



victims of the demon lord



starter guide

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victims of the demon lord

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INTRODUCTION

This is the end of all things. A shadow spills across the landscape, twisting and warping everything it touches, sparking unrest and wars, loosing incurable plagues, and cause the dead to rise. Magic misbehaves and ancient, terrible beings awaken to visit their wrath on an unsuspecting populace, while the very rules that define reality unravel, resulting in an unpredictable and dangerous environment in which survival is the paramount concern. This is the world of the Demon Lord and this rulebook is your introduction to it.

Victims of the Demon Lord provides you with everything you need to make a starting character for the *Shadow of the Demon Lord* roleplaying game. Drawing from the key chapters of the main rulebook, it leads you through character creation and then provides you with all the game rules so you can learn how to play.

Starting characters have few tricks to survive the many perils the game presents, hence the title. While your character may very well meet an abrupt and horrific end, rest assured, the world has many more victims

to offer the Demon Lord and creating one takes just a few minutes. Of course, if you survive, you might just be able to avert the coming disaster or at least delay it for a time.

To make the most of this product, you'll need at least one 20-sided die (a d20), a couple of 6-sided dice (d6), something to write on, and a copy of the character sheet included at the back of this book. You'll also need a few friends, at least three. One of those friends should take on the role of the Game Master. You can find a free introductory adventure, *Survival of the Fittest*, on schwalbentertainment.com.

Once you complete your first adventure, the *Shadow of the Demon Lord* roleplaying game presents the full rules of the game, including what happens when your group forms and increases level, and how your character improves as a result. For Game Masters, *Tales of the Demon Lord* includes a full set of eleven adventures that explore the exquisite destruction promised by the Demon Lord.

Will you be the Demon Lord's next victim? Make a character, assemble a group, and find out if you have what it takes to survive.





character creation

You need a character to play *Shadow of the Demon Lord*. A character is the persona you adopt when you play the game, the individual you pretend to be in the troubled world of the Demon Lord. The Game Master can provide you with a character or you can create one using the rules in this chapter.

When you create a character, you make all the decisions about what your character looks like, how your character thinks and behaves, and how your character fits into the game's setting. These decisions set the stage for the story to come and help you portray the character in a consistent manner.

ANCESTRIES

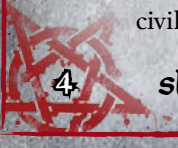
The first thing you do to create your character is to pick your ancestry. Ancestries tell you something about your homeland, culture, religious inclination, and appearance. As well, they indicate areas in which your character excels and where your character might be wanting.

The following ancestries are among the most common to the lands of the Northern Reach. Other ancestries might be available at your GM's discretion.

- **Humans** are a diverse people encompassing numerous civilizations, cultures, and ethnicities. They are the

dominant people in the world. Humans excel in any path they choose.

- **Changelings** conceal their hideous forms behind identities stolen from other creatures so they can move more freely through the lands. Changelings make exceptional magicians and rogues.
- **Clockworks** are people created by binding souls stolen from the Underworld to mechanical bodies. Clockworks have many different forms, and their origins determine the paths they will walk.
- **Dwarfs** are an elder race cursed by the gods for their vanity and doomed to toil and dig in the earth for the treasures they covet. Dwarfs make powerful warriors and priests.
- **Goblins** are exiles from the realms of faerie, forced to live among humanity or on the edges of human lands. They are a filthy, grubby people of low character and malicious disposition. Goblins do well as rogues and magicians.
- **Orcs** were made from dark magic to be the ultimate slave soldiers in the Empire's armies. Brutish, strong, and violent, they exceeded expectations and helped their masters conquer the continent. They have recently thrown off their shackles and taken their destiny into their own hands. Bred for battle, orcs make strong warriors and deadly rogues.



ANCESTRY BENEFITS

Ancestries provide you with story cues that guide how you might play your character and tell you your character's starting traits.

ANCESTRY STORY

In each ancestry, you will find suggestions about how those people fit into the game, their behavioral tendencies, and how they interact with others. These story elements offer generalizations to help you understand the ancestry and to give you ideas about how to play the character, but they are only suggestions. Just because most orcs are violent and temperamental doesn't mean you can't play an orc who is compassionate, kind, and noble. Similarly, your goblin might reject the filth and squalor in which these exiles seem so comfortable. Instead, your goblin could be quite fastidious about personal hygiene. So while the story suggestions provide you with a ready-to-play character concept, feel free to expand, alter, or abandon them to play the character *you* want to play.

ANCESTRY TRAITS

Statistics are the numbers that describe your character's capabilities. Just record the information in the spaces provided on your character sheet. The mechanics include all of the following.

ATTRIBUTES

Four attributes describe your character's fundamental capabilities. They are Strength, Agility, Intellect, and Will. For each attribute, you have a **score** and a **modifier**. For information on what attributes mean and how you use scores and modifiers, see **Chapter 2**.

SCORES

A score is a number ranging from 1 to 20. Average people have a score of 10. Record the starting scores from your ancestry in the spaces provided on your character sheet.

- **Adjusting Scores:** You can increase one score by 1 by decreasing another score by 1. You can make this adjustment only once.
- **Increasing Scores:** Your scores increase as your group's level increases.

MODIFIER

Your score determines your modifier. It is equal to the score minus 10. So if you have a 12 Strength, your Strength modifier is +2. Note the modifiers for each attribute in the spaces provided.

CHARACTERISTICS

In addition to attributes, your character has several characteristics that include Defense, Health, healing rate,

LANGUAGES OF THE NORTHERN REACH

The following languages are used throughout the lands of the Northern Reach.

- **Common Tongue:** The dominant language in the ruined lands of the Empire, merchants cobbled the Common Tongue (or just Common) from local languages to facilitate trade. It uses its own alphabet.
- **Dark Speech:** A guttural language filled with hard consonants, Dark Speech originated centuries ago in Gog, the accursed kingdom that spread across the lands of Rûl and was cast down and destroyed by the Empire's founders. Beastmen, cultists, and others seeking forbidden knowledge learn and use this language.
- **Dwarfish:** The language of the dwarfs has a harsh sound, a precise lexicon, and long, compound words. It uses a runic alphabet.
- **Elvish:** The language used by the elves and other faerie has a soft and musical sound, perfectly suited for singing and reciting poetry. Elvish uses its own script, its characters flowing into one another.
- **High Archaic:** The language of scholarship and magic, few people use High Archaic in conversation. It uses the same alphabet as the Common Tongue.
- **Trollish:** The language of the trolls is as ugly as Elvish is beautiful. It belongs almost exclusively to trolls and giants, and it sounds like a mixture of grunts and barks. It uses a runic alphabet similar to Dwarfish.
- **Secret Language:** Many organizations use secret languages to communicate. Druids, assassins, thieves, and even rangers use such languages.
- **Dead Languages:** Many languages fall out of common usage. The GM can introduce languages from lost peoples and languages that have largely fallen out of favor. Such languages may be important for deciphering ancient scrolls and tomes.

Perception, Size, Speed, Power, Damage, Insanity, and Corruption. Your ancestry tells you the numbers you assign to each. Information about using characteristics is in **Chapter 2**.

LANGUAGES AND PROFESSIONS

Your ancestry tells you the languages you can speak as well as any you know how to read and write. See the **Languages of the Northern Reach** sidebar for descriptions. In addition, your ancestry might grant you an additional profession. Professions are described after ancestries in this chapter.



TALENTS

Record any talents gained from your ancestry on your character sheet, noting what they do.

LEVEL 4 BENEFITS

You gain the level 4 benefits when your group reaches level 4.

ANCESTRY TABLES

Your ancestry presents several tables you can use to determine your character's background, appearance, personality, and other story elements. You can roll dice to randomly determine these elements, choose them, or come up with something else instead. When looking at each entry on the tables, bear in mind that the descriptions are relative to your ancestry, so your character could be short for a goblin or might be an orc who repels other orcs in terms of appearance.

CHARACTER SHEET

A character sheet, such as the one found at the end of this supplement, has places for you to record all the important mechanics for your character. You can use a copy of the provided sheet or note important information about your character on scratch paper. In either case, you reference this information during play.

HUMAN

Determination, resourcefulness, and sheer numbers helped humanity rise from its humble, primitive origins to become the most widespread and numerous people in the world. Few places have escaped human expansion, and settlements exist in mountains and swamps, desolate wastes and verdant plains. Human civilization has defined the last thousand years of history and continues even as the shadow falls.

- **Many Variations:** Humans comprise many different ethnic groups. Skin tones can range from almost black to albino white, or green, blue, orange, pink, or something else. Some humans have patterned skin, stripes, thick body hair, or no hair at all. Humans also have many different shapes and sizes. They range from 3 to 7 feet tall and weigh from 50 to 500 pounds or more. Most humans live about seventy years.
- **Strength in Numbers:** Community plays a strong role in human civilization. People are stronger when they work together than when they work alone. The resulting tribalism has been a source of strength and a great asset in human expansion, but it has also been a source of conflict that erupts into violence between rival groups.
- **Diverse Natures:** Noble or crude, virtuous or wicked, courageous or craven, greedy or selfless—most humans fall somewhere between these extremes and behave in a way that looks after their interests and those of their loved ones.
- **Religious Inclinations:** Few humans question the gods' existence, and many find their life's meaning in

worshipping one or more gods. In the Northern Reach, humans might belong to the Cult of the New God, follow the tenets of the Old Faith, or practice witchcraft. See *Shadow of the Demon Lord* for details on religions.

- **Common Names:** Aengus, Agnes, Aine, Alice, Anselm, Beatrice, Breandan, Caitlin, Cormac, Ella, Fiona, Geoffrey, Giselle, Henry, Joan, John, Kane, Kiera, Margery, Richard, Roisin, Rordan, , Saraid, Seamus, Walter, and Yvonne.

CREATING A HUMAN

Starting Attribute Scores Strength 10, Agility 10, Intellect 10, Will 10. Choose one attribute and increase it by 1.
Perception equals your Intellect score
Defense equals your Agility score
Health equals your Strength score
Healing Rate equals one-quarter your Health, round down
Size 1/2 or 1, **Speed** 10, **Power** 0
Damage 0, **Insanity** 0, **Corruption** 0
Languages and Professions You speak the Common Tongue, and you can either speak one additional language or add a random profession.

LEVEL 4 EXPERT HUMAN

Characteristics Health +5

You either learn one spell or gain Determined.

Determined When you roll a 1 on the die from a boon, you can reroll the die and choose to use the new number.

HUMAN BACKGROUND

d20	Background
1	You died and returned to life. You start the game with 1d6 Insanity.
2	You were briefly possessed by a demon. You start the game with 1 Corruption.
3	You spent 1d6 years as a prisoner in a dungeon.
4	You murdered someone in cold blood. You start the game with 1 Corruption.
5	You caught and recovered from a terrible disease.
6	You belonged to a strange cult and saw many strange things. You start the game with 1 Insanity.
7	The faerie held you prisoner for 1d20 years.
8	You lost a loved one and their loss haunts you still.
9	You lost a finger, a few teeth, or an ear, or you gained a scar.
10	You earned a living working in your profession.
11	You fell in love and the relationship ended well or is ongoing.
12	You have a spouse and 1d6 -2 children (minimum 0).
13	You traveled extensively. You speak one additional language.
14	You received an education. You know how to read the Common Tongue.
15	You saved your town from terrible monsters.
16	You foiled a plot to kill someone important or you brought a killer to justice.
17	You performed a great deed and are a hero to the people in your hometown.
18	You found an old treasure map.

d20 Background

- | | |
|----|---|
| 19 | Someone important and powerful owes you a favor. |
| 20 | You came into money and start the game with 2d6 cp. |

HUMAN PERSONALITY

3d6 Personality

- | | |
|-------|---|
| 3 | You are cruel, wicked, and self-serving. You enjoy making others suffer. |
| 4 | You are erratic and unpredictable. You have a hard time keeping your word and tend toward capricious behavior. |
| 5-6 | Might makes right. Obedience to authority is the highest ideal. |
| 7-8 | You look after yourself first and foremost. You're not above double-crossing friends. |
| 9-12 | You put your interests and those of your friends above all else. |
| 13-14 | You help others because it's the right thing to do. |
| 15-16 | You try to do what you think is right, even if it breaks laws and social conventions. |
| 17 | Your honor and duty guide everything you do. |
| 18 | You are committed to good and noble causes, and you never stray from your beliefs even if your insistence would cost you your life. |

HUMAN RELIGION

3d6 Religion

- | | |
|-------|---|
| 3 | You belong to a cult dedicated to a dark power. |
| 4 | You belong to a heretical sect. |
| 5-6 | You were raised in the teachings of witchcraft. |
| 7-10 | You follow the tenets of the Old Faith. |
| 11-15 | You belong to the Cult of the New God. |
| 16-18 | You have no religion. |

HUMAN AGE

3d6 Age

- | | |
|-------|---|
| 3 | You are a child, 11 years old or younger. |
| 4-7 | You are an adolescent, 12 to 17 years old. |
| 8-12 | You are a young adult, 18 to 35 years old. |
| 13-15 | You are a middle-aged adult, 36 to 55 years old. |
| 16-17 | You are an older adult, 56 to 75 years old. |
| 18 | You are a venerable adult, 76 years old or older. |

HUMAN BUILD

3d6 Build

- | | |
|-------|---------------------------------------|
| 3 | You are short and thin. |
| 4 | You are short and heavy. |
| 5-6 | You are short. |
| 7-8 | You are slender. |
| 9-12 | You are average in height and weight. |
| 13-14 | You are a bit overweight. |
| 15-16 | You are tall. |
| 17 | You are tall and thin. |
| 18 | You are very tall and heavy. |

1 character creation

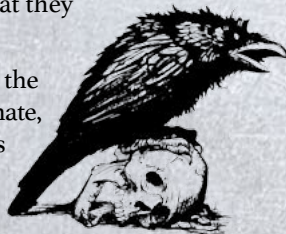
HUMAN APPEARANCE

3d6	Appearance
3	You are hideous. You look like a monster. Children cry when they encounter you, the weak of heart faint when they see you, and one person vomited after getting a good look at your face.
4	You are ugly, and people find your visage unpleasant thanks to a scar, wen, beetling brows, boils, piles, a wandering or weeping eye, or something else of a similar magnitude.
5-6	Most consider you homely: not quite ugly, but a bit worse than plain.
7-8	You are plain and uninteresting to look upon. People notice you, but your appearance fails to make an impression.
9-12	You are perfectly average in appearance. You look like everyone else.
13-14	You have a physical quality that makes you attractive to others. You might have pretty eyes, lips, hair, shape, or something else.
15-16	You have several attractive physical qualities that make you quite comely.
17	You are one of the great beauties in the land, an individual of almost unsurpassed form and appearance. People notice you.
18	You put beautiful people to shame. You are so striking, heads turn to follow you wherever you go. People become infatuated with you, stumbling over their words and feeling flustered when you show them attention. There's a fine line between love and hate. Should you spurn the attentions of people you enamor, their affection might sour to resentment and even hatred.

CHANGELING

Faerie create changelings to conceal the absence of children they steal. They construct a changeling from natural materials and use magic to give it the appearance of the missing child. The magic often fades after a few weeks, but sometimes it lingers and lets the changeling grow up to become a real person.

- **Many Masks:** Changelings can use their magical nature to adopt the forms of anyone they see. They assume different forms to conceal their true nature, forms that most deem hideous and unsettling. When stripped of their disguises, changelings look like humanoids formed from dirt, sticks, and rocks, with glowing green eyes set in otherwise featureless faces. Changelings in their natural form stand 5 feet tall and weigh 90 pounds.
- **Changeable Identities:** Constantly changing identities has a deleterious effect on changeling personalities. Most mimic the attitudes and outlooks of the people around them, having no particular views themselves or, if they have them, burying them so deep they cannot remember who they started out being or what they hope to become.
- **Common Names:** When not using the names of the people they impersonate, changelings use nicknames such as Coy, Jester, Mirth, Rook, Shadow, Slick, or Sly.



CREATING A CHANGELING

Starting Attribute Scores Strength 9, Agility 10, Intellect 10, Will 10
Perception equals your Intellect score + 1
Defense equals your Agility score
Health equals your Strength score
Healing Rate equals one-quarter your Health, round down
Size 1, Speed 10, Power 0
Damage 0, Insanity 0, Corruption 0
Languages and Professions You speak the Common Tongue.
Immune damage from disease; charmed, diseased
Iron Vulnerability You are impaired while in contact with iron.
Shadowsight You see into areas obscured by shadows as if those areas were lit.
Steal Identity You can use an action to alter your appearance to match that of a target living creature you can see within short range. The target must be Size 1 or 1/2 and have a humanoid shape of flesh and blood. Your body changes so you look like the target, though your clothing and possessions remain unchanged. The effect lasts until you use this talent again. If you become incapacitated or touch an object made from iron, you immediately revert to your normal appearance.

LEVEL 4 EXPERT CHANGELING

Characteristics Health +4
 You either learn one spell or gain Doppelganger's Advantage.
Doppelganger's Advantage You can use a triggered action on your turn to use Steal Identity. As well, when you steal a creature's identity, your attack rolls against that creature are made with 1 boon while you have that creature's appearance.

CHANGELING TRUE AGE

3d6	Age
3	You are a child, 8 years old or younger.
4-7	You are an adolescent, 9 to 14 years old.
8-12	You are a young adult, 15 to 25 years old.
13-15	You are a middle-aged adult, 26 to 40 years old.
16-17	You are an older adult, 41 to 60 years old.
18	You are a venerable adult, 61 years old or older.

CHANGELING APPARENT GENDER

d6	Starting Form
1-3	You appear to be male.
4-6	You appear to be female.

CHANGELING APPARENT ANCESTRY

3d6	Starting Form
3-4	You appear to be a goblin. Go to the Goblin ancestry entry to determine your age, build, and appearance.
5-7	You appear to be a dwarf. Go to the Dwarf ancestry entry to determine your age, build, and appearance.
8-15	You appear to be a human. Go to the Human ancestry entry to determine your age, build, and appearance.
16-17	You appear to be an orc. Go to the Orc ancestry entry to determine your age, build, and appearance.
18	The GM determines your ancestry, age, build, and appearance.

CHANGELING BACKGROUND

d20 Background

- 1 You only recently discovered your true nature, and you are having a difficult time adjusting to your new reality. You start the game with 1 Insanity.
- 2 You have no idea that you're a changeling. You think you are a member of the ancestry whose form you adopted. Add an extra random profession. Until you become incapacitated or touch iron for the first time, you cannot use Steal Identity.
- 3 You were enslaved by a hag and forced to perform unspeakable acts as she commanded you. You start the game with 1 Corruption.
- 4 You murdered the person whose identity you stole so you could take over that person's life. You start the game with 1 Corruption.
- 5 When your "parents" learned what you were, they cast you out from your home and you were forced to make your own way in the world.
- 6 You ran away from home when you learned what you were and lived among the faerie for many years.
- 7 You have earned the enmity of a witch hunter. This foe hunts you and will try to kill you if your paths ever cross.
- 8 Fearful townsfolk drove you out of your hometown. You have grown to hate them and plot revenge.
- 9 The first time you stole someone's identity, you also stole a few of that person's memories.
- 10 You earned a living working in your profession.
- 11 You fell in love, and your lover is not aware of your true identity.
- 12 After you were exiled from your hometown, a druid or witch took you in and cared for you. You always have a home with this character.
- 13 You worked as an informant for the Inquisition.
- 14 You received an education. You know how to read the Common Tongue.
- 15 You learned a terrible secret while masquerading as someone else. Work out the nature of that secret with your Game Master.
- 16 Your parents raised you even though they knew what you were. Their love and encouragement gave you the stability you needed to grow into a mature personality.
- 17 The elf who made you recently found you and befriended you. You can call in one favor from that elf by speaking into a shell he or she gave you. The extent of the favor's power is subject to the GM's discretion.
- 18 You adopted the form of someone famous, powerful, and important.
- 19 You have ties to a criminal organization after being recruited into it for your magical gifts.
- 20 You came into a quantity of money and start the game with 2d6 cp.

CHANGELING QUIRK

d20 Quirk

- 1 You always speak in the third person.
- 2 Your eyes glow green in the dark.
- 3 Animals become nervous around you.
- 4 You can adopt only male forms or only female forms.



1 character creation

d20 Quirk

- | | |
|----|---|
| 5 | You are wild and impulsive. |
| 6 | You always revert to the first form you adopted. |
| 7 | The scent of iron sickens you. |
| 8 | You have terrible nightmares. |
| 9 | You sometimes hear voices. |
| 10 | You tend to lose small, inconsequential things. |
| 11 | One night each year, you lose your Steal Identity talent. |
| 12 | You can only assume the appearance of dead people. |
| 13 | You speak in whispers. |
| 14 | You give off an odd, earthy smell. |
| 15 | You can never keep your clothes clean. |
| 16 | You cannot get drunk. |
| 17 | You must always speak the truth as you know it. |
| 18 | You find meat repulsive. |
| 19 | You laugh at inappropriate times. |
| 20 | Forms you adopt have no hair or fingernails. |

CHANGELING PERSONALITY

3d6 Personality

- | | |
|-------|---|
| 3 | You steal the forms of others so you can do what you want without facing repercussions. You don't care about how this affects other people. |
| 4-5 | You enjoy taking on forms that let you work mischief. |
| 6 | You adopt forms that give you power over others. Power ensures your safety. |
| 7-10 | You take on other forms for profit, usually to gain access to places normally forbidden to you. |
| 11-13 | You are careful about the forms you take. You try to stay out of trouble and keep your secrets safe. |
| 14 | You strive to do the right thing and use your disguises to help other people, as well as to protect yourself from your enemies. |
| 15-16 | Your nature is a gift, and you use it to do what you think is right, even if it means upsetting others along the way. |
| 17 | You tend to stick to one form as long as possible; you crave stability and would do anything to be "normal." |
| 18 | You use your talents to help others, to make the world a better place, and to right wrongs. |

CLOCKWORK

Clockworks are mechanical people made from metal plating, gears, wires, bits of spring, and cogs to which are bound a soul plucked from the Underworld. The magic binding the soul tethers it to the clockwork but allows it to manipulate the body only while its internal mechanisms are moving. All clockworks have keys somewhere on their body, and while wound up, they move, think, and act like creatures. Should the key wind down, a clockwork becomes dormant—an insensate object.

- **Common Names:** Typically, clockworks use names given to them by their creators. These can be nicknames or strings of letters and numbers. Clockworks might choose

names they find interesting or use names dredged up from their souls' memories.

CREATING A CLOCKWORK

Starting Attribute Scores Strength 9, Agility 8, Intellect 9, Will 9

Perception equals your Intellect score

Defense 13

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1, **Speed** 8, **Power** 0

Damage 0, **Insanity** 0, **Corruption** 0

Languages and Professions You speak the Common Tongue.

Immune damage from disease and poison; asleep, diseased, fatigued, poisoned

Key You have a key somewhere on your body that you cannot reach. When the key is cranked and turning, you count as a creature. When it stops, you become an object. Your key stops turning when you become incapacitated. It also stops turning at the end of any round in which you got a total of 0 or lower on an attack roll or challenge roll.

While you are an object, you cannot use actions, move, talk, or perceive your surroundings. Any creature that can reach you can use an action to wind up your key. If you are not incapacitated, you become a creature once more. If you are incapacitated, roll a d6. On a 3 or lower, there is no effect. On a 4 or higher, you heal 1 damage and become a creature at the end of the round.

Although you are an object while you are incapacitated, you are still subject to the rules for incapacitated creatures.

Mechanical Body You do not eat, drink, or breathe.

You do not age and you cannot be transformed into an undead creature. Your mechanical body makes it impossible for you to swim, so you sink to the bottom when you are submerged in liquid.

Repairing Damage When you are a creature, you heal damage as any other creature. If you are an object, a creature can use an action to start repairing you with a tool kit. The creature must work for at least 4 hours. At the end of this time, it makes an Intellect challenge roll with 1 bane. On a success, you heal damage equal to your healing rate.

LEVEL 4 EXPERT CLOCKWORK

Characteristics Health +5

You either learn one spell or gain Grind the Gears.

Grind the Gears You can increase the number of actions you can use on your turn by one. When you finish your turn, roll a d6. If you roll an odd number, you become an object at the end of the round.

CLOCKWORK AGE

3d6 Age

- | | |
|-------|---|
| 3-8 | You are new, 5 years old or younger. |
| 9-12 | You are experienced, 6 to 10 years old. |
| 13-15 | You are old, 11 to 50 years old. |
| 16-17 | You are very old, 51 to 150 years old. |
| 18 | You are ancient, more than 150 years old. |

CLOCKWORK PURPOSE

d20	Purpose
1-4	You were built for war. Increase your Strength or Agility by 2.
5-8	You were built to work. Increase your Strength by 2.
9-12	You were built to use magic. Increase your Intellect or Will by 2.
13-16	You were built to gather intelligence about or assassinate targets. Increase your Agility or Intellect by 2.
17-20	You were built for an inexplicable purpose. Increase one attribute of your choice by 2.

CLOCKWORK FORM

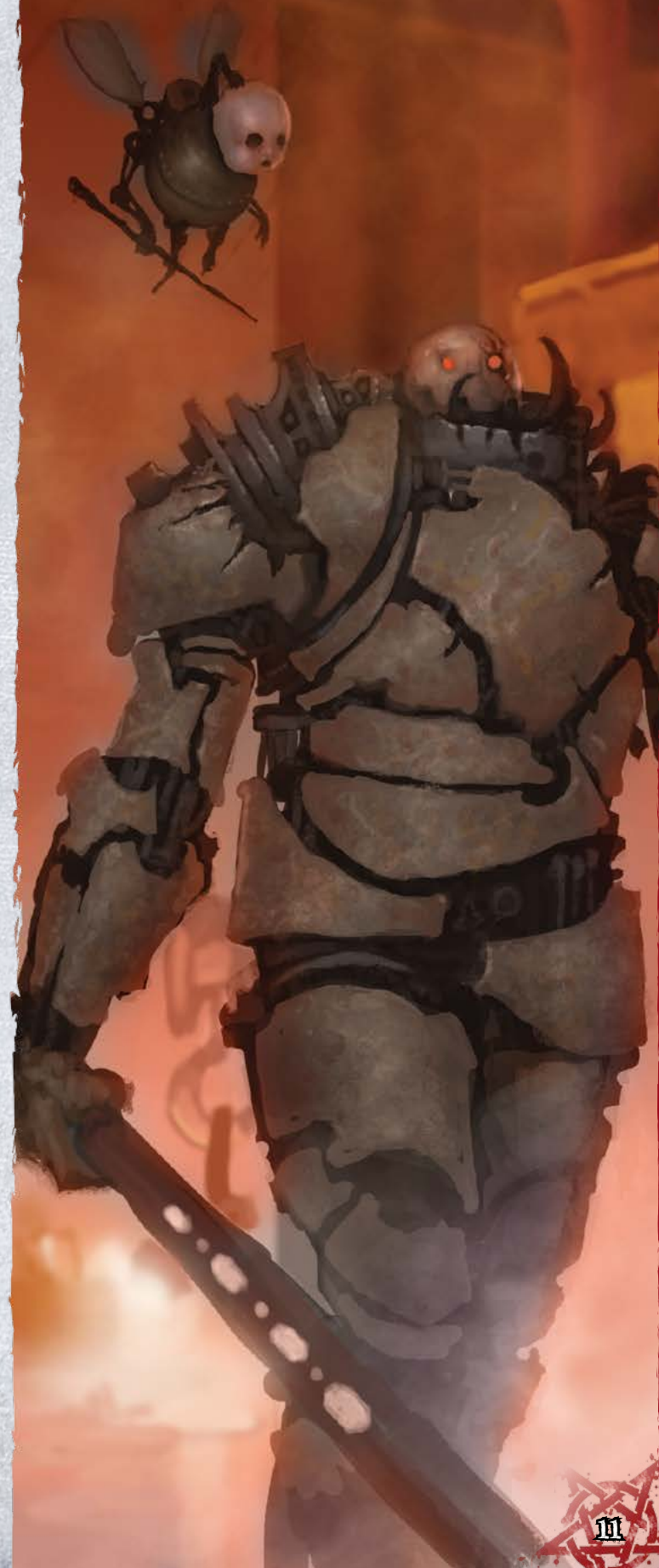
3d6	Form
3	You are a small winged clockwork. Reduce your Health by 5 and your Size to 1/2. You can fly, but you must land at the end of your movement or fall. You are 3 feet tall and weigh 50 pounds.
4-5	You are a small spider-like clockwork with functional hands. Reduce your Size to 1/2. You ignore the effects of difficult terrain when you climb. You are 3 feet tall and weigh 50 pounds.
6-9	You are a small humanoid clockwork. Reduce your Size to 1/2. You are 4 feet tall and weigh 75 pounds.
10-15	You are a humanoid clockwork. You are 6 feet tall and weigh 300 pounds.
16-17	You are a large humanoid clockwork. Increase your Size to 2, but reduce your Speed and your Defense by 2. You are 10 feet tall and weigh 750 pounds.
18	You are a large clockwork with the lower body of a horse. Increase your Size to 2 and your Speed by 2. Reduce your Defense by 3. You are 6 feet long, 6 feet tall, and weigh 750 pounds.

CLOCKWORK APPEARANCE

3d6	Appearance
3	You have a strange and unsettling appearance.
4	You appear crude and ill-formed.
5-6	You appear battered, broken, and in poor repair.
7-8	You have no facial features or distinguishing markings.
9-12	You have a mere suggestion of facial features.
13-14	You appear well made and in good working condition.
15-16	You have a stylized and ornate body.
17	You have an ornate body festooned with etchings and ornamental jewels.
18	You have an exquisite body festooned with elaborate etchings and ornamental jewels, and trimmed in precious metals. If you are dismantled, your body parts are worth 1d6 gc.

CLOCKWORK BACKGROUND

d20	Background
1	Your soul came from Hell. Start the game with 1d3 Corruption.
2	Your soul was plucked from the Underworld before it could forget its former life. Start the game with 1d6 Insanity and add an extra profession.
3	You spent 1d20 years in a dormant state.



1 character creation

d20 Background

- 4 Your maker treated you poorly. You escaped and now fear your maker will find you.
- 5 Fire, plague, or monsters destroyed your home and you are the sole survivor.
- 6 You were stolen from the workshop where you were made and lived as a slave for 1d6 years.
Goblins captured you and almost took you apart for scrap materials. You have replaced your missing components with bits of wood, old weapons, and other rubbish.
- 7 You were left to find your own way in the world when your maker died.
- 9 You fell off a boat and spent 2 years walking to shore.
- 10 You worked to fulfill your purpose for 1d6 years.
Choose a member of the group. That character found you and turned your key. You owe that character a debt.
- 12 You were one of 1d6 other clockworks made at the same time. You hope to find them one day.
- 13 You were made to be a translator. You can speak one additional language.
- 14 You were made to be a scribe. You know how to read and write the Common Tongue.
- 15 Your maker set you free to find your destiny.
- 16 You can't remember your past. You don't know where you came from or how you came to be where you are.
- 17 You built a lasting monument in your community.
- 18 You found a cryptic message inside your body. You have not yet deciphered its meaning.
- 19 You have a sword grafted to one of your arms.
- 20 You came into money and start the game with 2d6 cp.

CLOCKWORK PERSONALITY

3d6 Personality

- 3 You hate living things and take pleasure in pulling them apart.
- 4 You are terrified of becoming dormant.
- 5-7 Your body gives you power and strength. You use it to enforce your will on others.
- 8 You didn't ask for this existence, but you make the most of it while you have it.
- 9-13 You search for meaning in a world in which you have no place.
- 14 You were made to serve. You commit your existence to aiding others.
- 15 You don't know how you fit into this world, but you will spend your life trying to find out.
- 16-17 You obey the instructions of anyone you deem to be an authority.
- 18 Your maker gave you three commandments and you must obey them.

DWARF

Dwarfs live under the mountains in elaborate subterranean cities. From them, they launch expeditions deep into the earth to pry gold and silver from the unyielding rock. They hoard their treasures in great vaults

and view other peoples with distrust, suspecting them all of coveting their wealth. The dwarfs have few friends and gain little aid when the forces of darkness overrun their strongholds to lay claim to their vaults. Thus many dwarfs wander the lands, homeless, friendless, searching for a new place to call their own.

- **The Beard's the Thing:** Dwarfs have thick, stout bodies, limbs corded with muscle, and bellies bulging from their fondness for alcohol and food. All dwarfs, male and female, wear elaborate facial hair, braiding it in their clan designs, decorating it with silver or gold rings, or greasing it up into unusual shapes. Other dwarfs have fanciful mustaches or thick muttonchops that hang past their waists.
- **Short but Dense:** Dwarfs stand between 3 and 4 feet tall, and they can weigh up to 250 pounds. They have the human range of coloration, though they tend to be grimy and wrinkly from their work in the mines and forges.
- **Dour and Suspicious:** Gruff, critical, and suspicious, dwarfs make few friends outside their own kind. They covet treasure but temper their greed with the certainty that their ancestors are always watching. Thus, dwarfs conduct themselves with honor to avoid bringing shame to their clans.
- **Common Names:** Anise, Brunhild, Doogan, Erika, Franz, Grete, Guntur, Heida, Helmut, Ilse, Martok, Oda, and Ragnar.

CREATING A DWARF

Starting Attribute Scores Strength 10, Agility 9, Intellect 10, Will 10

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score + 4

Healing Rate equals one-quarter your Health, round down

Size 1/2, **Speed** 8, **Power** 0

Damage 0, **Insanity** 0, **Corruption** 0

Languages and Professions You speak the Common Tongue, and you speak, read, and write Dwarfish.

Darksight You can see in areas obscured by shadows or darkness within medium range as if those areas were lit. Beyond this distance, you treat darkness as shadows and shadows as lit.

Hated Creature Choose a creature from the **Hatred** table. Your hatred grants 1 boon on attack rolls made against creatures you hate.

Robust Constitution You take half damage from poison. You make challenge rolls with 1 boon to avoid or remove the poisoned affliction.

LEVEL 4 EXPERT DWARF

Characteristics Health +6

You either learn one spell or gain Shake it Off.

Shake it Off You can use an action to heal damage equal to your healing rate and remove one of the following afflictions: fatigued, impaired, or poisoned. Once you use this talent, you cannot use it again until after you complete a rest.



DWARF AGE

3d6	Age
3	You are a child, 20 years old or younger.
4-7	You are an adolescent, 20 to 30 years old.
8-12	You are a young adult, 31 to 50 years old.
13-15	You are a middle-aged adult, 51 to 100 years old.
16-17	You are an older adult, 101 to 150 years old.
18	You are a venerable adult, 151 years old or older.

DWARF BUILD

3d6	Build
3	You are short and scrawny.
4-6	You are short and fat.
7-8	You stand a bit shorter than other dwarfs.
9-12	You are average in height and build.
13-15	You have a magnificent belly.
16-17	You are tall.
18	You are tall and heavy.

DWARF APPEARANCE

3d6	Appearance
3-4	You have a monstrous appearance, likely due to hard living and several near misses. Your face is a mass of scar tissue, probably missing an ear, an eye, or your nose. You also display some unusual habit, such as pounding nails into your skull or greasing your body with troll fat.

3d6 Appearance

5-6	You have several interesting features that work together to make you one ugly brute. Filth from digging in the dirt, mites infesting your hair, skin lashed with healing scars, and a rich aroma of vomit—all these contribute to your distinctive style.
7-8	You look like a typical dwarf, being hairy, portly, and grubby.
9-11	You take better care of yourself than most dwarfs and keep your facial hair well groomed.
12-15	You take pride in your appearance. You stay clean, oil your facial hair, and perhaps braid it or tie it with metal rings.
16-18	You are quite fetching for a dwarf. You have regal features, good bearing, and a deep voice. You take pride in your appearance.

DWARF HATRED

d20	Hated Creature
1-2	Ogres
3-4	Troglodytes
5-6	Beastmen
7-8	Orcs
9-10	Goblins
11-12	Elves
13-14	Trolls
15-16	Giants
17-18	Dragons
19-20	Demons

DWARF BACKGROUND

d20	Background
1	You sold your soul to a devil to gain wealth. The devil betrayed you and left you penniless. You start the game with 1 Corruption.
2	Your ancestors appeared to you in a vision and sent you to recover a fabled relic.
3	You accidentally killed someone close to you.
4	You stole gold from a rival clan and the theft shames you.
5	You fought against the creatures you hate and lost.
6	You brought shame to yourself and your clan. You live as an exile, searching for redemption, even if that redemption comes with a glorious death.
7	You were taken prisoner by the creatures you hate. You lived as a slave for 2d6 years.
8	The creatures you hate overran your home and wiped out your clan.
9	You survived a cave-in and get a bit nervous when underground.
10	You earned a living working in your profession.
11	You are a sworn servant of the Dwarf King.
12	You are a gifted artisan. Add artisan (any one) to your list of professions.
13	You traveled extensively. You speak one additional language.
14	You inherited a battleaxe or a warhammer from an ancestor.
15	You discovered a vein of gold under your mountain home.
16	You hunted down and helped kill a creature you hate.
17	You performed a great deed, and you are a hero to your clan.
18	You have a key to an ancient treasure vault lost to the dwarfs long ago.
19	You are the rightful heir to a stronghold overrun by the enemies of your people.
20	You came into money and start the game with 2d6 cp.

DWARF PERSONALITY

3d6	Personality
3	Your hatred is a living thing. It drives you, gives you strength, and helps you triumph over your enemies.
4	You seek a glorious death killing your enemies.
5-6	You love gold more than anything. You love the way it feels, the sound it makes, and the taste of it.
7-8	You believe other people covet your wealth. It is your duty to protect what is yours—at any cost.
9-12	Your honor is your life. You would never do anything to bring shame to your people.
13-14	You surrender to the will of your ancestors, the customs of your people, and the good of all.
15-16	You believe your people must rise above their greed and suspicion. In these dark times, you must band together to overcome the doom that awaits you all.
17	You don't trust or like non-dwarfs, but they have their uses.
18	You have little use for the customs of your people. It's time to move past the dusty caves and seek out fortunes elsewhere.

GOBLIN

The Faerie Queen exiled the goblins long ago, for a crime only she remembers. As part of their exile, she stripped them of their immortality and doomed them to live out their days in the mortal world. Goblins have since infiltrated human societies, making their homes in rubbish heaps and sewers where, to everyone's surprise, they seem quite happy doing the jobs no one else is at all interested in performing. Picking through trash for choice treasures or trawling the fetid waters oozing through the subterranean tunnels for a bit of gold or a dropped coin is all goblins need to keep them from making trouble for their neighbors.

- **Bizarre and Varied Appearance:** All goblins are short by human standards, but their height is the only thing they have in common. No two goblins look alike. They all have unusual physical characteristics that make them distinct from one another, such as pig snouts in place of noses, fangs, horns, a profusion of seemingly mobile warts, and other less savory manifestations of their physical corruption.
- **Weird Habits:** Many goblins have weird habits. Some keep their nail clippings and excretions in small bottles and jars to prevent witches from stealing their names. Others knock on wood when they need a bit of luck, keep odd bits of rubbish as good luck charms, or can never bathe for fear of losing their vital essence.
- **Common Names:** Goblins love crude humor and it shows in such names as Blix, Blunder, Bubo, Cough, Drips, Hack, Pecker, Phlegm, Poop, Pox, Puke, Sludge, Snot, and Vomit.

CREATING A GOBLIN

Starting Attribute Scores Strength 8, Agility 12, Intellect 10, Will 9

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1/2, **Speed** 10, **Power** 0

Damage 0, **Insanity** 0, **Corruption** 0

Languages and Professions You speak the Common Tongue and Elvish.

Immune damage from disease; charmed, diseased

Iron Vulnerability You are impaired while you are in contact with iron.

Shadowsight You see in areas obscured by shadows as if those areas were lit.

Sneaky When you roll to become hidden or move silently, you make the Agility challenge roll with 1 boon.

LEVEL 4 EXPERT GOBLIN

Characteristics Health +4

You learn one spell or gain Spring Away.

Spring Away When a creature you can see gets a failure on an attack roll against your Defense or Agility, you can use a triggered action to retreat.



GOBLIN AGE

3d6	Age
3	You are a child, 6 years old or younger.
4-7	You are an adolescent, 7 to 10 years old.
8-12	You are a young adult, 11 to 25 years old.
13-15	You are a middle-aged adult, 26 to 50 years old.
16-17	You are an older adult, 51 to 75 years old.
18	You are a venerable adult, 76 years old or older.

GOBLIN BUILD

3d6	Build
3	You are short and spindly.
4	You are short and round.
5-6	You are short.
7-8	You are wiry.
9-12	You fall within the normal height and weight ranges for goblins.
13-14	You are pudgy.
15-16	You are tall.
17	You are tall and lanky.
18	You are very tall and heavy.

GOBLIN DISTINCTIVE APPEARANCE

d20	Distinctive Appearance
1	You have a long, pointed nose.
2	You have bright green or orange skin.
3	You have the head of a dog.
4	You have a reptilian appearance with small horns sprouting from the top of your head.
5	You have a wide, leering grin.
6	You have a pig's snout in place of a nose.
7	You have long, slender fingers.
8	You have a tooth growing out from your forehead.
9	You have a tail.
10	Fur grows thickly on your arms and legs.
11	You are completely hairless.
12	You have all the warts.
13	A large cyst grows on your back.
14	You have an abnormally long and pointed chin.
15	A single horn grows out from the side of your head.
16	You have one eye.
17	You have 1d6 extra fingers, placed on your body wherever you wish.
18	You have enormous ears.
19	You have stubby little legs.
20	Make something up!

GOBLIN ODD HABIT

d20	Habit
1	You save all your secretions in small bottles and give them as gifts to people you like.
2	You never bathe.
3	You punctuate your sentences by spitting.
4	You have tremendous flatulence, yet you seem never to notice when you break wind.
5	You eat only candy.
6	You collect the genitals from creatures you kill and wear them as jewelry.
7	You lick things to claim them as your own.
8	You dress in fancy clothes.
9	You refuse to wear shoes.
10	You keep cockroaches as pets.
11	You always inspect your bowel movements, spreading the mess around with your fingers.
12	You keep a bit of iron on your person at all times.
13	You speak in a singsong voice.
14	You eat a bit of flesh from any living thing you kill.
15	You cry a lot.
16	You tell filthy jokes at inappropriate times.
17	You wear a child's costume and refuse to take it off.
18	You keep a large collection of spoons.
19	You like to hide.
20	Make something up!

GOBLIN BACKGROUND

d20	Background
1	You spent the last 1d6 years in a drunken stupor. You're not proud.
2	The Goblin King turned you into a toad. You escaped that fate after you convinced an elf maiden to kiss you. When she did and screamed, you killed her. You start the game with 1 Corruption.
3	You accidentally got your entire tribe killed.
4	You were orphaned and raised by giant rats.
5	You accidentally released a demon into the world.
6	You spent two days believing you were a fearsome dog. You start the game with 1 Insanity.
7	A hag made you her love slave for 1d6 years.
8	Dwarfs almost wiped out your tribe. You are one of 1d6 survivors.
9	You nearly drowned when the sewers flooded.
10	You earned a living working in your profession.
11	Choose a character. He or she saved your life and you now owe that character a debt.
12	You are an unrepentant criminal. Add a random criminal profession to your list of professions.
13	You traveled extensively. You speak one additional language.
14	You stole a knife from a dashing knight.
15	You snuck into Alfheim and stole a lock of hair from the Faerie Queen.
16	You killed and ate 100 diseased rats.
17	You were a henchman to a powerful wizard.
18	You found a signet ring in a sewer.

d20 Background

- | | |
|----|---|
| 19 | You are the seventeenth son or daughter of the Goblin King. |
| 20 | You came into money and start the game with 2d6 cp. |

GOBLIN PERSONALITY

3d6 Personality

- | | |
|-------|---|
| 3 | You are a bully and enjoy tormenting things that are weaker than you. |
| 4 | You like violence, especially when it's random and senseless. |
| 5-6 | You try to rise above the filth and squalor of your people to do good in the world. |
| 7-8 | You love playing tricks on other people and find their pain hilarious! |
| 9-12 | You look out for yourself. To hell with everyone else! |
| 13-14 | You're just trying to stay alive! |
| 15-16 | Your people didn't deserve exile, but exile you got. You believe you will make places for yourselves and prove to those stinking elves they were wrong. |
| 17 | You live to serve the strong and mighty. |
| 18 | You hope to redeem your people in the eyes of the Faerie Queen. |

ORC

Long believed to be the perfect soldiers, the orcs have thrown off slavery's shackles and risen up against their imperial masters in a war that threatens to drown the Empire in blood.

- **Fearsome and Powerful:** Mighty, threatening figures, orcs tower over humans. Most have thick, coarse hair covering their bodies. Some shave their body hair into lewd or grotesque patterns to accentuate their fearsome look. Blotchy skin, bone white to nearly black, blistered and scarred from flaws in the magic that made them gives them a ghastly appearance aided in part by their brutish, exaggerated features. Most orcs have short pug noses and wide mouths filled with sharp teeth and a tusk or two. Orcs stand 6 to 8 feet tall and weigh 200 to 600 pounds.
- **Created to Kill:** Dark wizards in service to the Empire created the orcs from jotun prisoners brought from the icy south to face the judgment of the Alabaster Throne. Using vile magic, the wizards stripped away everything from the giant-blooded warriors until they were little more than wild animals. The Empire used these new soldiers in the wars of conquest that would secure its hegemony for a thousand years.
- **Slave Revolt:** After centuries of slavery, the orcs turned against their masters. Rumors claim the Orc King, Drudge, strangled the emperor and seized the throne. Others whisper that the orcs have made unholy pacts with the Adversary and even now march against the other provinces. Whether true or not, the rumors have done their work and orcs all across the Empire have abandoned their posts or slaughtered their masters.
- **Common Names:** Bastard, Bunion, Dredface, Grubthumb, Hate, Killer, Mung, Pliers, Pung, Stenchfist, and Wossname.

CREATING AN ORC

Starting Attribute Scores Strength 11, Agility 10, Intellect 9, Will 9

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1, Speed 12, Power 0

Damage 0, Insanity 0, Corruption 1

Languages and Professions You speak the Common Tongue and Dark Speech.

Shadowsight You see in areas obscured by shadows as if those areas were lit.

LEVEL 4 EXPERT ORC

Characteristics Health +6

You learn one spell or gain Rising Fury.

Rising Fury When you take damage, you make your next attack roll before the end of the next round with 1 boon.

ORC AGE

3d6	Age
3	You are a child, 8 years old or younger.
4-7	You are an adolescent, 8 to 12 years old.
8-12	You are a young adult, 13 to 18 years old.
13-15	You are a middle-aged adult, 19 to 26 years old.
16-17	You are an older adult, 27 to 32 years old.
18	You are a venerable adult, 33 years old or older.

ORC BUILD

3d6	Build
3	You are short and wiry.
4	You are short and muscular.
5-6	You are short.
7-8	You are thin.
9-12	You are of average height and weight.
13-14	You are corpulent.
15-16	You are tall.
17	You are tall and gaunt.
18	You are a giant among orcs.

ORC APPEARANCE

3d6	Appearance
3-5	You are grotesque. Your face is a mass of scar tissue. Thick scars crisscross your body, held together with crude, leather stitching. Swaths of open sores weep streams of pus, and you reek of excrement, blood, and rot.
6-8	You are monstrous, with thick, brutish features, weird growths sprouting from your skin, and nasty scars that cut jagged lines across your thick hide.
9-12	You are ugly. You have thick tusks jutting from your broad jaw, a sloping forehead, and tiny eyes set deep in your skull.
13-15	You are an orc of typical appearance, dirty and unkempt.



1 character creation

3d6 Appearance

- 16-17 Your features are somewhat less brutish, though you might have odd skin coloration, extra fur, and thick features.
- 18 You stand out from other orcs. Your body is remarkably free from the scars and injuries that maim your fellows, and you are in pretty good health.

ORC BACKGROUND

d20 Background

- 1 You butchered helpless people. Gain 2 Corruption.
- 2 You were briefly possessed by a demon. Gain 1 Corruption.
- 3 You spent 1d6 years in the fighting pit, testing your skills against other orcs for the amusement of the crowds.
- 4 You stayed loyal to the Empire and fought against other orcs. You were branded as a traitor and cast out.
- 5 You caught the rot and lost your nose and ears.
- 6 You were chained to the oars in a slave ship for 1d6 years.
- 7 You were made a eunuch and stood guard over the emperor's concubines.
- 8 You have scar tissue over half your body from when you were caught in the blast of a spell.
- 9 You escaped your slavery and have lived in the wilderness ever since.
- 10 You earned a living working in your profession.
- 11 You fell in love with a human and were spurned for your affections.
- 12 You sired or gave birth to 3d6 children. Roll 3d6 again and subtract that total from your total number of children to find out how many are still alive (minimum 0).
- 13 You traveled extensively. You speak one additional language.
- 14 You received an education. You know how to read the Common Tongue.
- 15 You fought bravely for the Emperor and were awarded a medal for your courage.
- 16 You saved an important noble from an assassination attempt.
- 17 A human broke your chains and freed you to find your fortunes in the world.
- 18 You took a sword from the corpse of a warrior you killed.
- 19 The Gods of Blood and Iron visit you in your dreams. You start the game with 1 Insanity.
- 20 You came into money and start the game with 2d6 cp.

ORC PERSONALITY

3d6 Personality

- 3 You fight to liberate your people from slavery.
- 4 Orcs are more than the killers the emperor made them to be. They are people, with hearts and souls, dreams and ambitions. You believe you must rise above the savagery and find your place.
- 5-6 The world is going to Hell. You say, let it.
- 7-8 You take care of yourself, take what you want, and do what you want.
- 9-12 Kill!

3d6 Personality

- 13-14 You never question orders. You always do as you're commanded.
- 15-16 You want revenge and you'll kill anyone that gets in your way.
- 17 You believe you were made for a reason. Without your chains, you have no purpose.
- 18 You believe your people have committed great acts of evil in the Empire's name. You strive to right the wrongs.

PROFESSIONS

Professions are occupations, pursuits, and areas of knowledge, broadly conceived to give you all the room you need to define your character in concert with the other descriptive elements gained during character creation. Thus, it's up to you to decide what your character did within the profession, how your character gained it, and what it means in the context of other information you learned about your character.

STARTING PROFESSIONS

You begin with two professions. You can choose any profession you like or let the dice decide. In the latter case, roll a d6 and consult the **Profession Types** table, following the instructions.

LANGUAGES

You can trade out a profession to learn to speak another language or gain the ability to read a language you already know how to speak.

USING PROFESSIONS

Professions describe what your character knows how to do and how your character fits into the setting. They act as cues to help you decide how your character acts, what your

PROFESSION TYPES

d6 Profession

- 1 **Academic.** You are a scholar. You can read and write one language you know how to speak. Roll a d20 and consult the "Academic Professions" table to determine your area of scholarship. You can recall information related to your area of scholarship.
- 2 **Common.** You work in a trade. Roll a d20 and consult the "Common Professions" table to determine your trade. You can recall information related to your trade and, if your trade involves manufacturing, you know how to produce goods related to your trade from raw materials.
- 3 **Criminal.** You engage in illegal or illicit activities. Roll a d20 and consult the "Criminal Professions" table to determine your profession.
- 4 **Martial.** You joined the army, law enforcement, or the local militia. Roll a d20 and consult the "Martial Professions" table to determine your profession.
- 5 **Religious.** You belong to a religious institution. Roll a d20 and consult the "Religious Professions" table to determine your profession.
- 6 **Wilderness.** You live beyond civilization's bounds. Roll a d20 and consult the "Wilderness Professions" table to determine your profession.

ACADEMIC PROFESSIONS

d20	Area of Scholarship	d20	Area of Scholarship
1	Architecture	11	Magic
2	Astrology	12	Medicine
3	Engineering	13	Navigation
4	Etiquette & customs	14	Occult
5	Folklore	15	Philosophy
6	Geography	16	Politics
7	Heraldry	17	Nature
8	History	18	Religion
9	Law	19	Science
10	Literature	20	War

CRIMINAL PROFESSIONS

d20	Profession	d20	Profession
1	Agitator	11	Informant
2	Beggar	12	Murderer
3	Burglar	13	Pickpocket
4	Carouser or rake	14	Pirate
5	Charlatan or confidence artist	15	Prostitute
6	Cultist	16	Rebel or terrorist
7	Fence	17	Saboteur
8	Forger	18	Spy
9	Gambler	19	Thug
10	Grave robber	20	Urchin

MARTIAL PROFESSIONS

d20	Profession	d20	Profession
1	Constable	9-10	Militia member
2	Detective	11-12	Patroller
3-4	Guard	13-15	Peasant conscript
5	Jailer	16	Slave
6	Officer	17-18	Soldier
7	Marine	19	Squire
8	Mercenary	20	Torturer

WILDERNESS PROFESSIONS

d20	Profession	d20	Profession
1	Bandit, brigand, or highway robber	12	Poacher or rustler
2	Barbarian	13	Prospector
3	Exile	14	Outlaw
4	Gatherer	15-16	Refugee
5-6	Guide	17	Spelunker
7	Hermit	18	Tracker
8-9	Hunter	19	Trapper
10	Nomad or vagabond	20	Woodcutter
11	Pioneer		



COMMON PROFESSIONS

d20	Profession
1	Animal trainer
2	Apothecary or healer
3	Artisan. Choose a manufacturing trade. Examples include baker, blacksmith, bookbinder, brewer, carpenter, chandler, cobbler, dyer, glassblower, jeweler, leatherworker, mason, potter, printer, and tailor.
4	Artist. Choose a medium. Examples include painter, poet, sculptor, and writer. If you choose poet or writer, you can read and write one language you know.
5	Boatman or ferryman
6	Butcher
7	Cook
8	Drover or herder
9	Entertainer. Choose a style. Examples include actor, athlete, comedian, courtesan, dancer, orator, puppeteer, singer, and storyteller.
10	Farmer
11	Fisher or whaler
12	Groom
13	Laborer. Choose a labor. Examples include chimneysweep, gravedigger, porter, stevedore, and street-sweeper.
14	Merchant. Choose a good. Options include arms, grains, livestock, slaves, spices, and textiles.
15	Miner
16	Musician. Choose an instrument. Examples include percussion, string, and wind.
17	Sailor
18	Servant or valet
19	Shopkeeper
20	Teamster

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RELIGIOUS PROFESSIONS

d20	Profession
1-2	Devotee. You are a strong believer and follower of your faith's tenets. You can read and write one language you know.
3-4	Evangelist. You travel from place to place, preaching your faith to any who will listen and rely on the charity of believers. You can read and write one language you know.
5	Flagellant. You cloak yourself in deprivation to bring you closer to your gods. You might scourge yourself, deprive yourself of food and drink, or find other, creative ways to make yourself suffer.
6	Heretic. You hold religious beliefs deemed dangerous and heretical by the leaders of your faith.
7-8	Initiate of the Old Faith. You have been initiated into the Old Faith.
9-10	Minister. You are a religious leader in your community. You know how to read and write one language you know.
11-12	Acolyte of the New God. You study to become a priest in the Cult of the New God. You know how to read and write one language you know.
13	Inquisitor's Henchman. You serve an inquisitor or witch hunter.
14-16	Pilgrim. You travel to sites deemed holy to members of your religion.
17-18	Street Preacher. You preach on street corners, beseeching people to seek redemption as the end is near.
19-20	Temple Ward. You were raised in a temple. You were likely an orphan and brought up by the clergy.

character can do, and what things your character knows.

The Game Master will sometimes look to your professions to judge whether an activity you describe results in a success or failure. A profession could grant a success or it might grant 1 or more boons to your roll if the outcome isn't clear.

ALTERING PROFESSIONS

Since a profession can be anything that involves a lifestyle or occupation, you can substitute other professions for the ones listed here. Rather than become a comedian, for example, you could be a clown or a mime. You can substitute chimney-sweep for laborer or pastry chef for cook. Before making a substitution, talk to your GM to make sure it is appropriate for the game.

STARTING EQUIPMENT

You start with equipment based on your character's wealth. To determine your wealth, roll and total 3d6, then consult the **Wealth** table. Keeping your professions and ancestry in mind, come up with a story for how your character came by this lifestyle.

Your starting wealth tells you the equipment you have when the adventure begins. For details on equipment, see **Chapter 3**.

DESTITUTE

You have a club or sling with 20 stones, rags, and a pouch containing 1d6 bits.

POOR

You have a staff or club or sling with 20 stones, patched basic clothing, a sack, bread, a waterskin, a tinderbox, a candle, and a pouch containing 2d6 bits.

WEALTH

3d6	Lifestyle
3-4	Destitute You are penniless and live on the streets.
5-8	Poor You live in squalid conditions and you're never sure where you're going to get your next meal.
9-13	Getting By You earn enough to meet all your expenses.
14-16	Comfortable You live well and make enough that you can save a little.
17	Wealthy You live very well. You have nice clothes and fine accommodations, and you have probably not gone without for a long time.
18	Rich You want for nothing. You likely come from a noble family, and you have servants and an estate, castle, or house in the best part of town. Your fortunes earn you many friends and many enemies.

GETTING BY

You have a dagger, a staff or club or sling with 20 stones, basic clothing, a backpack, a week of rations, a waterskin, a tinderbox, 1d3 torches, and a pouch containing 1d6 cp.

COMFORTABLE

You have a dagger, a staff or club or sling with 20 stones, fine clothing, a backpack, a cloak, a week of rations, a waterskin, a coil of rope, a tinderbox, 2 torches, a *healing potion*, and a pouch containing 2d6 cp. You also have a small shield; an incantation of a rank 0 spell of the GM's choice written on a scroll; or a healer's kit, tool kit, or writing kit.

WEALTHY

You have a dagger, courtier's clothing, a cloak, a backpack, a week of rations, a waterskin, a coil of rope, a tinderbox, a lantern, 2 flasks of oil, a *healing potion*, and a pouch

containing 1d6 ss. You also have a shield; an incantation of a rank 0 spell of the GM's choice written on a scroll; or a healer's kit, tool kit, or writing kit.

RICH

You have a dagger, noble's clothing, a cloak, a week of rations, a waterskin, a *healing potion*, and a pouch containing 2d6 ss. You also have a personal servant, a guard, and three horses with saddles.

INTERESTING THINGS

Your character begins the game with one interesting thing. An interesting thing could be an unusual item, a character trait, an heirloom inherited from a mysterious ancestor, or something that makes your character unique.

To determine your interesting thing, roll a d6 to see which **Interesting Thing** table you use. Then roll a d20 and consult the appropriate table.

INTERESTING THING TABLES

d6	Table	d6	Table
1	Table 1	4	Table 4
2	Table 2	5	Table 5
3	Table 3	6	Table 6

INTERESTING THINGS TABLE 1

d20	Interesting Thing
1	A tiny metal box with no opening that makes a faint ticking noise.
2	A skull made from clear crystal.
3	A glass ball filled with water in which swims a tiny living goldfish.
4	A curious odor, a pungent stench, or a skin condition that never quite heals.
5	A bottle filled with a maiden's tears.
6	A flower that never withers.
7	A small magnet or silver mirror.
8	An invitation to a party or a masquerade mask.
9	A monogrammed handkerchief that always stays clean.
10	A folding knife that always stays sharp.
11	A pair of dancing shoes.
12	A tiny inert mechanical spider.
13	A shrunken head.
14	A glass eye or a bezoar.
15	A book written in an unknown language or a book containing things you never wanted to know.
16	A deck of fortune-teller's cards.
17	A pair of loaded dice.
18	Six small cakes that can nourish the person who eats one until the next day at dawn.
19	A phylactery that holds a scrap of paper on which is written a single word.
20	A reputation for being a badass.

INTERESTING THINGS TABLE 2

d20	Interesting Thing
1	A flute or set of panpipes, or other musical instrument.
2	A reliquary containing a small bone.
3	A tiny idol of a demon carved from green stone.
4	A token from an admirer or lover.
5	A pet mouse, squirrel, or rabbit.
6	A monocle or pair of heavy goggles.
7	A silver necklace with a medallion.
8	A snuffbox filled with snuff.
9	A gleaming dragon's scale.
10	A fist-sized egg covered in blue spots.
11	Unrequited love.
12	A black iron cauldron filled with bones.
13	A box of 1d20 iron nails.
14	A vial of sweet perfume or a bottle of rotgut.
15	A feather made from bronze.
16	An iron coin with a scratch on one side or a steel coin with a dragon's head on either side.
17	A box containing 1d6 + 1 brushes.
18	A bloodstained doll.
19	A silver engagement ring worth 1 ss.
20	A brush, comb, or umbrella.

INTERESTING THINGS TABLE 3

d20	Interesting Thing
1	A bar of soap or a towel.
2	One hundred feet of twine wrapped up in a ball.
3	A tiny portrait, a lock of hair, or some other favor from someone who loves you.
4	A small keg of beer.
5	A brace of conies or pack filled with pots and pans.
6	An arrow or bolt with a silvered head.
7	Half a treasure map, a map of a foreign land, or a large, blue map covered with circles with weird bits of writing between them.
8	A weapon of the GM's choice.
9	A light or heavy shield with an unusual heraldic device.
10	A fancy set of clothes bearing a curious stain.
11	A personal servant.
12	A silver holy symbol or a fine religious icon.
13	A bag of 2d6 rocks, acorns, severed heads, or yummy mushrooms.
14	A music box that plays a sad, sad song when opened.
15	A bag of 100 marbles.
16	A glass jar filled with saliva, a sack filled with rotting chicken parts, or an unseemly scar.
17	A small bag containing 3d6 teeth, a necklace of 1d6 ears, or 1d6 severed heads tied together by their hair.
18	A newborn baby that might or might not be yours.
19	A box of six fine white candles.
20	A small dog with a tendency toward viciousness.

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INTERESTING THINGS TABLE 4

d20	Interesting Thing
1	A glass jar holding a beetle covered in glowing spots (sheds light as a candle).
2	A pair of boots that grants you 1 boon on rolls to sneak or a gray cloak that grants you 1 boon on rolls to hide.
3	A glass jar containing a strange organ suspended in alcohol.
4	A tiny glass cage.
5	A box containing 1d6 bottles of ink, each a different color.
6	A tiny inert mechanical owl.
7	A length of rope, 20 yards long, that cannot be cut.
8	A badge from a mercenary company.
9	A box of cigars or a pipe and pouch of tobacco.
10	A medallion depicting a hideous woman's face.
11	A spiked collar, skin clamps, and a scourge.
12	A ten-pound bag of flour.
13	A bronze plate with a name scratched on its face.
14	A crystal bottle containing fluid that emits light in a 2-yard radius when the stopper is removed.
15	A small box holding six sticks of chalk.
16	A letter of introduction from a powerful and influential person.
17	A mirror fragment that shows a strange location on its reflective surface.
18	A small golden cage containing a living faerie that cannot talk.
19	A bottle labeled "Eye of Newt."
20	A bag of beans.

INTERESTING THINGS TABLE 5

d20	Interesting Thing
1	A jar of grease or a bottle of glue.
2	A glass globe filled with swirling mist.
3	A cloak with 2d20 pockets hidden in the lining.
4	A pair of spectacles that sometimes let you see through up to 1 inch of solid rock.
5	A small blue box that's bigger on the inside (twice normal capacity).
6	A small steel ball.
7	A petrified hand that twitches in the light of a full moon.
8	The true name of a very minor devil.
9	An animated mouse skeleton.
10	A weapon of the GM's choice that always emits light in a 1-yard radius.
11	A pouch that holds 1d6 + 1 pinches of dust that, when sprinkled over stone, causes up to a 1-yard cube of material to become soft clay.
12	A jar of paint that refills itself once each day at dawn.
13	A tiny metal ball that when released floats 1 inch above any solid surface.
14	A pouch holding 1d6 + 1 pinches of diamond dust.
15	A brain in a jar.
16	A bag filled with curiously fleshy rods.
17	A mace made from purple metal with a name etched on the haft.
18	A giant piece of charcoal that radiates menace.
19	A piece of amber containing a human-faced fly.
20	A lifetime of regrets.

INTERESTING THINGS TABLE 6

d20	Interesting Thing
1	A reputation for being a skilled lover.
2	A mummified halfling.
3	A set of clothing that can change appearance once each day at dusk.
4	A can of beets.
5	A stalker who follows you but flees when you approach.
6	A shameful past.
7	A recurring and disturbing dream.
8	A trunk filled with body parts.
9	A wagon or cart pulled by a sad donkey.
10	Three small white mice that whisper strange things to you while you sleep.
11	A tremor, a facial tic, or an irritating laugh.
12	A thermometer.
13	A collapsible pole, 3 yards long.
14	A shadow you cast that never quite matches your movements.
15	Fear and loathing.
16	A fondness for the bottle.
17	A thin shirt of mail that counts as light armor and can be worn under normal clothing (functions as mail and is not cumulative with other armor).
18	A bizarre fetish.
19	A demanding spouse.
20	A terrible secret that you dare not reveal.

ROLEPLAYING

Your character occupies a place in the imaginary world. He or she is a person with hopes and dreams, fears and biases, a history and a future, all of which inform his or her personality. It is up to you to decide how you portray this character in the game, but whatever you decide, you should play the character in a manner consistent with the decisions you made during creation.

To help play your character in a consistent manner, come up with a couple of positive traits and at least one negative trait, noting them somewhere on your character sheet. You can roll on the **Personality Traits** table if you need inspiration.

ROLEPLAYING QUESTIONS

By answering the following roleplaying questions as if you were your character, you can get a sense of how your character thinks and behaves, and what your character believes.

RELATIONSHIPS

How do other people make you feel? Do you like being the center of attention? Do you make friends easily? When it comes to you, is there such a thing as a stranger? Or do you

PERSONALITY TRAITS

d20	Positive	Negative
1	Benevolent	Aloof
2	Cheerful	Arrogant
3	Courageous	Conceited
4	Dependable	Craven
5	Determined	Deceitful
6	Dutiful	Impulsive
7	Empathetic	Lazy
8	Fair	Malicious
9	Forgiving	Obnoxious
10	Gracious	Quarrelsome
11	Generous	Rude
12	Helpful	Sarcastic
13	Honest	Self-centered
14	Honorable	Slovenly
15	Humble	Stingy
16	Idealistic	Sullen
17	Imaginative	Surly
18	Kind	Thoughtless
19	Noble	Unfriendly
20	Orderly	Vulgar

uncomfortable in large groups? Do you prefer to keep to yourself or a close circle of friends?

What sorts of people do you enjoy most? Do you like other outgoing people, or do you prefer quiet, more insular types? What kinds of people do you avoid? Who are your friends? Who are your enemies?

VALUES

Name one thing you value most. Then name one thing you could lose. The things you value or don't value could be ideals such as love, honor, or charity, connections to other people such as friends and family members, or physical things—a prized weapon, an heirloom, or a token of love. Thinking about the thing you value most, what makes it important to you? To what lengths would you go to secure it, keep it, or attain it?

For the thing you value least ... Why is it not important to you? How easily would you surrender it?

FEAR AND LOATHING

Everyone fears something. What do you fear? The source of your fear could be a situation. You might fear being alone or being powerless. It could also be a physical thing such as spiders, snakes, or demons. Why does this fear have power over you? How do you control your fear when you confront it?

What do you hate? The source of your fear could be the same thing you hate, especially if the fear is a constant concern. Like fears, hatreds can apply to big concepts such as tyranny, slavery, injustice, and suffering. Or it might be a person or organization. Think about a reason for why you hate the thing you do. Has it affected you directly? Have you suffered from it? Or does the hatred reflect one of your ideals?



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LOVE AND DESIRE

Just as everyone has their fears, they also have their desires. A desire can be anything you wish. It might be a state of being, a relationship, an object, or an experience. You might desire love, peace, or security. You might crave a relationship with another character. Or, you could seek out a fabled relic or victory over your enemies.

Also, what do you love? You can love your family, friends, a lover, a companion animal, an object that holds importance to you, or even your nation. Consider the reasons for your love. Do they arise from an obligation or a duty, or something deeper and more mysterious?

SECRETS

You have at least one secret. What is the one thing your character knows and knows alone? Then, come up with a secret known only to you and maybe one or two others. Share your secret with the Game Master, as this information could be important to a future adventure.

ACHIEVEMENTS

Did you do something notable? How do you feel about it? Do you share it with others or do you keep it to yourself?

AUTHORITY

Do you prefer to be in charge? Do you like making decisions or are you content to let others decide? Deciding how you feel about authority will affect how your character fits into the group.

OBLIGATIONS AND RESPONSIBILITY

Do you follow through on your promises? Do you complete tasks that come to you as soon as you can or are you given to delay and procrastination? Do you feel guilty when you don't live up to your obligations?

GOOD AND EVIL

Is the world sharply divided into good and evil? Or is it all just shades of gray? Where do you fall? Do you help others, act without considering your needs, or give of yourself all that you can? Or do you fulfill your own needs first, exploiting others when necessary to advance your position?

YOUR FIRST ADVENTURE

Once you finish creating a character, you are ready to play through a starting adventure. You play this adventure with a group of friends, one of whom is the Game Master. Playing through a starting adventure has many benefits.

LEARN THE RULES

The adventure gives you a chance to learn how the game plays, such as how to resolve fights, social interaction,

and moving, without having to worry about too many exceptions gained from playing a character in higher-level groups. By the adventure's conclusion, you should have a good understanding of how the basic rules work.

DECISIONS AND OUTCOMES

While playing the game, keep track of what your character does and how your character behaves. What you do during your first adventure should inform the choices you make after your group forms and gains a level. So if you spend a lot of time fighting, sneaking around, casting spells from incantations you find, or do something else noteworthy, jot it down.

BUILDING A GROUP

The first adventure operates as the origin story for the characters played by you and your friends. Your character might know one or more other characters that will join the group, or you might be strangers. Regardless, this adventure explores the conflicts, challenges, and revelations that will connect your characters for the remainder of the game. Here are some things you should do during your first adventure.

COOPERATION

Learning how to work together is crucial for your group to survive the perils that lie in wait. Look for ways to help other players in the game to create stronger connections. As you play, note the relationships you make with other characters. You befriend some or come into conflict with others. These relationships will become important once the group forms.

AVOID CONFLICT

Starting characters are fragile and have few resources. Since a hit or two can knock you out or even kill you, you should be cautious about fighting and consider it only as a last resort.

FIND GEAR

Your starting equipment is unlikely to carry you far. You will need better armor, weapons, and supplies if you would continue. You can upgrade your gear by taking on jobs for pay, looting bodies, and robbing your enemies.

ACHIEVE YOUR OBJECTIVE

Every adventure you play has an objective, a goal or quest that drives the story. Sometimes the GM will tell you and other times you have to find out the nature of your objective through play. Achieving your objective brings the story to its conclusion, so keep working toward it as you play.

LEVEL ADVANCEMENT

After you complete your first adventure, your group gains a level. The *Shadow of the Demon Lord* rulebook details all the rules for advancement.



playing the game

This chapter tells everything you need to know to play *Shadow of the Demon Lord*. The rules cover the basics of how your character and other creatures do things in the game. Both the characters you play and the creatures you encounter might possess special abilities that alter how the normal rules work. Such exceptions always trump the general rules described here.

As you play, you should always use common sense about the real world as your guide for what's possible and what isn't. Supernatural phenomena, magic, and other strangeness can defy what we deem laws of reality, bending or even breaking them. Aside from such miraculous events, characters can do just about anything people do in the real world: climb, start a campfire, walk, balance on a narrow surface, talk, use their senses, and so on. Most times, you don't need rules for these things. You tell the Game Master (GM) what your character does and the game moves forward.

For simplicity's sake, these rules use "you" to describe your character's actions in the game.

MAKING DECISIONS

Simple, ordinary actions are assumed to happen. For example, you tell the GM you spend the evening drinking

at a bar. Unless something interesting interferes with that activity, it happens as you stated and the story continues.

If you try to do something that is impossible, the GM tells you that the activity doesn't happen and what (if anything) results from the effort. For example, trying to walk through a solid wall simply fails without the use of magic or some extraordinary ability; the GM tells you that you bounce off the wall and don't make it through it to the other side.

Sometimes, an action you describe prompts the GM to make a judgment about whether or not the action is possible. The rules help to make the decision, often requiring the roll of dice to decide the outcome.

TIME

Precise timekeeping is rarely necessary during play. If you're not in a hurry, it doesn't matter how long it takes you to make purchases in a marketplace or reach a town on the frontier. The GM decides how much time passes. A month-long ocean voyage might be summarized with a few minutes of description, or you might play through a tense negotiation in real time.

There are occasions where time is important. When an ogre lumbers out from a cave and attacks, when you

spring a trap and have to run away from the wall of water it releases, or when you're chasing a psychopathic killer through tangled city streets, you need to know when it's your turn to act. In such cases, the GM can switch to rounds, segments of time that are 10 seconds long. See **Combat** later in this chapter for a more detailed look at how rounds work.

ROLLING DICE

As noted in the introduction, the game uses two kinds of dice: a twenty-sided die and a six-sided die (the ordinary cube die found in many games).

You roll a twenty-sided die (a **d20**) whenever you attempt an activity whose outcome is uncertain. The die roll determines whether the attempt is a success or a failure.

You roll one or more six-sided dice (**d6**) for a number of effects. The most common situation is determining the damage dealt by an attack.

ROLLING A D20

You roll a d20 to determine an activity's outcome, by making an **attack roll** or a **challenge roll**. Whenever you roll a d20, follow these steps.

- **Roll the Die:** Note the number you rolled.
- **Apply Modifiers:** Add or subtract any **modifiers** from character **attributes** or **characteristics** to the number you rolled. The rules or the GM determine what modifier you use, depending on the task you attempt.
- **Apply Other Adjustments:** Add or subtract any other adjustments to the die roll, such as a bonus or penalty, or a boon or bane.
- **Determine the Result:** Compare the final total to the **target number** for the roll. If the total equals or is greater than the target number, the result is a **success**. If the total is less than the target number, the result is a **failure**.

ATTACK ROLLS

You make an attack roll when you attempt to influence or harm another creature or an object. Examples of attack rolls include swinging a weapon to strike an enemy combatant, casting a spell to overwhelm a creature's mind, or using a mace to smash a statue. See **Combat** for more information.

- **Modifier:** Attack rolls with a melee weapon, such as a battleaxe or a sword, normally add your Strength modifier. When you make an attack with a ranged weapon, such as a pistol or a crossbow, you normally add your Agility modifier to the attack roll. Special kinds of attack rolls might use a different attribute modifier. Some kinds of spells require you to make an attack roll; the spell's description tells you what modifier to use when making it.

- **Target Number:** The target number for an attack roll is usually a creature's Defense score for weapon attacks, or an attribute score for other kinds of attacks.
- **Success:** In general, a success deals damage to the target, imposes an affliction, or forces the target to move or behave in some way. For example, if you use a weapon to attack a creature and get a success, you roll the weapon's damage dice. The creature takes damage equal to the total of the damage roll.
- **Failure:** The target avoids the attack: You miss with your weapon, your shot goes wide of its mark, or the spell fails to harm or take hold on the target.

ATTACK ROLL EXAMPLE

Stacee's character, Anise, looses an arrow from her bow at a bear. She's attacking with a ranged weapon, so she adds her Agility modifier to the attack roll. Stacee rolls a d20 and gets a 4. She adds her Agility modifier (+3) to the number on the die for a total of 7. The bear's Defense is 14, so the result of the attack roll is a failure and the arrow misses.

CHALLENGE ROLLS

You make a **challenge roll** when you attempt an activity that is not directly opposed by another creature and the outcome is not certain. Sometimes an action that would ordinarily be simple becomes more challenging under stress or when time is limited. Examples of challenge rolls include climbing, swimming, picking locks, listening for faint sounds, reducing the damage you would take from being caught in a *fireball* spell, leaping back from a sprung pit trap, or clinging to your sanity in the face of something horrific.

- **Modifier:** The type of modifier depends on the action you attempt. For example, you make a Strength challenge roll to smash down a door, applying your Strength modifier. If you listen at a door, you make a Perception challenge roll and use your Perception modifier. If you want to leap out of the path of *arcane lightning*, you make an Agility challenge roll and use your Agility modifier.
- **Target Number:** The target number for challenge rolls is always 10.
- **Success:** The activity happens as desired.
- **Failure:** The activity does not happen, or you don't get the desired outcome. If you attempt the same activity again under identical circumstances, it automatically results in failure. For example, if you attempt to scale a sheer cliff wall unassisted and get a failure, you cannot, under the same circumstances, climb that wall. To get up to the top, you have to change the circumstance in some way. You

might toss up a grappling hook and rope, find a ladder, hammer spikes into the surface, or put on climbing claws.

As another example, say you attempt to use lock picks to open a locked door. If you have plenty of time and you aren't under any stress, you can eventually open the lock without having to make a roll. However, if you are under pressure, you might have to make the challenge roll. If you get a failure, you can't try again to open the lock under those circumstances, though you can do so once time is no longer an issue.

CHALLENGE ROLL EXAMPLE 1

Joe's character, Helmut, tries to kick down a locked door. The GM decides Joe must make a Strength challenge roll. Joe rolls a d20 and gets a 9. He adds his Strength modifier (+2) to the number on the die, for a total of 11, which is a success since Joe needed a 10. Helmut kicks down the door.

CHALLENGE ROLL EXAMPLE 2

A vile pyromancer hurls a blast of fire from his fingertips, catching Heather's character, Jasper, in the area. Everything in the spell's area takes damage from the flames, but creatures can attempt Agility challenge rolls to take only half the damage. Heather rolls a d20 and gets a 9. She adds her Agility modifier (+1) to the number on the die for a total of 10. Since the total is 10 or higher, she gets a success and takes only half the damage.

BONUSES AND PENALTIES

Many situations in play can confer a bonus or a penalty on a d20 roll, representing an advantage or a disadvantage.

A **bonus** is always a positive number (+), which you add to the roll; a **penalty** is always a negative number (-), which you subtract. A single die roll might have bonuses and penalties from different sources. These are cumulative, so you need to total them up and add them to the total of your roll.

BOONS AND BANES

Circumstances can make d20 rolls easier or harder. Positive circumstances grant one or more **boons**, while negative circumstances impose one or more **banes**.

BOONS

Boons improve your d20 die rolls. One or more boons might apply to a given roll. For each boon, you roll a d6 and then add the highest number rolled on *all* the boon dice to d20 roll. For example, if you make a d20 roll with 3 boons, you would roll 3d6. Say you get 1, 4, and 6 on those dice. The 6 is the highest number, so you add 6 to your d20 roll.

BANES

Banes hinder your d20 die rolls. One or more banes might apply to a given roll. For each bane, you roll a d6 and then



subtract the highest number on *all* the bane dice from your d20 roll. For example, if you make a d20 roll with 4 banes, you would roll 4d6. Say you get 1, 3, 5, and 5 on those dice. Since 5 is the highest number, you would subtract 5 from your d20 roll.

COMBINING BOONS AND BANES

Boons and banes cancel each other out, one for one. If 2 boons and 1 bane apply to a particular d20 roll, you make the roll with 1 boon (1 bane cancels 1 boon). Similarly, if 2 boons and 4 banes apply to the roll, you would end up making the roll with 2 banes (2 boons cancel 2 banes).

ATTRIBUTES

Attributes describe a creature's basic capabilities in the game. Most creatures have four attributes: **Strength**, **Agility**, **Intellect**, and **Will**. Each attribute has two numbers: a **score** and a **modifier**. Together, these numbers

reflect a creature's natural talent and formal training when attempting to do things in the game.

- **Score:** An attribute's score ranges from 1 to 20. Player characters usually have starting scores from 8 to 13.
- **Modifier:** An attribute's modifier equals its score – 10. You apply this number to d20 rolls when you use the attribute.

USING ATTRIBUTES

Here are some guidelines about how you commonly use your character's attributes in the game. Each attribute is associated with one or more **characteristics**, described later.

ATTRIBUTE AND CHARACTERISTIC ASSOCIATIONS

Attribute	Characteristic
Strength	Health
Agility	Defense
Intellect	Perception
Will	Insanity

STRENGTH

Strength describes brawn, constitution, physical power, and durability.

- **Score:** Your Strength score is the target number for any attack that would directly harm your body.

LIFTING WEIGHTS BY STRENGTH

Strength	Normal	Success
1	1 lb.	2 lb.
2	2 lb.	4 lb.
3	5 lb.	10 lb.
4	10 lb.	20 lb.
5	20 lb.	40 lb.
6	30 lb.	60 lb.
7	40 lb.	80 lb.
8	50 lb.	100 lb.
9	75 lb.	150 lb.
10	100 lb.	200 lb.
11	150 lb.	300 lb.
12	200 lb.	400 lb.
13	250 lb.	500 lb.
14	350 lb.	700 lb.
15	500 lb.	1,000 lb.
16	1,000 lb.	2,000 lb.
17	2,000 lb.	4,000 lb.
18	4,000 lb.	8,000 lb.
19	8,000 lb.	16,000 lb.
20	16,000 lb.	32,000 lb.

- **Health:** This measures your ability to withstand damage. Your starting Health equals your Strength score and might be adjusted by ancestry (see **Chapter 1**). If your Strength score increases, your Health increases by the same amount.
- **Attack Rolls:** You make a Strength attack roll when you attack with a melee weapon or use brute force to shove, grab, or knock down another creature.
- **Challenge Rolls:** You make a Strength challenge roll when you attempt an athletic activity, such as climbing, running long distances, or swimming. You also make Strength challenge rolls to resist the effects of poison, disease, and similar harmful substances or situations.
- **Lifting Weights:** Your Strength score determines how much weight you can normally lift, as shown on the **Lifting Weights by Strength** table. The "Normal" column lists how much you can reliably lift over your head without having to make a challenge roll. The "Success" column lists the maximum weight you can lift by getting a success on a Strength challenge roll.
- **Size:** Larger creatures can lift greater weights, while smaller creatures can't lift as much. Multiply a creature's lifting weight for its Strength by its Size (see **Characteristics**) to determine how much it can lift. For example, a Size 2 creature with Strength 10 can reliably lift 200 pounds, or 400 pounds with a success on a Strength challenge roll.
- **Dragging and Shoving:** A creature can drag up to about 5 times the weight it can normally lift. Using an action (see **Combat**), a creature can drag or shove such an object up to 2 yards across a reasonably flat surface, 1 yard up a sloped surface, or 3 yards down a sloped surface.

AGILITY

Agility describes quickness, poise, and reflexes.

- **Score:** Your Agility score is the target number for any kind of attack that needs only to touch you or that would trap you.
- **Defense:** Your Defense score is the target number for enemy attack rolls using weapons. It equals your Agility score when you are not wearing armor or using a shield.
- **Attack Rolls:** You make Agility attack rolls when you attack with ranged weapons or with melee weapons that have the finesse property (see **Combat**).
- **Challenge Rolls:** You make Agility challenge rolls when you attempt physical activities that involve quickness and dexterity, such as jumping, leaping, escaping bonds, or squeezing through a tight space. You also make Agility challenge rolls to reduce damage from being caught in an explosion or to avoid sudden danger, such as a sprung trap.

INTELLECT

Intellect describes cunning, wit, memory, and education.

- **Score:** Your Intellect score is the target number for any kind of attack that would deceive or confuse your mind, thoughts, and senses.
- **Perception:** You use Perception to notice and interact with your surroundings. Your base Perception score normally equals your Intellect score, but your ancestry can adjust this score.
- **Attack Rolls:** You make Intellect attack rolls when you cast certain spells or when you try to deceive another creature.
- **Challenge Rolls:** You make Intellect challenge rolls when you try to recall obscure information, use logic to solve a problem, or attempt any other activity that requires knowledge or education. You also make Intellect challenge rolls to resist effects that would weaken or harm your mind, deceive your senses, or confound or confuse you.

WILL

Will describes courage, discipline, and sense of self.

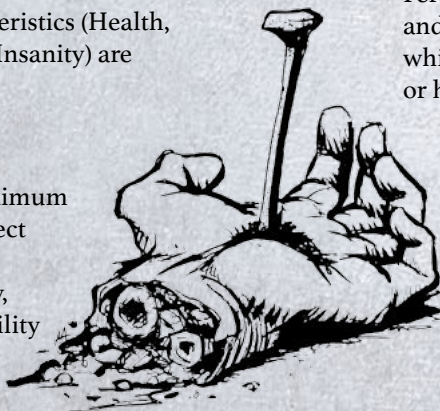
- **Score:** Your Will score is the target number for any attack that would force you to act against your will, such as being charmed, compelled, or frightened.
- **Insanity:** Terrifying or unnatural experiences can drive characters insane. Your Will score is the maximum amount of Insanity you can gain before you go mad.
- **Attack Rolls:** You make Will attack rolls when you cast certain spells or try to persuade or intimidate another creature.
- **Challenge Rolls:** You make Will challenge rolls when you use determination to overcome a challenge. You also make Will challenge rolls to resist effects that would determine or restrict actions or to avoid gaining Insanity.

CHARACTERISTICS

Creatures have characteristics that describe other traits. Some characteristics (Health, Defense, Perception, and Insanity) are associated with attributes.

HEALTH

Health describes the maximum damage a creature or object can take. It represents a combination of durability, stamina, luck, and the ability to turn a lethal injury into a minor one.



Your starting Health is equal to your Strength score, though your ancestry might adjust it; if your Strength score changes, your Health changes by the same amount. Powerful creatures can have very high Health.

For most creatures and objects, Health is a constant. Magic and other special situations can grant bonuses or penalties to Health, representing improved or weakened vitality and durability. Usually, such bonuses or penalties are temporary.

Advancing in level permanently increases your Health. If a creature's Health decreases to 0 for any reason, it dies.

INJURED

You are injured while your damage equals or exceeds one-half your Health. Being injured doesn't normally change your capabilities, though some effects, talents, and traits can interact with this state.

HEALING RATE

All creatures can recover from damage, given enough time. A creature's **healing rate** is how much damage it heals after it completes a rest or when targeted by an effect that heals damage. A creature's healing rate equals one-quarter its Health (minimum 1). If the creature's Health increases, its healing rate also increases.

DEFENSE

Defense represents the protection a creature or object has against attacks made with weapons.

- **Score:** Unless your ancestry states otherwise, while unarmored, your Defense equals your Agility score. Wearing armor and wielding a shield increase or replace this number. Objects typically have Defense 5.

MAXIMUM DEFENSE

A creature's Defense cannot exceed 25, even if weapons, armor, and other effects would increase it beyond that number.

PERCEPTION

Perception works just like an attribute. It has both a score and a modifier. A high Perception indicates sharp senses, while a lower number indicates a creature has poor vision or hearing, or its senses are otherwise limited.

- **Score:** Your base Perception score equals your Intellect score. Your ancestry can increase this number. Other creatures might also have increased Perception scores based on their nature. A creature's Perception score cannot exceed 25.
- **Attack and Challenge Rolls:** You make Perception challenge rolls when you try to listen for sounds, notice a detail in your environment, or recognize an illusion for what it is.

INSANITY

Characters risk madness when they encounter the strange, the unsettling, or the awful. Being affected by dark magic, encountering horrifying demons released from the Void, and witnessing acts of sudden, brutal violence can stress or even shatter the mind. Insanity measures this stress.

INSANITY TOTAL

Most characters begin with Insanity 0. You cannot gain more Insanity than your Will score.

GAINING INSANITY

Certain situations cause you to gain Insanity, as directed by the rules or at the GM's discretion. Whenever you gain Insanity, you become **frightened** for a number of rounds equal to your new Insanity total. If you are already frightened, you instead become **stunned** for the duration.

When your Insanity total reaches your Will score, you instead go mad.

GOING MAD

When you go mad, remove the frightened affliction gained from Insanity and roll a d20, then consult the **Madness** table to determine what happens to you. Most forms of madness are temporary. Once the madness ends, reduce your Insanity total by 1d6 + your Will modifier (minimum 1).



MADNESS

d20	Madness
1	Death. Your heart stops and you die.
2	Catatonia. You fall prone and become defenseless. At the end of each hour, roll a d6. A roll of 4 or higher ends the madness.
3	Self-Mutilation. You must use an action on your next turn to tear your eyes from your sockets unless you are prevented from doing so. You become blinded until your ruined eyes can be magically repaired. The madness ends at the end of the next minute.
4-5	Stricken. You become stunned. At the end of each minute, roll a d6. A roll of 5 or higher ends the madness.
6-7	Sickened. You become violently sick, vomiting and defecating uncontrollably until the madness ends. While sickened, you are dazed. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
8-9	Hallucinations. You believe vermin infest your body. Until the madness ends, you must use an action to cut or claw yourself unless you are prevented from doing so. Each time you use this action, you take 1 damage. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
10-11	Violence. Hate overwhelms you. Until the madness ends, you must take a fast turn each round and use an action to attack the creature nearest to you, regardless of whether it is a friend or a foe. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
12-13	Panic. You become frightened until the madness ends. While frightened in this way, you must use an action to rush away from the source of the madness. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
14-15	Confusion. You become dazed until the madness ends. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
16-17	Rage. Until the madness ends, you make attack rolls using weapons with 1 boon, and your attacks with melee weapons deal 1d6 extra damage. At the end of each round, roll a d6. A roll of 4 or higher ends the madness.
18-19	Resolute. You make all attack rolls and challenge rolls with 1 boon until the end of the next round, at which point the madness ends.
20	Revelation. Reduce your Insanity total by 1d6. You permanently make all Will challenge rolls to resist gaining Insanity with 1 boon.

QUIRKS

You can remove Insanity by gaining **quirks**. A quirk is a compulsive behavior, a phobia, or another condition that permanently affects your character. You can gain a quirk at any time, though once you do so you cannot gain another quirk until after you complete a rest. The GM chooses a quirk that is appropriate for the most recent source of your insanity, and you then reduce your Insanity total by 1d6 + your Will modifier (minimum 1).

CORRUPTION

Evil leaves a stain on the mortal soul that can be removed only by the devils haunting Hell's depths. These warped faerie feed on the darkness that burdens immortal essence. Most people believe evil actions have spiritual consequences, though many don't care.

Player characters have Corruption scores to reflect the evil they commit. The more corrupt a character becomes, the greater the taint of evil on his or her soul, until it is consigned to Hell.

STARTING CORRUPTION

Most characters begin with Corruption 0.

GAINING CORRUPTION

Your Corruption score might increase during the game, usually as a result of performing an act of great evil, as determined by the GM or the rules. Examples include:

- Murder.
- Harming an innocent by spreading a disease, poisoning a well, or being reckless with magic.
- Stealing for personal gain.
- Learning spells from dark traditions such as Forbidden or Necromancy.
- Using certain relics.

As your Corruption score increases, you suffer increasingly unpleasant effects.

In addition, whenever you gain Corruption, roll a d20. If the number rolled is less than your new Corruption score, roll a d20 again and consult the **Mark of Darkness** table. If you would gain a mark of darkness you already have, you instead gain 2d6 Insanity.

ATONEMENT

Corruption, once gained, is hard to lose without the tender attentions of the devils that feed on it. Powerful magic can cleanse a soul that is only lightly stained, though such magic is rare and hard to come by. Repentant mortals can erase some or even all of their Corruption by committing their lives to good works, making amends for past misdeeds, and conducting themselves selflessly and with charity, virtue, and compassion for others.

CORRUPTION EFFECTS

Corruption Score	Effect
0-3	No effect.
4-6	You make attack rolls to interact with other creatures in social settings with 1 bane. As well, animals become hostile around you and children might cry.
7-8	You take a -1 penalty on d6 rolls to decide your fate while you are incapacitated (see Damage). In addition, you exhibit a physical sign of Corruption, such as a sore that never heals, weird marks on the skin, loss of fingernails, or some other cosmetic change.
9 or more	You die if you become incapacitated and you cannot be restored to life—your soul is trapped in Hell.

MARK OF DARKNESS

d20 Roll	Mark of Darkness
1	You never cast a reflection in mirrors.
2	You have a rattling cough and sometimes expel bloody maggots in a fit of coughing.
3	Your shadow appears enormous and monstrous, never quite matching your movements.
4	You can eat only rotting, spoiled food; you vomit up anything else within minutes.
5	Holy symbols burn your skin, dealing 1 damage per round of contact.
6	The inverted names of the Gods of the Old Faith appear just under the surface of your skin in a band around your left arm.
7	A pair of horns grows from your forehead.
8	A weeping red eye appears in the palm of each of your hands.
9	When you speak, a faint cry accompanies your words, as if from a soul in pain.
10	You weep blood.
11	You develop a nasty wound in your side that oozes stinking black sludge whenever you become angry. This wound never heals.
12	You grow a sixth finger on each hand and a sixth toe on each foot.
13	Your nose rots away, leaving a dark crater in your face that leaks bloody mucus.
14	Your eyes become pools of darkness; in the dark, they glow with an evil red light.
15	Animals are always hostile to you and attack you when you come within 6 yards of them.
16	Your reproductive organs shrivel and fall off or out of your body.
17	You grow a second row of teeth in your mouth and a new row of teeth in an unexpected place.
18	A silver pentagram appears in the center of your forehead.
19	Your skin bloats and becomes feverish to the touch. When you perspire, you give off a foul, sweetish musk.
20	Once each week, a child within 1 mile of you sickens and dies.

POWER

Power describes a creature's ability to harness and direct magical power. A creature's Power score determines the highest rank of spell it can learn and how often it can cast the spells it knows. Magic is described in more detail in *Shadow of the Demon Lord*.

Most creatures have Power 0. Player characters can increase their Power based on the paths they choose.

SIZE

Size is a number that describes roughly how big a creature is relative to an average-sized human. A human is typically Size 1. A Size 1/2 creature is half as big as an average human, while a Size 2 creature is twice as big as an average human.

SPACE

The space a creature occupies is important in combat and special situations (such as squeezing through a narrow opening). A creature is considered to occupy a horizontal, square space roughly equal to its Size on each side. Thus, a Size 1 creature occupies a 1-yard square, while a Size 3 creature occupies a 3-yard square. (It isn't literally filling the whole space, but it is moving around in and otherwise controlling that area.)

A creature's Size does not account for its height, which varies from creature to creature.



REACH

Larger creatures can reach farther than smaller ones, letting them attack or interact with things at a distance. A creature's reach equals its Size *rounded up* to the nearest whole number. For example, a Size 1 or smaller creature can make an attack with a battleaxe against a target, or open a closed door, within 1 yard of it, while a Size 2 creature can do so within 2 yards of it.

SPEED

Speed is a number that tells you how quickly a creature moves. On its turn in combat, a creature can move up to its Speed in yards. Outside of combat, creatures can travel longer distances over time.

DISTANCE TRAVELED

Sometimes you might need to know how far a creature can move during a period of time. The **Movement by Pace** table tells you how far a creature travels depending on its pace (cautious, walk, jog, or run). The table assumes a Speed of 10, which is typical for humans and similar creatures.

FASTER AND SLOWER CREATURES

For every point of Speed beyond 10, increase the distance moved by 10 percent. For example, an orc's base Speed is 12, so an orc character can walk 72 yards in 1 minute.

For every point of Speed below 10, decrease the distance moved by 10 percent. For example, a dwarf has a base Speed of 8, so a dwarf character can jog 96 yards in 1 minute.

- **Cautious:** At this pace, you move quietly and watchfully. While moving at a cautious pace, you make all Perception rolls with 1 boon.
- **Walk:** You move at a steady pace. You can typically walk for 8 hours without difficulty. Walking for longer is considered a **force march**.
- **Jog:** You move at a quick pace. Each hour spent jogging counts as 2 hours of walking. You make all Perception rolls with 1 bane while moving at this pace.
- **Run:** You sprint, moving as fast as you can. Each hour of running counts as 4 hours of walking. You make all Perception rolls with 2 banes while moving at this pace. It's typically not possible to run for 8 consecutive hours without taking periods of rest.
- **Force March:** If you travel more than the equivalent of

MOVEMENT BY PACE

Time	Pace			
	Cautious	Walk	Jog	Run
Minute	30 yards	60 yards	120 yards	240 yards
Hour	1 mile	2 miles	4 miles	8 miles
Day	8 miles	16 miles	32 miles	—

8 hours without taking a break for 1 hour or longer, you risk exhaustion. At the end of each additional hour of travel (regardless of pace), make a Strength challenge roll. This roll is made with 1 bane if you are jogging or with 2 banes if you are running. On a failure, you take 1d6 damage and become **fatigued** until you complete a rest. See **Healing Damage** for more about resting.

DIFFICULT TERRAIN

Some forms of terrain are hard to traverse. Rubble, debris, steep slopes, stairs, underbrush, and the like can all slow down movement and are considered difficult terrain. A creature moves across an area of difficult terrain at half the normal rate. Moving across 4 yards of difficult terrain is the same as moving across 8 yards of normal terrain.

If an area contains several kinds of difficult terrain, their effects are cumulative. For example, moving through thick underbrush on a steep hillside would halve your rate of travel twice: traveling 2 yards through it would be equivalent to moving over 8 yards of normal terrain.

You can always move at least 1 yard, regardless of difficult terrain, provided your Speed is at least 1.

NARROW SPACES

A creature can freely move through any opening wide enough to accommodate its Size or larger.

A creature can move at half the normal rate through an opening as narrow as half the width of its space, but no smaller. For example, a Size 1 creature can squeeze through a tunnel that's half a yard wide, but not through a foot-wide opening. If the narrow space includes difficult terrain, the effects are cumulative as described under **Difficult Terrain**.

The GM might rule that a space is too low to move through regardless of its width, depending on the creature's height.

BEING MOVED

Creatures can be moved, willingly or not, by other creatures' actions or by effects. The source of the movement specifies the distance and direction moved, and the creature immediately moves as directed. Difficult terrain still affects this movement; if a creature pushes you 2 yards across rubble, you would move only 1 yard.

MOVING INTO PERIL

If being moved would put a creature into peril, such as over the edge of a cliff or into a wall of flames, the creature makes an Agility challenge roll. On a success, the creature falls prone just before it enters peril—at the cliff's edge, for example—and then stops moving from the effect that moved it.

MOVEMENT THROUGH CREATURES

A creature cannot move through a space occupied by another creature (friend or foe) without squeezing, unless the other creature is very small or very large. Any creature can move freely through the space of a Size 1/4 creature or of a creature

MOVEMENT EFFECTS

When an effect, such as from a trait or a spell, talks about moving, the default movement pace, unless otherwise indicated in the effect's text, is walking on the ground.

whose Size is 2 or more larger than its own. For example, a Size 1 creature could move through a space occupied by a Size 1/4 creature or by a Size 3 or larger creature.

Creatures can also move freely through the spaces of prone creatures.

SPECIAL FORMS OF MOVEMENT

Usually a creature moves by walking, running, or slithering across the ground. Creatures can also use some or all of the following special forms of movement, which is described under **Move** in the **Combat** section of this chapter.

Common sense should always prevail when deciding what forms of movement a creature might attempt. Elephants and horses don't climb well at all, and oozes tend to be poor jumpers. The GM can rule that certain kinds of movement aren't possible for creatures based on their nature and anatomy.

FALLING

When you fall a distance of more than 5 yards, you take damage from landing. Use the **Falling Damage** table to determine the amount of damage, based on the surface on which you land.

FALLING DAMAGE

Distance in Yards	—Damage by Surface—	
	Solid	Liquid
4 or fewer	—	—
5–9	2d6	1d6
10–14	4d6	2d6
15–19	6d6	3d6
20–24	8d6	4d6
25–29	10d6	5d6
30–34	12d6	6d6
35–39	14d6	7d6
40–44	16d6	8d6
45–49	18d6	9d6
50 or more	20d6	10d6

LAND PRONE

If you take damage from landing after a fall, you fall prone.

FALLING ONTO OTHER CREATURES & OBJECTS

If you land on another creature or an object other than the ground, both you and the creature or object on which you fell take the half the damage from landing after the fall.



DAMAGE

All kinds of harmful effects can deal damage to creatures and objects. A weapon slices into unprotected flesh, a fearsome trap springs, or a nasty spell sprays acid. Harmful environmental effects, falls, and other unexpected situations can also deal damage.

Damage is a number that describes injuries and exhaustion. The amount of damage dealt can be a flat number, the sum of one or more d6s, or a roll of one or more d6s plus a number.

DAMAGE SOURCE

Damage can come from many different sources. Weapons, flames created by a *fireball* spell, and poison from a snake's venomous bite all deal damage. Some creatures have immunities, resistances, or vulnerabilities to certain sources of damage, taking no damage, half damage, or double damage. Typically, the damage source is made clear by the name of the effect or spell name—damage from a *lightning bolt* is lightning. If the damage is not clear in the spell name, the GM decides the source based on the damaging effect.

TAKING DAMAGE

When a creature or object takes damage, *add* the amount of damage dealt to the creature's or object's **damage total**.

When a creature or object takes half damage, divide the total damage by 2 and round down to the nearest whole

number. You halve damage only once, regardless of how many times you are instructed to halve it.

ROLLING DAMAGE

You roll damage once per attack. If a single attack or effect deals damage to more than one target, you apply the amount of damage to each one.

EXTRA DAMAGE

Many situations might cause an attack to deal extra damage. Any extra damage applies only if the attack normally deals damage. Extra damage granted by different sources is cumulative.

EFFECTS OF DAMAGE

A creature or object suffers no ill effects from taking damage until its damage total equals its Health. If a creature's damage total equals its Health, the creature becomes **incapacitated** (see below). If an object's damage total equals its Health, it is destroyed.

The damage total can never exceed the Health of the creature or object; any excess damage is ignored.

INSTANT DEATH

A creature dies if it takes an amount of damage equal to its Health from a single source such as an attack or landing after a fall.

INCAPACITATED

A creature becomes incapacitated when its damage total equals its Health score. Upon becoming incapacitated, the creature falls prone. A creature remains incapacitated until its damage total no longer equals its Health. If the creature takes any damage while incapacitated, it dies.

Creatures other than player characters that become incapacitated either die or fall unconscious for 1d3 hours, as the GM decides.

Player characters, however, become **disabled** and make **fate rolls** to determine what happens to them.

DISABLED

Disabled characters are **defenseless**.

FATE ROLL

At the end of each round you are disabled, roll a d6. On a 1, you start **dying**. On a 6, you heal 1 damage and become **impaired** for 1 minute. A roll of any other number has no effect.

If after 3 consecutive rounds you are still disabled, you become **unconscious** for 1d3 hours and stop making the fate roll. At the end of this time, you heal 1 damage and become impaired for 1 minute.

DYING

Dying characters are **unconscious**.

FATE ROLL

At the end of each round you are dying, roll a d6. On a 1, you die. On a 6, you become disabled. A roll of any other number has no effect.

HEALING DAMAGE

Creatures heal damage by resting or from equipment, certain talents, and healing magic. When a creature heals damage, it reduces its damage total by the amount healed.

RESTING

You can benefit from a **rest** once per 24 hours. A rest is a period of inactivity that lasts about 8 hours. During

this time, you can sleep, meditate, read, eat and drink, or perform other non-strenuous tasks. When you complete the rest, you heal damage equal to your healing rate. You can extend the period of rest to a full 24 hours. At the end of this time, you heal damage equal to twice your healing rate instead.

If something interrupts the rest for more than 1 minute, the time spent resting is wasted and you must start the rest over from the beginning to gain any benefit from it.

DEATH

When a creature dies, it becomes an object. Dead creatures cannot be restored to life by healing their damage.

When mortal creatures die, their souls wriggle free from their corpses, hang around for a bit, and then move off to whatever awaits them in the afterlife. Most sink into the Underworld, where they remain until their memories and identities fade. Souls tainted by Corruption descend into Hell instead.

Immortal creatures do not have souls. Their essence is bound to their physical bodies so that when they die, their essence becomes dormant inside them, rotting away with their flesh. If the body is returned to life, the essence is also restored.

RETURNING FROM DEATH

Powerful magic allows dead creatures to live again. When a dead creature returns to life in its original body, it has all the attribute and characteristic scores—except damage as noted in the effect that restores the creature to life—it had at the time of death. It also gains 1d6 Insanity. If this would drive the creature mad, it instead lingers in a permanent vegetative state, trapped in its body until it dies. While in this state, the creature is unconscious.

STARTING A NEW CHARACTER

If you die and you're not restored to life, your next character begins with a *healing potion* as compensation for the cruel twist of fate that abbreviated your last character's career.

REINCARNATION

The time it takes for a mortal soul to return to the world depends on several factors. A strong personality, a long life, and a powerful will can cause a soul to linger in the Underworld for years or even decades. Corrupted souls take even longer to return from Hell, since the devils take their time flensing the souls condemned to their care. Wherever the soul winds up, its time in the afterlife is spent slowly losing its previous mortal identity. Memories and personality fade until the soul is reduced to its purest form, a clean slate on which a new life can be written.

Although most mortals have no recollection of their previous lives, a few experiences might linger in the soul: memories, relationships, and feelings of great profundity. Mortals can experience flashbacks to previous lives when they encounter a similar circumstance—a whiff of perfume, the visage of a terrifying monster, or the place where they previously died. The Game Master decides the extent of the memories regained, and you decide how those memories affect your character.

AFFLICTIONS

Afflictions describe a variety of harmful effects that alter or limit what creatures can normally do. The effect that imposes the affliction tells you how long it lasts and what can be done to remove it. If it doesn't specify, the affliction is permanent.

ASLEEP

A sleeping creature is **prone** and **unconscious**. Another creature that can reach it can use an action to wake it up. Unless otherwise noted, taking damage removes this affliction.

BLINDED

A blinded creature cannot see. It treats its surroundings as totally obscured (see **Obscurement**). Other creatures make attack rolls with 1 boon against a blinded creature's Defense or Agility. Perception challenge rolls that rely on sight automatically result in failure. Finally, the blinded creature's Speed becomes 2 unless its normal Speed is lower.

CHARMED

A charmed creature sees the source of the affliction as a trusted friend and ally. The charmed creature cannot choose the creature that bestowed the affliction as the target of its attacks.

COMPELLED

A compelled creature cannot use actions or move. Instead, during each fast turn (see **Combat**), the creature that bestowed the affliction can force the compelled creature to move up to its Speed or to use an action. The creature that bestowed the affliction makes all decisions on the compelled creature's behalf.

DAZED

A dazed creature cannot use actions.

DEAFENED

A deafened creature cannot hear. Perception challenge rolls made to listen automatically result in failure.

DEFENSELESS

A defenseless creature cannot defend itself. Its Defense is 5, it cannot use actions, and its challenge rolls using attributes result in failure. The creature can still perceive its surroundings, however, and can make Perception challenge rolls as normal.

DISEASED

A diseased creature makes all attack rolls and challenge rolls with 1 bane.

FATIGUED

A fatigued creature makes all attack rolls and challenge rolls with 1 bane.

FRIGHTENED

A frightened creature makes all attack rolls and challenge rolls with 1 bane. As well, frightened creatures cannot take fast turns (see **Combat**).

GRABBED

The effects of the affliction depend on the creature's Size. If the grabbed creature's Size is equal to or smaller than that of the creature grabbing it, the grabbed creature cannot move away from the creature that grabbed it until it removes the affliction.

If the grabbed creature's Size is larger than that of the creature grabbing it, whenever the grabbed creature moves, the creature grabbing it can choose to move with it (by clinging to the grabbed creature's body) or end the grab. (See **Grab** for more information on how to grab, and **Escape** for how to escape a grab.)

IMMOBILIZED

An immobilized creature has Speed 0 and cannot benefit from bonuses to Speed. Other creatures make all attack rolls against the immobilized creature with 1 boon.



IMPAIRED

An impaired creature makes all attack rolls and challenge rolls with 1 bane.

POISONED

A poisoned creature makes all attack rolls and challenge rolls with 1 bane.

PRONE

A prone creature lies on the ground. Other creatures can move through its space. While prone, the creature can move by crawling or can use its move to stand up. The prone creature makes Strength and Agility rolls with 1 bane. Creatures that can reach the prone creature make all attack rolls against it with 1 boon, while creatures that cannot reach it make attack rolls against its Defense with 1 bane.

SLOWED

A slowed creature can take only a slow turn (see **Combat**), its Speed is halved, and it cannot benefit from increases to Speed.

STUNNED

A stunned creature cannot move or use actions. The creature automatically gets a failure on any challenge rolls it would make. Other creatures make all attack rolls against the stunned creature with 1 boon.

SURPRISED

A surprised creature cannot use actions, cannot move, and automatically gets a failure on any challenge rolls it would make.

UNCONSCIOUS

An unconscious creature is unable to act, move, or perceive its surroundings. The creature's Defense is 5. It cannot use actions or move, and all its challenge rolls result in failure.

MULTIPLE AFFLICTIONS

If you gain an affliction you already have, there is usually no additional effect, but you must remove *each* instance of the affliction to end its effect on you. For example, if you are poisoned from a snake's venomous bite and then become poisoned from a spider's venomous bite, you remain poisoned until you remove both instances of the poisoned affliction.

SENTIENT OBJECTS

Sentient objects, such as animated beings, are effectively creatures and are subject to the rules governing creatures. Such objects might have Intellect and Will scores, the Perception characteristic, and other capabilities.

THE ENVIRONMENT

Game play occurs in an imaginary environment, filled with creatures, obstacles, and dangers both seen and unseen.

OBJECTS

Objects are inanimate things such as doors, curtains, statues, staircases, and even dead characters. Objects can be damaged and destroyed.

ATTRIBUTES

Objects have Strength 0 and Agility 0. They do not have Intellect or Will scores and are thus immune to attack rolls against those attributes and to effects that allow challenge rolls using those attributes. Objects are immune to afflictions.

- **Perception:** Objects do not usually have Perception.
- **Defense:** Objects typically have Defense 5.
- **Size:** Objects have Size just as creatures do.
- **Speed:** Objects incapable of moving under their own power have Speed 0.

HEALTH AND DAMAGE

An object's Health depends on its Size and composition, and its base Health equals 10 times its Size. Objects made from fragile materials have half the base Health, while objects made from stone or metal multiply their base Health by 2 or more.

An object takes damage just as a creature does. Damage shows in the object as cracks, scorch marks, and the like. When its damage total equals its Health, the object is destroyed or rendered useless. Some objects are resistant or immune to some sources of damage based on their Size or composition. For example, a galleon is immune to damage from a dagger, and a sword is not likely to be harmed by cold or ice.

CARRIED AND WORN OBJECTS

Carried and worn objects are usually not at risk of taking damage from attacks unless those objects are specifically targeted.

BREAKING OBJECTS

Rather than dealing damage to chop up or smash an object, you might just use brute force to break it. Examples include kicking down a door, putting your fist through a pane of glass, and bursting rope bonds.

When you attempt to break an object, make a Strength challenge roll. For each point of Size the object is larger than you, you make the roll with 1 bane. Depending on

the object's composition, additional banes or boons might apply to the roll, at the GM's discretion.

RANGE AND DISTANCE

A few broad categories describe the range of weapons and spells for the purpose of choosing targets and centering area effects.

- **You:** You are the target, or the effect originates from you or a point within your space. You are always within range of yourself for the purpose of targeting.
- **Reach:** The target or the point from which the effect originates must be within your reach, and you must be able to touch it. If you attempt to touch an unwilling creature, you must make a Strength or Agility attack roll against the target's Agility. On a success, you touch the target.
- **Short:** The target or the point from which the effect originates must be within 5 yards of you.
- **Medium:** The target or the point from which the effect originates must be within 20 yards of you.
- **Long:** The target or the point from which the effect originates must be within 100 yards of you.
- **Extreme:** The target or the point from which the effect originates must be within 500 yards of you.
- **Sight:** You must be able to see the target or the point from which the effect originates.

OBSCUREMENT

Poor lighting, precipitation, and fog reduce visibility. An area, and creatures and objects within it, can be partially, heavily, or totally obscured.

- **Partially Obscured:** Rain, light snow, fog, and shadows all partially obscure an area. Everything in a partially obscured area is visible, but observers cannot make out fine detail.

Any roll involving sight by a creature looking into a partially obscured area is made with 1 bane.

- **Heavily Obscured:** Heavy rain, snow, and thick fog all heavily obscure an area. Everything in such areas is faintly visible.

Any roll involving sight by a creature looking into a heavily obscured area is made with 2 banes.

- **Totally Obscured:** Creatures and objects in totally obscured areas cannot be seen, because they are in darkness or blinding conditions, such as a whiteout in a blizzard.

A creature in an area that is totally obscured is blinded.

ILLUMINATION

The game uses three levels of illumination.

- **Lit:** The sun, moon, torches, candles, and other forms of illumination cause areas to become lit. A sighted creature

can see everything in a lit area that's within its field of view and is not hidden. Darkness becomes shadows within a distance of a light source equal to twice the light's radius.

- **Shadows:** Shadows form the border between light and darkness. Indirect illumination, faint glows, and moonlight create areas of shadow. An area of shadows is partially obscured.
- **Darkness:** This is the total absence of light. An area of darkness is totally obscured.

INVISIBILITY

An invisible creature or object cannot be seen by other creatures using normal senses. It is considered to be totally obscured and can thus hide anywhere. An invisible creature makes attack rolls with 1 boon against the Defense or Agility of a target creature that cannot see it.

An invisible creature still makes noise, leaves footprints, and displaces liquids. Clouds of dust and smoke can also reveal such creatures. In such conditions, the invisible creature is treated as if it were in a heavily obscured area.

ROLEPLAYING

Roleplaying covers all the decisions that the Game Master and players make about the creatures and characters they control. These decisions might be as simple as stating what a character says or does, or choosing a target for an attack. In other cases, a player might let background details, personality, and other past events in the game dictate what his or her character does.

People have different comfort levels when it comes to roleplaying. Some like to immerse themselves in the game, speaking as their characters or representing them with painted miniatures. Others are less invested and describe what their characters do and say. There's no "proper" way to roleplay; if everyone is having a good time, you're doing it right.

MAKING DECISIONS

Although you can do (or at least attempt to do) whatever you like in the game, you can more easily imagine what's happening and make better decisions based on your character's details and the story in which you play. You can draw inspiration for decision-making from many different sources, a few of which are described here.

BACKGROUND

You determine your character's background when you create your character. A background describes the kinds of experiences your character had before his or her story begins, which can guide your portrayal. For example, a character who started out as a peasant might be superstitious, skeptical, or nervous around magic.



PERSONALITY

Your character should have a distinctive personality. Keeping that personality in mind can help you decide how he or she would behave in a given situation, though it's okay to act against personality from time to time. For example, a character described as "often serious" might not find the pranks of a gremlin all that funny.

CONNECTIONS

You interact with the other players, as well as their characters, while you play the game. You might be friends or strangers in real life, but in the game you should try to adopt the relationship between the characters instead. Even if you're best friends with another player, your characters could despise each other. You might have just met another player, but your characters are lifelong friends.

When roleplaying character connections, respect the other players' comfort levels. If your character has an amorous relationship with another player's character, express it only as far as that player wants to go along. Likewise, if your character hates another character, you risk ruining the play experience by actively working against that character unless the other player is willing to play out this relationship. Before play, everyone should discuss their

characters' connections with each other to find the best ways to portray the relationships.

OPTIONAL: CHARACTER BONDS

The characters making up your group have relationships to one another. Your character might be friendly to some members and antagonistic to others. Identifying how your character feels about the other members of your group gives you cues for how to play your character when interacting with your companions.

When your character joins the group, you can choose two other characters in the group. You can have a positive bond with one and a negative bond with the other. You have a neutral bond toward everyone else in the group. You can share your connections with other players or keep them secret as you choose. You must, however, reveal your connections to the Game Master.

POSITIVE

A positive bond reflects feelings of admiration, friendship, trust, and, possibly, love. When you roll a 1 on a boon gained from the character you chose for your positive bond, you can reroll the boon. You use the new number even if it is another 1.

NEGATIVE

A negative bond indicates your character has strong feelings of antipathy, jealousy, disdain, or distrust. When you roll a 6 on a boon you gained from the character you chose for your negative bond, reroll the boon. You use the new number even if it is another 6.

NEUTRAL

A neutral bond indicates no strong feelings one way or the other. You can be friendly toward a character with whom you have a neutral bond or you can argue and bicker. Whether you lean toward that character in a positive or negative direction, your opinion about that character is not strong enough to alter your interactions with the character.

CHANGING BONDS

Whenever your group's level increases, you can change your bonds. Any change in bond should reflect developments in the story. For example, you might have a negative bond toward a character, but your bond could change to neutral or positive if that character took a serious risk to help you. Similarly, a positive bond can become neutral or negative if the character betrays you, embarrasses you, or spurns your attentions.

STORY DEVELOPMENT

The imaginary world of the game is wide open for you to explore, but you and the other players are working together to tell a particular story and fulfill its objective. Your roleplaying decisions should generally serve to move the story along. It's perfectly fine to abandon the larger story temporarily when you need to, but not when doing so frustrates the efforts of other players who are working toward the goal. Even if your character has negative connections to some or most members of your group, you are still united by a common purpose.

FORTUNE

The Game Master awards Fortune for exceptional roleplaying, if you have a good idea and share it with the group, if your character pulls off a remarkable stunt, or if you do something else that makes the game more fun to play. Once you gain Fortune, expending it represents a dash of good luck when you need it.

While you have Fortune, you can expend it in one of the following ways:

- When the result of a d20 roll is a failure, you can expend Fortune to turn the failure into a success.
- When another player rolls a d20, you can expend Fortune to grant 2 boons to the roll.
- When any player (including you) rolls a d6, you can expend Fortune to replace the number on the die with a 6.

Once you expend it, you do not have Fortune until the GM awards it to you again.

SOCIAL INTERACTION

Social interaction is usually handled through roleplaying. When you want to talk to another character, you speak as your character or describe what your character says. The GM and other players do the same.

SOCIAL CONFLICT

The GM can call for an attack roll when you attempt to alter another creature's behavior or belief through conversation in social settings. These rolls do not usually occur in combat unless the GM says otherwise. Intellect and Will are the attributes you use most in social situations. You make the attack roll against the attribute that best describes how the creature would resist your influence.

Usually, when you interact with a creature, it needs to be able to understand you. If you don't have a common language, the GM can let you make a roll if you try to communicate a basic idea, possibly with 1 or more banes.

When you make an attack roll in a social situation and the total of your roll is 0 or lower, your attempt has the opposite of the desired outcome. A creature you hope to befriend becomes hostile to you, a creature you try to persuade becomes intractable, and a creature you would intimidate laughs off your threats. Further attempts to interact with the creature in this way might result in failure, or the botched roll could impose 1 or more banes as the GM decides.

- **Befriend:** You try to improve how another regards you, foster goodwill, or give comfort to someone experiencing emotional distress. To befriend a creature, make a Will attack roll against its Will. On a success, the creature becomes friendly toward you. You might make further social rolls against that creature with 1 boon, at the GM's discretion.
- **Deceive:** You attempt to pass a falsehood off as the truth, make the implausible seem plausible, or bluff. To deceive a creature, make an Intellect attack roll against its Intellect. On a success, the creature believes your deception until it's shown to be false.
- **Intimidate:** You use threats, physical pain, or body language to menace another creature and force its cooperation. Make a Will (or Strength if you are inflicting pain) attack roll against the creature's Will. On a success, the creature behaves in the desired manner.
- **Persuade:** You try to convince a creature to take a risk, reveal a secret, or do something against its nature, such as accept a bribe. Make a Will attack roll against the creature's Will. On a success, you persuade the creature to do as you wish.
- **Taunt:** You try to infuriate a creature and incite it to violence. Make an Intellect attack roll against the creature's Will. On a success, the creature becomes angry with you and at anyone or anything you chose when you made the attempt. The creature acts in a manner the GM deems appropriate based on the taunt. An affected creature might attack, yell, or just become hostile.

COMBAT

Combat occurs when one or more creatures attack another creature or group of creatures. Since the stakes are at their highest in combat, time in the game slows down to make sure everyone participating has a chance to contribute to the outcome.

THE BATTLEFIELD

Before combat begins, the GM sets up the scene and tells you the important details about the battlefield, the area where the combat will take place. The GM might sketch out the battlefield on paper or a wet-erase surface, use a map, or just describe it.

Exact positions are more important for some groups than others, but everyone should at least have an idea about where their characters are when the combat starts. The GM might decide where everyone is, based on what was happening when hostilities broke out, or ask the players. Some groups use miniatures, tokens, or coins to keep track of positions, while others let the whole thing unfold in their imagination.

AWARENESS & SURPRISE

Most times, the creatures being attacked are aware of their attackers. If creatures on one side were hidden from the other, appear out of nowhere, or catch the other side sleeping or otherwise engaged, there's a chance for surprise.

When the GM decides surprise is possible, everyone on the side that could be surprised makes a Perception challenge roll. On a failure, the creature becomes **surprised** until the end of the first round.

ANATOMY OF A ROUND

Combat is resolved in 10-second units of time, called **rounds**. A round has three parts: fast turns, slow turns, and the end of the round.

During each round, players who want to take a turn (fast or slow) do so in that part of the round, in any order they choose. Once a player finishes his or her turn, he or she cannot take another turn until after the end of that round. If players cannot decide who goes first, the GM might decide or have each conflicting player roll a d6,

with priority going to the player who rolled the highest number.

Once all the players have finished taking their turns during a part of the round, creatures under the GM's control can take turns in that part, in any order. Once a creature finishes its turn, it cannot take another turn until after the end of that round.

FAST TURNS

A creature that takes a fast turn can either **use an action** or **move** up to its Speed. It cannot do both.

SLOW TURNS

A creature that takes a slow turn can use both an **action** and **move** up to its Speed. It can use an action at any point during the move.

END OF THE ROUND

The end of the round marks the transition from one round to the next. Certain effects are resolved at the end of the round. As with other parts of the round, the players first resolve any effects they created or that affect them. Then the GM resolves end-of-round effects for creatures and effects he or she controls.

When an effect specifies that it lasts for 1 round, it lasts for 1 full round, which means it lasts until the end of the *next* round.

Combat ends when all creatures on one side surrender, flee, or lie dead. Otherwise, a new round begins and combat continues.

FIRST ROUND

Before the first round begins, resolve any effects that were already ongoing and that you would normally check for at the end of a round. Then combat proceeds as normal.

EXAMPLE OF A ROUND

Shawn (playing a human warrior), Angela (a human rogue), Jerry (a human magician), and David (a human priest) form a group. Their characters are exploring an old ruin. Four giant rats emerge from the shadows to attack. No one is surprised, and combat begins.

TURN TOKENS

You can use a two-sided turn token such as a coin, poker chip, or card to keep track which phase of the round you are in. One side represents fast turns and is face up at the start of the round; the other represents slow turns. Once everyone who wishes to has taken a fast turn, the GM takes any fast turns and flips over the token. Any remaining players and GM-controlled creatures do the same during slow turns. After resolving any effects at the end of the round, the GM flips the token back to the fast turn side.

You may find it works better if every player also has a token. When players take their turns, they lay down their tokens in front of them on the side indicating fast or slow based on when the turn was taken.

FAST TURNS

The players choose whether to act first. Jerry decides to take a fast turn and uses an action to attack a rat with a spell, killing it.

Shawn takes a fast turn, using an action to attack by charging one of the rats. As noted in the **Charge** description later in this chapter, Shawn can move and attack, albeit with 1 bane on the attack roll.

Angela and David wait for slow turns.

Now that all the players who chose to act have done so, the GM can take fast turns with one or more of the rats. The rat that Shawn charged uses an action to attack Shawn's character. The rest of the rats wait for slow turns.

SLOW TURNS

Again, the players act first. Since Angela and David have not yet taken their turns, they do so now. Angela moves up to the rat Shawn is fighting and then attacks it with her small sword. David moves up to the same rat and attacks it with his battleaxe. The rat dies.

Now the last two rats take their turns to move up and attack Angela and David. Unfortunately, David's character takes enough damage to become incapacitated and disabled.

END OF THE ROUND

David has to make a fate roll (rolling a d6) to see what happens to his character. He rolls a 3. His character remains disabled.

No other effects check for the end of the round, so a new round begins.

MOVE

When you take your turn, you can move up to your Speed in yards. On a fast turn, you can move or use an action, but not both. On a slow turn, you can move in addition to using an action, which you can do at any point during your movement.

During your move, you can use any special forms of movement normally available to you such as balancing, climbing, swimming, riding, and so on. Rules for these special forms of movement are given below.

BALANCE

You balance when you move across treacherous terrain, such as ice or a narrow surface. Such surfaces also count as difficult terrain. When you move onto a treacherous surface, you must make an Agility challenge roll (the nature of the surface might impose 1 or more banes). On a failure, you stop moving on that turn. If the total of your roll is 0 or less, you land prone or could fall from a precarious perch.

CLIMB

You climb when you ascend, descend, or move across a vertical surface using a rope, ladder, or handholds. The surface also counts as difficult terrain.

The GM might call for a Strength challenge roll to see if you can climb a surface that has few handholds or that's coated in grease or otherwise slick, or if you try to climb while distracted or rushed. Challenging climbs can impose 1 or more banes on the roll. If the result of the roll is a failure, you stop moving on that turn. If the total of your roll is 0 or less, you fall.

CRAWL

Prone creatures can move only by crawling. You crawl at half your cautious pace, which is further reduced by difficult terrain or narrow spaces to a minimum of Speed 1.

- **Drop Prone:** You can voluntarily drop to the ground. You can drop prone in combat without using your movement.
- **Stand Up:** You can stand up from prone using an action or as your move in combat.

FLY

If you can fly, you can move as far as your Speed allows in any direction, remaining in the air for as long as you wish. You fall to the ground if you would be knocked prone, your Speed drops to 0, or you are prevented from using actions.

The GM might call for a Strength challenge roll to see if you can stay airborne in turbulent conditions. On a failure, you fall.

JUMP

You jump to move to a surface below you or to reach something above you. You also jump whenever you attempt to move over an obstacle without climbing or walking.

- **Jump Up or Down:** When jumping down, you land safely if the surface is less than 5 yards below you. If you try to jump down beyond this distance, you instead fall. You can jump up a number of feet equal to half your Agility modifier (minimum 1 foot), or your full Agility modifier if you moved at least 2 yards before making the jump. If you try to jump higher, the GM can call for an Agility challenge roll.

You can jump as part of your move in combat. Deduct the number of vertical yards you jump from the total distance you can move on your turn. You land prone or fall if you reach your movement limit before you complete the jump.

- **Jump Across:** You can jump horizontally a number of yards equal to 2 + your Agility modifier (minimum 1 yard). If you moved at least 2 yards before making the jump, increase the distance by 2 yards. If you try to jump farther, the GM can call for an Agility challenge roll.

You can jump as part of your move in combat. Deduct the number of horizontal yards you jump from the total distance you can move on your turn. You land prone if you reach your movement limit before you complete the jump. You might fall if you were attempting to cross an open space such as a pit.

RIDE

You are riding while you are seated on a mount.

- **Mounts:** A mount is any creature larger than you and willing to bear you as a rider.
- **Mounting and Dismounting:** You use your move to mount or dismount a creature within your reach.
- **Shared Space:** You and your mount share the same space. Any effect that originates from you originates in your space rather than your mount's space, however.
- **Separate Creatures:** Although you share a space, you and the mount are separate creatures.
- **Actions:** You and your mount take turns together and share a single action. If you use an action to attack, you or your mount makes the attack. You can choose to have you and your mount attack in the same action, but you each make the attack roll with 2 banes. You and your mount can attack at the same time only once during each round, regardless of how many attacks you can make.
If you cannot use actions, the mount uses an action in a manner appropriate to its nature. If the mount cannot use actions, you act independently from the mount.
- **Speed:** You use your mount's Speed in place of your own.
- **Free Attacks:** If your mount's movement would trigger a free attack (see **Combat**), the attacking creature chooses whether to attack you or the mount.
- **Falling Prone:** If an attack or an effect knocks you prone while you are riding, you fall from the mount and land prone in a space within 1 yard of it. The space you land in is opposite from the direction of the source of the attack or effect.

If your mount falls prone, you are both prone in the same space. You must also make an Agility challenge roll. On a failure, you take damage equal to 1d6 + the mount's Size, and you become **immobilized** and cannot stand up until the mount stands up or is moved off you. You can use an action while you are immobilized to make a Strength or an Agility challenge roll, with 1 bane for each point of Size the mount is larger than you. On a success, you are no longer immobilized in this way and can stand up normally.

SNEAK

You attempt to move without making a sound when you sneak. To do so, you must get a success on an Agility challenge roll. On a failure, nearby creatures can hear you. If the total of your roll is 0 or less, you make a great deal of noise.

Boons or banes can apply to the Agility roll based on the surface you move across. It's harder to sneak across gravel or broken glass, which would impose 1 or more banes on your roll. If there's a lot of ambient noise in the area—such as in a factory humming with activity—1 or more boons could apply to the roll.

SWIM

While moving, you can swim through liquids. Swimming counts as moving across difficult terrain.

The GM can call for a Strength challenge roll to see if you can swim through treacherous waters. On a failure, you make no progress. If the total of your roll is 0 or less, you sink. (See **Armor and Clothing** in Chapter 3 for more information about swimming while in armor, and see the clockwork entry in Chapter 1.)

TELEPORT

Magic can let you move instantly from one spot to another. When you teleport, you disappear from the space you occupy and immediately reappear in the space of your destination. This movement ignores any obstacles and difficult terrain between you and your destination.

ACTION

You may use one action during a round to perform an activity. Common activities include the following:

Attack • Cast a Utility Spell • Concentrate
Defend • End an Effect • Find • Help
Hide • Prepare • Reload • Retreat • Rush
Stabilize • Use an Item

ATTACK

You use a weapon, an attack spell, or something else to harm or hinder another creature or an object. See **Making Attacks** for how to resolve this activity.

CAST A UTILITY SPELL

You cast a **utility spell** (one that doesn't count as an attack) and resolve its effects. See *Shadow of the Demon Lord* for details about casting spells.

CONCENTRATE

Some spell effects and talents require you to concentrate to keep them going. If you concentrate on an effect, the effect continues until the end of the next round, up to the maximum amount of time allowed by the spell.

BREAKING CONCENTRATION

If you take damage or gain Insanity while you concentrate, you must make a Will challenge roll. On a failure, you stop concentrating and the effect ends immediately.

DEFEND

When you defend, until the end of the round, all attack rolls are made against you with 1 bane and you make all challenge rolls to resist attacks with 1 boon. These benefits end if you are prevented from using actions, such as when you become dazed, stunned, or unconscious.

END AN EFFECT

Choose one effect you created with a spell you cast or a talent you used. The effect ends.

FIND

You attempt to locate a hidden creature or object. Make a Perception challenge roll to search for a hidden object or make a Perception attack roll against the Agility of a hidden creature. On a success, the creature or object is no longer hidden from you and any other creature with whom you share your knowledge.

HELP

Choose one creature within 5 yards of you that can see you and understand what you say. Make an Intellect challenge roll. On a success, the target makes its next attack roll or challenge roll before the end of the round with 1 boon.

HIDE

You can attempt to hide when you are not being observed and when you are in a heavily obscured area or have three-quarters cover or better from an object (see **Cover**).

Make an Agility challenge roll. On a success, you become hidden. You remain hidden until the conditions that let you hide no longer apply or you do something that would reveal your position (such as shouting, making an attack, or casting a spell). For example, if you are in darkness, you would no longer be hidden if the area becomes lit. Similarly, if you are hidden behind a wall, you would no longer be hidden if someone moves to a position where the wall no longer covers you.

While you are hidden, other creatures cannot perceive you. Generally, this means a creature cannot choose you as a target for its attack, though you are still subject to area effects. A creature can guess at your location, making the attack roll with 3 banes. Even with a success, the attack hits you only if the guess was correct.

Also, while hidden, you make all attack rolls with 1 boon against the Defense or Agility of targets from which you are hidden.

PREPARE

You prepare to undertake an activity when a specified event occurs. Choose one activity you would normally use an action to perform, such as attack or retreat. Then, describe what event has to occur for you to undertake it. This is the **trigger**.

If the triggering event occurs before the end of the round, you can use a triggered action to perform the activity. You make any attack roll or challenge roll required by the activity with 1 boon. Otherwise, nothing happens.

For example, Bobby takes a fast turn and uses an action to prepare an attack against the first enemy that moves into his reach. When a hostile warg moves up to attack his

OTHER ACTIVITIES

You can try to do something that's not described here. You are limited only by your imagination. When you attempt something that lies outside the rules, the GM decides if the activity is possible and how long it takes.

character, Bobby uses his triggered action to attack it with his sword, making the attack roll with 1 boon.

RELOAD

Choose a weapon you can reach that has the reload property (such as a crossbow). If you have a piece of ammunition the weapon uses, you reload the weapon.

RETREAT

You move up to half your Speed. This movement does not trigger **free attacks**.

RUSH

You move up to twice your Speed.

STABILIZE

Choose one incapacitated creature within your reach. Make an Intellect challenge roll, with 1 bane if the creature is dying. On a success, the target heals 1 damage.

USE AN ITEM

You interact with an item you are holding or wearing, or with an object you can reach. Examples include picking a lock, retrieving an object from a pouch or a backpack, or lighting a torch.

TRIGGERED ACTIONS

In addition to using actions, most creatures can use one triggered action each round. Creatures use triggered actions to react to the specific events that trigger their use, hence the name.

Almost all creatures can use triggered actions to make a **free attack**, which is described in the following section. Creatures can also use triggered actions to perform other activities from talents and spells.

THE TRIGGER

Any activity that involves the use of a triggered action also specifies the condition under which the character can use it. The condition, called the **trigger**, could be broad, such as "on your turn," or narrow, such as "when a creature willingly moves out of your reach." Provided you meet the conditions for using the triggered action, you may do so, provided you have not already used a triggered action during the round.

When you use a triggered action, you perform the indicated activity immediately, even if doing so would interrupt another creature's turn.

FREE ATTACK

When a creature in your reach willingly moves out of your reach, you can use a triggered action to make an attack against that creature using a melee weapon you are wielding.

TRIGGER EXAMPLE

Jennifer has an opportunity to use a free attack during the fast turn, but because she knows she wants to use Reveal Weakness (a scout talent) as her triggered action during the slow turn, she chooses not to make the free attack.

MINOR ACTIVITIES

Some activities are so minor that you can just do them on your turn without using an action, triggered action, or move. Examples include dropping an item or picking one up, drawing or stowing a weapon, and opening or closing a door.

As a general rule, you can perform one minor activity during a fast turn, or two during a slow turn. You might do more if you don't move or use an action on your turn, or if your GM says you can do more.

MAKING ATTACKS

You make an attack whenever you try to harm or hinder a creature or damage an object. Typically, you determine the outcome of an attack by making an attack roll. There are several kinds of attacks.

ATTACK WITH A MELEE WEAPON

You attack with a melee weapon you are wielding by swinging or throwing it at your target.

CHOOSE A TARGET

Choose one target creature or object. The target must be within your reach or, if you're using a weapon with the thrown property (such as a javelin), within range of the weapon.

MAKE THE ATTACK ROLL

Make an attack roll against the target's Defense. Typically, you use Strength for attack rolls with melee weapons. Weapons with the **finesse** property (such as a dagger) let you use Agility instead of Strength for the attack roll. See **Melee Attack Options** for more choices.

RESOLVE THE ATTACK

On a success, the attack hits and you roll the weapon's damage die, which you can find in **Chapter 3**. The target takes damage equal to the total of the damage roll.

On a failure, the attack misses.

MELEE ATTACK OPTIONS

When you make an attack with a melee weapon, you can choose one of the following options. You must make the choice before you make the attack roll.

- **Driving Attack:** You make the attack roll with 1 bane. On a success, you and the target move a number of yards equal to your Strength modifier in the same direction.
- **Guarded Attack:** You make the attack roll with 1 bane, but the next creature to make an attack roll against your Defense before the end of the round does so with 1 bane.
- **Lunging Attack:** You can increase your reach by 1 yard, but you make the attack roll with 1 bane.
- **Shifting Attack:** You make the attack roll with 1 bane. On a success, your movement does not trigger free attacks from the target until the end of the round.
- **Unbalancing Attack:** You make the attack roll with 1 bane. On a success, if the target is your Size or smaller, it must make an Agility challenge roll. On a failure, the target falls prone.



ATTACK WITH A RANGED WEAPON

You make an attack with a ranged weapon you are wielding by firing its ammunition at your target.

CHOOSE A TARGET

Choose one target creature or object no farther away than twice your weapon's range. (See **Distant Shot** for attacking outside your weapon's standard range.)

MAKE THE ATTACK ROLL

You make the attack roll against the target's Defense. Typically, you use Agility for attack rolls using ranged weapons. See **Ranged Attack Options** for more choices.

RESOLVE THE ATTACK

On a success, the attack hits and you roll the weapon's damage die, which you can find in **Chapter 3**. The target takes damage equal to the total of the roll.

On a failure, the attack misses.

COVER

Terrain and objects on the battlefield can provide protection against attacks with ranged weapons or spells that target things at a distance.

HALF COVERED

If an object between you and the attacker covers at least half your body, ranged attack rolls against you are made with 1 bane.

THREE-QUARTERS COVERED

If an object between you and the attacker covers at least three-quarters of your body, ranged attack rolls against you are made with 2 banes.

TOTALLY COVERED

If an object between you and the attacker covers your body entirely, you cannot be a target for any attack or effect.

ATTACK WITH TWO WEAPONS

If you are wielding a weapon in each hand, and neither of them is cumbersome (see **Chapter 3**), you can use an action to attack with them at the same time. You can use them to attack one target or to attack two different targets.

If you attack one target, you attack with the weapon in your main hand, making the attack roll with 2 banes. On a success, you deal normal damage from that weapon plus extra damage from the weapon in your off hand.

If you attack two targets, you attack with the weapon in your main hand against one target and then attack the other with the weapon in your off hand. You make both attack rolls with 3 banes.

RANGED ATTACK OPTIONS

When you make an attack with a ranged weapon, you can choose one of the following options.

- **Called Shot:** You attack a specific location on the target's body. You can use this option only if the target has a physical body. Make the attack roll with 2 banes. On a success, the attack has an additional effect as determined by the GM. Attacking a creature's eyes might impose 1 bane on all rolls the target makes that rely on sight, for example.
- **Distant Shot:** You can attack a target that is beyond your weapon's range, but no more than twice the weapon's range. You make the attack roll with 1 bane.
- **Staggering Shot:** You make the attack roll with 2 banes. On a success, a target that is your Size or smaller must make an Agility challenge roll. On a failure, the target falls prone.

In either case, if you attack with a shield, the shield loses the defensive property (see **Chapter 3**) until the end of the round.

ATTACK WITH AN ITEM

You can make an attack with a harmful item that is not a weapon, such as a bomb or a flask of acid or oil. The rules for using such items describe how to resolve those attacks. For rules covering attacks with improvised weapons, see **Chapter 3**.

ATTACK WITH A SPELL

You can cast an attack spell. *Shadow of the Demon Lord* has further details about casting spells.

ATTACK AN ATTRIBUTE

You can make attacks with your attributes against other creatures' attributes or characteristics to perform stunts and maneuvers.

DISARM

Choose one target creature within your reach that's holding an object. Make a Strength or Agility attack roll against the higher of the target's Strength or Agility. If you are unarmed, you make this roll with 2 banes. On a success, the target drops one object it is holding of your choice.

DISTRACT

Choose one target creature within short range of you that can see you. Make an Intellect attack roll against the target's Intellect. On a success, the target makes its next attack roll or challenge roll before the end of the round with 2 banes.

ESCAPE

You can use this action if you are grabbed. Make a Strength or Agility attack roll against the Strength of the creature that has grabbed you. A success removes the grabbed affliction and lets you move up to half your Speed. This movement does not trigger free attacks from the creature that had grabbed you. (See **Grabbed** for information on the effects of being grabbed, and **Grab** for how to grab.)

FEINT

Choose one target creature within short range of you that can see you. Make an Agility attack roll against the target's Perception. On a success, you make the next attack roll against the target's Defense or Agility before the end of the next round with 2 boons. Alternatively, your movement does not trigger free attacks from the target for 1 round.

GRAB

You must have at least one hand free to grab, and you cannot be grabbing another creature. Choose one target creature within your reach that has a physical body (not a spirit, for example) and make a Strength or Agility attack roll against the target's Agility. If you choose a creature you are already grabbing, you automatically get a success.

On a success, the target becomes grabbed until the end of the next round. If you are prevented from using actions (such as because you are dazed, stunned, or unconscious), the grabbed affliction ends. The grabbed affliction also ends if you move or are moved to a position where you can no longer reach the grabbed target. (See **Grabbed** for more information on the effects of being grabbed, and **Escape** for how to escape a grab.)

KNOCK DOWN

Choose one target creature within your reach. Make a Strength attack roll against the target's Agility. If the target is larger than you, make this roll with 1 bane for each point of Size it is larger. You make this roll with 1 boon if the target is smaller than you. On a success, the target falls prone.

PULL

Choose one target creature of your Size or smaller that you are grabbing. Make a Strength attack roll against the target's Strength. On a success, you move up to half your Speed and the grabbed creature moves with you so that it remains within your reach.

SHOVE

Choose one target creature within your reach. Make a Strength attack roll against the target's Strength. If the target is larger than you, you make this roll with 1 bane for each point of Size it is larger. You make this roll with 1 boon if the target is smaller than you. On a success, you move the target 1 yard away from you, plus a number of yards equal to your Strength modifier (minimum total distance 1 yard).

CHARGE

When you use an action to charge, you make attack rolls and challenge rolls with 1 bane until the end of the round. Move up to your Speed. At any point during your movement, make one attack with a melee weapon or with an attribute to knock down or shove a creature.

ATTACKING WORN OR CARRIED OBJECTS

You can attack an object that another creature wears or carries. You make the attack roll with 2 banes. The GM might decide that certain objects are immune or resistant to some forms of attack. An arrow isn't going to break a sword, for example.

SITUATIONAL BANES TO ATTACK ROLLS

One or more banes might apply to your attack rolls, based on the circumstances under which you make the attack. These are in addition to any banes or boons included in the attack. The following table summarizes the most common situations.

SITUATIONAL BANES

Target is . . .	Effect
Half covered	1 bane
Three-quarters covered	2 banes
Totally covered	Automatic failure
Partially obscured: In a partially obscured area	1 bane
Heavily obscured: In a heavily obscured area	2 banes
Totally obscured: In a totally obscured area	3 banes*
Weather, terrain: In inclement weather or covering terrain	1 or more banes

*You must guess the target's location (see **Hide**).





equipment

Swords to pistols, potions to incantations, suits of armor, and all the other tools a character might need to survive in a dangerous world are described in this chapter.

PRICES

All items are priced using the coins minted in and around the Empire. These are the typical prices for such items, and items can be more or less expensive in certain areas. The coinage denominations include the copper penny (cp), silver shilling (ss), and gold crown (gc). Commoners also cut up pennies into bits.

10 bits = 1 copper penny (cp)
10 copper penny (cp) = 1 silver shilling (ss)
10 silver shillings (ss) = 1 gold crown (gc)

The base unit of currency is the silver shilling. Common folk deal in pennies and bits, while aristocrats use crowns.

OTHER COMMODITIES

Gemstones, jewelry, promissory notes, deeds, and titles all have value and can be used in place of coin or trade goods. These items command their full value from an interested buyer. Characters can also sell or trade other goods. Used equipment is worth half its normal price or less.

AVAILABILITY

Availability describes how easy it is to find a particular item.

Common (C) items include those things that communities depend on for survival. These items can be found almost anywhere people live.

Uncommon (U) items require specialized training to produce and are thus available only in communities with populations of 1,000 or more.

Rare (R) items are made from expensive materials and require skilled craftsmanship and are available in communities with populations of 5,000 or more.

Exotic (E) items tend to be things of a magical nature, made from unusual materials, or require advanced and specialized training. These items can be found in communities with populations of 10,000 or more.

CARRYING LIMITS

You can reasonably carry or wear a number of items equal to your Strength score by holding them in your hands or strapping them to your body. If you exceed your limit, but no more than twice your Strength score, you become encumbered. While encumbered, you're slowed and you make all Strength and Agility rolls with 1 bane.

- **Clothing and Accessories:** Wearable items such as clothing, necklaces, rings, crowns, and the like count as one item. Elaborate apparel, heavy clothing, and costumes count as two items.
- **Coins and Gems:** Every ten loose bits and coins, as well as every five loose gems you carry, count as one item.
- **Containers:** A container and everything it contains counts as a single item. You could, for example, stuff your backpack with adventuring gear. While you keep the stuff in your pack, it counts as one item. You can fit about 500 coins or a 1-foot cube of items in a sack or backpack, 1,000 coins or a 2-foot cube of items in a metal box, and 5,000 coins or a 4-foot cube of items in a typical chest. A chest or an iron box is quite heavy and becomes heavier when loaded up. Such containers count as three items instead of one.

ARMOR AND CLOTHING

Armor includes any clothing designed to protect a wearer from harm and might be made from leather, mail, overlapping scales, or heavy plates. Wearing armor affects your Defense and what your character can do. See **Clothing** for additional information.

- **Type:** Armor is clothing, light armor, medium armor, or heavy armor. You make Strength challenge rolls with 1 bane to swim while you wear medium armor. You take a -2 penalty to Speed and you make Strength challenge rolls with 2 banes to swim while you wear heavy armor.
- **Requirement:** If you wear armor and do not meet or exceed its requirements listed in the table, you make all Strength and Agility rolls with 1 bane. In addition, you take a -2 penalty to Speed. The effects of not meeting the armor's requirements are cumulative with the other effects of wearing armor.
- **Defense:** Replace your Defense with the listed number while wearing clothing or armor.

LARGER AND SMALLER CREATURES

Listed armor prices are for creatures of Size 1 and Size 1/2. To determine the price of armor for larger or smaller creatures, multiply the price by the creature's Size. A suit of mail for a Size 2 creature would cost 2 gc, for example.

PUTTING ON AND TAKING OFF ARMOR

You can put on or take off clothing using an action, but it takes time to put on and take off heavier armor. Light armor takes 1 minute, medium armor 5 minutes, and heavy armor 10 minutes. With help, you can put on and take off armor in half the time.

ARMOR DESCRIPTIONS

The following entries describe the most common forms armor takes in the game. A GM can adjust these descriptions as needed based on the place where the armor was found or purchased.

BRIGANDINE

Brigandine armor is clothing reinforced with metal strips between layers of leather or fitted with metal studs. It typically consists of a long-sleeved coat with greaves for the legs.

CLOTHING

Clothing includes everything from a peasant's rags to fine clothing suited to a lord or lady. For more information on clothing, see **Apparel and Accessories**.

FULL PLATE

This armor protects the body with large metal plates, bands, or splints worn over mail and padding. A suit includes a breastplate, greaves, guards, and a helmet.

HARD LEATHER

This suit consists of a breastplate, shoulder guards, greaves, boots, and a cap. Each component is boiled in oil and then shaped to conform to the wearer's body. Some suits feature studs or spikes.

MAIL

Mail is a woven mesh of metal loops or rings worn over padded clothing. The armor includes a hood, sleeved shirt, and leggings. It also comes with a helmet.



PLATE AND MAIL

This full suit of mail is reinforced with metal plates, bands, or splints. Such armor includes a breastplate, greaves, guards, and other components worn over mail and a padded undergarment. It includes a full helmet.

SCALE

Scale is a woven mesh of small metal scales. It covers the torso, arms, and lower body. The suit also includes a helmet.

SOFT LEATHER

Basically leather clothing, soft leather offers minimal protection, but can be worn by anyone.

WEAPONS

The **Weapons** table shows several weapons available in the game world. Many weapons are grouped together. Despite their differences in shape and construction, they share identical statistics.

TYPE

Weapons are arranged by type. The type determines the requirements you must meet or exceed to wield the weapon effectively. If you attack with a weapon for which you do not meet the requirement, you make the attack roll with 1 bane.

DAMAGE

When you get a success on an attack with a weapon, the attack hits and you roll the indicated dice to determine the attack's damage.

HANDS

This entry tells how you hold the weapon. If the entry is "off," you can hold the weapon in your off hand or in your main hand. An entry of "one" tells you that you must hold

SPECIAL MATERIALS

Many peoples, such as faerie, cannot tolerate touching iron. They instead construct their armor and weapons from other materials, using bronze, bone, or wood. The prices for armor and weapons made from other materials are the same.

- **Shattering Weapons:** When you attack with a weapon that is normally made of metal and that is made from a material other than metal, it is at risk of breaking. If the total of the roll is 0 or less, the weapon takes damage equal to its Health and breaks.
- **Silvered Weapons:** Weapons plated in silver are useful when fighting certain monstrous creatures. You can silver any weapon that has a metal component by multiplying its price by 3. Silvered weapons count as exotic items.

CLOTHING AND ARMOR

Name	Defense	Price	Avail.
Clothing (No Strength Requirement)			
Clothing	Agility	Varies	C
Soft Leather	Agility + 1	2 ss	C
Light Armor (Requires Strength 11 or higher)			
Hard Leather	Agility +2	5 ss	C
Brigandine	13	5 ss	C
Medium Armor (Requires Strength 13 or higher)			
Mail	15	1 gc	U
Scale	16	2 gc	U
Heavy Armor (Requires Strength 15 or higher)			
Plate and Mail	17	5 gc	R
Full Plate	18	25 gc	E

the weapon in your main hand or both hands. Finally, an entry of "two" indicates that you must hold the weapon with both hands.

Creatures of Size 1/4 or smaller cannot hold two-handed weapons and must hold one-handed weapons with both hands.

If you wield a one-handed weapon sized for you with two hands, you gain a +1 bonus to your damage roll.

PROPERTIES

Many weapons have special rules, which are described here.

- **Cumbersome:** When you attack with this weapon, you make the attack roll with 1 bane.
- **Defensive +#:** You add the number to your Defense while you wield this weapon.
- **Finesse:** You can make a Strength attack roll or an Agility attack roll for attacks made using this weapon.
- **Misfire:** When you attack with this weapon and the total of your attack roll is 0 or less, the weapon misfires. Roll a d6. On an even number, the weapon simply misfired and can be fired again once you spend 1 minute using tools to clear the barrel and repair the weapon. On an odd number, the weapon explodes and you take 2d6 damage.
- **Range (short, medium, or long):** This entry describes the normal range for the weapon. For details on the ranges used in the game, see **Range and Distance** in Chapter 2.
- **Reach + #:** You add the listed number to your reach when you attack with the weapon.
- **Reload:** You can attack with the weapon only if it's loaded. See **Reload** in Chapter 2.
- **Size 1:** You must be Size 1 or larger to wield this weapon.
- **Uses [ammunition]:** The weapon looses or fires a piece of ammunition of the type indicated. You must have a piece of ammunition for each attack you make with the weapon.
- **Thrown:** You can make a ranged attack with this weapon by throwing it.

WEAPONS

BASIC MELEE WEAPONS

Name	Damage	Hands	Properties	Price	Avail.
Axe	1d6 + 1	One	—	1 ss	C
Club	1d6	One	—	5 cp	C
Dagger or knife	1d3	Off	Finesse, thrown, range (short)	5 cp	C
Dart	1	Off	Thrown, range (short)	1 cp	C
Hammer or hatchet	1d3	Off	Thrown, range (short)	1 ss	C
Javelin	1d3	One	Finesse, thrown, range (medium)	1 ss	C
Sickle or spear	1d6	One	Finesse	1 ss	C
Staff	1d6 + 1	Two	Finesse	5 cp	C
Unarmed strike	1	Off	Finesse	—	—

RANGED WEAPONS

Name	Damage	Hands	Properties	Price	Avail.
Blowgun	1d3	One	Range (medium), uses needles	1 ss	U
Bow	1d6	Two	Range (long), uses arrows	5 ss	C
Crossbow	2d6	Two	Range (long), reload, uses bolts	1 gc	C
Hand crossbow	1d6	Off	Range (short), reload, uses bolts	2 gc	R
Longbow (requires Strength 9+)	1d6 + 1	Two	Size 1, range (long), uses arrows	1 gc	U
Pistol	2d6	Off	Misfire, range (medium), reload, uses bullets	5 gc	E
Rifle	3d6	Two	Misfire, range (long), reload, uses bullets	10 gc	E
Sling	1d3	Off	Range (medium), uses stones	5 cp	C

SHIELDS (REQUIRES STRENGTH 9 OR HIGHER)

Name	Damage	Hands	Properties	Price	Avail.
Small shield	1	Off	Defensive +1	5 cp	C
Large shield (requires Strength 11+)	1d3	Off	Size 1, Defensive +2	1 ss	C

MILITARY MELEE WEAPONS (REQUIRES STRENGTH 11 OR HIGHER)

Name	Damage	Hands	Properties	Price	Avail.
Battleaxe, flail, morning star, pick, or sword	1d6 + 2	One	—	5 ss	U
Glaive, halberd, or poleaxe	1d6 + 2	Two	Reach + 1	1 gc	U
Lance	1d6 + 1	Two	One hand while mounted, reach + 2	5 ss	U
Mace	1d6	Off	—	5 ss	C
Bastard sword or warhammer	2d6	Two	Cumbersome	1 gc	R
Pike	1d6	Two	Size 1, reach + 2	5 ss	U
Spear	1d6	One	Finesse, range (short)	1 ss	C
Trident	1d6	One	Thrown, range (short)	5 ss	U

SWIFT MELEE WEAPONS (REQUIRES STRENGTH OR AGILITY 11 OR HIGHER)

Name	Damage	Hands	Properties	Price	Avail.
Chain, cutlass, long knife, scourge, or small sword	1d6	Off	Finesse	5 ss	U
Rapier, saber, or scimitar	1d6 + 1	One	Finesse	1 gc	U
Whip	1d3	Off	Finesse, reach + 1	5 ss	U

HEAVY MELEE WEAPONS (REQUIRES STRENGTH 13 OR HIGHER)

Name	Damage	Hands	Properties	Price	Avail.
Bastard sword or warhammer	2d6	One	Cumbersome	1 gc	R
Greataxe, greatsword or maul	3d6	Two	Cumbersome	2 gc	R

WEAPONS FOR LARGER CREATURES

Multiply the weapon's price by the creature's Size to determine its price if it was created for a creature of Size 2 or larger. As well, a weapon for a larger creature (including unarmed strikes) deals 1d6 extra damage for each point of Size above 1. If the weapon normally deals less than 1d6 damage, first increase the damage to 1d6 for Size 2 and then increase the damage by 1d6 for each point of Size the creature is larger than 2.

AMMUNITION

You need ammunition to attack with projectile weapons such as bows, crossbows, and pistols.

AMMUNITION

Ammunition	Price
Arrows (5)	5 cp
Bolts (5)	5 cp
Bullets and Black Powder (5)	1 ss
Dart (5)	5 cp
Stones (5)	5 cp



TRACKING AMMUNITION

The importance of tracking ammunition varies from group to group. Check with your GM to see if any of the following optional rules are being used.

AMMUNITION RECOVERY

When using ammunition other than bullets, you can recover about half of all projectiles used.

ABSTRACT SYSTEM

You are assumed to have enough ammunition to use your ranged weapon up to five times. After, whenever you attack with a weapon that uses ammunition and the total of your roll is 0 or less, you run out of ammunition for that weapon and you cannot make ranged attacks with the weapon until you replenish your stores.

IMPROVISED WEAPONS

You can also attack with objects you find around you. A frying pan, a door ripped from its hinges, or a petrified halfling can all serve when other weapons are not available. For an object to be an improvised weapon, it must be made from a hard material such as wood, stone, or metal. When you attack with an improvised weapon, you make the attack roll with 1 bane and the weapon deals damage based on how you wield it.

IMPROVISED WEAPON DAMAGE

Hands	Damage
Off	1
One	1d3
Two	1d6

ADVENTURING GEAR

Wise characters spend some time provisioning themselves and gathering gear they think will serve their purposes while resting up at an inn or other relatively safe location. The next several sections provide you with personal gear, potions, clothing, and services you might need.

PERSONAL GEAR

The following items are useful to any character making their way in a dangerous world. Items with special rules are described here.

ADVENTURER'S PACK

This item includes a backpack, bedroll, cutlery set, tinderbox, 3 torches, a coil of rope (20 yards), grapnel, a week of rations, and a waterskin.

CANDLE

You can use an action to light a candle. A lit candle fills an area with light out to a 1-yard radius centered on its space and burns for 1 hour.

LANTERN

You can use an action to light a lantern that is filled with oil. A lit lantern fills an area with light in a 10-yard radius centered on its space. A lantern filled with an entire flask of oil burns for 4 hours.

LANTERN, SPOTLIGHT

You can use an action to light a spotlight lantern that is filled with oil. A lit spotlight lantern fills a 20-yard-long cone-shaped area with light. A lantern filled with an entire flask of oil burns for 4 hours.

MATCHES

You can strike a match against a solid surface as a minor activity on your turn. The match turns darkness to shadows in a 1-yard-radius sphere centered on its space. It burns for 1 round.

OIL

You can attack with a flask of oil by throwing it at one creature or object within medium range. Make an Agility attack roll against the target's Agility. On a success, the oil covers the target and it remains covered until it spends 1 minute clearing it away. If a creature or object covered in oil takes damage from fire or lightning, the oil catches fire and deals 1d6 damage to the target. The target takes 1d6 damage at the end of each round for 1d6 rounds. A creature can use an action to extinguish the flames.

TORCH

You can use an action to light a torch. A lit torch fills a sphere with a 5-yard radius centered on its space with light. A lit torch burns for 1 hour.

TOOLS

Characters need tools to make use of some professions and talents, as well as to cast spells from certain traditions. Here are descriptions for tools that have special notes or rules.

HEALER'S KIT

You can use a healer's kit to tend to injuries of one creature within your reach. Expend a use from the kit and make an Intellect challenge roll. If the target is dying, you make the challenge roll with 1 bane. On a success, the target heals 1 damage.

LOCK PICKS

You can use an action to use lock picks to unlock a lock you can reach. Typically, it takes 1 minute of continuous work to make the attempt, during which time you must concentrate.

PERSONAL GEAR

Item	Price	Availability
Adventurer's pack	1 ss	Common
Backpack	1 cp	Common
Barrel	2 cp	Common
Bedroll	2 cp	Common
Blanket	1 cp	Common
Box, metal	5 cp	Uncommon
Candle	1 bit	Uncommon
Cards, deck	3 bits	Uncommon
Case, scroll	2 cp	Uncommon
Chest, wooden	4 cp	Uncommon
Cigars, box	1 cp+	Common
Cutlery set	5 bits	Uncommon
Dice	2 bits	Uncommon
Flask	1 cp	Common
Grapnel	1 cp	Uncommon
Hammer and 10 pitons	1 cp	Uncommon
Lantern	1 ss	Uncommon
Lantern, spotlight	5 ss	Uncommon
Manacles	5 cp	Uncommon
Map	1 ss	Uncommon
Matches	1 cp	Exotic
Mirror, small silver	1 ss	Rare
Oil, flask	1 cp	Common
Pipe	2 cp	Uncommon
Pipe tobacco	1 cp+	Common
Pole, 10-foot	1 cp	Common
Pouch	1 cp	Common
Pot, cooking	1 cp	Common
Quiver or case for bolts	5 bits	Common
Rations (1 week)	1 cp	Common
Rope, coil (20 yards)	1 cp	Uncommon
Sack	5 bits	Common
Spike, large iron	1 cp	Common
Tent, 2-person	5 cp	Uncommon
Tinderbox	1 cp	Common
Torch	5 bits	Common
Waterskin	1 cp	Common

TOOLS

Item	Price	Availability
Healer's kit (6 uses)	5 ss	Uncommon
Holy symbol	5 cp	Common
Lock picks	1 ss	Rare
Magnifying glass	1 ss	Exotic
Musical instrument	1 ss+	Rare
Tool kit	1 ss	Common
Writing kit	1 ss	Rare

When you finish working, make an Intellect challenge roll with 1 or more banes depending on the lock's quality. On a success, the lock opens.

MUSICAL INSTRUMENT

This item includes a variety of percussion, wind, and stringed instruments. The GM sets the price based on the type of instrument sought. More exotic instruments cost 1 gc or more.

TOOL KIT

A collection of tools used to work in one's profession.

POTIONS

Potions are magical liquids brewed by apothecaries and alchemists.

USING POTIONS

You can use an action to drink a potion or administer it to a willing, defenseless, or unconscious creature you can reach. The potion takes effect at the end of the round in which it is consumed.

INJECTING POTIONS

You can buy potions loaded into syringes by increasing the price by 1 ss. You can use an action or triggered action on your turn to inject the potion into a willing, defenseless, or unconscious creature you can reach. The potion takes effect immediately.

POTION DESCRIPTIONS

Descriptions of the potion's effects follow.

ALERTNESS POTION

This potion is a milky white liquid that has a spicy aroma. When the potion takes effect, the creature makes Perception challenge rolls with 1 boon for 2d6 hours. Until the potion wears off, the creature cannot rest.

HEALING POTION

This clear, magical liquid smells faintly of alcohol. When the potion takes effect, the creature heals damage equal to its healing rate.

INCANTATIONS

An incantation is magic written on a scroll, etched onto a wax tablet, or painted on a piece of pottery.

CREATING INCANTATIONS

You can create an incantation of a spell you have learned or copy an incantation you already possess. In either case, you must have a writing kit, special inks worth at least half the

POTIONS

Potion	Price	Availability
Alertness	5 ss	Rare
Healing	2 ss	Uncommon

INCANTATIONS

Spell Rank	Price	Availability
Rank 0	1 ss	Uncommon

incantation's price, and a surface on which to write. It takes 1 hour to create an incantation.

USING INCANTATIONS

You use an incantation by reading it aloud, which expends it. You can read the incantation regardless of the language in which it was inscribed since the magic makes the text legible. If your Power is greater than the spell's rank, you expend the spell's casting and resolve its effects. If your Power is equal to or less than the spell's rank, make an Intellect challenge roll. You have 1 bane imposed on you for every rank your Power is lower than the spell's rank. So, if your Power is 1 and you attempt to cast a rank 4 spell, you would have 3 banes imposed on you for your challenge roll. On a success, you cast the spell as above. On a failure, the attempt fails and the incantation is ruined.

SAMPLE INCANTATIONS

ARCANE ARMOR

ARCANA UTILITY o

Requirement You must not be wearing armor.

Duration 4 hours

An invisible field of force springs into existence around you, granting a +2 bonus to your Defense for the duration. As well, for the duration, normal precipitation does not touch you, light wind does not affect you, and you are not discomfited by cold or heat, though you still take damage from cold and fire.

LIGHT

CELESTIAL UTILITY o

Target One object you can reach

Duration 1 hour

You touch the target, and light shines from it in a 5-yard radius for the duration.

MAGIC LOCK

PROTECTION UTILITY o

Target One object within short range that can be opened or closed such as a door, chest, or window

Duration 1 minute

The target closes and locks. For the duration, it cannot be opened by nonmagical means by a creature other than you, although it can be destroyed.

MINOR HEALING

LIFE UTILITY o

Target One creature you can reach

You touch the target, which heals damage equal to half its healing rate.

Name

Ancestry



Professions

Description

Novice

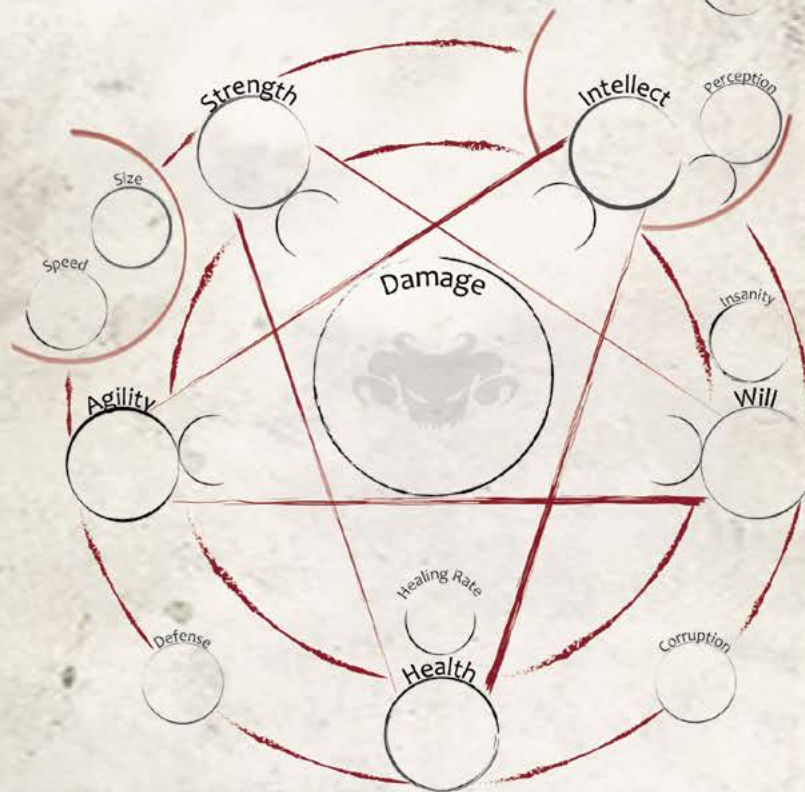
Expert

Master

Talents



Magic



Weapons

Equipment