paralyzed from the neck down when waking up.
	Maximum Result for Light Critical Strikes
111-116	Icy tight strike. If the target's wearing heavy clothing: target is knocked Prone, Stunned, and takes 2 Bleed because of frost burn. If not: tight frozen and a broken bone: +13 Damage and -40 to all actions.
117-119	Frostbite to the feet. If the target's wearing heavy boots: Stunned, +5 Damage and Prone; foot covering destroyed. Otherwise, frozen feet: +20 Damage, target is at -60 to all actions.
120	Frozen blast to the face. If the target's wearing heavy headwear: Stunned, -20 to all actions, 2 Bleed, and +12 Damage. Otherwise: as above but also frozen eyes, target's blinded and falls into a coma.
	Maximum Result for Moderate Critical Strikes
121-126	Blast to the arm (1d10: 1-5 left, 6-10 right). If the target's wearing heavy clothes or armor: drops anything held, Stunned, +10 Damage, and 3 Bleed. If not: arm frozen and shattered, target falls unconscious, and arm useless (-50 to all actions).
127-129	Target inhales freezing fluid. +15 Damage and Stunned. Target makes a TSR against Attack Level 10, failing means death due to internal fluids freezing in 6 Rounds.
130	Cold blast to the torso shatters chest and freezes lungs and heart. Target's dead in 3 Rounds.
	Maximum Result for Grievous Critical Strikes
131-136	Powerful icy blast to upper chest. If target's wearing armor/heavy clothing: knocked Prone, +10 Damage, and Stunned. If not: target dies in 10 rounds due to lungs and heart failure.
137-140	Target engulfed in frost begins to feel really cold. If wearing heavy armor and clothing: +20 Damage, Stunned and -30 to all actions. If not, dies in 12 Rounds while shivering and breathing puffs of vapor.
141-146	Strike freezes both legs. Target's Prone and Stunned, takes +30 Damage, -100 to all actions.
147-149	Target's head is frozen. Well preserved, but quite dead nonetheless.
150	Target's frozen solid into an ice statue, then falls to the ground and shatters into thousands of pieces.
	Maximum Result for Lethal Critical Strikes

[7.15]

Dark Magic Critical Strikes

up to 5	A glancing blow leaves a bad mark on target's forearm: +3 Damage.
06-20	The target half-dodges the blast, but cannot fully evade it: +6 Damage, 1 Bleed.
21-35	Dark energy rends the flesh of the target's upper leg, leaving it slightly numb: +5 Damage, Stunned, -5 to all actions.
36-50	The target instantly regrets raising their arm to parry the blow: +10 Damage, 2 Bleed, and target drops whatever they're holding.
51-65	The blast hits the target hard in the chest, leaving them bruised and staggered: +12 Damage, Stunned, -10 to all actions.
66-79	Target falls to the ground howling in pain, their side scorched by an eldritch explosion: +12 Damage, 2 Bleed, Stunned and target falls Prone.
80-89	Dark flames envelop the target's left hand: +10 Damage, 3 Bleed, Stunned, -10 to all actions, and target drops whatever they're holding in their left hand.
90-99	The target doubles in pain as horrible suppurating blisters appear on their abdomen, where the blast hit them: +13 Damage, 4 Bleed, -20 to all actions and target falls Prone.
100	A sickly green fire half-carbonizes the side of the target's head. If the target was wearing a helm: +10 Damage, +1 Soul Damage, Stunned, helm destroyed. If not: target is knocked out, +3 Soul Damage, and ear destroyed.
	Maximum Result for Superficial Critical Strikes
101-106	The blast opens a huge gash on the foe's upper leg: +13 Damage, 6 Bleed, Stunned, -30 to all actions.
107-109	Vicious strike vaporizes knee. If the target is wearing metal armor on the legs: +10 Damage, Stunned, -50 to activities, and armor ruined. If not, leg cleanly cut below the knee: +15 Damage, Stunned, -70 to all actions and target falls Prone.
110	Tendrils of dark energy ravage the enemy's back. If the target's wearing armor: +12 Damage, 3 Bleed, +3 Soul Damage, Stunned. If not: spine cracked, target paralyzed and dies in 8 rounds.
	Maximum Result for Light Critical Strikes
111-116	The stench of rotting flesh fills the air as corruption spreads throughout the enemy's chest: +15 Damage, +3 Soul Damage, 4 Bleed, Stunned, -40 to all actions.
117-119	A surge of eldritch energies corrodes the target's shield arm, melting metal, flesh and bones. If the target's wielding a shield: shield destroyed, +9 Damage, +3 Soul Damage, Stunned. Otherwise, arm rendered useless, +16 Hit, +4 Soul Damage, Stunned, -50 to all actions.
120	Strike to the neck. If the target's neck is protected by rigid armor: +9 Damage, +4 Soul Damage, 6 Bleed, Stunned. Otherwise, target falls to the ground coughing blood and dies in 6 Rounds of intense agony.
	Maximum Result for Moderate Critical Strikes
121-126	An explosion of sorcerous energy utterly consumes the foe's lower leg, leaving only a withered stump behind: +14 Damage, Stunned, -70 to all actions, leg useless, and target falls Prone.
127-129	Massive blast destroys enemy's shoulder: arm useless, +18 Damage, +3 Soul Damage, 6 Bleed, -30 to all actions.
130	Cruel blow badly maims foe's face. If target is wearing a visored helmet: +15 Damage, +3 Soul Damage, both eyes destroyed. If not: foe Dying in 5 rounds as dark energies corrode their face. 50% their corpse will rise the day after as an Undead Thrall.
	Maximum Result for Grievous Critical Strikes
131-136	The blast impact reverberates through both arms of the target. If target is wearing armor: +16 Damage, +5 Soul Damage, Stunned, -40 to all actions, and drops whatever they were holding. Otherwise, both arms crippled, +6 Soul Damage and target knocked out from pain.
137-140	Foe stares in disbelief at the rotting mass of flesh that stands where their leg used to be, then falls to the ground, Dying in 8 Rounds.
141-146	The enemy's abdomen explodes in a fountain of putrid black blood: +6 Soul Damage, 15 Bleed, Stunned.
147-149	Spears of pure darkness impale the enemy's sides, causing massive organ damage. Target is knocked out and dies in 4 Rounds.
150	Target falls to the ground screaming in agony as Darkness consume their soul. Instant death, target's body rises as an Undead Thrall in 1d5 Rounds.
	Maximum Result for Lethal Critical Strikes

[7.16]

Skills

Skills and Stats

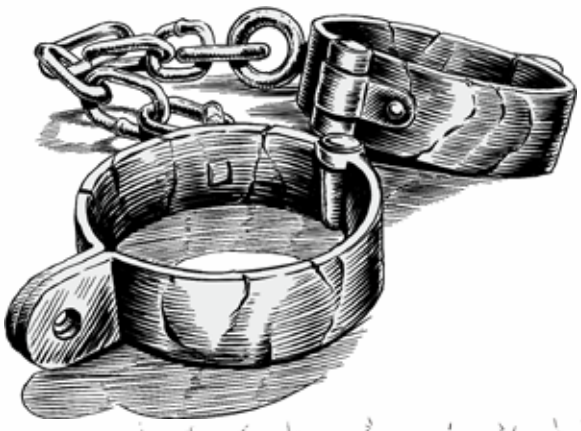
Skill	Stat	Category
Armor	-	Armor
Blunt	BRN	Combat
Blades	BRN	Combat
Ranged	SWI	Combat
Polearms	BRN	Combat
Brawl	BRN	Combat
Athletics	BRN	Adventuring
Ride	SWI	Adventuring
Hunting	WIT	Adventuring
Nature	WSD	Adventuring
Wandering	WSD	Adventuring
Acrobatics	SWI	Roguery
Stealth	SWI	Roguery
Locks & Traps	WIT	Roguery
Perception	WSD	Roguery
Deceive	WIT	Roguery
Arcana	WIT	Lore
Charisma	BEA	Lore
Cultures	WIT	Lore
Healer	WSD	Lore
Songs & Tales	BEA	Lore
Spell Lores	Varies	Spells
Body	FOR	Body

Specialty Skills

Assassination	SWI	Roguery
Battle Frenzy	WSD	Combat
Craftsmanship	WSD	Lore
Cooking	SWI	Adventuring
Dual Weapons Training	-	Combat
Intimidation	BEA	Combat or Roguery
Meditation	WSD	Lore
Quick Draw	-	Roguery
Scholarship	WIT	Lore
Stewardship	WSD	Lore
Swashbuckling	-	Combat
Swift Step	SWI	Roguery
Warfare	WIT	Combat
Weapon Specialization	-	Combat

Rank Bonus Table

Number of Ranks	Skill Rank Bonus
0	+0
1	+5
2	+10
3	+15
4	+20
5	+25
6	+30
7	+35
8	+40
9	+45
10	+50
11	+52
12	+54
13	+56
14	+58
15	+60
16	+62
17	+64
18	+66
19	+68
20	+70
21	+71
22	+72
23	+73
24	+74
25	+75
26	+76
27	+77
28	+78
29	+79
30	+80
31+	+1/rank



Action Resolution Table

Roll	Outcome	Game Effect
4 or less	Critical Failure	You don't get what you were trying to accomplish and you put yourself in danger, break a piece of equipment, take twice the time normally required, or grant your foes a +20 bonus to their next Roll against you.
5 -74	Failure	You don't get what you were trying to accomplish.
75-99	Partial Success	You only partially accomplish what you were trying to do, or manage to do it but with a cost, complication, or trouble.
100-174	Success	You accomplish what you were trying to do.
175 or more	Outstanding Success	You accomplish what you were trying to do and you get a +20 bonus to your (or one of your ally's) next related Roll, gain additional information, or take less time than normally required to complete your task.

Skill Rolls Difficulty Table

Roll	Modifier	Description	50/50*		
			Partial Success	**Success**	**Outstanding Success**
Standard	+0	A task that an averagely skilled character can accomplish without much trouble, unless in a hurry or stressed.	25	50	125
Challenging	-10	A task easily accomplished by skilled characters; however it can be tricky for novice or unskilled characters.	35	60	135
Hard	-20	A task requiring dedication and effort even by skilled characters.	45	70	145
Very Hard	-30	That's a task challenging even for a skilled character and possibly requiring some luck to be accomplished.	55	80	155
Extremely Hard	-40	Possibly something out of reach for many characters except for highly trained professionals.	65	90	165
Heroic	-50	Something really tough to accomplish even by the most skilled masters without aid or greater luck.	75	100	175
Insane	-70	You should not even think about it, to begin with!	95	120	195

* This is the Skill bonus required to have a 50/50 chance of getting that result (assuming a '51' roll on 1d100)

Save Rolls



Save Rolls Table

Defender Level	SR Bonus	Attack Level	SR Difficulty
1	5	**1**	55
2	10	**2**	60
3	15	**3**	65
4	20	**4**	70
5	25	**5**	75
6	30	**6**	80
7	35	**7**	85
8	40	**8**	90
9	45	**9**	95
10	50	**10**	100
11	52	**11**	102
12	54	**12**	104
13	56	**13**	106
14	58	**14**	108
15	60	**15**	110
16	62	**16**	112
17	64	**17**	114
18	66	**18**	116
19	68	**19**	118
20	70	**20**	120
21+	+1/level	**21+**	+1/level

Fear Save Rolls Table

Result	Description	Effect
-51 or less	Dead Scared	Your heart stops beating. You are literally scared to death.
Up to -25	Scared	Choose one: • You stand still, motionless, until you get struck by a Critical Strike or the source of your fear remains in sight. • You swoon for the duration of the scene. • You run away scared from the source of fear in a random direction for the whole scene. If you can not run away (for example, if you are cornered), then you swoon.
Up to -1	Shaken	You suffer a -20 penalty to all actions while the source of your fear is in sight.
0 to 50	Brave	You resist the effects of fear.
51+	Fearless	You stand your ground, fearless. You can not be scared anymore in the same scene. Furthermore, all your allies seeing your bravery get to re-roll any failed SR against Fear in the same Round with a special +20 bonus.

Spell Casting Table

Roll	Target Number	Outcome & Additional Effects
up to 25	-	**Spell Failure**: Roll on the Critical Spell Failure Table
26-50	-	**Partial Success**: If the spell requires a Save Roll, the targets automatically succeed in their Save Roll against it. Otherwise, choose the one that applies best: • The spell duration is reduced to half the original duration (rounded down). • The spell area of effect is reduced to half the original area (rounded down). • The spell has no effect, but the caster retains the Magic Points.
51-80	50	**Success** If the Spell does not require a Save Roll, it succeeds. If the Spell requires a Save Roll, targets of the Spell must make a Save Roll against the Difficulty shown on the left.
81-95	60	
96-105	65	
106-110	70	
111-120	75	
121-130	80	
131-135	85	
135-140	90	
141-145	95	
146-150	100	
151-155	105	**Outstanding Success** If the Spell does not require a Save Roll, it succeeds. If the Spell requires a Save Roll, targets of the Spell must make a Save Roll against the Difficulty shown on the left. Furthermore, choose one: • The Spell costs half the Magic Points to cast. • You can choose to add a Warping option to the Spell for free, provided that its cost is no more than half the cost of the Spell itself.
156-160	110	
161-165	120	
166-170	130	
171-175	140	
176+	150	

Attack Spell Modifiers

General Modifiers	CMB	DEF	Range Modifiers	CMB	DEF
Target is the center point of the attack (only Area Spells)	+20	-	Up to 3 m	+35	-
Target is wearing full helm	-	+10	4 to 10 m	+10	-
DEF bonus of the target vs. ranged attacks	-	Varies	11 to 20 m	+0	-
Shield Bonus	-	Varies	More than 20 m	-20	-

Spell Casting Roll Modifiers

General Modifiers	SC Roll
Improvised Spell (cast without preparation)	-10
First to fourth Round of preparation (up to +40)	+10/Round
Target is static	+10
Range Modifiers	**SC Roll**
Touching	+30
Up to 3m	+10
4-15m	0
16-30m	-10
31-90m	-20
More than 90m	-30

Spell Failures Modifiers

+0	Healing, information and divination spells.
+10	Utility, personal, defensive and Nature Magic spells.
+20	Enchantment Magic.
+30	Alteration Magic.
+50	Dark and Elemental Magic.



Spell Failures

1d100	Effects
01-75	The Caster is Stunned.
76-100	The Caster is Stunned and chooses one: • Loses half the Spell's MPs cost. • The Spell goes off 2 Rounds later, but the caster must still concentrate on it to get it right.
101-125	The Caster is Stunned and chooses one: • Loses the Spell's MPs cost. • The Spell goes off on a different target within range, if applicable. Determine randomly or GM chooses.
126-150	The Caster is Stunned and chooses two: • Loses the Spell Magic Points. • The Spell goes off on a different target within range (including the caster), if applicable. Determine randomly or GM chooses. • Roll on the Magical Resonance Table with a special +20 to the roll.
151+	The Caster is Stunned and chooses two: • Loses the Spell's MPs cost and becomes Weary. • The Spell goes off on a different target within range (including the caster), if applicable. Determine randomly or GM chooses. • Roll on the Magical Resonance Table with a special +50 to the Roll. • The caster is knocked out for 6 hours.

Magical Resonance Roll Table

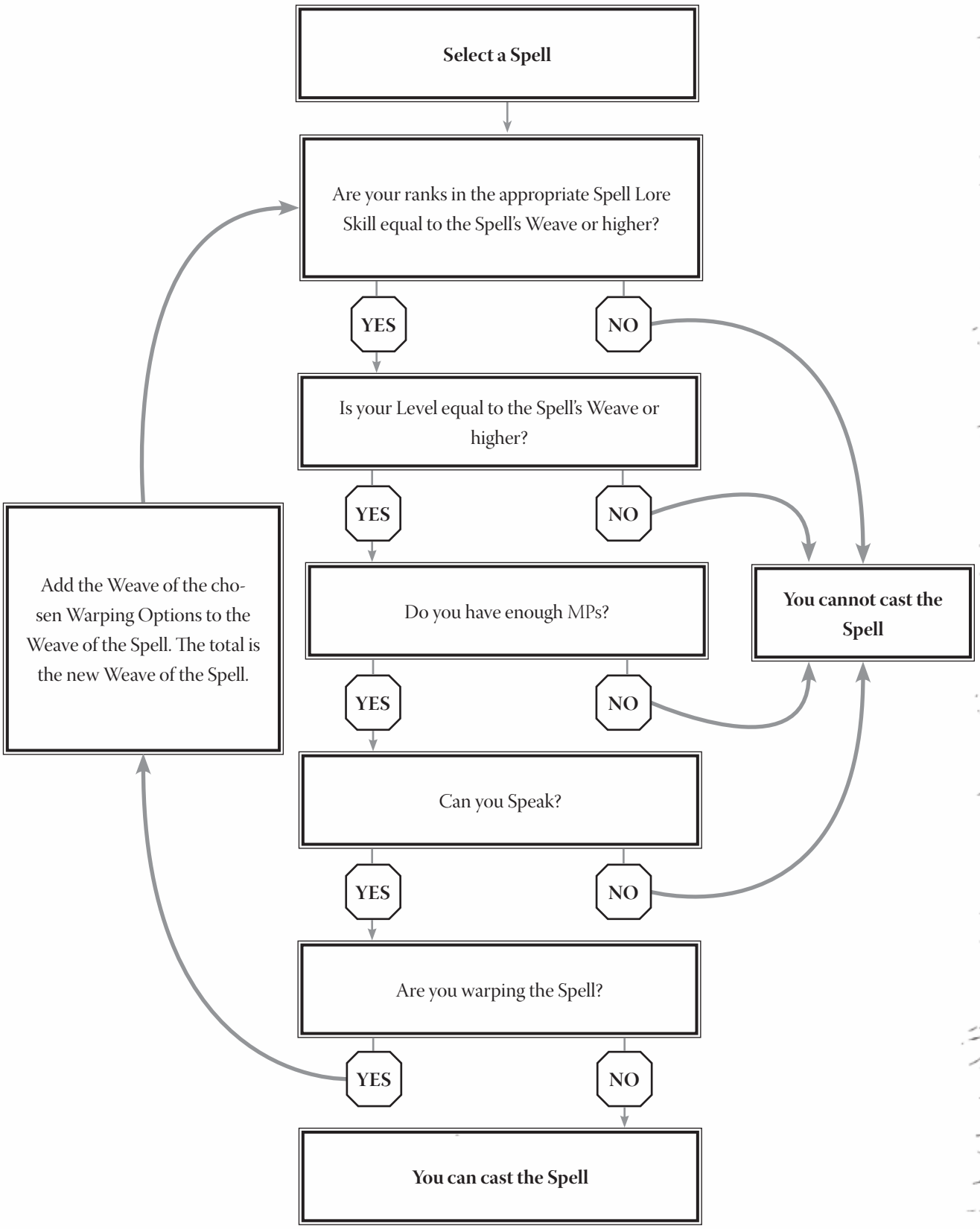
Roll	Effects
40 or less	Nothing: An inquisitive shadow passes over the caster, but soon its attention is drawn somewhere else. The character is safe, for now.
41-60	Awareness: The Darkmaster is aware of the caster's presence but unable to locate their current position. The next Spell the character casts within the next hour automatically results in a Magical Resonance Roll.
61-80	Attention: The GM chooses one: • The Darkmaster becomes aware of the general position of the caster, and will send agents and spies to investigate. • The caster is plagued by a terrifying vision sent by the Darkmaster, and becomes Stunned.
81-90	Pursuit: The GM chooses one: • The caster has been located and deemed worthy of the Darkmaster attention. A small band of servants will be sent to kidnap or apprehend the caster and their allies. • The caster's mind is assailed by nightmarish visions. The caster is oblivious to their surroundings and is unable to take Full or Half Actions until they pass an Assessment Roll.
Maximum result for Spells of Weave 4 or lower.	
91-100	Assault: The GM chooses one: • The Darkmaster has located the caster, and will send a band of capable servants to destroy them. • The caster's mind is scorched by the baleful eye of the Darkmaster. The caster falls to the ground, unable to act for 1d10 Rounds, and must choose between losing all their remaining MPs or answering truthfully to a single question the Darkmaster asks in their mind.
101 or more	Lieutenant: The character has been found by a overwhelmingly powerful servant of the Darkmaster, sent to bring them over to the dark side or utterly destroy them.



Magical Resonance Roll Modifiers

In a Safe Haven	-20
In a Blighted Land or Darkland	+20
Healing, Spirit-Related, or Light Spell	-20
Natural, Elven, or Illusory Spell	-10
Attack Spell	+20
Dark Spell	+30

Can you cast that Spell?



Encumbrance Levels

Unencumbered	Clothes, a belt with a small pouch, a single weapon or two light weapons, and light traveling gear (a small 5 kg backpack or bag).
Lightly Encumbered	Clothes, a belt with a scabbard and a single heavy weapon or two light weapons, a small quiver with a few arrows, and some traveling gear (a 10 kg backpack or bag).
Encumbered	Clothes, a belt with a pouch, a heavy weapon or two light weapons, a heavy backpack with 1 week worth of rations, a bedroll, and various traveling equipment.
Heavily Encumbered	Clothes, several melee or missile weapons, a big and very heavy (25+ kg) backpack with lots 2 weeks of rations, a camping tent, and other encumbering traveling gear, special equipment like a rope and pulley, chains, heavy treasure (like a bag with a thousand coins).
Over Encumbered	The character is really overburdened, like dragging a sled with a big load (or pulling or carrying the body of a wounded companion). Generally this is not how the character runs around while adventuring but more likely a particular condition the character can endure only for a short period.

Overland Movement Table

Encumbrance Level	Kilometers per Day of Travel					
	Normal Terrain		Rough Terrain		Arduous Terrain	
	By foot	Mount.	By foot	Mount.	By foot	Mount.
Up to Lightly Encumbered	50	95	30	40	15	8
Encumbered	30	65	15	25	8	8
Heavily Encumbered	15	30	8	15	3	0
Over Encumbered	0	0	0	0	0	0

Waterborne Movement

Vehicle	Speed
Raft/Canoe	30
Boat	40
Small Ship	110
Large Ship	90
Warship	180

Winds Table

Roll	Winds	Speed Modifier
1-33	Unfavorable	x0.75
34-66	Normal	+0
67-00	Favorable	x1.25

Camping Roll Difficulty

Group Size	Modifier
2 or less	+20
3 to 4	+0
5 to 7	-20
8 or more	-40

Terrain	Modifier
Normal Terrain	+0
Exposed Terrain	-20
Dangerous Area	-30
Darklands	-50



Finding a Safe Haven

Area	Difficulty
Free Lands	Hard (-20)
Wilderness	Very Hard (-30)
Borderlands	Extremely Hard (-40)
Blighted Lands	Heroic (-50)
Darklands	Insane (-70)

Camping Roll Failure

1d100	Event
01-30	The heroes can't get much sleep due to biting insects, foul smells, bad weather, or terrible nightmares. They don't gain Exhaustion, but neither do they gain any benefit from their rest.
31-60	An accident (such as a fire, a cave in, a fallen trunk, or a flash flood) strikes the camp, threatening to injure the heroes and/or damage their gear. Even if the PCs manage to avoid harm, their camp is destroyed and they're unable to get any sleep for the rest of the night.
61-90	The heroes are ambushed by wild beasts or minions of Darkness halfway through their rest.
90-100	The spot chosen by the PCs is actually cursed or tainted by Darkness. The heroes must flee or confront the terrible evil that haunts this place. They don't get any rest.

Foraging Herbs

Vegetation	Modifier	Examples
Lush	+10	Jungle, rainforest
Abundant	+0	Wood, forest, marsh
Normal	-10	Cultivated lands, weald, grassland
Scarce	-20	Scrubland, steppe, shoreline
Barren	-40	Glacier, desert, darkland

Other Factors	Modifier	Notes
Known Herb	+10	Characters get a special bonus to their Nature Rolls when looking for healing herbs already recorded in their Herbarium.
Area already searched	-50	Characters cannot search an area multiple times for the same type of herb, but they can look for different types of herbs.
Winter	-30	Or any similarly unfavourable season.
Conservable	-30	Apply when looking for herbs that are not going to be immediately used.

Random Hazards Table

Roll	Area Population Density		
	Populated	Wilderness	Wasteland
01-10	Weather	Weather	Weather
11-20	Free People	Weather	Weather
21-30	Natural Obstacle	Natural Obstacle	Natural Obstacle
31-40	Minions of Darkness	Natural Obstacle	Natural Obstacle
41-50	Wild Beast	Weather	Ancient World Perils
51-60	Weather	Wild Beast	Natural Obstacle
61-70	Free People	Wild Beast	Wild Beast
71-80	Minions of Darkness	Minions of Darkness	Natural Obstacle
81-90	Free People	Free People	Minions of Darkness
91-00	Ancient World Perils	Ancient World Perils	Ancient World Perils



Animal Attack Statistics Table

Attack Type	Attack Table	1st Critical *	2nd Critical **	Small	Medium	Large	Huge	Colossal
Beak/Pincer	Beast	Cut	Pierce	80	110	130	150	175
Bite	Beast	Cut	Impact	90	120	140	150	175
Claw/Talon	Beast	Cut	Pierce	90	120	140	150	175
Horn/Tusk/Spike/Stinger	Beast	Pierce	-	80	120	140	150	175
Grapple/Envelop/Swallow	Unarmed/Grapple	Grapple	-	80	110	130	150	175
Bash/Ram	Unarmed/Grapple	Impact	-	90	120	140	150	175
Stomp/Trample	Beast	Impact	Impact	80	120	140	150	175

(*) This is the primary type of Critical Strike inflicted by the attack.

(**) This is the secondary Critical Strike inflicted - if any. If the attacking creature is of Large Size or larger, its attack also inflicts a second Critical Strike of two severity levels lower than the first inflicted.

Unarmed Attack Statistic Table

Attack Type	Critical	Small	Medium	Large	Huge	Colossal
Punch	Impact	80	110	130	150	175
Kick	Impact	90	120	140	150	175
Armored Fist	Impact	90	120	140	150	175
Grappling/Wrestling	Grappling	80	120	140	150	175



Wealth

WL vs Fare Table

WL > Fare	The character can afford buying the good.
WL = Fare	The character can afford buying the good, but their WL is reduced by one (to a minimum of 0).
WL < Fare	The character can not afford that good on their own. They must have someone loan money to them or either increase their Wealth.

Modifiers to Base Fare

Multiple Purchases (tens of the same good)	+1 Fare
Bulk Purchase (hundreds or thousands of the same good)	+2 to +3 Fare

Items Quality Modifiers

Quality	Fare	Item Modifier	Availability
Low Quality	-1	-10	Common*
Superior Quality	+1	+5	Uncommon
Masterwork	+2	+15	Rare

Item Quality Modifier Applies To...

Weapons	CMB
Armors	DEF, or reduces Penalty
Tools	Skill Bonus

Wealth Level vs Treasure Value

Character's WL < TV	Increase character's WL to the TV
Character's WL = TV	Increase character's WL by +1
Character's WL > TV	No change in character's WL

Treasure Values

TV1	A pouch of silver or bronze coins, a handful of gold pieces. A small semiprecious stone, a valuable trinket. A very weathered fine art piece.
TV2	A bag of silver coins or a small chest of gold pieces and/or smaller jewellery. A fine art piece, a fine little gemstone.
TV3	A big chest of silver and gold coins. A beautiful jewel set with gemstones. A collection of fine arts pieces or valuable and/or rare, exotic objects like chandeliers, incensories, and the like.
TV4	Elven or Dwarven-made jewellery worth thousands of gold pieces. Precious ore like Truesilver. A fist-sized radiant gemstone. The treasure hidden on the Lost Island by the famous Pirate Captain.
TV5	The hoard of an ancient Dragon. The treasure of the High King.



Treasure Sharing

Up to six characters dividing the Treasure	Base TV
Several characters dividing the Treasure	TV -1
Tens of characters dividing the Treasure	TV -2

Weapon Fumbles

Weapon Fumbles Modifiers

Modifier	Melee or Thrown	Missile
+0	Brawl, hand weapons, short impact weapons, thrown daggers	Light crossbow
+10	Short edged weapons, long impact weapons, handed axes, javelins	Short bow, sling
+20	Long edged weapons	Heavy crossbow
+30	Two-handed weapons, chain weapons	Composite bow
+50	Polearms, net, whip	Longbow



Melee and Ranged Fumbles

1d100	Melee and Thrown Weapons	Missile Weapons
01-75	The character must make an Assessment Roll during the next Assessment Phase.	The character must make an Assessment Roll during the next Assessment Phase.
76-100	The character must make an Assessment Roll during the next Assessment Phase, and gets to choose one: • Drops weapon. • Takes a Superficial Critical Strike of the appropriate type.	The character must make an Assessment Roll during the next Assessment Phase and gets to choose one: • Drops weapon. • Drops all ammunition. • Breaks the weapon's string (if applicable).
101-125	The character must make an Assessment Roll during the next Assessment Phase and gets to choose two: • Drops weapon. • Takes a Light Critical Strike of the appropriate type. • Inflicts a Superficial Critical Strike upon a nearby ally (if applicable).	The character must make an Assessment Roll during the next Assessment Phase and gets to choose two: • Drops weapon. • Drops all ammunition. • Breaks the weapon's string - if applicable. • Takes a Superficial Critical Strike of the appropriate type • Inflicts a Superficial Critical Strike of the appropriate type on an ally within the weapon's range (if applicable).
126-150	The character is Stunned and gets to choose two: • Drops weapon. • Takes a Light Critical Strike of the appropriate type. • Inflicts a Light Critical Strike upon a nearby ally (if applicable). • The weapon breaks.	The character is Stunned and gets to choose two: • Breaks weapon. • Drops all ammunition. • Takes a Light Critical Strike of the appropriate type. • Inflicts a Light Critical Strike of the appropriate type on an ally within the weapon's range (if applicable).
151+	The character is Stunned and gets to choose two: • Drops weapon. • Takes a Moderate Critical Strike of the appropriate type. • Inflicts a Moderate Critical Strike upon a nearby ally (if applicable). • The weapon breaks.	The character is Stunned nd gets to choose three: • Breaks weapon. • Drops all ammunition. • Takes a Light Critical Strike of the appropriate type. • Inflicts a Light Critical Strike of the appropriate type on an ally within the weapon's range.

Wounds and Recovery

Bleeding

Severity	HP Loss	Difficulty	Equipment	Recovery	Notes	Complications
Light Bleeding	1-4 HPs/Round	Standard (+0)	Bandages	immediate		Spend additional resource
Severe Bleeding	5-10 HPs/Round	Challenging (-10)	Healer's Kit	one day		Become Weary
Exsanguination	11+ HPs/Round	Very Hard (-30)	Healer's Kit	one day	Dying in 20 Bleeding Rounds	Lower HPs to Bruised value

Injuries

Severity	Penalties	Difficulty	Equipment	Recovery	Notes
Minor	up to -20	-	-	3 days	Challenging (-10) Healer Roll and Healer's Kit halve recovery time
Major	-20 to -50	Hard (-20)	Healer's Kit	10 days	turns into a Minor Injury after recovery
Crippling	over -50	Extremely Hard (-40)	Healer's Kit	20 days	turns into a Major Injury after recovery



Conditions

Condition	Effects
Dying	A Dying character will die in a given number of Rounds if this Condition is not removed. Characters Dying from HP loss can be saved by simply bringing their Current HPs over the -50 threshold. Otherwise, the Dying condition will be removed as soon as its causes are healed (e.g.: a character Dying from blood loss will be saved by stopping the bleeding).
Engaged	Characters attacked by an opponent with a melee attack are considered to be Engaged with that opponent. Engaged characters cannot take Movement Actions unless they Disengage or try to Run Away first. A character can be Engaged with multiple opponents at the same time.
Frightened	Some fear-inducing Spells or abilities may cause characters to become Frightened if they fail a WSR. Frightened creatures cannot attack the object of their fear (but can still Parry if attacked), and must attempt to flee from it, if possible. The duration of this Condition is specified in the description of the Spell or ability causing it.
Held	Held characters are restrained by some other creature or force and cannot move freely. • Held characters cannot use their Actions to move and suffer a -30 penalty to both their CMB and DEF. • Melee attacks against a Held character gain a special +30 bonus. • Held characters can only use Hand or Short weapons. • A Held character cannot use Ranged Weapons. Note that, while unable to move, Held characters aren't completely paralyzed (paralyzed characters would be Incapacitated).
Incapacitated	Characters that are knocked out, sleeping, paralyzed, or otherwise unable to defend themselves are Incapacitated. • Incapacitated characters cannot take Actions and cannot Parry. • Melee attacks against Incapacitated characters always inflict maximum damage for the weapon (no Attack Roll is required), and the attacker can choose the Critical Strike result instead of rolling for it.
Prone	Characters that are knocked down or lying on the ground are Prone. • Prone characters fighting from the ground suffer a -20 CMB penalty and cannot use two-handed weapons. • Prone characters free to side roll get a +20 bonus to their DEF against Ranged Attacks. • Standing characters attacking a Prone opponent gain a Higher Ground Positional Bonus. • Standing characters attacking a Prone opponent they're Engaged with gain a +20 bonus to their Attack Roll. • Standing up from Prone is a Full Action in the Move Phase that requires the character performing to be free to move (e.g. they cannot be Held or Incapacitated). While standing up the character can Parry and apply their DEF but they're still considered Prone. • Prone characters can crawl as a Full Action with 1/10 of their Move Rate.
Stunned	Stunned characters are temporarily dazed, staggered, or disoriented. • Stunned characters cannot take Full Actions but can still defend themselves using up to half their CMB to Parry. • Attacks against Stunned characters gain a +20 bonus. Characters suffering from the Stunned Condition stop being Stunned at the end of the Other Action Phase, unless they have been Stunned during the course of the same Round.
Surprised	A character is considered Surprised when they're attacked without being aware of it. Generally, the Surprised Condition only lasts one Round. • Surprised characters cannot Attack and can only take Half or Free Actions. • Surprised characters cannot Parry or apply any Shield bonus to their DEF. • Attacks against a Surprised character get a special +20 bonus. • Characters attacking a Surprised foe with a Hand Weapon gain a special +10 bonus to their Critical Strike Roll.
Flanking	Characters who are attacking an opponent from the side are considered to be Flanking. • A Flanking attacker gets a +15 bonus to their attacks. • Characters being flanked can only apply their Shield's DEF bonus against attacks coming from the Shield's side.
On Rear	Characters attacking their foes from behind are On Rear. • Attackers On Rear gets a +30 bonus to their attacks. • Characters cannot apply their Shield's DEF bonus against attacks from the rear. Consider using the diagram at page 195 to determine if a character's Flanked or attacked On Rear.
Weary	Weary characters move at half their normal Move Rate, can take only one Action each Round, and cannot recover HPs or heal from Bleeding and Injuries until this Condition is removed. The Weary Condition can be removed by resting for a least 8 hours in a safe environment.

NPC Quirks

Roll	Quirk	Roll	Quirk
1-3	Speaks with a very strong local accent	**52-54**	Dresses in monochrome
4-6	Insists on calling the PCs m'lord or m'lady	**55-57**	Is very enthusiastic about something but very bad at it
7-9	Glances nervously around	**58-60**	Likes to quote their grandma/grandpa/ancestors
10-12	Constantly fidgets with a small object while speaking	**61-63**	Is never late or early, arrives precisely when they mean to
13-15	Very fussy about their clothes/appearance	**64-66**	Laughs at inappropriate times
16-18	Has a small pet who follows them everywhere	**67-69**	Loves to haggle
19-21	Talks VERY loudly	**70-72**	Uncanny resemblance to a PC or another NPC
22-24	Prominent scar	**73-75**	Thousand-yard stare
25-27	Tends to forget things around	**76-78**	Often tells they have a "bad feeling" about this
28-30	Has a bad limp	**79-81**	Fluent in several languages
31-33	Is very friendly with anyone	**82-84**	Refers to themselves in third person
34-36	Whistles to themselves while working	**85-87**	Always polite, impeccable manners
37-39	Misses some fingers or the whole hand	**88-90**	Haughty, Holier-than-thou attitude
40-42	Has a very easy-going, devil-may-care attitude	**91-93**	Daydreamer
43-45	Incredibly handsome/beautiful	**94-96**	Overly suspicious of strangers
46-48	Always swears by their lucky charm	**97-99**	Troublemaker, prone to practical jokes
49-51	Tugs their braids or beard when thinking	**00**	Roll twice

Opponents Base Hps Table

Size	Base HPs
Small	**up to 10**
Medium	**up to 30**
Large	**up to 75**
Huge	**up to 100**
Colossal	**up to 250**



Quick Opponent Creation Table

Opponent Type	HPs		Primary Attack		Secondary Attacks		Primary Skill	Other Skills
	Base HPs	Ranks/Lvl	Base Ranks	Ranks/Lvl	Base Ranks	Ranks/Lvl	Ranks/Lvl	Ranks/Lvl
Common	as per size	up to 1	up to 3	up to 2	0	1	up to 2	up to 1
Elite	as per size	up to 2	up to 4	up to 2	up to 2	up to 2	up to 2	up to 1
Antagonist	as per size	up to 3	up to 6	up to 3	up to 4	up to 2	up to 3	up to 2

Reaction Rolls Table

Roll	Disposition	Interaction	Combat
0 or less	Very Unfavourable	The NPCs seem to despise the heroes for some reason and won't even listen to their requests. If forced to do something, they'll either turn hostile and resort to violence or demand an outrageous price for it.	The NPCs are out for the heroes' blood. If they're already engaged in combat, they'll continue to fight viciously even if they're outnumbered or badly wounded. Otherwise, they'll immediately attack the PCs.
01-25	Unfavourable	The NPCs don't like the heroes and aren't likely to listen to their requests. If forced to do something, they'll do it reluctantly or will ask a higher than average price for it.	The NPCs are confident in their abilities. They'll keep aggressively fighting the heroes if they're already engaged in combat and will probably attack them even if they aren't.
26-75	Neutral	The NPCs aren't impressed by the heroes and will probably just keep going on with their business. They'll listen to the PCs' requests if they're polite and reasonable enough but won't run any risk for them and aren't likely to do anything without receiving something in return.	The NPCs are still gauging their opponents. They'll keep fighting if engaged in combat (possibly selecting the least threatening target in sight) but won't otherwise attack unless provoked.
76-100	Favourable	The NPCs are favourably impressed by the heroes and are likely to grant their requests if little or no costs are involved for them. They'll also be willing to run some small risk for the heroes, but will probably expect a reward of some kind afterwards.	The NPCs' confidence is shaken and they'll start fighting more defensively. They'll carefully retreat if allowed to and will consider surrender if offered fair conditions.
101 or more	Very Favourable	The NPCs are very impressed by the heroes. They'll listen to their words carefully and can be convinced to suffer small losses to grant their requests. If offered what they consider to be a fair reward, they'll loyally follow the heroes in spite of any danger.	The NPCs are terrified by the heroes' display of martial might and will surrender or flee for their lives.

Mannish Weald Warrior

Level:	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Armor										
Armor	20	30	40	50	54	58	62	66	70	72
Combat										
Primary Attack	95	105	115	122	126	130	134	138	140	141
Secondary Attack	60	65	70	75	85	95	100	104	106	110
Tertiary Attack	45	55	65	75	80	82	86	88	90	94
Adventuring										
Athletics	60	70	80	90	90	90	90	90	90	90
Ride	25	25	30	35	45	55	65	70	70	70
Hunting	25	35	40	45	55	55	55	55	55	55
Nature	20	20	20	20	20	25	30	40	50	60
Wandering	20	20	20	20	20	25	30	35	45	55
Roguery										
Acrobatics	10	10	10	10	10	10	10	10	10	10
Stealth	20	25	30	35	40	45	50	55	60	60
Locks & Traps	0	0	0	0	0	0	0	0	0	0
Perception	20	25	30	35	40	45	50	55	55	55
Deceive	0	0	0	0	0	0	0	0	0	0
Lore										
Arcana	0	0	0	0	0	0	0	0	0	0
Charisma	0	0	0	0	0	0	0	0	0	0
Cultures	10	10	10	10	10	10	10	10	10	10
Healer	5	5	5	5	5	5	5	5	5	5
Songs & Tales	0	0	0	0	0	0	0	0	0	0
Body										
Body	95	105	115	122	126	130	134	138	140	140
Spells										
Spell Lore A									10	10
Spell Lore B										10
Spell Lore C										
Spell Lore D										
Spell Lore E										
MPs	0	0	0	0	0	0	0	0	1	2
DEF	35s	35s	35s	35s	35s	35s	35s	35s	35s	35s
WSR	5	10	15	20	25	30	35	40	45	50
TSR	15	20	25	30	35	40	45	50	55	60
Background Options	Exceptional Training, Major (Primary Attack); Battle Hardened, Major; Sworn Defender, Minor									

Mannish City Rogue

Level:	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Armor										
Armor	10	15	20	25	30	35	40	40	40	40
Combat										
Primary Attack	65	75	85	95	100	102	106	110	114	118
Secondary Attack	25	30	35	40	50	60	65	67	69	71
Tertiary Attack	20	20	20	20	20	20	20	20	20	20
Adventuring										
Athletics	30	40	50	50	50	50	55	65	65	65
Ride	40	40	40	50	60	70	80	85	85	85
Hunting	30	40	50	50	60	70	75	75	75	75
Nature	5	5	5	5	5	5	5	5	5	15
Wandering	5	5	5	5	5	5	5	5	5	5
Roguery										
Acrobatics	55	60	65	70	75	80	85	90	100	100
Stealth	80	90	100	110	112	114	116	118	120	124
Locks & Traps	50	55	60	65	70	75	80	90	90	90
Perception	30	30	30	35	40	45	50	60	70	70
Deceive	60	65	70	75	80	80	90	90	90	94
Lore										
Arcana	20	20	25	30	35	40	45	50	50	50
Charisma	10	10	10	10	10	10	10	10	10	10
Cultures	45	50	50	50	50	50	50	50	50	50
Healer	5	5	5	5	5	5	5	5	5	5
Songs & Tales	10	10	10	10	10	10	10	10	10	10
Body										
Body	45	50	55	60	65	70	75	80	85	90
Spells										
Spell Lore A									25	30
Spell Lore B									25	25
Spell Lore C										
Spell Lore D										
Spell Lore E										
MPs	0	0	0	0	0	0	0	0	1	2
DEF	30	30	30	30	30	30	30	30	30	30
WSR	5	10	15	20	25	30	35	40	45	50
TSR	5	10	15	20	25	30	35	40	45	50
Background Options	Ancient Heirloom, Minor; Burglar, Minor; Gifted, Minor; Lovable Rogue, Major									

Wildfolk Woad Animist

Level:	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Armor										
Armor	0	0	0	0	0	0	0	0	0	0
Combat										
Primary Attack	25	30	35	40	45	50	50	50	50	50
Secondary Attack	10	10	10	10	10	10	10	10	10	10
Tertiary Attack	10	10	10	10	10	10	10	10	10	10
Adventuring										
Athletics	15	15	15	15	15	15	15	15	15	15
Ride	15	15	15	15	15	15	15	15	15	15
Hunting	30	30	30	35	40	45	50	55	60	65
Nature	80	85	90	95	100	105	105	105	105	105
Wandering	60	65	70	70	70	70	75	80	85	90
Roguery										
Acrobatics	25	25	25	25	25	25	25	25	25	25
Stealth	30	35	40	45	50	55	60	65	65	65
Locks & Traps	15	15	15	15	15	15	15	15	15	15
Perception	60	60	60	60	60	60	60	60	60	60
Deceive	15	15	15	15	15	15	15	15	15	15
Lore										
Arcana	35	45	55	60	70	75	75	75	75	75
Charisma	0	0	0	0	0	0	0	0	0	0
Cultures	20	20	20	25	30	40	45	50	60	70
Healer	85	95	105	115	120	122	126	130	134	138
Songs & Tales	5	5	5	5	5	5	5	5	5	5
Body										
Body	50	50	50	50	50	50	50	50	50	50
Spells										
Spell Lore A	55	60	65	70	75	80	90	100	104	108
Spell Lore B	55	60	65	70	75	80	85	90	95	100
Spell Lore C	55	60	65	70	75	80	85	90	95	100
Spell Lore D	55	60	65	70	75	80	85	90	95	100
Spell Lore E	55	60	65	70	75	80	85	90	95	100
MPs	7	13	19	25	31	37	43	49	55	61
DEF	15	15	15	15	15	15	15	15	15	15
WSR	45	50	55	60	65	70	75	80	85	90
TSR	15	20	25	30	35	40	45	50	55	60
Background Options	Healer's Hands, Minor; Strider, Minor; Stormcrow, Minor; Well Travelled, Minor									

Dusk Elven Fey Wizard

Level:	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Armor										
Armor	0	0	0	0	0	0	0	0	0	0
Combat										
Primary Attack	40	40	40	40	40	40	40	40	40	40
Secondary Attack	5	5	5	5	5	5	5	5	5	5
Tertiary Attack	0	0	0	0	0	0	0	0	0	0
Adventuring										
Athletics	5	5	5	5	5	5	5	5	5	5
Ride	20	20	20	20	20	20	20	20	20	20
Hunting	30	30	30	35	40	45	50	55	60	65
Nature	15	15	15	15	15	15	15	15	15	15
Wandering	5	5	5	5	5	5	5	5	5	5
Roguery										
Acrobatics	35	35	35	35	35	35	35	35	35	35
Stealth	30	30	30	30	30	30	30	30	30	30
Locks & Traps	30	30	30	30	30	30	30	30	30	30
Perception	20	20	20	20	20	20	20	20	20	20
Deceive	40	40	40	45	50	55	60	65	70	75
Lore										
Arcana	70	80	90	95	95	95	97	99	103	107
Charisma	30	30	30	35	45	55	65	75	75	75
Cultures	55	60	65	75	85	95	95	95	97	97
Healer	15	15	15	15	20	25	35	45	55	60
Songs & Tales	50	60	70	75	75	75	75	75	75	75
Body										
Body	30	35	40	40	40	40	40	40	40	45
Spells										
Spell Lore A	70	75	80	85	90	95	100	105	109	113
Spell Lore B	60	65	70	75	80	85	90	95	95	95
Spell Lore C	50	55	60	65	70	75	80	85	90	95
Spell Lore D	50	55	60	65	70	75	80	85	90	95
Spell Lore E	50	55	60	65	70	75	80	85	90	95
MPs	9	15	21	27	33	39	45	51	57	63
DEF	20	20	20	20	20	20	20	20	20	20
WSR	15	20	25	30	35	40	45	50	55	60
TSR	15	20	25	30	35	40	45	50	55	60
Background Options	Keeper of the Hidden Lore, Minor; Loremaster, Minor; Magical Affinity, Minor									

Star Elven Noble Champion

Level:	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Armor										
Armor	20	30	40	50	54	58	60	60	60	60
Combat										
Primary Attack	70	80	87	91	95	99	103	105	107	109
Secondary Attack	50	55	60	65	70	75	80	90	92	94
Tertiary Attack	20	20	20	20	20	20	20	20	20	20
Adventuring										
Athletics	30	35	40	45	50	55	60	65	70	72
Ride	40	45	50	55	60	65	70	75	80	82
Hunting	20	25	30	35	40	45	50	50	55	57
Nature	15	15	15	15	15	15	15	15	15	15
Wandering	15	15	15	15	15	15	15	15	15	15
Roguery										
Acrobatics	25	25	25	25	25	25	25	25	25	25
Stealth	20	20	20	20	20	20	20	20	20	20
Locks & Traps	5	5	5	5	5	5	5	5	5	5
Perception	25	25	25	25	25	25	25	25	25	25
Deceive	10	10	10	10	10	10	10	10	10	10
Lore										
Arcana	45	45	45	45	50	55	55	60	65	70
Charisma	85	90	95	100	100	100	100	100	100	100
Cultures	10	10	10	10	10	10	10	10	10	10
Healer	15	15	15	15	15	15	15	15	15	15
Songs & Tales	65	65	65	65	65	65	65	65	65	65
Body										
Body	60	70	80	90	97	101	105	109	113	116
Spells										
Spell Lore A	55	60	65	70	75	80	80	85	90	95
Spell Lore B	50	55	60	65	70	75	80	85	90	95
Spell Lore C	50	55	60	65	70	75	80	85	90	95
Spell Lore D	50	50	50	50	50	50	60	70	75	80
Spell Lore E	50	50	50	50	50	50	50	50	50	50
MPs	10	15	20	25	30	35	40	45	50	55
DEF	45s	45s	45s	45s	45s	45s	45s	45s	45s	45s
WSR	15	20	25	30	35	40	45	50	55	60
TSR	25	30	35	40	45	50	55	60	65	70
Background Options	Exceptional Training, Major									

Half Elven Seafaring Dabbler

Level:	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Armor										
Armor	10	15	20	25	30	35	40	40	40	40
Combat										
Primary Attack	45	55	60	70	80	80	80	80	84	88
Attack	30	30	35	35	35	45	55	65	65	65
Tertiary Attack	15	15	15	15	15	15	15	15	15	15
Adventuring										
Athletics	25	30	30	30	35	35	40	45	50	55
Ride	20	20	20	25	35	40	45	50	55	60
Hunting	10	10	10	10	10	10	10	10	10	10
Nature	5	5	5	5	5	5	5	5	5	5
Wandering	25	35	45	55	55	55	55	55	55	55
Roguery										
Acrobatics	40	40	40	70	40	40	40	50	60	65
Stealth	40	50	60	70	80	80	80	80	80	80
Locks & Traps	20	20	25	30	35	45	55	65	70	70
Perception	15	20	20	20	20	20	20	20	20	20
Deceive	20	20	20	20	20	20	20	20	20	20
Lore										
Arcana	15	15	15	15	15	15	15	15	15	15
Charisma	40	40	40	40	40	40	40	40	40	40
Cultures	25	25	25	25	25	25	25	25	25	25
Healer	0	0	0	0	0	0	0	0	0	0
Songs & Tales	60	65	70	75	80	85	90	92	94	96
Body										
Body	40	45	50		60	65	70	75	80	80
Spells										
Spell Lore A	40	45	50	55	60	65	70	75	80	85
Spell Lore B	40	45	50	55	60	65	70	75	80	85
Spell Lore C	40	45	50	55	60	65	70	75	80	85
Spell Lore D	40	40	40	40	40	45	50	55	60	70
Spell Lore E	40	40	40	40	40	40	40	40	40	40
MPs	6	10	14	18	22	26	30	34	38	42
DEF	40s	40s	40s	40s	40s	40s	40s	40s	40s	40s
WSR	5	10	15	20	25	30	35	40	45	50
TSR	10	15	20	25	30	35	40	45	50	55
Background Options	Bard of Ancient Tales, Major; Elven Training, Minor									

Dwarven Deep Sage

Level:	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Armor										
Armor	15	15	15	15	15	15	15	15	15	15
Combat										
Primary Attack	35	45	55	59	63	67	71	75	75	75
Secondary Attack	10	10	10	10	10	10	10	10	10	10
Tertiary Attack	5	5	5	5	5	5	5	5	5	5
Adventuring										
Athletics	15	15	15	15	15	15	15	15	15	15
Ride	0	0	0	0	0	0	0	0	0	0
Hunting	10	10	10	10	10	10	10	10	10	10
Nature	60	70	80	90	100	100	100	100	100	100
Wandering	30	30	30	30	30	40	50	60	70	80
Roguery										
Acrobatics	0	0	0	0	0	0	0	0	0	0
Stealth	0	0	0	0	0	0	0	0	0	0
Locks & Traps	30	40	50	60	60	60	60	60	62	64
Perception	65	70	75	80	85	90	95	100	100	100
Deceive	20	20	20	20	30	40	50	60	70	74
Lore										
Arcana	40	50	55	60	65	70	80	80	84	88
Charisma	30	35	40	50	55	60	65	75	79	83
Cultures	40	45	55	60	70	80	80	80	80	80
Healer	55	60	65	70	75	80	90	100	104	108
Songs & Tales	35	40	45	50	55	60	65	75	75	75
Body										
Body	70	70	70	70	70	70	70	70	70	70
Spells										
Spell Lore A	35	40	45	50	55	55	55	55	55	55
Spell Lore B	35	40	45	50	55	55	55	55	55	55
Spell Lore C	35	35	35	35	35	40	45	50	55	55
Spell Lore D	35	35	35	35	35	40	45	50	55	55
Spell Lore E									35	45
MPs	2	4	6	8	10	12	14	16	18	20
DEF	25s	25s	25s	25s	25s	25s	25s	25s	25s	25s
WSR	55	60	65	70	75	80	85	90	95	100
TSR	40	45	50	55	60	65	70	75	80	85
Background Options	Keeper of the Hidden Lore, Major; Loyal Companion, Minor									

Wizard Spell Lores

Detections

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Detect Magic	0 (self)	15 m radius	C	N
◇	**2nd**	Comprehend Languages	0 (self)	caster	C	N
◇	**3rd**	Sense Darkness	20 m	1 target	-	N
◇	**4th**	Sense Invisible	0 (self)	15 m radius	C	N
◇	**5th**	Detect Traps	0 (self)	15 m radius	C	N
◇	**6th**	Aura Reading	20 m	1 target	-	N
◇	**7th**	Locate	30 m	1 target	C	N
◇	**8th**	Pierce the Veil	0 (self)	15 m radius	C	N
◇	**9th**	Precognition	0 (self)	caster	1 min/lvl	N
◇	**10th**	Legendary Tales	0 (self)	caster	-	N

Stat Value**: WSD**

Earth Mould

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Weaken	3 m	1 target	1 rnd/lvl	N
◇	**2nd**	Harrow	30 m	3m³	P	N
◇	**3rd**	Power Crystal	0 (self)	1 crystal	24 hr	N
◇	**4th**	Earthwall	30 m	3 m × 3 m × 15 cm	1 rnd/lvl	N
◇	**5th**	Rock Shards	0 (self)	3 m cone	-	N
◇	**6th**	Fissure	30 m	3 m × 3 m × 3 m	1 min/lvl	N
◇	**7th**	Pulverize	30 m	3 m³	P	Y
◇	**8th**	The Riven Earth	30 m	3 m radius	-	N
◇	**9th**	Stone to Mud	30 m	3 m³	P	N
◇	**10th**	Earthquake	30 m	10 m radius	1 rnd/lvl	N

Stat Value**: WIT**

Eldritch Fire

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Ignite	0 (touch)	1 target	-	N
◇	**2nd**	Cauterization	0 (touch)	1 wound	P	N
◇	**3rd**	Incandescence	3 m	30 cm³/lvl	C	N
◇	**4th**	Wall of Fire	30 m	3 m × 3 m × 15 cm	1 rnd/lvl	N
◇	**5th**	Flameshield	3 m	1 target	1 min/lvl	N
◇	**6th**	Fire Bolt	30 m	1 target	-	N
◇	**7th**	Flaming Weapon	0 (touch)	1 weapon	1 rnd/lvl	N
◇	**8th**	Fireball	30 m	3 m radius	-	N
◇	**9th**	Immolation	0 (self)	caster	1 rnd/lvl	N
◇	**10th**	Firestorm	30 m	6 m radius	1 rnd/lvl	N

Stat Value**: WIT**

Eldritch Frost

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Freezing Touch	0 (touch)	1 target	-	N
◇	**2nd**	Frostbite	30 m	1 target	1 rnd/5 fail	Y
◇	**3rd**	Winter's Chill	30 m	3 m radius	1 min/lvl	N
◇	**4th**	Frostwall	30 m	3 m × 3 m × 15 cm	1 rnd/lvl	N
◇	**5th**	Winterheart	3 m	1 target	1 min/lvl	N
◇	**6th**	Frost Bolt	30 m	1 target	-	N
◇	**7th**	Cold Ball	30 m	6 m radius	-	N
◇	**8th**	Ice Wall	30 m	3 m × 3 m × 15 cm	P	N
◇	**9th**	Cone of Cold	0 (self)	15 m x 3 m cone	-	N
◇	**10th**	Rage of the Winter	0 (self)	6 m radius	1 rnd/lvl	N

Stat Value**: WIT**

Eldritch Hand

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Poltergeist	30 m	1 target	1 min/lvl	Y
◇	**2nd**	Magic Shield*	0 (self)	caster	1 min/lvl	N
◇	**3rd**	Burden	30 m	1 target	1 min/lvl	Y
◇	**4th**	Telekinesis	30 m	1 target	C	Y
◇	**5th**	Deflect*	30 m	1 attack	-	N
◇	**6th**	True Aim*	0 (touch)	1 attack	-	N
◇	**7th**	Blade Ward*	30 m	1 attack	-	N
◇	**8th**	Eldritch Push	20 m	1 target	-	Y
◇	**9th**	Shatter	30 m	1 target	-	Y
◇	**10th**	Crushing Force	30 m	1 target	1 rnd/lvl	Y

Stat Value**: WIT**

Eldritch Might

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Sharp Ears	3 m	1 target	10 min/lvl	N
◇	**2nd**	Adroitness	3 m	1 target	10 min/lvl	N
◇	**3rd**	Dark Sight	3 m	1 target	10 min/lvl	N
◇	**4th**	Haste	3 m	1 target	1 rnd	N
◇	**5th**	Resist Pain*	3 m	1 target	1 min/lvl	N
◇	**6th**	Mystical Breath	3 m	1 target	10 min/lvl	N
◇	**7th**	Resist Poison	3 m	1 target	10 min/lvl	N
◇	**8th**	Strength Within*	3 m	1 target	1 rnd	N
◇	**9th**	Eldritch Armor	3 m	1 target	1 rnd/lvl	N
◇	**10th**	Heart of Steel*	3 m	1 target	1 min/lvl	N

Stat Value**: BEA**

Eldritch Movement

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Jump*	30 m	1 target	1 rnd	N
◇	**2nd**	Slow Fall*	30 m	1 target	-	N
◇	**3rd**	Clinging	30 m	1 target	1 min/lvl	N
◇	**4th**	Levitate	3 m	1 target	1 min/lvl	N
◇	**5th**	Blink	3 m	1 target	-	Y
◇	**6th**	Swim	3 m	1 target	10 min/lvl	N
◇	**7th**	Ride the Sky	3 m	1 target	1 min/lvl	N
◇	**8th**	Eldritch Portal	0 (touch)	1 surface	1 rnd/lvl	N
◇	**9th**	Mystical Step	0 (self)	30 m	-	N
◇	**10th**	Journey Through the Dark	0 (self)	10 m radius	Special	N

Stat Value**: WIT**

Eldritch Storm

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Breeze	0 (self)	6 m cone	C	N
◇	**2nd**	Thunderbolt	30 m	1 target	-	N
◇	**3rd**	Stormwall	30 m	3 m × 3 m × 15 cm	1 rnd/lvl	N
◇	**4th**	Thundercloud	30 m	1.5 m radius	C	N
◇	**5th**	Becalm	30 m	3 m radius	C	N
◇	**6th**	Wind Armor	3 m	1 target	1 min/lvl	N
◇	**7th**	Stormbringer	0 (touch)	1 weapon	1 rnd/lvl	N
◇	**8th**	Lightning Ball	30 m	3 m radius	-	N
◇	**9th**	Hurricane	0 (self)	6 m radius	1 rnd/lvl	N
◇	**10th**	Lightning Bolt	30 m	1 target	-	N

Stat Value**: WIT**

Eldritch Tide

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Conjure Water	0 (touch)	10 lt/lvl	P	N
◇	**2nd**	Fog	30 m	3 m/lvl radius	P	N
◇	**3rd**	Waterwall	30 m	3 m × 3 m × 15 cm	1 rnd/lvl	N
◇	**4th**	Water Blast	30 m	1 target	-	N
◇	**5th**	Downpour	30 m	6 m radius	1 rnd/lvl	N
◇	**6th**	Part Waters	3 m	30 m^3	C	N
◇	**7th**	Rushing Wave	30 m	3 m × 3 m × 6 m	-	Y
◇	**8th**	Whirpool	30 m	6 m radius	-	N
◇	**9th**	Control Waters	0 (self)	10 m radius	C	N
◇	**10th**	Tidal Wave	30 m	10 m × 10 m × 10 m	-	N

Stat Value**: WIT**

Eldritch Visions

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Beast Sight	30 m	1 target	C	N
◇	**2nd**	Sense Thoughts*	0 (self)	6 m radius	C	N
◇	**3rd**	Clairaudience	10 m	1 target	C	N
◇	**4th**	Prescience*	30 m	1 attack	-	N
◇	**5th**	Far Sight	10 m	1 target	C	N
◇	**6th**	Mind Speech	30 m	1 target	C	N
◇	**7th**	Scying	0 (self)	caster	C	N
◇	**8th**	Mind Link	0 (touch)	1 target	P	Y
◇	**9th**	Mindtraveller	0 (self)	caster	1 min/lvl	N
◇	**10th**	Mind Reading	3 m	1 target	1 rnd/10 fail	Y

Stat Value**: BEA**

Eldritch Wards

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Alarm Ward	0 (touch)	3 m radius	1 hr/lvl	N
◇	**2nd**	Magic Lock	0 (touch)	1 target	1 min/lvl	N
◇	**3rd**	Suppress Magic*	20 m	1 spell	1 rnd	Y
◇	**4th**	Counterspell*	20 m	1 spell	-	Y
◇	**5th**	Dispel Magic	20 m	1 target	-	Y
◇	**6th**	Spell Ward	3 m	1 target	1 min/lvl	N
◇	**7th**	Suppress Curse	3 m	1 target	1 hr/lvl	Y
◇	**8th**	Eldritch Wall	30 m	3 m × 3 m × 15 cm	1 rnd/lvl	N
◇	**9th**	Glyph of Warding	0 (touch)	6 m radius	Varies	N
◇	**10th**	Reverse Spell*	20 m	1 spell	-	Y

Stat Value**: WIT**

Enchantment

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Wizard's Staff	0 (touch)	1 target	P	N
◇	**2nd**	Rune of Warning	0 (touch)	10 m radius	10 min/lvl	N
◇	**3rd**	Spell Storing	0 (self)	1 spell	varies	N
◇	**4th**	Rune of Good Luck	0 (touch)	1 target	10 min/lvl	N
◇	**5th**	Runes of Power	0 (touch)	1 target	varies	N
◇	**6th**	Rune of Archery	0 (touch)	1 target	1 rnd/lvl	N
◇	**7th**	Rune of Parrying	0 (touch)	1 target	1 rnd/lvl	N
◇	**8th**	Rune of Awe	0 (touch)	1 target	1 rnd/lvl	N
◇	**9th**	Thaumaturgy	0 (touch)	1 target	1 min/lvl	N
◇	**10th**	Rune of Victory	0 (touch)	1 target	1 rnd/lvl	N

Stat Value**: WIT**

Illusions

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Phantom Sound	30 m	3 m radius	10 min/lvl	N
◇	**2nd**	Chameleon	3 m	1 target	24 hrs	N
◇	**3rd**	Mirage	30 m	3 m radius	10 min/lvl	N
◇	**4th**	Invisibility	3 m	1 target	24 hrs	N
◇	**5th**	Decoy*	0 (self)	caster	1 rnd/lvl	N
◇	**6th**	Disguise	3 m	1 target	1 hr/lvl	N
◇	**7th**	Illusion	30 m	3 m radius	10 min/lvl	N
◇	**8th**	Maddening Wail	0 (self)	15 m radius	1 rnd/lvl	Y
◇	**9th**	Crippling Gaze	20 m	1 target	1 rnd/5 fail	Y
◇	**10th**	Cloud Scrying	30 m	6 m radius	10 min/lvl	N

Stat Value**: WIT**

Mind Control

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Sleep	30 m	3 m radius	1 min/lvl	Y
◇	**2nd**	Charm	30 m	1 target	1 hr/lvl	Y
◇	**3rd**	Fear	20 m	1 target	1 rnd/lvl	Y
◇	**4th**	Daze	30 m	1 target	1 rnd/5 fail	Y
◇	**5th**	Hostility	30 m	1 target	C	Y
◇	**6th**	Suggestion	3 m	1 target	1 hr/lvl	Y
◇	**7th**	Hold Kin	30 m	1 target	C	Y
◇	**8th**	Domination	20 m	1 target	10 min/lvl	Y
◇	**9th**	Charm Monsters	30 m	1 target	1 hr/lvl	Y
◇	**10th**	Geas	3 m	1 target	1 day/lvl	Y

Stat Value**: BEA**

Sounds & Lights

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Magic Light	0 (touch)	3 m radius	1 hr/lvl	N
◇	**2nd**	Tongues	20 m	1 target	C	N
◇	**3rd**	Control Sound	5 m	5 m radius	C	N
◇	**4th**	Shroud of Darkness	3 m	1 target	10 min/lvl	N
◇	**5th**	Enthralling Lights	30 m	6 m radius	1 rnd/lvl	Y
◇	**6th**	Darkness	0 (touch)	5 m radius	10 min/lvl	N
◇	**7th**	Deafening Sound	30 m	1 target	1 hour	Y
◇	**8th**	Blinding Light	30 m	3 m radius	-	Y
◇	**9th**	Silent Voice	0 (self)	Caster	1 rnd/lvl	N
◇	**10th**	Starlight	10 m	6 m radius	10 min/lvl	N

Stat Value**: WIT**

Animist Spell Lore

Aspects of Nature

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Changer of Hues	0 (self)	caster	1 min/lvl	N
◇	**2nd**	Aspect of the Hound	0 (self)	caster	1 min/lvl	N
◇	**3rd**	Aspect of the Owl	0 (self)	caster	1 min/lvl	N
◇	**4th**	Tree Form	0 (self)	caster	1 min/lvl	N
◇	**5th**	Aspect of the Fox	0 (self)	caster	1 min/lvl	N
◇	**6th**	Claws of Fury*	0 (self)	caster	1 rnd/lvl	N
◇	**7th**	Skinchanger	0 (self)	caster	1 min/lvl	N
◇	**8th**	Aspect of the Bull	0 (self)	caster	1 min/lvl	N
◇	**9th**	Aspect of the Boar	0 (self)	caster	1 min/lvl	N
◇	**10th**	Master of Shapes	0 (self)	caster	1 min/lvl	N

Stat Value**: WSD**

Channeling

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Divine Grace	0 (self)	caster	1 min/lvl	N
◇	**2nd**	Holy Aura	0 (self)	caster	1 min/lvl	N
◇	**3rd**	Stunning Glare*	15 m	1 target	-	Y
◇	**4th**	Holy Terror*	15 m	1 target	1 rnd/10 pnts failure	Y
◇	**5th**	Transferral	0 (self)	20 m radius	1 rnd/lvl	N
◇	**6th**	Weight of Conscience*	15 m	1 target	1 rnd/10 pnts failure	Y
◇	**7th**	Spiritual Tether*	15 m	1 target	1 rnd/10 pnts failure	Y
◇	**8th**	Spirit Wrack*	15 m	1 target	1 rnd/10 pnts failure	Y
◇	**9th**	Holy Shout*	0 (self)	6 m radius	1 rnd	Y
◇	**10th**	Punishment Divine	0 (self)	10 m radius	1 rnd/lvl	N

Stat Value**: BEA**

Chanting

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Chant of Courage	0 (self)	3 m radius	C	N
◇	**2nd**	Endure the Elements	0 (touch)	1 target	1 min/lvl	N
◇	**3rd**	Nature's Blessing	0 (touch)	1 target	1 min/lvl	N
◇	**4th**	Suppress Curse	3 m	1 target	1 hr/lvl	Y
◇	**5th**	Repel Magic	0 (self)	3 m radius	C	Y
◇	**6th**	Sanctuary	0 (self)	3 m radius	C	Y
◇	**7th**	Dispel Magic	20 m	1 target	P	Y
◇	**8th**	Break Curse	3 m	1 target	P	Y
◇	**9th**	Nature's Cradle	0 (touch)	1 camp	1 day	N
◇	**10th**	Nature's Shield	0 (self)	caster	-	N

Stat Value**: WSD**

Cleansing

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Cleanse Food & Water	3 m	1 m radius	-	N
◇	**2nd**	Detect Poison	0 (self)	1 m radius	C	N
◇	**3rd**	Resist Disease	0 (touch)	1 target	10 min/lvl	N
◇	**4th**	Resist Poison	0 (touch)	1 target	10 min/lvl	N
◇	**5th**	Cleanse Wound	0 (touch)	1 target	-	N
◇	**6th**	Cure Disease	0 (touch)	1 target	-	N
◇	**7th**	Cure Poision	0 (touch)	1 target	-	N
◇	**8th**	Purge Evil	20 m	1 target	-	Y
◇	**9th**	Cleanse the Soil	0 (self)	10 m radius/lvl	-	N
◇	**10th**	Cleanse the Mind	0 (touch)	1 target	-	N

Stat Value**: WSD**

Communion

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Question Animal	0 (self)	6 m radius	C	N
◇	**2nd**	Anticipate*	15m	1 target	1 rnd/lvl	N
◇	**3rd**	Intuition	0 (self)	15 m radius	-	N
◇	**4th**	Augury	0 (self)	caster	-	N
◇	**5th**	Divine Vision	0 (self)	caster	4 hours	N
◇	**6th**	Speak with the Dead	3 m	1 target	-	N
◇	**7th**	Omen	15 m	1 target	1 min/lvl	N
◇	**8th**	Divination	0 (self)	caster	4 hours	N
◇	**9th**	Doom	20 m	1 target	1 rnd/lvl	Y
◇	**10th**	Commune with the Spirits	0 (self)	caster	-	N

Stat Value**: WSD**

Earth Mould

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Weaken	3 m	1 target	1 rnd/lvl	N
◇	**2nd**	Harrow	30 m	$3m^3$	P	N
◇	**3rd**	Power Crystal	0 (self)	1 crystal	24 hr	N
◇	**4th**	Earthwall	30 m	3 m × 3 m × 15 cm	1 rnd/lvl	N
◇	**5th**	Rock Shards	0 (self)	3 m cone	-	N
◇	**6th**	Fissure	30 m	3 m × 3 m × 3 m	1 min/lvl	N
◇	**7th**	Pulverize	30 m	$3 m^3$	P	Y
◇	**8th**	The Riven Earth	30 m	3 m radius	-	N
◇	**9th**	Stone to Mud	30 m	$3 m^3$	P	N
◇	**10th**	Earthquake	30 m	10 m radius	1 rnd/lvl	N

Stat Value**: WIT**

Healing

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Heal	0 (touch)	1 target	-	N
◇	**2nd**	Clotting	0 (touch)	1 wound	-	N
◇	**3rd**	Unstun*	6 m	1 target	-	N
◇	**4th**	Mend Injuries	0 (touch)	1 injury	-	N
◇	**5th**	Recover*	0 (touch)	1 target	C	N
◇	**6th**	Clarity*	0 (touch)	1 target	-	N
◇	**7th**	Rejoining	0 (touch)	1 injury	-	N
◇	**8th**	Heal Injuries	0 (touch)	1 injury	-	N
◇	**9th**	Suspended Animation	0 (touch)	1 target	1 day/lvl	N
◇	**10th**	Regenerate	0 (touch)	1 injury	-	N

Stat Value: **WSD**

Lore of Nature

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Sense Darkness	20 m	1 target	-	N
◇	**2nd**	Sense Life	0 (self)	30 m radius	C	N
◇	**3rd**	Read the Wind	0 (self)	caster	10 min/lvl	N
◇	**4th**	Detect Magic	0 (self)	15 m radius	C	N
◇	**5th**	Herb Lore	0 (self)	caster	1 hr/lvl	N
◇	**6th**	Spirit Guide	3 m	1 spirit	24 hrs	N
◇	**7th**	Hunter's Lore	20 m	1 target	-	N
◇	**8th**	Rumors of the Earth	30 m	1 target	C	N
◇	**9th**	Spirit Watcher	10 m	30 m radius	1 hr/lvl	N
◇	**10th**	Wisdom of Yore	0 (self)	caster	-	N

Stat Value: **WSD**

Master of Animals

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Animal Sleep	30 m	1 animal	1 min/lvl	Y
◇	**2nd**	Speak with Animals	0 (self)	caster	1 min/lvl	N
◇	**3rd**	Animal Companion	3 m	1 target	P	N
◇	**4th**	Summon Animals	30 m	1 animal	1 min	N
◇	**5th**	Beast Mastery	30 m	1 animal	C	Y
◇	**6th**	Hold Beasts	30 m	1 animal	1 rnd/5 fail	Y
◇	**7th**	Eyes of the Forest	0 (self)	caster	1 hr/lvl	N
◇	**8th**	Nature's Friend	0 (self)	15 m radius	C	N
◇	**9th**	Animal Healing	0 (touch)	1 animal	-	N
◇	**10th**	Plague of Insects	30 m	6 m radius	1 rnd/lvl	N

Stat Value: **WSD**

Master of Plants

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Hinder	30 m	10 m radius	1 rnd/lvl	N
◇	**2nd**	Speak with Plants	0 (self)	caster	1 min/lvl	N
◇	**3rd**	Herbal Remedy	0 (touch)	1 herb	P	N
◇	**4th**	Safe Passage	0 (self)	30m radius	1 hr/lvl	N
◇	**5th**	Locate Plant	0 (self)	1.5 km radius	-	N
◇	**6th**	Purify Plant	3 m	1 plant	-	N
◇	**7th**	Nature's Bounty	0 (touch)	1.5 km radius	1 day	N
◇	**8th**	Miraculous Growth	0 (touch)	1 target	-	N
◇	**9th**	Defoliate	30 m	6 m radius	-	Y
◇	**10th**	Awaken Tree	3 m	1 tree	1 min/lvl	N

Stat Value: **WSD**

Miracles

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Fasting	0 (self)	caster	1 day	N
◇	**2nd**	Sacred Branch	0 (touch)	1 target	P	N
◇	**3rd**	Conjure Water	0 (touch)	10 lt/lvl	P	N
◇	**4th**	Mending	0 (touch)	1 target	-	N
◇	**5th**	Multiplication	0 (touch)	1 target	10 min/lvl	N
◇	**6th**	Spirit Feast	0 (self)	caster	-	N
◇	**7th**	Sacred Steel*	0 (touch)	1 target	1 rnd/lvl	N
◇	**8th**	Shield-Maiden	3 m	1 spirit	1 hr/lvl	N
◇	**9th**	Control Weather	0 (self)	10 km radius	1 hr/lvl	N
◇	**10th**	True Believer	0 (self)	caster	1 Round	N

Stat Value: **WSD**

Movements of Nature

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Wanderer's Stride	0 (self)	caster	10 min/lvl	N
◇	**2nd**	Squirrel's Step	0 (self)	caster	1 min/lvl	N
◇	**3rd**	Wolf's Speed	0 (self)	caster	10 min/lvl	N
◇	**4th**	Otter's Breath	0 (self)	caster	1 min/lvl	N
◇	**5th**	Water Walk	0 (self)	caster	1 min/lvl	N
◇	**6th**	Burrowing	0 (self)	caster	1 min/lvl	N
◇	**7th**	Spider Climb	0 (self)	caster	1 min/lvl	N
◇	**8th**	One with Nature	0 (touch)	caster	1 rnd/lvl	N
◇	**9th**	Hawk Flight	0 (self)	caster	1 min/lvl	N
◇	**10th**	Ghostwalk	0 (self)	caster	1 min/lvl	N

Stat Value: **WSD**

Nature's Path

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Pathsight	0 (touch)	1 path	-	N
◇	**2nd**	Sense Traps	0 (self)	3 m radius	C	N
◇	**3rd**	Huntmanship	0 (self)	caster	1 min/lvl	N
◇	**4th**	Find the Path	0 (self)	caster	1 hr/lvl	N
◇	**5th**	Blessed Path	0 (self)	caster	1 hr/lvl	N
◇	**6th**	Find Shelter	0 (self)	caster	1 hr/lvl	N
◇	**7th**	Pass Without Trace	3 m	1 target	1 min/lvl	N
◇	**8th**	Sense Ambush	0 (self)	caster	1 min/lvl	N
◇	**9th**	Eye of the Hunter	0 (touch)	15 m radius	-	N
◇	**10th**	The Hidden Path	0 (self)	caster	1 day	N

Stat Value**: WSD**

Soul Soothing

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Sustain Life	3 m	1 target	1 min/lvl	N
◇	**2nd**	Tranquillity	30 m	1 target	1 min/lvl	Y
◇	**3rd**	Dispel Fear	20 m	1 target	1 rnd/lvl	N
◇	**4th**	Banish Fatigue	20 m	1 target	1 min/lvl	N
◇	**5th**	Restoration	0 (touch)	1 target	-	N
◇	**6th**	Inspire*	0 (self)	6 m radius	1 rnd/lvl	N
◇	**7th**	Peace of Mind	3 m	1 target	-	Y
◇	**8th**	Break Curse	3 m	1 target	-	Y
◇	**9th**	Exorcism	20 m	1 target	1 day/10 fail	Y
◇	**10th**	The Secret Flame	0 (self)	caster	1 rnd/lvl	N

Stat Value**: WSD**

Sounds & Lights

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Magic Light	0 (touch)	3 m radius	1 hr/lvl	N
◇	**2nd**	Tongues	20 m	1 target	C	N
◇	**3rd**	Control Sound	5 m	5 m radius	C	N
◇	**4th**	Shroud of Darkness	3 m	1 target	10 min/lvl	N
◇	**5th**	Enthralling Lights	30 m	6 m radius	1 rnd/lvl	Y
◇	**6th**	Darkness	0 (touch)	5 m radius	10 min/lvl	N
◇	**7th**	Deafening Sound	30 m	1 target	1 hour	Y
◇	**8th**	Blinding Light	30 m	3 m radius	-	Y
◇	**9th**	Silent Voice	0 (self)	Caster	1 rnd/lvl	N
◇	**10th**	Starlight	10 m	6 m radius	10 min/lvl	N

Stat Value**: WIT**

Champion Spell Lores

Aspects of Nature

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	1st	Changer of Hues	0 (self)	caster	1 min/lvl	N
◇	2nd	Aspect of the Hound	0 (self)	caster	1 min/lvl	N
◇	3rd	Aspect of the Owl	0 (self)	caster	1 min/lvl	N
◇	4th	Tree Form	0 (self)	caster	1 min/lvl	N
◇	5th	Aspect of the Fox	0 (self)	caster	1 min/lvl	N
◇	6th	Claws of Fury*	0 (self)	caster	1 rnd/lvl	N
◇	7th	Skinchanger	0 (self)	caster	1 min/lvl	N
◇	8th	Aspect of the Bull	0 (self)	caster	1 min/lvl	N
◇	9th	Aspect of the Boar	0 (self)	caster	1 min/lvl	N
◇	10th	Master of Shapes	0 (self)	caster	1 min/lvl	N

Stat Value: **WSD**

Chanting

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	1st	Chant of Courage	0 (self)	3 m radius	C	N
◇	2nd	Endure the Elements	0 (touch)	1 target	1 min/lvl	N
◇	3rd	Nature's Blessing	0 (touch)	1 target	1 min/lvl	N
◇	4th	Suppress Curse	3 m	1 target	1 hr/lvl	Y
◇	5th	Repel Magic	0 (self)	3 m radius	C	Y
◇	6th	Sanctuary	0 (self)	3 m radius	C	Y
◇	7th	Dispel Magic	20 m	1 target	P	Y
◇	8th	Break Curse	3 m	1 target	P	Y
◇	9th	Nature's Cradle	0 (touch)	1 camp	1 day	N
◇	10th	Nature's Shield	0 (self)	caster	-	N

Stat Value: **WSD**

Commanding Presence

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	1st	Commander's Authority	0 (self)	Caster	1 min/lvl	N
◇	2nd	Rallying Warcry*	0 (self)	6 m radius	-	N
◇	3rd	Formation Fighting*	0 (self)	6 m radius	1 rnd/lvl	N
◇	4th	Taunt*	20 m	1 target	1 rnd/5 fail	Y
◇	5th	Intimidating Stance*	0 (self)	1,5 m radius	1 rnd/5 fail	Y
◇	6th	Rapid Deployment*	6 m	1 target	-	N
◇	7th	Invigorating Warcry*	0 (self)	6 m radius	1 rnd/lvl	N
◇	8th	Order*	6 m	1 target	C	Y
◇	9th	Call to Arms*	6 m	1 target	-	N
◇	10th	Roaring Warcry*	0 (self)	6 m radius	1 rnd/lvl	N

Stat Value: **BEA**

Eldritch Hand

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Poltergeist	30 m	1 target	1 min/lvl	Y
◇	**2nd**	Magic Shield*	0 (self)	caster	1 min/lvl	N
◇	**3rd**	Burden	30 m	1 target	1 min/lvl	Y
◇	**4th**	Telekinesis	30 m	1 target	C	Y
◇	**5th**	Deflect*	30 m	1 attack	-	N
◇	**6th**	True Aim*	0 (touch)	1 attack	-	N
◇	**7th**	Blade Ward*	30 m	1 attack	-	N
◇	**8th**	Eldritch Push	20 m	1 target	-	Y
◇	**9th**	Shatter	30 m	1 target	-	Y
◇	**10th**	Crushing Force	30 m	1 target	1 rnd/lvl	Y

Stat Value**: WIT**

Eldritch Might

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Sharp Ears	3 m	1 target	10 min/lvl	N
◇	**2nd**	Adroitness	3 m	1 target	10 min/lvl	N
◇	**3rd**	Dark Sight	3 m	1 target	10 min/lvl	N
◇	**4th**	Haste	3 m	1 target	1 rnd	N
◇	**5th**	Resist Pain*	3 m	1 target	1 min/lvl	N
◇	**6th**	Mystical Breath	3 m	1 target	10 min/lvl	N
◇	**7th**	Resist Poison	3 m	1 target	10 min/lvl	N
◇	**8th**	Strength Within*	3 m	1 target	1 rnd	N
◇	**9th**	Eldritch Armor	3 m	1 target	1 rnd/lvl	N
◇	**10th**	Heart of Steel*	3 m	1 target	1 min/lvl	N

Stat Value**: BEA**

Heroic Defense

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Battle Awareness*	0 (self)	caster	1 rnd/lvl	N
◇	**2nd**	Mystical Poise	0 (self)	caster	1 min/lvl	N
◇	**3rd**	Stoneskin*	0 (self)	caster	1 rnd/lvl	N
◇	**4th**	Impenetrable Defense*	0 (self)	caster	1 rnd/lvl	N
◇	**5th**	Defender*	5 m	1 attack	-	N
◇	**6th**	Unshakable*	0 (self)	caster	1 rnd/lvl	N
◇	**7th**	Shield Block*	0 (self)	caster	1 rnd	N
◇	**8th**	Unassailable*	0 (self)	caster	1 rnd/lvl	N
◇	**9th**	Riposte*	0 (self)	caster	1 rnd	N
◇	**10th**	Defiance*	0 (self)	caster	1 rnd/lvl	N

Stat Value**: BEA**

Nature's Path

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Pathsight	0 (touch)	1 path	-	N
◇	**2nd**	Sense Traps	0 (self)	3 m radius	C	N
◇	**3rd**	Huntmanship	0 (self)	caster	1 min/lvl	N
◇	**4th**	Find the Path	0 (self)	caster	1 hr/lvl	N
◇	**5th**	Blessed Path	0 (self)	caster	1 hr/lvl	N
◇	**6th**	Find Shelter	0 (self)	caster	1 hr/lvl	N
◇	**7th**	Pass Without Trace	3 m	1 target	1 min/lvl	N
◇	**8th**	Sense Ambush	0 (self)	caster	1 min/lvl	N
◇	**9th**	Eye of the Hunter	0 (touch)	15 m radius	-	N
◇	**10th**	The Hidden Path	0 (self)	caster	1 day	N

Stat Value**: WSD**

Weapon Mastery

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Weapon Bond	0 (touch)	1 target	P	N
◇	**2nd**	Bladelight	0 (touch)	1 target	1 hr/lvl	N
◇	**3rd**	Dance of Steel	0 (self)	caster	1 rnd/lvl	N
◇	**4th**	Throw*	0 (self)	caster	-	N
◇	**5th**	Cleaving Strike	0 (touch)	1 target	-	N
◇	**6th**	Lunging Attacks*	0 (self)	caster	1 rnd/lvl	N
◇	**7th**	Rending Strikes	0 (self)	caster	1 rnd/lvl	N
◇	**8th**	Multi-Attack*	0 (self)	caster	1 rnd	N
◇	**9th**	Savage Strike*	0 (self)	caster	1 rnd	N
◇	**10th**	Whirlwind of Steel	0 (self)	1.5m radius	-	N

Stat Value**: BEA**

Dabbler Spell Lores

Detections

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Detect Magic	0 (self)	15 m radius	C	N
◇	**2nd**	Comprehend Languages	0 (self)	caster	C	N
◇	**3rd**	Sense Darkness	20 m	1 target	-	N
◇	**4th**	Sense Invisible	0 (self)	15 m radius	C	N
◇	**5th**	Detect Traps	0 (self)	15 m radius	C	N
◇	**6th**	Aura Reading	20 m	1 target	-	N
◇	**7th**	Locate	30 m	1 target	C	N
◇	**8th**	Pierce the Veil	0 (self)	15 m radius	C	N
◇	**9th**	Precognition	0 (self)	caster	1 min/lvl	N
◇	**10th**	Legendary Tales	0 (self)	caster	-	N

Stat Value**: WSD**

Eldritch Secrets

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Sense Secrets	0 (self)	6 m radius	C	N
◇	**2nd**	Secret Sign	0 (touch)	1 target	1 hour/lvl	N
◇	**3rd**	Forgery*	20 m	1 target	10 min/lvl	N
◇	**4th**	Hand of Glory	0 (self)	6 m radius	C	N
◇	**5th**	Magehunter*	20 m	1 target	C	N
◇	**6th**	Secrets of the Runes	0 (touch)	1 target	-	N
◇	**7th**	Reveal Secret	30 m	1 target	C	N
◇	**8th**	Secret Self	0 (self)	caster	10 min/lvl	N
◇	**9th**	Past and Future Secrets	0 (touch)	1 target	-	Y
◇	**10th**	Thousand Faces	0 (self)	caster	P	N

Stat Value**: WIT**

Illusions

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Phantom Sound	30 m	3 m radius	10 min/lvl	N
◇	**2nd**	Chameleon	3 m	1 target	24 hrs	N
◇	**3rd**	Mirage	30 m	3 m radius	10 min/lvl	N
◇	**4th**	Invisibility	3 m	1 target	24 hrs	N
◇	**5th**	Decoy*	0 (self)	caster	1 rnd/lvl	N
◇	**6th**	Disguise	3 m	1 target	1 hr/lvl	N
◇	**7th**	Illusion	30 m	3 m radius	10 min/lvl	N
◇	**8th**	Maddening Wail	0 (self)	15 m radius	1 rnd/lvl	Y
◇	**9th**	Crippling Gaze	20 m	1 target	1 rnd/5 fail	Y
◇	**10th**	Cloud Scrying	30 m	6 m radius	10 min/lvl	N

Stat Value**: WIT**

Mind Control

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Sleep	30 m	3 m radius	1 min/lvl	Y
◇	**2nd**	Charm	30 m	1 target	1 hr/lvl	Y
◇	**3rd**	Fear	20 m	1 target	1 rnd/lvl	Y
◇	**4th**	Daze	30 m	1 target	1 rnd/5 fail	Y
◇	**5th**	Hostility	30 m	1 target	C	Y
◇	**6th**	Suggestion	3 m	1 target	1 hr/lvl	Y
◇	**7th**	Hold Kin	30 m	1 target	C	Y
◇	**8th**	Domination	20 m	1 target	10 min/lvl	Y
◇	**9th**	Charm Monsters	30 m	1 target	1 hr/lvl	Y
◇	**10th**	Geas	3 m	1 target	1 day/lvl	Y

Stat Value**: BEA**

Movements of Nature

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Wanderer's Stride	0 (self)	caster	10 min/lvl	N
◇	**2nd**	Squirrel's Step	0 (self)	caster	1 min/lvl	N
◇	**3rd**	Wolf's Speed	0 (self)	caster	10 min/lvl	N
◇	**4th**	Otter's Breath	0 (self)	caster	1 min/lvl	N
◇	**5th**	Water Walk	0 (self)	caster	1 min/lvl	N
◇	**6th**	Burrowing	0 (self)	caster	1 min/lvl	N
◇	**7th**	Spider Climb	0 (self)	caster	1 min/lvl	N
◇	**8th**	One with Nature	0 (touch)	caster	1 rnd/lvl	N
◇	**9th**	Hawk Flight	0 (self)	caster	1 min/lvl	N
◇	**10th**	Ghostwalk	0 (self)	caster	1 min/lvl	N

Stat Value**: WSD**

Skirmishing Mastery

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Swing*	0 (self)	caster	1 rnd	N
◇	**2nd**	Marksmanship*	0 (self)	caster	1 rnd	N
◇	**3rd**	Dead Eye	0 (self)	caster	1 rnd/lvl	N
◇	**4th**	Pinning Shot*	0 (self)	caster	1 rnd	N
◇	**5th**	Evasive Maneuver*	30 m	1 attack	1 rnd	N
◇	**6th**	Ricochet*	0 (self)	caster	1 rnd	N
◇	**7th**	Caltrops	0 (touch)	1.5m radius	P	N
◇	**8th**	Blinding Shot*	0 (self)	caster	1 rnd	Y
◇	**9th**	Sharpshooting*	0 (self)	caster	1 rnd	N
◇	**10th**	Rain of Arrows	30 m	6 m radius	-	N

Stat Value**: BEA**

Sounds & Lights

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Magic Light	0 (touch)	3 m radius	1 hr/lvl	N
◇	**2nd**	Tongues	20 m	1 target	C	N
◇	**3rd**	Control Sound	5 m	5 m radius	C	N
◇	**4th**	Shroud of Darkness	3 m	1 target	10 min/lvl	N
◇	**5th**	Enthralling Lights	30 m	6 m radius	1 rnd/lvl	Y
◇	**6th**	Darkness	0 (touch)	5 m radius	10 min/lvl	N
◇	**7th**	Deafening Sound	30 m	1 target	1 hour	Y
◇	**8th**	Blinding Light	30 m	3 m radius	-	Y
◇	**9th**	Silent Voice	0 (self)	Caster	1 rnd/lvl	N
◇	**10th**	Starlight	10 m	6 m radius	10 min/lvl	N

Stat Value**: WIT**

Trickery

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Distraction	15 m	1 target	C	-
◇	**2nd**	Prestidigitation	0 (touch)	1 target	1 min/lvl	N
◇	**3rd**	Phantom Theft	15 m	1 target	-	N
◇	**4th**	Face Shifting	0 (self)	caster	1 hr/lvl	N
◇	**5th**	Escape*	0 (touch)	1 target	-	N
◇	**6th**	Fumble	30 m	1 target	-	Y
◇	**7th**	Ghostly Foes	30 m	1 target	C	Y
◇	**8th**	Tongue of Honey	15 m	1 target	varies	Y
◇	**9th**	Disappearance	0 (self)	caster	-	N
◇	**10th**	Last Surprise*	10 m	1 target	-	Y

Stat Value**: BEA**

Dark Spell Lores

Dark Sorcery

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Agony	20 m	1 target	-	Y
◇	**2nd**	Dark Tongue	0 (self)	Caster	1 min/lvl	N
◇	**3rd**	Dark Contact	0 (self)	Caster	-	N
◇	**4th**	Hand of Doom	0 (touch)	1 target	-	N
◇	**5th**	Summoning	3 m	1 demon	1 hr/lvl	Y
◇	**6th**	Dark Bolt	30 m	1 target	-	N
◇	**7th**	Venom	15 m	1 target	-	Y
◇	**8th**	Demon's Breath	0 (self)	15 m × 6 m cone	-	N
◇	**9th**	Bestow Curse	15 m	1 target	P	Y
◇	**10th**	Endless Torment	15 m	1 target	C	N

Stat Bonus**: WIT**

Necromancy

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Séance	10 m	1 target	C	N
◇	**2nd**	Danse Macabre	20 m	1 target	1 min/lvl	N
◇	**3rd**	Dominate Undead	10 m	1 target	P	Y
◇	**4th**	Speak with the Dead	3 m	1 target	-	N
◇	**5th**	Animate Thrall	3 m	1 target	P	N
◇	**6th**	Drain Life	20 m	1 target	C	Y
◇	**7th**	Soulreaper	0 (touch)	1 weapon	1 rnd/lvl	N
◇	**8th**	Gravelord's Call	10 m	1 target	1 hr/lvl	Y
◇	**9th**	Spirit Possession	20 m	1 target	Special	Y
◇	**10th**	Banishing	20 m	1 target	1 wk/10 fail	Y

Stat Bonus**: WSD**

Common Spell Lores

Detections

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Detect Magic	0 (self)	15 m radius	C	N
◇	**2nd**	Comprehend Languages	0 (self)	caster	C	N
◇	**3rd**	Sense Darkness	20 m	1 target	-	N
◇	**4th**	Sense Invisible	0 (self)	15 m radius	C	N
◇	**5th**	Detect Traps	0 (self)	15 m radius	C	N

Stat Value: **WSD**

Eldritch Visions

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Beast Sight	30 m	1 target	C	N
◇	**2nd**	Sense Thoughts*	0 (self)	6 m radius	C	N
◇	**3rd**	Clairaudience	10 m	1 target	C	N
◇	**4th**	Prescience*	30 m	1 attack	-	N
◇	**5th**	Far Sight	10 m	1 target	C	N

Stat Value: **BEA**

Eldritch Wards

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Alarm Ward	0 (touch)	3 m radius	1 hr/lvl	N
◇	**2nd**	Magic Lock	0 (touch)	1 target	1 min/lvl	N
◇	**3rd**	Suppress Magic*	20 m	1 spell	1 rnd	Y
◇	**4th**	Counterspell*	20 m	1 spell	-	Y
◇	**5th**	Dispel Magic	20 m	1 target	-	Y

Stat Value: **WIT**

Movements of Nature

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Wanderer's Stride	0 (self)	caster	10 min/lvl	N
◇	**2nd**	Squirrel's Step	0 (self)	caster	1 min/lvl	N
◇	**3rd**	Wolf's Speed	0 (self)	caster	10 min/lvl	N
◇	**4th**	Otter's Breath	0 (self)	caster	1 min/lvl	N
◇	**5th**	Water Walk	0 (self)	caster	1 min/lvl	N

Stat Value: **WSD**

Nature's Path

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Pathsight	0 (touch)	1 path	-	N
◇	**2nd**	Sense Traps	0 (self)	3 m radius	C	N
◇	**3rd**	Huntmanship	0 (self)	caster	1 min/lvl	N
◇	**4th**	Find the Path	0 (self)	caster	1 hr/lvl	N
◇	**5th**	Blessed Path	0 (self)	caster	1 hr/lvl	N

Stat Value: **WSD**

Chanting

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Chant of Courage	0 (self)	3 m radius	C	N
◇	**2nd**	Endure the Elements	0 (touch)	1 target	1 min/lvl	N
◇	**3rd**	Nature's Blessing	0 (touch)	1 target	1 min/lvl	N
◇	**4th**	Suppress Curse	3 m	1 target	1 hr/lvl	Y
◇	**5th**	Repel Magic	0 (self)	3 m radius	C	Y

Stat Value**: WSD**

Eldritch Might

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Sharp Ears	3 m	1 target	10 min/lvl	N
◇	**2nd**	Adroitness	3 m	1 target	10 min/lvl	N
◇	**3rd**	Dark Sight	3 m	1 target	10 min/lvl	N
◇	**4th**	Haste	3 m	1 target	1 rnd	N
◇	**5th**	Resist Pain*	3 m	1 target	1 min/lvl	N

Stat Value**: BEA**

Sounds & Lights

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Magic Light	0 (touch)	3 m radius	1 hr/lvl	N
◇	**2nd**	Tongues	20 m	1 target	C	N
◇	**3rd**	Control Sound	5 m	5 m radius	C	N
◇	**4th**	Shroud of Darkness	3 m	1 target	10 min/lvl	N
◇	**5th**	Enthralling Lights	30 m	6 m radius	1 rnd/lvl	Y

Stat Value**: WIT**

Cleansing

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Cleanse Food & Water	3 m	1 m radius	-	N
◇	**2nd**	Detect Poison	0 (self)	1 m radius	C	N
◇	**3rd**	Resist Disease	0 (touch)	1 target	10 min/lvl	N
◇	**4th**	Resist Poison	0 (touch)	1 target	10 min/lvl	N
◇	**5th**	Cleanse Wound	0 (touch)	1 target	-	N

Stat Value**: WSD**

Lore of Nature

	Weave	Spell	Range	Area of Effect	Duration	Save
◇	**1st**	Sense Darkness	20 m	1 target	-	N
◇	**2nd**	Sense Life	0 (self)	30 m radius	C	N
◇	**3rd**	Read the Wind	0 (self)	caster	10 min/lvl	N
◇	**4th**	Detect Magic	0 (self)	15 m radius	C	N
◇	**5th**	Herb Lore	0 (self)	caster	1 hr/lvl	N

Stat Value**: WSD**

AGAINST THE Darkmaster
THE CLASSIC GAME OF FANTASY ADVENTURE

Character Name | Lvl | XP | Next Lvl

Kin | Culture | Vocation

Passions

Motivation

Nature

Allegiance

Drive Points

◇ ◇ ◇ ◇ ◇

Heroic Path

□ □ □ □ □ □ □ □ □ 10 □ □ □ □ □ □ □ □ □ 20
□ □ □ □ □ □ □ □ □ 30 □ □ □ □ □ □ □ □ □ 40
□ □ □ □ □ □ □ □ □ 50 □ □ □ □ □ □ □ □ □ 60
□ □ □ □ □ □ □ □ □ 70 □ □ □ □ □ □ □ □ □ 80
□ □ □ □ □ □ □ □ □ 90 □ □ □ □ □ □ □ □ □ 100

Stats

	Base	Kin	Spec	TOT
Brawn (BRN)				
Swiftness (SWI)				
Fortitude (FOR)				
Wits (WIT)				
Wisdom (WSD)				
Bearing (BEA)				

Save Rolls

	Lvl	Kin	Spec	TOT
Toughness (FOR)				
Willpower (WSD)				

Special Traits

Background

Skills

	Stat	#Ranks & Bonus		Voc	Kin	Spec	Item	TOT
Armor								Development Points Per Level
Armor (no stat)								
Combat								Development Points Per Level
Blunt (BRN)								
Blades (BRN)								
Ranged (SWI)								
Polearms (BRN)								
Brawl (BRN)								
Adventuring								Development Points Per Level
Athletics (BRN)								
Ride (SWI)								
Hunting (WIT)								
Nature (WSD)								
Wandering (WSD)								
Roguery								Development Points Per Level
Acrobatics (SWI)								
Stealth (SWI)								
Locks & Traps (WIT)								
Perception (WSD)								
Deceive (WIT)								
Lore								Development Points Per Level
Arcana (WIT)								
Charisma (BEA)								
Cultures (WIT)								
Healer (WSD)								
Songs & Tales (BEA)								
Body								Development Points Per Level
Body (FOR)								

AGAINST THE Darkmaster
THE CLASSIC GAME OF FANTASY ADVENTURE

Hit Points

Total | Current

Movement

Encumbrance Level | Move Rate

Wounds

Bleed _____ Stun ☐ Penalties _____

Conditions _____

Defense

SWI Bonus _____ Shield Bonus _____

Item Bonus _____ Spec Bonus _____

Melee Defense ☐ **Ranged Defense** ☐

Wealth

Wealth Level | Status

Armor and Shield

Armor / Shield	Type	Zones Protected	Max SWI to DEF	Move Penalty	CMB Penalty	Perception Penalty	Ranged Bonus	Melee Bonus	Qualities

Weapons & Attack

Weapons / Attacks	Hands	Length	Skill(s) Used	CR	Attack Table	Maximum Result	Primary Critical	Alternate Critical	Base Range	Qualities

Equipment

Item & Description	Location	**Item & Description**	Location

AGAINST THE Darkmaster
THE CLASSIC GAME OF FANTASY ADVENTURE

Magic Points

	Kin	Stat	Spec	Stat Gain/Lvl	Voc Gain/Lvl	TOT	Spent
	___	___	___	___	___		

Spell Lores

Development Points Per Level

	Stat	#Ranks	Bonus	Voc	Kin	Spec	Item	TOT

Companion Animal

Name _____ Animal Type _____

Move _____ Attack Type _____

HP _____ CMB _____ DEF _____

Riding Animal

Name _____ Animal Type _____

Ride Bonus _____ Move _____ Attack Type _____

HP _____ CMB _____ DEF _____

Experience Points Tracking

- ❍ You travelled to or explored a location you've never seen before.
- ❍ You faced dangerous foes and/or difficult situations.
- ❍ You completed a mission or quest, or ended a significant story arc.
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____
- ❍ _____

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Special thanks to all members of our wonderful community. You are the real heroes!