

P R I M E V A L

THE

PLAYER'S COMPANION



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In Thule, deadly peril and glittering opportunity walk hand-in-hand. A brave hunter from a savage tribe goes alone to face an evil from beyond the stars; a sly thief from Quodeth hatches a scheme to pillage the tower of a dread sorcerer. It is a land of mystery, wonder, and danger, a place with a man or woman with nerves of steel and a strong sword-hand—or perhaps mastery of forbidden lore—can carve his or her name into the annals of fate.

Hail, stranger, and welcome to the savage land of Thule! You are now entering a land of steaming jungles and forbidding glaciers, decadent civilization and mysterious ruins, terrible beasts and sinister villains. This is a realm of grim heroes and prehuman monsters, fierce barbarians and lost cities, wonders and terrors enough to fill the chronicles of a thousand adventures. This is Thule, beautiful and deadly, primal and untamed. And it is now your home.

This sourcebook is an expansion to the *PRIMEVAL THULE Campaign Setting*, providing you with a variety of new options for creating characters for a *PRIMEVAL THULE* game. In these pages you'll find new class builds, such as the slayer barbarian or the Cold domain for the

cleric; two new heroic narratives, the Escaped Slave and the Time-Lost Adventurer; and a selection of new feats and spells suitable for Thulean characters. In addition, we have included tables that provide personality traits, ideals, bonds, and flaws for each of the narratives originally presented in the *PRIMEVAL THULE Campaign Setting*. You are of course free to create the character story you want to play, but if you're looking for a little inspiration or some suggestions for roleplaying your Thulean character, explore the narrative trait tables and see what comes up!

If you are not familiar with the *PRIMEVAL THULE* setting, you'll find that many of these options are perfectly suitable for any 5e game. New class options, new

feats, and additional spells provide you with a variety of interesting tools for creating characters—especially those who perhaps hail from a particularly savage corner of the world. The new narratives are much like the backgrounds described in the core rulebooks. The tables of narrative traits refer to narratives introduced in the *PRIMEVAL THULE Campaign Setting*, and the rest of the narrative descriptions (and benefits) can be found in that book.

If you'd like to know more about Thule, we recommend downloading the *PRIMEVAL THULE Traveler's Guide* (available at www.drivethrurpg.com). It's a free PDF accessory that gives you a great overview of this savage and intense setting.

THULEAN CLASS OPTIONS

The city-states and tribal peoples of Thule create a unique mix of decadent civilization and barbaric ferocity. The primeval continent is home to a selection of heroic paths that are rare or unheard-of in other lands: slayers, priests of cold or fury, master poisoners, or sorcerers who derive their magical power from the taint of extraterrene influence. This section therefore presents seven new character class archetypes, expanding your range of choices for creating Thulean barbarians, clerics, druids, paladins, rogues, and sorcerers. In addition, Thulean warlocks may select a specific entity such as Hastur or Yog-Sothoth as their patron.

BARBARIAN

Thule is a barbaric land, and many of its most notable heroes—and villains—hail from the warlike tribes that roam its jungles and plains. As one might expect, a great number of Thule's barbarians are berserkers, eager to measure themselves in battle. This is the most common path for barbarians in this setting. Barbarians devoted to animal spirits or primal totems are less common, since supernatural powers—even those derived from the spirits of the forest, the skies, and the hunt—are strange and fearsome to Thule's superstitious peoples. But there is another path for barbarians of Thule: the path of the slayer.

PATH OF THE SLAYER

Like totem warriors, slayers are shaped by the beasts and the elements of the savage world in which they come of age. But where totem warriors see a world of spirits to honor or follow, slayers see a world full of deadly dangers. The dire wolf, the saber-tooth, the giant viper—these are not supernatural beings, but instead rivals and enemies. The Thulean wilderness hardens the body and sharpens the wits, offering a never-ending series of lethal lessons only the strong, the quick, and the cunning survive.

Many barbarians—berserkers, for instance—glory in battle, losing themselves in savage bloodlust as they

charge mindlessly into the fray. The slayer's battle-madness, however, takes on a different form. His rage leads instead to a cold and deadly place, a place of iron resolve and calculated murder. The fierce determination to strive and survive drives the slayer to feats of strength and deeds of pure endurance that seem superhuman to the warriors of more civilized lands.

Slayer's Rage (3rd level): Double your rage damage bonus when you fight using a two-handed weapon. In addition, when you reduce an enemy to 0 hit points on your turn, you gain a bonus action to move up to your speed. Slayers learn to strike hard and keep moving, since survival in the wild depends on taking threats down fast and staying ahead of your foes.

Grim Resolve (6th level): When you fail a save against an effect, you gain tactical advantage on all subsequent saves against that effect for the rest of the encounter. This might apply to a single spell or condition that allows you a new save at the end of each of your turns, such as the *hold person* spell, or it could be multiple castings or uses of the same spell or effect (for example, a dragon's breath weapon) in the same encounter. Your sheer, savage willpower often prevails in unlikely circumstances.

Natural Athlete (10th level): You are proficient in any Strength, Dexterity, or Constitution check you attempt. When you make a long jump or high jump, add 5 to your Strength score for purposes of figuring the distance or height of your jump. Survival in the wilderness often pushes you to the very limits of physical ability.

Deadly Defense (14th level): You gain a bonus to AC equal to the number of enemies within 5 feet of you. You must be able to see an enemy to count it for this bonus, and you lose the bonus altogether if you are blinded or incapacitated. When foes press in from every side, you somehow find the reflexes and agility to make attacks miss.

CLERIC

The priests of Thule venerate many different deities. Some such as Mithra or Ishtar represent civilizing influences, and their priests are important figures in Thule's city-states. Others, such as Cthulhu or Tsathoggua, are monstrosly alien entities whose goals are completely inimical to humankind. Between these two extremes are deities who embody the savage wilderness that makes up so much of the primeval continent—grim powers of ice, rage, and destruction. Few priests of the civilized peoples remember the brutal gods their ancestors once worshipped, but the old ways still linger among Thule's barbarian tribes.

These barbaric deities hold sway over divine domains not commonly found in more civilized worlds: the domains of Cold and Fury. Thulean deities appropriate for these domains include:

Cold: Ithaqua, Tarhun, Tiamat, Tsathoggua

Fury: Cthulhu, Herum, Nergal, Shub-Niggurath

CLASS OPTIONS

COLD DOMAIN

While Thule has its steaming jungles and roiling volcanoes, other parts are cloaked in winter the year round. Especially among the continent's northern and eastern denizens, the cold itself has a mythic, divine power. Clerics with the Cold domain tap into the power of the polar wastes to freeze foes in place, build structures of ice, and summon blizzards that extinguish light and life. At best, clerics of Cold deities are taciturn and unfeeling priests who demand respect for their grim gods; at worst, they are madmen bent on invoking endless winter over all the world.

Cold Domain Spells

Cleric level	Spells
1st	<i>fog cloud, shivering cold*</i>
3rd	<i>gust of wind, spike growth</i> (cold terrain only)
5th	<i>ice claw*</i> , <i>sleet storm</i>
7th	<i>hallucinatory terrain</i> (cold terrain only), <i>ice storm</i>
9th	<i>cone of cold, glacial bulwark*</i>

* New spell described in this book.

Frostwalk (1st level): Ice, snow, and other cold-related terrain is never considered difficult terrain for you, because you have a preternatural sense of traction. Other factors such as debris or vegetation might slow you down, but ice and snow do not.

Involuntary Shiver (1st level): As a combat reaction, you can force a living creature within 30 feet making an attack against you to shiver with a sudden chill. The attacker has tactical disadvantage on the attack you are reacting to. You can use Involuntary Shiver a number of times per day equal to your Wisdom modifier (minimum of one).

Ice Slick (2nd level): You can use your Channel Divinity feature to create ice within a 10-foot radius centered on a point you designate within 60 feet. The ice is slippery and counts as difficult terrain. The ice lasts as long as ordinary ice would; depending on the adventure site, that could be seconds to years.

Bone-Chilling Cold (6th level): Your flesh and bones are perpetually chilled, granting you resistance to cold damage and tactical advantage on saving throws against fire effects. Once per day as a bonus action, you can transfer the Bone-Chilling Cold to an ally within 60 feet for 1 minute. During this time, you lose the benefits of this ability.

Ice Strike (8th level): You can infuse your weapon with frigid cold. Once per turn when you hit a creature with a weapon attack, you can deal an extra 1d8 cold damage if you hit. When you reach 14th level, the extra damage increases to 2d8 cold damage.

Heart of Ice (17th level): You are immune to cold damage, and you have resistance to fire damage. Once per day as a bonus action, you can create a protective

aura of deadly cold for 1 minute on either yourself or an ally within 60 feet of you. While active, any creature that hits the protected creature with a melee attack takes 2d8 cold damage, and must make a Constitution save or suffer 1 level of exhaustion.

FURY DOMAIN

Gods of fury are primal, bloodthirsty deities venerated by primitive peoples. They demand brutal sacrifices and grant savage strength to those who worship at their crude stone altars, delighting in the bloody strife that ensues. Clerics who serve gods of Fury aspire to lead the warriors of their tribes into battle, driving them to overwhelm enemies with sheer ferocity. Around the council-fires, Fury clerics are keepers of tribal traditions, urging their fellows to reject civilization and place their trust in the old ways.

Fury Domain Spells

Cleric level	Spells
1st	<i>Heroism, mark of guarding*</i>
3rd	<i>backbiter shield</i> (PTCS), <i>mark of might*</i>
5th	<i>bloodlust cloud</i> (PTCS), <i>fear</i>
7th	<i>baleful mark*</i> , <i>stoneskin</i>
9th	<i>contagious madness*</i> , <i>hold monster</i>

* New spell described in this book.

Bonus Proficiency (1st level): You are proficient with martial weapons.

Inspirational Fury (1st level): As a bonus action, choose one enemy you can see within 30 feet of you. Until the beginning of your next turn, any of your allies who make a weapon attack against the enemy you chose have tactical advantage on their attack rolls. You can use this feature a number of times per day equal to your Wisdom modifier (minimum one).

Furious Effort (2nd level): You can use your divine channeling to drive your allies onward in the face of failure. When an ally within 30 feet of you misses with a weapon attack, you can use a combat reaction and expend a use of divine channeling to shout a prayer of encouragement, granting your ally another weapon attack against the same target he or she just missed.

Aura of Fury (6th level): By your mere presence, you encourage your allies to fight harder. Add your Wisdom modifier (minimum one) to the damage dealt when you or an ally within 10 feet of you score a critical hit. In addition, you or your ally can remove 1 level of exhaustion or heal damage equal to your Wisdom modifier.

Furious Strike (8th level): Once per turn when you hit a creature with a weapon attack, you can deal an extra 1d8 damage to the target. The type of the damage is the same as the damage type of the weapon you use. At 14th level, the extra damage increases to 2d8.

Renewed Fury (17th level): Your healing spells fill the recipient with renewed zeal for battle. Whenever you cast a spell that provides at least 1 hit point of

healing to a creature, the recipient of the spell gains tactical advantage on weapon attacks and gains immunity to becoming frightened until the beginning of your next turn.

DRUID

The savage peoples of Thule know little of the gods of the city-states. They live in a world of nature spirits and primal forces older than humankind, feral and dangerous. Druids are the messengers and interpreters of these primal powers. They guide the people of their tribes in dealing with the world of the primal spirits and serve as those spirits' agents in the mortal world—ensuring that their laws are remembered, defending their sacred places, and fighting against their ancient foes. No true druid circles exist in Thule, since each druid comes to his or her own understanding of the Forest Gods and what they require. But even if they do not share any common organization, druids of different tribes are bound together by the spirits they serve and the powers they wield.

In addition to the types of druid powers described in the core rulebooks, druids of Thule often master a darker and more feral set of abilities—the powers of fang, claw, and the hunt.

CIRCLE OF THE FANG

A savage land like Thule demands savage guardians—predators who hunt down anyone who threatens the natural world. These druids gravitate to the Circle of the Fang, where they use a combination of potent spells and wild shaping to fight as champions for the nature spirits. Everyone from the simple woodcutter gathering timber to the sinister cultist performing rituals in a forest clearing fears the wrath of fang druids.

Most druids who join this circle see civilization as an aberrant state; it's a pox on the vibrant natural world. City-states are "the enemy," and no fang druid shed a tear when Atlantis fell. But within the Circle of the Fang, druids of different tribes hold varying opinions about how to confront civilization. Some druids want all of the city-states cast down until no two stones stand atop one another. Others are more moderate, seeing civilization as dangerous only if left unchecked; they'll defend Thule's existing wilderness but recognize civilization's right to exist within towns and city-states.

Moreso than other druids, fang druids revel in the hunt, transforming themselves into wolves, tigers, or other predators, then loping through the wilderness in search of prey. They do so not for sustenance or pleasure, but to honor the spirits of the hunt. For the circle of the fang, periodic hunts are almost like a religious sacrament—a key way to commune with the natural world.

Alternate Feature (Wild Shape): If you choose the Circle of the Fang, you do not gain the druid's Wild Shape feature at 2nd level. You get it at 6th level instead—with some improvements.



Primal Awareness (2nd level): You can take an action to expend a druid spell slot to focus your awareness on the natural world within 1 mile of you. For 1 minute per level of the spell expended, you know whether aberrations, celestials, dragons, elementals, fey, fiends, and undead are within the area. You detect only their presence and what sort of creature they are (rakshasas or eidolons, for example), not their exact identity, location, or number.

Nature's Stride (2nd level): You can move through difficult terrain as if it were normal terrain, and hazardous plants with thorns or spines don't hurt you or slow you down. Nature's Stride doesn't prevent you from being slowed or harmed by magical terrain or plants, but you gain tactical advantage on saves against magical plants that impede movement, such as those created by *entangle*.

Wild Shape (6nd level): You can use a bonus action to magically assume the shape of a beast—usually a predator such as a wolf or bear. You can wild shape twice after each rest. You can stay in beast form for 1 hour before reverting to your normal form. You can also revert to normal by spending a bonus action to do so on your turn, and you revert if you are reduced to 0 hit points or knocked unconscious.

Your druid level sets the maximum CR for the creatures you can wild shape into; consult the table below.

Fang Druid Wild Shape

Level	CR Max.	Limitations	Extra Benefit
6th	2	No flying or swimming speed	—
9th	3	No flying speed	Beast form attacks count as magical
12th	4	—	Can speak (with difficulty)
15th	5	—	Beast form gains +10 ft. movement
18th	6	—	Can cast druid spells in beast form
20th	6	—	No use limit for wild shape

When you wild shape, the following rules apply:

- You keep your alignment, personality, Intelligence, Wisdom, Charisma, skill and save proficiencies, Hit Dice, and hit points (current and maximum), but your other game statistics are replaced by those of the beast you've become. It's worth taking the time to jot down the stats for creatures you commonly wild shape into, so you aren't doing arithmetic on the fly every time.
- You can't speak until 12th level, cast spells until 18th level, or manipulate objects beyond what your paws, talons, or other appendages would ordinarily let a beast do.
- Using Wild Shape doesn't break concentration on a spell you previously cast, and it doesn't prevent you from taking actions that are part of a spell or otherwise magical (such as using your Primal Awareness).
- You keep class and racial benefits, as long as they're things that the equivalent beast could reasonably perform. You don't get darkvision or other sensory benefits unless the base creature has them too.
- For your gear, it merges into your new form and ceases to function unless you specify otherwise, in which case it either falls to the ground in your space or you continue to wear it (assuming it's practical for the gear in question to fit both humanoid and beast).

Improved Primal Awareness (10th level): Your Primal Awareness feature now lasts 1 hour per level of the spell slot you expended. During the duration you can concentrate for 1 round to know the cardinal direction of the nearest aberration, celestial, dragon, elemental, fey, fiend, or undead.

Apex Predator (14th level): Once you've detected an enemy with Improved Primal Awareness, you gain tactical advantage on ability checks that relate to that enemy and use one of the following skills: Insight, Investigation, Nature, and Perception. You also double your proficiency bonus on attacks against that enemy.

PALADIN

While paladins who draw strength from vows of devotion or divine inspiration are vanishingly rare in Thule today, that was not always the case. During the days of Atlantis, highborn nobles often formed elite military societies or warrior brotherhoods dedicated to preserving the martial virtues of the empire. Some of these societies were merely social clubs, but others took their self-chosen standards very seriously indeed. Over generations, these elite warrior societies encoded the ideals of the noble Atlantean warrior: courage, self-discipline, knowledge of strategy and military engineering, honesty and a love for justice, and a deep loyalty to the Atlantean people. Few warriors in this savage age remember the Atlantean ideals of honor and duty, but in a few places—Katagia, Akal-Amo, a handful of aristocratic houses in Quodeth—the Atlantean way of war is not entirely forgotten.

OATH OF VICTORY

The Oath of Victory commits a paladin to a martial ideal: to be a strong, courageous, and disciplined student of war who strives constantly to live up to the highest demands of the military virtues. The paladin who takes on this oath faces a lifetime of battle against the savagery, bloodlust, and ignorance of this primeval age. It is his self-chosen task to meet barbaric fury with stern discipline, to bring law to lawless lands, to impose justice where none can be found, and to inspire those around him to live up to the best promise of themselves. When barbarian hordes threaten to destroy enclaves of civilization, when superstition and ignorance threaten the hard-won progress of the ages, when people suffering under miserable anarchy cry out for new order, the paladin of victory takes his place at the forefront of the fighting.

Spells: Your oath of victory adds new spells to your spell list, as shown below. The warriors of ancient Atlantis valued magic that made the elements (especially the sea) their ally, as well as spells that improved the fighting ability of the troops that followed them.

Paladin

Level	Spells
3rd	<i>fog cloud, heroism</i>
5th	<i>calm emotions, gust of wind</i>
9th	<i>beacon of hope, water walk</i>
13th	<i>control water, hallucinatory terrain</i>
17th	<i>conjure elemental, mass cure wounds</i>

Divine Channeling (3rd level): When you choose this oath, you gain the following two options for your divine channeling class feature.

Moment of Inspiration: As an action, you can fire your allies with temporary zeal. Until the beginning of your next turn, all of your allies within 60 feet add 1d4 to any attack roll or saving throw they make. If you

are using the follower combat system from *PRIMEVAL THULE Gamemaster's Companion*, this counts as using your action to command your troops, and you gain tactical advantage on your battle roll and morale checks this round.

Lead the Way: As a bonus action after you hit an enemy with a melee attack, you inspire nearby allies to follow your lead. Until the beginning of your next turn, all of your allies within 30 feet gain tactical advantage on melee or ranged attacks against the enemy you hit.

Aura of Victory (7th level): Allies within 10 feet of you gain temporary hit points equal to your Charisma modifier each time they hit with a melee or ranged attack. These temporary hit points last for 10 minutes.

At 18th level, the range of this aura increases to 30 feet, and your allies gain temporary hit points equal to 5 + your Charisma modifier when they hit.

Tide of Victory (15th level): When an ally within 10 feet of you hits an enemy with a weapon attack, you can use your combat reaction to make a melee or ranged weapon attack against any enemy you can see that is within your reach or range.

Moment of Triumph (20th level): As a combat action, you call upon your deepest reserves of determination and faith, pushing yourself and those around you to overcome any obstacle. You gain the following benefits for the duration of the encounter:

- You regain 10 hit points at the start of each of your turns.
- The range of your aura of courage, aura of protection, and aura of victory is increased to 60 feet. Your Charisma score is considered to be 20 for the purpose of your aura effects.
- If you are using the follower combat system from *PRIMEVAL THULE Gamemaster's Companion*, you are considered to be using your action to command your troops whether you actually use an action to do so or not, and you gain tactical advantage on your battle roll and morale checks.

You can use Moment of Triumph once per day.

ROGUE

The city-states of Thule are renowned as dens of deceit, thievery, and murder. Assassination is all too common a practice among the civilized peoples, a useful tool for dealing with mercantile competitors or political rivals. As a result, business is good for those who make killing their profession. Most rogues rely on a light step and a swift blade, but others gain their deadly skill through long hours of study and the right mix of special ingredients.

POISONER

Almost every assassin has at least some familiarity with useful poisons, and is happy to incorporate them in the tools of his or her trade. However, some go on to study the dark lore of poisons with the dedication of a true

SHARING POISON

If a poisoner shares her poisons with allies, poison doses should be tracked more closely. You can assume a poisoner brews enough poison to begin each day with 13 doses; some doses "keep" for a few days while others rapidly denature, so she can't count on stockpiling 30 or 40 doses by spending several days preparing. Doses she gives to others are obviously not available for her own use. In addition, most other characters find it more difficult to use poison in combat. Characters who aren't proficient in the use of a poisoner's kit must use a combat action to apply poison to a weapon, and are at risk of poisoning themselves in combat—any time a nonproficient character rolls a 1 on an attack roll with a poisoned weapon, she is subject to the poison's effect.

artist. The poisoner specializes in the crafting and application of lethal substances, killing with a pinprick or a single sip instead of hacking his or her quarry to pieces like a crude butcher. To smile in the face of the marked man and slay without having even been noticed—that is the poisoner's art.

Alternate Feature (Sneak Attack): When you choose the poisoner archetype, you lose the rogue's sneak attack feature, and no longer deal bonus damage if you have advantage on your attack. Instead, you rely on lethal toxins to do your dirty work. You gain the following abilities.

Poison Use (3rd level): You are proficient with the poisoner's kit. You know how to use it to concoct minor poisons, and you can safely handle poisons to envenom your weapons. As you advance in level, you learn recipes for new poisons that you can create with your poisoner's kit, and your poisons become more potent.

The save DC for poisons you create is 8 + your Intelligence modifier + your proficiency bonus. The damage you deal depends on the poison recipe and your level (see Poison Recipes, below).

Gaining Recipes: You begin with the recipe for bitterroot oil. You learn the recipe for snakesblood at 7th level, blinding powder at 9th level, and shadowvenom at 13th level.

Crafting Poison: You create your poisons during downtime and when you take long rests. Your poisons are volatile, and lose potency a week after creation. Some recipes require unique reagents such as mandrake root, blood moss, or other expensive materials, which can be readily purchased from apothecaries or tribal medicine men.

For ease of play, you can assume that you have sufficient time during a long rest to brew enough poison to last for a typical adventuring day. Whether you make one, five, or ten poisoned attacks in a day, you had time to make that much poison ahead of time. You only need to track the money you spend on poisons with expensive components.

Poisoned Blades (3rd level): You can apply your poison to one piercing or slashing weapon you wield as a bonus action. The next time you hit a creature with

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the poisoned weapon, you also apply the effects of the poison. A successful hit expends that dose of poison.

Distilled Toxins (9th level): Your poisons ignore damage resistance against poison.

Kiss of Death (13th level): You can distill a poison so potent that a tiny needle suffices for a lethal dose. To use the needle, you must be within 5 feet of the target, and neither you nor your target can be in combat. If you succeed on a Dexterity/Sleight of Hand check against the target's average Perception, the target does not notice your attack; if the target has reason to be wary of you, you have tactical disadvantage on your skill check. The effect depends on which poison recipe you employ, but is delayed by 1d10 minutes (it takes some time for the smaller dose to make its way into the bloodstream).

POISON DESCRIPTIONS

As an expert poisoner, you know how to brew some of the most toxic substances to be found in Thule.

Bitterroot Oil: The most basic of poisons, bitterroot can be brewed from substances found in your poisoner's kit.

Snakesblood: While less overtly lethal than bitterroot oil, a dose of snakesblood can lock up a victim's muscles, preventing them from easily escaping. Snakesblood requires special ingredients that cost 50 gp per dose.

Blinding Powder: This powder cannot be applied to a weapon. Instead it is prepared as a small packet to create a cloud of stinging, toxic dust in the air. As a bonus action, you can throw a dose of blinding powder to fill a 10-foot cube next to you. Each living creature with eyes in the area is a target for the attack. Blinding powder requires ingredients that cost 100 gp per dose.

Shadowvenom: A thick, black paste, this fearsome poison can disable the toughest of foes with crippling pain. A dose of shadowvenom requires special ingredients worth 200 gp.

SORCERER

In the esoteric traditions of Thule, sorcery is derived from the arcane powers of innately magical races. Sorcerers who favor elemental magic—the sort of powers and abilities commonly associated with dragons in other worlds—gain their abilities by infusing themselves with the energy or essence of geniekind. Although the genie races vanished from Thule long ago, a few of their ancient places or relics hold the secrets of power mortal sorcerers can unlock. Sorcerers who master magic of chaos and transmutation, on the other hand, draw their powers from the ancient secrets of the rakshasas. In fact, some sages wonder if the rakshasas deliberately allowed some of their arcane secrets to fall into human hands to sow chaos and conflict in the world of mortals.

Poisoner Recipes

Level	Poison Damage	Additional Effect on Target
Bitterroot Oil (no ingredient cost)		
3rd	2d6	—
5th	2d6	Con save or be poisoned until end of its next turn
9th	3d6	Con save or be poisoned until end of its next turn, and then take 3d6 poison damage and remain poisoned until end of the turn following.
13th	3d8	Con save or become poisoned. At the end of each of its turns target takes 3d8 poison damage, and can attempt a new save to end the effect.
17th	4d8	As 13th level, but the damage is 4d8.
Snakesblood (50 gp per dose)		
7th	1d6	Con save or become restrained until the end of its next turn.
9th	2d6	Con save or become restrained. The target can attempt a new save at the end of each of its turns to end the effect.
13th	3d6	As 9th level, and after the effect ends, the creature's speed is reduced by half for 1 minute.
17th	4d6	As 13th level.
Blinding Powder (100 gp per dose)		
9th	—	Con save or blinded until the end of its next turn.
13th	—	Con save or blinded and poisoned until the end of its next turn.
17th	—	Blinded and poisoned for 1 minute. The target may attempt a save at the end of each of its turn to end the effects.
Shadowvenom (200 gp per dose)		
13th	—	Con save or 8d6 poison damage and incapacitated until the end of its next turn. If the save fails by 5 or more, the target is instead stunned until the end of its next turn.
17th	—	As above, but the poison damage is 10d6, and the target takes half damage on a successful save.

In addition to the traditions drawn from the genies of old or the sinister rakshasas, there is a third source of power available to Thulean sorcerers: the unearthly magic of the alien gods known as the Great Old Ones. The easiest way to gain such power is to simply take the warlock's path and strike a bargain with one of these beings, but a diligent and strong-willed mortal can master alien texts or perform forbidden rites to unlock cosmic secrets without surrendering his or her soul to an alien god.

POWER ORIGIN: GREAT OLD ONES

Yours is not the magic of the natural world. Instead, you draw upon power that originated in other dimensions and realities altogether. Great and terrible alien entities sleep beneath the world, waiting for the moment of their return to devour it. You tap into this dark power, siphoning off some of it for your own use while hoping it is not so much that the Great Old Ones take notice. Perhaps you were born under the sign of a dark comet, or perhaps you discovered an ancient starspawn burial ground in your early studies. Or perhaps your rise is an omen, the harbinger of the awakening of an ancient god. Your affinity for extraterrene powers provides access to a font of eldritch might, but how will you use this power?

Secret Lore (1st level): You can read, write, and speak Benthic. You can read and understand, but not speak, the Mi-Go language.

Dangerous Power (1st level): When you cast a spell that requires a Charisma or Wisdom save, you can expend a point of sorcery to increase the save DC of that spell by 2. You must then make a Charisma save against your spell's original DC. If that fails, then you have tactical disadvantage on the next saving throw you attempt within the next 24 hours.

Mental Fortitude (6th level): Your affinity for extraterrene magic gives your mind greater resilience. When you make a Charisma, Intelligence, or Wisdom save, you can spend a point of sorcery to gain advantage on that saving throw.

Probability Step (14th level): You can slip through dimensions, altering probability and reality to cause yourself to be in another nearby place. By expending a point of sorcery when you would move, you can instead teleport yourself up to 40 feet to a location you can see.

Mind Mastery (18th level): You can dominate the minds of lesser creatures. As an action, you choose one or more creatures within 30 feet and spend 3 points of sorcery per target. Each target must make a Charisma save or become charmed by you until the end of your next turn. You may choose the action of each charmed target on its next turn.

If a target fails the saving throw by 5 or more, the target is charmed for up to 1 minute, and you may choose its actions on each of its turns. You must maintain concentration on this effect, and the target gains a new saving throw at the end of any turn in which it was forced to do something against its nature.

WARLOCK

For many warlocks in Thule, the Great Old One patron is a logical—and powerful—choice. But the warlocks tempted by the mad whisperings of Nyarlathotep are a far different breed than those attuned to the desolate urges of Ithaqua. If you choose a specific Great Old One as your patron, replace the general Great Old One pact benefit at 14th level with the specific benefit below.

If you don't choose a different Great Old One, you can assume your patron is Cthulhu. *Iä! Iä! Cthulhu fhtagn!* You gain the normal pact benefit at 14th level.

HASTUR, THE KING IN YELLOW

You utter words that drive your foes mad.

Unspeakable Name (14th level): Once per day, you can take an action to speak maddening gibberish. All creatures within 20 feet who hear your voice must succeed at a Wisdom save or be *confused* (as the spell). You can continue to utter the Unspeakable Name for up to 1 minute; doing so is equivalent to concentrating on a spell. Creatures that enter the area must make Wisdom saves immediately or suffer the consequences, whether it was their movement or yours that brought them into proximity. You can use this ability once per day.

ITHAQUA, THE WIND-WALKER

You become one with the polar winds.

Chilling Charge (14th level): As an action, you become incorporeal until the end of your next turn and gain a fly speed of 60 feet. You can use a bonus action to return to your material form. When you do so, any targets within 10 feet of you must succeed at a Constitution save or take 5d10 cold damage. You can use this ability once per day.

LORTHNU'UN, LORD OF THE GOLDEN CHALICE

You burrow through the ground and create a powerful tremor when you emerge.

Rumbling Emergence (14th level): As an action, you gain a burrow speed of 60 feet. If you emerge from the ground before the end of your turn (generally a good idea), you create a localized tremor that creates difficult terrain within 20 feet of your emergence point and potentially disrupts spellcasters (anyone concentrating within 20 feet must succeed at a Constitution saving throw or suffer the effect of broken concentration). Each creature on the ground other than you must also make a Dexterity save; on a failure, the creature is knocked prone. You must rest before you can use rumbling emergence again.



NYARLATHOTEP, THE CRAWLING CHAOS

You can turn your body and possessions into an equivalent mass of crawling insects—a swarm that can take your ordinary shape, or spread out into a writhing colony of ants, spiders, and centipedes.

Swarm Form (14th level): Once per day, you can use a bonus action to turn yourself and your possessions into an insect swarm for as long as you concentrate (up to 10 minutes). In swarm form, you gain damage resistance against weapon attacks, plus you can't be charmed, frightened, paralyzed, petrified, prone, restrained, or stunned. While in swarm form, you cannot regain hit points or gain temporary hit points. You move at your normal speed, but you can enter another creature's space (and other creatures can enter yours, though it counts as difficult terrain). You can squeeze through any aperture small enough for an ant or spider to crawl through, and you gain a climb speed of 20 feet.

SHUB-NIGGURATH, BLACK GOAT OF THE WOODS

You can take the form of a ferocious beast to hunt your enemies.

Feral Shape (14th level): Once per day, you can use a bonus action to become a coal-black version of a natural beast. This functions as a druid's Wild Shape feature, but you are limited to creatures of CR 5 or lower, and the wild shape lasts for only 10 minutes (or until you use a bonus action to end it).

TSATHOGGUA, THE SLEEPING GOD

You can summon otherworldly chimes that bid your enemies to slumber rather than fight.

Soothing Chimes (14th level): Once per day, you can take an action to create a spectral chiming sound. All living creatures within 10 feet of a point you designate within 60 feet must succeed at a Wisdom save or fall asleep (unconscious until damaged or someone takes an action to slap or shake them). Even those who make their save are slowed (–2 AC, half speed, disadvantage on Dexterity saves, and cannot both move and take an action) until the end of your next turn.

YGA-YGO, THE DWELLER IN DREAMS

Your nightmares come to hideous life for one of your enemies.

Nightmare Sleepwalk (14th level): As an action, choose a living creature within 60 feet that you can see. That enemy must succeed at a Wisdom save or be frightened and have its speed reduced by half. During its turn, the enemy must move in such a way that it ends its turn further away from you than it was when it started, taking the safest possible route. You can maintain the effect by concentrating, but the effect ends immediately if the enemy is ever more than 60 feet away from you. You can use Nightmare Sleepwalk once per day.

YOG-SOTHOTH, OPENER OF THE WAY

You create an otherworldly, acidic portal linking two points.

Suppurating Portal (14th level): As an action, choose two points within 60 feet of you. At each point, a magical portal dripping acidic goo appears, connecting the two points. Any creature can step through one portal to arrive at the other location; this costs only 5 feet of movement. But any creature other than you who passes within 5 feet of a portal (or is within 5 feet when the portal appears) must succeed at a Dexterity save or take 4d10 acid damage. Creatures are subject to the acid damage only once if they travel between the portals. The portals persist for 1 minute, and you can conjure them once per day.

NEW NARRATIVES

Thule is home to a wide variety of character races, distinctive cultures, castes or social divisions, and dangerous or interesting professions. Two new character narratives to expand your possibilities for creating heroes in this savage setting, the Escaped Slave and the Time-Lost Adventurer, are presented below.

ESCAPED SLAVE

The vile practice of slavery is endemic throughout Thule. Some slaves are resigned to their lot and make the best of things that they can, but that was never your way. You spent years dreaming of freedom, and making plans to escape your bondage. Now that you are your own master, you can go anywhere you want and make anything you want of yourself. You are poor, desperate, and surrounded by enemies—but you are determined to die a free man.

The great majority of slaves are common laborers, uneducated and unskilled. With little training in any kind of profession, escaped slaves often fall back on physical strength or native cunning to find their way in the world. As a result, barbarians, fighters, and rogues make up the majority of the heroes with this narrative. But, because escaped slaves come from almost any of the peoples of Thule and are subjected to a wide range of conditions or training, it's possible to find a character of almost any class or race as an escaped slave.

Key Identity: Human, barbarian, fighter, rogue.

ESCAPED SLAVE BENEFITS

Most escaped slaves begin their free lives in desperate poverty. Deprived of the opportunity to acquire any property or goods of their own, they are poorer than all but the most wretched beggars. However, some slaves manage to steal clothing, arms, or small valuables from their masters as they make their way to freedom.

Skill Training (1st level): Years of oppression imparted hard lessons in how to endure your labors and deceive your masters. You are trained in your choice of two of the following skills: Athletics, Sleight of Hand, Stealth, or Deception.

Blend with the Crowd (1st level): You excel at looking like you're where you're supposed to be and doing what you're supposed to be doing—casual observers mistake you for a poor laborer, field slave, or house servant and pay you no mind. You can use an action on your turn to become hidden by blending into any modest crowd of laborers or servants, such as a typical city street, a tavern, a work gang, or the slaves attending to a noble banquet. You can't use this ability in combat unless you are out of the line of sight of your enemies. You gain tactical advantage on Charisma/Deception checks to pass yourself off as part of the crowd while you're blending if someone has reason to be suspicious.

d6	Personality
1	Hard work doesn't scare me. Whatever the job is, I've survived worse.
2	I was never educated, but now I want to learn everything.
3	I revel in my freedom, plunging into drink and debauchery at every opportunity.
4	I have found that there is worth and dignity in every human soul, regardless how poor.
5	I am incredibly stoic. The stones will complain before I do.
6	I'm quick to throw a punch, but slow to draw a sword.
d6	Ideal
1	Compassion. I hate seeing people suffer as I once did, and I will risk my life to aid those in need.
2	Forgetfulness. My past is behind me, and I never want to be reminded of the things that happened to me.
3	Freedom. I am my own man now, and I will never again serve against my will.
4	Greed. I have been kept in want all my life. Now I want the good things that were denied me.
5	Rediscovery. My life was thrown off-course by my captivity. I need to find out who I was supposed to be.
6	Revolution. The world is brutal and oppressive. First overthrow the slaveholders, then take the fight to tyrants everywhere.
d4	Bond
1	My brother was taken as a slave at the same time I was, but he was sold—I know not where.
2	I am loyal beyond measure. Nothing will make me turn on my friends.
3	I was branded to show that I was property. Now I consider it a mark of honor.
4	I have a score to settle with a brutal overseer.
d6	Flaw
1	I have a lifetime of hate built up inside of me. My temper is uncontrollable at times.
2	I trust no one; I've seen that people brutalize anyone they can.
3	I don't think anybody is worth saving, not even myself.
4	I mean to murder any slaver, overseer, or callous slaveowner that I get a chance to.
5	I am completely ignorant of the world outside the fields or palace where I worked.
6	I am desensitized to brutality and I don't know what love is.

You can use Blend with the Crowd once, and then you must rest before you can use it again.

Brotherhood in Bonds (6th level): You enjoy only one significant advantage in life: the friendship, admiration, and sympathy of the vast majority of Thule's slaves. Even those who do not dare to attempt escape are always looking for other ways to strike back at their masters, and are willing to take deadly risks to help you. You have tactical advantage on any ability or skill check made to interact with slaves.

New Identity (10th level): Your days as a slave are long behind you; you are no longer at risk of being returned to captivity, and have made a new place for yourself in the world. Choose one of the following narratives: Dhari hunter, free blade, jungle trader, panjandrum, Quodethi thief, or soothsayer. You gain the 6th-level feature of the narrative you choose as your new identity. When you reach 15th level, you gain the 10th-level benefit of the narrative you chose for your new identity.

ESCAPED SLAVES IN THE WORLD

After years of oppression, you are free—but your freedom hangs by a thread. Throughout Thule, slaveholders claim the right to pursue and recapture their property, and the laws of most cities support them. As a result, the authorities are rarely your friend. You must also be wary of slave-catchers (thugs who specialize in tracking down and recapturing escapees), who have a keen eye for marks of ownership. Escaped slaves have no legal protection from being retaken and sold again.

If they are still alive, your original people may or may not be glad to see you again. In some warlike cultures, the humiliation of being enslaved is intolerable; many Dhari or Nimothan tribes regard their enslaved fellows as cowards or weaklings for having been captured in the first place, and drive them away if they ever manage to find their way home.

PERSONALIZING THE ESCAPED SLAVE

The story of an escaped slave begins with three simple questions: From whom was the slave originally captured? Who enslaved him or her? And, finally, how did the slave manage to escape?

Dhari Orphan: The raiders came in the hour before dawn. They massacred the warriors of your village and dragged away the children—including you—to be sold in the slave markets of the cities. That was many years ago, and you grew to adulthood in chains. But your heart yearned for the day when you could escape and make your way back to your people. When that day finally came, you found that your village was a ruin and your people were gone. Who did this to your people—and how will you make them pay?

Ikathi Pleasure Slave: You suffered through perhaps the most degrading and unspeakable form of enslavement imaginable. As a member of a harem or the property of a brothel, you endured things that should have crushed your spirit forever, but somehow you survived. Your break for freedom began with a dagger in the darkness of a bedchamber and led you into a desperate flight across Thule. Your striking good looks or exotic appearance are your curse; the same qualities that first caught the eye of your masters in Ikath often draw the interest of others who deal in the trade of flesh.

Unbroken Thrall: Your body may have been in chains, but never your spirit. Born to a life of brutality in the quarries of Nim or the fields of Quodeth, you never stopped fighting back. You threw yourself at your overseers the moment their backs were turned; you ran away a dozen times, and endured a dozen floggings when you were recaptured. Now that you have won your own freedom—for the moment, at least—you are determined to crush out slavery wherever it is practiced. Where will you begin?

TIME-LOST ADVENTURER

The pulp traditions that inspire PRIMEVAL THULE are replete with examples of “modern” protagonists who are transported—often against their will—into the past, or to a strange, savage world. Thus the time-lost adventurer, a character from the modern world. Perhaps you stood too close to an experimental supercollider, or found an ancient temple at an archeological site. Maybe your bloodline stretches back to the people of Thule, and esoteric meditation enabled you to make a journey across space and time. Whatever impelled you to Thule doesn’t allow for an easy return home. But you intend to tame this strange land and make Thule your own.

More so than other narratives, this is one you’ll want to discuss with the rest of the gaming table beforehand. The story of your character’s attempts to get back home—or to build a new civilization in Thule with modern sensibilities—is important, but it’s not more important than the stories of the Thule natives you’re adventuring with.

You’ll want to come to terms with how much “real world” knowledge your character can usefully employ. Bringing modern scientific and engineering principles to bear in a primitive world can be fun, but it can also be overdone. Talk to your GM before you “invent” the printing press, the lateen sail, or the suspension bridge, for example. Also, there’s no guarantee that physics and chemistry work in Thule as they do in our world. It’s possible that in Thule, mixing sulfur, charcoal, and salt-peter doesn’t give you gunpowder. Maybe it just makes a really great jeweler’s rouge.

Key Identity: Human, fighter, ranger, rogue.

TIME-LOST ADVENTURER BENEFITS

As a time-lost adventurer, your biggest edge is a modern education. Your advantages came with you when you stepped across time and space, and so did your disadvantages. You don’t necessarily know the basics of history and geography that Thule natives take for granted.

Skill Training (1st Level): Parts of modern schooling (like all those history and geography lessons) aren’t useful in Thule, but other parts of your education give you a decided advantage. You are trained in Medicine

(based on your modern understanding of anatomy and disease) and Investigation (based on either formal training or a lifetime reading mystery novels).

Skeptic (1st Level): Few Thuleans realize it, but the power of magic is largely based in belief . . . which you don't share. When you fail a saving throw against a spell or magic effect, you can use a combat reaction to reroll your saving throw. You must abide by the results of the second roll. You can use this ability once, and then must rest to regain it.

Business Acumen (6th Level): Whenever you sell a gem, art object, or magic item for gold, you obtain 10% more than the standard price.

A Modern Army (10th Level): You've always attracted those curious about your homeland, but now you're attracting followers so fascinated by your tales that they want you to re-create modern society here in Thule. You can assemble these followers into an elite company of berserkers or legionaries (described in the *PRIMEVAL THULE Campaign Setting*). When you reach 15th level, they improve to veterans.

TIME-LOST ADVENTURERS IN THE WORLD

In general, Thule is not a cosmopolitan place, and telling NPCs that you're from "Kentucky" isn't much different than telling them you're from "Katagja." You're considered a foreigner, but you're lumped in with foreigners from the far ends of the continent of Thule.

That blasé attitude about foreigners changes when your real-world knowledge starts to impact the world of Thule. If you introduce scientific, political, or economic innovations to the world, you'll start to attract more attention, and everyone will want to hear about this "modern world" you keep talking about.

PERSONALIZING THE TIME-LOST ADVENTURER

While the default Time-Lost Adventurer comes from the here and now, it's easy to adapt the narrative for characters who came from elsewhere.

Another Fantasy World: Instead of 21st-century Earth, consider making your character "time-lost" from another RPG campaign world. This character is still very much a fish out of water, having to contend with strange geography, gods, and history. (Your resistance to Thulean spells might simply be derived from your origins on a different planet.)

One Past to Another: Your Time-Lost Adventurer need not be from modernity. Perhaps you were a philosopher in Enlightenment-era France, or a Roman soldier, or a sailor from any era who washed up on the most distant shore of all. It's a challenge to balance two exotic

d6	Personality
1	I'm curious to a fault and want to learn everything about my new home.
2	I love the creature comforts of modern life and will recreate them as best I can.
3	I'm fascinated by magic in all its forms and varieties.
4	I covet wealth—especially things with value in the modern world.
5	I'm homesick and searching for a way back to my family.
6	I have ambitions of ruling this strange new land.
d6	Ideal
1	Justice. I want to spread modern ideas of law and fairness throughout Thule.
2	Liberty. The people of Thule should have the blessings of liberty, and none should be slaves.
3	Business. The opportunities in this new land are astounding.
4	Exploration. I am the discoverer of this strange new land.
5	Knowledge. I want to understand the principles of magic.
6	Science! I want to bring Thule out of a primitive state by sharing my modern knowledge.
d4	Bond
1	I'll do anything to get back home.
2	I came to Thule in search of something very specific.
3	I believe that others from my home have reached Thule, and I want to find them.
4	I'm grateful to those who showed me kindness and helped me survive my first days here.
d6	Flaw
1	I use real-world slang that baffles Thule's natives.
2	I get frustrated when modern conveniences (or magical equivalents) aren't available.
3	I get melancholy when I think of home.
4	I take crazy risks because I'm not entirely convinced this isn't a dream.
5	My (possibly willful) ignorance of Thule's creatures and customs gets me into trouble.
6	My scientific and historical references go over my compatriots' heads.

backgrounds, but the payoff is a narrative that's authentically pulpy and fun to play.

Two-Way Transposition: Rather than a one-way trip to Thule, what if your modern character's consciousness found its way into a native Thulean body? This option opens up nonhuman races . . . and it raises the possibility that while you're in Thule, there's the consciousness of a Thulean barbarian running around the modern world, wreaking all sorts of havoc.

THULEAN FEATS

Heroes native to Thule are shaped by challenges and foes not often encountered in other settings. As a result, Thulean characters have access to a selection of feats unique to this savage age. When you are considering feat selections for your character, add the feats described in this section to the feats presented in the core rulebooks.

Fame, Power, and Sanity: These terms refer to the expanded ability scores introduced in the *PRIMEVAL THULE Gamemaster's Companion*. If a feat specifically requires one of these scores, then the feat can't be selected unless the GM is using that score in his or her campaign. If a feat uses an expanded ability score as one possible prerequisite, you can choose that feat even if the GM is not using the Fame, Power, and Sanity abilities—it just works a little differently depending on which ability scores are in play in your game. Finally, a feat that has no expanded ability score requirement can be selected in any campaign, even if an expanded ability is mentioned in its benefits. You simply ignore the expanded ability score effects your GM isn't using it in the game.

BLOODLUST

The more blood and gore on the battlefield, the better. Each death makes you stronger, until only you stand amid the corpses strewn in your path. You gain the following benefits:

- Increase your Strength score by 1 (maximum 20).
- When your weapon attack results in an enemy falling unconscious or dying, you gain tactical advantage on your next attack roll in the same combat. If you somehow kill more than one enemy with a single attack, you still get tactical advantage on only one future attack.
- If your critical hit results in an enemy falling unconscious or dying, you gain tactical advantage on your next roll, and you heal an amount equal to half the damage you dealt. You can heal this way once per encounter.

DEADLY REPUTATION

Prerequisite: Charisma 13 or Fame 13

You have carefully cultivated a reputation as someone who shouldn't be crossed. A signature move, an intimidating catch-phrase, the public humiliation of those with whom you have a score to settle—these are the ingredients of your story, and it's a well-known story indeed. Your deadly reputation provides the following benefits:

- Increase your Fame score by 2 or your Charisma score by 1 (maximum 20).
- You are proficient in skill checks based on Fame.
- You can use a combat action to scare your enemies by identifying yourself and making a threatening display. Any enemy within 30 feet that understands your words must make a Charisma save or be frightened of you until the end of your next turn.

The save DC is equal to 8 + your Fame or Charisma modifier + your proficiency bonus (if you are trained in Intimidation). You can use this ability once, and then you must rest before you can use it again.

DESPERATE RESERVE

When the chips are down and the situation looks dire, you rise to the occasion. You gain the following benefits:

- Increase your Constitution score by 1 (maximum 20).
- If you fail a saving throw, you gain tactical advantage on the next saving throw that uses the same ability score during this encounter.
- When you have less than one-quarter of your maximum hit points (rounded down), your first weapon attack each round deals an extra 1d8 damage if it hits.

DEVOTED FOLLOWERS

Prerequisite: Followers

You inspire amazing loyalty in your followers, leading by example and fighting by their side. They are your shieldmates and your brothers in battle, ready to give their all for you. You gain the following benefits:

- Increase your Charisma score by 1 (maximum 20).
- Your followers add 1d4 to their attack rolls and saving throws when they are within 10 feet of you.
- You can use your combat reaction to add 1d4 to your Armor Class or to a follower's Armor Class if you are within 10 feet of your follower when you or your follower is attacked.

Your followers include any members of an elite company, raid, army, or horde you command. Other player characters in your party are not your followers. However, the GM may decide that some NPC allies or henchmen count as your followers for purposes of this feat, especially if they have some reason to look to you for leadership in battle.

FATE'S FRIEND

Call it fortune, luck, the blessings of the gods, the favor of the Great Old Ones . . . whatever the reason, you can instinctively manipulate the tiniest events in battle to your advantage. You gain the following benefits:

- Whenever you roll a natural 20, you can turn it into a 19 and give yourself 1 Fate Point. You also get a Fate Point whenever you roll a natural 1.
- Whenever you roll a natural 19, you can spend a Fate Point and turn it into a 20. Whenever you roll a natural 18, you can spend 3 points to turn it into a 20.
- You can have a maximum of 5 Fate Points at one time, and you lose a Fate Point after every long rest.

HIGHBORN

Prerequisite: Power 13

You were born with a silver spoon in your mouth. In civilized lands, your family belongs to the higher ranks of the aristocracy; in barbaric lands, you are instead the

son or daughter of a powerful and well-respected chieftain with hundreds of spears at his command. You gain the following benefits:

- Increase your Fame score by 2 and your Power score by 2 (maximum 20).
- If your narrative provides followers, you may use the highest of your Charisma, Fame, or Power scores to determine their number.

MASTER OF POISONS

Prerequisite: Proficiency with poisoner's kit

You have studied many strange and exotic formulas for brewing poisons, mastering venoms few have ever heard of. Every creature has its own inimical substances, and you know a surprising number of these susceptibilities. You gain the following benefits:

- Increase your Intelligence score by 1.
- You now have resistance to poison damage, thanks to your long-term exposure to many common toxins.
- Choose one of the following types: celestial, elemental, fiend, undead. You learn how to incorporate special ingredients into your venoms that are especially inimical to the creature type you select. Poisons you craft ignore the poison immunity or resistance of the chosen creature type.

SPYMASTER

Prerequisite: Followers or Power 13

News, rumors, secrets—these are the coins with which common thieves and mighty princes alike build their empires. You have established a network of reliable informants in key locales throughout your home city (and, potentially, nearby cities as well) who send you reports on people and events of interest to you.

When you choose this feat, you gain the following benefits:

- Increase your Intelligence score by 1 and your Power score by 2 (maximum 20).
- You are proficient in skill checks based on Power.
- You can make Power/Insight or Power/Investigation ability checks to gather rumors or compare competing versions of a story and determine their veracity.

STRONG MIND

Prerequisite: Wisdom 13 or Sanity 13

More than a few bold freeblades or cunning sorcerers have lost their minds (or their lives) when the supernatural horrors lurking in Thule's shadows overwhelmed their sanity. You are made of sterner stuff, and have the ability to shrug off horrors that would shatter the minds of lesser heroes.

You gain the following benefits:

- You gain tactical advantage on saves against madness and on saves against becoming frightened.
- You cannot become broken by madness.

Gamemaster's Companion Sanity Rules: If your GM instead uses the Sanity rules described in *PRIMEVAL THULE Gamemaster's Companion*, you gain the following benefits instead:



- Increase your Sanity score by 2 (maximum 20).
- You are proficient in Sanity saves.
- You gain tactical advantage on saves against becoming frightened.

TACTICIAN

You have studied the art of leading warriors in battle. You have a keen eye for defensive terrain, a knack for spotting weaknesses in enemy formations, and the ability to make quick and accurate decisions in the thick of the fray. You gain the following benefits:

- Increase your Intelligence score by 1 (maximum 20).
- You and your allies gain a +2 bonus on initiative rolls.
- You gain tactical advantage on battle rolls and morale checks when you command a force (see Follower Combat in the *Gamemaster's Companion*).

TIRELESS

Prerequisite: Constitution 13

Through sheer grit and years of hardship and survival under the most grueling conditions, you have learned to push on through fatigue that would cripple a lesser hero. You gain the following benefits:

- Increase your Constitution score by 1 (maximum 20).
- Reduce any exhaustion penalty you suffer by 2 levels (for example, if you have 4 exhaustion levels, you only suffer the penalty of 2 exhaustion levels).

SPELLS OF THULE

Magic is not commonly encountered in Thule, and many heroes go years at a time without stumbling into adversaries who wield arcane powers. However, even though the occurrence of magic is rare, the variety of magical traditions in which it appears can be quite surprising. Each priestly initiate or arcane student must find his or her own way to power, and as a result, the magical lore of Thule includes a good deal of improvisation and unique practices closely guarded by their creators.

Cleric Spells: None of the spells presented here are added to the general cleric spell list. However, several appear in the domain spell lists for the Cold Domain and Fury Domain, introduced earlier in this book.

Druid Spells

1st Level
Seeking Serpent
Shivering Cold
3rd Level
Ice Claw
4th Level
Venom Bolt
5th Level
Glacial Bulwark
9th Level
Avalanche

Warlock Spells

2nd Level
Viper Form
3rd Level
Spectral Tentacles
4th Level
Venom Bolt
5th Level
Contagious Madness

Sorcerer/Wizard Spells

1st Level
Mark of Guarding
Seeking Serpent
Shivering Cold
2nd Level
Mark of Might
Viper Form
3rd Level
Ice Claw
Spectral Tentacles
4th Level
Baleful Mark
Venom Bolt
5th Level
Contagious Madness
Glacial Bulwark
6th Level
Gelid Fog
Mark of Victory
9th Level
Avalanche
Summon Shoggoth

MARK OF GUARDING

1st-level abjuration

Casting Time: 1 minute

Components: V, S, M (a bear claw)

Range: Touch

Duration: Special

You place a protective rune on a melee weapon to safeguard its wielder. The mark lasts for 24 hours, but is inactive until the wielder uses a bonus action to invoke its power. The activated mark provides a +1 bonus to the wielder's saving throws and the wielder gains the ability to use a combat reaction to parry incoming weapon attacks, adding 4 to his or her AC against the triggering attack.

The effect lasts for 1 minute once activated, and then the mark fades away.

MARK OF MIGHT

2nd-level transmutation

Casting Time: 1 minute

Components: V, S, M (a pinch of mammoth fur)

Range: Touch

Duration: Special

You place a spell of crushing impact on a weapon that the wielder can call upon in battle. The mark lasts for 24 hours, but is inactive until the wielder uses a bonus action to invoke its power. When the mark is activated, the wielder doubles the weapon's damage dice (for example, a great-axe with a *mark of might* deals 2d12 damage). In addition, any target struck must make a Strength save (caster's DC) or be knocked prone.

The effect lasts for 1 minute once activated, and then the mark fades away.

BALEFUL MARK

4th-level necromancy

Casting Time: 1 minute

Components: V, S, M (a serpent fang)

Range: Touch

Duration: Special

You place a specific and deadly curse upon a weapon, making it especially dangerous to a particular type of foe. You must specify the creature type when you cast the spell. You can choose any creature type except humanoid; for humanoids, you must specify the race, such as elf, human, or troglodyte. The mark lasts for 24 hours, but is inactive until the wielder uses a bonus action to invoke its power.

Once activated, the wielder may roll 1d6 and add the result to his or her attack roll each time he or she attacks a creature specified by the mark, and scores a critical hit any time the total of the d20+d6 is 20 or better. If a creature of the type susceptible to the mark suffers a critical hit from the active weapon, it must make a Constitution save (caster's DC) or suffer an additional 5d8 necrotic damage and become stunned until the end of the wielder's next turn.

The effect lasts for 1 minute once activated, and then the mark fades away.

BLADE MAGIC

Some spells are quick and spectacular—a curse that drives its victim mad or slays with a gesture, an invoked lightning bolt, or a summoned demon. Other spells require more patience, taking the form of rituals long in preparation and intricate runes or marks drawn with painstaking care. The tradition of blade magic falls into this latter category. Long ago dwarven smiths devised runes of power to augment the work of their hands, weaving spells of ruin or protection into the weapons they crafted. Human bladesmiths soon learned the art of blade magic from the dwarves, and created baleful or benign runes of their own to decorate their weapons.

MARK OF VICTORY

6th-level enchantment

Casting Time: 1 minute

Components: V, S, M (pinch of lion fur)

Range: Touch

Duration: Special

You craft a powerful rune for a weapon that serves to protect the wielder and see him or her through to victory. The mark lasts for 24 hours, but is inactive until the wielder uses a bonus action to invoke its power. When the mark is activated, the wielder gains tactical advantage on attack rolls and saving throws, and cannot become frightened. In addition, any creature hit by the active weapon must make a Wisdom save (caster's DC) or become frightened. A creature frightened by this effect drops whatever it is holding, and must use its combat action to move away from the wielder by the safest route on each of its turns. At the end of each of its turns, the creature may attempt a new Wisdom save to end the effect.

The mark's effect lasts for 1 minute once activated, and then the mark fades away.

ICE MAGIC

The polar wastes are haunted by a terrible spirit, a malevolent and self-aware force of doom that hungers for the lands that lie beyond its grasp. Some whisper that a Great Old One stirs in the far north, consuming the world in its icy maw. Others say that the polar malevolence is a demon prince of unprecedented power, or the gathering momentum of an evil fate that has become inevitable as it hastens toward its hour of triumph. Whatever the truth, one thing is certain: The polar spirit offers great power in to those vain, reckless, or hateful enough to call upon it.

SHIVERING COLD

1st-level transmutation

Casting Time: 1 action

Components: V, S

Range: 60 feet

Duration: 1 round

You cause the temperature to plummet in a small area, wracking creatures inside with uncontrollable shivers. The area of effect is a 20-foot cube. Roll 6d10 to determine the number of hit points affected by this spell. Creatures are affected in order of their current hit points, beginning with the creature with the lowest hit points in the area.

Each creature affected by your spell suffers the effects of 3 exhaustion levels. (These exhaustion levels do not stack with any other exhaustion effects the creature may be suffering.) Subtract the creature's hit points from the total affected by the spell, then move on to the creature with the next lowest hit points. If a creature has more hit points than the spell can affect, it isn't affected.

At the end of each affected creature's turn, it reduces the exhaustion level caused by *shivering cold* by 1 (thus creatures will usually be affected for 3 rounds).

Higher Levels: When you cast this spell with a higher-level spell slot, add 2d10 to the effect for each spell slot level above 1st level.

ICE CLAW

3rd-level conjuration

Casting Time: 1 action

Components: V, S

Range: 120 feet

Duration: Concentration, up to 1 minute

Choose a target space that you can see within range. A gyre of blowing snow and ice forms in the target space and condenses into a Medium-sized clawed hand of ice which rakes at one creature in its space. The target must make a Constitution save. On a failed save, the target takes 1d10 slashing damage and 4d6 cold damage, and is restrained for the duration of the spell.

As an action, you can use the claw to freeze the restrained target, who must make a Constitution save. It takes 4d6 cold damage on a failed save, or half as much damage on a successful one. You can also use an action to release the claw's current target, move the claw to a different target space within range, and attack a different creature.

A restrained target can break out of your ice claw by making a Strength check against your save DC. If the check succeeds, the target escapes and is no longer restrained.



GLACIAL BULWARK

5th-level abjuration

Casting Time: 1 action

Components: V, S

Range: 60 feet

Duration: 1 minute (see below)

You encase yourself or a willing ally in a rough-hewn block of ice that protects the creature within—long enough for a brief respite, at any rate. While within the ice, you are restrained, but you can still cast spells, use gear, and do anything else that's reasonable for someone stuck in a closet-like space. The ice itself provides total cover in both directions, so it'll be difficult for attacks to reach within the ice, or for attacks to emerge from it.

The ice is transparent enough that the target can see what's going on nearby, and anyone nearby can see who's within the ice. Enemies can attack the ice directly; it is AC 5 and has 5 hp per caster level; it's immune to cold damage but vulnerable to fire damage. The creature within the ice can end the spell early by dealing 1 damage to the inside of the ice block, because it has a crystalline structure that makes it brittle and easy to break from the inside. If the ice is destroyed, the spell ends early.

GELID FOG

6th-level conjuration

Casting Time: 1 action

Components: V, S, M (a dried pea)

Range: 120 feet

Duration: Concentration, up to 10 minutes

You create a billowing cloud of freezing fog in a sphere with a 20-foot radius, centered on a point within range. The fog heavily obscures its area. It can spread around corners or seep down into low-lying areas, and lasts for the duration or until dispersed by a strong wind.

The fog quickly coats all surfaces with a rime of slick ice, making the ground inside difficult terrain.

When a creature enters the spell's area or starts its turn inside, it must make a Constitution save and a Dexterity save. It takes 4d6 cold damage on a failed Constitution save, or half as much damage on a success. The creature falls prone if it fails its Dexterity save.

Higher Levels: When you cast this spell with a higher-level spell slot, add 1d6 to the damage dealt for each spell slot level above 6th level.

AVALANCHE

9th-level conjuration

Casting Time: 1 minute (special)

Components: V, S

Range: 1 mile

Duration: Concentration, up to 7 rounds (special)

A mass of sliding snow and ice forms at the point you choose. The avalanche can be up to 300 feet wide, 300 feet long, and 30 feet deep. Each round at the start of your turn, the avalanche moves 100 feet away from you (or twice that speed if moving downhill).

Any target in the area when the avalanche is conjured or in a space the avalanche moves over must make a Strength save or take 5d10 bludgeoning damage (half damage on a successful save). Any Huge or smaller target is then caught in the avalanche and carried along with it. Creatures carried in the avalanche are restrained but have total cover. Each turn when the avalanche moves, they must repeat the Strength save. When the spell ends, the mass of snow and ice vanishes, and creatures it carried are left prone wherever the avalanche dropped them.

A carried creature can end its restrained condition by using an action on its turn to attempt a new Strength save, in which case it is prone on top of the slide. It no longer needs to make saves when the avalanche moves, but is still carried along when the avalanche moves until it exits the avalanche area. The top of the slide is difficult terrain.

Special: If you cast this spell on an area that already has the potential for an avalanche (a snow-covered hillside, for example), the casting time is only 1 action, and the spell effect continues until the sliding snow reaches the bottom of the slope. The snow conjured by this spell does not vanish until it melts naturally.

SERPENT MAGIC

The serpentmen of ancient Thule created a number of powerful spells and rituals, which have been preserved to the current day by the priests of Set. Several serpent magic spells are described in the *PRIMEVAL THULE Campaign Setting*; these new spells expand that selection, providing new choices for heroes and villains familiar with the sibilant incantations of shadowed Nessk.

SEEKING SERPENT

1st-level transmutation

Casting Time: 1 bonus action

Components: V, S, M (special ammunition)

Range: Self

Duration: Concentration, up to 1 minute

Using a specially prepared weapon, the next ranged weapon attack you make during the spell's duration briefly transforms into a living serpent. You gain tactical advantage on your attack roll. If you hit, the weapon deals damage as normal for its type, and the target must make a Constitution save. On a failure, the target suffers an additional 3d4 poison damage and becomes poisoned until the end of its next turn.

Seeking serpent can only be used with a throwing weapon or piece of ammunition that deals piercing damage—for example, a dart, javelin, arrow, or crossbow bolt. The weapon or ammunition must be carved in a snake-like shape, and costs 10 gp. If you miss with your attack, the weapon or ammunition is not expended and instantly reverts to its inert form. Otherwise, the weapon wriggles away from the creature struck and then disappears in a dark puff of smoke.

At Higher Levels. When you cast *seeking serpent* as a higher-level spell, increase the poison damage by 2d4 for each spell slot level above 1st level.

VIPER FORM

2nd-level transmutation

Casting Time: 1 action

Components: V, S

Range: Self

Duration: Concentration, up to 1 hour

You assume the form of a Tiny poisonous snake. This functions much like the druid's wild shape ability, except that the duration depends on how long you maintain concentration, and the only form you can take is that of a poisonous snake—not a good choice for a pitched battle, perhaps, but exceedingly handy for getting into tight spaces, hiding, or spying without being seen. You revert to your normal form when your concentration ends.

At Higher Levels. When you cast *viper form* as a 3rd-level spell, you can take the form of a giant poisonous snake.

VENOM BOLT

4th-level conjuration

Casting Time: 1 action

Components: V, S

Range: 90 feet

Duration: Instantaneous

You conjure a bolt of seething green venom and direct it to strike a creature within range. The creature you target must make a Constitution save. On a failure, the target suffers 3d8 poison damage and becomes poisoned. At the end of each of its turns, the target may attempt a new saving throw. On a success it ends the spell's effect, but on a failure it takes an additional 3d8 poison damage and remains poisoned.

At Higher Levels. When you cast *venom bolt* as a higher-level spell, increase the initial damage by 1d8 for each spell slot level above 4th level.

STAR THEURGY

A magical tradition based on secrets wrested from extraterrestrial sources, star theurgy consists of a body of lore that is often dangerous or unwholesome for mortal spellcasters. A number of star theurgy spells are described in the *PRIMEVAL THULE Campaign Setting*; the spells presented here expand the selection of spells from this strange and sinister tradition.

SPECTRAL TENTACLES

3rd-level abjuration

Casting Time: 1 action

Components: V, S, M (bit of octopus tentacle)

Range: Self

Duration: Concentration, up to 10 minutes

You conjure writhing, ghostly tentacles that sprout from your shoulders, menacing nearby foes and protecting you from attack. As long as the spell lasts, you can use a combat reaction to shield yourself against weapon attacks; roll 1d4 and subtract the result from the enemy's attack roll.

In addition, your tentacles serve as weapons; as an action, you can make two tentacle attacks. The tentacles

have a reach of 10 feet and use your magic attack bonus. If you hit, you deal bludgeoning damage equal to 1d8 + your spellcasting ability modifier, and the target is restrained. You can restrain up to three targets at a time (you grow additional spectral tentacles so that you can hold some targets while continuing to attack others). A creature restrained by your tentacles can spend an action to break free by attempting a Strength or Dexterity check (its choice) against your save DC.

CONTAGIOUS MADNESS

5th-level enchantment

Casting Time: 1 action

Components: V, S, M (tiny bag of marbles)

Range: 60 feet

Duration: Concentration (up to 1 minute)

Your magic overwhelms the mind of a foe, sending him or her into a berserk fury—as well as anyone your target attacks in his or her madness. Choose one creature within range. That creature must make a Wisdom save. If the save fails, the creature flies into a berserk rage. It treats all other creatures as enemies, and on its turn it moves to the nearest creature it can see and makes a melee attack. The berserk creature gains tactical advantage on its attack rolls, but any attacks against it also gain tactical advantage. Any creature hit by a melee attack from a creature affected by this spell must make a Wisdom save, or suffer the same effect.

At the end of each of its turns, a creature affected by this spell can attempt a new Wisdom save to end the effect. The spell ends when no more creatures are under its effect, or when you cease concentrating.

SUMMON SHOGGOTH

9th-level conjuration

Casting Time: 1 action

Components: V, S

Range: 30 feet

Duration: 1 hour

You summon one of the most terrible monsters known to man—the shoggoth, a hungry, semisentient mass of iridescent protoplasm. It appears in an unoccupied space of your choice within range, and it acts after you do (the shoggoth has a turn of its own, which follows immediately after yours). Shoggoth statistics can be found in Chapter 6 of the *PRIMEVAL THULE Campaign Setting*.

Unlike other extraterrestrial summoning spells, this spell confers no ability to control or direct the shoggoth's actions. It is as likely to turn on you as it is to attack any other nearby creature. In general, the shoggoth moves toward the closest creature smaller than itself each turn, and attacks until it consumes or destroys its target.

Be warned: you cannot simply dismiss the creature by ceasing your concentration. The shoggoth remains in the locale you summoned it to for the full duration of the spell, until it is killed, or until it is banished or dismissed by an appropriate spell. Those who cast this spell would be well advised to flee at once.

NARRATIVE TRAITS

The heroic narratives described in the *PRIMEVAL THULE Campaign Setting* serve a similar role as the back-grounds described in the core rulebooks. In addition to providing specific game benefits such as skill training or signature moves, narratives also come with strong implications for characters' origin stories and long-term ambitions. Players are free to concoct every detail or quirk of their characters' personalities, goals, and back-stories—but if you're looking for some inspiration, pick up some dice and see where these tables of narrative traits lead!

ATLANTEAN NOBLE

Heir to an aristocratic line that stretches back centuries before the deluge that destroyed Atlantis, you are one of the last scions of a noble race.

d8	Personality
1	My tastes are refined, and I will not settle for squalor.
2	I am generous toward my inferiors, provided they know their place.
3	I am curious about everything; so much to learn!
4	Life is a banquet. What is the point of wealth, except to allow me to indulge in endless revelry?
5	I can't help playing the game of power. Everything I do is designed to advance my interests.
6	Everything in life is a competition, and I refuse to come in second.
7	Some think me somber, but it's only because I know we live in a dying age.
8	I reject the aristocratic airs of my people. We're no better than anyone else.

d6	Ideal
1	Responsibility. I have been given great advantages by my birth, and I have a duty to those less fortunate.
2	Preservation. So much knowledge and beauty was lost when Atlantis fell. I must save what I can.
3	Glory. The story of my people is not yet finished; I will do things that the lesser peoples will remember for a thousand years.
4	Order. Atlantis's greatest legacy is an enlightened code of laws; I mean to keep it alive.
5	Fear. My people once mastered the known world. I will teach the rabble why Atlantis deserved to rule.
6	Noblesse Oblige. I am better than those around me, so I am responsible for them.

d6	Bond
1	My house is engaged in a generations-long vendetta against a rival family.
2	My sword is a family heirloom, forged in Atlantis before the isle was drowned.

3	I wear a signet ring that is recognized by my family's allies and agents in many lands.
4	I know how to open a legendary Atlantean treasure-vault, but I don't know where it is.
5	My family was exiled from a city where we once ruled.
6	I am attended by a bodyservant who looks after my comfort and well-being between adventures.

d6	Flaw
1	I refuse to be helpful if my needs are ignored.
2	I regard EVERYONE as my social inferior.
3	I am a very, very sore loser. Thwart me at your peril.
4	The treasures of the past are irreplaceable, but people come and go.
5	My days are filled with ennui. I adventure only in the hope of finding an exciting death.
6	I hunger for a throne worthy of my heritage.

BEARER OF THE BLACK BOOK

You possess a unique tome of arcane secrets, the legendary Black Book. Great power lies hidden in its yellowed leaves, but what price will you pay to master it?

d8	Personality
1	I'm more comfortable around books than people. Being the center of attention is frankly terrifying.
2	I'm smarter than anyone else, and I'm not afraid to say so.
3	I have no stomach for violence and bloodshed—I use my magic to stay out of danger.
4	I know a quote for everything and constantly cite old scholars or philosophers.
5	When I am seized by a new idea, I drop everything for days to record it, build it, or verify it.
6	I have no patience for fools, especially those who don't understand my studies.
7	Nothing unsettles me. Spiders, dead things, snakes, weeping sores—whatever.
8	I see signs, omens, and portents in everything.

d6	Ideal
1	Knowledge. I am a true polymath and I need to feed my appetite for learning.
2	Power. I mean to become the most powerful spellcaster in the world so that I can order things as I see fit.
3	Reason. In all things I strive to use logic and sound judgment, so that I can maximize my benefits and minimize my risks.
4	Protection. I study dark and dangerous lore so that I can protect others against threats that would overthrow their sanity.
5	Obedience. I answer to a higher power and must do my best to serve it.
6	Revelation. I seek one terrible truth, even if will cost me my sanity or my life.

d6	Bond
1	I stole the Black Book. Its previous owner wants it back.
2	I was tutored in magic by a wise mentor.
3	I was born under an evil sign and abandoned as a newborn. Who is my family, and why did they fear me?
4	There are pages in the Book that describe things I haven't done yet, and what I read there terrifies me.
5	My magic is a curse, and I desperately want to un-learn it.
6	I belong to a secret brotherhood of magic-users determined to fight a great evil.

d6	Flaw
1	I sold my soul to get my hands on the Black Book. Someday that debt must be paid.
2	My people disowned me for dabbling in the dark arts. They think I am a monster and they mean to destroy me.
3	I am drawn to arcane power like a moth to the flame; I'll do anything to gain more.
4	I surrendered something to become a magic-user: sexual desire, the ability to savor food and drink, sleep without nightmares, or the ability to feel joy.
5	I am bound by a strict taboo. I can't wear a certain color, I can't enter a home without being asked in, or I can only speak in a language few others understand.
6	I can tell how people are going to die because I see their death-wounds when I look at them. In fact, I can't help seeing.

BEASTFRIEND

You possess a near-mystical connection with the animal world. You can speak to beasts with a gesture, a growl, or a soft word, and they understand you.

d8	Personality
1	I get along with animals great. People? Not so much.
2	Every moment is a battle—survival of the fittest.
3	I'm never happier than when I'm caring for an animal.
4	I like to get into the mind of my animal friend and behave as it does.
5	I favor simple pleasures, like hunting, foraging, eating, and mating.
6	My attitude is the opposite of my animal's, and we balance each other out.
7	I'm proud of the skills and training my animal and I display.
8	I want to take my animal into situations none of its kind have ever seen before.

d6	Ideal
1	Balance. Nature is in harmony when every creature knows its role.
2	Survival. All that matters is surviving, breeding, and flourishing.
3	Caring. The gods put me here to nurture this animal.
4	Transcendence. Each day brings me closer to the true animal within.



5	The Hunt. Everything involves the pursuit of prey—symbolically if not literally.
6	Symbiosis. My animal and I can do much more together than we could separately.

d6	Bond
1	My animal's mother saved my life at the cost of its own.
2	I discovered in a coming-of-age ritual that this is my spirit animal.
3	This animal is an outcast among its species, and so am I.
4	I admire the attitude and qualities (tenacity, cunning) of the animal more than the animal itself.
5	I used to be one of these animals in a prior incarnation.
6	I will live with this animal until I've learned all it has to teach me.

d6	Flaw
1	Yes, I make animal sounds. What of it, city-dweller?
2	I eat like my animal friend whenever I can.
3	If people would just behave like animals, we'd get along better.
4	I get angry or sad when I see pelts and fetishes from an animal species I favor.
5	I see every "family" and "government" as just a pack or herd.
6	That smell is from the animal. I swear it isn't me.

OHARI HUNTER

The forests and jungles are your home and the sky is your roof. No one can match your woodcraft, your stealth, or your endurance in the chase.

d8	Personality
1	I never boast. If I say I did it, then it is so.
2	I never speak unless I have something to say.
3	My deeds are worthy of songs, and I am not afraid to tell others about them.
4	I am superstitious—the spirits have given me many taboos, and I must keep them.
5	My great skill, lithe muscles, and clean good looks mean that the women (or men) of my tribe are eager to become my mate. It's not my idea!
6	I know all of the songs of my people, and turn to them for guidance in difficult times.
7	I won't let anyone beat me to the kill.
8	I have no interest in things that I cannot see, smell, feel, or taste.

d6	Ideal
1	Solitude. The wide spaces speak to my soul.
2	Glory. I am known by my kills.
3	Thrills. I live for the chance to roll the dice, with my life as the stake.
4	Friendship. I give my friendship grudgingly, because it is the most solemn of bonds.
5	Protection. I am the champion of my people, and I would do anything to protect them.
6	Savagery. The world is brutal, and I must be strong and fierce to survive.

d6	Bond
1	I have an epic set of scars from my greatest kill.
2	A legendary beast has thwarted the hunters of my tribe for years, but I mean to be the one who finally claims the trophy.
3	I have a rival, another hunter who seeks to be first among my people.
4	I carry the claw of the saber-tooth that slew my father.
5	My spear and bow were blessed by an ancient shaman for a battle that yet lies ahead of me.
6	There is a secret valley only I know of, my own hunting ground and refuge.

d6	Flaw
1	I never speak falsehood, and cannot lie.
2	I never speak falsehood, so I cannot tell when someone is not being truthful.
3	If you deny me my kill, there is going to be a fight.
4	I have no respect for anyone who isn't a hunter with skill equal to my own.
5	I would rather die than accept dishonor.
6	I am overly protective of those close to me, to the point of trailing them to make sure they are safe.

FREE BLADE

You are a sword for hire, a bold adventurer with a streak of wanderlust and a keen eye for new opportunities. Your fortune lies ahead of you—if you're clever and strong enough to seize it.

d8	Personality
1	I'm given to tall tales and wild boasts.
2	I'm a grim, moody bastard and I have a long memory for slights.
3	I can't help it—I'm a sucker for a sob story.
4	I don't take anything seriously. One day at a time is the way I live.
5	I live for taking chances. It's what makes me feel alive.
6	I seek to put my humble origins behind me, and carry myself like an aristocrat.
7	I'm a pessimist, but I make up for it with a wicked brand of gallows humor.
8	I'm a lot smarter than I look, and I take advantage of people's low expectations.

d6	Ideal
1	Independence. I won't be ruled by anyone.
2	Friendship. There's nothing I wouldn't do for my friends.
3	Greed. I'm in this for the money; if I don't look out for myself, who will?
4	Fear. I want my enemies to be terrified of me . . . and if people who annoy me know to stay out of my way, that's fine too.
5	Revenge. I was wronged a long time ago, and I've dedicated myself to destroying my enemy.
6	Fame. I live for glory. By the time I'm done, they'll sing songs about me for a hundred years.

d6	Bond
1	I'm the only survivor of a legendary massacre.
2	As a teenager I sailed with the corsairs of the Golden Sea.
3	My mother gave me a signet ring marked with the emblem of a high noble house of Atlantis.
4	I have a rival—another free blade who always seems to get between me and my prize.
5	I'm wanted for murder in Katagia, Lomar, or Quodeth.
6	I have a long-running feud with a cult that worships Tsathoggua.

d6	Flaw
1	I've got to be free. Home, friends, love—they are not for me.
2	I'm a bitter cynic, and I expect the worst from people.
3	I can't control my temper.
4	I am ridiculously impatient and rash. The second I think of something, I'll do it.
5	I resent authority figures and defy them at every turn.
6	If the prize is rich enough there's no one I wouldn't betray.

GOLDEN SEA CORSAIR

You are a member of one of Thule's notorious corsair brotherhoods. Outlaws and outcasts in all quarters, your fellows are only too happy to live down to the expectations of others.

d8	Personality
1	Booty—in all its many forms—is all I crave.
2	The sea has its hold on me, and I can't stay on land for long.
3	A corsair's ship is the only place where men are truly free.
4	Where's the next revel?
5	Plundering from the greedy is a reward all its own.
6	I'd swim a sea of sharks for my mates.
7	I come to the sea to forget—and to hide.
8	A pirate's life is all I've ever known, but I wonder . . .

d6	Ideal
1	Greed. If they put their wealth on ships, they must want me to take it.
2	Revelry. The sun is always over the yardarm for me.
3	Rebellion. No slaver, sergeant, or tyrant has a hold on me.
4	Power. Someday I'll be captain, and then . . .
5	Loyalty. I've spilled my blood for my crew, and they've spilled theirs for me.
6	Swashbuckling. The treasure is nice, but it's really all about swinging onto a hostile ship, dagger in teeth, to find what fortune has in store for me.

d6	Bond
1	I'm an orphan, raised by a pirate crew.
2	A former captain once told me about a particular treasure . . .
3	Every corsair has rivals, but I have a particular vendetta.
4	I became a corsair after a tragedy on land.
5	Pirates rescued me from slavery, so I owe them my freedom.
6	I've been saving my share of the treasure for a specific goal.

d6	Flaw
1	My fashion sense is equal parts flotsam and jetsam.
2	I hate swimming and enter the water only with reluctance.
3	My pirate mannerisms follow a certain arrrrrrchetype.
4	I get nervous and irritable when I'm on land too long.
5	Pirates make a lot of enemies—and I've made more than most.
6	I spend coin as fast as I "earn" it.

GUARDIAN OF THE NINE

Many dangers lurk in the jungles or shadowed alleyways of Thule, but you save your concern for a threat many do not recognize—the cults of the Great Old Ones.

d8	Personality
1	I'm an indifferent student, but I have a knack for keeping my head in a crisis.
2	The things I fear are best forgotten at the bottom of a cup.
3	I am cautious in all things. Disaster awaits the rash when dealing with the things I deal with.
4	Nothing shocks me.
5	I find pleasure in small and ordinary things to distract myself from the horrors beyond.
6	I constantly refer to concepts, events, or names only sages would know about.
7	I distrust any magic other than my own.
8	No place feels like home—it never takes long before I am called to my next challenge.

d6	Ideal
1	Protection. I set myself as guardian against Things That Should Not Be because humanity itself is threatened with extinction.
2	Piety. The gods have set forth their plan for mortals; I seek to obey their will.
3	Purity. Only one uncorrupted in body or mind can face the dangers I face without being destroyed.
4	Knowledge. By understanding what has happened in the past, I can prepare for the future.
5	Might. The only way to save the world is to master magic powerful enough to daunt my foes.
6	Orthodoxy. I will not tolerate the slightest hint of heresy or dark magic.

d6	Bond
1	One cult has my special hatred, because they kidnapped my sister when I was a child.
2	I am looking for a book of lore lost long ago.
3	I'm an orphan. I was raised by a priest of my temple.
4	I was branded and marked by a cult that intended to sacrifice me, but I escaped.
5	I seek to understand the exact meaning of a terrible prophecy so that I can avert it.
6	I am hunted by the followers of a Great Old One because I foiled them.

d6	Flaw
1	People think I'm mad just because I try to warn them about invisible monsters from the stars.
2	I mean to defeat the beings I fear . . . but not before I unlock the uttermost secrets of their power.
3	There is no cost too high for victory in this war. If I must sacrifice a city to save a world, I would do so.
4	I don't really believe in hidden cults. I only seek to advance myself in the priesthood.
5	I pray constantly and bless everyone and everything I come in contact with.
6	I refuse to become emotionally attached to any person or place, because I expect to be called away.

ICE REAVER

A barbarian born and bred, you absorbed a hundred deadly lessons of survival in the Thulean wilderness.

d8	Personality
1	My people raised me to respect myself and live honorably. The temptations of the city hold no power over me.
2	I am the wolf. No one can match my quickness, my savagery, my cunning.
3	I'm very curious about the gods of the civilized peoples. I try a new one every month or so.
4	People wear ridiculous amounts of clothing in the cities. A loincloth, good sandals, and perhaps a warm cloak is all I need.
5	I expect everyone to be as plain-spoken and honest as I am. Deliberate deceit baffles me.
6	I make my own weapons and tools. You can't trust a spear whose point you didn't sharpen yourself.
7	Battle brings me joy. How else can I measure myself against the world?
8	Words are the weapons of the coward. I let my actions speak for me.

d6	Ideal
1	Strife. I seek out conflict so I can test myself in battle.
2	Anarchy. Cities and their rulers are corrupt. No one should have authority over anyone else.
3	Wanderlust. The world is wide and full of marvels; I want to see it all.
4	Strength. The world is a hard place and there is no room for weakness.
5	Courage. I mean to set an example that others can follow.
6	Honor. There is no glory in preying on the weak; I seek foes worthy of my steel.

d6	Bond
1	I have a dozen siblings who are brawling their way across Thule.
2	I take a trophy from every worthy foe I defeat.
3	I have a spirit totem, and I know it watches over me.
4	I carry my father's sword, broken in battle.
5	The enemies of my tribe are still my most hated foes.
6	I made an enemy of a powerful priest of Set. She hunts me to this day.

d6	Flaw
1	Magic terrifies me. When my companions work spells, I avert my eyes and cover my ears.
2	I despise those who can't protect themselves.
3	There are a thousand ways to insult me, and I answer any of them with fist or blade.
4	I refuse to employ stealth or guile against my enemies. Let them see me coming!
5	There is one foe I hate so much that the mere sight of one sends me into a murderous fury.
6	I don't know how to run away from a fight.

INITIATE OF MYSTERIES

You belong to the innermost circle of your temple, vested with powers most Thuleans find fearsome and mysterious. Do you serve your deity's interests, or your own?

d8	Personality
1	I rarely get worried because I know my god has matters well in hand.
2	Have you thought about inviting my god into your life?
3	I am the tool my god uses to make the world a more suitable place.
4	My god is still a mystery to me, but it's a mystery I intend to solve.
5	I've seen things . . . done things you couldn't comprehend.
6	I was raised into this faith, and it's all I've ever known.
7	I don't just worship my god. I emulate my god whenever possible.
8	My god is how I judge others, and judge myself.

d6	Ideal
1	Truth. The scriptures explain how the world really works.
2	Union. Someday my god and I will be as one.
3	Prophecy. I have a role to play in my god's master plan.
4	Guidance. I'm here because my god has a message.
5	Knowledge. To study the divine is to study the infinite...the impossible.
6	Redemption. By worshipping my god, I make amends for my past.

d6	Bond
1	I'll travel to the ends of the earth to recover lost wisdom of my god.
2	A key mentor set me on this path, and I won't disappoint him or her.
3	I am an example of the faith to other disciples.
4	Through bold living, I'll bring others to the faith.
5	My god is watching me—and judging—at all times.
6	My sect has rivals . . . and I will see them expunged.

d6	Flaw
1	I quote scripture whether people want to hear it or not.
2	I haven't spent much time outside of the temple.
3	Rival faiths earn only pity—or scorn.
4	I'm starting to doubt that all these mysteries are worth it.
5	I have difficulty relating to secular people.
6	I pray incessantly, even when silence would be safer.

JUNGLE TRADER

A resourceful, well-traveled dealer in exotic goods of a dozen different descriptions, you see opportunity where others see only danger and hostility.

d8	Personality
1	I honestly like everyone I meet. There's no one I can't deal with, really.
2	I live for the art of the deal—haggling, dickering, the give and take of striking a bargain.
3	I can't walk away until I feel like I've gotten the better of an exchange.
4	I don't tell the truth about anything unless I have to.
5	Fair dealing is all very good, but there's nothing like the five-fingered discount to make sure I come out ahead.
6	I'm a shameless gossip.
7	I always have half-a-dozen schemes churning in the back of my head.
8	I have a spouse and family waiting for me in a village I visited once . . . and another spouse or two in other villages I pass through from time to time.

d6	Ideal
1	Avarice. I mean to get rich, and I don't care how.
2	Fame. I want to be known and liked wherever I go.
3	Independence. I won't be bound to any one, nor will I have anyone bound to me.
4	Ambition. Today I am a wandering trader, but I mean to build a mercantile empire.
5	Brotherhood. I am one of a rare breed, traders who live by their wits. Whenever I meet one of my fellows, it's an opportunity to trade news.
6	Wanderlust. The world is full of interesting people, and I want to meet all of them.

d6	Bond
1	You own a small but brilliant gemstone of a type no one has seen before. If you could find out where it comes from, you could get rich!
2	You have a vicious, unethical rival who will stop at nothing to cut into your business.
3	You have befriended a tribe that no one else can deal with. They kill strangers on sight, but not you.
4	Your whole family is engaged in your business—you're just the point of the spear.
5	You have a map to a jungle ruin where a great treasure is guarded by deadly magic.
6	You own a small warehouse in a Kalayan harbor town such as Ghanport, Tieryna, or Pluvo. It's not much, but it's your base of operations.

d6	Flaw
1	I'll cheat my own mother if she isn't sharp enough to catch me at it.
2	I have a weakness for gems. If a deal might involve a handful of gemstones, I'm in.
3	No one trusts me.
4	My loyalty can be bought. Easily.
5	I have no respect for authority and don't pay attention to rules.
6	I think I'm a lot cleverer than I really am.

KATAGIAN PIT FIGHTER

From the time you were old enough to fight, you were trained for the arena.

d8	Personality
1	I expect to die young, so I live for the moment.
2	I am extraordinarily careful. I have to take too many chances in the arena, so I make sure I do everything I can to control my own fate.
3	I am a true student of the combat arts, and seek to perfect my technique.
4	People assume I'm a ferocious killer, but that's part of the act. I'm an amiable fellow until it's time to cross swords.
5	I'm a natural scrounger and dealmaker. In the pits, I was the one who could get another gladiator whatever he or she wanted.
6	I'm a fatalist. There's not much point in trying to escape my fate.
7	I've known nothing but harsh discipline my whole life. I don't know how to react to comfort or kindness.
8	I try to spare any foe I can. Someday I might be the one crying out for mercy.

d6	Ideal
1	Brotherhood. All who must fight for sport are brothers; they are no different from me.
2	Hate. I despise those who watch me fight, and hold nothing but contempt for those who challenge me in the arena.
3	Freedom. The vile practice of slavery and the bloody spectacle of the arena must be stamped out.
4	Brutality. The only reason I survive is because I am stronger and meaner than anyone I meet.
5	Glory. I fight for personal fame; my name will live for a thousand years!
6	Excellence. My work is art, and I intend to be known as a master.

d6	Bond
1	In my youth, I was forced to fight my own brother—to the death.
2	I have a lucky charm. I couldn't possibly fight without it!
3	The names or likenesses of gladiators I have defeated are tattooed all over my body.
4	I have a signature salute or finishing move, known by all who have seen me fight.
5	I was horribly scarred or disfigured by my first owner to make me more memorable in the fighting pit.
6	I have a stage persona I adopt for the arena. The crowds cheer for the mask, not me.

d6	Flaw
1	I see everything as a contest in which I must triumph.
2	I am addicted to the approval of the crowd, and I live to hear their roars.
3	I can't let myself become close to anyone. They will die, or I will.
4	My fury is born of fear—I am a coward at heart, paralyzed by terror before each fight.
5	I am wracked by survivor's guilt. Why do I live, when so many others died on the sands?
6	I like killing.

MYRMIDON

You are an elite warrior of the city-states, a natural rival to the barbarian freebooters and nomadic hunters that roam the Thulean wilderness. Discipline and training are your answer to their sheer ferocity.

d8	Personality
1	For a proper job, there's always one more thing to do.
2	I revel in the pomp and circumstance of military life.
3	I'm haunted by the horrors of the battlefield.
4	Grumbling about hardship is how I get through the day.
5	I approach each day as a tactical puzzle to be solved.
6	I miss my fallen comrades and think about them often.
7	I've achieved a lot despite the so-called "superior officers" I've served.
8	I feel alive only when I'm fighting.



d6	Ideal
1	Loyalty. I protect my brothers-in-arms, and they protect me.
2	History. I'm part of a noble military tradition that stretches back centuries.
3	Honor. War is brutal, but it has rules. Otherwise you're a horde, not an army.
4	Achievement. I became a myrmidon to win battles against impossible odds.
5	Advancement. I intend to climb the ranks and have an army of my own someday.
6	Avarice. To the victor go the spoils, right?

d6	Bond
1	I still remember the gruff sergeant who made a soldier out of me.
2	We myrmidons are a shadow of what we once were, and could become again.
3	I'll never turn my back on someone I've shared a march with.
4	I became a myrmidon to defend my family and my home.
5	My breath catches in my throat when I see our pennant in the breeze.
6	I've made friends for life in the ranks—and a rival or two.

d6	Flaw
1	I find civilians to be annoying, contemptible, and lazy.
2	I have a hard time enjoying luxuries; too much time on the march.
3	They say I'm gruff. [Shrugs.]
4	The horrors of war have given me nightmares.
5	When I'm off duty, there's no revelry I won't try.
6	WHAT DO YOU MEAN I'M ALWAYS BARKING ORDERS, MAGGOT?

OCCULT SCIENTIST

In Thule, lore considered to be esoteric or arcane includes not only the study of magic, but also the study of the natural sciences. You are interested in knowledge of all kinds, be it magical or mundane.

d8	Personality
1	I grow impatient when others can't follow me because of a lack of learning.
2	I have so many interests I cannot possibly organize them all. My workshop is a disaster.
3	I enjoy devising toys and keepsakes to illustrate the principles I study.
4	I constantly collect interesting specimens.
5	I never have fewer than three books or journals on my person.
6	I become ridiculously excited at a new discovery, and sometimes take awful risks to get a better look at things that should be observed at a distance.
7	Ask me a question, and you'll get three times the answer you really need.
8	I expect everybody to act rationally for the good of all, and I'm flummoxed when I run into people who fail to meet my expectations.

d6	Ideal
1	Knowledge. Nothing is so rewarding as studying something few understand and comprehending some hidden secret of the world.
2	Influence. I have no interest in wielding power in my own person, but I could help others to rule well—or at least efficiently.
3	Greed. There are practical applications for the things I study, and they could make me rich.
4	Power. By unlocking the secrets of how the universe works, I gain the ability to repair the mistakes of fate and mischance wherever I find them.
5	Reason. My mind is my most powerful weapon; there is no problem I cannot defeat with a little logic and persistence.
6	History. The ancient Atlanteans, the elven empires, the serpentmen and rakshasas—all these peoples knew things that have been forgotten. I mean to rediscover what has been lost.

d6	Bond
1	I own a mysterious ancient scroll of copper foil with markings I have not yet learned to decipher.
2	I still correspond with my old mentor, who taught me everything I know.
3	A terrible curse destroyed my onetime mentor. I don't know what her fatal mistake was.
4	A powerful panjandrum believes that my experiments caused a disastrous explosion in which his son was killed.
5	Ignorant robbers stole something dangerous from my workshop, and I must recover it.
6	My work is sponsored by a wealthy noble, but she hopes to use it for some dark purpose.

d6	Flaw
1	Sometimes I don't know when to take an observation and when to run.
2	I hoard my knowledge for my own use.
3	I resent panjandrums and priests, since they seek to suppress learning they disapprove of.
4	I am cowardly and shrink from physical danger. My brain is too valuable to be risked!
5	I use people for my own ends, and I don't see why they should object.
6	When people act foolishly, I respond with biting contempt.

PANJANDRUM

You are a high-ranking official or functionary, responsible for keeping the laws and forwarding the interests of your people. To whom do you answer?

d8	Personality
1	Say little, listen carefully, see much—that is the way to the truth.
2	I'll let the little things go. There are real threats to concern myself with.
3	I am beyond meticulous. No investigation is complete until every piece of evidence and each eyewitness account has been weighed and sifted.
4	I follow orders only until my superior is out of sight. Then I do things my way.
5	Magic is dangerous. I don't trust any who dabble in the arcane arts.
6	I have no time for humor.
7	I make a point of cultivating contacts, allies, or informants wherever I go. One never knows where the next tip might come from.
8	Trust is hard for me; in my experience, everyone has an angle.

d6	Ideal
1	Justice. It is my sacred task to deal fairly with both the high and the low.
2	Compassion. I can use my position to aid many people in need.
3	Prosperity. Commerce is the lifeblood of my city. I keep good order so that people of all stations can thrive in whatever trade they pursue.
4	Greed. People in my position deserve to surround themselves with wealth and comfort.
5	Oppression. Power should be concentrated in the hands of a few who know how to rule. The masses need to be kept in their place.
6	Protection. My loyalty is to my city; I will protect her against all foes, both external and internal.

d6	Bond
1	I presided over the arrest of a powerful noble's son. Now I have a dangerous enemy.
2	I exposed corruption among my fellows. It had to be done, but I am hated by my peers.
3	I have sworn to root out a dark cult that lurks in the city's shadows.
4	The last person who carried the symbol of office I now bear was murdered. The crime has yet to be solved.
5	I am the protégé of a high-ranking panjandrum. She expects great things of me.
6	I know a terrible secret about my city's ruling family.

d6	Flaw
1	I don't see any reason why I shouldn't take a bribe or two, especially in minor matters.
2	I am consumed by ambition.
3	I jealously guard the prerogatives of my position.
4	I have no pride in the presence of my superiors. I fawn all over them.
5	No infractions can be permitted. I enforce the full letter of the law, regardless of circumstances.
6	I scheme constantly to gain more power and expand my authority.

QUODETHI THIEF

Some look upon you and see nothing but an ill-mannered, uneducated street rat. You are far from uneducated, however—you learned hard lessons at an early age, and you learned them well. Now it's time to put them to some practical use.

d8	Personality
1	Pay attention, kid, and I'll show you how the world really works.
2	I started with nothing, and I've been fixing that problem ever since.
3	It's a family business, and I love my family.
4	I was born to leap across rooftops, not cobble shoes or darn socks.
5	The best way to humiliate a so-called "authority" is to take his wealth away.
6	Stealin' beats workin', that's for sure.
7	Locks, guards, traps . . . all just challenges to overcome.
8	I want it I want it I want it.

d6	Ideal
1	Greed. Gold is the best way to keep score.
2	Prestige. I want respect when I walk through the neighborhood.
3	Thrills. You haven't lived until you've tipped over a fruit cart to send the guards sprawling.
4	Ambition. I'm climbing the ranks, one dagger at a time.
5	Brotherhood. Everyone's against us, but we've still got each other.
6	Power. Thievery is just step one in my master plan.

d6	Bond
1	The only thing I care about is the next score.
2	We started as a gang of kids: pickpockets, lookouts, and beggars . . .
3	There are shifting rivalries, sure, but I know who's got my back.
4	I've spent my life dealing with bullies, and I've beaten all but one.
5	I want one particular treasure . . . the stuff dreams are made of.
6	Threaten me with prison, slavery, torture, but I still won't rat on my family.

d6	Flaw
1	You can take the kid out of the street, but . . .
2	A childhood of thievery didn't exactly teach me "impulse control."
3	Once I start something, good or bad, I have a hard time stopping.
4	I never met an authority figure worthy of my respect.
5	I have a hard time accepting generosity, because I'm wary of "the catch."
6	I judge people by how much wealth they have.

SACRED SLAYER

Fanatic, avenger, zealot—your enemies see your determination and your faith, and deem you mad. But while they sneer at what you hold holy, they also know fear.

d8	Personality
1	Every quandary has its answer in the passages of my temple's holy texts.
2	People assume I have surrendered my reason to the service of my god, but I delight in philosophical debates.
3	The temple took me in as an infant. The priests are the only family I have ever known.
4	I was once a vile criminal and unrepentant sinner, but I found purpose and meaning in faith.
5	I hold myself to impossible standards of personal conduct, observing even the least commandments of the holy texts.
6	My duties may seem stern, but I am deeply compassionate. Only true enemies feel my wrath.
7	I'm a gambler, a drinker, a blasphemer, and a womanizer, but my superiors keep me on because no one is better at the job than I am.
8	I harbor great doubts about the rightness of what I do.

d6	Ideal
1	Vigilance. I fight a war in the shadows against a threat most people know nothing about.
2	Piety. The gods revealed to the prophets of old what they require of mortals. If you desire a life of prosperity and contentment, listen to their holy commands.
3	Obedience. I respect those appointed over me and find fulfillment in serving them faithfully.
4	Fear. The secret of power is to be feared by those who would thwart you. I intend to make sure that no one dares to speak against my temple.
5	Revenge. My temple suffered at the hands of our enemies, and I have sworn to make them pay.
6	Oppression. Human nature is deeply flawed. Best to eliminate temptation by imposing strict codes of behavior.

d6	Bond
1	I carry a sacred text with me wherever I go.
2	I am part of an elite order or society within my temple. They are my brothers and sisters.
3	Most in my position leave their families behind, but I am still in touch with mine.
4	I believe I am fated to play a part in a dark prophecy that concerns the priests of my temple.
5	My weapon was blessed by a revered high priest of my faith.
6	I have sworn a holy oath to destroy an enemy (or group of enemies) of the faith.

d6	Flaw
1	I am without compassion or mercy.
2	I never question the dictates of my faith or the orders of my superiors.
3	I hold others to the same near-impossible standards I set for myself.
4	I feel driven to punish myself when I fail to live up to my standards.
5	I conceal a hidden vice—the one indulgence I allow myself.
6	Acts of impiety or defiance fill me with rage!

SOOTHSAYER

Seer, counselor, reader of fortunes, interpreter of dreams—you possess insights into matters that are hidden from most people. Is your power a gift or a burden? Or is it all just an act?

d8	Personality
1	I must be careful to tell people what I see, not what I think they should do.
2	I surround myself with mysterious rites and trappings that I don't need; it's part of the show.
3	I avoid telling fortunes unless I absolutely must, since I may not like the results.
4	I have a knack for giving good advice even when my readings show me nothing.
5	I make careful observations of the stars and planets every night that I can, since the most accurate horoscopes are based on my own work.
6	I pay little attention to my immediate surroundings; my mind is elsewhere.
7	I've heard too many vain, foolish, or petty questions, and now I loathe people in general.
8	Mad? No, I'm not mad! I am simply speaking to people who aren't here, or having tomorrow's conversation a day early.

d6	Ideal
1	Knowledge. I'm interested in all fields of learning; soothsaying is simply one of many arts and sciences that piques my interest.
2	Influence. My counsel can bring great good to many people, but only if I make myself useful to those who wield power.
3	Greed. I can use my knowledge of what is to come to make myself very, very, very rich.
4	Vigilance. I see things no one else sees. There are terrible threats gathering, and I must be ready to act when their hour arrives.
5	Piety. Some doubt whether the gods care and do not see them at work in the world, but I know differently. I am humbled to play a small part in their great plan.
6	Prophecy. A fearsome warning has been given to me, and it is my life's work to decipher it.

d6	Bond
1	I know how to avert a coming catastrophe, but it will require me to gather hard-to-find artifacts from all across Thule.
2	I have a noble patron who finds my advice indispensable.
3	I made a spectacular prediction that failed to come true. What did I get wrong?
4	I have a small, cluttered tower in my home city. My former mentor left it to me.
5	My real work is watching the stars for alignments under which the Great Old Ones might become active.
6	I made a prediction that a powerful person didn't like.

d6	Flaw
1	I am a shameless flatterer.
2	My visions are unpredictable. They come when I don't want them, and refuse me when I attempt to invoke them.
3	I despair because the future is already written, and I cannot change it.
4	When I read someone's fortune, I go into a trance. I cannot choose my words and I do not remember what I tell them.
5	I am not above making up "visions" to encourage a wealthy patron to pay me more.
6	I speak the truth, no matter what the consequences.

STAR-LORE ADEPT

Earthly magic is mere child's play compared to the powers wielded by races millions of years older than mankind. You are a student of these forbidden arts; what have you learned?

d8	Personality
1	I'll do anything—anything!—to advance my eldritch knowledge.
2	When I'm deep in study or spellcasting, I lose track of the world around me.
3	Unlike everyone else, I'm brave enough to risk it all for power.
4	After the first few impossible, obscene horrors, you get used to it.
5	Isn't it strange how the black arts can bring such joy?
6	I've done terrible things in the name of the stars. Terrible things.
7	No matter how impossible it seems, with magic there's always a way.
8	Actually, my personality doesn't matter because the cold, unfeeling stars control us all.

d6	Ideal
1	Knowledge. I seek esoteric lore for its own sake.
2	Power. The knowledge of the stars gives me an advantage.
3	Revenge. The bullies and simpletons of the world are going to get what's coming to them.
4	Prophecy. My role is to make sure the future unfolds as it should.
5	Guardian. I learn about Things That Should Not Be to keep us all safe from them.
6	Destroyer. I'll snuff this world out like a candle.

d6	Bond
1	I'm looking for one or more people key to fulfilling a prophecy.
2	Horrors from beyond our world took my parents, but they aren't getting me.
3	World-ending cults must be stopped, because they'll end the world in the wrong way.
4	Things That Should Not Be are chasing me, and I don't know why.
5	There's one key manuscript that'll confirm several theories of mine . . .
6	The stars told me to protect you. Would you argue with the very sky?

d6	Flaw
1	I talk like I just swallowed Lovecraft's thesaurus.
2	I tell you all the hideous details of my rituals and practices.
3	I consult the stars for even the most mundane decisions.
4	I use "villainous laughter" like others use commas.
5	I forget that not everyone speaks thousand-year-old languages and is conversant in esoteric arcane theory.
6	Sometimes I'm articulate, and sometimes I mome raths outgrabe.

TRIBAL OUTCAST

Few survive alone in the Thulean wilderness, but somehow you learned how to make your way in the world without a people to call your own. What led your tribe to cast you out? Did you go willingly?

d8	Personality
1	Since my old life is over, I will embrace the ways of civilization.
2	I never speak of what led to my exile; I am too ashamed.
3	Animals are my best friends; they ask no questions of me.
4	I know that I was wronged, but I am too proud to go back to my people.
5	Someday I hope to find a new place where I belong.
6	The past is the past. I look forward to what tomorrow may bring.
7	I speak to the spirits my people revere. No matter where I go, they still watch over me.
8	I carouse to forget the past.

d6	Ideal
1	Revenge. An enemy arranged my exile; someday I will return and settle old scores.
2	Loyalty. With no people of my own, I instead give my friendship to the companions chance has brought my way.
3	Brutality. By the laws of my tribe I am no longer a person. Fine—if it's a beast they want, then a beast I shall be.
4	Honor. Even though I was driven out, I was raised to be a warrior and guard my honor with care.
5	Survival. Without a people to call my own, all I can do is to make my way as best I can.
6	Compassion. I may no longer be able to protect my people, but there are many others in the world who need my help.

d6	Bond
1	Even though I am cast out, my brother secretly keeps in touch with me.
2	I left behind my true love when I went into exile.
3	My mother gave me this amulet to protect me when I was sent away.
4	My rival was cast out of the tribe at the same time I was. He blames me for his downfall.
5	I was branded so that all could see my shame.
6	I have sworn to prove my innocence and regain my honor, no matter how long it takes.

d6	Flaw
1	I am secretly ashamed, because I believe my tribe was right to cast me out.
2	The only person I trust is me.
3	I cower or retreat from any of my people I meet; my shame before them is too great to bear.
4	I am contemptuous of civilized practices like reading, codes of laws, or good manners.
5	Since I am already dishonored, there is no reason not to rob others and take what I need.
6	Anger smolders in me like a volcano, and I never know what might set me off.

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