

Cursebearer

Gritty fantasy roleplaying game of heroic
deeds and devouring curses

Written by Anssi Äijö

Table of Contents

Cursebearer	3	Conflict	26
Player Roles	4	Magic	34
Rules	5	Character	37
Dice, Numbers & Notes on rules	6	Character Attributes	38
Challenges	7	Prowess & Defense	39
Arduous Challenges	8	Skills	40
Obstacles & Threats	9	Gifts & Guides	41
Tests	10	Curses	42
Degree & Difficulty ratings	11	Possessions	44
Advantage, Disadvantage & Teamwork	12	Deeds & Advancement	45
Burden & Exhaust	13	Character Creation	46
Burden Test & Afflictions	14	Magical Gifts	85
Trouble Check	15	Enchantments	100
Time	16	Stock	109
Distance & Pace	17	Followers	118
Stealth, Trickery, Darkness & Light	18	Afflictions	122
Journey & Survival	19	Adversaries	127
Social Challenges	20	Great Adversaries	172
Hit-points, Damage & Wounds	21		
Rest & Downtime	22		
Downtime Actions	23		

Cursebearer

Cursebearer is a gritty character focused adventure game. In

Cursebearer a group of troubled companions delve into danger to find secrets, wealth and artefacts to break their curse. They will be worn down by the pursuit and in those moments they make their most heroic decisions.

Cursebearer is about adventurers who by necessity or nature have grown skills and strength to face foes other mortals flee from. They will fight to balance curses that attempt to devour them in pursuit of their ambitions and true freedom.

Cursebearer is about knowing your enemy. Great adversaries have secrets behind their power and with knowledge their own strength can be turned against them.

Cursebearer is about furious fights where battlefield changes constantly and clash with an enemy is always dangerous and unpredictable.

Playing Cursebearer

Party of adventurers delve into deep wilds and forgotten dungeons full of hidden knowledge, glittering gold and danger. To face these dangers they call on their prowess, skill and resilience, pushing odds to their favor. This is needed as battles are unpredictable and every clash may leave the character in a dire state.

When they are spent our adventurers draw strength from bonds and curses that guide their path invoking new powers. When it is time to rest and reflect these guides will grant them new insight on how to face danger.

Player Roles

Everyone at the table is a player, but with different roles. One player takes the role of the Bearer and other players take the role of the Adventurer. Together you create a story of adventure and gritty heroism.

The Adventurer

Adventurer is in charge of their character and shaping the adventure.

As an Adventurer you explore the game from that characters perspective solving mysteries and fighting monsters.

You interact with the world by asking questions from the Bearer and choosing actions for your character to take.

You build the world from that characters perspective by making decisions that change the world; Befriend non-player characters, aid and undermine factions and defeat legendary beasts. Before the game starts you build the world by giving your character a history with people, places and events.

The Bearer

Bearer is in charge of arbitrating rules and setting the stage for the adventure.

As a Bearer you design dungeons, cities and traps. You create non-player characters, plots and dangers for the Adventurers to investigate and instigate.

Whenever Adventurers take action you change the world in response. These changes wary from minute changes of enemy behavior to great changes that affect entire scope of the adventure.

You referee the rules. Whenever there is a conversation over how a rule should be resolved you make a final ruling with other player's input and consideration for the situation.

Every table plays the game in their own way. Important thing is to stay consistent with rulings and reinforce the type of game the table wants to play.

Rules



Dice, Numbers & Notes on rules

When dice are rolled, they decide the outcome and all around the table have to live with it.

Cursebearer uses a suite of dice from four-sided to twenty-sided (D20). Twenty-sided die is reserved for Tests, the rest are used for effects like damage and healing.

Dice rolls are abbreviated to formula “number of dice D sides on a die”, 1D20 means roll one twenty-sided die and 3D6 means roll three six-sided (D6) dice.

Effects and Gifts may call to increase effect die by a die type. When this happens roll next larger effect die. For example six-sided die becomes eight-sided (D8).

Effect die never increases past twelve-sided (D12). When there is no larger dice available increase effect by +1.

Effect die increase:

None -> D4 -> D6 -> D8 -> D10 -> D12 -> D12+1 -> D12+2 etc.

Rounding Numbers

Always round up.

Conflicts Between Rules

When two rules are in conflict the more specific rule takes effect. A Gift overrides a general rule for example.

No rules?

Not all situations have a rule ready. Discuss how the situation is best handled. Bearer makes the final ruling based on the Adventurer input and the situation in the game world.

Challenges

Challenges are storied moments in the adventure. For there to be a Challenge there has to be an obstacle or threat and significant stakes.

When faced with a Challenge Adventurers describe their approach. Bearer then considers whether approach fits one of three categories.

Fitting: The Adventurers approach to the Challenge is fitting, they overcome the Challenge.

Searching from the right place. A convincing argument. Spending enough time or resources.

Impossible: Challenge cannot be overcome this way. A different approach, tools or help is required.

Persuading an enemy to work against their interests. Climbing a wall of glass without tools. Jumping over a canyon. Recalling details about civilization lost to time.

Uncertain: Challenges are uncertain when approach to challenge is risky or character is under great pressure. Uncertain challenges require a Test.

Fighting. Resisting poisons. Navigating without landmarks. Avoiding hidden threats. Persuading an enemy to help you accomplish something they also want.

Stakes

Stakes are goals and Setbacks that vary from Challenge to Challenge. Success in Challenge means the Adventurers reach their goal and failure makes their lives more difficult with a Setback.

In a battle defeating an enemy is a clear goal and Setbacks are suffered blows. Avoiding a trap risks its effect. During a journey reaching a destination is the goal and Setbacks can be loss of direction or dwindling supplies. In a meeting with a villainous sorcerer goal could be gaining their secret knowledge and Setback is rousing their suspicion.

Success at a cost is always a possible Setback. This deal can take any form but all parties have to agree to it.

Everyone at the table is welcome to suggest Setbacks. Most important thing is that something changes.

Arduous Challenges

When a Challenge is especially taxing it is an Arduous Challenge.

Arduous Challenges consists of several Steps revealed one at a time. Each Step is an individual Challenge. Involved Adventurers can describe their approach to the current Challenge.

Like with a regular Challenge approach can be Fitting, Impossible or Uncertain.

Each success advances the Arduous Challenge into Adventurers' favor, each failure causes a Setback.

If Adventurers gain as many or more successes as they suffer Setbacks they win the Challenge. If more Setbacks are suffered they end up in a new situation and the chance to solve the Challenge in this manner has passed.

When there are more Adventurers than Challenges two or more Adventurers can work together on a Challenge one making the Test and the other helping.

Intense negotiations, Great rituals, chases and infiltration of a hostile keep can be resolved as Arduous Challenges.

Arduous Stakes

Arduous Stakes are resolved in two stages. There is the Setback from current Challenge and Setback from failing the entire Challenge. Setback from current could be a Burden Test, triggering a trap or increasing Trouble. Setback from the entire Challenge means Adventurers do not reach their goal.

Example of an Arduous Challenge

An example of an Arduous Challenge could be infiltrating a chamber in a small keep. Bearer sets following Challenges, outer wall, open yard and unknown layout.

First Challenge the Adventurers face is the outer wall. They could scale it as an Uncertain Challenge, but they have gained information about a tunnel to the well. They take the tunnel making the approach fitting.

Second Challenge is an open yard. They decide to wait until dark to attempt sneaking through making the approach Uncertain.

Third Challenge is finding the chamber. This is an Uncertain Challenge.

If the Adventurers fail two of the Challenges they are caught.

Obstacles & Threats

Obstacles

Obstacles bar the path forward. They are often static and may force character to choose a different approach. Locked door, jagged ravine and strong currents are obstacles. Situationally a bridge knight or jailkeeper can take the role of an obstacle.

Obstacle can become a Threat if the approach goes wrong.

Threats

Threats cause harm and hindrances.

Adversaries are active. They investigate suspicious events, attack those who are in their way and lay traps for unsuspecting enemies. Direct confrontation with an Adversary is a Conflict, see Conflict chapter for more details.

Hazards are static. They remain in place until removed or act in easily predictable manner. Traps, poisons, cliffside with loose stones, storms and burning buildings are Hazards. Passive Adversaries can be resolved as Hazards.

Lasting Threats

Lasting Threats are part of the environment or lingering Hazards such as blood clotting poison and sleep inducing mist.

Lasting Threat is resisted when the character comes into contact with the Threat and at the end of their Turn if they remain threatened.

Success in resisting Lasting Threat protects from the Threat for now but does not end it. Poison can be resisted for one round but in a moment poison affects the character again if it still has some Duration.

Some Lasting Threats are actively held, for example being snatched into jaws of a dragon or being affected by Focus Magic. These Threats provoke Tests at the start of the Turn until the hold is broken.

Lasting Threat Duration

When a Lasting Threat has a static Duration it is measured with a number of Tests. A poison with a Duration of three provokes three Tests from the Victim and affects them on failed Tests.

Tests

To make a Test roll 1D20 and add appropriate bonuses to the roll. If the result is equal or greater than the Difficulty Rating the Test succeeds.

There are three types of Tests.

Prowess Test: Prowess tests jumping, fighting, tracking and action in general. Adventurer describes the action and Bearer chooses Prowess to add as a bonus to the Test.

Defense Test: Defense tests reflexes, resilience willpower and endurance. When the character is directly threatened Bearer chooses Defense to add as a bonus to the Test.

Burden Test: Burden Tests are made to test characters ability to resist significant setbacks, Curses, panic or starvation. Bearer chooses the Defense to add as a bonus to the Test.

Difficulty of Burden Tests is increased by characters current Burden.

Bonuses

When character makes a Test they can gain bonuses from the following.

Prowess or Defense, Mastery, Exhaust, Help and one tool or supply.

Great and Cursed Effort

Great Effort: When roll on the die comes up as 20 Test succeeds and the character gains an additional benefit.

Cursed Effort : When roll on the die comes up as 1. Test fails and a Curse Stirs. See Curses for details.

Difficulty

Difficulty of Obstacles and Hazards is a static number that has to be met or exceeded for a Test to succeed. 10 is the base Difficulty.

Opposed Tests

To resolve actions between active adversaries both parties make a Test. Difficulty is the opponents Test. Higher result wins.

- Great Effort beats normal result
- Cursed Effort always loses
- In case of a tie Test again

When dealing with a static effect created by an adversary, a hiding place, trap or poison, Difficulty is their passive Prowess.

Degree & Difficulty ratings

Degree

Degree represents quality of success and severity of failure when making a Test.

Meeting the Difficulty is a normal success. Roll your damage die, overcome an obstacle or gain an answer. Reaching a higher Test result increases the Degree.

- Every 10 points of difference between Difficulty and the result increases Degree by one
- Great Effort increases Degree by one
- In Opposed Tests count only the winners Degree

Higher Degree grants greater effect. Common effects include:

- Add +1 die to damage. +1D4 if there is no damage die
- Gain an additional piece of important information
- Gain Advantage / Disadvantage to a following Test
- Remove or gain one Burden
- Heal an additional Wound

When Test fails, Degree is reversed and severity of setback increases. Traps and adversaries deal additional damage or character gains a Disadvantage to a following Test.

Difficulty Ratings

10 Uncertain. Base difficulty

15 Difficult

20 Famed. At the limit of most mortals

25 Heroic. Beyond the ability of most mortals

30+ Legendary. Demands great ability and effort

Advantage, Disadvantage & Teamwork

Advantage & Disadvantage

Advantage and Disadvantage are benefits and complications that dramatically alter a being's chances of success.

Advantage: Roll an additional die for each Advantage and choose the highest result.

Example sources for Advantage:

- Dedicating Significant Time
- Successful preparation
- Situational advantage such as a surprise

Disadvantage: Roll an additional die for each Disadvantage and choose the lowest result.

Example sources for Disadvantage:

- Rushing a task
- Imposed hindrance, being grappled for example
- Situational disadvantage such as poor visibility

Each Advantage and Disadvantage has to come from a different source.

Advantages and Disadvantages negate each other. Having three Advantages and two Disadvantages results in having just one Advantage.

Teamwork

Adventurers can help each other face challenges by working together.

Lead action: Lead others taking the same action, such as scaling a cliff or sneaking past guards. Exhaust and have all that choose to follow use your Test result.

Help: Each character that is able to help in a meaningful way adds +1 bonus to a Test.

Set-up: Create an Advantage for another character by setting them up for success. This is often its own Challenge.

Burden & Exhaust

Burden

Burden is accumulated strain from mortal and mystical sources. Backbreaking weight, lack of food, creeping dread and pushing your limits.

- When a character faces a source of Burden their Burden increases by strength of the source, usually $1 + \text{Degree of failure}$
- Burden has a threshold of $5 + \text{half the characters Level}$. When Burden rises past the threshold make a Burden Test. On failure character suffers a Wound
- Burden can be removed by taking a Rest or a Downtime

Exhaust

Character can Exhaust, themselves increasing Burden by one and taking one of the following Benefits.

- Gain +2 bonus on a Test
- Use Exhaust option of an ability. Abilities requiring Exhaustion are marked with a [Exhaust]
- Lead a group action

Character can Exhaust multiple times for a single event but has to choose a different option each time, unless stated otherwise.

Burden Sources

Burden comes from the following sources:

- **Exhaust:** Character pushing their limits increases Burden
- **Straining Setback:** Failing a Test against straining Hazard or obstacle increases Burden and may provoke a Burden Test
- **Straining Attack:** Failing a Test to resist straining attack increases Burden and may provoke a Burden Test
- **Possessions:** Carrying too many or too heavy possessions increases Burden

Persistent Burden

Burden cannot be reduced below Persistent Burden value without first removing the cause.

Persistent Burden is gained from:

- Possessions. Get rid of the troublesome items to remove the Burden
- Ritual magic. End the Ritual to remove the Burden
- Afflictions. Cure the Affliction to remove the Burden

Burden Test & Afflictions

Burden Test

Burden Test is provoked by a threat of suffering a Curse, an Affliction or a significant hindrance.

- Burden Test is made with Reflex, Vigor or Will Defense
- Burden Test has the DR 10 + characters current Burden
- When Burden Test fails character suffers a Curse, an Affliction or other Setback
- Greater Degree of success on a Burden Test reduces characters Burden by one

Situations that provoke a Burden Test:

- **Deadly Blow:** Suffering damage over the last Wound provokes a Burden Test. Vigor Test for physical damage, Will Test for mental damage
- **Deprivation:** Lack of sleep, pushing on past physical limits, starvation and unforgiving environments provoke Burden Test for Vigor
- **Initiative:** Starting a Conflict provokes a Burden Test for Reflex
- **Sickness:** Mortal diseases and magical blights provoke Burden Test for Vigor

- **Stirring Curse:** Stirring Curse provokes a Burden Test. See Guides and Curses for more details
- **Faltering Will:** Facing panic or a bout of madness provokes a Burden Test for Will

Afflictions

Affliction is a persistent negative effect, commonly diseases, symptoms of panic and physical strain.

- Affliction affects the character until successfully removed
- Character can suffer the same Affliction multiple times, the effects will stack
- Healing Test during Downtime is the most common way to get rid of an Affliction

Trouble Check

While adventuring in dangerous places Bearer makes Trouble
Checks for unexpected Setbacks.
Trouble Check is made:

- Every Round of Conflict to check if an adversary is able to recover dangerous abilities
- When Significant or Long Time passes. See Time for more details
- When the Trouble Rating increases

Trouble Check is made with a six-sided-die (D6). When the roll is equal or under Trouble rating Trouble occurs. On a roll of six something good may happen.

Trouble is a complication or a potential danger. It changes the situation introducing something new to take into account. Trouble does not automatically reveal sneaking characters or ruin current plans. Setback will remain until Adventurers take action to deal with it.

Examples of a Trouble Setback:

- Servant wandering into room
- Reinforcements arriving
- Being trailed by bounty hunters or beasts
- Being denied services on a rumor
- Supports of a crumbling bridge finally giving up
- Dangerous storm rising

Trouble Rating

Trouble is rated from 1 to 5 depending on likelihood of unforeseen setbacks.

1 - Some likelihood of Trouble. Borders of civilization and desolate dwellings. Low bounties.

2 - Chance of Trouble. Deep wilds, shady alleys and lived dwellings. Medium bounties.

3 - High chance of Trouble. Hunting grounds of beasts and alert dwellings. High bounties.

4 - Great chance of Trouble. Fully alert and hostile environments. Grand bounties.

5 - Chaos. Heart of a hostile land.

Changing Trouble

Dramatic events and Adventurer actions can change the Trouble rating, potentially making a safe haven dangerous. This will never raise Trouble above 5 or drop it below zero.

Setting off alarms, making new enemies, committing crimes, attracting bounties and clear signs of subterfuge increase Trouble.

Preparing camps, finding allies and safehouses, removing great threats and putting suspicions to rest decrease Trouble.

Time

Time

Time is very flexible in tabletop roleplaying games. Days of travel can be followed by seconds of fighting followed by an hour of conversation and planning. All taking an equal amount of time at the table.

Most important thing about time becomes; What changes when time passes? Mechanically three concepts are used to measure this change; Round, Significant Time and Long Time.

Round

Round is used when consequences of time passing are immediate, dire and exact order of events is important. Most commonly used during Conflict.

At the start of every Round Bearer may make Trouble Check for immediate changes. For example fire spreading or an adversary regaining use of a powerful ability.

Significant Time

Enough time to recover, dedicate to a task or channel a Ritual.

- Light sources burn out
- Spend to gain Advantage on a Test
- Rest
- Ritual magic

Significant Time passing will create minor changes. New beings may enter the area, structures may weaken etc.

Bearer will make a Trouble Check for these changes.

Long Time

Enough time to heal wounds and dedicate yourself to a craft, studies or plots.

- Take Downtime
- Journey a great distance

Characters require food when Long Time passes. Otherwise they make Vigor Burden Test against Starvation.

Long Time passing will create major changes. Bearer will make a Trouble Check for changes that affect the Adventurers directly.

Timers

Bearer may keep Timers to track approach of significant events. These will advance when a Round, Significant or Long Time passes.

Distance & Pace

Distance

Distance is abstracted to units that describe characters relations to their surroundings. Important questions are; Is it within reach? If not, what does it take to reach it?

Things can be out of reach due to distance or obstacles. Attempt to reach something not within reach requires either an Action, a Test or both.

Reach: Couple of steps.

Falling: Difficulty 10. 1D6 damage.

Close: Easy to Reach.

Falling: Difficulty 15. 2D6 damage.

Near: Takes some effort to reach.

Falling: Difficulty 20. 4D6 damage.

Far: Takes a while to reach.

Falling: Difficulty 25. 8D6 damage.

Distant: Difficult to reach.

Falling: Difficulty 30. 16D6 damage.

Pace

Pace is a unit for characters movement. Pace describes the Distance they can move as an Action, usually Close.

If there is an obstacle the movement will require a Test. On failure movement ends within Reach of the Obstacle.

Falling

When the character lands from an uncontrolled fall they will suffer Distance units falling damage. Success on Reflex Test against falling Difficulty halves the damage.

Character falls a Distance unit each Round.

Difficult Terrain

When terrain is difficult, possibly due to grasping vines or deep snow, make a Test against Difficulty. On success move your Pace. On failure move a shorter Distance unit.

Distance Reference

Following table can be used to convert Distance to a more precise measurement.

Distance	Squares / Hexes / Inches	Meters / Yards
Reach	1	2
Close	5	10
Near	10	20
Far	20	40
Distant	40+	80+

Stealth, Trickery, Darkness & Light

Stealth & Trickery

Adventurer can declare that their character is hiding or sneaking at any time. Tests for success are made when character is in danger of being spotted. This can be due to attempting to sneak past a foe, causing loud noise or being actively searched. On success character is Hidden.

Hidden: Hidden being or object has to be found as an action before they can be acted on. Hidden being has Advantage on Defense Tests against area attacks.

Limitations: Hiding and stealth is not possible when an adversary has clear sight of the character. Find cover or a way to distract the adversary.

Social Stealth: Situationally Presence can be used for stealth. This may require use of disguises or correct modes of conduct. Tests are made when characters actions indicate they do not belong or they come under scrutiny.

Surprise Action: Actions against other beings while Hidden are Surprise Actions and made with Advantage. Attacks reveal the attacker to all within eyesight.

Tricks: Actions can be taken to draw away attention for easier stealth. Successful trick gives Advantage on stealth.

Darkness & Light

Darkness is both a hindrance and an aid.

- Darkness obscures spaces and beings imposing Disadvantage on all attempts to act on targets within
- Targets in Complete Darkness are Hidden and have to be found first. All Tests on found targets are made with Disadvantage

Carrying light negates effects of darkness as far as the light reaches. However this comes with a cost.

- Tests to sneak while carrying a light are made with Disadvantage
- Beings in dark can see into lit areas and acting into light is not Disadvantaged

Journey & Survival

Journey

Travel through dangerous lands or towards an unknown destination is a Journey. If the Adventurers travel through safe lands towards a known destination only time passes.

Each leg of the Journey can be mapped as an Arduous Challenge. Number of Steps is based on the distance to the next destination and the number of obstacles on the way.

Each Step takes time.

- Significant Time in a near area
- Long Time when traveling towards a far away destination

Each Step requires navigation.

- Navigating between visible, known Landmarks or via road or river does not require a Test
- Navigating without Landmarks or routes requires a Test

Hidden March: Add one Step to the Journey. Adversaries need to Test against the Navigators Passive Intellect to find the Adventurers.

Forced March: Complete two Journey Steps. Make a Vigor Burden Test against Exhaustion.

During Journey Adventurers can take one Survival Action.

Survival

Survival is often Uncertain requiring a Test. Difficulty and Prowess is based on the environment and the Action.

Each Adventurer can take one Survival Action during a Journey or two while camping in place. Adventurers can take the same Survival Action. Test separately or give +1 Help bonus to another.

Navigate

Advance Journey towards an Uncertain destination by finding paths or tracking a being.

Scavenge

Scavenge for useful Supplies. On a successful Test gain one of the following. On a higher Degree increase gain by one die.

- 1D6 Rations
- 1D4 Healing Supplies
- 1D4 Spell Components

Scout

Scout for dangers and places of interest. On a successful Test gain one.

- Choose whether to interact with a Trouble or an Event
- Map current location marking a Landmark

Social Challenges

Social Challenge is an attempt to achieve a goal through conversation, connections or pressure.

- Avoid conflict through diplomacy
- Gain sensitive information
- Gain a favor
- Gain access to services
- Change the attitude of a being

Social Challenge follows normal rules for Challenges. Adventurer describes their approach deciding among other things whether they approach through, persuasion, humor, intimidation, cunning questioning or honesty. Bearer considers whether approach is Fitting, Impossible or Uncertain.

When leveraging existing relationships, owed favors or key information approach might be Fitting and no Tests are necessary. This is also true if Adventurer happens to have a fitting argument for the moment.

When the approach is Uncertain make a Presence Test.

Sometimes social approach is Impossible. Some favors are too big to ask, there is no trust or it is not in the beings nature to cooperate.

Intimidation

Threatening a being into cooperation can push them into giving information or favors they would never give otherwise, however the effect is fleeting. When the intimidated being is no longer within Adventurers sphere of influence all effects end.

Intimidation is always Uncertain.

Attempts to intimidate a being within heart of their power are Impossible. Possessing key information or other leverage may change this.

Negotiation

Negotiations are an Arduous Challenge. Both sides will set up a base wish and their terms.

Make a Test for each pair of terms. Success means Adventurers terms are accepted, failure means npc terms are accepted.

At the end both parties commit to the agreed terms and wishes.

Challenge can be abandoned by walking away from the negotiations. Nothing is given and nothing is gained. Reputation will be damaged and new negotiations are unlikely.

Hit-points, Damage & Wounds

Adventurer characters have three pools of Hit-points that allow them to resist damage.

- When the character suffers damage reduce Hit-points from a pool by damage, one pool at a time
- When a pool is reduced to zero, cross it over to mark it as Wounded, next pool suffers the remaining damage
- Wounded pool cannot recover Hit-points until the Wound is healed

Deaths Door: When the final pool is marked as Wounded the character is at Deaths Door. Npc's don't enter Deaths door.

- Character falls unconscious. All Tests against them have Difficulty 10
- When they suffer damage or a Round passes they make a Burden Test. Failing this Test is the end
- As an Action another character can make a Healing Test with Intellect against Difficulty 10. Success will change one Wound from a character at Deaths Door into a physical or mental Affliction

Changing Hit-point maximum

When the Hit-point maximum changes all pools are affected.

Resistance and Vulnerability

Resistance and Vulnerability impacts incoming damage.

- Resistance reduces damage by Resistances rating down to minimum of half damage
- Vulnerability increases damage by Vulnerability rating

There are two Resistances in the game Armor and Mental.

- Armor protects from external physical threats but not from internal damage or falling
- Mental Resistance protects from all mental damage

Damage Types

There are two damage types Physical and Mental.

Physical: Damage affects beings body. Tests are made with Vigor.

Strikes, fire, falling and blood clotting poison deal physical damage.

Mental: Damage affects beings mind. Tests are made with Will.

Bouts of madness, illusions, magical fear and touch of spectres deal mental damage.

Rest & Downtime

Rest

Moment of respite allows character to do the following.

- Fully recover Hit-points to pools that are not Wounded
- Reduce Burden by 1 + Mastery
- If a character shares an ambition, fear, hope, idea or a secret they remove one additional Burden

Rest takes Significant Time. During Rest Bearer will make a Trouble Check. If there is Trouble the Rest is interrupted and there is no restoration.

Downtime

Extended period of time gives the character a chance to reflect on their experiences and recover from their adventures.

Characters require food or lodgings to cover their needs during Downtime. If neither is accessible make a Vigor Burden Test against Starvation.

During Downtime do the following.

- Spend Deeds to advance
- Restore Hit-points
- Remove Burden

- Regain Strength to Guides

- Take one Downtime Action

During Downtime Characters can go about their business and find each other whenever, unless they specifically wish to not be found.

Downtime Actions:

- Carouse
- Craft
- Earn
- Heal
- Seek

Downtime takes a Long Time. Bearer will make a Trouble Check for unforeseen events.

If there is Trouble party will have to overcome an Arduous Challenge with Steps equal to Trouble rating.

- On success they get to take their Downtime
- On failure they only have a chance to spend Deeds for advancement and restore Hit-points

Downtime Actions

Carouse

Carousing is only possible in a settlement. Spend a night on the town, living it up and getting into Trouble.

Characters participating in Carousing Roll up to 12 Trouble dice by taking Carousing actions. Dice can be rolled at any time until Carousing ends.

- Once per Carouse roll a die by sharing something important to the character
- Once per Carouse roll a die by putting on a show
- Once per Carouse roll a die by engaging in shenanigans
- Once per Carouse roll a die by looking for love
- Roll a die by spending Coin. Roll the die and spend result times ten Coin

For every one rolled there is a Trouble event. Count together all ones and consult the Carouse Trouble table.

For every six rolled something interesting happens. Count together all sixes and consult the Carouse Events table.

At the end of the Carouse Increase Burden Treshold by +1 for every three dice rolled. This lasts until the next Downtime.

Carouse Trouble

- 1 One of you wakes up naked in an unknown place. Their effects are nearby with the exception of their clothes.
- 2 One of you wakes up with an embarrassing tattoo.
- 3 You have made a new enemy. +1 Trouble in the area.
- 4 One of you wakes up with occult markings on their body. They make a Will Burden Test for a Mystical Affliction.
- 5 You wake up in jail. Everybody gains a Deed.

Carouse Events

- 1 You make friends and allies. Reduce Trouble by one and gain one time Advantage to a social Test with a local.
- 2 You gain a Fool Follower with +1D4 Prowess. They will stay with you at least until the next Downtime.
- 3 You have an invitation to meet someone hard to reach.
- 4 You now own a horse with a +1D6 Prowess.
- 5 People recognize you for some reason. Everybody gains a Deed.

Downtime Actions

Craft

Crafting is only possible when the character has access to tools, a Craft Skill and materials equal to 1/2 the items cost.

To create items of your craft make an Intellect + Craft Test against the items Difficulty. On a success create the item. Higher Degree allows choosing additional options. One option / Degree.

To improve existing items of your Craft make a Craft Test against items Difficulty. On a success give item an option that improves its effect for each Degree. This can be done once for each item.

Repair does not require materials. To repair an item of your Craft make a Craft Test against Difficulty 10. On a success restore item to its full functionality.

Proper workshop gives an Advantage on the Craft Test.

Alchemy: Create poisons, cures & alchemicals.

Difficulty: 10.

Options:

- Create an additional item.
- Add +1 die to dice based features and +1 to numeric.

Blacksmithing: Create metal tools, traps, cunning, common & martial weapons, armor and shields.

Difficulty:

- 10 tools, traps & common weapons.
- 15 Cunning & Martial weapons.
- 10 + 4 x armor / shield rating for armors and shields.

Options:

- Increase damage / rating by +1.
- Reduce Burden by one.

Sorcerous: Create mystical items & wards.

Difficulty: 10.

Options:

- Create an additional item.
- Add +1 dice to dice based features and +1 to numeric.

Downtime Actions

Earn

Earn coin by working odd jobs.

Make a Test with a Prowess appropriate to the job. On success gain the jobs reward.

Honest work?: Work the docks, assist in a tavern or perform small time thievery.

Difficulty 10. Gain 1D6 Coin. +1 die for each Degree.

Risky business: Fight for money, fulfill a speedy commission, put on a show, run a scam.

Difficulty 20. On failure increase Trouble by +1. 3D6 x 5 Coin. +1 die for each Degree.

Shadowy deeds: Spy, assassinate or perform a minor heist.

Difficulty 30. On success increase Trouble by +1. On failure increase Trouble by +2. 5D6 x 10 Coin. +1 die for each Degree.

Heal

When a character Heals they can make a Healing Test on self or another being taking Heal action.

Healing Test is an Intellect Test against Difficulty 10. On success remove one Wound or Affliction. Higher Degree allows removing an additional Wound or Affliction.

Seek

Scour through tomes, follow rumours, throw bones to predict future or seek council of witches.

Make a Test with Prowess appropriate to the approach and gain one piece of important information on a subject of your choosing. Difficulty of the Test is based on how esoteric the knowledge is. Higher Degree grants an additional piece of information.

You can Seek knowledge on multiple subjects. Use the highest Difficulty and split Degree between subjects.

Conflict: Round, Initiative & Ambush

Round and Turn

Intense Conflict is split into Rounds where each participant has a chance to act. When they have this chance it is their Turn.

In a Round of Conflict participant can:

- Take two Actions on their Turn
- Respond to one event or action outside of their Turn
- Test whenever a Test is called

Once all participants have taken their Turn Round ends and a new Round begins.

Initiative

Initiative is used to track order of Turns in Conflict. It represents decisive position and ability to use full extent of the characters abilities.

Conflict is Initiated by an action someone has stakes in preventing. Attacking is an obvious Initiating action but running when told not to move could Initiate a Conflict.

After Initiating action is resolved all involved in the Conflict make a Burden Test with Reflex. Those who succeed take their Turn before Adversaries, those who fail act after.

- Adventurer can choose to delay their Turn to act after Adversaries.
- Adventurer characters can take their Turns in any order within their Initiative group
- When Adventurer characters compete for Initiative higher Test result goes first
- Followers take actions with the character they follow

Ambush

Those who succeed in sneaking up to their opponents through stealth or persuasion can take a Surprise Action before Initiative is established.

- Surprise actions are made with Advantage
- Surprise Attacks reveal the character

Conflict: Response, Cover & Morale

Response

Every Round character has a chance to act in Response to an event.

Save: Make yourself target of an attack or other visible Threat within Reach, sparing the original target. Test Strength against Difficulty 10 or Difficulty of obstruction to do this within your Pace.

Opportunity: Leverage Opportunities created by Maneuvers.

Talents and Tools: Use Gifts or Equipment that have a Response option.

Magic: Channel magic as Defender or to Clash in place of another

Other: Propose a Response. If Bearer and involved Adventurers agree, you can attempt it

Cover

Crumbling pillars, overturned tables and thick underbrush can be used as Cover.

- Cover grants Advantage on Defense Tests
- Cover gives a chance to attempt stealth in the middle of the Conflict

Morale Test

At the start of their Turn when an Adversary has suffered a significant setback Bearer makes a Will Test for morale. Difficulty of the Test is 10. Additional setbacks increase Difficulty by +5.

Example setbacks:

- They are close to death
- Their leader is out of the Conflict
- Half their number is out of the Conflict

When the morale Test fails Adversary attempts to remove themselves from the Conflict in whatever way they see as most likely to succeed. They will not oppose the party again unless driven to a corner or Significant Time has passed.

Some Adversaries may react to failing morale differently.

Conflict: Actions

Attack:

Attempt to harm or hinder another is an Attack triggering a Clash. Clashes are explained in more detail on the following page.

Break:

Attempt to remove an effect from self or another. This can be a condition from a Hazard, maneuver or magic.

- If the attempt directly affects a being creating the effect this is a Clash. For example pulling a grappling adversary away
- Successful Break against a Hazard with a Duration reduces Duration by one

Move:

Move up to your Pace.

- To jump, overcome an obstacle or difficult terrain make a Test. On failure movement is cut short
- Moving through anothers space is a Clash, unless they allow moving through

Use tools and skills:

Search for hiding adversary, pick pockets, operate simple devices or drink a potion.

Change Equipment:

Rummage through backpack for weapons and tools. Change Equipment. Armor cannot be changed as an Action.

Study:

Test to Search for one time Advantages or useful information.

- Found Advantage can be used by anyone who knows of it by incorporating it to the description of their Action
- Difficulty of Study starts at 10 and increases by +5 every time Study action is used in Conflict

Advance:

Work on a goal. Break a pillar holding the ceiling. Work on a complex lock. Advance a Ritual.

Test to advance Arduous Challenges that are part of the Conflict.

Minor Actions

As a part of an Action character can take a few steps, speak a few words, drop an item, drop to ground or perform other minor acts.

Bearer has the final say on what is considered a minor act.

Conflict: Clash

Attempt to harm or hinder an opponent is an Attack triggering a Clash.

In Clash both parties choose what they aim to achieve and make an opposed Test. Winners result is resolved.

- **Damage:** Deal damage to opponent. Dealing damage requires prepared weapon able to reach the target
- **Position:** Move up to your Pace or continue your movement
- **Maneuver:** Create a Maneuver effect on the adversary
- **Magic:** Channel magic.

Attacker Tests with a Prowess fitting the action. Defender Tests with a Defense.

Physical attacks: Attacks from weapons, fireballs and other external physical threats are opposed with Reflex.

Physical Maneuvers: Grappling, shoving and other similar physical maneuvers can be opposed with Vigor in addition to Reflex.

Mental: Mind affecting attacks are opposed with Will.

Internal: Internal body affecting attacks are opposed with Vigor.

Clash with magic

Magic can be Channeled for both attack and defense. Magical Gift and Intents determine the effect and the result can be a combination of damage, maneuver and other effects.

- Channeling magic as a Defender requires a Response
- Tests for magic are always made with Attunement

Applying Damage

1. Check the Degree
2. Roll damage die/dice of the attack and add bonuses
3. Apply Resistance and/or Vulnerability for total damage
4. Reduce Hit-points by total damage
5. Mark Wounds and Test for death if needed

Conflict: Situational Clash rules

Multiple Targets: When attack has multiple targets one of them is designated as the main target, they are the only target that chooses a Clash option. All targets that succeed in defense are unaffected but only the main target resolves their Clash option. All who fail are affected.

Charge: On your Turn moving to the range of a melee or thrown weapon allows making a melee or thrown attack as part of the movement.

Close Quarters: Only weapons with Intimate quality roll for damage in a grapple or similar close quarters engagement.

Obstructed Aim: Attacks with Missile and Thrown weapons are made with Disadvantage when there is an adversary within melee reach.

Knockout Blow: When you remove adversary from Conflict you can choose to render them unconscious instead of killing them.

Two-weapons: When you wield a weapon in each hand you can use a Response to make an attack with intent to deal damage.

Conflict: Maneuvers

Maneuvers place adversary in a difficult positions or provoke them to act recklessly. Pushing a warrior over battlement, luring a basilisk to step into a hidden trap and aiming an arrow at a gap in the armor are Maneuvers.

- Skill used for Maneuver varies by approach. This can be weapon skill, stealth or other
- When multiple Maneuvers have the same effect only the most recent takes effect

Common Effects

- Gain Advantage against the adversary
- Impose Disadvantage on one Prowess, Defense or Action
- Limit ability. For example prevent movement or deny attack options or Gifts
- Reposition adversary
- Turn adversarys attack against themselves

Maneuver Types & Recovery

Opportunities: Maneuver affects next action against the target. You can use a Response to immediately take an action against the target. This chance can be given to another allowing them to use a Response to act on it.

Hindrances: Maneuver affects the target until they use an Action to recover. Get back up on their feet for example.

Debilities: Maneuver affects the target until they succeed in a Test to Break the effect. Attempt to do this is an Action. Maneuvers created by grappling and traps are debilities.

Actively held Debilities end if the hold is broken.

Conflict: Opportunities & Hindrances

Blind: Awareness VS Reflex. Adversary cannot use sight based Gifts and they are Disadvantaged in all Tests requiring sight.

Daze: Strength VS Reflex / Vigor. Adversary cannot use Responses.

Disarm: Strength/Awareness VS Reflex / Vigor. One object the adversary is holding is dropped.

Find the Gap: Awareness VS Will. Ignore one Resistance of the adversary.

Opening: Presence VS Will. Give another a chance to move away or free themselves from the adversary.

Shove: Strength VS Reflex/Vigor. Adversary of similar or smaller size is pushed back, over an obstacle or knocked to ground and cannot move. They may take damage if falling from high.

Surprise: Intellect VS Reflex. Action against this adversary is a Surprise Action.

Lure: Presence VS Will. Adversary takes an unfavorable or dangerous action ignoring all but obvious threats. For example step into a hidden trap or attack terrain causing harm to themselves.

Vulnerability: Any VS Vigor/Will. Adversary gains Mastery + Degree Vulnerability against physical or mental attacks.

Conflict: Debilities

Debilities are persistent negative effects that remain until effect is broken with a successful Test.

Debilities can be created by traps, for example bear trap or collapsing a pillar, grappling or challenging an adversary.

Grapple

Putting a bandit in a chokehold and pinning arm of an ogre is a Grapple.

- Hindrances created during grapple persist until grapple is broken

Grappling a same size target:

- Clashes are forced to Close Quarters
- Grapplers cannot move
- Grapplers have Disadvantage on Tests against other targets

Grappling a one size larger target:

- Clashes are forced to close quarters
- Larger being can Test against smaller's Strength to move
- Smaller being has Disadvantage on Tests against other targets

Grappling a two sizes larger target:

- Clashes are forced to close quarters
- Smaller being holds onto the larger moving with them whenever they move
- Smaller being has Disadvantage on Tests against other targets

All effects of grapple end when grapple is broken.

Defy

Issuing a Challenge, infuriating or confusing an adversary is a Defy.

- Target has Disadvantage on Prowess Tests against targets other than their challenger
- Mental hindrances created during challenge persist until challenge is broken

Magic: Gift, Intent & Channeling

All beings are connected to magic but only the Gifted can draw power through that connection and alter reality. Those that do take a great risk as magic can be unpredictable and dangerous.

Gift and Intent

Magic is described in Gifts that can be gained through character advancement, Guides or from mystical items like scrolls, charms and artefacts.

Each Magical Gift contains descriptions of what the magic can achieve, these descriptions are called Intents.

- Magic has at least one Intent. Channeler can give magic additional features from the Intents options
- Intent options can be given to magic multiple times, as long as the effect makes sense
- Intents require Power, marked [Power value]. To channel magic Channeler has to Exhaust to give it Power trading one Burden for one Power
- Channeler can give magic Power up to their Attunement
- To resolve effects of magic make a Channeling Test

Channeling magic

1. Use an Action or Response to channel magic
2. Describe magic as a combination of Intents
3. Exhaust for Power
4. Make a Channeling Test
5. Resolve magic

Channeling Test

Altering reality is an Uncertain act and always requires a Test.

- When there is no opposition to magic Channeling Test fails only on a Cursed Effort. For example channeling healing magic on a willing target
- Channeling Test is made with Attunement + appropriate Skill. Usually this Skill is Channeling
- Difficulty of the Test is either static Difficulty of an Obstacle or Hazard or an Opposed Test

Magic: Duration & Limits

Duration of Magic

Immediate: Magic is resolved immediately.

Focus: Channeler maintains magic with focus.

- Focus magic remains in effect until Focus ends
- Focus magic takes effect when:
 - Channeler uses an Action or Response to use the magic
 - Target enters area of magic for the first time in a Round
 - Target ends their Turn within area of magic
- When the channeler takes an Action to use the magic they can move it to different location, change targets or change the shape of a boundary
- Whenever a target attempts to resist or Break Focus magic channeler makes a Channeling Test to oppose
- Maintaining Focus Exhausts the channeler by one at the end of their Turn
- Suffering damage while holding Focus provokes a Will Burden Test. On failure Focus is broken and the magic ends

Ritual: Magic persists until Ritual is unraveled.

Limits of Magic

Magic can affect targets the channeler has awareness of.

- Channeler has awareness of targets that can be seen, touched or sensed through other means
- When targeting an area awareness of the center or starting point is required
- Cover, darkness and distance beyond Far impose Disadvantage on the Channeling Test

When a target is affected by multiple similar magical effects the most powerful one takes effect.

Magic: Ritual Magic

Ritual

When a channeler creates a Ritual they bind the power of magic to their own being giving it a degree of permanence.

Channeling Ritual magic takes Significant Time. Magic Persists until Ritual is unraveled, another Ritual is channeled or the channeler dies.

- Only Ritual Intents can be used to channel a Ritual
- Burden from giving Power to Rituals is Persistent. Burden cannot be reduced below this value without unraveling the Ritual
- Ritual cannot be altered once set in place
- Difficulty to oppose effects of a Ritual is channelers Passive Attunement
- Unraveling a Ritual takes Significant Time

Rituals can be channeled in a Circle. One channeler leads the Circle, other participants attempt Difficulty 10 Channeling Test to participate.

- Burden from magic is shared among the Circle
- If a Circle member dies their Burden is shared among remaining members

Character



Character Attributes

Name: Name of the character, given, chosen or earned.

Blood: Characters ancestry and heritage. Blood provides a unique Gift on character creation.

Past: What character did before their current adventures. Past grants Skills on character creation.

Details: Physical features, gender identity and demeanor.

Deeds: Collected insight and experience from great challenges. Fuel for advancement.

Level: Measure of characters power and development. Level affects Burden Treshold, Hit-points and Mastery.

Guides: Sources of strength and existential threats.

Prowess: Ability to overcome challenges. Prowesses are added as bonus to Tests when the character has an active role.

Defenses: Ability to resist threats. Defenses are added as bonus to Tests when the character is in direct danger.

Equipment: Easily accessible and active possessions.

Skills: List of characters Skills. When the character can use a Skill add Mastery attribute as a bonus on a Test.

Mastery: Bonus to Tests when using a Skill. Mastery has rating of half the characters Level rounded up.

Pace: How far the character can move in a single action.

Burden: Strain from mystical and mortal sources weighing down on the character. Burden increases Difficulty of Burden Tests.

Resistances: Characters ability to reduce incoming damage. Armor for physical damage, Mental for mental damage.

Wounds: Hit-point pools that allow character to resist harm. Size of the pool is $5 + \text{Level} + \text{Vigor Defense}$. When the pool maximum changes all pools are affected.

Conditions & Afflictions: Long term conditions the character is under.

Gifts: Special abilities and tricks the character possesses.

Possessions: Contents of the characters backpack.

Coin: Carried wealth.

Prowess & Defense

Prowess

Prowesses represent broad range of ability. When the character has an active role they add one Prowess as bonus to a Test they make.

Prowesses have two values, active and passive. Active value is added as bonus to Tests. Passive value is the Difficulty for static effects created by the character. Passive Prowess is $10 + \text{active value}$.

Hiding a camp, preparing a trap and setting a rumour afloat uses Passive Prowess as Difficulty for anyone attempting to notice, avoid or disprove.

Defense

Defenses represent characters ability to resist threats. When the character is directly threatened they add one Defense as a bonus to the Test.

Being attacked, resisting poison, triggering a trap or dodging an area Hazard are direct threats.

When attempting to outrun an adversary, hiding from them or engaging in duel of wits use Prowess instead.

List of Prowesses

Strength: Overcoming physical obstacles, athleticism and use of strength. Wield melee and thrown weapons.

Awareness: Senses and insight. Notice details, track and hunt. Wield ranged and Precise weapons.

Attunement: Use of magic. Sense magic and other worlds.

Intellect: Cunning and knowledge. Sneaking, hiding and acting unnoticed. Recall lore, heal and craft. Set traps and wield poisons.

Presence: Strength of personality and magnetism. Make friends, intimidate foes, entertain, lie and lead.

List of Defenses

Reflex: Reflexes and situational awareness. Reflex protects from external physical threats.

Vigor: Endurance, strength and health. Vigor protects from poisons and other internal physical threats as well as threats that can be opposed with strength and endurance alone.

Vigor increases hit-point maximum by Vigor bonus.

Will: Composure, focus and willpower. Will protects from mind affecting threats, fear, madness, magic and interrogation.

Skills

Skills are honed abilities that help character deal with uncertain situations.

- When character possesses a Skill they add their Mastery attribute as a bonus on related Tests
- Most Skills are not bound to a specific Prowess and creative combinations are possible. For example Strength and Perform to juggle sledgehammers
- Only one Prowess and one Skill can ever be added as a bonus
- Character cannot have a Skill for Reflex, Vigor or Will Defense. Character is at their weakest when forced on the defensive

Almost anything can be a Skill. An example list of adventuring Skills can be found on this page but if your adventure calls for a Skill in astral navigation or gunpowder weaponry feel free to expand the list.

Skill Examples

Athletics: Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

Thievery: Pick pockets, open locks and perform sleight of hand.

Stealth: Move about unnoticed and hide.

Channeling: Wield magic.

Notice: Find hidden threats and detect minute details.

Study: Deduce from found evidence, learn and recall knowledge.

Sway: Make friends, persuade and bargain.

Command: Command immediate obedience, intimidate.

Perform: Hold attention, spread rumors and entertain.

Craft: Create artefacts of your craft, appraise quality and value. Examples; Alchemy, Blacksmithing, Sorcerous.

Wilds: Track, navigate, find food and survive.

Beast Insight: Handle beasts. Calm, command, tame and ride.

Healing: Identify ailments. Treat wounds, poisons and afflictions.

Weaponry: Wield a class of weapons. Examples; Common Weaponry, Martial Weaponry, Cunning Weaponry.

Gifts & Guides

Gifts

Gifts are special talents and abilities that allow the character to bend the rules of the game to their favor. Gifts are gained as part of character advancement or from artefacts.

Guides

Guides are strong connections for the character. Guides provide Boons and an access to Gifts. Guides may become cursed changing the Guides Boon into a Curse.

Character can have up to three Guides at a time, each marked into its own slot. Same Guide can be taken multiple times.

Boons

Boons are strong connections, ideals and favour of unknown powers. They are powerful but limited in number. Character can have one Boon for a Guide slot.

Character can activate the Boon by Drawing Strength from the Guide. Marked as [Draw] in text.

- Guide cannot be drawn from again until it Regains Strength
- When an uncursed Guide Regains Strength its Boon can be changed to one of the Guides available options

Boons tied to their Guides are removed if the Guide is removed. Boons may also come from favour of powerful beings. In these cases Adventurer decides how long they hold on to the Boon.

Bonds are the Boon of mortals. They represent relationships, ambitions and ideals that provide strength to face adversity.

- Drawing Strength from a Guide with a Bond allows the character to take an Advantage on a Test or immediately gain benefits of Rest
- When a Bond relates to another being the benefit can be given to them

Gifts from Guides

Guides grant access to a number of special abilities unique to the Guide. When character gains a Gift during advancement, they can choose from their available Gifts. Gifts remain with the character if the Guide is removed.

Changing Guides

Uncursed Guides can be changed when the character gains a Level. Cursed Guides can be changed only when the Curse is broken.

Curses

Curses influence Guides provoking character into uncontrolled action and corrupting their ambitions.

- When character contracts a Curse they replace one of their Guides Boons with a Curse
- Guide becomes Cursed and cannot be changed until the Curse is broken

Curses have beneficial effects however drawing on them is risky. Drawing Strength from a Cursed Guide Stirs the Curse, granting the character its power but also risking it spreading.

Stirring the Curse

Curse Stirs when the character makes a contact with a source of a Curse. For example.

- Using a Gift from a Cursed artefact
- Drawing Strength from a Cursed Guide
- Cursed Effort when making a Test

When a Curse Stirs effects of the Curse activate. Character then makes a Burden Test. On a successful Test Curse is kept at bay. On a failure the Curse Spreads.

Spreading Curse

When a Curse Spreads replace a Boon in an uncursed Guide slot with the Curse.

If character does not have an uncursed Guide Slot, character is lost to their Curses and leaves to pursue strange goals. To bring them back go on a quest.

Influence of the Curse

Influence measures strength of the Curse, it makes the active effects of the Curse more powerful. Influence is rated from 1 to 3 and is equal to number of Guide slots the Curse is marked into.

Curses: Sources & Breaking Curses

Sources of Curse

Cursed Lands: Rest and Downtime in Cursed lands and places Stirs the Curse. If the Burden Test fails Curse of the land spreads.

Cursed Fare: Eating or drinking Cursed fare Stirs the Curse. If the Burden Test fails Curse of the fare spreads.

Cursed Gifts: Using a Cursed Gift Stirs the Curse. If the Burden Test fails Curse from Gifts source spreads. Cursed Gift can come from many sources artifact or a Guide for example.

Cursed Beings: Being struck by a Cursed attack Stirs the Curse. If the Burden Test fails Curse of the attacking being spreads.

Cursed Hazards: Coming to contact with a Cursed Hazard, for example looking into a possessed mirror, Stirs the Curse. If the Burden Test fails Curse of the Hazard spreads.

Breaking a Curse

While each Curse is unique there are three general strategies to breaking a Curse.

Manifest: Curse can be made to manifest as a being. It can then be fought and driven off. Knowledge of rites and someone brave enough to help is required.

Deed: Performing a deed tied to the Curse will break the Curse. To know what is required piece together origins of the Curse.

Favor: Gaining favor of something more powerful than the Curse can be a way to break it. But watch what you deal with.

To find what is required to achieve these goals go on a quest. To succeed in this quest few things are helpful.

Aid: It is good to have allies. They can make introductions, seek knowledge and hold the light. They may have even faced the Curse before.

Knowledge: Knowing where the Curse came from is also knowing its weakness.

Places of Power: There are places where currents between worlds are calm. It is easier to gain an answer to a call and traverse to hidden realms.

Possessions

Marking Possessions

Possessions are useful items the character carries on their person.

- Each possession is marked on its own row. Filling too many rows increases Burden
- Especially heavy and unwieldy items have Burden Quality that increases characters Burden by rating
- Burden from Possessions is Persistent. Burden cannot be reduced below this value without removing items

Equipment

Equipment are weapons, tools and worn protections character has constantly on hand. Character has equipment slots for eight items.

- Only equipped items are considered active and usable in the moment
- Equipped items affect Burden if they have Burden Quality
- One piece of equipment can affect an Attribute at a time

Coin

Coin is collection of different currencies used across different lands and cultures. All costs and values are listed in Coin.

Tools

Tools aid characters in variety of ways. When the Adventurers approach requires tools, having them makes the attempt possible.

Supplies

Supplies are consumable items that provide bonuses to Tests, create light or provide other benefits.

Some supplies can be stacked to a set. A set takes a single row from the Possessions.

Valuables

Valuables are collection of precious items snatched from hoards and goods gained through honest trade. Candelabras, art pieces, spices and similar unnamed treasures.

- Value of Valuables is measured with dice, usually 1-3D6. When item is sold character gains amount rolled times ten Coin
- Availability, appreciation and Degree in finding a buyer may add or subtract dice from the value

Qualities

Qualities are special features of an item. Especially valuable, heavy or well crafted item has a Quality to represent this aspect.

Deeds & Advancement

Deeds

Deeds are experience and insight gained from facing challenges. They fuel the characters growth.

During the game Bearer rewards entire party with Deeds, when they suffer dire consequences and perform difficult actions.

Curse: Break or gain a Curse.

Cursed Effort: Suffer a Cursed Setback.

Great Threat: Adventurers face a Great Adversary or impossible odds.

Quest: Adventurers complete a quest.

Theme: Adventurers actions reinforce the themes of the game. Themes can be defined by the adventure, setting and the characters. Few example themes are.

- **Discovery:** Travel towards a destination reaching new lands. Find hidden places, knowledge and secrets
- **Treasure:** Find famed treasures and great wealth. Pay debts and build domains
- **Conflict:** Undermine and fight a great enemy. Exact vengeance. Save those in need

Advancement

During Downtime characters have a chance to reflect on their experiences and spend earned Deeds for advancement.

Spend 10 + your Level Deeds to gain a new Level.

- Every Level you can change one of your uncursed Guides
- Every Level increase Hit-point maximum by +1
- On odd numbered Levels increase Burden Treshold by +1
- On odd numbered Levels increase Mastery by +1
- On odd numbered Levels Increase one Prowess and one Defense by +1 up to +5. Item bonuses don't count towards this limit
- On even numbered Levels choose a Gift from one of your Guides

Level 10 is the mortal limit. Past this point Hit-point maximum, Burden Treshold, Mastery, Prowess and Defense no longer increase. Character can continue to change Guides and will gain a Gift every Level.

Character Creation



Character Creation 1. Blood

Blood is the characters lineage and heritage. There are six Blood and each starts with a unique Gift.

Choose a Blood or roll 1D6 to choose randomly.

1. Alfar

When children of light drove the children of dark into depths of the earth, Alfar set their isles adrift into the mists between worlds. They appear again, to conduct obscure trades, gather favors and to lure away the unwary.

Being of Magic: Choose a Magical Gift on character creation. Gain the Channeling Skill.

2. Beastblood

Blood raised by beasts, cursed by witches and blessed by spirits. Some lose their past selves becoming new being in mind and body. Others retain their mind, however they are rarely seen as the being they used to be.

Bestial Gift: Choose one Bestial Gift. You can choose from Bestial Gifts when you gain a Gift from character advancement.

Blood

- 1 Alfar
- 2 Beastblood
- 3 Dwarf
- 4 Human
- 5 Kobold
- 6 Sculpted

Bestial Gifts

Bestial Senses: You have Advantage on Awareness Tests to notice hidden beings, find tracks and recognize emotions.

Nocturnal: Darkness does not cause you Disadvantages within Close Distance.

Tooth, Horn and Claw: Your unarmed attacks deal 1D6 damage. You can use Awareness to make unarmed attacks.

Scurry: When you move, [Exhaust] to increase your Pace by a step.

Bestial Mobility: When you move [Exhaust] to climb or jump your Pace.

Powerful: Increase damage die of Strength attacks by a die type. [Exhaust] to gain Advantage on Tests of strength, carry, lift, push, pull or break.

Venomous: [Exhaust] to secrete poison. Poison deals 1D6 damage, has Difficulty 10 + Intellect and duration of 1 + Mastery. Poison loses potency after Significant Time passes.

Aquatic: You have Advantage on Tests for swimming and diving. You can breathe in water.

Character Creation 1. Blood

3. Dwarf

Dwellers of deep earth, first to learn secrets of steel. Slow to trust, fiercely loyal once they do. They have noticed that the clamor from the upper world has changed. That may mean trouble and warrants an exploration.

Dweller: Recover one additional Burden when you Rest under ground.

Stubborn: [Exhaust] to gain Advantage on a Test to Break an effect.

4. Human

An age past they wandered out of deep wilds, finding themselves at empty doorsteps of the elder blood and secrets they hold. This has not satisfied their curiosity and they always search for more.

Gifted: Choose a Gift from one of your Guides on character creation.

5. Kobold

Tricksters living in hidden places of the world. Dark woods, lonesome caves and underneath nests of other Blood. Kobolds form a relationship with those sharing a nest, taking on semblance of their appearance and granting them both favors and endless nuisance.

Trickster: [Exhaust] to gain Advantage on a Test to create a distraction or perform sleight of hand.

6. Sculpted

The faithful, the scum, the glorious. All were changed through sorcery. Sculpted into blades and tools to be wielded by great rulers. Shackled in stone to perform a duty until one crumbles to dust, tool or the wielder.

Flesh of stone: You don't need to sleep, eat or breathe. Add Vigor Defense to Armor.

Character Creation 2. Past

Choose one Past from the table on this page and mark down Skills from the choice.

In Guides step if you gain a skill you already have choose an additional Skill from the Guide.

Past	Skills
1 Soldier: Camps were your home and battle bought your bread.	Martial Weaponry, Athletics
2 Sailor: You fought the waves chasing the horizon.	Athletics, Sailing
3 Tiller: You worked the land and the land kept you fed.	Athletics, Beast Insight
4 Hunter: You stalked the wilds in search of prey and beast.	Wilds, Notice
5 Nomad: You have seen many places and met many peoples.	Wilds, Sway
6 Wilder: Deep wilds hold many dangers, to those unfamiliar in its ways.	Wilds, Beast Insight
7 Herder: Each day was a battle of wills with your stubborn herd.	Beast Insight, Sway
8 Initiate: You were instructed in secrets and rituals in preparation for greater purpose.	Study, Command
9 Hermit: You lived secluded with your visions and meditations for company.	Study, Wilds
10 Disciple: Demanding tutelage of your master pushed you towards deeper mysteries.	Study, Notice
11 Sacrifice: You were given away as a price. For what?	Channeling, Study
12 Thug: You took what you wanted, nevermind the consequences.	Stealth, Command
13 Cutpurse: Busy markets and secluded streets bore fruit of coin.	Stealth, Thievery
14 Killer: You killed people. For coin? For cause? For vengeance?	Stealth, Cunning, Weaponry
15 Artisan: Your workshop was your life, for a time. Notice, Craft	
16 Exile: Your alleged crimes saw you banished and hunted.	Notice, Stealth
17 Prisoner: You were punished. You learned to sense danger and endure.	Notice, Athletics
18 Minstrel: You entertained people. Sometimes you were rewarded for it.	Sway, Perform
19 Charlatan: You deceived people. Each new lie covering for the last.	Sway, Thievery
20 High born: You were part of a great lineage. Much was given to you and much was expected.	Sway, Command

Character Creation 3. Guides & Curses

Guides are sources of strength for the character. They provide Gifts, special abilities that give the character an edge over their adversaries.

Curses offer Gifts at the cost of devouring the characters future.

Choose three Guides for your character marking each into its own slot. You can choose the same Guide twice.

1. Follow character creation step for each Guide
2. Choose a Boon for two of the Guides
3. Choose a Curse to replace last Guides Boon

If your Blood is Alfar choose a Magical Gift.

If your Blood is Human choose an additional Gift from one of your Guides.

	Guides	Curses
1	Adventure Page: 48	1 Altered Page: 72
2	Blade Page: 50	
3	Favor Page: 52	2 Doppelganger Page: 73
4	Fury Page: 54	
5	Glory Page: 56	3 Pact Page: 74
6	Knowledge Page: 58	
7	Magic Page: 60	4 Possession Page: 75
8	Oath Page: 62	
9	Shadows Page: 64	5 Ravening Page: 76
10	Spirits Page: 66	
11	Survival Page: 68	6 Undying Page: 77
12	Wilds Page: 70	

Guides: Adventure

Horizon calls to you, mountains yearn to be climbed, monsters demand to be humbled and coin whispers to be spent. You will do it all and more.

Character Creation

When you create a character with this Guide take the following features. Then follow instructions on the following page to create a Boon and finally choose one Gift.

If you have the Skill at this step choose another from your Guides.

Prowess Awareness +1

Defense Reflex Defense +1

Common Weaponry:
Skill Wield weapons with the Common tag and fight unarmed.

Choose one Skill

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.
2. **Sway:** Make friends, persuade and bargain.
3. **Stealth:** Move about unnoticed and hide.
4. **Thievery:** Pick pockets, open locks and perform sleight of hand.

Choose one weapon

1. Knife: 1D6, Common, Cunning, Thrown, Intimate, Discreet, Precise
2. Bow: 1D6+1, Common, Thrown, Missile, Two-handed. 12 Arrows
3. Spear: 1D6/1D6+1, Common, Thrown, Long Haft, Great Reach
4. Blade: 1D8, Common, Cunning, Intimate, Discreet, Precise

Choose one tool

1. Invisible Ink (2): Revealed by heat.
2. Grappling hook and Rope.
3. Disguise.
4. Scale Mail: +3 Armor, Burden: 1.

Guides: Adventure

Boons

Create a Bond as your Adventure Boon. Example Bonds:

1. I live for the thrill and danger
2. I want to see what lies beyond the horizon, in the darkest corners and deepest oceans
3. Tomorrow does not exist, I make the most of the now
4. Rules were made to be broken
5. Break the chains, depose the jailors
6. I want to find my match

Gifts

Skill Training: Gain a new Skill.

Versed in magic: Choose a Magical Gift.

Acrobat: [Exhaust] to re-roll a Test to overcome a physical obstacle or a physical Hazard once.

Divisive: When you meet a character for the first time you can roll a 1D6. On a 1-3 you have Disadvantage on Presence Tests on them outside of Conflict. On a 4-6 you have Advantage on Presence Tests on them outside of Conflict. This lasts forever.

Risk: [Exhaust] before making a Test to increase Degree of the Test by one, for good or bad. You can take a Disadvantage to increase Degree by an additional one.

Heroic: When you succeed in a Defense Test up to Mastery allies reduce their Burden by one.

Opportunist: When you can take an action as a Result of a Maneuver [Exhaust] instead of using a Response.

Guides: Blade

Nothing can be achieved without a fight, that is the truth of the world. You are ready to meet with blades any opponent in your way, no matter their strength or station.

Character Creation

When you create a character with this Guide take the following features. Then follow instructions on the following page to create a Boon and finally choose one Gift.

If you have the Skill at this step choose another from your Guides.

Prowess Strength +1

Defense Reflex Defense +1

Skill **Martial Weaponry:** Wield weapons with the Martial tag.

Choose one Skill

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

2. **Command:** Command immediate obedience, intimidate.

3. **Healing:** Identify ailments. Treat wounds, poisons and afflictions.

4. **Notice:** Find hidden threats and detect minute details.

Choose one weapon

1. Mace: 1D8+1, Martial, Impact
2. Sword: 1D8/1D8+1, Martial, Precise, Long Haft
3. Waraxe: 1D8/1D8+1, Martial, Sever, Long Haft
4. Glaive: 1D8+1, Martial, Sever, Great Reach, Two-handed
5. Greatsword: 1D10+1, Martial, Precise, Two-handed
6. Greataxe: 1D10+2, Martial, Sever, Two-handed

Choose one tool

1. Healing Supplies (5): Add uses as bonus on Tests for Healing and Treating poisons. Alternatively recover Hit-points by 1 for each use.
2. Field Tools for a craft.
3. Shield: +2 Armor, weapon: 1D4, Burden: 1.
4. Scale Mail: +3 Armor, Burden: 1

Guides: Blade

Boons

Create a Bond as your Blade Boon. Example Bonds:

1. I will prove my strength
2. Battle has been my life, I don't know another home
3. Discipline makes me worthy
4. Battle is my profession and I aim to get paid
5. I will fight for those who cant
6. Anything for my comrades at arms

Gifts:

Skill Training: Gain a new Skill.

Versed in magic: Choose a Magical Gift.

Armor Mastery: When you wear an armor or carry a shield add your Mastery to Armor Resistance.

Brawler: You gain a 1D6 unarmed damage die. If you already have an unarmed damage die increase it by a die type. Deal unarmed damage on physical Maneuvers to grapple, shove etc.

Champion: After your unarmed or weapon Clash use a Response to choose one.

- Remove one Burden from up to Mastery beings within Near.
- Recover 1D6 + Mastery Hit-

points to up to Mastery beings within Near.

Chosen Weapon: Choose one weapon you carry as your chosen weapon. When you Clash with your chosen weapon you can choose one of the following.

- Increase damage die by a die type. 1D6 to 1D8 for example.
- Ignore Mastery Armor on your target.
- Weapon rolls damage in Close Quarters, grapple etc.

Skirmisher: After your unarmed or weapon Clash use a Response to choose one.

- Move your Pace.
- Make an attack.

Spellblade: After your unarmed or weapon Clash use a Response to channel magic.

Strategist: After your or an allys Clash use a Response to choose one.

- Have a being within Near take an Action.
- Increase Degree of the Clash by one.

Vanguard: After your unarmed or weapon Clash use a Response to choose one.

- Recover 2D6 + Mastery Hit-points.
- Make an attack.

Weapon Mastery: Add your Mastery to damage of weapon and unarmed attacks.

Guides: Favor

Dreams bring you visions that become real. Your touch mends bones and voice demands obedience. You can feel a presence within you. You are favoured.

Character Creation

When you create a character with this Guide take the following features. Then follow instructions on the following page to create a Boon and finally choose one Gift.

If you have the Skill at this step choose another from your Guides.

Prowess Attunement +1

Defense Will Defense +1

Skill **Common Weapony:**
Wield weapons with the Common tag and fight unarmed.

Choose one Skill

1. **Sway:** Make friends, persuade and bargain.

2. **Command:** Command immediate obedience, intimidate.

3. **Healing:** Identify ailments. Treat wounds, poisons and afflictions.

4. **Notice:** Find hidden threats and detect minute details.

Choose one weapon

1. Knife: 1D6, Common, Cunning, Thrown, Intimate, Discreet, Precise

2. Sling: 1D6+1, Common, Thrown, Impact

3. Club: 1D6+1, Common, Impact

4. Staff: 1D6+1, Common, Impact, Two-handed, Great Reach

Choose one tool

1. Healing Supplies (5): Add uses as bonus on Tests for Healing and Treating poisons. Alternatively recover Hit-points by 1 for each use.

2. Spell Components (5): Add uses as a bonus on Channeling Tests.

3. Candles (5): Illuminate Close area.

4. Scale Mail: +3 Armor, Burden: 1

Guides: Favor

Boons

Choose one Boon or create a Bond as a Boon.

Favour of Grace: As an Action [Draw] to make a Healing Test to heal Wounds or Afflictions on up to Mastery beings within Close.

Favour of Sight: As a Response [Draw] to alter result of any die roll by up to your Mastery.

Favour of Word: As an Action [Draw] to make an Attunement Test against Will of up to Mastery targets within Near. They will attempt to fulfill a single command until they Break the effect. Targets get to Test Will to Break at the end of their Turn. Difficulty is your passive Attunement.

Favour of Wrath: When your attack hits [Draw] to add Mastery D6 damage to the attack and make the attack Otherwordly.

Example Bonds:

1. Dreams told of a need for a great sacrifice
2. Whispers promised a great destiny for me
3. I feel I am meant to protect
4. My hand is not my own. It strikes with an unknown fury
5. I wish to return to normalcy
6. I don't know what you want from me!?

Gifts:

Skill Training: Gain a new Skill.

Versed in magic: Choose a Magical Gift.

Anointed: Choose a Boon from Favour. You will have access to it even without the Guide. And can Draw Strength from any Guide to use the Boon.

Faith: As a part of Rest remove 1 + Mastery Burden. You can split the recovery between multiple beings.

Healing Hands: As an Action [Exhaust] to restore 1D6 + Mastery Hit-points to a being within Reach.

Mystic: As a part of Rest choose a Prowess or Defense. You can use Attunement to make Tests with chosen Prowess or Defense.

Guides: Fury

*Rage and fury boils inside you.
Throwing you against
insurmountable obstacles.*

Character Creation

When you create a character with this Guide take the following features. Then follow instructions on the following page to create a Boon and finally choose one Gift.

If you have the Skill at this step choose another from your Guides.

Prowess Strength +1

Defense Vigor Defense +1

Skill **Common Weaponry:**
Wield weapons with the Common tag and fight unarmed.

Choose one Skill

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

2. **Command:** Command immediate obedience, intimidate.

3. **Notice:** Find hidden threats and detect minute details.

4. **Wilds:** Track, navigate, find food and survive.

Choose one weapon

1. **Blade:** 1D8, Common, Cunning, Intimate, Discreet, Precise

2. **Handaxe:** 1D6, Common, Thrown, Sever

3. **Spear:** 1D6/1D6+1, Common, Thrown, Long Haft, Great Reach

4. **Maul:** 1D8+3, Common, Impact, Heavy, Two-handed, Burden: 2

Choose one tool

1. **Healing Supplies (5):** Add uses as bonus on Tests for Healing and Treating poisons. Alternatively recover Hit-points by 1 for each use.

2. **Hunting horn.**

3. **Shield:** +2 Armor, weapon: 1D4, Burden: 1.

4. **Thick Hides:** +2 Armor, Survival: +1.

Guides: Fury

Boons

Create a Bond as your Fury Boon.
Example Bonds:

1. Crush your enemies, see them driven before you!
2. Live, love, slay and be content
3. Rouse the meek, let lambs become wolves!
4. Do NOT hurt my friends
5. I will NEVER give up
6. FUCK YOU!

Gifts:

Skill Training: Gain a new Skill.

Versed in magic: Choose a Magical Gift.

Berserkers Fury: You have a 1D6 Fury die. When you have one or more Wounds the Fury die increases to 1D8. [Exhaust] to deal Fury die extra damage of your attacks type in a Clash. When you suffer or cause a Wound remove one Burden.

Cleave: [Exhaust] up to Mastery to choose additional targets for your melee attack.

Eager for Battle: You have Advantage on Initiative Tests. If you gain a Degree on Initiative you have an additional Action on the first Round that can be used to Move or Attack.

Firebrands Fury: You have a 1D6 Fury die. When you have one or more Wounds the Fury die increases to 1D8. [Exhaust] to add your Fury die as a bonus on social Tests. [Exhaust] to add your Fury die as bonus on Vigor and Will Tests.

Savage Clash: [Exhaust] to deal 1D6 + Mastery damage to an adversary when you lose a melee Clash. Damage has your weapons damage type.

Unseen Fury: You have a 1D6 Fury die. When you have one or more Wounds the Fury die increases to 1D8. You can Roll your Fury Die dealing damage to yourself to use an [Exhaust] effect in place of increasing Burden. When damage is 5 or more you can Exhaust a second time choosing the same or different effect. This damage cannot be reduced.

Wade into Fray: When you cause or suffer a Wound you can use a Response to make an attack.

Guides: Glory

Some names die before their owner. Names of those who achieve great things live for a generation. Your name will live forever.

Character Creation

When you create a character with this Guide take the following features. Then follow instructions on the following page to create a Boon and finally choose one Gift.

If you have the Skill at this step choose another from your Guides.

Prowess Presence +1

Defense Will Defense +1

Skill **Martial Weapony:** Wield weapons with the Martial tag.

Choose one Skill

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

2. **Command:** Command immediate obedience, intimidate.

3. **Sway:** Make friends, persuade and bargain.

4. **Perform:** Hold attention, spread rumors and entertain.

Choose one weapon

1. Sword: 1D8/1D8+1, Martial, Precise, Long Haft
2. Glaive: 1D8+1, Martial, Sever, Great Reach, Two-handed, Burden: 1
3. Warbow: 1D8+1, Martial, Missile, Two-handed, Burden: 1
4. Greataxe: 1D10+2, Martial, Sever, Two-handed, Burden: 1

Choose one tool

1. Fine clothes. 1D6 x 10 value.
2. Hunting horn.
3. Musical Instrument.
4. Scale Mail: +3 Armor, Burden: 1

Guides: Glory

Boons

Create a Bond as your Glory Boon. Example Bonds:

1. I will be a hero, just like in the stories!
2. They don't need to love me, as long as they fear me
3. All will hear my tales
4. Look upon my works you mighty
5. Fame, finery, wealth, I will have it all
6. My work will not help anyone if it is forgotten

Gifts:

Skill Training: Gain a new Skill.

Versed in magic: Choose a Magical Gift.

Advocate: Investigate and get people to speak out of turn. [Exhaust] to choose one.

- Test Presence against Will of up to Mastery beings. On success targets have Disadvantage on Presence and Will Tests. Effect lasts until Broken. Targets get to Test Will to Break at the end of their Turn. Difficulty is your passive Presence.

- Up to Mastery Targets can use their Response to take a Break or Study action.

Conqueror: Command attention, strike fear and inspire action.

[Exhaust] to choose one.

- Test Presence against Will of up to Mastery beings. On success you Defy them. They have Disadvantage on Attacks against targets other than you. Effect lasts until Broken. Targets get to Test Will to Break at the end of their Turn. Difficulty is your passive Presence.

- Up to Mastery Targets can use their Response to take an Attack or Move action.

Defiant: When you successfully Defy an adversary they cannot initiate actions against targets other than you.

Flourish: You can use Presence as a Prowess for melee attacks.

Performer: Trap attention, confuse and inspire confidence. [Exhaust] to choose one.

- Test Presence against Will of up to Mastery beings. On success targets have Disadvantage on Awareness and Reflex Tests. Effect lasts until Broken. Targets get to Test Will to Break at the end of their Turn. Difficulty is your passive Presence.

- Up to Mastery Targets can Exhaust once for free on their next Turn.

Guides: Knowledge

You see patterns in the flight of birds and bubbles of a cauldron, you hear them in old stories and lies of thieves. These patterns need to be understood.

Character Creation

When you create a character with this Guide take the following features. Then follow instructions on the following page to create a Boon and finally choose one Gift.

If you have the Skill at this step choose another from your Guides.

Prowess Intellect +1

Defense Will Defense +1

Skill **Study:** Deduce from found evidence, learn and recall knowledge.

Choose one Skill

1. **Healing:** Identify ailments. Treat wounds, poisons and afflictions.

2. **Notice:** Find hidden threats and detect minute details.

3. **Wilds:** Track, navigate, find food and survive.

4. **Craft:** Create artefacts of your craft, appraise quality and value. Examples; Alchemy, Blacksmithing, Sorcerous.

Choose one tool

1. Healing Supplies (5): Add uses as bonus on Tests for Healing and Treating poisons. Alternatively recover Hit-points by 1 for each use.

2. Field tools: Basic tools for a Craft. Makes Craft Downtime possible in wilderness.

3. Healing Brew (2): Recover $1D6+1$ Hit-points.

4. Antidote (2): Gain Advantage on Tests against poison until Significant Time passes

Choose a second tool

1. Candles (5). Illuminate Close area until Significant Time passes.

2. Rousing Brew. Reduce Burden by one.

3. Tea of Split Mind: Use Attunement to find Hidden, detect motives and notice Illusions. Effect lasts until Significant Time passes.

4. Heavy Clothes. +1 Armor.

Guides: Knowledge

Boons

Create a Bond as your Knowledge Boon. Example Bonds:

1. Ancients knew so much, their knowledge needs to be unburied
2. That is an interesting reaction
3. I am going to get these bastards
4. I need to know more so I can help more
5. I have to find these people before its too late
6. Some things should not be known, I have to hide them

Gifts:

Skill Training: Gain a new Skill.

Versed in magic: Choose a Magical Gift.

Alchemist: [Exhaust] to gain Advantage on Tests to create or identify Poisons, cures or Alchemicals. When you create Poisons, Cures or Alchemicals increase die based effects by +1 die and numerical effects by +1. You can make a Crafting Test during Rest to create one Poison, Cure or Alchemical item.

Cunning: In Conflict Difficulty of the Study Action is never higher than 10 for you.

Focused Fighter: You are able to make weapon and unarmed attacks with Intellect.

Healer: [Exhaust] to gain Advantage on Healing Tests and Tests to study, identify and notice wounds, poisons and ailments. During Rest you can make a Healing Test to remove a Wound. On success Wound is removed and patient gains physical or mental Affliction.

Hound: [Exhaust] to gain Advantage on a Test to find information on beings. When you gain Advantage from Study Action you can use a Response to take action with the gained Advantage immediately.

Investigator: When you search for information you always gain one additional piece of information.

Medic: When you use Healing Supplies or brews to restore Hit-points increase recovery by your Mastery.

Scholar: [Exhaust] to gain Advantage on a Test to find information on environments, past events, culture, crafts, ailments and documents. When you gain Advantage from Study Action you can give it to another. They can use their own or your Response to take action with the Advantage immediately.

Guides: Magic

There is a current of power within you. Elusive, unpredictable, alive? You can draw from it, shape it and alter reality.

Character Creation

When you create a character with this Guide take the following features. Then follow instructions on the following page to create a Boon and finally choose one Gift.

If you have the Skill at this step choose another from your Guides.

Prowess Attunement +1

Defense Will +1

Skill **Channeling:** Wield magic.

Gift **Versed in magic:** Choose a Magical Gift.

Choose one Skill

1. **Study:** Deduce from found evidence, learn and recall knowledge.

2. **Notice:** Find hidden threats and detect minute details.

3. **Healing:** Identify ailments. Treat wounds, poisons and afflictions.

4. **Perform:** Hold attention, spread rumors and entertain.

Choose one tool

1. Spell Components (5): Add uses as a bonus to a Channeling Test

2. Warding Salts: Create a boundary Close area across. Spirits, the Dead and Outsiders require Will Test to cross or break the boundary. Difficulty is users passive Intellect. Boundary remains until broken.

3. Healing Brew (2): Recover 1D6+1 Hit-points.

4. Magus Candle: Small vial that illuminates Close area until Significant Time passes. Can be expended to create a blinding flash.

Choose a second tool

1. Candles (5). Illuminate Close area.

2. Staff. 1D6+2, Common, Impact, Great Reach, Two-handed

3. Rousing Brew. Reduce Burden by one.

4. Waters of Magic: Give magic 1D4 Power. This can exceed your Attunement. After the channeling make a Burden Test for a Mystical Affliction.

Guides: Magic

Boons

Choose one Boon or create a Bond as a Boon.

Wild Magic: [Draw] Until

Significant Time passes roll a 1D6 whenever you channel magic.

1. Make a Burden Test for a Mystical Affliction.
2. Suffer 1D6 + Mastery mental damage. As a Response make an Attunement Test against Will to direct it against another.
3. Magics area increases by a step.
4. Magic affects an additional target.
5. Recover 1D6 + Mastery Hit-points. As a Response direct it to another.
6. Remove 1D4 Burden. As a Response Remove from another.

Strong Current: [Draw] to give magic Mastery Power.

Example Bonds:

1. This power is new and wonderful
2. I can shape the world to my will
3. I hurt someone dear by mistake. I have to be careful
4. Power calls to me, I want more, I need more
5. This “gift” made me a pariah. I will prove them wrong
6. I love to create small wonders to delight and amuse

Gifts:

Skill Training: Gain a new Skill.

Versed in magic: Choose a Magical Gift.

Secrets of Arcana: As an Action Test Attunement against beings Will. On success gain 1 + Degree Visions on Them. You can hold Visions up to your Mastery.

- Spend a Vision to give magic targeting them one Power.
- Spend a Vision to gain a piece of information on them.

Secrets of Blood: You can take 1D6 damage and give magic one Power for each two damage suffered up to your Attunement times. This damage cannot be reduced.

Secrets of Names: When you know the targets real name you can give magic one Power when you target only them.

Secrets of Song: You can use Perform, Sway or Command as a Skill to channel magic.

Spellbook: You have a Spellbook. As a Downtime Action you can study magic Intents. Make an Intellect Test against Difficulty 10 + Intents Power. On success add the Intent to your Spellbook. Your Spellbook can contain twice your Mastery Intents.

Guides: Oath

You have sworn to give your life to a greater purpose and a word once given cannot be broken.

Character Creation

When you create a character with this Guide take the following features. Then follow instructions on the following page to create a Boon and finally choose one Gift.

If you have the Skill at this step choose another from your Guides.

Prowess Presence +1

Defense Will Defense +1

Skill **Martial Weaponry:** Wield weapons with the Martial tag.

Choose one Skill

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

2. **Sway:** Make friends, persuade and bargain.

3. **Command:** Command immediate obedience, intimidate.

4. **Notice:** Find hidden threats and detect minute details.

Choose one weapon

1. Mace: 1D8+1, Martial, Impact

2. Sword: 1D8/1D8+1, Martial, Precise, Long Haft

3. Waraxe: 1D8/1D8+1, Martial, Sever, Long Haft

4. Glaive: 1D8+1, Martial, Sever, Great Reach, Two-handed

5. Greatsword: 1D10+1, Martial, Precise, Two-handed

6. Greataxe: 1D10+2, Martial, Sever, Two-handed

Choose one tool

1. Healing Brew (2): Recover 1D6+1 Hit-points.

2. Rousing Brew (2): Reduce Burden by one.

3. Shield: +2 Armor, weapon: 1D4, Burden: 1.

4. Scale Mail: +3 Armor, Burden: 1

Guides: Oath

Boons

Choose one Boon or create a Bond as a Boon.

Oath of Might: [Draw] to gain the following benefits until Significant Time passes.

- Increase damage die of weapon or unarmed attacks by a die type.
- Gain Advantage on a Defense Tests to Break an effect on self.

Oath of Protection: [Draw] to gain the following benefits until Significant Time passes.

- As an Action or Response grant Cover to one being within Reach until the start of your next Turn or until they are out of Reach.
- Add your Mastery as bonus on a Defense Tests for yourself and allies within Close.

Oath of Trials: [Draw] to gain the following benefits until Significant Time passes.

- When you succeed in an attack increase targets Burden by Mastery and provoke a Burden Test. On a failed Test they suffer a Physical or Mental Affliction.
- Gain Advantage on a Test to detect lies, illusions and subterfuge.

Example Bonds:

1. I will protect those who cannot protect themselves
2. I will bring evil to justice
3. I will never lie
4. I will have my vengeance
5. I will show mercy
6. I must obey my ruler

Gifts:

Skill Training: Gain a new Skill.

Versed in magic: Choose a Magical Gift.

Determined: You can Exhaust twice to gain a bonus on a Test.

Guardian: Instead of using a Response [Exhaust] to move making yourself target of an Attack or other visible Threat within your Pace.

Honor: Choose three tenets of your honor increasing Burden Treshold by one for each. If you break the tenet reduce your Burden Treshold. Regain honor on Downtime.

- Never refuse a challenge
- Never strike first
- Never leave an ally behind
- Never refuse a plea for help
- Never lie

Indomitable: [Exhaust] to re-roll a failed Vigor or Will Defense Test once.

Guides: Shadows

You are surrounded by an invisible web of shadows, lies and secrets. Each pull of a string reverberates through the web, waking the predators. You have to be very careful.

Character Creation

When you create a character with this Guide take the following features. Then follow instructions on the following page to create a Boon and finally choose one Gift.

If you have the Skill at this step choose another from your Guides.

Prowess Intellect +1

Defense Reflex Defense +1

Skills **Stealth:** Move about unnoticed and hide.
Cunning Weaponry: Wield weapons with the Cunning tag.

Choose one Skill

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

2. **Thievery:** Pick pockets, open locks and perform sleight of hand.

3. **Notice:** Find hidden threats and detect minute details.

4. **Study:** Deduce from found evidence, learn and recall knowledge.

Choose one weapon

1. Knife: 1D6, Common, Cunning, Thrown, Intimate, Discreet, Precise.

2. Blade: 1D8, Common, Cunning, Intimate, Discreet, Precise.

3. Hand Crossbow: 1D8, Cunning, Missile, Slow 12 Bolts.

4. Garrote: 1D10+1, Cunning, Discreet, Two-handed, Only usable from surprise or grapple.

Choose one tool

1. Burglars' Tools: Open locks, disable traps.

2. Grappling hook and Rope.

3. Caltrops: Deal 1D6 physical damage and obstructs movement in Close area.

4. Viper venom: Internal Vigor Hazard dealing 1D6 physical damage. Duration: 3.

Guides: Shadows

Boons

Create a Bond as your Shadows Boon. Example Bonds:

1. Out of sight, out of mind and that is the way I like it
2. I am not afraid to get my hands dirty
3. All the interesting things are hidden
4. I offer the cleaner solution
5. They won't even notice it is missing
6. You can get a lot done when you don't care whether people know your name

Gifts:

Skill Training: Gain a new Skill.

Versed in magic: Choose a Magical Gift.

Assassin: When you make a Surprise Attack or use a poison choose one. [Exhaust] to choose twice, you can choose the same option again.

- Ignore a Resistance
- Add +1 die to damage
- Increase duration by +1

Dark familiarity: Darkness does not Disadvantage your actions within Reach.

Elusive: Add your Mastery to Defense Test when you choose to move in a Clash.

Spider: When you gain new information on a being you gain an Advantage that can be used in a Test against them. You can hold up to your Mastery Advantages gained this way.

Thief: [Exhaust] to gain one of the following effects.

- Gain an Advantage on Tests for stealth, picking pockets, opening locks or disabling traps.
- Use an item, perform sleight of hand, ignore Slow quality on a weapon or operate devices as a part of another action. Test separately if necessary.

Unassuming: Until you attack you can use stealth with Presence even under direct scrutiny.

Guides: Spirits

There are more worlds than one, separated by unseen currents. It takes a moment to build a bridge, but when you do you may find a kindred spirit.

Character Creation

When you create a character with this Guide take the following features. Then follow instructions on the following page to create a Boon and finally choose one Gift.

If you have the Skill at this step choose another from your Guides.

Prowess Presence +1

Defense Vigor Defense +1

Skill **Sway:** Make friends, persuade and bargain.

Choose one Skill

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

2. **Beast Insight:** Handle beasts. Calm, command, tame and ride.

3. **Notice:** Find hidden threats and detect minute details.

4. **Common Weapony:** Wield weapons with the Common tag and fight unarmed.

Choose one tool

1. Musical Instrument.
2. Healing Brew (2): Recover 1D6+1 Hit-points.
3. Rousing Brew (2): Reduce Burden by one.
4. Thick Hides: +2 Armor, Survival: +1.

Choose a second tool

1. Curse Seal: Gain Advantage on a Burden Test against a Curse, seal crumbles to dust after.
2. Tea of Split Mind: Use Attunement to find Hidden, detect motives and notice Illusions. Effect lasts until Significant Time passes.
3. Warding Salts: Create a boundary Close area across. Spirits, the Dead and Outsiders require Will Test to cross or break the boundary. Difficulty is users passive Intellect. Boundary remains until broken.
4. Banishing Incense: Cover Close area in light smoke until Significant Time passes. Spirits, the Dead and Outsiders require Will Test to enter the area. Those inside have to use their Actions to leave on a failed Test. Difficulty is users passive Attunement.

Guides: Spirits

Boons

Choose one Boon or create a Bond as a Boon.

Angry Spirits: [Draw] to add +1D6 mental damage to your attacks until Significant Time passes.

Guardian Spirits: [Draw] to re-roll a Defense Test or a Cursed Effort.

Example Bonds:

1. My ancestors watch over me and I will guard their legacy
2. Sun is rising, time to hunt
3. The Dead know so much, it should not be forgotten
4. Careful, there are predators everywhere
5. I never have to stand alone
6. I will move on, but not yet

Gifts:

Skill Training: Gain a new Skill.

Versed in magic: Choose a Magical Gift.

Ancestor Spirits: During Rest you can choose one of the following effects. Effect lasts until new effect is chosen.

- Increase Burden Treshold by one for up to Mastery beings.
- Give an item an Otherworldly quality.

Beast Spirits: [Exhaust] to gain Advantage on Tests to handle beasts.

During Rest you can choose one of the following effects. Effect lasts until new effect is chosen.

- Increase damage of your unarmed and weapon attacks by a die type.
- You grant +1 Help bonus to attacks of allies within Reach.

Dead Spirits: During Rest you can choose one of the following effects. Effect lasts until new effect is chosen..

- Grant Mastery Mental Resistance to up to Mastery beings.
- Ask questions from dead beings within Reach by making a Presence Test against Difficulty 10. On success gain a true answer and increase Difficulty by +5. Dead know what has happened in past and the nature of beings living in current location. On failure increase Difficulty by +5.

Nature Spirits: During Rest you can choose one of the following effects. Effect lasts until new effect is chosen.

- [Exhaust] to make a Presence attack against Vigor. On success reduce targets Hit-point maximum by 1D4 + Degree.
- As an Action [Exhaust] to recover 1D6 + Mastery Hit-points to a being within Close.

Guides: Survival

*World devours the unprepared.
So fight when others give up, run
when necessary, make allies and
stick with them. You will survive
no matter what.*

Character Creation

When you create a character with this Guide take the following features. Then follow instructions on the following page to create a Boon and finally choose one Gift.

If you have the Skill at this step choose another from your Guides.

Prowess Awareness +1

Defense Vigor Defense +1

Skill **Common Weaponry:**
Wield weapons with the Common tag and fight unarmed.

Choose one Skill

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

2. **Notice:** Find hidden threats and detect minute details.

3. **Stealth:** Move about unnoticed and hide.

4. **Thievery:** Pick pockets, open locks and perform sleight of hand.

Choose one weapon

1. Knife: 1D6, Common, Cunning, Thrown, Intimate, Discreet, Precise.

2. Handaxe: 1D6, Common, Thrown, Sever

3. Spear: 1D6/1D6+1, Common, Thrown, Long Haft, Great Reach

4. Blade: 1D8, Common, Cunning, Intimate, Discreet, Precise

Choose one tool

1. Healing Supplies (5): Add uses as bonus on Tests for Healing and Treating poisons. Alternatively recover Hit-points by 1 for each use.

2. Antidote (2): Advantage on Tests to resist poison until Significant Time passes.

3. Rousing Brew: Reduce Burden by one.

4. Alarm Snare: Cause a noise, clearly audible to a great distance.

Guides: Survival

Boons

Create a Bond as your Survival Boon. Example Bonds:

1. I give it my all, anything else would mean defeat
2. We are stronger together
3. I will do what I have to
4. I am tired of simply surviving
5. I will make sure my friends will survive
6. Only one I can rely on is myself

Gifts:

Skill Training: Gain a new Skill.

Versed in magic: Choose a Magical Gift.

Adrenaline: When you suffer a Wound reduce your Burden by Mastery. Increase your Burden Treshold by one for each Wound.

Cowardice: When you suffer a Wound reduce your Burden by Mastery. You can immediately move your Pace and attempt to Hide with a Test against Difficulty 10.

Grit: When you suffer a Wound reduce your Burden by Mastery. Increase your Defenses by +1 for each Wound.

Camaraderie: During Rest remove up to Mastery Burden from your allies.

Toughness: When you suffer a Wound make a Burden Test, damage type determines the Defense. On success ignore any damage over.

Relentless: After an adversarys Action use a Response to do one of the following.

- Take an Attack Action.
- Take a Break Action.
- Take a Move Action.

Sharp Instincts: Adversaries do not gain Advantage on Surprise Actions against you. [Exhaust] to gain Advantage on Tests to detect lies and notice dangers.

Guides: Wilds

You are at home in wild places of the world. Deep forests, stormy seas and seemingly dead wastelands. Few can escape your hunt and few trails can hide their secrets.

Character Creation

When you create a character with this Guide take the following features. Then follow instructions on the following page to create a Boon and finally choose one Gift.

If you have the Skill at this step choose another from your Guides.

Prowess Awareness +1

Defense Vigor Defense +1

Skills
Wilds: Track, navigate, find food and survive.
Common Weaponry: Wield weapons with the Common tag and fight unarmed.

Choose one Skill

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.
2. **Notice:** Find hidden threats and detect minute details.
3. **Stealth:** Move about unnoticed and hide.
4. **Thievery:** Pick pockets, open locks and perform sleight of hand.

Choose one weapon

1. Knife: 1D6, Common, Cunning, Thrown, Intimate, Discreet, Precise.
2. Sling: 1D6+1, Common, Thrown, Impact
3. Bow: 1D6+1, Common, Thrown, Missile, Two-handed. 12 Arrows
4. Spear: 1D6/1D6+1, Common, Thrown, Long Haft, Great Reach

Choose one tool

1. Healing Supplies (5): Add uses as bonus on Tests for Healing and Treating poisons. Alternatively recover Hit-points by 1 for each use.

2. Hunting horn.

3. Bear Trap: Deal 2D6 physical damage and prevent movement.

4. Thick Hides: +2 Armor, Survival: +1.

Guides: Wilds

Boons

Create a Bond as your Wilds Boon. Example Bonds:

1. I only feel at peace under the open sky
2. I will protect others from the beasts and the dark
3. Civilization is a blight
4. I can make any place my home
5. I live for the hunt
6. I am part of the land, like my ancestors

Gifts:

Skill Training: Gain a new Skill.

Versed in magic: Choose a Magical Gift.

Beastmaster: [Exhaust] to gain Advantage on Tests to calm, control or communicate with beasts.

You have a beast Companion. This can be any small, medium or large beast. Your Companion has $1 +$ your Mastery Prowess and three Wounds. If your Companion fails a Burden Test at Deaths Door they become incapacitated until they heal a Wound. You can Exhaust for your Companions Tests. You can [Draw] from Wilds and give the benefit to your Companion. When you gain a Level increase your Companions Hit-point maximum by +1.

Warden: [Exhaust] to use one of the following effects.

- Gain Advantage on Tests for tracking, navigating, scavenging, scouting and noticing threats.
- Gain Advantage on Tests for overcoming natural obstacles and Hazards.
- Ignore one Disadvantage from making a ranged attack

Druidic Magic: You are able to use Wilds as a Skill for channeling magic. Power cost of Rituals is reduced by one, down to minimum of one.

Hunt as Pack: Each Round your Companion or Follower grants +1 Help bonus to attacks and Defense of an ally within Reach of the same adversary.

Trophy Taker: You can benefit from up to Mastery Trophies from defeated adversaries. Each Trophy fills one row when placed in Possessions and increases your Burden Threshold and Hit-point maximum by +1.

Curses: Altered

*Your blood was twisted with
strange magics and concoctions.
You are seen as sickly and
dangerous.*

Curse:

You have the Curse of the Altered.
Choose one manifestation for the
experiments done on you.

Altered: When the Curse
Spreads choose a new
manifestation.

1-2. Altered Veins: [Draw] to
activate following effects. This
lasts until Significant Time
passes.
- Immune to poison.
- See in the dark up to Close.
- Increase Awareness and Reflex
by Curse Influence.

3-4. Altered Sinew: [Draw] to
activate following effects. This
lasts until Significant Time
passes.
- Grapple as a Large creature.
- Increase a weapon and
unarmed damage die by a die
type.
- Increase Strength and Vigor by
Curse Influence.

5-6. Altered Mind: [Draw] to
activate following effects. This
lasts until Significant Time
passes.
- Gain Advantage on Tests to find
information.
- Increase Attunement by one.
- Increase Intellect and Will by
Curse Influence.

Curses: Doppelganger

*Your face changes and form flows
like water, carrying away your
memories and ambitions.*

Curse:

You have the Curse of the Doppelganger. Choose one way to alter your shape and being.

Doppelganger: When the Curse Spreads write a new name, change one uncursed Guide and choose a new manifestation.

1-2. Shapeshifter: [Draw] to change your form to another mortal. If this is a copy of another you have Advantage on Tests to mimic them. You retain this appearance until you change it again.

3-4. Bloodshifter: [Draw] to change your Blood. You lose Gift from your current Blood and gain the Gift from the Blood you changed into. You retain your new Blood until you change it again.

5-6. Guideshifter: [Draw] to change one of your Guides. You retain your new Guide until you change it again. Changing Guides will not break Curses affecting them.

Curses: Pact

You are bound by an occult pact that will take all you are. Luckily you still have time and there might be a loophole.

Curse:

You have made a pact with an unknown power. Choose one manifestation as the boon you gained.

Pact: When Curse Spreads choose one of the following.

- Take a new manifestation
- Gain a new Magical Gift
- Increase strength of the Enchantment
- Gain a new Known Enchantment

Your patron can make one of the following Request from you once between Downtimes. Refusal will Stir the Curse. Completion removes Mastery Burden and Regains Strength to the Guide.

- Secrets: Learn a secret from a being
- Followers: Convince a being to perform a minor deed for the patron
- Tricks: Sow confusion or distrust
- Rites: Perform a rite taking Significant Time

1-2. Boon of Glamour: Your Boon grants you the following benefits.

- You gain Perform Skill.
- You gain a musical instrument with a Known Enchantment.
- [Draw] Until Significant Time passes increase your Presence by Curse Influence. You can make a Presence Test against Will of up

to Mastery beings. On success you have Advantage on Uncertain Presence Tests against them and you can make Impossible requests without Advantage. Effect lasts until Significant Time passes. In Conflict target can attempt to Break the effect at the end of their Turn.

3-4. Boon of Martial Might: Your Boon grants you the following benefits.

- You gain Weaponry Skill of your choice.
- You gain a weapon, armor or shield with a Known Enchantment.
- [Draw] Until Significant Time passes increase your Strength or Awareness by Curse Influence. You can take an additional action to Attack each Turn.

5-6. Boon of Occult Knowledge: Your Boon grants you the following benefits.

- You gain Channeling Skill.
- You gain a Magical Gift.
- Instead of taking Burden you can give magic Power by increasing range of Cursed Effort. For example give magic one Power and gain Cursed Effort on a roll of 1 or 2.
- [Draw] Until Significant Time passes increase your Attunement by Curse Influence. You can give magic one Power for free when you channel magic.

Curses: Possession

There is another soul within you, wrestling for control. Occasionally you can see eye to eye, but trust is strained. This cannot continue.

Curse:

You have the curse of Possession. Choose one manifestation for the other.

Possession: You can call on the others abilities. Effects last until an ally Breaks the effect with a Presence Test or you Break the effect with a Will Test. Difficulty is 10 + your Burden. You can attempt to Break the effect at the end of your Turn. When the Curse Spreads choose an additional manifestation.

1-2. Occult Influence: [Draw] to gain the following abilities.

- Switch your highest Prowess and your Attunement and increase it by Curse Influence.
- Gain a Magical Gift and the Channeling Skill.
- You can give magic one Power for free when you channel magic.

3-4. Secretive Influence: [Draw] to gain the following abilities.

- Switch your highest Prowess and your Intellect and increase it by Curse Influence.
- Gain Cunning Weaponry, Stealth and Thievery Skills.
- When you succeed in a surprise attack or a Test to gather information increase Degree by one.

5-6. Violent Influence: [Draw] to gain the following abilities.

- Switch your highest Prowess and your Strength and increase it by Curse Influence.
- Gain Common and Martial Weaponry Skills.
- Once on your Turn when you win a Clash you can [Exhaust] to attack again.

Curses: Ravening

Hunger crawls inside you like a beast. It claws at your insides. Pleading you to tear your flesh apart and set it free.

Curse:

You have the Curse of the Ravening. Choose one manifestation for the hunger tearing at you.

Ravening: When the Curse Stirs you invoke the hunger. While active you can take actions only with intent to stalk, hunt, attack and eat. Effects of the hunger lasts until Significant Time passes or an ally manages to Break the effect with a Presence Test against Difficulty 10 + your Burden. When the Curse Spreads choose an additional manifestation.

1-2. Frenzied Hunger: [Draw] to invoke your hunger. During hunger:

- Increase damage die of your melee attacks by a die type.
- Increase your Strength and Vigor by Curse Influence.
- If you eat raw meat or deal unarmed damage by biting recover 1D6 + Mastery Hit-points.

3-4. Stalking Hunger: [Draw] to invoke your hunger. During hunger:

- Gain ability to see in the dark up to Close.
- Increase your Awareness and Intellect by Curse Influence.
- If you eat raw meat or deal unarmed damage by biting remove one Burden.

5-6. Unyielding Hunger: [Draw] to invoke your hunger. During hunger:

- Halve all incoming damage. This reduction is applied before Resistances.
- [Exhaust] to gain Advantage on Tests to Break effects on yourself.
- If you eat raw meat or deal unarmed damage by biting remove one Burden.

Curses: Undying

*You died? Since then your blood
has been black and sluggish,
beasts avoid you and food has
lost its taste. In your sleep you
feel cold hands grasping at you,
they will not lose their grip again.*

Curse:

You are dead? At least partially.
You have the Curse of the
Undying. Choose one
manifestation for your brush with
death.

Undying: Effects that affect the Dead affect you fully. When you die you will wake again after Significant Time has passed. Then the Curse will Spread, no Tests. When the Curse Spreads choose an additional Manifestation. These Manifestations are passive and always active. They don't require Drawing Strength.

1-2. Undying Blood: You are unaffected by mortal brews, mortal poisons and cannot gain Survival Afflictions. Add Mastery as bonus on Vigor Tests.

3-4. Undying Flesh: Increase your maximum Hit-points by your Mastery. When you succeed a Test for death at Deaths Door you remove one Wound and gain physical or mental Affliction.

5-6. Undying Soul: Add Mastery to Mental Resistance and as a bonus on Will Tests.

Character Creation 4. Attributes

1. Generate Prowesses

Assign 4 points to Prowesses of your choice without going higher than +3 in any one Prowess.
Alternatively roll 4D10 to generate Prowesses randomly.

Set Passive Prowesses to 10 + Prowess.

2. Generate Defenses

Assign 3 points to Defenses of your choice without going higher than +3 in any one Defense.
Alternatively roll 3D6 to generate Defenses randomly.

3. Set Mastery, Burden, Hit-points, Pace & Channeling

- Set Mastery to +1 (Half your Level rounded up)
- Set Burden Threshold to 6 (5 + Half your Level rounded up)
- Set Hit-points for each Wound to 5 + Vigor Defense + 1 for Level
- Set Pace to Close

Random Prowesses & Defenses

To generate an Attribute randomly roll a die and increase Attribute determined by the die result. If this would increase Attribute past +3 re-roll the die.

1D10 Random Prowesses

1-2 Strength +1

3-4 Awareness +1

5-6 Attunement +1

7-8 Intellect +1

9-10 Presence +1

1D6 Random Defenses

1-2 Reflex +1

3-4 Vigor +1

5-6 Will +1

Character Creation 5. Possessions

No matter the characters past they all start with the following.

- Travel clothes
- 1D20 + Presence Coin
- 1D4 Rations

Then choose once from List of Trinkets on this page.

Character sheet has six slots for readied equipment. Items in these slots do not fill rows in Possessions but they may increase Burden.

Mark each item you put in Possessions on its own row.

Any items with Burden Quality increase Burden by Qualitys rating. Burden from equipment or possessions is persistent and cannot be removed without removing the item.

Trinket: +1 Will Defense

1 Golden coin housing a bound mind.

2 Pelt of a powerful beast.

3 Signet Ring of a great house.

4 Pieces of a broken weapon.

5 Lock of hair tied with a ribbon.

6 Cloak made from a company standard.

7 Obsidian disk with a white spots like constellation of stars within.

8 Three ancient copper keys.

9 Horn carved with a map.

10 Really good boots.

Character Creation 6. Details

Flesh out your character. What is their name, how do they approach adventure? Do they have any distinctive features?

Create a story tying together gaps between earlier choices in character creation. Your character is now ready to begin their adventures.

Demeanor	Distinctive feature
1 Energetic	1 Ritual scars
2 Inquisitive	2 Piercing gaze
3 Secretive	3 Luxurious hair
4 Thrillseeker	4 Heavily tattooed
5 Dreamer	5 Constantly moving
6 Greedy	6 Limp
7 Hot-headed	7 Scars of punishment
8 Focused	8 Speaks with hands, loudly
9 Ambitious	9 Pierced with charms
10 Vain	10 Missing body part
11 Single-minded	11 Unusually small
12 Rebellious	12 Different colored eyes
13 Disciplined	13 Battle scars
14 Jester	14 Won't hold eye-contact
15 Protector	15 Wide as a barn
16 Excitable	16 Shockingly bright hair
17 Haunted	17 Very tall
18 Gambler	18 Scars of sickness
19 Charitable	19 Severe burns
20 Empathetic	20 Distinct scent

Character Creation 6. Details

	Alfar	Human	Sculpted	Beastblood	Kobold	Dwarf
1	Baiar	Anatol	Clay	Anaku	Frird	Algramri
2	Gaidhre	Amra	Shard	Annarah	Praa	Broulun
3	Liorda	Avon	Bearer	Berot	Knur	Bamnut
4	Kwaal	Khmir	Marble	Donkua	Burrr	Detcraig
5	Thuval	Jaro	Blade of ...	Frehi	Iki	Filgil
6	Lin	Csatary	Arrow of ...	Fordjof	Khwe	Elvegar
7	Warheun	Renja	Servant	Nyaadu	Cut	Gradrur
8	Feigh	Sefris	Granite	Nsodi	Yis	Herdae
9	Yuecas	Faraz	Third of ...	Nsiana	Jollo	Yasgret
10	Into	Roneir	Eye of ...	Vrok	Lam	Hildr
11	Oun	Naija	Hand of ...	Kweje	Shev	Wuathra
12	Ailshu	Nadya	Effigy	Konase	Theels	Dhosen
13	Mierdim	Shun	Onyx	Sienti	Klihq	Groum
14	Rani	Selise	Shield of ...	Takyu	Scrub	Orisarra
15	Sann	Gia	Word of ...	Enineo	Fror	Sakhre
16	Voetal	Gaman	Breaker	Kyuse	Juhul	Jorous
17	Yoh	Mitro	Digger	Okesi	Nurk	Erir
18	Fiah	Imre	Porcelain	Daan	Mitre	Jondruur
19	Ilfen	Lian	Shatter	Nkruye	Kyvwyd	Kusrek
20	Lehyi	Jasmin	Jade	Twuei	Qoz	Huma

Magical Gifts



Magical Gifts: Beast Communion

[Power X] Beast call, Ritual: Call for a beast to act as your follower for duration. Beast with Prowess equal to this Intents Power will respond.
+ [Power 1]: Beast adds +1D6 to its damage.
+ [Power 2]: Call an additional being.

[Power 1] Beast speech, Ritual: For duration target can communicate with beasts as if they shared a language.
+ [Power 1]: Affect an additional target.

[Power 1] Command Beast: As an Action or Response attack beasts Will commanding them to take an action or stop them from taking one. Use Channeling Test for any Tests they would make.
+ [Power 1]: Affect an additional target.
+ [Power 3]: Affect a swarm.

[Power 2] Skinwalk, Ritual: For duration step into the mind of a beast gaining ability to use their senses and communicate with them. You are able to use their sense Gifts. If the beast is unwilling this is an Attack against Will. If the beast suffers damage you will suffer equal mental damage.

[Power 3] Become Beast, Ritual: Magic allows you to adopt a form of a beast adopting the following abilities.

- You gain 1D6 unarmed damage die.
- Use your Attunement as a Prowess in this form and add Mastery to Skills the beast is strong in.
- Retain your mental faculties, Hit-points and Resistances.
- When you change shape in a Clash you can choose a Clash option and use your Channeling Test to determine the result.
- You suffer damage normally and may die in this form.
- + [Power 1]: On movement [Exhaust] to jump or climb your Pace.
- + [Power 1]: On movement [Exhaust] to increase Pace by a Distance Step.
- + [Power 1]: Increase unarmed damage to 1D8.
- + [Power 1]: Your bite attack poisons target. Deal unarmed damage on a failed Test. Difficulty 10 + Attunement. Duration Attunement Rounds.
- + [Power 2]: Gain Advantage on Awareness Tests to notice.
- + [Power 2]: Gain ability to see in the dark up to Close.
- + [Power 2]: Gain ability to breathe in water.
- + [Power 3]: Gain ability to walk on walls and ceilings.
- + [Power 3]: Become a small being gaining Advantage on stealth.
- + [Power 4]: Become a large being gaining +5 Hit-point maximum and +1 die of damage to melee attacks.
- + [Power 5]: Gain ability to fly your Pace.

Magical Gifts: Command Flame

[Power 0] Sculpt Flame, Ritual: Alter color of flame and create images or patterns within. Cause flame to take real or imagined forms.

[Power 0] Kindle/Dowse, Ritual: Light a small flame or dowse it with a Channeling Test. Resist threats of flame with a Channeling Test.

- + [Power 1]: Reduce or increase a fire damage by 1 die for duration.
- + [Power 1]: Affect an additional target.
- + [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.
- + [Power 1]: Magic is Hidden and does not affect beings until it is triggered by a specified condition.
- + [Power 1]: Increase effect by +1 Die.
- + [Power 2]: Create a Boundary in a shape of your choosing Close long. Magic affects all within Reach or those coming into contact.
- + [Power 3]: You maintain awareness of the flame and its direction for duration.

[Power 0] Scorch: Attack Reflex dealing 1D8 physical damage.

- + [Power 1]: Affect an additional target.
- + [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.
- + [Power 1]: Increase effect by +1 Die.
- + [Power 2]: Create a Boundary in a shape of your choosing Close long. Magic affects all within Reach or those coming into contact.
- + [Power 2]: Adversary dealing damage in melee suffers the Intent.
- + [Power 3]: Create a melee weapon that can be wielded with Attunement.

[Power 1] Cleansing Flame: Use Channeling Test to remove a poison.

- + [Power 1]: Give magic an additional target.
- + [Power 2]: During Downtime use Channeling Test to remove an Affliction.

[Power 3] Abjure Flame, Ritual: For duration target being gains Advantage on Tests to Defend against flaming threats and attacks.

- + [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.
- + [Power 1]: Give magic an additional target.

Magical Gifts: Command Flame

[Power 3] Will in Flame, Ritual: Project your mind to a flame you have awareness off. For duration you can sense surroundings of that flame as if you stood in its place and speak through crackling of the flame. You are affected by mental attacks made against this flame. Your body will be unresponsive for duration.

- + [Power 1]: Give magic an additional target.
- + [Power 3]: Uproot the flame gaining Close Pace while you remain in flame. In this form you have 1D8 damage die and use Channeling Test to attack a target within Reach.

Magical Gifts: Conjure Illusions

Illusion Magic: Illusion magic affects minds of beings witnessing the illusion. Illusion is real to them until they disbelieve it with a successful Will Test. Successful study with Intellect or Awareness grants an Advantage on Tests to break the illusion.

[Power 0] Lure, Ritual: Create an illusion that begs for investigation. Target will take actions to move and investigate while under the effect.

+ [Power 1]: Affect an additional target.

+ [Power 1]: Illusion deals 1D6 mental damage. Alternatively increase damage by +1 die.

+ [Power 1]: Magic is Hidden and does not affect beings until it is triggered by a specified condition.

+ [Power 3]: Physical actions against the target are made with Advantage.

[Power 1] Illusory Weapon, Ritual: Create a weapon that can be wielded with Attunement. Attacks target Reflex and deal 1D6 mental damage.

+ [Power 1]: Create an additional Illusion.

+ [Power 1]: Increase effect by +1 Die.

[Power 1] Mask, Ritual: Alter appearance of an existing thing or being.

+ [Power 1]: Affect an additional target.

+ [Power 4]: Alter beings appearance to resemble completely different type of being, human to a house cat for example.

[Power 2] Mirage, Ritual: Create a visible object or change features of your surroundings in an area Reach across.

+ [Power 1]: Create an additional Illusion.

+ [Power 1]: Illusion deals 1D6 mental damage. Alternatively increase damage by +1 die.

+ [Power 1]: Increase area by a Distance Step.

+ [Power 1]: Magic is Hidden and does not affect beings until it is triggered by a specified condition.

Magical Gifts: Conjure Illusions

[Power X] Phantasm, Ritual: Create an illusory being to act as a follower for duration. Anything the Phantasm touches can be incorporated into the illusion. Phantasm has its own Turn in Conflict. You can use an Action or Response to have the Phantasm take an Action or Response.

-Phantasm has Power Prowess to Attack and can perform mental maneuvers.

-When Phantasm suffers damage the attacker Tests to disbelieve the illusion.

+ [Power 1]: Illusion deals 1D6 mental damage. Alternatively increase damage by +1 die.

+ [Power 2]: You maintain awareness of the Phantasm. As an Action you can sense through the Phantasm as if you were in its place.

+ [Power 2]: Create an additional Phantasm.

+ [Power 2]: Create a duplicate of a being. Those attempting to target the being have to succeed in a Test against your Channeling to choose the right target. Additional duplicate imposes a Disadvantage on a Test to recognize the correct target.

Magical Gifts: Death Communion

[Power 0] Placate the Dead, Ritual: Target Dead has to Test Will against your Channeling Test to make an attack. This does not work while Defending.

- + [Power 1]: Affect an additional target.
- + [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 1] Touch of the Dead: As an Attack against Vigor target beings hit-point maximum is reduced by one for duration.

- + [Power 1]: Increase effect by +1.
- + [Power 1]: Regain one Burden on success.
- + [Power 1]: Regain 1D6 + Mastery Hit-points on success.
- + [Power 1]: Affect an additional target.
- + [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 1] Sculpt Remains: Shape remains and dead tissue. Close wounds and other signs of harm.

- + [Power 2]: Cause a dead body to take the shape they had in their last moments, only still and unresponsive.

[Power 2] Augur Through Remains: Roll 1D6 and ask a question.

Bearer will give you a true answer within beings knowledge. There is an additional side effect based on die result.

- 1+: Suffer one Burden and Remains will not answer more questions.
- 4+: Remains will not answer more questions.
- 6: Gain an additional piece of information.
- + [Power 1]: Roll an additional 1D6 dedicating each die to a different question.

[Power X] Raising: Raise a medium or smaller dead body to act as a Follower. Follower has Power Prowess, Skills of its original form and 5 + Mastery Hit-points in a single Wound. Raised Follower has two Actions but no Responses. Follower has its own Turn in Conflict and you can use an Action or Response to have the being take an Action or Response. Follower has Undead Gift.

- + [Power 1]: Raise a large being. Being has 10 + Mastery Hit-points and deals an additional die of damage.
- + [Power 1]: Being has a Response.

[Power 5] Undeath, Ritual Only: For duration target being gains Undead Gift. Any effect affecting the Dead affects them fully. They do not need to eat, sleep or breathe. Mortal diseases, poisons and potions will not affect them. When they suffer their last Wound they make a Burden Test. On success the Hit-point pool drops to 1 instead.

Magical Gifts: Guide Blood

[Power 0] Shape Blood, Ritual: Cause blood to take on shapes and colors of your choosing. Cause images and patterns to appear in blood.

[Power 0] Sense Blood: Search for beings or blood within Close distance by making a Channeling Test opposed by Vigor.

+ [Power 1]: Increase area by a Distance Step.

[Power 1] Clot: Attack a beings Vigor dealing 1D6 physical damage. Damage is internal and unaffected by Armor.

+ [Power 1]: Affect an additional target.

+ [Power 1]: Affect targets within within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

+ [Power 1]: Increase effect by +1 Die.

+ [Power 2]: Create a Boundary in a shape of your choosing Close long. Magic affects all within Reach or those coming into contact.

+ [Power 2]: Adversary dealing damage in melee suffers the Intent.

[Power 1] Blood Augury: Roll 1D6 and ask a question about blood you have access to. Bearer will give you information based on the die result.

- 1+: Trail to follow.

- 4+: Causes of spilling, traits or nature of the blood.

- 6: Description of the being.

+ [Power 1]: Roll an additional 1D6. Dedicate each die to a different question or gain multiple answers for the same question.

[Power 2] Invigorate: Target being recovers 1D6 Hit-points.

+ [Power 1]: Affect an additional target.

+ [Power 1]: Affect targets within within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

+ [Power 1]: Increase effect by +1 Die.

[Power 2] Weaken, Ritual: Reduce target beings Strength, Vigor or Prowess by one for duration.

+ [Power 1]: Increase effect by one.

+ [Power 1]: Affect an additional target.

+ [Power 1]: Affect targets within within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 2] Puppet Blood: Attack beings Vigor causing them to take a physical action of your choice or stop them from taking one. Use your Channeling Test for any Tests they would make.

+ [Power 1]: Affect an additional target.

[Power 3] Heal: During Downtime or at Deaths Door use a Channeling Test to heal Wounds.

+ [Power 1]: Affect an additional target.

Magical Gifts: Hedge Magic

[Power 1] Cleanliness: Clean target object or substance from grime, poison and disease.

+ [Power 1]: Affect an additional target.

+ [Power 1]: Affect all within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 1] Admonish: As an Attack against Will impose Disadvantage on a targets next Test.

+ [Power 1]: Affect an additional target.

+ [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power X] In Sickness, Ritual: As an Attack against Vigor increase targets Vigor Burden by Power + Degree and provoke a Burden Test. On a failed Burden Test target suffers Sickness Affliction decreasing Defense of your choice by one. If this would take a Defense to zero they suffer a Wound.

+ [Power 1]: Increase effect by +1.

+ [Power 1]: Affect an additional target.

+ [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 2] Hedge Augury: Roll 1D6 and ask a question based on die result. Bearer will give you a true answer.

- 1+: Ask a question about places in local area.

- 4+: Ask a question about events inside a home or a dwelling.

- 6: Ask a question about hopes and desires of an individual you have met.

+ [Power 1]: Roll an additional 1D6. Dedicate each die to a different question or gain multiple answers for the same question.

[Power 3] In Health: During Downtime or at Deaths Door Heal with a Channeling Test.

+ [Power 1]: Affect an additional target.

[Power 4] Goodwill, Ritual: Target is protected for duration. Attacker has to beat your Channeling Test to attack the target. This does not work when the target initiates a Clash.

+ [Power 1]: Affect an additional target.

[Power 4] Hearth, Ritual Only: Channel magic into a flame increasing maximum Hit-points and Burden Treshold by one for anyone Resting by the flame.

+ [Power 1]: Increase Hit-points and Burden Treshold by +1.

+ [Power 1]: You have awareness of the flame and the direction it is in.

Magical Gifts: Raise Root and Vine

[Power 0] Sculpt Roots: Bend roots into shapes of your choosing. Alter color of flowers and leaves. Cause images to appear in tree bark.

+ [Power 2]: Create Cover or structures Reach across. Alternatively increase size of a Structure by a Distance step.

[Power 1] Hands of Root, Ritual: Move objects and beings. Create physical maneuvers, restraints and difficult terrain.

+ [Power 1]: Attack against Reflex dealing 1D6 physical damage.

+ [Power 1]: Affect an additional target.

+ [Power 1]: Affect all within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power X] Armor of Vines: Increase Armor by Power for duration.

+ [Power 1]: Attacker suffers magics Armor bonus damage in a melee Clash.

+ [Power 1]: Affect an additional target.

[Power 1] Rejuvenate: Bring life to wilted plants. Recover Hit-points by 1D6.

+ [Power 1]: Affect an additional target.

+ [Power 1]: Affect all within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 2] Healing Growth: During Downtime or at Deaths Door Heal with a Channeling Test.

+ [Power 1]: Affect an additional target.

[Power 2] Augur through Leaves: Roll 1D6 and ask a question from plantlife in vicinity. Bearer will give you a true answer based on die result.

- 1+: Numbers, weights and directions.

- 4+: As above but also time.

- 6: Clear description of events.

+ [Power 1]: Roll an additional 1D6. Dedicate each die to a different question or gain multiple answers for the same question.

[Power X] Poisonbloom: As an Attack against Vigor poison a being. Poison deals 1D6 physical damage and affects the target for Power rounds.

+ [Power 1]: Sleep. Poison lulls being to sleep. Sleeping being does not take Actions or Responses. Actions against them are made against Difficulty 10 with Advantage. Attack wakes the being.

+ [Power 1]: Hallucination. Damage of poison is mental.

+ [Power 1]: Add an additional poison effect.

+ [Power 1]: Affect an additional target.

+ [Power 1]: Affect all within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

Magical Gifts: Shape Light

[Power 0] Sculpt Light: Change color of light. Cause images and patterns to appear in light. Images created this way can be used to trick someone, but do not hold up to close scrutiny.

[Power 1] Illuminate, Ritual: Create a light that illuminates Close area for duration.

- + [Power 0]: Bind light to an item.
- + [Power X]: Create a floating mote of light that has its own Turn and Prowess equal to Power. Mote can take actions to move and attempt to create feints and distractions.

[Power 1] Blind: As an Attack against Reflex blind a being. Affected being cannot use sight based Gifts and have Disadvantage on all Tests requiring sight.

- + [Power 1]: Affect an additional target.
- + [Power 1]: Affect all within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 2] Glitter: Attack against Reflex causing target to glitter with light. Target cannot become Hidden.

- + [Power 1]: Affect an additional target.
- + [Power 1]: Affect all within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 2] Searing Radiance: Attack against Reflex with focused light dealing 1D10 physical damage.

- + [Power 1]: Increase effect by +1 die.
- + [Power 1]: Affect an additional target.
- + [Power 1]: Affect all within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 3] Invisibility: For duration you are Hidden and you have Advantage on stealth.

- + [Power 1]: Affect an additional target.
- + [Power 1]: Affect all within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 4] Oculus, Ritual: Create an invisible lens with a Close Pace and ability to float its Pace. You are able to see through the lens. Oculus cannot move through walls but can fit through small crevices.

Magical Gifts: Third Eye

[Power 1] Comprehension, Ritual: Target gains ability to understand one written and/or spoken language for duration.

+ [Power 1]: Gain an additional understanding.

+ [Power 1]: Affect an additional target.

[Power X] Premonition, Ritual Only: Gain Power Premonitions for duration. Premonition can be spent to alter a result of a die roll or Trouble Check by 1. When you spend a Premonition regain one Burden Threshold.

[Power 1] Reveal: Search for Hidden within Close distance with a Channeling Test. This includes, lies, hidden motives and hidden nature such as shapeshifting and Illusions.

+ [Power 1]: Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 2] Augury: Roll 1D6 and ask a question based on die result.

Bearer will give you a true answer.

- 1+: Where to look for the answer.

- 4+: Who has the answer.

- 6: Yes or No.

+ [Power 1]: Roll an additional 1D6. Dedicate each die to a different question or gain multiple answers for the same question.

[Power 3] Guide: Targets Mastery is increased by one for duration.

+ [Power 1]: Effect is increased by +1.

+ [Power 1]: Affect an additional target.

[Power 4] Spirit Walk, Ritual: Project your senses out of your body into an ethereal spirit form. You can move your Pace and sense the surroundings as if you were there. You are not affected by physical attacks unless they have the Otherworldly Quality. You have Advantage on stealth. You can suffer mental damage through your projection. Your body will remain unresponsive.

+ [Power 1]: Physical barriers do not block your passage.

+ [Power 1]: You are able to fly your Pace in this form.

+ [Power 2]: Your physical body turns into the spirit form. Your physical attacks become mental.

Magical Gifts: Touch Minds

[Power 0] Mind Sense: Search for beings within Close distance by making a Channeling Test opposed by their Will.

+ [Power 1]: Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 1] Mind Speech: Create a connection to beings mind allowing you to communicate wordlessly for duration.

+ [Power 1]: Affect an additional target.

[Power 1] Tear Mind: Attack a beings Will dealing 1D6 mental damage.

+ [Power 1]: Affect an additional target.

+ [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

+ [Power 1]: Increase effect by +1 Die.

+ [Power 2]: Create a Boundary in a shape of your choosing Close long. Magic affects all within Reach or those coming into contact.

+ [Power 2]: Adversary dealing damage in melee suffers the Intent.

[Power 2] Augur Thought: Roll 1D6 and ask a question based on die result. Bearer will give you a true answer.

- 1+: Associated memory.

- 4+: Partial memory.

- 6: Clear memory.

+ [Power 1]: Roll an additional 1D6. Dedicate each die to a different question or gain multiple answers for the same question.

[Power 2] Charm: You have Advantage on Presence Tests against target being for duration. Impossible requests remain Impossible.

+ [Power 1]: Affect an additional target.

+ [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

+ [Power 2]: Impossible requests become Uncertain. Target will realize manipulation when the effect ends.

[Power 3] Shape Emotion: As an attack against Will change beings emotional state. Cause them to start conflict with someone close by. Make them peaceful or impassive preventing them from starting conflicts or choosing damage in Clash. Break mental effect placed on them.

+ [Power 1]: Affect an additional target.

+ [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 5] Sculpt Memory: Change one memory of a being.

+ [Power 1]: Affect an additional target.

+ [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

Magical Gifts: Weave Shadow

[Power 0] Sculpt Shadow: Alter shapes of shadows and cause them to move according to your will. Create shadows where there were none.

[Power 1] Conceal: Target becomes Hidden for duration or until they attack. Any being attempting to act on the target has to first succeed in Awareness Test opposed by your Channeling Test to locate them.

+ [Power 1]: Affect an additional target.

+ [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 2] Silence: No sound can be heard from or inside target. Grant target Advantage to Stealth.

+ [Power 1]: Affect an additional target.

+ [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 2] Darksight, Ritual: For duration target can see in Darkness up to Close distance.

+ [Power 1]: Affect an additional target.

+ [Power 2]: Increase area by a Distance Step.

[Power 3] Darkness: Obscure a Close area with darkness that overcomes light sources, but not sun, and cannot be seen out of. Attempts to act on beings obscured by darkness are made with Disadvantage.

+ [Power 1]: Increase area by a Distance Step.

+ [Power 3]: Darkness overcomes sunlight. Everything within this darkness is Hidden.

[Power X] Shade, Ritual: Separate target beings shadow from them for duration to become a follower.

-Shade has Power Prowess on Attack and Stealth.

-Shade has one Wound with 5 + Power Hit-points.

-Shade has Advantage to stealth and 1D6 mental damage die.

-Shade is intangible and cannot be harmed by physical attacks, but is fully affected by mental attacks.

-Lightsources can be used to attack shade dealing 1D6 damage.

Shade has its own Turn in conflict. You can use an Action or Response to have the Shade take an Action or Response.

+ [Power 1]: Increase the damage die of the shade by a die type.

+ [Power 3]: Create an additional shade.

Magical Gifts: Words of Power

[Power 0] Word of Thunder: As an Attack against Vigor push target by Reach.

- + [Power 1]: Increase distance by a Distance Step.
- + [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 1] Word of Shielding, Ritual: Increase Armor and Mental Resistance by +1.

- + [Power 1]: Effect is increased by +1.
- + [Power 1]: Affect an additional target.

[Power 1] Word of Clarity: Use Channeling Test to Break an effect affecting the target.

- + [Power 1]: Affect an additional target.
- + [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 1] Word of Harm: As an Attack against Will. Deal 1D6 mental damage.

- + [Power 1]: Increase effect by +1 Die.
- + [Power 1]: Affect an additional target.
- + [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 2] Word of Peace, Ritual: As an Attack against Will. Target being will not take attack Action for duration or choose damage in a Clash.

- + [Power 1]: Affect an additional target.
- + [Power 1]: Affect targets within Reach or Increase area by a Distance Step. Channeler can choose to be unaffected.

[Power 3] Word of Obedience: As an Attack against Will. Target being will take an action of channelers choosing.

- + [Power 1]: Affect an additional target.

[Power 4] Word of Banishment: As an Attack against Will. Target Outsider, Spirit or a called being will make a mark. When they have marks equal to their Wounds they will return to their home.

- + [Power 2]: Target will make an additional mark.

[Power 4] Word of Death: As an Attack against Vigor reduce targets maximum Hit-points by 1D6 + Degree.

- + [Power 1]: Increase effect by +1 Die.
- + [Power 1]: Affect an additional target.

Enchantments



Enchantments

Enchantments give otherwise normal items mystical properties.

- Strength of an Enchantment is rated as Known, Famed or Legendary
- Single item can hold one Famed or Legendary Enchantment and one Known Enchantment
- Item can hold an additional Known, Famed or Legendary Enchantment for each Catch

Catch

Catch is an enchanted property that complicates use of the item. Catch can be due to needs and principles of a sentient item or a drawback from an Enchantment.

- Cursed. Cursed items attempt to inflict their Curse on the wielder
- Dangerous. Using the item is dangerous to the wielder
- Demanding. Item has its own goals or needs that have to be taken into account

Identifying Enchantment

Item properties can be identified by making an Attunement Test against Difficulty 10 as an action taking Significant Time. On success identify one + Degree Enchantments.

Alternatively use the item and learn the Enchantments through practice.

Cursed Items

Cursed item hides its nature as it digs its roots into wielders soul.

- Curse is always a last property to be identified
- Curse Stirs when an Enchantment from a Cursed item is used. When this happens Bearer will note a mark. When the Curse is ready to strike Bearer will ask for a Burden Test, increase Difficulty by number of marks
- Once the Curse has taken root character cannot voluntarily free themselves from a Cursed Item
- Once the Curse has taken root being without the Cursed Item will prevent removing Burden

Enchantments

Enchantments

1	Beast Charm	11	Magic Vessel
2	Beasthide	12	Omenbringer
3	Bulwark	13	Otherwordly
4	Chalice of Power	14	Protective Charm
5	Darkeye	15	Seerstone
6	Devourer	16	Shadowmantle
7	Farsight	17	Soul Ward
8	Focus	18	Spiritstep
9	Heartseeker	19	Swiftwind
10	Lifebringer	20	Watcher

Enchantments

1. Beast Charm

Item:

Any.

A being in form of a beast follows you. Being has items power + your Mastery Prowess, abilities according to its form and nature, and an items power Wounds. You are able to communicate with the being wordlessly. Destroyed being will regain a Wound on Downtime.

Form:

Small Beast: 1D4 damage die. 5 + Prowess Hit-points. Pace Near.

Beast: 1D8 damage die. 10 + Prowess Hit-points. Pace Close.

Great Beast: 1D6 damage die. 15 + Prowess Hit-points. Pace Close. Can be used as a mount.

Nature:

Fury: Prowess to Attack, Athletics, Reflex, Vigor, Will.
+1 Damage die.

Trickster: Prowess to Attack, Stealth, Thievery, Reflex, Will.
Advantage to stealth.

Guardian: Prowess to Attack, Notice, Reflex, Vigor, Will.
Advantage to notice hidden.

Known: +1 Prowess, 1 Wound.

Famed: +2 Prowess, 2 Wounds.

Legendary: +3 Prowess, 3 Wounds.

2. Beasthide

Item:

Clothing, cloak or armor.

As an Action [Draw] to take a form of a beast until Significant Time passes or you end the effect.

While you are in the beast form you retain your Defenses, mental abilities, Hit-points and Wounds. You gain Gifts and attacks of the beast form. Your Prowess is items power + Mastery for the Tests beast is Strong in.

Known: One beast form with Prowess of 3. Small, medium or large, land or aquatic beast.

Famed: Two beast forms with Prowess of 4. Small, medium or large, land or aquatic beast.

Legendary: Three beast forms with Prowess of 5. Small, medium or large flying, land or aquatic beast.

3. Bulwark

Item:

Clothing, armor or shield.

Increase Armor Resistance by items power.

Known: +1 Armor.

Famed: +2 Armor.

Legendary: +3 Armor.

Enchantments

4. Chalice of Power

Item: Any.

Item holds charges that can be spent to give magic Power in place of taking Burden. Chalice recovers charges on Downtime.

Known: 1 charge.

Famed: 3 charges.

Legendary: 5 charges.

5. Darkeye

Item: Headdress, jewellery or weapon.

[Exhaust] to gain the ability to see in complete darkness until Significant Time passes.

Known: Sight up to Close.

Famed: Sight up to Near.

Legendary: Sight up to Far.

6. Devourer

Item: Melee weapon.

Dealing damage with the weapon recovers Hit-points.

Known: 1D6+1 Recovery.

Famed: 1D6+3 Recovery.

Legendary: 1D6+5 Recovery.

7. Farsight

Item: Any.

Item holds number of charges that can be spent to alter a die roll by spent charges. Charges are regained on Downtime.

Known: 1 charge.

Famed: 2 charge.

Legendary: 3 charge.

8. Focus

Item: Any.

Increase one Prowess or Defense by items power.

- Increase Strength.
- Increase Awareness.
- Increase Attunement.
- Increase Intellect.
- Increase Presence.
- Increase Reflex.
- Increase Vigor.
- Increase Will.

Known: +1 increase.

Famed: +2 increase.

Legendary: +3 increase.

Enchantments

9. Heartseeker

Item: Any weapon.

When you [Exhaust] to gain a bonus for a Test to wield this weapon increase bonus by items power. Add bonus to damage.

Known: +1 to Test. +3 damage.

Famed: +2 to Test. +4 damage.

Legendary: +3 to Test. +5 damage.

10. Lifebringer

Item: Amulet, bread, tankard, bottle, mortar or similar.

Item has number of charges that can be spent to gain bonuses on Healing Tests, Test against poisons or to recover a Hit-point. Item recovers charges on Downtime.

Known: 3 charges.

Famed: 6 charges.

Legendary: 10 charges.

11. Magic Vessel

Item: Any.

Item contains Intents for channeling magic.

Known: Item contains up to three Intents from a Magical Gift.

Famed: Item contains a complete Magical Gift.

Legendary: Item contains two complete Magical Gifts.

12. Omenbringer

Item: Headdress, ring or weapon.

Item has power charges and holds one type of Omen. As a Response spend a charge to use the Omen. Item regains charges at Downtime.

- Ill Omen: Impose Disadvantage on a beings Test or have them Test for something they should not need to. Difficulty is 10 + your Mastery.

- Fortune Omen: Grant Advantage on a beings Test or increase their Degree by one.

Known: 1 charge.

Famed: 2 charges.

Legendary: 3 charges.

Enchantments

13. Otherworldly

Item: Weapon, armor or shield.

Item fully affects Incorporeal and Otherworldly beings. Weapons are able to deal damage, armor acts as a Resistance and shields can be used to gain bonuses.

Known: Gain +1 bonus when using the item against Incorporeal and Otherworldly.

Famed: Gain +2 bonus when using the item against Incorporeal and Otherworldly.

Legendary: Gain +3 bonus when using the item against Incorporeal and Otherworldly.

14. Protective Charm

Item: Any.

Increase Mental Resistance by items power.

Known: +1 Mental Resistance.

Famed: +3 Mental Resistance.

Legendary: +5 Mental Resistance.

15. Seerstone

Item: Amulet or ring.

[Draw] to make an Attunement Test against Difficulty 10. On success gain items power + Degree pieces of information on what beings you have met are up to. You can choose to split the information between different targets.

Known: 1 Piece of information.

Famed: 2 Pieces of information.

Legendary: 3 Pieces of information.

16. Shadowmantle

Item: Clothing, cloak or armor.

When you [Exhaust] to gain a bonus on a Test for stealth increase bonus by items power.

Known: +1 bonus.

Famed: +2 bonus.

Legendary: +3 bonus.

Enchantments

17. Soul Ward

Item: Any.

Use a Response to add item power as bonus on a Will Test.

Known: +1 bonus.

Famed: +2 bonus.

Legendary: +3 bonus.

18. Spiritstep

Item: Any.

[Draw] to become Invisible for items power Rounds. While Invisible you are Hidden and physical actions against other beings are Surprise actions.

Known: 1 Round.

Famed: 3 Rounds.

Legendary: 5 Rounds.

19. Swiftwind

Item: Cloak, boots or shoes.

Item has charges that can be spent to take a Response or increase Pace by one step for one action. Item regains charges on Downtime.

Known: 1 charges.

Famed: 2 charges.

Legendary: 3 charges.

20. Watcher

Item: Any.

When you [Exhaust] to gain a bonus for a Test to find Hidden, notice threats and traps or resist a Surprise increase bonus by items power.

Known: +1 to Test.

Famed: +2 to Test.

Legendary: +3 to Test.

Enchantment: Catch

1. Bloodbound

Item: Any.

Only members of a certain bloodline can wield the item without an issue. Anyone else attempting to wield the item has their Burden increased by +5.

2. Cursed

Item: Any.

Item is Cursed. When items power is used the Bearer will make a Burden Test to check if the Curse Spreads.

While Curse of the item is marked into a Guide slot.

- Item cannot be voluntarily removed
- Being apart from the item prevents recovering Burden

3. Draining

Item: Any.

Item reduces Burden Threshold by one.

4. Guidebound

Item: Any.

Only beings with a certain Guide can wield the item without an issue. Anyone else attempting to wield the item has their Burden increased by +5.

5. Harmful

Item: Any.

Item deals 1D6 damage when used. This damage cannot be reduced.

6. Hungering

Item: Item that uses charges.

One Wound worth of blood has to be given to item to restore charges.

7. Tricksy

Item: Any.

Item attempts to escape each Downtime. Finding the item or preventing it from escaping requires an Awareness or Intellect Test against Difficulty 15.

8. Wordbound

Item: Any.

Item has a command word or a secret name that has to be given as an Action to activate items powers. Item stays active until Significant Time passes.

Stock



Tools, Supplies & Valuables

Tool	Cost
Burglars' tools	25
Crowbar	2
Rope	2
Shackles	5
Hammer & Pitons	3
Grappling hook	3
Field tools	25
Mirror	10
Musical instrument	Varies
Long Pole	1
Disguise	Varies
Hunting horn	5
Supplies & Light	Cost
Healing Supplies, Set: 5	3 each
Spell Components, Set: 5	10 each
Rations, Set: 5	1 each
Oil, Set: 5	2 each
Candle, Set: 5	3 each
Torch	1
Belt Lantern	20
Valuables	Value
Rare & wanted hides and furs	1D6 x 10
Pepper, spices & wine	1D6 x 10
Bronze & copper jewelry, precious stones, skillful crafts	1D6 x 10
Ink & paper	2D6 x 10
Hides of great beasts	2D6 x 10
Rare spices & quality wine	2D6 x 10
Silver & jade, cut gems, valuable crafts	2D6 x 10
Hides of famed beasts	3D6 x 10
Rare books	3D6 x 10
Masterful crafts & rare gems	3D6 x 10

Traps & Poisons

Traps

Traps create Hazards for unsuspecting victims. Difficulty to notice and resist the trap is passive Intellect of user.

On successful Test traps effect is avoided.

Poisons

Poisons create an internal Vigor or Will Hazard for the victim. Difficulty of the Hazard is passive Intellect of the poisoner.

Poisons have a Duration value which details how many times the poison can affect the target.

One duration is resolved the first time a being comes in contact with the poison.

In Conflict one Duration is resolved at the end of the victim's Turn. When the victim succeeds in a Test against poison the poison will not affect them this Turn.

Treating Poisons

Poisons can be treated as an Action by making an Intellect Test against poisons Difficulty. On success poison loses one Duration.

Traps	Cost
Bear Trap	Deal 2D6 physical damage and prevent movement. 5
Net snare	Prevent movement and grant Advantage on physical actions against this being. 3
Alarm snare	Cause a noise, clearly audible to a great distance. 1
Caltrops	Deal 1D6 physical damage and obstructs movement in Close area. 3
Vapour spring	Spread effect of one poison to a Close area. 20

Poisons	Cost
Viper venom, Set: 2	Internal Vigor Hazard dealing 1D6 physical damage. each Duration: 3.
Toad secretion, Set: 2	Internal Will Hazard dealing 1D6 mental damage. Duration: each 3.
Red mist, Set: 2	Internal Will Hazard causing target to attack closest being. Duration: 3.
Dead rest, Set: 2	Internal Vigor Hazard dealing 1D6 physical damage. Against Undead damage is increased to 2D6. Duration: 3.
Last Slumber, Set: 2	Internal Vigor Hazard causing target to fall asleep. each Duration: 3.

Cures & Alchemicals

Cures	Effect	Cost
Antidote, Set: 3	Advantage on Tests to resist poison until Significant Time passes.	20 each
Healers Bloom, Set: 3	Advantage on Tests to resist diseases until Long Time passes.	15 each
Healing brew, Set: 3	Recover 1D6 + 1 Hit-points.	15 each
Rousing brew, Set: 3	Reduce Burden by one.	20 each
Alchemicals	Effect	Cost
Alchemists Acid	Acid strong enough to destroy handful of steel or softer material in one round. Throw up to Close by making an Awareness attack against Reflex. Deal 2D8 physical damage on success.	30
Hidden Ink, Set: 3	Ink disappears moment after writing and can be revealed only by method defined on creation.	15 each
Magus Candle, Set: 3	Small vial that illuminates Close area until Significant Time passes. Can be expended to create a blinding flash.	15
Wraith oil, Set: 3	Give item Otherwordly quality allowing it to fully affect the incorporeal and undead until Significant Time passes.	20 each
Sorcerers Fire	Creates a physical Hazard against Reflex in a Reach area. Hazard clings to targets that fail the Test affecting them even after leaving the area. Hazard deals 1D8 fire damage to the affected at the end of the Round until successfully extinguished as an Action. Difficulty is users Passive Intellect.	30

Mystical items & Wards

Mystical	Effect	Cost
Mortal Dust	As an Intellect Attack against beings Reflex. Gives incorporeal being physical presence, making it possible to affect them with physical actions. Duration: 3 rounds. Being can make an Intellect Test as an Action against users Passive Intellect to reduce duration by one.	50
Night Dust	Create a cloud of dust that throws Close area into darkness that cannot be illuminated. Duration: 3 Rounds.	30
Revealing Dust	Create a cloud of dust that clings to beings in the Close area revealing invisible beings and granting Advantage on Tests to disbelieve illusions and detect minute details. Duration: 3 Rounds.	30
Tea of split mind, Set: 3	Use Attunement to find Hidden, detect motives and notice Illusions. Effect lasts until Significant Time passes.	10 each
Waters of Magic, Set: 3	Give magic 1D4 Power. This can exceed your Attunement. After the channeling make a Burden Test for a Mystical Affliction.	15 each
Wards	Effect	Cost
Banishing Incense, Set: 3	Cover Close area in light smoke until Significant Time passes. Spirits, the Dead and Outsiders require Will Test to enter the area. Those inside have to use their Actions to leave on a failed Test. Difficulty is users passive Attunement.	15 each
Curse Seal	Gain Advantage on a Burden Test against a Curse, seal crumbles to dust after.	-
Warding salts, Set: 3	Create a boundary Close area across. Spirits, the Dead and Outsiders require Will Test to cross or break the boundary. Difficulty is users passive Intellect. Boundary remains until broken.	10 each

Common Weapons

Ammunition	Qualities	Cost	
Arrows	Amount: 12	10	
Bolts	Amount: 12,	10	
Bullets	Amount: 20	5	
Common Weaponry	Damage	Qualities	Cost
Unarmed	1	Common, Intimate	-
Improvised	1D4	Common. Tankards, frying pans, light stools, rocks etc.	-
Heavy Improvised	2D4	Common. Benches, doors, cauldrons, large stones etc.	-
Knife	1D6	Common, Cunning, Intimate, Discreet, Precise, Thrown	5
Sling	1D6+1	Common, Thrown, Impact	5
Club	1D6+1	Common, Impact	3
Handaxe	1D6	Common, Sever, Thrown	8
Spear	1D6/1D6+1	Common, Great Reach, Thrown, Long Haft	8
Staff	1D6+2	Common, Great Reach, Impact, Two-handed	5
Bow	1D6+1	Common, Missile, Two-handed	25
Blade	1D8	Common, Cunning, Intimate, Discreet, Precise	10
Maul	1D8+3	Common, Impact, Two-handed, Burden: 2	20
Crossbow	1D10+1	Common, Missile, Slow, Two-handed	35

Martial & Cunning Weapons

Cunning Weaponry	Damage	Qualities	Cost
Knife	1D6	Common, Cunning, Intimate, Discreet, Precise, Thrown	5
Blade	1D8	Common, Cunning, Intimate, Discreet, Precise	10
Hand crossbow	1D8	Cunning, Missile, Slow	35
Garrote	1D10+1	Cunning, Intimate, Discreet, Two-handed. Grapples adversary. Usable only from Grapple or Surprise	15
Martial Weaponry	Damage	Qualities	Cost
Mace	1D8+1	Martial, Impact	15
Sword	1D8/1D8+1	Martial, Long Haft, Precise	25
Waraxe	1D8/1D8+1	Martial, Sever, Long Haft	15
Warbow	1D8+1	Martial, Missile, Two-handed, Burden: 1	50
Glaive	1D8+1	Martial, Sever, Great Reach, Two-handed, Burden: 1	35
Greatsword	1D10+1	Martial, Two-handed, Precise, Burden: 1	50
Greataxe	1D10+1	Martial, Sever, Two-handed, Burden: 1	35
Lance	1D12	Martial, Mounted, Burden: 1	25

Weapon Qualities

Weaponry Class: Defines Skill to use with the weapon. Common, Martial or Cunning for example.

Burden: Increases Burden by rating.

Discreet: When hidden, Tests to search for this weapon are made with Disadvantage.

Great Reach: Use a Response to prevent opponent without Great Reach from choosing damage in a Clash.

Impact: Add Item Burden rating to damage, minimum of +1.

Intimate: Weapon rolls damage normally in grapple or other close-quarters engagement.

Missile: Weapon can be fired up to Far. Attacks to greater distance are made with Disadvantage.

Mounted: Weapon deals +1 die damage when used while mounted.

Precise: Weapon can be wielded with Awareness.

Sever: When you roll maximum on a damage die roll the die again once and add the result to damage.

Slow: Weapon can Attack only once in a Round.

Thrown: Weapon can be thrown up to a Close. Attacks to greater distance are made with Disadvantage.

Two-handed: Item requires two free hands to wield. Add +1 to damage. Attempts to Disarm are made with Disadvantage.

Long Haft: Weapon can be wielded in two hands increasing damage by +1 and imposing Disadvantage on attempts to Disarm.

Armor

Worn armor and shields increases Armor Resistance against external physical damage, for example from cuts, arrows and bolts of fire.

- Damage from a source is reduced by characters Armor rating
- Armor does not protect from falling or internal threats like drowning, suffocation or poison
- Character can benefit from one armor and one shield at a time

Armor Qualities

Burden: Increases Burden by rating.

Fitted: Reduce Burden rating by one for you and increase it by one for anyone else.

Loud: Disadvantage to Stealth.

Survival: Reduce Burden from elements by rating.

Weapon: Can be used as a weapon with a damage die.

Hardened: Reduce Armor rating by one to ignore all physical damage over your current Hit-point pool.

Armors	Rating	Qualities	Cost
Heavy Clothes	+1		10
Thick hides	+2	Survival: 1	25
Laminated Cloth	+2	Hardened	50
Scale mail	+3	Burden: 1	75
Plate Cuirass	+3	Burden: 1, Hardened	125
Chain Mail	+4	Burden: 2	100
Lamellar mail	+4	Loud, Burden: 2, Hardened	300
Full plate	+5	Loud, Burden: 3, Hardened	500
Shields	Armor	Qualities	Cost
Buckler	+1		10
Shield	+2	Weapon: 1D4, Burden: 1	15
Heavy Shield	+3	Burden: 2	20

Followers



Followers

Extra hands and claws are often useful. Hound can keep watch while you sleep and a bodyguard can hold ghouls at bay while you finish a ritual. They all have their own reasons for adventure and will stay with you as long as those reasons are realized or their bravery lets them.

Followers are Npcs under an Adventurers control. Adventurers decide their actions and roll for their Tests using Followers's Prowess.

Character can have one npc follower.

Followers have two Actions and one Response in a Round and act on the Adventurers Initiative.

Followers are susceptible to Morale and make Morale checks when they suffer significant setbacks. When they fail a Morale check Adventurer loses control over them.

Followers can Exhaust only to use Gifts.

Follower Attributes

Followers have simplified Attributes. They have a single Prowess value that is used as a base for their Defenses, Skills and other attributes. Follower can be either Strong or Capable in an attribute or they dont have an attribute at all.

- Follower adds full Prowess to Tests they are Strong in
- Follower adds half Prowess to Tests they are Capable in
- For anything else they don't add bonuses

Followers size modifies their Hit-points, Wounds, damage and grants some special abilities.

- Small: $3 + \text{Prowess Hit-points}$, Advantage to Stealth
- Medium: $5 + \text{Prowess Hit-points}$.
- Large: $10 + \text{Prowess Hit-points}$, Two Wounds, +1 damage die. Can be used as a mount.

Strong followers can have a single Guide. They can use the Guide fully.

Followers: Adventurers

Adventurers	Prowess	Battle	Gifts	Wants
Fool	<p>Prowess: 1-5</p> <p>Strong: Attack, Athletics, Sway, Reflex, Vigor, Will</p> <p>Capable: Notice</p>	<p>Hit-points: 5+Prowess</p> <p>Wounds: 1</p> <p>Blade: 1D8</p> <p>Sling: 1D6+1</p> <p>Pace: Close</p>	Brave: Advantage on Adventure Morale Tests	
Thief	<p>Prowess: 1-5</p> <p>Strong: Notice, Athletics, Stealth, Thievery, Reflex, Will</p> <p>Capable: Attack</p>	<p>Hit-points: 5+Prowess</p> <p>Wounds: 1</p> <p>Knife: 1D6</p> <p>Pace: Close</p>	<p>Unseen Strike: +1 die damage on Surprise attacks.</p>	Fair cut
Warrior	<p>Prowess: 1-5</p> <p>Strong: Attack, Athletics, Reflex, Vigor</p> <p>Capable: Notice</p>	<p>Hit-points: 5+Prowess</p> <p>Wounds: 1</p> <p>Armor: 3</p> <p>Mace: 1D8+1</p> <p>Pace: Close</p>	<p>Weapon Mastery: Adds half Prowess to damage of weapon attacks.</p>	Coin and/or Glory
Acolyte	<p>Prowess: 1-5</p> <p>Strong: Notice, Sway, Healing Reflex, Will</p> <p>Capable: Channeling</p>	<p>Hit-points: 5+Prowess</p> <p>Wounds: 1</p> <p>Staff: 1D6+1</p> <p>Pace: Close</p>	<p>Invigorate: Exhaust to have target being recovered 1D6 + Prowess Hit-points.</p>	Religious purpose
Sorcerer	<p>Prowess: 1-5</p> <p>Strong: Channeling, Study, Reflex, Will</p> <p>Capable: Notice</p>	<p>Hit-points: 5+Prowess</p> <p>Wounds: 1</p> <p>Knife: 1D6</p> <p>Pace: Close</p>	<p>Versed in Magic: Half Prowess magical intents. Can give magic half Prowess Power</p>	Knowledge

Followers: Beasts

Beasts	Prowess	Battle	Gifts	Price
Hound	Prowess: 1-5 Strong: Attack, Athletics, Notice, Reflex, Vigor Capable: Stealth	Hit-points: 5+Prowess Wounds: 1 Harm: 1D6 Pace: Close	Keen Senses: Advantage on Tests to find tracks and notice beings.	25 X Prowess
Horse	Prowess: 1-5 Strong: Notice, Athletics, Reflex, Vigor Capable: Attack	Hit-points: 10+Prowess Wounds: 2 Harm: 2D4 Pace: Close	Large: Being is large and can be used as a Mount. Sprint: Being can [Exhaust] to increase Pace by a Distance Step.	100 X Prowess
Crow	Prowess: 1-5 Strong: Attack, Athletics, Notice, Reflex, Vigor Capable: Stealth	Hit-points: 3+Prowess Wounds: 1 Harm: 1D4 Pace: Near	Small: Being has Advantage on stealth. Flight: Being can fly their Pace.	15 X Prowess
Monkey	Prowess: 1-5 Strong: Attack, Athletics, Notice, Reflex, Vigor Capable: Stealth	Hit-points: 3+Prowess Wounds: 1 Harm: 1D4 Pace: Close	Small: Being has Advantage on stealth. Training: Being is strong in two additional Skills.	15 X Prowess
Serpent	Prowess: 1-5 Strong: Attack, Athletics, Stealth, Reflex, Vigor Capable: Notice	Hit-points: 3+Prowess Wounds: 1 Harm: 1D4 Pace: Close	Small: Being has Advantage on stealth. Venomous: 1D6 poison on hit for Prowess Turns. 10 + Prowess Difficulty.	10 X Prowess

Afflictions



Afflictions: Mental

Mental Afflictions

- 1 **Broken Mind:** Disadvantage to Intellect, Presence, Reflex or Will. If you suffer this Affliction again gain Disadvantage to different Prowess or Defense.
- 2 **Doubt:** To Draw Strength from a Guide you must succeed in a Will Burden Test. If you suffer this Affliction again you have Disadvantage on the Test.
- 3 **Dread:** To gain benefit from Rest you must succeed in a Will Burden Test. If you suffer this Affliction again you have Disadvantage on the Test.
- 4 **Exhausted:** Reduce Burden Threshold and maximum Hit-points by one. If you suffer this Affliction again double the reduction. If your Hit-points reach zero you die.
- 5 **Hesitant:** You are always last in the Initiative. To use Responses you must succeed in a Will Burden Test. If you suffer this Affliction again you have Disadvantage on the Test.
- 6 **Paranoia:** You must succeed in a Will Burden Test to use or receive Teamwork benefits or use Opportunity Maneuvers given to you. If you suffer this Affliction again you have Disadvantage on the Test.

Afflictions: Mystical

Mystical Afflictions

1 **Death Touched:** Reduce Hit-point maximum by 1 + Degree of the failed Test. If this takes your Hit-point maximum to zero you die.

2 **Screams:** Your head rings with unknown screams. All Awareness, Presence and Will Tests are made with Disadvantage. If you suffer this Affliction again gain Disadvantage on Reflex, Strength, Intellect or Attunement.

3 **Shades:** Whenever you Rest Bearer makes an additional Trouble Check against rating of 1. On Trouble a Shade with your Mastery Prowess appears to attack you. Shades touch reduces Will by one. If Will is reduced below zero suffer a Wound. Shade is destroyed by any damage affecting Incorporeal beings. If you suffer this Affliction again Trouble rating and number of Shades increases by one.

4 **Sight of other Worlds:** You can see the invisible, illusions, spirit forms and incorporeal but are otherwise blind suffering Disadvantage on all Tests relying on sight. If you suffer this Affliction again lose another sense.

5 **Uncontrollable magic:** Whenever you channel magic it affects one additional being in vicinity, determined randomly. This lasts until Affliction is removed. If you suffer this Affliction again number of targets increases by one.

6 **Whispers:** Whenever you Rest or take a Downtime make a Will Test against Difficulty 10. On success gain 1+ Degree Premonitions. Premonition can be used to alter any die roll by one. Unused Premonitions are lost on Rest. On failure you are unable to Rest. If you suffer this Affliction again increase Difficulty of Test by 5.

Afflictions: Physical

Physical Afflictions

- 1 **Battered:** You have 3 Vulnerability against physical damage. If you suffer this Affliction again increase the Vulnerability by 1.
- 2 **Bleeding:** When you take an Action or Response you suffer 1 point of damage. This damage cannot be reduced. If you gain this Affliction again increase damage by +1.
- 3 **Broken Body:** You have Disadvantage to Strength, Awareness, Reflex or Vigor. If you suffer this Affliction again gain Disadvantage to different Prowess or Defense.
- 4 **Exhausted:** Reduce Burden Treshold and maximum Hit-points by one. If you suffer this Affliction again double the reduction. If your Hit-points reach zero you die.
- 5 **Hindered:** You are always last in the Initiative. Character has to [Exhaust] to use a Response. If you gain this Affliction again increase Exhaustion by one.
- 6 **Winded:** Character has to [Exhaust] to move their normal Pace. Otherwise their Pace is reduced by a Distance step. If you suffer this Affliction again increase Exhaustion by one.

Afflictions: Survival

Survival Afflictions

- 1 **Exhausted:** Reduce Burden Threshold and maximum Hit-points by one. If you suffer this Affliction again double the reduction. If your Hit-points reach zero you die.
- 2 **Frostbitten:** Reduce Awareness and Reflex by one. If either is reduced below zero suffer a Wound. If you gain this Affliction again increase reduction by one.
- 3 **Heatstruck:** Reduce Intellect and Will by one. If either is reduced below zero suffer a Wound. If you gain this Affliction again increase reduction by one.
- 4 **Nauseated:** Reduce Strength and Vigor by one. If either is reduced below zero suffer a Wound. If you gain this Affliction again increase reduction by one.
- 5 **Sick:** Reduce Mastery by one. If it is reduced below zero suffer a Wound. Make a Burden Test every Rest and Downtime. On failure gain this Affliction again increasing reduction by one.
- 6 **Starving:** Mark a Wound. If you cannot mark a Wound you will die. If you gain this Affliction again mark another Wound.

Adversaries



Adversaries: Attributes

Common Adversaries use simplified attributes to speed up play and ease coming up with Adversaries on the fly.

Name: Name can make even common adversaries memorable.

Prowess: Prowess is a general indication of an Adversary's ability. Prowess modifies bonuses to Tests, hit-points and Gifts.

Prowess is rated from 1 to 10. Adversaries with Prowess of 1 are sick or weakened in some way. Prowess 2 and 3 are the average for mortals. 4 and 5 represent training and experience and Prowess beyond 5 means heroic ability. Prowess of 8 or higher is legendary.

Skills: Skills are the clear representation of adversaries abilities. Rated Strong and Capable.

- **Strong:** Add full Prowess as bonus
- **Capable:** Add half Prowess as bonus

If Skills do not fit a Test adversary gains no bonuses.

Defenses: Adversary's Defenses work like Skills. Strong Defenses add full Prowess as bonus and Capable Defenses add half Prowess as bonus.

Burden: Adversaries do not Exhaust to gain bonuses to Tests. However they can Exhaust to use Gifts.

Burden Threshold is adversary Prowess and they cannot exceed it.

Gifts: Special abilities adversary possesses.

Significant pieces of equipment are represented by Gifts that give the adversary additional benefits like Armor Resistance and attack options.

Pace: Adversary's movement.

Harm: Adversary's natural attacks. Punches, bites and thrashing around deals Harm damage.

Note on Prowess

Prowess rates difficulty of the adversary in relation to player characters. It does not model exact physical or mental capabilities.

For example giants ability to pull trees out of the ground and hurl adventurers across caves is based on them being a creature of great height, weight and might in relation to the world. This does not mean that giants Prowess is extremely high. It means that when a giant manages to catch an unwary adventurer the consequences will be dire.

Adversaries: Size, Groups & Swarms

Adversary size

Tiny: Mice, spiders and vermin. Tiny beings do not deal physical damage, but they can spread poison and disease. Tiny beings are Hidden unless specifically searched for or part of a swarm.

Hit-points base: Challenge.

Small: Cats and falcons. Small beings have Advantage on stealth.

Hit-points base: 2 + Challenge.

Medium: Humans, dogs and eagles. Player characters are Medium sized.

Hit-points base: 5 + Challenge.

Large: Horses, oxen and trolls. Large beings deal +1 die of physical damage, have +1 Wound.

Hit-points base: 10 + Challenge.

Huge: Mammoths and giants. Huge beings roll +2 dice of physical damage. Huge beings have +2 Wounds and Disadvantage on stealth.

Hit-points base: 20 + Challenge.

Grouped adversaries

Adversaries can work as a single group. Forming and separating the group is an Action.

- Prowess of the group is the leaders Prowess + 1 for each member of the group
- Group has +1 Wound for each additional member
- When a Group suffers a Wound their Prowess is reduced by one
- Group has two Actions and one Response in a Round
- Maximum Group size is five

Swarm

Horde of ravenous dead, skittering sea of scarabs and a glittering shield wall of hoplites are swarm adversaries.

- Swarms are Hazards with a static Difficulty. Swarm does not roll dice
- Swarms can use Actions to move. Swarm affects targets when coming to contact with a target and at the end of the targets Turn while they remain within Reach of a Swarm
- Swarms increase their Hit-points by 20. Attacks that do not affect an area deal at most 1 damage to a swarm

Acolyte

Prowess	Reflex	Resistances
+5	+3	Armor
Burden	Vigor	
	+3	
Pace	Will	Mental
		3
Close	+5	Hit-points
		10

Type: Mortal.

Size: Medium. **Wounds:** 1.

Skills

Strong (+Full Prowess):
Attack, Reflex, Will.

Capable (+Half Prowess):
Notice, Vigor.

Gifts

Fearless: Adversary does not make Morale Tests.

Acolyte Attacks

Harm: 1, Intimate

Blade: 1D8, Sever, Intimate

Maneuver: Defy, Vulnerability, Grapple

Ordained

Trained and tested member of a religious order. They are the word and the hand for a greater purpose.

Strong: Channeling, Sway.

Touched by Magic: Adversary has half Prowess Magical Intents. Adversary can give magic one Power.

Exhortation: As an Action. [Exhaust] up to Prowess and give allies within Close twice the Exhausted amount Hit-points.

Ordained Attacks

Staff: 1D6+1, Reach, Impact

Templar

Anointed warrior, unflinching in their service to the order.

Strong: Command.

Heavily Armored: Adversary has Prowess Armor Resistance.

Dangerous: Adversary adds half Prowess to damage of attacks.

Templar Attacks

Mace: 1D8+4, Impact, Heavy

Smite: [Exhaust], 2D8+4, Impact, Heavy, Otherworldly

Basilisk

Prowess	Reflex	Resistances
+4	+4	Armor 2
Burden	Vigor	Mental
Pace	Will	Hit-points 9
Close	+0	

Great serpents prowling ruins and forgotten places. Do not meet their gaze.

Type: Beast.

Size: Medium. **Wounds:** 1.

Skills

Strong (+Full Prowess):
Attack, Athletics, Reflex, Vigor.

Capable (+Half Prowess):
Notice, Stealth.

Gifts

Avoid Gaze: Adversary's Gaze can be avoided by taking Disadvantage on a Test against the adversary.

Bestial Mobility: Jump or Climb Pace without Tests.

Darksight: Darkness does not Disadvantage the Adversary.

Petrifying Gaze: When adversary initiates a Clash it provokes a Reflex Burden Test from the opponent unless they Avoid Gaze. On a failed Burden Test opponent suffers a Petrify Affliction.

Petrify: Reduce Reflex Defense by one. When a character gains this Affliction for the third time they are turned to stone.

Basilisk Attacks

Harm: 1D8, Intimate

Stare: Reflex Burden vs Petrify or Avoid Gaze. One target within Close

Maneuver: Challenge, Vulnerability, Grapple

Beasts: Large

Prowess	Reflex	Resistances
+6	+3	Armor
Burden	Vigor	
	+6	Mental
Pace	Will	Hit-points
Close	+0	16

Type: Beast.

Size: Large. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Athletics, Vigor.

Capable (+Half Prowess):
Notice, Reflex.

Gifts

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversarys Morale to fail. Opposed with Will.

Large Beast Attacks

Harm: 2D6, Intimate

Maneuver: Shove, Vulnerability, Grapple

Carrion Scarab

Great glittering beetle pushing a ball of carrion. Honourable burial to some.

Carrion Ball: Provokes a Vigor Burden Test on touch. On a failed Test gain **Carrion Rot:** Reduce Vigor by one, if reduced to zero suffer a Wound. Make a Vigor Burden Test each Rest until Affliction is healed.

Armored Hide: Adversary has Prowess Armor Resistance.

Carrion Scarab Attacks

Ramming Charge: Move Pace in line dealing Harm damage to all targets in the path of the movement. Can be opposed with Vigor, ending the movement on success.

Grizzly

Hulking gray beasts revered as rulers of woods. Easily enraged by presence of mortals.

Fury: [Exhaust] to add 1D6 to damage, Vigor or Will Test.

Frenzy: When Adversarys Morale fails they attack the nearest being until calmed with a Presence Test against their Will. During Frenzy damage is increased by 1D6.

Maul: Adversary deals Harm damage on physical Maneuvers.

Beasts: Medium

Prowess	Reflex	Resistances
+4	+4	Armor
Burden	Vigor	
	+2	Mental
Pace	Will	Hit-points
Close	+0	9

Type: Beast.

Size: Medium. **Wounds:** 1.

Skills

Strong (+Full Prowess):
Attack, Athletics, Reflex.

Capable (+Half Prowess):
Vigor.

Gifts

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversarys Morale to fail. Opposed with Will.

Medium Beast Attacks

Harm: 1D6, Intimate

Maneuver: Surprise, Vulnerability, Opportunity

Ape

Fierce and territorial. Easily angered but also easily placated.

Bestial Mobility: Jump or Climb Pace without Tests.

Fury: [Exhaust] to add 1D6 to damage, Vigor or Will Test.

Ape Attacks

Throw: 1D4, Thrown

Boar

Wild and ill tempered with dagger like tusks. Favored prey when glory is the goal of a hunt.

Fury: Exhaust to add 1D6 to damage, Vigor or Will Test.

Frenzy: When Adversarys Morale fails they attack the nearest being until calmed with a Presence Test against their Will. During Frenzy damage is increased by 1D6.

Boar Attacks

Ramming Charge: Move Pace in line dealing Harm damage to all targets in the path of the movement. Can be opposed with Vigor, ending the movement on success.

Beasts: Medium

Great Serpent

Serpent as thick as a man. They crush and swallow their prey.

Climber: Can climb their Pace without requiring Tests.

Great Serpent Attacks

Constrict: 2D6. Grapple a being and impose Disadvantage on physical actions.

Tiger

Great cats. They pounce from hiding and disappear again with their prey.

Strong: Stealth.

Bestial Mobility: Jump or Climb Pace without Tests.

Darksight: Darkness does not Disadvantage Adversary.

Unseen Strike: Add +1D6 damage to Surprise Attacks.

Wolf

Wild intelligent canines. Known to see mortals as prey.

Strong: Notice.

Dangerous: Adversary adds half Prowess to damage of attacks.

Keen Senses: Advantage on Test to find tracks and notice beings.

Pack Hunter: As a Response Adversary gives Advantage to attack of an ally within Reach of the same target.

Beasts: Small

Prowess	Reflex	Resistances
+2	+2	Armor
Burden	Vigor	Mental
	+1	
Pace	Will	Hit-points
Close	+0	4

Type: Beast.

Size: Small. **Wounds:** 1.

Skills

Strong (+Full Prowess):
Attack, Athletics, Reflex.

Capable (+Half Prowess):
Vigor.

Gifts

Small: Advantage to Stealth.

Small Beast Attacks

Harm: 1D4, Intimate

Maneuver: Surprise, Vulnerability, Opportunity

Crow

Black carrion eaters. Watchful and intelligent. Favored as familiars.

Pace: Near.

Strong: Notice, Study.

Flight: Adversary is able to fly its Pace.

Keen Senses: Advantage on Test to find tracks and notice beings.

Mimicry: Adversary has limited ability to mimic mortal speech.

Viper

Poisonous serpents hiding in underbrush. Favored Servants of swamp sorcerers.

Strong: Stealth.

Poison Vigor: On hit poison target. 1D6+Challenge physical damage for Challenge rounds. Difficulty 10 + Challenge.

Cultist

Prowess	Reflex	Resistances
+3	+3	Armor
Burden	Vigor	Mental
	+0	2
Pace	Will	Hit-points
Close	+3	8

Type: Mortal.

Size: Medium. **Wounds:** 1.

Skills

Strong (+Full Prowess):
Attack, Reflex, Will.

Capable (+Half Prowess):
Stealth.

Gifts

Fearless: Adversary does not make Morale Tests.

Adherent

Member instructed in deeper secrets of their sect. Inquisitor and shepherd for others.

Strong: Channeling, Notice, Sway or Command.

Touched by Magic: Adversary has half Prowess Magical Intents. Adversary can give magic one Power.

Inquisitive: Advantage on Tests to detect lies and interrogate.

Command: Use an Action or Response to give an ally an Action or Response. They can use your Prowess for any Tests.

Fanatic

Wild eyed zealots who see no greater purpose than enacting will of the cult.

Frenzied Clash: When Adversary chooses damage in melee Clash [Exhaust] to deal 1D6 damage to themselves and their target, whether they win or not.

Cultist Attacks

Harm: 1, Intimate

Blade: 1D8, Sever, Intimate

Maneuver: Vulnerability, Lure, Grapple

Chimera

Prowess	Reflex	Resistances
+7	+4	Armor 4
Burden	Vigor	Mental 4
Pace	Will	Hit-points 17
Close	+4	

Gifts

Bestial Mobility: Jump or Climb Pace without Tests.

Chimera: Choose three Chimera Forms from options on the next page.

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversarys Morale to fail. Opposed with Will.

Legend says all beasts were one in the beginning. Chimera is an elder sibling, still containing many in one form.

Type: Chimera.

Size: Large. **Wounds:** 2.

Skills

Strong (+Full Challenge):
Attack, Athletics.

Capable (+Half Challenge):
Notice, Reflex, Vigor, Will.

Chimera Attacks

Harm: 2D6, Intimate

Maneuver: Vulnerability, Surprise, Grapple

Chimera: Forms

1. Ram

Strong: Will.

Ramming Charge: Move Pace in line dealing Harm damage to all targets in the path of the movement. Can be opposed with Vigor, ending the movement on success.

2. Serpent

Strong: Reflex.

Poison Vigor: 2D6, Intimate. On hit create Vigor Hazard. 1D6 physical damage for Prowess rounds. Difficulty 10 + Prowess.

3. Eagle

Strong: Will.

Flight: Adversary is able to fly its Pace.

Passing Strike: Adversary is able to attack as part of the movement.

4. Wolf

Strong: Reflex.

Keen Senses: Advantage on Test to find tracks and notice beings.

5. Bear

Strong: Vigor.

Fury: [Exhaust] to add 1D6 to damage, Vigor or Will Test.

6. Wyrm

Strong: Vigor.

Fire Breath: Create an inferno Close across. Those within fire suffer half Prowess D6 damage on a failed Reflex Test vs 10 + Prowess. Fire persists for one Round. 1-2 Trouble Check to regain.

Dryad

Prowess	Reflex	Resistances
+4	+4	Armor 2
Burden	Vigor	Mental 2
Pace	Will	Hit-points 9
Close	+4	

Nature spirits taking form of mortal figures grown from their bonded plants.

Type: Spirit.

Size: Medium. **Wounds:** 1.

Skills

Strong (+Full Prowess):
Attack, Stealth, Reflex, Will.

Capable (+Half Prowess):

Dryad Attacks

Harm: 1D6 Intimate.

Maneuver: Vulnerability, Lure, Grapple

Gifts

Darksight: Darkness does not Disadvantage Adversary.

Dryad Bond: Adversary has one Dryad Bond from the options on the next page.

Magic Resistance: [Exhaust] to gain Advantage on a Test against magic.

Nature Speech: Adversary is able to communicate with plants and natural elements as if they shared a language.

Spirit Step: As an Action [Exhaust] to disappear and reappear elsewhere within Pace.

Dryad: Bond

Bloom Dryad

Blooming flowers decorate this being filling the air with intoxicating scent.

Bloom Dryad Attacks

Charming Pollen: As an Action Create a cloud of pollen in area Close across. Cloud is a Will Hazard with Difficulty 10 + Prowess and duration of Prowess Rounds. Those affected will not attack the Dryad or anything they wish to protect and they will use a Response to protect the Dryad if able.

Moss Dryad

Slumped form of a mortal covered with thick blanket of moss.

Moss Dryad Attacks

Slumber Hold: As an Attack against Reflex, Vigor or Will Dryad wraps its arms around a being. On success target being will fall asleep until Rest. Actions against sleeping being are made against Difficulty 10 with Advantage. Damage will wake the being.

Thorn Dryad

Vines bristling with barbed thorns. Red flowers bloom when the Dryad draws blood.

Barbs: Grappling, shoving and similar maneuvers inflict Harm on the attacker.

Thorn Dryad Attacks

Barbed Constrict: As an Attack against Reflex or Vigor Dryad wraps itself around a being. As long as Dryad constricts the being they deal Harm damage at the start of their Turn and recover their Hit-points by Hit-points the target lost. Constricted being has Disadvantage on all Actions except Break.

Twig Dryad

Tall humanoid figure of still living twigs and branches oozing with resin, awkward in its movement.

Twig Dryad Attacks

Encasing Resin: When adversary attacks they provoke a Vigor Burden Test. On a failed Test target gains Encased Affliction. **Encased:** Target beings Reflex is reduced by strength one. Gaining this Affliction for the third time will fully encase the target. As long as they are encased they are unable to take actions or responses and are unaffected by ailments or aging.

Griffin

Prowess	Reflex	Resistances
+6	+6	Armor
Burden	Vigor	
	+6	Mental
Pace	Will	Hit-points
Close	+3	16

Gifts

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversarys Morale to fail. Opposed with Will.

Flight: Adversary is able to fly its Pace.

Keen Senses: Advantage on Test to find tracks and notice beings.

Passing Strike: Adversary is able to attack as part of the movement.

Majestic and territorial flying beasts. Strong enough to carry off deer and people.

Type: Beast.

Size: Large. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Athletics, Notice, Reflex, Vigor.

Capable (+Half Prowess):
Stealth, Will.

Griffin Attacks

Harm: 2D6 Intimate.

Maneuver: Grapple, Shove

Giant

Prowess	Reflex	Resistances
+8	+4	Armor
Burden	Vigor	Mental
Pace	Will	Hit-points
Close	+4	28

Giant Attacks

Harm: 3D4 Intimate.

Grab: Adversary grabs a being or object of a smaller size. They can then use following attack options:

- Throw the being up to Close dealing Harm damage to them and anyone they hit.
- Use the being as a weapon dealing Harm damage to them and anyone they hit.

Stomp: [Exhaust] to deal 3D6 damage. All beings within Close make a Reflex Test against Difficulty 10 + Prowess. On failure they fall to ground and have to use an Action to get up.

Maneuver: Challenge, Shove, Vulnerability

Days of Giants rule are long past, but their might, knowledge and treasures are still legendary.

Type: Giant.

Size: Huge. **Wounds:** 3.

Skills

Strong (+Full Prowess):
Attack, Athletics, Vigor.

Capable (+Half Prowess):
Notice, Reflex, Will.

Gifts

Giant Kin: Giant belongs to one Kin. See Giant Kins on the next page.

Giant: Kin

Cloudkin

Cloudkin have collected great treasures to their high halls. They love receiving gifts and hate giving anything away.

Strong: Sway, Command

Mortal Scent: Advantage to Notice Mortal Blood while able to smell.

Cloudkin Attacks

Coin Pouch: 3D6, Impact

Flamekin

Flamekin retreated from the mortals only to forge and prepare for the coming of their future rule.

Strong: Command, Craft, Study.

Heavily Armored: Adversary has Prowess Armor Resistance.

Dangerous: Adversary adds half Prowess to damage of attacks.

Resistance Fire: Reduce damage from element by Prowess.

Flamekin Attacks

Ember Maul: 3D6 + 1D6 fire +4, Impact

Highkin

Said to have taught mortals language and magic. They have rescinded all claims to rule and have withdrawn to their meditations.

Strong: Channeling, Lore, Study

Touched by Magic: Adversary has half Prowess Magical Intents. Adversary can give magic one Power.

Highkin Attacks

Ruler Blade: 3D8, Sever

Wildkin

Wildkin hunt and wander in secluded corners of the world. Easily annoyed by clamor of civilization.

Strong: Notice, Wildken, Beastken

Pack: Adversary has 1D4 Beast followers of half Prowess.

Wildkin Attacks

Tooth, Horn and Claw: 3D6, Sever Intimate

Giant Spider

Prowess	Reflex	Resistances
+5	+3	Armor
Burden	Vigor	
	+5	Mental
Pace	Will	Hit-points
Close	+0	15

Horse sized spiders weaving webs as strong as steel.

Type: Beast.

Size: Large. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Athletics, Vigor.

Capable (+Half Prowess):
Notice, Stealth, Reflex.

Gifts

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversarys Morale to fail. Opposed with Will.

Wallwalker: Adversary is able to crawl on walls and ceilings their Pace without requiring Tests.

Webwalker: Adversary is able to move on spider webs without risk of getting stuck.

Giant Spider Attacks

Harm: 2D6 Intimate.

Bite: 1D6, Intimate. On hit poison Vigor. 1D6 + Prowess physical damage for Prowess rounds. Difficulty 10 + Prowess.

Web: Thrown, Enweb: Prevent movement and impose Disadvantage on Reflex Tests until broken free, Difficulty 10 + Prowess. 1-2 Trouble Check to regain.

Maneuver: Grapple, Shove.

Hag

Prowess	Reflex	Resistances
+8	+4	Armor
Burden	Vigor	
	+8	Mental
Pace	Will	Hit-points
Close	+8	13

Seemingly ancient crooked mortals. In truth spirits of trickery, corruption and malice.

Type: Spirit.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Channeling, Vigor, Will.

Capable (+Half Prowess):
Stealth, Notice, Reflex.

Hag Attacks

Harm: 1D6, Sever, Intimate.

Maneuver: Surprise, Lure, Grapple.

Gifts

Darksight: Darkness does not Disadvantage Adversary.

Dangerous: Adversary adds half Prowess to damage of attacks.

Hard to Kill: +1 Wound.

Hag Blood: Adversary has one Hag Blood. See Hag Bloods on the next page.

Magic Resistance: [Exhaust] to gain Advantage on a Test against magic.

Mortal Shape: [Exhaust] to take the form of a mortal.

Shackled to Life: Adversary will regain one Wound when Significant Time passes if their Shackle to Life is not removed.

Sorcerer: Adversary has Prowess Magical Intents. Adversary can give magic Power up to half their Prowess.

Spirit Step: As an Action [Exhaust] to disappear and reappear elsewhere within Pace.

Hag: Blood

Devourer Hag

They feed on flesh of mortals appreciating fine flavors of belief, corruption and lived life. They drive people towards acts of malice, despair and adventure so they would be well seasoned for a horrid end.

Shackle to Life: Recipe book. When the hags recipe book is destroyed their Shackle to Life is removed.

Devourer Hag Attacks

Feed: Make a melee attack dealing 2D6+Prowess damage and recover Hit-points by opponents Hit-points lost, this can heal a Wound. 1-2 Trouble to regain.

Weaver Hag

They weave tapestries of life stretching across ages. They may weave the future granting blessings and curses for those affected. If this future does not come to pass their tapestry is ruined and so they push mortals to make their tapestry true.

Shackle to Life: First tapestry. When the hags first tapestry is destroyed their Shackle to Life is removed.

Weaver Hag Attacks

Pull Thread: As an Attack against beings Will pull a Thread from them. This Thread can be expended as an Action or Response to have that being take an Action or Response of adversarys choice. While adversary holds a Thread target cannot become Hidden to the adversary.

Dream Hag

They sit on the chests of sleeping mortals taking their dreams and replacing them with nightmares, eventually crippling the victim with hopeless malaise.

Shackle to Life: Dream bag. Bag holding stolen dreams. If dreams are freed the Shackle to Life is removed.

Dream Hag Attacks

Dream Miasma: Fill an area Close across with Dream Miasma. This is a Will Hazard against Difficulty 10 + Prowess. Miasma remains for half Prowess Rounds. Affected beings suffer Harm mental damage and consider all other beings as Hidden for as long as they are affected. Regain use on 1-2 Trouble Check.

Harpy

Prowess	Reflex	Resistances
+3	+3	Armor
Burden	Vigor	Mental
Pace	Will	Hit-points
Close	+2	8

Bestial winged beings, easily mistaken for a mortals. Known for their alluring song.

Type: Beast.

Size: Medium. **Wounds:** 1.

Skills

Strong (+Full Prowess):
Attack, Athletics, Notice, Reflex.

Capable (+Half Prowess):
Vigor, Will.

Gifts

Flight: Adversary is able to fly its Pace.

Compelling song: Attack beings Will. On success target moves its Pace towards the Adversary. Target has Disadvantage on Tests to resist Hazards during this movement.

Flock: Two or more Adversaries acting as a group are able to lift a medium sized being into air and carry them.

Harpy Attacks

Harm: 1D6, Sever, Intimate.

Drop Stone: 2D6, Impact. Finding new stone or a suitable heavy item requires two Actions.

Monstrous Bat

Prowess	Reflex	Resistances
+5	+3	Armor
Burden	Vigor	Mental
Pace	Will	Hit-points
Close	+0	15

*Black wings covering the moon.
Screech that freezes steps of the prey.*

Type: Beast.

Size: Large. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Notice, Vigor.

Capable (+Half Prowess):
Stealth, Reflex.

Gifts

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversarys Morale to fail. Opposed with Will.

Flight: Adversary is able to fly its Pace.

Darksight: Darkness does not Disadvantage Adversary.

Passing Strike: Adversary is able to attack as part of the movement.

Monstrous Bat Attacks

Harm: 2D6, Sever, Intimate.

Stunning Screech: All within Close make a Will Test vs Difficulty 10+Prowess. On failure lose Response and move to the bottom of Initiative. 1-2 Trouble Check to regain.

Ogre

Prowess	Reflex	Resistances
+5	+3	Armor 3
Burden	Vigor	Mental
Pace	Will	Hit-points
Close	+0	15

Brutish hulks with unending appetites. They will not bother those proven stronger than them.

Type: Giant.

Size: Large. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Athletics, Vigor.

Capable (+Half Prowess):
Reflex.

Ogre Attacks

Harm: 2D4 Intimate.

Grab: Adversary grabs a being or object of smaller size. They can then use following attack options:

- Throw the being up to Close dealing Harm damage to them and anyone they hit.
- Use the being as a weapon dealing Harm damage to them and anyone they hit.

Plow Axe: 2D8, Sever

Maneuver: Vulnerability, Shove

Omen Hound

Prowess	Reflex	Resistances
+5	+5	Armor 3
Burden	Vigor	Mental 3
Pace	Will	Hit-points 10
Close	+5	

*Shaggy hound with piercing eyes.
Its silence is a sign of good luck.*

Type: Spirit.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Athletics, Notice, Reflex, Will.

Capable (+Half Prowess):
Stealth, Vigor.

Gifts

Hard to Kill: Adversary has +1 Wound.

Keen Senses: Advantage on Test to find tracks and notice beings.

Magic Resistance: [Exhaust] to gain Advantage on a Test against magic.

Omen: Adversary has one Omen. See Omens on the next page.

Spirit Step: As an Action [Exhaust] to disappear and reappear elsewhere within Pace.

Omen Hound Attacks

Harm: 1D6, Intimate.

Omen Bark: Bark of an Omen Hound provokes a Will Burden Test from beings within Near. On a failed Test they are Afflicted by the Omen.

Omen Hound can bark as an action once a Round, after the third bark the Hound will attempt to leave.

Omen Hound: Omens

Omen of Blindness

Gray hound with white blind eyes.

Omen of Blindness: Gain a Disadvantage on all Test requiring sight. You cannot gain this Affliction more than three times.

If you remove three Omens of Blindness increase Awareness by +1.

Omen of Death

Black hound with glowing yellow eyes.

Omen of Death: Reduce maximum hit-points by half Prowess. You cannot gain this Affliction more than three times.

If you remove three Omens of Death increase Vigor by +1.

Omen of Misfortune

Rust coloured hound with black eyes.

Omen of Misfortune: Reduce result of your Test die by number of Misfortune Afflictions. You cannot gain this Affliction more than three times.

If you remove three Omens of Misfortune increase Burden Threshold by +1.

Omen of Sickness

Sickly dirty brown hound with green eyes.

Omen of Sickness: Reduce Strength and Vigor by one. You cannot gain this Affliction more than three times.

If you remove three Omens of Misfortune increase Strength by +1.

Risen

Prowess	Reflex	Resistances
+3	+3	Armor
Burden	Vigor	Mental
Pace	Will	Hit-points
Close	+0	8

Type: Dead.

Size: Medium. **Wounds:** 1.

Skills

Strong (+Full Prowess):

Attack, Athletics, Reflex.

Capable (+Half Prowess):

Notice, Vigor.

Gifts

Undead: Mortal diseases, poisons and brews will not affect the Adversary. When they suffer their last Wound they make a Burden Test. On success they drop to 1 Hit-point instead.

Rise: Adversary regains a Wound on Significant Time. Unless defeated by Otherworldly damage or destroyed by fire.

Risen Attacks

Harm: 1D6 Intimate.

Maneuver: Vulnerability, Grapple.

Mindless Shambler

Dead remains puppeteered by will of another.

Mindless: Being is not affected by mental damage or effects targeting Will.

Puppet: Being is controlled by another. Controller can be targeted by Attacking puppets Will with Disadvantage.

Ravenous

Mindless horror devouring any being it catches.

Mindless: Being is not affected by mental damage or effects targeting Will.

Ravenous Attacks

Feed: 2D6, Sever, Intimate. Only on Grappled target.

Risen Warrior

Clad in shredded armor, wielding rusted blades. Dried sinew still remembers how to strike.

Armored: Adversary has Half Prowess Armor Resistance.

Dangerous: Adversary adds half Prowess to damage of attacks.

Risen Warrior Attacks

Spear: 1D6/1D8 + 2, Great Reach, Thrown

Death Touch: Exhaust, Provoke a Vigor Burden Test. On failure faint

Death Touched Affliction reducing maximum Hit-points by half Prowess.

Rogue

Prowess	Reflex	Resistances
+3	+3	Armor
Burden	Vigor	
	+2	Mental
Pace	Will	Hit-points
Close	+0	8

Type: Mortal.

Size: Medium. **Wounds:** 1.

Skills

Strong (+Full Prowess):
Stealth, Reflex.

Capable (+Half Prowess):
Attack, Athletics, Notice, Thievery, Vigor.

Gifts

Unseen Strike: Add +1D6 damage to Surprise Attacks.

Rogue Attacks

Harm: 1, Intimate

Knife: 1D6, Sever, Intimate, Thrown

Maneuver: Surprise, Lure, Grapple

Assassin

Cold killers hidden in shadows. Bound by reputation and a need to see a commission through.

Strong: Attack, Will.

Assassin: Ignore Armor on Surprise Attacks.

Assassin Attacks

Poisoned Blade: 1D6, Intimate, Discreet, Thrown. Vigor Hazard Difficulty 10 + Prowess for Prowess Rounds. 2D6 + Prowess physical damage on failure.

Hand Crossbow: 1D8, Missile, Slow

Thief

Thieves like to take but prefer not to harm. Coin is their high god but thrill is part of the pantheon.

Strong: Thievery, Notice.

Thief Attacks

Low Blow: 1D4 mental. Made against Reflex.

Thug

Hardened alley predators looking for easy coin and cheap fun.

Strong: Attack.

Dangerous: Adversary adds half Prowess to damage of attacks.

Thug Attacks

Club: 1D6 + 2, Impact

Pummel: [Exhaust] 2D6 +2, Impact

Sculpted

Prowess	Reflex	Resistances
+4	+4	Armor 4
Burden	Vigor	Mental 2
Pace	Will	Hit-points 9
Close	+0	

Type: Mortal.

Size: Medium. **Wounds:** 1.

Skills

Strong (+Full Prowess):
Attack, Athletics, Reflex, Vigor.

Capable (+Half Prowess):
Notice.

Gifts

Flesh of Stone: Adversary doesn't need to sleep, eat or breathe. Adversary has Prowess Armor Resistance.

Words of Command: Adversary has Advantage on Will Tests and has to follow orders of their master. Words of Command can be removed by dedicating Significant Time.

Sculpted Attacks

Harm: 1D6, Impact, Intimate

Maneuver: Find the Gap, Shove, Grapple

Gargoyle

Eternal watchers of holy halls sculpted in myriad shapes, beautiful and monstrous.

Strong: Notice, Stealth.

Unseen Strike: Add +1D6 damage to Surprise Attacks.

Lesser Flight: Adversary is able to glide down their Pace and can Test against Burden to fly up to their Pace.

Gargoyle Attacks

Burning Censer: 1D4 + 1D6 Fire, Impact

Crash: Drop down on opponent dealing 3D6 damage. On failure deal 3D6 damage to self.

Legionnaire

Guardians of tombs and stone fist of sorcerer kingdoms. Shackled to duty by words of command.

Dangerous: Adversary adds half Prowess to damage of attacks.

Legionnaire Attacks

Spear: 1D6/1D10+3, Great Reach, Thrown

Coordinated Strike: Ally within Reach uses a Response. +1 damage die.

Sculpted: Amalgamation

Prowess	Reflex	Resistances
+7	+4	Armor 7
Burden	Vigor	Mental 4
Pace	Will	Hit-points 17
Close	+4	

Type: Mortal.

Size: Large. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Athletics, Vigor.

Capable (+Half Prowess):
Notice, Reflex, Will.

Gifts

Flesh of Stone: Adversary doesn't need to sleep, eat or breathe. Adversary has Challenge Armor Resistance.

Words of Command: Adversary has Advantage on Will Tests and has to follow orders of their master. Words of Command can be removed by dedicating Significant Time.

Sculpted Amalgamation:
Adversary has one Amalgamation Form. See next page.

Amalgamation Attacks

Harm: 2D6, Impact, Intimate

Maneuver: Vulnerability, Shove, Grapple

Sculpted: Amalgamation Forms

Oculus

Knot of bodies bound together, unclosing eyes watching every direction.

Strong: Notice.

Keen Senses: Advantage on Test to find tracks and notice beings.

Oculus Attacks

Ramming Charge: Move Pace in line dealing Harm damage to all targets in the path of the movement. Can be opposed with Vigor, ending the movement on success.

Arrow Spit: 2D6. Missile.

Smash: 2D6. Impact.

Warning Screech: 1D6 mental to all within Far. 1-2 Trouble to regain.

Prism

Relief of honoured sorceres mounted on a palanguin. Ensured loyalty of apprentices and masters.

Strong: Channeling.

Sorcerer: Adversary has Prowess Magical Intents. Adversary can give magic Power up to half their Prowess.

Prism Attacks

Ramming Charge: Move Pace in line dealing Harm damage to all targets in the path of the movement. Can be opposed with Vigor, ending the movement on success.

Carrier Spear: 2D6. Great Reach.

Dancer

Two slender figures joined together as one. Visage of glory and carnage.

Strong: Reflex.

Fast: [Exhaust] to move Pace as part of a Clash.

Dancer Attacks

Whirlwind: Attack all within melee reach 2D6 damage. Sever.

Blade Dervish: 2D6 damage. Sever. [Exhaust] to deal +1 die damage.

Impale: 2D6 damage. Sever. Grapple target.

Blade Throw: 2D6 damage. Thrown

Golem

Each limb a person, forming a hulking figure. Created from the most loyal subjects.

Strong: Will.

Golems Strength: +1 Wound, +1 physical damage die.

Golem Attacks

Harm: 3D6, Impact, Intimate

Ramming Charge: Move Pace in line dealing Harm damage to all targets in the path of the movement. Can be opposed with Vigor, ending the movement on success.

Crab: Grapple target. Use target as weapon dealing Harm damage to them and the target.

Throw: Thrown, Throw grabbed object or being dealing Harm damage.

Shadow

Prowess	Reflex	Resistances
+3	+2	Armor
Burden	Vigor	
	+0	Mental
Pace	Will	Hit-points
Close	+2	8

A flitting shadow of a mortal form. Its whispers always at the edge of hearing.

Type: Outsider.

Size: Medium. **Wounds:** 1.

Skills

Strong (+Full Prowess):
Attack, Stealth.

Capable (+Half Prowess):
Notice, Reflex, Will.

Gifts

Darksight: Darkness does not Disadvantage Adversary.

Hide in Shadow: Adversary can hide in another beings shadow at an Advantage.

Shadow Clash: As an Action being wielding a lightsource can make an Awareness Test against Shadows Reflex. On success project their own or an allys shadow to Clash with the Shadow. On success the being can take physical actions against the Shadow. These actions will affect the Shadow fully.

Shadow Form: Adversary is partially affected by physical world. Walls and ceilings block the adversarys passage. Adversary is unaffected by physical damage. Armor does not protect against adversarys damage. Otherworldly items affect the adversary fully.

Unseen Strike: Add +1D6 damage to Surprise Attacks.

Shadow Attacks

Harm: 1D6 mental, Intimate

Maneuver: Surprise, Daze

Specter

Prowess	Reflex	Resistances
+4	+2	Armor
Burden	Vigor	
	+0	Mental
Pace	Will	Hit-points
Close	+4	9

Lost souls trapped to wander the mortal world. Shackled by unfinished business.

Type: Dead.

Size: Medium. **Wounds:** 1.

Skills

Strong (+Full Prowess):
Attack, Will.

Capable (+Half Prowess):
Notice, Reflex.

Gifts

Incorporeal: Adversary cannot affect or be affected by physical world. Walls and physical obstacles do not bar adversarys passage. Adversary is unaffected by physical damage. Armor does not protect against Adversarys damage. Otherworldly items affect the being fully.

Undead: Mortal diseases, poisons and brews will not affect the Adversary. When they suffer their last Wound they make a Burden Test. On success they drop to 1 Hit-point instead.

Shackled to Life: Adversary will regain one Wound when Significant Time passes if its Shackle to Life is not removed. See Shackles on the following page.

Bound to Remains: Adversary cannot travel far from its remains.

Specter Attacks

Harm: 1D6 mental, Intimate. Oppose with Reflex or Will.

Maneuver: Vulnerability, Lure

Specter: Shackles

Specter Shackles

Victim: Address the crime committed within the ghosts past community or to ghost itself.

1

Accusing Howl: Attack Will of all within Far dealing 2D6 + Prowess mental damage. 1-2 Trouble Check to recover.

Trapped: Bring remains to freedom.

2

Paralyze Will: Attack beings Will. On success they lose ability to take Actions and Responses other than Break. Actions against them are made against Difficulty 10 with Advantage. Broken with successful Will Test VS Difficulty 10 + Prowess. 1-2 Trouble Check to recover.

Purpose: Convince the Ghost their purpose has been fulfilled.

3

Possession: Attack beings Will. On success adversary disappears and uses possessed being to take actions on its following Turns. Can be broken with a Will Test opposed by adversarys Attack. 1-2 Trouble Check to recover.

Hunger and Cold: Give remains food and shelter.

4

Hungering Howl: Attack Will of all within Far provoking a Will Burden Test. If the Test fails cause Starvation Affliction. 1-2 Trouble Check to recover.

Trickster Cat

Prowess	Reflex	Resistances
+5	+5	Armor
Burden	Vigor	
	+3	Mental
Pace	Will	Hit-points
Close	+5	7

Seemingly common cat. When it thinks no one is looking it whistles mortal songs or walks on two feet.

Type: Spirit.

Size: Small. **Wounds:** 1.

Skills

Strong (+Full Prowess):
Attack, Athletics, Stealth, Reflex, Will.

Capable (+Half Prowess):
Notice, Vigor.

Gifts

Aversion Merriment: Music, dance and merriment is a Presence Attack against Adversarys Will. On failed Defense their Morale fails and they cannot help but partake in the merriment abandoning other goals.

Bestial Mobility: Jump or Climb Pace without Tests.

Darksight: Darkness does not Disadvantage Adversary.

Magic Reflection: In a Clash against magic Adversary can use a Response to reflect magic. If they win the Clash the channeler is affected by their magic. Adversary can choose to maintain Focus on magic.

Small: Adversary has Advantage on Stealth.

Spirit Step: As an Action [Exhaust] to disappear and reappear elsewhere within Pace.

Trickster Cat Type: Adversary has on Trickster Cat type. Types can be found on the next page.

Trickster Cat Attacks

Harm: 1D6, Intimate

Maneuver: Surprise, Daze, Opportunity

Trickster Cat: Type

Black Cat

Black cats fond of graveyards and crossroads. They steal away souls of recently dead.

Evil Eye: Attack beings Will. On failed Defense they have Disadvantage on one Prowess or Defense until Significant Time passes.

Spotted Cat

Comfort loving cats used to having mortals do their bidding.

Cat Possession: [Exhaust] to Attack beings Will. On a failed Defense Cat possesses them until the effect is broken. On targets Initiative they can use an Action to Break the effect with a Will Test against the Cats attack. Possessing Cat takes its actions as a being it has possessed.

Smiling Cat

Wild cats that speak mortal languages. Their smile lingers after they are gone.

Confusion: Attack beings Will. On failed Test whenever they make a Test roll a 1D6 and use the result as Prowess or Defense bonus on the Test. Confusion lasts until Significant Time passes.

Old Cat

Cat grown old enough to grow a second tail. Grouchy and prone to direct mortals to danger. They know how to speak mortal languages.

Mortal Form: As an Action [Exhaust] to adopt a Mortal form. Cat retains their Prowess and Gifts but gains Hit-points and natural Gifts of their chosen form. Cat can drop the form at any time.

Troll

Prowess	Reflex	Resistances
+7	+7	Armor 4
Burden	Vigor	Mental
Pace	+7	Hit-points
Close	Will	17

Lurking terrors of wild swamps, deep caverns and high peaks. Always hungry, always growing.

Type: Giant.

Size: Large. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Athletics, Notice, Reflex, Vigor.

Capable (+Half Prowess):
Stealth.

Gifts

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversarys Morale to fail. Opposed with Will.

Weakened by Fire: When the being suffers fire damage their Hit-point maximum is reduced by the damage.

Darksight: Darkness does not Disadvantage Adversary.

Grow Stronger: When Adversary heals a Wound their hit-point maximum increases by one.

Regeneration: Recover Prowess Hit-Points at the start of the Turn, this can heal a Wound.

Thick Hide: Adversary has half Prowess Armor Resistance.

Troll Attacks

Harm: 2D6 Intimate.

Grab: Adversary grabs a being or object of smaller size. They can then use following attack options:

- Throw the being up to Close dealing Harm damage to them and anyone they hit.
- Use the being as a weapon dealing Harm damage to them and anyone they hit.

Vampire

Prowess	Reflex	Resistances
+8	+8	Armor
Burden	Vigor	
	+8	Mental
Pace	Will	Hit-points
Close	+4	13

*Immortals bound to the night.
Only thing that truly fulfills them is
blood of the living, hunted or
herded.*

Type: Dead.

Size: Medium. **Wounds:** 1.

Skills

Strong (+Full Challenge):
Attack, Athletics, Reflex, Vigor.

Capable (+Half Challenge):
Stealth, Notice, Will.

Gifts

Aversion Vampiric Aversion: Successful Presence Attack with strong source of the element causes Adversarys Morale to fail. Opposed with Will. Vampiric Aversions are found on the next page.

Darksight: Darkness does not Disadvantage Adversary.

Destroyed by Sun: Adversary takes Prowess D6 fire damage when exposed to light of the sun.

Rise: Adversary regains a Wound on Significant Time. Unless defeated by Otherwordly damage or destroyed by fire.

Undead: Mortal diseases, poisons and brews will not affect the Adversary. When they suffer their last Wound they make a Burden Test. On success they drop to 1 Hit-point instead.

Vampiric Power: Adversary has one Vampiric Power. Two if they are progenitor and three if they are an elder. Vampiric Powers are found on the next page.

Vampire Attacks

Harm: 1D6, Intimate.

Vampiric Bite: 2D6, Intimate, Only from grapple or Surprise. Heal Hit-points by targets lost Hit-points. This can heal Wounds.

Vampire: Powers & Aversions

Vampiric Powers

Strong: Notice, Wildken, Beastken

1 **Beastcall:** Call beasts to aid. Total Prowess of called beasts is Vampires Prowess. 1-2 Trouble Check to regain.

Strong: Notice, Sway, Command

2 **Hypnosis:** [Exhaust] to Attack a beings Will. On success being takes an Action of your choosing or does not act at all. Alternatively use a Response to use Hypnosis as an option in Clash.

Strong: Notice, Stealth, Thievery

3 **Wallwalker:** Adversary is able to crawl on walls and ceilings without Tests.

Strong: Sway, Stealth, Perform

4 **Shapeshift:** [Exhaust] to adopt form of a mortal or a beast.

Vampiric Aversions

1 **Spurned Faith:** Symbols of vampires past faith are a strong source of Aversion.

2 **Running Water:** Rivers and strong currents of water are a strong source of Aversion.

3 **Uninvited:** Entering a home uninvited is a strong a source of Aversion.

4 **Common Condiment:** One type of food or ingredient is a strong source of Aversion.

1. Garlic, 2. Alcohol, 3. Rice, 4. Beasts blood

5 **Reflection:** Witnessing its reflection is a strong source of Aversion.

6 **Loyal Beast:** Sounds of friendly beasts is a strong source of Aversion.

1. Rooster, 2. Hound, 3. Sheep, 4. Cat

Warrior

Prowess	Reflex	Resistances
+3	+3	Armor 2
Burden	Vigor	Mental
Pace	Will	Hit-points
Close	+0	8

Type: Mortal.

Size: Medium. **Wounds:** 1.

Skills

Strong (+Full Prowess):
Attack, Reflex, Vigor.

Capable (+Half Prowess):
Athletics, Notice.

Gifts

Armored: Adversary has Half Prowess Armor Resistance.

Dangerous: Adversary adds half Prowess to damage of attacks.

Warrior Attacks

Harm: 3, Intimate

Blade: 1D8+2, Sever, Intimate

Maneuver: Grapple, Shove, Find the Gap

Berserker

Howling bloodletters of marauding bands. Eager for challenge and a danger even to their own.

Fury: [Exhaust] to add 1D6 to damage, Vigor or Will Test.

Berserker Attacks

Greataxe: 1D10+3, Sever, Heavy

Frenzied Swings: [Exhaust] 1D10+3, Sever. Target all within Reach.

Mercenary

Guards and footsoldiers. Mercenarys creed is good pay for little risk, fortune for a high risk.

Formation: Adversary gives +1 Help bonus to melee Attacks of an ally within Reach.

Mercenary Attacks

Spear: 1D6+3, Great Reach, Thrown

Coordinated Strike: Ally within Reach uses a Response. +1 damage die.

Warder

Hooded warriors striking from shadows before disappearing again.

Strong: Stealth.

Unseen Strike: Add +1D6 damage to Surprise Attacks.

Warder Attacks

Warbow: 1D8+3, Missile

Aim: [Exhaust] 2D8+3, Missile.

Wraith

Prowess	Reflex	Resistances
+6	+3	Armor
Burden	Vigor	
	+0	Mental
Pace	Will	Hit-points
Close	+6	11

Lingering souls who chose their shackles. Danger to all who cross paths.

Type: Dead.

Size: Medium. **Wounds:** 1.

Skills

Strong (+Full Prowess):
Attack, Command, Will.

Capable (+Half Prowess):
Notice, Reflex.

Gifts

Incorporeal: Adversary cannot affect or be affected by physical world. Walls and physical obstacles do not bar adversarys passage. Adversary is unaffected by physical damage. Armor does not protect against Adversarys damage. Otherworldly items affect the being fully.

Undead: Mortal diseases, poisons and brews will not affect the Adversary. When they suffer their last Wound they make a Burden Test. On success they drop to 1 Hit-point instead.

Shackled to Life: Adversary will regain one Wound when Significant Time passes if its Shackle to Life is not removed. See Shackles on the following page.

Bound to Remains: Adversary cannot travel far from its remains.

Wraith Attacks

Harm: 1D6 mental, Intimate. Oppose with Reflex or Will.

Maneuver: Vulnerability, Lure

Wraith: Shackles

Wraith Shackles

1 **True Vow:** Adversary chose to serve. They will not leave, however they will not harass proven allies.

Vow Blade: 2D6 + Prowess mental. Oppose with Reflex or Will.

2 **Unjust Vow:** Adversary was Coerced into eternal servitude. Unshackled by filling the letter of the vow.

Sorrow Blade: 1D6 + Prowess mental. Oppose with Reflex or Will. Provoke a Will Burden Test. On a failed Test suffer Mental Affliction.

3 **Fear:** They are afraid of what is beyond. Unshackled by proper interment of remains.

Drain Life: Attack beings Will provoking a Will Burden Test. On a failed Test they gain Life Drain Affliction and reduce Hit-point maximum by Prowess. Adversarys Hit-point maximum increases by Prowess.

4 **Envy:** Living do not deserve life and its riches. Unshackled by destruction of treasured possessions.

Possession: Attack beings Will. On success adversary possesses the target being. On its following Turns it will take actions as the possessed being. Can be broken with a Will Test opposed by adversarys Attack. Test at the end of Possessed being Turn. 1-2 Trouble Check to recover.

Wyrms: Young

Prowess	Reflex	Resistances
+7	+4	Armor 4
Burden	Vigor	Mental 4
Pace	Will	Hit-points 17
Close	+4	

Gifts

Darksight: Darkness does not Disadvantage Adversary.

Passing Strike: Adversary is able to attack as part of the movement.

Wyrm Blood: Adversary has one Wyrm Blood. See Wyrm Bloods.

Thick Hide: Adversary has half Prowess Armor Resistance.

Being of legend. Young enough to offer a questing knight some hope of victory.

Type: Wyrm.

Size: Large. **Wounds:** 2.

Skills

Strong (+Full Challenge):
Attack, Athletics, Vigor.

Capable (+Half Challenge):
Notice, Reflex, Will.

Wyrm Attacks

Harm: 2D6 Intimate.

Tail Bash: 2D6, Great Reach, Impact.

Wyrm: Great

Prowess	Reflex	Resistances
+10	+5	Armor 10
Burden	Vigor	Mental 5
Pace	Will	Hit-points 30
Close	+5	

Great legends. Often regarded as equal to gods or forces of nature. Something mortals just have to live with.

Type: Wyrm.

Size: Huge. **Wounds:** 3.

Skills

Strong (+Full Prowess):
Attack, Athletics, Vigor.

Capable (+Half Prowess):
Notice, Reflex, Will.

Gifts

Darksight: Darkness does not Disadvantage Adversary.

Fearsome: When Adversary becomes part of the Conflict characters have to roll Initiative with Will. Those who fail suffer Mental Affliction in addition to acting after npcs.

Terrifying Deed: When adversary succeeds in an attack or act of destruction [Exhaust] to have characters re-roll Initiative with Will. Those who fail suffer Mental Affliction in addition to acting after npcs. Difficulty 10 + Prowess. 1-2 Trouble to regain

Iron Scales: Adversary has Prowess Armor Resistance.

Passing Strike: Adversary is able to attack as part of the movement.

Wyrm Blood: Adversary has one Wyrm Blood. See Wyrm Bloods.

Wyrm Attacks

Harm: 3D6 Intimate.

Tail Bash: 3D6, Great Reach.

Devour: Target one size categories smaller is grappled and suffers Harm damage at the end of their Turn, Vigor Test to resist. Difficulty 10 + Prowess.

Wyrm: Blood

1. Death Wyrm

Flight: Adversary is able to fly its Pace.

Drain Life: Attack Vigor of half Prowess beings within sight. All affected make a Vigor Burden Test. On a failed Test their Hit-point maximum is reduced by half Prowess. 1-2 Trouble Check to regain.

2. Fire Wyrm

Flight: Adversary is able to fly its Pace.

Fire Breath: Create an inferno Close Across. Those within fire suffer half Prowess D6 damage on a failed Reflex Test vs 10 + Prowess. Fire persists for one Round. 1-2 Trouble Check to regain.

3. Floral Wyrm

Burrow: Adversary is able to Burrow its Pace in soft earth or gravel.

Lulling Breath: Create a cloud of pollen in area Close across. On a failed Will Test vs 10 + Prowess affected being suffers Disadvantage on Reflex and Will and will fall asleep if they are affected again. Cloud persists for half Prowess Rounds. 1-2 Trouble Check to regain.

4. Lindwrym

Burrow: Adversary is able to Burrow its Pace in soft earth or gravel.

Poison Breath: Create a poisonous cloud in area Close across. Those within cloud suffer Harm damage on failed Vigor Test vs 10 + Prowess. Cloud persists for half Prowess Rounds. 1-2 Trouble Check to regain.

5. Sea Serpent

Aquatic: Adversary is able to breathe underwater. While swimming adversarys Pace is increased by a Distance Step.

Raise Waves: Raise wave to crash over area Near across. Those caught within take half Prowess D6 damage on a failed Vigor Test vs 10 + Prowess and are dragged to the edge of the area. 1-2 Trouble Check to regain.

6. Sun Wyrm

Flight: Adversary is able to fly its Pace.

Radiance: All within Near suffer Harm damage and are blinded on a failed Reflex Test. Blinded beings suffer Disadvantage on all Tests requiring sight. 1-2 Trouble Check to regain.

Wyvern

Prowess	Reflex	Resistances
+8	+4	Armor 4
Burden	Vigor	Mental
Pace	Will	Hit-points 18
Close	+0	

Ravenous flying monsters. Often mistaken for true wyrms, for most this makes little difference.

Type: Wyrm.

Size: Large. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Athletics, Vigor.

Capable (+Half Prowess):
Notice, Reflex.

Gifts

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversarys Morale to fail. Opposed with Will.

Flight: Adversary is able to fly its Pace.

Frenzy: When Adversarys Morale fails they attack the nearest being until Rest. Damage is increased by 1D6.

Passing Strike: Adversary is able to attack as part of the movement.

Thick Hide: Adversary has half Prowess Armor Resistance.

Wyvern Attacks

Harm: 2D8, Intimate.

Maneuver: Grapple, Shove.

Wyvern Stinger: 2D6, Great Reach. On hit 2D6 Vigor poison for half Prowess Rounds. Difficulty 10 + Prowess. 1-2 Trouble Check to regain ability to poison.

Great Adversaries

Lieutenants, monsters and villains are Great Adversaries. They hold a significant role in the story and pose a significant challenge. Great Adversaries follow same basic rules as common adversaries difference comes from Sources of Power.

Sources of Power

Monsters and villains have Sources of Power that function as their Guides. Sources of Power can be used to Draw Strength activating powerful abilities.

- Each Source of Power increases adversary Prowess and Wounds by +1. If Source of Power is removed these benefits are also removed
- Sources of Power have a passive, always present effect and an active effect that is activated when Strength is Drawn from the Source
- Great Adversary Regains Strength to one Source of Power when they achieve a goal
- Sources of Power have a weakness that can be leveraged to remove the Source from the adversary
- Great Adversary can have one to five Sources of Power

Source of Power Weaknesses

Weakness of the Source varies. Weakness can be as simple as power being housed in an amulet that can be stolen or as complex as demonic contract adversary has to be tricked into breaking.

- Successfully leveraging the weakness removes Source of Power from the adversary
- How to leverage the weakness depends on the Source. Investigating the adversary is wise

Impact of Sources of Power

Sources of Power have a significant effect on adversarys strength and role. Lieutenants and famed monsters might have only one to two Sources and are fitting minor antagonists. True villains should have three to five Sources. Facing them without removing at least one or two should be a deadly challenge.

Types of Sources of Power

1-2 Bonds

3-4 Boons

5-6 Curse

7-8 Domain

9-10 Innate

Sources of Power: Bonds

Relationships, beliefs and ambitions that give strength.

Bonds are Sources of Power for adversaries who believe they are working for a greater purpose and hold this purpose at the core of their being. Unfeeling and purely destructive adversaries are unlikely to possess Bonds.

Bond Effects:

- **Passive:** Adversary can Exhaust to gain bonus on a Test
- **Active:** Draw Strength from a Bond to regain Hit-points and Break one effect

Special: Bonds cannot be removed, instead they can be leveraged to attempt to remove one other Source of Power. This may have significant impact on adversaries goals and methods.

Weakness: If the adversary is convinced another Source of Power undermines their Bond they make a Will Burden Test. On success Bond remains and the other Source of Power is removed. On failure the Bond is removed.

Bond Examples

Creed: Adversary believes in vows, laws or principles. If their

1 actions can be shown to undermine this creed a Source of Power is removed.

Fear: Adversary is afraid and their actions are driven by hidden desperation. Easing the fear removes a Source of Power.

2

3 **Glory:** Adversary strives for great name and place in history. If their legacy can be shown to be tainted a Source of Power is removed.

Love: Adversary believes they are acting out of love. If this can be shown to be false a Source of Power is removed.

4

5 **Protection:** Adversary believes their actions protect the needy. If this is shown to be false a Source of Power is removed.

Vengeance: Adversary is driven by vengeance. If this is shown to

6 be fruitless or playing into their enemys hand a Source of Power is removed.

Sources of Power: Boons

Boons are special gifts gained or coerced through rituals, pacts and alliances. Boons are often represented by rings, blades, scepters, honour guards or other visible and tangible signs of power.

Weakness: Boon can be stolen or otherwise removed, removing the Source of Power. Amulet can be stolen, alliance can be broken and adversary can be caught without their guardians.

Boon Examples

A Token of Power: Source is housed in an artefact, amulet,

- 1 sword, flower crown or perhaps a banner. Losing the artefact removes the Source of Power.

Coerced Boon: A being of power is trapped by the adversary, their release will remove the Source of Power.

Honor Guard: Protection of a trusted guard. Luring them away

- 2 for important missions or catching the adversary without them removes the Source of Power.

Rite of Power: A ritual is maintained daily to ensure the

- 3 power. If ritual were to fail for a day the Source of Power would be removed.

Watcher: Alliance marked by an aide and a watcher. They will help the adversary as long as they stay the right course. Proof of broken alliance will remove the Source of Power.

Written Pact: Source is gained and detailed by a written pact.

- 6 Causing the pact to break will remove the Source of Power.

Sources of Power: Curses

Curse gifts the adversary with abilities to commit their deeds and compels them to strange acts. Curses are marked by discreet stigmas.

Weakness: Curses can be broken or momentarily quelled. When this is done adversary loses the Source of Power.

Curse Examples

- 1 **Beast:** A monster has been born from their flesh. Driven by hunger and rage.
- 2 **Complete Pact:** They are enslaved by a pact with a greater power, no longer in charge of their deeds.
- 3 **Doppelganger:** They change faces and names freely, sowing doubt and chaos. No longer able to retain even their sense of self.
- 4 **Finished Experiment:** They are powerful, twisted and sickly due to alchemy conducted on their blood.
- 5 **Revenant:** They have become visage of the undying. Reborn again and again until their purpose is complete.
- 6 **Possessed:** Whoever they were, now they are the passenger and another soul guides their hands.

Sources of Power: Domains

Adversary is at their most powerful within their chosen domain. Domain itself is powerful through numerous minions at adversarys beg and call, place of power housed in the domain or nature of the place itself and adversarys ability to survive and thrive within.

Weakness: Luring adversary out of their domain removes this Source of Power. Alternatively Domain itself may have a weakness that can be leveraged or mastered to remove the Source of Power.

Domain Examples

Dinner Table: A tomb that drains souls of imprisoned, a nest of greater being to parasitize. This place feeds the adversary, remove sustenance to remove the Source of Power.

Family Estate: Shadowed alleys, haunted farm or a gilded mansion. Inhabited by adversarys allies. Convince them to abandon the adversary to remove the Source of Power.

Hiding Place: Twisting caverns and dark woods. Place filled with secrets, escapes and hiding places. Knowing its secrets is required to remove the Source of Power.

Mystic Conduit: Tower where eternal flame burns, temple where honoured divine is tangible, grove whose heart tree bridges worlds. Break the connection to remove the Source of Power.

Perilous Step: Unstable ruins, acidic pools. Place filled with dangers, safe for the versed. Equal familiarity is needed to remove the Source of Power.

Seat of Power: A great fortress, warcamp or city filled with minions, armies and servants. Bring an army to remove the Source of Power.

Sources of Power: Innate

Power comes from the adversary themselves. Elder vampires, great wyrms and avatars of worshipped spirits are powerful due to their nature. Sorcerers and devotees may gain Innate Sources of Power through dangerous rituals giving parts of themselves to greater beings.

Weakness: Innate Sources of Power come with weakpoints. When the weakness is known it can be attacked provoking a Burden Test in addition to other effects of the attack. On a failed Burden Test the Source of Power is removed. Adversary specific tools, like yew stakes or dragonslayer weapons increase Burden before the Test.

Innate Guide Examples

1 **Frail Blood:** Adversary's blood is result of unstable sorcerous experiment or otherwise frail. Weak to ingested toxins.

2 **Heart of Power:** Heart of the adversary is switched leaving a marked scar.

3 **Old Wound:** Adversary is mighty, but they were brought close to death once and that wound remains their weakness.

4 **Paranoia:** Adversary's greatness is shadowed by suspicions undermining their ability.

5 **Soft Spot:** Nigh invulnerable hide has a soft spot waiting for a crippling blow.

6 **Two Beings:** Adversary has another being within their body, coiled around their spine or a swarm nesting within. This being grants power but is weak.

Sources of Power: Allies

Bound by Rite

Adversary is bound to serve by a powerful ritual. They cannot refuse their caller.

Passive: The Caller is able to use Action or Response to give the Adversary an Action or Response, as long as they have awareness.

Draw: Mark as Drawn when the Caller summons Adversary to appear. Appear by the Caller and recover Wounds even if dead or destroyed.

Companion

Adversary is accompanied by a skilled being. Are they a servant, a friend or a watcher?

Passive: Adversary is Accompanied by an ally with lower Prowess and up to three Sources of Power.

Draw: Draw Strength to have the Companion recover Hit-points and Break an effect.

Coven / Circle Member

Adversary is part of a group that shares their power.

Passive: Coven members can share Burden from channeling.

Draw: Draw Strength to give magic one Power for each Coven member.

Guardians

Adversary has earned respect and service of a trusted guard.

Passive: Adversary is accompanied by up to half Prowess allies.

Draw: Draw Strength to have Each Guardian take an Action.

Summon

Adversary is able to call allies to their aid.

Passive: As an Action Adversary makes a Channeling or social Test against Difficulty 10. On success beings with total Prowess up to half Adversary's Prowess arrive. This can be one powerful being or multiple weaker ones.

Draw: Draw Strength to increase Summons total Prowess by half the Adversary's Prowess.

Choose a type of beings to Summon when creating the Great Adversary.

- Beasts
- Dead
- Mortals
- Outsiders
- Spirits
- Wyrms

Sources of Power: Transformations

Monstrous Transformation

There is a monster inside the adversary ready to break free at moments notice.

Passive: Adversary adds full Prowess to damage of attacks.

Draw: Draw Strength to have Adversarys size increase by a category. Their Harm increases by a die type. They gain the ability to jump or Climb their Pace without Tests. They lose the ability to use tools and weapons. They recover a Wound. This lasts until Significant Time passes.

Many Faces

Adversary changes faces like clothes. They may even become a copy of a familiar being, stealing both faces and lives.

Passive: As an Action [Exhaust] to take form of another being.

Draw: Draw Strength to have the Adversary become a being they have witnessed, gaining their Gifts and Skills. This does not affect equipment. Add Wounds of the new form to Adversarys total Wounds.

Winged Form

Adversary has been gifted an ability to sprout wings.

Passive: [Exhaust] on movement to increase Pace by one Distance step.

Draw: Draw Strength to gain ability to fly Pace. This lasts until Significant Time passes.

Sources of Power: Powers

Draining Touch

Magic of death has given the adversary an ability to feed on the life of others.

Passive: [Exhaust] to Attack in melee dealing $1D6 + \text{half Prowess}$ damage. Recover Hit-points by opponents lost Hit-points. This can heal a Wound.

Draw: Draw Strength to inflict $1D6 + \text{half Prowess}$ damage to all within Near. Recover Hit-points by opponents' total lost Hit-points. This can heal a Wound.

Elemental Fury

Adversary radiates with power of the elements striking fire and thunder when they unleash their wrath.

Passive: Adversary Attacks deal $+1D6$ physical damage in form of fire, ice, lightning, tearing wind or jagged stone.

Draw: Draw Strength to have all beings within Close make a Reflex Test against Difficulty $10 + \text{Prowess}$. On failure they suffer $1D6 + \text{Prowess}$ physical damage. This Hazard remains for half Prowess Rounds provoking a Test when a being enters the area or ends their Turn inside. If Adversary suffers damage they make a Vigor Burden Test. On failure effect ends.

Fleetness

Adversary's swiftness is beyond mortal measure.

Passive: [Exhaust] to Increase Pace by a distance step. Close to Near for example.

Draw: Draw Strength to ignore obstructions to movement for Half Prowess Rounds.

Foresight

Adversary is gifted with a sight into the future.

Passive: Adversary has half Prowess Premonitions. They can spend a Premonition to alter a die roll by one.

Draw: Draw Strength to regain spent Premonitions.

Haunt

Part of the adversary belongs to the dead and they have given part of their nature in return.

Passive: Adversary's physical attacks are Otherworldly and deal $+1D6$ mental damage.

Draw: Draw Strength to become Incorporeal for half Prowess Rounds. During this time all Adversary's damage is mental.

Sources of Power: Powers

Hidden Step

Step of the adversary is obscured by living shadow or they take them partially in other worlds.

Passive: Adversary has Advantage on Tests for Stealth.

Draw: Draw Strength to become Invisible. During this time Adversary is Hidden. When they suffer damage they make a Will Test against 10 + damage. On failure they are no longer Invisible.

Power from Beyond

Adversary is connected to a grand source of Power. Whenever they channel magic they open this conduit.

Passive: When channeling magic Adversary can give it one Power for free.

Draw: Draw Strength to give magic half Prowess Power.

Ardunn: The Brute

Prowess	Reflex	Resistances
+8	+4	Armor 8
Burden	Vigor	Mental
Pace	Will	Hit-points
Close	+4	18

Massive hulking figure clad in odd pieces of heavy mail. He wields a massive blackened hammer that sparks with fire as it strikes. Every spark is joined by shouts of glee.

Type: Giant.

Size: Large.

Base Prowess: +6.

Base Wounds: 2.

Wounds: 4.

Skills

Strong (+Full Prowess):

Attack, Athletics, Vigor.

Capable (+Half Prowess):

Notice, Reflex, Will.

Gifts

Heavily Armored: Adversary has Prowess Armor Resistance.

Cowardly: Adversary has Disadvantage on Morale Tests.

Ardunn Attacks

Harm: 2D4 Intimate.

Grab: Adversary grabs a being or object of smaller size. They can then use following attack options:

- Throw the being up to Close dealing Harm damage to them and anyone they hit.
- Use the being as a weapon dealing Harm damage to them and anyone they hit.

Crushfire: 2D8+1D6+3, Impact

Whirlwind: [Exhaust] to attack an additional being within Reach. 2D8 + 1D6+3 physical, Impact

Maneuver: Vulnerability, Shove

Ardunn: The Brute

Sources of Power

Ardunn is pleased with his new station and strength. All meat is his, all drink is his and all fall before him. All is as it is supposed to be.

Bond: [Exhaust] to gain +2 bonus on a Test.

Bond: Draw Strength to recover Hit-points and break one effect.

Weakness: I am the strongest and the greatest. Proof that a Source of Power is not needed or holds them back will provoke a Burden Test for the Source of Power.

Forge hammer of the Giants. So large even an ogre requires two hands to wield it.

Passive: Adversary Attacks deal +1D6 physical fire damage.

Active: Draw Strength to have all beings within Close make a Reflex Test against Difficulty 10 + Prowess. On failure they suffer 1D6 + Prowess physical damage. This Hazard remains for half Prowess Rounds provoking a Test when a being enters the area or ends their Turn inside. If Adversary suffers damage they make a Vigor Burden Test. On failure effect ends.

Weakness: Giant maul. Removing this item from the adversary removes this Source of Power.

Barghest: The Omen of Death

Prowess	Reflex	Resistances
+10	+10	Armor 5
Burden	Vigor	Mental 5
Pace	Will	Hit-points 15
Close	+10	

Large black hound with red eyes burning with hatred. Heavy broken chain hangs around its neck. Constant growl slithers from dripping jaws ready to erupt into a bark that will signal start of a hunt.

Type: Spirit.

Size: Medium.

Base Prowess: +7.

Base Wounds: 2.

Wounds: 5.

Skills

Strong (+Full Prowess):

Attack, Athletics, Notice, Reflex, Will.

Capable (+Half Prowess):

Stealth, Vigor.

Gifts

Dangerous: Adversary adds half Prowess to damage of attacks.

Hard to Kill: Adversary has +1 Wound.

Keen Senses: Advantage on Test to find tracks and notice beings.

Magic Resistance: [Exhaust] to gain Advantage on a Test against magic.

Omen of Death: Reduce maximum hit-points by half Prowess. You cannot gain this Affliction more than three times.

If you remove three Omens of Death increase Vigor by +1.

Spirit Step: As an Action [Exhaust] to disappear and reappear elsewhere within Pace.

Barghest Attacks

Harm: 1D8+5, Intimate.

Omen Bark: Bark of an Omen Hound provokes a Will Burden Test from beings within Near. On a failed Test they are Afflicted by the Omen.

Omen Hound can bark as an action once a Round, after the third bark the Hound will attempt to leave.

Barghest: The Omen of Death

Sources of Power

The hound is an old spirit from the time before iron and barely touches the mortal world.

Hidden Step: Adversary has Advantage on Stealth.

Invisibility: Draw Strength to become Invisible. During this time Adversary is Hidden. When they suffer damage make a Will Test against 10 + damage. On failure they are no longer Invisible.

Weakness: Touch of unworked iron provokes a Burden Test from the Adversary. On a failed Test Source of Power is removed.

Chaining has made the hound furious. It bites deep and howls its frustration into the night.

Soul Bite: Adversary deals +1D6 mental damage when they attack.

Soul Piercing Howl: Draw Strength to create a Will Hazard for all within Near. Deal 1D8 + Prowess mental damage. Difficulty 10 + Prowess.

Weakness: Adversary has chain around its neck that provokes it to howl. Remove the chain to remove this Source of Power.

The hound did not come to the mortal world on its own, it was called and corralled. Someone acts as its master, bestowing omens, ordering it to hunt.

Callers Command: Adversary has to obey their caller. Caller can use an Action or Response to give the Adversary an Action or Response

Return: Mark as Drawn when caller uses an ability to call the adversary to their side. Adversary will appear by the caller recovering Wounds, even if destroyed.

Weakness: A ritual emblem binds the adversary. If destroyed the callers influence will end and the Source of Power is removed.

Seer of the Deep: The Soul Stealer

Prowess	Reflex	Resistances
+11	+6	Armor 6
Burden	Vigor	Mental 11
Pace	Will	Hit-points 21
Close	+11	

Giant snaking centipede of muted colors. Mortal faces protrude from the dull grey carapace. Its own face hidden behind a mask of wood and bone.

Type: Spirit.

Size: Large.

Base Prowess: +8.

Base Wounds: 2.

Wounds: 5.

Skills

Strong (+Full Prowess):

Attack, Channeling, Stealth, Study, Will.

Capable (+Half Prowess):

Notice, Reflex, Vigor.

Gifts

Wallwalker: Adversary is able to crawl on walls and ceilings their Pace without requiring Tests.

Unseen Strike: Add +1D6 damage to Surprise Attacks.

Sorcerer: Adversary has Prowess Magical Intents. Adversary can give magic Power up to half their Prowess.

Soul Stealer Attacks

Harm: 2D6, Intimate.

Strain Soul: 2D6 mental, Close. Target gains 1 + Degree Burden. 1-2 Trouble Check to regain.

Seer of the Deep: The Soul Stealer

Sources of Power

Seers are able to see into a mortals soul. They wont take a piece only out of courtesy.

Steal Soul: Attack in melee provoking a Will Burden Test. On a failed Test character loses a Guide and cannot take the lost Guide again. Soul Stealer may return this Guide while alive. 1-2 Trouble Check to regain.

Embrace Soul: Draw Strength to create new Source of Power from a stolen Guide.

Weakness: Third eye of the stealer can be harmed provoking a Burden Test. On a failed Test the Source of Power is removed.

Not all are here to be devoured. Some faces may require a more delicate touch. And what nice faces they have.

Mask: As an Action Adversary takes an illusory semblance of another being Adversary has awareness or memory of.

Shapeshift: Draw Strength to take physical form of a being Adversary has awareness of. Gain their natural Gifts and Skills, retain Prowess. Increase Wounds by the new forms Wounds

Weakness: Power is housed in a mask. Remove the mask to remove the Source of Power.

Twisting tunnels of the soul mound seem to close in on the traveler, burying hope and faith. Gods won't help them here, nor will their dreams, nor will their family.

Drain Soul: As an Action provoke a Will Burden Test from all within the Domain. On a failed Test remove one Bond. Make note of how many Bonds are removed. 1-2 Trouble Check to regain.

Feed on Souls: Draw Strength to recover Wounds by removed Bonds.

Weakness: Collection of stolen souls is hidden inside the Domain. Releasing these souls removes the Source of Power.

Ser Khain Saras: The Ruin Knight

Prowess	Reflex	Resistances
+10	+10	Armor 10
Burden	Vigor	Mental 5
Pace	Will	Hit-points 15
Close	+5	

A tall man clad in shining armor. On a first glance the very picture of strength and knighthood. In reality a second son of a royal family. Banished over a plot to kill his brother in a duel.

Type: Mortal.

Size: Medium.

Base Prowess: +7.

Base Wounds: 1.

Wounds: 4.

Skills

Strong (+Full Prowess):

Attack, Command, Sway, Reflex, Vigor.

Capable (+Half Prowess):

Notice, Study, Will.

Gifts

Dangerous: Adversary adds half Prowess to damage of attacks.

Formation: Adversary gives +1 Help bonus to melee Attacks of an ally within Reach.

Heavily Armored: Adversary has Prowess Armor Resistance.

Khain Saras Attacks

Harm: 7, Intimate.

Blade: 1D8+5, Intimate, Precise.

Black Blade: 1D10 + 6 physical, Precise, Otherwordly. Recover 1D6+5 Hit-points on hit. [Exhaust] to gain ability to see in the dark until Significant Time passes.

Whirlwind: [Exhaust] to attack an additional being within Reach. 1D10 + 6 physical, Precise, Otherwordly. Recover 1D6+5 Hit-points on hit.

Maneuver: Grapple, Shove, Find the Gap

Ser Khain Saras: The Ruin Knight

Sources of Power

Khains brother was not a fighter he is and Khain was often the one sent to defend the kingdoms borders. In Khains dreams his brothers weakness brought only ruin. He was not fit to protect and another had to take his place.

Bond: [Exhaust] to gain +2 bonus on a Test.

Bond: Draw Strength to recover Hit-points and break one effect.

Weakness: Might required to protect. Proof that a Source of Power will prevent him from protecting his people will provoke a Burden Test for the Source of Power.

Band of Five: Khain is accompanied by his most loyal friends and Retainers.

- Lord Rias Bregas: Khains best friend. A scholar more than a warrior.

Adventurous, excitable and optimistic to a fault. Acolyte Ordained, Prowess 6, Strong: Healing, Sway, Study.

- Ser Osrick: Khain has always looked up to this old knight. Level headed and dedicated to redeeming a man he considers family. Warrior Mercenary, Prowess 6, Strong: Sway, Will, Heavily Armored.

- Flint: Younger of two siblings. A thief, a flirt and loyal to the end. Rogue Thief, Prowess 5, Strong: Attack.

- Burnt: Older of two siblings. Honest, focused and suspicious. Warrior Warder, Prowess 5, Strong: Wilds, Notice.

Draw: Draw Strength to have Each Band member take an Action.

Weakness: Worry as their friend has grown cold blooded. They have noticed a change and would listen to proof of influence and attempts to save him.

Black Blade, named Ruinthorn by its makers, was given to a hero on a dawn of their peoples final defeat. Taken as a trophy by a young general, the blade sent dreams of destruction brought by rulers at home. General turned their armies on their own people bringing ruin to those they sought to protect. Last insult of a forgotten enemy.

The Black Blade: Greatsword with Known Otherworldly, Known Darkeye and Legendary Devourer Enchantments. Cursed by Possession.

Draw: Draw Strength to make a weapon attack against all within Close. Regain targets struck D6 + 5 Hit-points. This recovery can heal Wounds.

Weakness: Possessed by the blade. Driving the spirit of ruin out of the host will remove this Source of Power.

The Lich

Prowess	Reflex	Resistances
+15	+8	Armor 8
Burden	Vigor	Mental 15
Pace	Will	Hit-points 20
Close	+15	

They mastered magic, they conquered death, they gained all they sought. What ambitions can they have left?

Type: Dead / Outsider.

Size: Medium.

Base Prowess: +10.

Base Wounds: 1.

Wounds: 6.

Skills

Strong (+Full Prowess):

Channeling, Study, Command, Will.

Capable (+Half Prowess):

Attack, Notice, Reflex, Vigor.

Gifts

Dangerous: Adversary adds half Prowess to damage of attacks.

Devour Magic: In a Clash against magic, Adversary can use a Response to Devour Magic. If they win the Clash they remove Burden equal to Exhaust cost of Devoured magic and gain the ability to use Intents of the magic. If Adversary has no Burden they recover Hit-points instead, this can heal a Wound.

Undead: Mortal diseases, poisons and brews will not affect the Adversary. When they suffer their last Wound they make a Burden Test. On success they drop to 1 Hit-point instead.

Sorcerer: Adversary has Prowess Magical Intents. Adversary can give magic Power up to half their Prowess.

Grand Magic: As an Action taking both their Actions and a Response the Adversary can channel magic giving it Power up to their Prowess. This magic cannot be focused on or channeled as a Ritual. 1 - Trouble Check to regain.

The Lich



The Lich Attacks

Touch: Attack against Reflex. 1D6+8 mental, Intimate. Inflict 1 + Degree Burden and remove equal amount from self.

Whispers: Attack against Will. 1D6+8 mental to all within Reach. On success inflict Mental Affliction.

Choose one whisper hinting to the Liches intentions.

1. *The cellar... swallowed by ash... where dead flowers bloom...*
2. *On shattered peaks... in the deepest night... where steps of giants rise to abyss...*
3. *Cast it to down... shatter... ground to dust...*
4. *Fill... raise... to black sun...*
5. *Lies... it lies...*
6. *End... Let it all end...*

Gaze: Attack against Vigor. 1D6+8 mental. Close. On success inflict Mystical Affliction.

The Lich

Sources of Power

Drain : Remove one Burden each Round.

Phylactery: After being destroyed Draw Strength to rise again at the Phylactery after a Long Time passes, Phylactery Source of Power is then removed.

Weakness: An item shackling the essence of the Lich. Destroying the item will remove this Source of Power. But perhaps there is more.

Ethereal: Adversary cannot be affected with physical attacks unless they have the Otherwordly Quality. They are otherwise affected by the physical world.

Incorporeal: Draw Strength to become Incorporeal until Significant Time passes. Gain the ability to fly your Pace.

Weakness: Void heart. Physical attacks against the void in the Liches chest inflicts 1 + Degree Vigor Burden and provokes a Burden Test. On a failed Test this Source of Power is removed.

Font of Power: When channeling magic Adversary can give it one Power for free.

Power from Beyond: Draw Strength to give magic half Prowess Power.

Weakness: Crown of whispers. Mental attacks against the crown the Lich carries inflicts 1 + Degree Will Burden and provokes a Burden Test. On a failed Test this Source of Power is removed.

Premonitions: Adversary has half Prowess Premonitions. They can spend a Premonition to alter a die roll by one.

Sight from Beyond: Draw Strength to regain spent Premonitions.

Weakness: Eye of darkness. Physical attacks against the missing eye of the Lich inflicts 1 + Degree Vigor Burden and provokes a Burden Test. On a failed Test this Source of Power is removed.

Draining Touch: Attack against Reflex. [Exhaust] to Attack in melee dealing 1D6 + half Prowess physical damage. Recover Hit-points by opponents lost Hit-points. This can heal a Wound.

Draining Scream: Attack against Vigor. Draw Strength to inflict 1D6 + half Prowess physical damage to all within Near. Recover Hit-points by opponents' total lost Hit-points. This can heal a Wound.

Weakness: Torn remains. Physical attacks against the split dessicated body inflicts 1 + Degree Vigor Burden and provokes a Burden Test. On a failed Test this Source of Power is removed.